

AFTER SCHOOL CURSE CLUB

A Roll and Write RPG of Japanese Horror
for 1-4 Players
Designed by Noah C. Patterson
(Print and Play Version)

As an avid member of Ito High School's After School Curse Club, a group of girls who enjoy getting together to tell ghost stories, you've always dreamed of encountering a real Yūrei (A vengeful Japanese spirit). Unfortunately, after participating in a childish game meant to summon spirits, you get your wish.

Now, trapped in the high school after dark, it's up to you and your fellow club members to search the school and find six Talismans to stop the blood thirsty Yūrei you summoned from killing you all.

WHAT YOU'LL NEED:

- "Student ID" Sheets (Provided here)
- "Ito High School" Sheets (Provided here)
- Multi-colored "Student" markers (Provided here)
- 1 Blood Red "Yūrei" Marker (Provided here)
- 2 White "Investigation" Dice,
- 1 Red "Yūrei" Die (or any different color die)
- Pencils and Erasers
- These Game instructions.

SET UP:

1. Each player is given a "Student" sheet. They should fill in a name. (This has no effect on the game and is only for flavor, as is the Student #, Class, and Gender.)

2. Each player will now choose one skill they are talented in (Spirit, Will, or Investigation). Add +2 in the parentheses next to your chosen skill.
3. Set one of the "Ito High School" map sheets in the middle of the table. Mark off the three greyed out boxes on the Yūrei Power Counter. (The counter starts at 3).
4. Each player will take one of the Student markers and roll a die. The number each player rolls determines which numbered room their student begins in.
5. Place the dice and the red marker next to the map in easy reach of all the players.
6. Roll a die to see who will go first.

PLAYING the GAME:

GOAL: Players need to work together to stop the Yūrei. They must find all 6 Talismans hidden within the school.

THE GAME TURN: On your turn, you will do the following steps in order.

1. HORROR STEP: Check off the next box on the Horror Counter and fulfill its listed requirements.
2. MOVEMENT STEP: You may move your student to one adjacent room or hallway.
3. SPIRIT STEP: You may make a *spirit roll* in order to fight back the Yūrei's power.
4. INVESTIGATION STEP: Investigate your current room to search for a Talisman.

OPTIONAL REST STEP: If you did not investigate this turn, you may choose to rest.

HORROR STEP: The longer you are trapped in the school with the ghost, the more horrible things happen. During this step, follow the listed instructions:

HORROR COUNTER: Mark off the next available box on the Horror Counter. Start by marking the top box in the far-left column and moving down. When you've reached the bottom, the round has ended. Begin marking on the next column over.

Next, check the box you marked to see what letter is listed there.

- **“P”:** Each time you mark off a box with a P the Yūrei Power Counter Increases—signifying the increase in the spirit's power. Roll the red die and halve the result (rounding down to a minimum of 1). Starting at the top of the Yūrei Power Counter, and mark off boxes equal to your final modified die result. If you ever check off the box with the “Y” in it, the Yūrei will materialize and appear on the school map.
- **“W”:** For every space marked with a “W” on it, you must make a Willpower Roll to keep from going insane.
 1. The target number you're trying to roll is whatever numbered space the Mythos Track is on (1-10) plus the round modifier (+1 for round 2, +2 for round 3), plus the Yūrei Power Counter modifier (the number on the left of the checked boxes). You must meet or beat that number.
 2. Take the 2 investigation dice and roll them and add the results together. Apply any necessary modifiers to the roll. If Willpower is your “talented” area, add +2. Add the bonus marked on the talisman track if the group has found any. Finally, subtract any negative modifiers if your Willpower has taken any hits this game

3. If you succeed at the roll, nothing happens. If you fail, you lose 1 Willpower. Mark off one of the boxes on your student sheet, starting from the right and moving left.

- **“Y”:** When you mark off the square marked with a Y, then the Yūrei spirit will materialize somewhere in the school. Mark off the Yūrei Materialization Box. Roll the red Yūrei die and place the Yūrei marker in the room with that matching number. If any students are in that room, she will attack them. (Each following turn, during the Horror Step, roll a die to move the Yūrei to a new room.)

YŪREI ATTACK: When the Yūrei counter comes into the room with one or more students, she will attack them.

- The Yūrei rolls the red die and adds the following modifiers: The Round Modifier, the Yūrei Power Counter Modifier, and the Yūrei Materialization Modifier (+2). Whatever the total result is, is what the students must roll to escape her.
- The student(s) will make Willpower rolls to not be too scared. If they fail, they will take two hits to their willpower.
- The student(s) will then make a Spirit roll to try and drive her off. If they succeed, the Yūrei is removed from the map until the Horror Step of the next turn. If they fail, they will each take 2 hits to their spirit and are forced to leave the room and move to any adjacent room.

MOVEMENT STEP: The player may move to any adjacent room through marked (grey) doors. The Hallway counts as a space as well.

SPIRIT STEP: The active player may now choose to make a spirit roll to drive back the Yūrei power.

- Roll the red die and add the Round Modifier, the Yūrei Power Counter Modifier, and the Yūrei materialization modifier if the Yūrei has materialized. This is the number you're trying to meet or beat.
- Roll the 2 investigation dice and add the results together. Apply any necessary modifiers to the roll. If Spirit is your "talented" area, add +2. Add the bonus marked on the talisman track if the group has found any. Finally, subtract any negative modifiers if your Spirit has taken any hits this game.
- If you succeed at the roll, erase the lowest marked box on the Yūrei Power Counter.
- If you fail, take one hit to your Spirit.
- Finally, you may make a second attempt (no matter the outcome of the first roll), but using only 1 investigation die instead of 2. The red die is also re-rolled if you choose to do this.

INVESTIGATION STEP:

You may now attempt to search for Talismans by investigating the room you are currently in by making an Investigation Roll.

- Look at the room's Investigation Difficulty (the second number in parentheses) Add the Round Modifier, the Yūrei Power Counter Modifier, and the Yūrei materialization modifier if the Yūrei has materialized. This is the number you're trying to meet or beat to investigate the room.
- Roll the 2 investigation dice and add the results together. Apply any necessary modifiers to the roll. If Investigation is your "talented" area, add +2. Add the

bonus marked on the talisman track if the group has found any. Finally, subtract any negative modifiers if your Spirit has taken any hits this game.

- If you succeed at the roll, check off one of the boxes in the room. If you check off the last box, you have found one of the six talismans. Mark the next available box on the Talismans Collected tracker.
- If you fail, take one hit to your Investigation as you grow more flustered.
- Finally, you may make a second attempt (no matter the outcome of the first roll) but using only 1 investigation die instead of 2.

OPTIONAL REST STEP: If you did not investigate this turn and the Yūrei is not in your room, you may rest to recover 1 Spirit, 1 Willpower, or 1 Investigation. If you did not Move AND did not Investigate you may recover 2 Spirit, 2 Willpower, 2 Investigation, or one out of two categories.

WINNING the GAME: If at any point in the game you've checked off every box in every room in the school, and have therefore found all six talismans, you win the game and banish the Yūrei back to where she came from.

LOSING the GAME: If any player ever checks off a box with a skull icon in it, either on the school sheet or the student ID sheet, everyone loses the game.

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QUICK REFERENCE:

TURN STEPS:

1. Horror
2. Movement
3. Spirit
4. Investigation (or rest)

HORROR COUNTER:

at the Right = Turn

at Bottom = Round Modifier

P = Yūrei Power Counter Increases 1d6/2

W = Willpower Roll

Y = Yūrei Materializes

Skull = Game Over

YŪREI POWER COUNTER:

Left column = Difficulty Modifier

Right column = Current power level

Y = Yūrei Materializes

Skull = Game Over

WILLPOWER ROLL:

Target #: TURN # + ROUND MODIFIER +
YŪREI POWER COUNTER MODIFIER

Roll: 2 INVESTIGATION DICE + TALENT
BONUS + TALISMAN BONUS - WILLPOWER
MODIFIER

SPIRIT ROLL:

Target #: RED YŪREI DIE + ROUND
MODIFIER + YŪREI POWER COUNTER
MODIFIER + YŪREI MATERIALIZATION
MODIFIER

Roll: 2 INVESTIGATION DICE + TALENT
BONUS + TALISMAN BONUS - WILLPOWER
MODIFIER

INVESTIGATION ROLL:

Target #: ROOM DIFFICULTY # + ROUND
MODIFIER + YŪREI POWER COUNTER
MODIFIER + YŪREI MATERIALIZATION
MODIFIER

Roll: 2 INVESTIGATION DICE + TALENT
BONUS + TALISMAN BONUS -
INVESTIGATION MODIFIER

FIGHTING YŪREI:

- Roll Red Yūrei die + ROUND
MODIFIER + YŪREI POWER
COUNTER MODIFIER + YŪREI
MATERIALIZATION MODIFIER
- Make Will Roll.
 - Succeed: Nothing
 - Fail: Lose 2 Willpower
- Make Spirit Roll.
 - Succeed: Yūrei temporarily
removed from board.
 - Fail: Lose 2 Spirit. Move out
of the room.

ITO HIGH SCHOOL



STUDENT NAME:

ID#: 0666

CLASS: 6-F

GENDER: Female

SPIRIT: 2 (+)



WILLPOWER: 2 (+)



INVESTIGATION: 2 (+)



STUDENT ID CARD

SCHEDULE: 1-Horror 2-Move 3-Spirit 4-Investigate

CURSE CLUB

ITO HIGH SCHOOL

HORROR
COUNTER

P	P	P	1
P	W	W	2
P	P	P	3
W	W	W	4
P	Y	P	5
W	W	W	6
P	P	P	7
W	W	W	8
P	P	P	9
W	W	Skull	10
0	-1	-2	

GYM
6(9)
□ □ □ □ □ □

CAFETERIA
4(8)
□ □ □ □ □ □

CLASSROOM
2(5)
□ □ □

Hallway

COMMONS
5(7)
□ □ □ □

OFFICE
3(6)
□ □ □ □

CLASSROOM
1(5)
□ □ □

TALISMANS
COLLECTED



YUREI
MATERIALIZATION +2

YUREI
POWER
COUNTER

0
+1
+2
+3
Skull

