

## Maid Notes 1.01

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

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

This is an unofficial update of the Maid Notes

The original Maid Notes were created by Anthony Martins. I'm Daniel Oakley, and I decided to redesign them to look a little closer to the official rule book. I've kept Martin's intro above intact as it's pretty useful, and it's the least I can do after updating these notes without his consent. I also sincerely hope these notes both help run your game better, and look pretty neat at the same time

I'd like to thank Anthony Martins for producing the Maid Notes in the first place, and the Maid Team for allowing me to use several of their images

If there are any issues with these notes, or things I've messed up, don't hesitate to send an email to me at [danneh@danneh.net](mailto:danneh@danneh.net)

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## Table of Contents

- 1 NPC, Master, and GM Notes
- 2 Basic and Head Maid Notes
- 3 Butler and Apprentice Notes
- 4 Costume Change and Seducer Notes



## Basic NPC Notes

### When Stress > Spirit

The NPC flees, falls unconscious, or dies

### NPC Stats

Attr	Spir	Type of NPC
1	0	Zako, Mook or Regular Person
2	0-5	Minor Enemy or Master
3	0-15	Average Enemy
4	5-15	Scenario Boss
5	5-15	Super Boss
6	10-20	God?

## Basic Master Notes

### When Stress > Spirit

The Master has a Stress Explosion

### When out of Power Sources

The Master becomes a Maid/Butler, Leaves, or Dies

### Power Source

Erase and issue a Session Order, relating to the Source  
(auto-succeed so 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 Preventing an 'Assigning Favor' action
- 2d6 Failed seduction attempt

**May issue absolute orders to Maids and Butlers**

## 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



## Basic Maid Notes

### When Stress > Spirit

The Maid has a stress explosion

### When Favor < 0

The Maid is dismissed

### Favor Points

- 1 Removes a point of Stress
- 1d6 Trigger a Random Event
- 1d6 Add one to a die roll or Attribute
- 10x Raise Attribute by one point to 'x'

### Attribute Points

- 1 Gain Favor equal to new Attribute value times 10  
(for use when Favor is negative)

### Attribute Penalty Removal or Damage to Uniform

- 2 Headdress
- 1 Apron, Blouse, Skirt, Underwear, Stockings

## Head Maid Notes

### When Stress > Spirit

Head Maid has a Stress Explosion, may suppress it by taking -1 to every attribute score for the duration

### When Favor < 0

The Head Maid is Demoted

### Maid loses non-relationship favor to Master

Lose half of any favor lost

### Ordering a Maid to do housework

Gain half of any favor obtained as a result

### Combat or Seduction vs Maid

+1 to die roll

### 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 < 0

The Butler is dismissed

### Favor Points

- 1 Removes a point of Stress
- 1 d6 Add one to a die roll or Attribute
- 2d6 Attempt to seduce a Maid
- 4d6 Attempt to seduce the Master
- 10x Raise Attribute by one point to 'x'

### Attribute Points

- 1 Gain Favor equal to new Attribute value times 5  
(for use when Favor is negative)

### Combat vs Master or Maid

Automatic Loss unless directly ordered by the Master  
(no limits on Seduction)

### Assigning Favor

May match Master's non-relationship contribution to an Apprentice



## Apprentice Maid Notes

### When Stress > Spirit

The Apprentice has a stress explosion

### When Favor < 0

The Apprentice is dismissed

### Favor Points

- 1 Removes a point of Stress
- 1 d6 Trigger a Random Event
- 1 d6 Add one to a die roll or Attribute
- 10x Raise Attribute by one point to 'x'

### Attribute Penalty Removal or Damage to Uniform

- 2 Headdress
- 1 All other articles

### Combat vs Maid

Maid can't use Favor

## Apprentice Butler Notes

### When Stress > Spirit

Must spend Favor to bring Stress below Spirit

### When Favor < 0

The Apprentice is dismissed

### Favor Points

- 1 Removes a point of Stress
- 1 d6 Add one to a die roll or Attribute
- 2d6 Attempt to seduce a Maid
- 4d6 Attempt to seduce the Master
- 10x Raise Attribute by one point to 'x'

### Combat vs Master or Maid

Automatic Loss unless directly ordered by the Master  
(no limits on Seduction)

## Costume Change Notes

### While in Costume

- The Wearer's Stress Explosion is changed to Fainting
- The Wearer cannot spend Favor to lower Stress
- The Wearer does not take any disrobing penalties

### Favor

- 10 Change back into Maid Outfit

**If a maid is not in a Maid Outfit at end of session, they can no longer be used as a maid**

## Seducer Notes

### Combat vs Seduced

Automatic win (if Seducer is a Butler; also lose 1d6 Favor as a result)

### 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)

