

# The Maid

In this world there are countless servants who keep things running smoothly. There are serving girls and footmen, butlers and washer women. You are a maid, a much rarer, stranger creature. You learned your craft from the secret academy, and in doing so acquired strange, inhuman traits. The training instilled in you a deep need to serve a master, whether a great noble or someone pulled off the street for that purpose, but you gain a unique kind of strength from your master's love and approval.

Though you wear the trappings of a humble servant, you are a creature of power and love, and you will not be stopped!

## d66 Rolls

Certain elements of this class call for making a “d66” roll. Get two six-sided dice, and designate one as the tens digit and the other as the ones digit. Roll them and put the results together to get one of 36 possible items numbered 11 through 66. For example, if the tens die comes up a 3 and the ones die comes up a 5, the result is 35.

## Credits

By Ewen Cluney

Art: くるみのメイドさん立ち絵素材

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# Names

Choose one, or make up your own:

*Elf*: Chocola, Cynthia, Elly, Emma, Fiore, Mariel, Marron, May, Mia, Vanilla

*Half-Elf*: Colleen, Hinata, Joanne, Kei, Mami, Misaki, Rena, Sara, Satsuki

*Human*: Hizumi, Konoe, Ichigo, Maika, Maria, Roberta, Sanada, Yugami, Wilhelmina

# Look

Select a color for your maid uniform: Black, Blue, Pink, Red, Violet, Green, Other: \_\_\_\_\_

Make a d66 roll 3 times on the table below. Re-roll any duplicates or any that conflict.

d66	Trait	d66	Trait	d66	Trait
11	Albino	31	Doe-Eyed	51	Piercings
12	All-Black Eyes	32	Eyepatch	52	Scarf
13	Antenna Hair	33	Fangs	53	Sickly
14	Antennas	34	Freckles	54	Skinny Build
15	Athletic Build	35	Glasses	55	Slender Build
16	Bandages	36	Goggles	56	Small Angel Wings
21	Bobbed Hair	41	Hair in Long Ringlets	61	Small Batwings
22	Brown Skin	42	Hair Ribbon	62	Sunglasses
23	Bunny Girl	43	Heterochromia	63	Tattoos
24	Catgirl	44	Long, Flowing Hair	64	Voluptuous Build
25	Cross-Dresser	45	Odd Skin Color	65	Wears a Rose
26	Curly Hair	46	Piercing Stare	66	Wicked Scar

# Stats

Your maximum HP is 6+Constitution.

Your damage die is d6.

# Starting Moves

## Elf

Coming from a hierarchical society, elves know how to keep their superiors happy. **At the start of each session you gain 1-Favor.**

## Half-Elf

When you enter a new location, you can ask the GM for where the servants enter and congregate.

## Human

When you first enter a civilized settlement, you can always find the places where people sell food and other practical items at affordable prices.

You start with these moves:

## **Chaos Fist**

Spend 1-Favor to use this secret technique to inject chaos into the world. The DM makes a d66 roll on the random event table.

## **Maid Uniform**

You always have a pristine maid uniform, and it provides 1 armor (0 weight). This is not cumulative with any armor you wear. If your uniform is removed you lose this benefit. Your uniform can be stolen or destroyed, but you can make a new uniform given the right supplies in 8 hours.

## **My Master**

Select a character to be your master. Each time you follow a command from your master, they may elect to give you 1-Favor, and you can hold a maximum of 3-Favor. You can spend 1-Favor to add +1 to a roll made for your master's benefit or on their behalf. If your master dies or dismisses you from their service, you lose all current Favor, but you may then select a new master.

## **Sight Unseen**

**When you use your status as a servant to go unseen**, roll+DEX. On a hit you can go unnoticed as long as you don't get close or do anything obvious. On a 10+ you can get right under their noses without being noticed unless you do something strange or obvious.

# **Alignment**

Choose an alignment:

## **Chaotic**

Twist a command from your master to suit your own purposes.

## **Good**

Endanger yourself to protect your master or someone/something they care about.

## **Lawful**

Do what your master says, at cost to yourself or others.

## Gear

Your load is 9+STR.

Choose one improvised weapon:

- Mop or broom (reach, 1 weight)
- Feather duster (precise, close, 1 weight)
- Frying pan (close, forceful, 2 weight)

Choose two:

- Adventuring gear (5 uses, 1 weight)
- Cleaning supplies (10 uses, 1 weight)
- Dungeon rations (5 uses, 1 weight)
- One healing potion
- 15 coins

## Bonds

Fill in the name of one of your companions in at least one:

\_\_\_\_\_ does not understand the joy of service, but I'll teach them someday.

\_\_\_\_\_ was once a servant like me, but not any longer.

\_\_\_\_\_ seems to be interested in some hanky-panky with me.

\_\_\_\_\_ knows too much about the Maid Academy.

## Advanced Moves (2-5)

When you gain a level from 2-5, choose from these moves.

### 4-D Dress

Your maid uniform has an uncanny ability to hold things, and can contain 5 weight of items without counting towards your maximum load.

### Bodyguard

When you are protecting your master, add these to the list of discern realities questions:

- How can I get my master out of here?
- What does my master intend to do now?
- What here poses the greatest threat to my master?

### Cooked With Love

Your cooking is delicious, and anyone who eats a proper meal you've prepared heals 1d6 HP.

### Helpful

When you aid another PC, treat a miss as a 7-9 result. They always take +1 to their roll.

## Home Economics

When you go shopping for everyday items such as food, clothes, cleaning supplies, etc. roll+CHA. On a 7-9 you are able to get a small bonus or discount. On a 10+ you are able to get significant bonus, a great deal, or learn something useful from the sellers.

## Hospitality

When you provide hospitality to someone, take +1 forward to discern realities about them or parley with them.

## Improvised Weapon

Anything solid that you can pick up, you can use as a weapon with the appropriate range (usually hand).

## Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

## Stalker

When you follow or shadow someone, roll+DEX. On a 10+, you find out exactly what they're up to without arousing suspicion. On a 7-9, it's either an impression of their doings or you can reveal yourself to learn more.

## Very Helpful

*Replaces: Helpful*

When you aid another PC, you don't roll. They take +1 to their roll and if you would share in the consequences of their actions, you always get a chance to defend yourself first.

## Advanced Moves (6-10)

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### Absolute Maid

*Required: Maid Uniform*

Your maid uniform provides an additional +1 armor. This is cumulative with the Maid Uniform move, but not with any armor you wear. Also, your maid uniform cannot be forcibly removed by any means.

### Crisis Adrenaline

When you take damage, you can either take +1 forward, or take the amount of damage you took forward for your next attack.

### Giant Weapon

You can mysteriously produce an oversized version of your weapon. Your damage die becomes a d8.

### Just There

*Required: My Master*

You can spend 1-Favor to inexplicably appear at your master's side.

## Multiclass Initiate

*Required: Multiclass Dabbler*

Get one move from another class. Treat your level as one lower for choosing the move.

## Maiden's Tears

**When you cry, genuinely or convincingly faking it**, roll+CHA. On a hit allies get +1 forward to help you, and on a 10+ enemies hesitate to do anything to you.

## Saw It

Any time you reasonably could have been present for an event, you can declare that you witnessed it from the sidelines.

## Seduction

**When you turn someone on**, roll+CHA. **On a 7-9** choose one, **on a 10+** choose 2.

- Give them 1-Favor, which they can spend when acting on your behalf. (NPCs can use Favor to get an advantage on an action.) They can have up to 3-Favor at a time.
- Distract them at a critical moment.
- Gain leverage over them.

## Spick-and-Span

You have an exceptional ability to clean. You can earn 2 coins by giving an inn or similar a thorough cleaning, and if you fix up a campsite, the Make Camp move restores an additional 1d4 HP to everyone but yourself.

## Steadfast Servant

*Required: My Master*

You can hold up to 6-Favor, and you can spend 1-Favor to heal 1d6 HP.

## Random Event Table

When a maid uses the Chaos Fist move, roll on this table to determine what happens. DMs can also use this table to add some chaos into the game, or simply to get ideas.

d66	Event
11	A band of goblins attack!
12	A dimensional vortex opens up!
13	A dragon devours the enemy you were trying to deal with!
14	A fire breaks out!
15	A former family member returns, but undead!
16	A ghost appears with a message.
21	A man with a long, white beard critiques your polearms.
22	A mysterious traveler offers the party a job.
23	A spoony bard comes to play a tune!
24	A stray cat wanders by.
25	An archangel pays a visit from the heavens.
26	Another party of adventurers comes running the other way in terror.
31	Bandits attack!
32	Cute, harmless little slimes pass by.
33	Discovered a sarcophagus, and something is stirring inside!
34	It just so happens to be someone's birthday today!
35	It starts raining!
36	Local inhabitants discover a love of maids!
41	Ninjas attack!
42	Nope! It's actually a mimic!
43	One of the gods gives a party member a divine vision!
44	Someone nearby breaks into song!
45	The master accidentally drank a gender-switching potion!
46	The next NPC or monster you encounter is carrying a pie.
51	The party comes across a reasonably-priced restaurant.
52	The princess of a fallen nation comes seeking refuge!
53	There is a sudden storm!
54	There's a zombie outbreak!
55	You come across a table spread with an amazing banquet! But is it safe?
56	You come across a wizard who mostly just wants to make bad puns.
61	You discover a mysterious orb!
62	You discover a torture chamber!
63	You discover a treasure chest!
64	You find a strange potion!
65	You found a treasure map!
66	Your master loses their memory!

# NAME

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Select a color for your maid uniform: Black, Blue, Pink, Red, Violet, Green, Other: \_\_\_\_\_

Roll 3 Traits: \_\_\_\_\_  
\_\_\_\_\_

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS #+CONSTITUTION

# ALIGNMENT

## CHAOTIC

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## LAWFUL

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# STARTING MOVES

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# BONDS

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# THE MAID

LEVEL   
XP



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