

Schoolgirl RPG

By Ewen Cluney



Introduction

What you have before you is a slapstick comedy mini-RPG where you play weird Japanese schoolgirls who have a random, surreal school life. As short as it is, it will test the limits of your sanity to run, mainly owing to the random event rules. It's also based on *Maid RPG*, and you can use stuff from that if you want.

Things You'll Need

- **People:** 1 GM and 2-6 Players
- **Time:** One or more 2-3 hour game sessions
- **Materials:** Paper, Pencils, 6-Sided Dice

Rolling Dice

Throughout this book the rules will make reference to different ways of rolling dice using a special shorthand. Here are what these things mean:

#d6: When the game calls for a number followed by d6, you roll that many six-sided dice and total up whatever numbers they show.

d66: 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. One trick I have is that if I get a result that's hard to use on a d66 table, I'll swap the digits and see if that gives me something I can use better.



Inspirations

Maid RPG, Urusei Yatsura, Penguin Musume, School Rumble, Nichijou, Sayonara Zetsubou-sensei

Credits

Original *Maid RPG* design by Ryo Kamiya

Written by Ewen Cluney (©2014)

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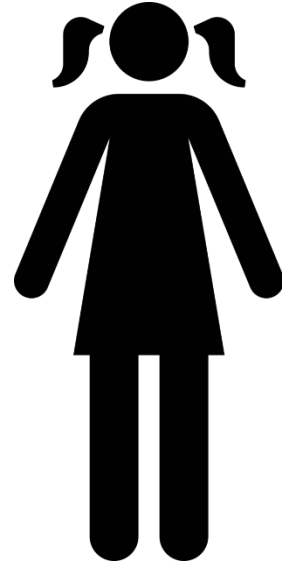
Character Creation

Each player creates a schoolgirl character using the highly random rules below.

I. Attributes

Roll 2d6 and divide by 3 (round down) once each for the 6 attributes:

Attribute	Description
Athletics	Physical prowess, including raw combat ability.
Charm	Your general attractiveness and ability to persuade.
Cunning	The ability to get what you want by underhanded means.
Guts	Sheer force of will and moxie.
Luck	Your sheer dumb luck.
Study	Your talent for actually doing school work.



2. Special Qualities

Make three d66 rolls to get your Special Qualities. These describe your character in various ways. They don't have any game effects per se, but they can influence what the GM lets you do.

d66	Special Quality	d66	Special Quality
11	Ahoge Hair	41	Klutz
12	Airhead	42	Magical Girl
13	Android	43	Optimist
14	Apologetic	44	Otaku
15	Bandages	45	Overactive Imagination
16	Biker Delinquent	46	Pet
21	Catgirl	51	Poor
22	Cell Phone Maniac	52	Rich
23	Cross-Dresser	53	Shy
24	Cyborg	54	Sickly
25	Demon/Angel	55	Sweet Tooth
26	Elf	56	Taciturn
31	Esper	61	Tragic Past
32	Eye Patch	62	Tsundere
33	Fairy	63	Twin Tail Hair
34	Freckles	64	Vampire
35	Glasses	65	Westerner
36	Heterochromia	66	Witch

3. Stress Explosion

Make a d66 roll to determine your Stress Explosion.

d66	Stress Explosion	d66	Stress Explosion
11-12	Acting Spoiled	41-42	Obsessively Counting Things
13-14	Basking in Delusions	43-44	Reading
15-16	Breaking Things	45-46	Setting Things on Fire
21-22	Bullying	51-52	Singing
23-24	Crying	53-54	Sleep (or Trying to Sleep)
25-26	Cuddling a Plushie	55-56	Teasing
31-32	Hiding in a Box	61-62	Throwing Things
33-34	Indiscriminate Violence	63-64	Whining
35-36	Making Corny Jokes/Punning	65-66	Wrestling

4. Colors

Roll on the table below once for your character's eye color and a second time for her hair color.

d66	Color	d66	Color
11-12	Red	41-42	Gray
13-14	Orange	43-44	Pink
15-16	Yellow	45-46	Brown
21-22	Green	51-52	Cream
23-24	Blue	53-54	Silver
25-26	Indigo	55-56	Gold
31-32	Violet	61-62	Copper
33-34	Black	63-64	Platinum
35-36	White	65-66	Rainbow

5. Stress Limit

This is how many points of Stress you can take before you have a Stress Explosion. It's equal to Guts \times 10.

6. Details

Give your character a name (a Japanese girl's name) and an age (around 16 or so). Add other details if you want.

Some Japanese Girl Names

Family Names

Aikawa, Aino, Aizawa, Akatsusumi, Amano, Aoyama, Arisugawa, Asakura, Ayase, Fujiwara, Goutokuji, Hanazono, Haneoka, Hasegawa, Hayasaka, Hayashi, Hiiragi, Hino, Hozumi, Hyuuga, Inoue, Ito, Iwakura, Izumi, Kagura, Kagurazaka, Kakizaki, Kanzaki, Kasuga, Kasuga, Kawai, Kimura, Kinomoto, Kitagawa, Kobayashi, Koiwai, Komatsu, Kousaka, Kurosawa, Matsubara, Midorikawa, Mihama, Minami, Misugi, Miyakawa, Miyamoto, Miyata, Miyazaki, Mizuhara, Mizuno, Momomiya, Momose, Nagisa, Nonohara, Onigawara, Sakurazaki, Saotome, Sasaki, Sato, Sawanoguchi, Serizawa, Shiina, Shinohara, Shiraishi, Shirayuki, Suzuki, Tachibana, Takamine, Takara, Takeda, Takino, Tanaka, Tanizaki, Tominaga, Tsukino, Ueda, Uehara, Watanabe, Yamada

Given Names

Aiko, Akane, Akira, Ami, Aoi, Arisa, Asagi, Asuna, Ayumu, Chiaki, Chihiro, Emi, Ena, Eri, Fuu, Fuuka, Haruka, Haruko, Haruna, Hikari, Hikaru, Himeko, Honoka, Hoshi, Hotaru, Ichigo, Kagami, Kana, Kaori, Kasumi, Kazumi, Komugi, Kumiko, Kurumi, Makie, Makoto, Mami, Mao, Miaka, Michiru, Mika, Minako, Misa, Misao, Misora, Mitsuki, Miura, Miyako, Momo, Nagisa, Nanami, Nodoka, Rei, Rina, Ririka, Sae, Sakura, Sakurako, Sasami, Satsuki, Setsuna, Sumire, Tomo, Tsukasa, Umi, Usagi, Yoshiko, Yotsuba, Yue, Yui, Yuka, Yukari, Yuki, Yuko, Yuna, Yuno, Yuri, Zakuro

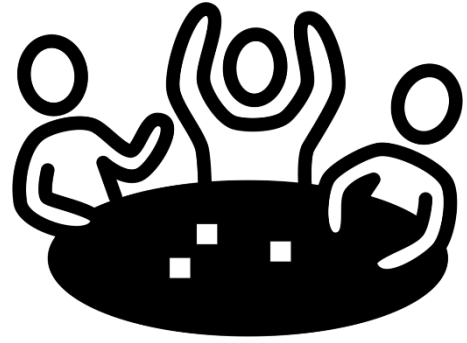


Playing the Game

You probably want to know how exactly to play this game, don't you? This is the part of the file for that.

Action Resolution

Roll 1d6 and multiply by your character's attribute to get your Result. Average difficulty is 6, hard difficulty is 10+. You can use any attribute that you can convince the GM will work.



Conflicts

If two characters are competing or in conflict, they each make rolls as per the action resolution rules. The loser takes Stress equal to the winner's result divided by the loser's attribute (round up). If you don't want to take Stress you can just give in before you roll.

Stress Explosions

If you take Stress equal to or greater than your Stress Limit, you have to role-play your Stress Explosion for real-time minutes equal to the Stress points you have, after which your Stress goes down to zero.

Plot Points

Characters start with 3 Plot Points, and the GM awards another whenever a player does something sufficiently entertaining. You can spend a Plot Point to increase an attribute by +1 for one roll, to remove 2d6 Stress, or to make a Random Event happen.

Random Events

If a player spends a Plot Point, or if the GM feels like it, make a d66 roll on the table on the next page and have that thing happen. The GM can reject random events if things are getting too nuts to keep up with.

NPCs

An NPC has a rating for all attributes (1 for someone weak, 4 or 5 for someone insanely strong) and Stress Limit (0 for very weak NPCs, 10-15 for really strong ones). Unlike PCs, NPCs who take more Stress than their Stress Limit will fall unconscious or die.

What to Do

Roll up a group of schoolgirls, then start them off on a typical day at school. Add random events as desired until things get completely crazy, and then bring the game to some kind of conclusion.

Random Events

d66	Event
11	Ninjas attack!
12	A random schoolgirl finds a giant robot.
13	A random schoolgirl's psychic powers awaken. She gains the "Esper" Special Quality.
14	A random schoolgirl is called into the principal's office.
15	A random schoolgirl suddenly has a stomach ache.
16	The spirit of Gary Gygax comes to reprimand you for using a game system without sufficiently detailed pole arms.
21	A UFO lands at the school.
22	A rich guy professes his love to a random schoolgirl.
23	A perv is trying to take candid photos!
24	Terrorists attack the school!
25	A random schoolgirl finds a secret treasure.
26	A random schoolgirl switches genders.
31	Two random schoolgirls switch minds.
32	The school is holding a fighting tournament.
33	Today is the school festival!
34	There's an outbreak of the Nekomimi Virus, which is changing girls into catgirls.
35	A vampire is stalking the school.
36	A gang of delinquents comes to make trouble.
41	There's a fire!
42	The ghost of a former student is haunting the school.
43	Someone finds a body pillow of a random schoolgirl.
44	A random schoolgirl's older sister stops by the school with a bento.
45	A Chinese restaurant makes a delivery.
46	A mysterious transfer student arrives. Roll up two Special Qualities, and if possible, rope someone into playing her.
51	Freddie Mercury stops by.
52	A school club comes begging for help defeating their rivals.
53	A random schoolgirl has a stalker.
54	A random schoolgirl catches a cold.
55	A chainsaw-wielding maniac stalks the school hallways.
56	A stray cat wanders into the school.
61	A random schoolgirl's family hits hard times and she must get a part time job.
62	A random girl receives a sudden windfall and gains the "Rich" Special Quality.
63	Pop quiz!
64	The school principal comes by to deliver a long, boring speech.
65	A giant monster ravages the town!
66	A mysterious force field traps everyone inside the school.