

Maid Notes
Version 1.00
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by Anthony Martins

Thank you for taking a look at these notes for Maid. Maid was created by Ryo Kamiya and translated by Ewen Cluney. It is my wish that these aides enhance the flow of your game.

If you have suggestions to make these notes more useful, or certainly if you find an error, please do not hesitate to e-mail me. My gmail handle is *quizard*. If I make an improvement thanks to you, I'll be sure to thank you in the next version. :O)

Here are some tips. Don't just print this whole document. Use the table of contents on the right to determine what pages you need and in what quantities. I recommend printing on card stock, but paper works just fine. Seducer and Costume Change notes are separate so you don't have to worry players with those rules until they come up.

Specifics of Maid/Butler Powers and Items can be written on the back of the Maid/Butler Notes. Some Costumes can be written on the back of the Costume Change Notes.

Finally, I'd like to note that this aide makes a few assumptions that I believe were intended, but not explicitly stated. Namely: NPC Masters have NPC-like Stress Explosions!, PC Masters have a max of 4 Special Qualities, Head Maids do not lose favor when Maids lose relationship Favor, and Attributes or Dice increased with Favor must be increased before the roll.

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NPCs

When Stress > Spirit: Flee, fall unconscious, or die.

<u>NPC Type</u>	<u>Attributes</u>	<u>Spirit</u>
Zako/Mook/Everyday Person	1	0
Minor Enemy/Master	2	0-5
Average Enemy	3	0-15
Scenario Boss	4	5-15
Super Boss	5	5-15
God?	6	10-20

	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28
5	5	10	15	20	25	30	35
6	6	12	18	25	30	36	42
7	7	14	21	28	35	42	49

Name Attributes Spirit Synopsis

Basic GM Notes

Difficulties

4-6: The minimum necessary to succeed at an action.

6-8: Difficult for an amateur, but easy for a pro.

8-10: Something only a pro can pull off.

10+: Difficult even for a pro.

Assigning Favor:

1d6: Successfully attending to the Master.

2d6: Achieving a nice, romantic atmosphere with the Master.

2d6-3d6: Completing a major difficult goal the Master assigned to the group.

3d6-4d6: Saved the Master's life.

2d6-4d6: Getting physical with the Master for the first time.

1d6 for subsequent times (in new ways).

Taking Favor:

- ?d6: Doing or risking the opposite of or preventing any "Assigning Favor," Action.

-2d6: A failed seduction attempt.

Other Rules:

Lose Special Quality if gain more than six, Action Resolution (20), Combat (21).

Basic Maid Notes

When Stress > Spirit: Stress Explosion!

When Favor drops below 0: Dismissal

1 Favor: Remove a point of Stress.

1d6 Favor: Trigger a random event from this table: _____

1d6 Favor: Add one to a die roll or attribute (use before rolling).

10x Favor: Raise an Attribute by one point. (x is equal to the new number).

1 Attribute Point: Gain Favor equal to the new value x10. Use when Favor is negative.

Attribute Penalty for Removal of or Damage to Uniform:

-2 for headdress, -1 for apron, blouse, skirt, underwear, and stockings

	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28
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3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28
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2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28
5	5	10	15	20	25	30	35

Master Notes

When Stress > Spirit: Stress Explosion!

When out of Power Sources:

No longer the Master

(become a maid, butler, leave, or die).

Erase Power Source: Issue a Session

Order, relating to the Power Source.

Automatically succeed as long as no character sheets are altered.

Being Seduced by Favorite Maid Type:

Maid rolls two dice and picks the highest.

Assigning Favor:

1d6: Successfully attending to the Master.

2d6: Achieving a nice, romantic atmosphere with the Master.

2d6-3d6: Completing a major difficult goal the Master assigned to the group.

3d6-4d6: Saved the Master's life.

2d6-4d6: Getting physical with the Master for the first time.

1d6 for subsequent times (in new ways).

Taking Favor:

- ?d6: Doing or risking the opposite of or preventing any "Assigning Favor," Action.

-2d6: A failed seduction attempt.

May Issue Absolute Orders to Maids and Butlers

	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28

GM Notes

Difficulties

4-6: The minimum necessary to succeed at an action.

6-8: Difficult for an amateur, but easy for a pro.

8-10: Something only a pro can pull off.

10+: Difficult even for a pro.

Partner Stress

1d6 Stress: New insult.

2d6 Stress: Repeat Betrayal, Abandonment, or Fight

3d6 Stress: New Betrayal, Abandonment, or Fight. Partner is seduced by someone else.

1-4d6 Stress: Partner seduces someone else.

Spirit+10: Partner has a Tragedy, dies or leaves Mansion.

See Pg. 72 if Stress gain raises above Spirit as a result of any of these.

Partner Comforting

-1d6 Stress: New word of love from partner. Kissing or getting physical again.

-3d6 Stress: Kissing or getting physical for the first time. Initial seduction.

- 1d6-4d6 Stress: Partner works hard for other; ranging from a present to self-sacrifice.

Other Rules:

+1 Attribute if use complex, Lose Special Quality if have more than fit on sheet, Comforting: [Stress Explosion! time: 1 Stress per minute per comforter, 1d6-3d6 for comforting roleplay] (73), Action Resolution (20), Combat (21), Seduction (69), Outfits (79) Items (93), Weather (123).

Maid Notes

When Stress > Spirit: Stress Explosion!

When Favor drops below 0: Dismissal

1 Favor: Remove a point of Stress.

1d6 Favor: Trigger a random event from any of these tables: _____

1d6 Favor: Add one to a die roll or attribute (use before rolling).

10x Favor: Raise an Attribute by one point. (x is equal to the new number).

1 Attribute Point: Gain Favor equal to the new value x10. Use when Favor is negative.

Attribute Penalty for Removal of or Damage to Uniform:

-2 for headdress, -1 for apron, blouse, skirt, underwear, and stockings

Assigning Favor: May match Master's non-relationship contribution to an Apprentice.

	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
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5	5	10	15	20	25	30	35

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1d6 Favor: Add one to a die roll or attribute (use before rolling).

10x Favor: Raise an Attribute by one point. (x is equal to the new number).

1 Attribute Point: Gain Favor equal to the new value x10. Use when Favor is negative.

Attribute Penalty for Removal of or Damage to Uniform:

-2 for headdress, -1 for apron, blouse, skirt, underwear, and stockings

Assigning Favor: May match Master's non-relationship contribution to an Apprentice.

	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28
5	5	10	15	20	25	30	35

Head Maid Notes

When Stress > Spirit: Stress Explosion!
or suppress it by taking -1 to every
Attribute for its duration.

When Favor drops below 0: Demotion

1 Favor: Remove a point of Stress.

1d6 Favor: Add one to a die roll or attribute
(use before rolling).

10x Favor: Raise an Attribute by one point.
(x is equal to the new number).

1 Attribute Point: Gain Favor equal to the
new value x10. Use when Favor is negative.

Combat or Seduction vs. Maid:

+1 to die roll.

Order a Maid to do Housework: Gain half
of any Favor gained as a result.

Maid Loses Non-Relationship Favor to

Master: Lose half of any Favor lost.

Assigning Favor: May match Master's non-
relationship contribution to an Apprentice.

	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28
5	5	10	15	20	25	30	35

Butler Notes

When Stress > Spirit: Must spend Favor
to bring Stress below Spirit.

When Favor drops below 0: Dismissal

1 Favor: Remove a point of Stress.

1d6 Favor: Add one to a die roll or attribute
(use before rolling).

10x Favor: Raise an Attribute by one point.
(x is equal to the new number).

2d6 Favor: Attempt to seduce Maid.

4d6 Favor: Attempt to seduce the Master.

1 Attribute Point: Gain Favor equal to the
new value x5. Use when Favor is negative.

Combat vs. Master or Maid: Automatic

loss unless acting under direct orders
from the Master (no limits on seduction).

Assigning Favor: May match Master's non-
relationship contribution to an Apprentice.

	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28
5	5	10	15	20	25	30	35
6	6	12	18	25	30	36	42
7	7	14	21	28	35	42	49
8	8	16	24	32	40	48	56
9	9	18	27	36	45	54	63
10	10	20	30	40	50	60	70
11	11	22	33	44	55	66	77
12	12	24	36	48	60	72	84
13	13	26	39	52	65	78	91

Seducer Notes

Combat vs. Seduced: Automatic win.

Assigning Favor:

1d6: Successfully

attending to the Seducer.

2d6: Achieving a nice, romantic atmosphere with the Seducer.

2d6-3d6: Completing a major difficult goal the Seducer assigned to the Seduced.

3d6-4d6: Saved the Seducer's life.

2d6-4d6: Getting physical with the Seducer for the first time.

1d6 for subsequent times (in new ways).

Costume Change Notes

Stress Explosion!: Change to Fainting.

Stress: Cannot be lowered by spending Favor.

Attribute Penalty for Removal of or Damage to Uniform:

no penalties while in costume

In Costume at End of Session: Dismissal

10 Favor: Change back to Maid Outfit.

Seducer Notes

Combat vs. Seduced: Automatic win.

Assigning Favor:

1d6: Successfully

attending to the Seducer.

2d6: Achieving a nice, romantic atmosphere with the Seducer.

2d6-3d6: Completing a major difficult goal the Seducer assigned to the Seduced.

3d6-4d6: Saved the Seducer's life.

2d6-4d6: Getting physical with the Seducer for the first time.

1d6 for subsequent times (in new ways).

Costume Change Notes

Stress Explosion!: Change to Fainting.

Stress: Cannot be lowered by spending Favor.

Attribute Penalty for Removal of or Damage to Uniform:

no penalties while in costume

In Costume at End of Session: Dismissal

10 Favor: Change back to Maid Outfit.

Apprentice Maid Notes

When Stress > Spirit: Stress Explosion!

When Favor drops below 0: Dismissal

1 Favor: Remove a point of Stress.

1d6 Favor: Trigger a random event from any of these tables: _____

1d6 Favor: Add one to a die roll or attribute (use before rolling).

10x Favor: Raise an Attribute by one point. (x is equal to the new number).

Attribute Penalty for Removal of or Damage to Uniform:

-2 for headdress, -1 for all other articles

Maid vs. Apprentice Maid: Maid can't use Favor.

Assigning Favor: May match Master's contribution to an Apprentice.

	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28

Apprentice Maid Notes

When Stress > Spirit: Stress Explosion!

When Favor drops below 0: Dismissal

1 Favor: Remove a point of Stress.

1d6 Favor: Trigger a random event from any of these tables: _____

1d6 Favor: Add one to a die roll or attribute (use before rolling).

10x Favor: Raise an Attribute by one point. (x is equal to the new number).

Attribute Penalty for Removal of or Damage to Uniform:

-2 for headdress, -1 for all other articles

Maid vs. Apprentice Maid: Maid can't use Favor.

Assigning Favor: May match Master's contribution to an Apprentice.

	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28

Apprentice Butler Notes

When Stress > Spirit: Must spend Favor to bring Stress below Spirit.

When Favor drops below 0: Dismissal

1 Favor: Remove a point of Stress.

1d6 Favor: Add one to a die roll or attribute (use before rolling).

10x Favor: Raise an Attribute by one point. (x is equal to the new number).

2d6 Favor: Attempt to seduce Maid.

4d6 Favor: Attempt to seduce the Master.

Combat vs. Master or Maid: Automatic loss unless acting under direct orders from the Master (no limits on seduction).

	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	8	10	12	14
3	3	6	9	12	15	18	21
4	4	8	12	16	20	24	28
5	5	10	15	20	25	30	35

Butler Seducer Notes

Combat vs. Seduced: Automatic win, and lose 1d6 Favor.

Assigning Favor:

1d6: Successfully

attending to the Seducer.

2d6: Achieving a nice, romantic atmosphere with the Seducer.

2d6-3d6: Completing a major difficult goal the Seducer assigned to the Seduced.

3d6-4d6: Saved the Seducer's life.

2d6-4d6: Getting physical with the Seducer for the first time.

1d6 for subsequent times (in new ways).

Butler Seducer Notes

Combat vs. Seduced: Automatic win, lose 1d6 Favor.

Assigning Favor:

1d6: Successfully

attending to the Seducer.

2d6: Achieving a nice, romantic atmosphere with the Seducer.

2d6-3d6: Completing a major difficult goal the Seducer assigned to the Seduced.

3d6-4d6: Saved the Seducer's life.

2d6-4d6: Getting physical with the Seducer for the first time.

1d6 for subsequent times (in new ways).