

Maid: The Role-Playing Game

Errata - Version 1.0 - February 2009

This is a collection of Maid RPG rules errata for the print version of the Maid RPG. Grammar mistakes, while common (ouch!), aren't addressed by this document. Just the rules, ma'am.

* **"Lolita"**: There were some questions of the word "Lolita" used throughout the book. As most folks who have seen at least a few anime know, the word "Lolita" is a foreign loanword was adopted in Japanese to mean "child-like": Someone with child-like attributes, in body or mind. You'll see it here and there throughout the book (the "Maid Type Chart", character types). A "Lolita" character could in fact be a child, just like it sounds, or it could simply mean an adult with childish or innocent personality types: Pouty, quick to anger, won't listen to reason, naive, selfish, very cute, sickly sweet. Also, anime is filled with characters that act childlike with their "outside face", but inside are scheming and manipulative: While these types of maids might be "Lolita", that certainly doesn't mean they're an innocent child!

* **Page 8: Roll 41 (Uniform)**: You don't really make a "special arrangement" with your maid uniform. That line should read, "*You've managed to make a modification to your maid uniform.*"

Roll 63 (Shapeshifter): That line should read, "You are an animal that has taken the form of a maid."

* **Page 17: The Maid Power "Crisis Adrenaline"**. Sorry, the explanation was a little off. It should read, "You can spend 1D6 points of Favor after you take Stress damage. The Stress damage is still taken, but you can add that number of Stress damage to your next Athletics roll (make the Athletics roll as normal, then add the Stress to that total). Maid Smash!"

So, in other words, this is like the power that lets old grannies pick up cars if a child is trapped underneath it in a burst of adrenaline: When you take stress damage, you still take that damage, but you get to apply it to a wild feat of athletics. Spend this power soon, or the GM may declare that too much time passed!

* **Page 57: The Master Creation process**. It jumps from Step 3 to Step 5. The second paragraph of Step 3 is actually the text of the (mistakenly left untitled) "Step 4: Favorite Maid Type".

* **Page 93: Big List of Items: Item 122, Mah-Jongg Set**: The attributes you use with it are "Will and Cunning", not "Pluck and Cunning".

* **Page 106: Big List of Items: Item 523, Secret Key**: The Secret Key item says that if you make use of it, a "Discovered a Secret Training Room!" event occurs. But what does this mean, since there isn't said event listed on any of the tables?

It simply means that the GM should basically create a new unique event (as if it was one of the events on the random tables) where the Maid discovers a secret training room, and what happens after that. Also, the contents of the training room, and type of training? Totally up to the GM: In one instance, someone had the training room be a Maid café *inside the mansion*, where the maids learn to be more maid-like. In another instance, it was a martial arts training dojo and bloody gladiatorial pit, like something out of *Fist of the North Star*. Be creative!

* **Page 161-162: "Miko RPG": "Monsters Attack" section**: The monster titles are followed by their Attribute and Spirit stats, but we accidentally wrote "Attributes/Attributes" instead of "Attributes/Spirit". Here are the updated listings for the monsters after the Byakhee, Shantak-Bird and Nightgaunt:

Migo: (2D3 of them/Attributes 3/Spirit 0)

Shoggoth: (Solitary/Attributes 4/Spirit 10)

Wendigo: (Solitary/Attributes 3/Spirit 10)

Page 165: "Rise of the Demon King": "Table of Major Powers" section: Tribal Territory has a Morale score of 3.

Page 172: "Maid Board Game": Whole scenario: It makes reference to a "Too-Interesting Game" (Omoshirosugiru Ge-mu), which is a reference to an item that doesn't appear in the item listing of the English edition of the Maid RPG (it basically represents a video game that you simply can't stop playing. Like *Persona 4* for the PS2. Jeez that game is addictive. Anyhoo). Replace all references of "Too-Interesting Game" with "Video Game". In the epilogue of this scenario, the King's video game console is what gets smashed up.

Page 173: Same scenario: "Progressing Through the Scenario" section: The last paragraph of that section, on the bottom right of the page: Replace that sentence with the following:

"However, if the Evil Emperor searches with the help of the General and Combatants, treat them as getting a 25, and picking Item #643: "Nuclear Missile."

Page 174: Same scenario: "Card Event Tables". The entries for Jack, Queen and King weren't listed in their entirety. Here's how they should have read:

J Caught in a trap. Make a Cunning roll; take 1 Stress for every point by which your result is below 11.

Q Caught in a trap. Make a Cunning roll; take 1 Stress for every point by which your result is below 12.

K Caught in a particularly nasty trap. Make a Cunning roll; take 1D6 Stress for every point by which your result is below 13.