

HIGH SCHOOL *Harem Comedy*



Beta
V3.0

HIGH SCHOOL *Harem Comedy*

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PDF LAYOUT:
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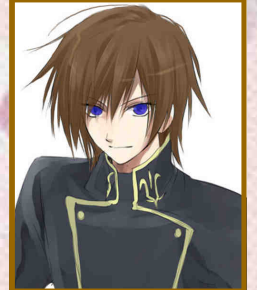
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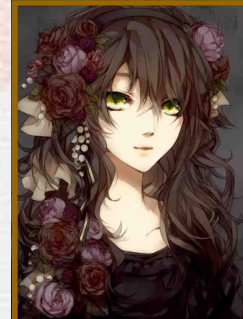
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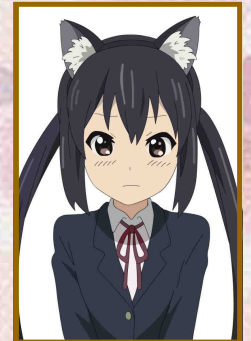
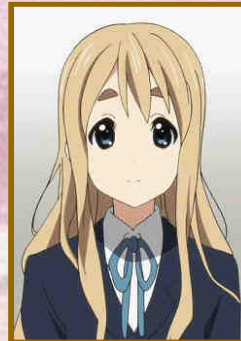
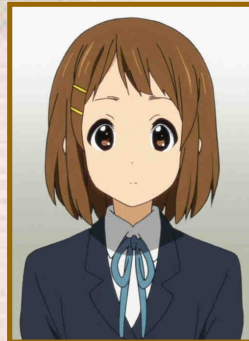
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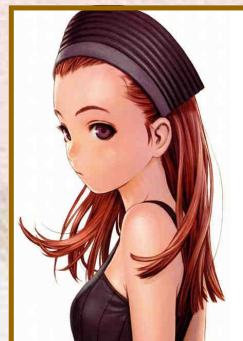
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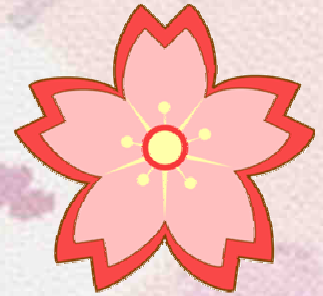
平沢唯
秋山 澪
琴吹 紬
中野 梓



田井中律
広川ナオ
ナガナ加奈子
山本菜々子



学校の前で集合写真のポーズの女の子帖



軽音部のハード仕事で彼らの次の歌に





Introduction

There's a new transfer student in class! He's a handsome and well-meaning young man, but a bit inexperienced when it comes to love. Unfortunately for his studies, from the very first day of classes, he finds himself positively surrounded by gorgeous young women, each interested in making him hers and hers alone! His school life is about to get a lot noisier, funnier, and bouncier in the middle of this showdown between girlish lovers.

High School Harem Comedy is a rules-light game system aimed at facilitating a fun storytelling and role-playing experience in the vein of harem anime. The Game Master (Principal) takes on the role of a hapless harem protagonist while the players take on the roles of his prospective lovers, trying to befriend, impress, and arouse the protagonist with their unique charms.

AN OVERVIEW OF GAME PLAY

A game is divided into episodes. Each episode is a self-contained adventure in which the protagonist and the girls have some kind of interesting experience in their high school life, whether it be a regular day of classes, after school club activities, a gift-giving holiday, or a trip to the beach or hot springs on summer vacation.

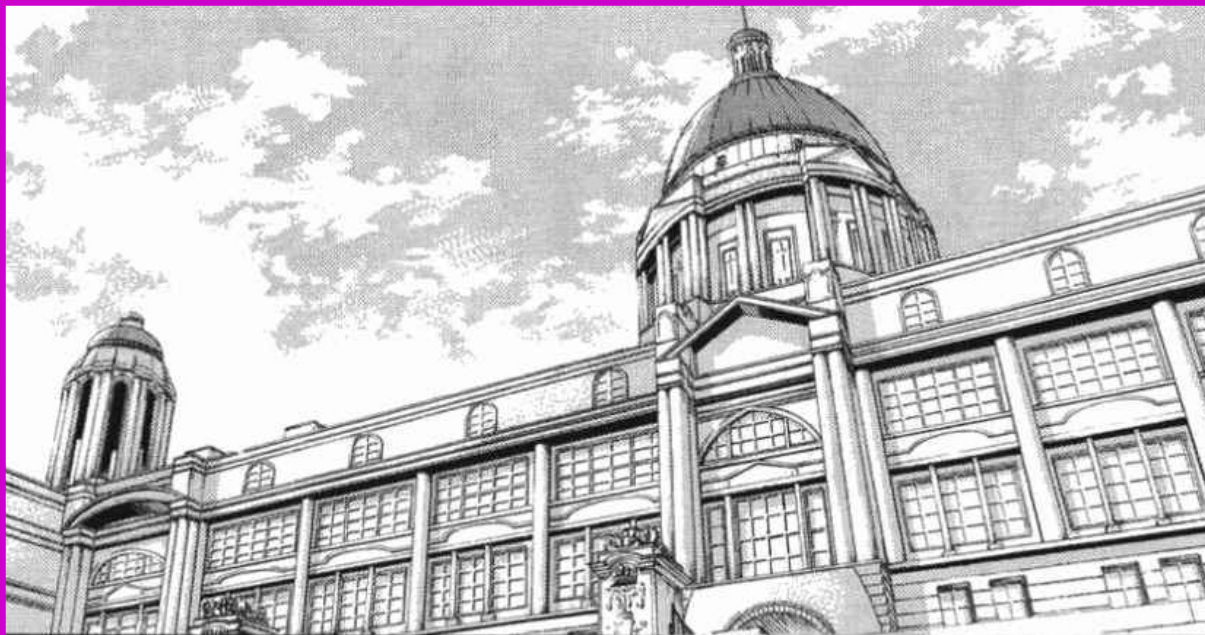
Each episode consists of the Principal confronting the players with a series of scenes which present opportunities for the

girls to win Victory Points (VP) via the four rolls: *Allure*, *Conflict*, *Luck*, and *Skill*.

A scene might present multiple roll for the girls to choose between for instance, during their trip to the beach, the girls might be able to pick between using *Allure* to get the protagonist to rub lotion on their back, using *Conflict* to set the other girls adrift on the riptide, using *Luck* to cause a wardrobe malfunction in front of the protagonist, or using *Skill* to impress the protagonist with incredible watermelon splitting ability. These scenes might involve rolling against a challenge of fixed difficulty or using opposed rolls in a competition between the girls. Success in these scenes awards either varying amounts of VP or bonuses such as modifiers to rolls in upcoming scenes and access to scenes with more VP at stake, and the girl with the highest VP at the end of the episode is declared the "winner" of the episode. In the event of a tie, a tiebreaker challenge can be held or victory can be awarded to multiple girls.

The length of the campaign can be decided in a variety of ways. The Principal can define the winner as the girl with the greatest number of victories after a set number of episodes or the first girl to reach a certain number of victories, or the game can simply be played out until the players have had their fun, and the series ends with the classic "harem ending."





A
TRANSFER
STUDENT
...?



AHEM,
NOW,
BEFORE
OUR
CLASS
MEET-
ING
STARTS



MY
NAME IS
MAKURA
MASASHI

PLEASE
TAKE
CARE
OF ME

I
WOULD
LIKE TO
INTRO-
DUCE
A NEW
TRANS-
FER
STUDENT



Kimi No Iru Machi
Seo Kouji

CHAPTER 1: *Getting started*

A Players Guide

Just a few easy steps, and you'll be off pursuing your beloved!

1. Choose two Archetypes from the list.
2. Choose a strength and weakness. Your choices are Allure, Conflict, Luck, and Skill.
3. Choose a number of advantages set by the Principal (a safe default is 6). Your choices are the ones listed under your personality and class and the ones listed under "Universal Advantages."
4. Come up with all the other details of your girl. You should be consistent with the archetype and advantages you've chosen, but you have a lot of leeway to come up with a name, back story, appearance, personality quirks, and anything else.

Now, you can play an episode!

1. When the Principal confronts you with a scene, decide which choice to take (if there's an option) and decide if you want to apply any of your advantages to the roll.

2. Make your roll with a d6 (or have the Principal roll for everyone)

3. Wait for the Principal to announce the basics of how the scene plays out based on the results. Tally up any VP that you were awarded...

4. Role-play the scene. Be creative! Flesh out the details in a way that agrees with the advantages that were applied and the results of the rolls. Be a little saucy! This is a harem comedy, so accidental gropes and panty-shots are par for the course. But remember that it's about being teasing, awkward, and flirtatious, not explicit...

5. Repeat from step 1 until the episode has ended. The girl with the most VP at the end of the episode has won!

Winning isn't everything! Although this game is built around a PvP framework and a winner is declared at the end of each episode, it's not meant to be a terribly deep strategic experience. The real goal is to have fun and tell a fan-servicey harem comedy story, so don't worry too much about losing the episode if you had a good time. Additionally, many of the rules and advantages are intentionally vague and loose to assist creative, flexible storytelling, so don't take advantage of this just to get a bigger modifier on your roll if it doesn't make much sense in the story.

The Four Rolls

All rolls in this game are made with a d6. The abbreviation “D#” will be used to signify “Difficulty Number,” so “D6” refers to a Difficulty 6 challenge, not the die...

Every girl is strong at one of the rolls and weak at one of the others. You gain +1 on all rolls using your strong roll and take -1 on all rolls using your weak roll...

Rolls can be opposed or unopposed. In an opposed roll, all girls involved make their rolls and the highest roll succeeds. In the event of a tie, re-roll. In an unopposed roll, one or more girls make a roll against a difficulty set by the Principal, with any roll greater than or equal to that difficulty yielding a success...

CONFLICT

The ability to intimidate, scare, fight, or sabotage others and get in the way of the other girls’ attempts to woo the protagonist. Conflict rolls typically concern hostile social interactions or physical altercations...

Example: Hanako wants to join Protagonist-kun for lunch, but Ami muscles her aside and goes with him instead thanks to her strong Conflict.

LUCK

The ability to more frequently end up in intimate situations with the protagonist through pure chance. Luck rolls typically concern circumstances beyond your control or the actions of the protagonist and NPCs.

Example: Protagonist-kun is looking for an empty classroom to take a nap in. Sanae has strong Luck, so it’s likely that Protagonist-kun will choose the room where she’s changing into her track uniform.

ALLURE

The ability to capture the protagonist’s attention and influence his decision-making with your personality and looks. Allure rolls typically concern positive social interactions...

Example: The girls are each trying to get Protagonist-kun to join their club. Hanako has strong Allure, so Protagonist-kun is more likely to join her club.

SKILL

The ability to succeed in non-romantic pursuits – for instance, cooking, dancing, sports, or studying. Skill rolls typically concern nonsocial activities or actions which require some practice or expertise.

Example: The girls are making chocolates for Protagonist-kun on Valentine’s Day. Kyoko has strong Skill, so it’s likely that her chocolates will be the tastiest.

Your girl’s harem role is largely described by your choice of personality and class. Any two archetypes may be combined (with Principal approval). No two players may use the same combination archetypes.

Once you’ve selected your girl’s archetypes you define her skill set by selecting a number of advantages decided by the Principal (a standard number would be 6). These can be drawn from the advantages listed under your personality or class and the Universal Advantages found further below. You may not take more than one advantage with the same mechanical effect.

A Principal’s Guide

As the Game Master, or “Principal”, your main job aside from role-playing the protagonist is to come up with the fluff and the mechanics of the scenes that make up the game. The basic elements of roll types, unopposed rolls, opposed rolls can be put together in a variety of ways to form the skeleton of a scene, and this generic template can be applied to all sorts of specific situations. Here are a few generic templates to get you started:

One unopposed roll: Set a difficulty number, and award VP to any girl who manages to roll that number or higher. You might restrict which roll types are allowed, and you might allow Interference rolls to inflict penalties on rolls.

Multiple unopposed rolls: Set difficulty numbers to a few options which the girls have the chance to choose between. You might award more VP for more difficult rolls, or you might restrict the roll types allowed for each choice.

One opposed roll: All the girls make a roll, and whoever gets the highest result wins VP. You might award VP to everyone who ties for first, or you might award VP to the highest two or three rolls, or you might award lesser VP rewards to runners-up.

SUGGESTED HAREM STYLE ANIME/MANGA TO GET YOUR CREATIVE JUICES FLOWING

- LOVE HINA
- MAHOU SENSEI NEGIMA
- HAYATE NO GOTOKU
- KOI KOI SEVEN
- MAKEN-KI

- TO LOVE RU
- TENCHI MUYO
- PRINCESS LUCIA
- NISEKOI
- KOI NEKO

Multiple opposed rolls: The girls select one of multiple options and make a roll. The highest roller in each option wins VP. All the options with a regular opposed roll still apply here, and you might restrict roll types or change VP rewards between different options.

Opposed and unopposed rolls: The girls select one of multiple options. Some options play out like unopposed roll scenes, and others play out like opposed roll scenes.

Preparation scenes: Instead of VP, the rewards that you give for victory are bonuses to rolls in one or more of the next scenes in the episode.

Qualifying scenes: Instead of VP, the reward that you give for victory is the right to choose a more lucrative option in the next scene, or the right to participate in the next scene at all.



CHAPTER 2

Personalities and Advantages

Your girl's harem role is largely described by your choice of archetypes. The Principal has veto power over archetype pairings that he finds incompatible, but you are otherwise free to choose any two archetypes for your girl. No two players may use the same pair of archetypes.

Once you've selected your girl's archetypes, you define her skill set by selecting a number of advantages decided by the Principal (a standard number would be 6). These can be drawn from the advantages listed under your archetypes and the Universal Advantages found further below. You may not take more than one advantage with the same mechanical effect.

Archetypes

TSUNDERE

"D-don't get the wrong idea, Protagonist-kun! I'm not doing this because I l-like you or anything!"

You have a prickly personality which conceals a secret lovey-dovey core. You deny your love for the protagonist whenever the subject comes up, but your luminescent blushing gives away your true feelings.

Cold Shoulder: Acting hostile isn't a mistake for you, it's your strategy. Once per episode, you may treat a failed unopposed Allure roll as a success.

Gift Giver: "I just made too much, okay?!" +2 on Allure or Skill rolls involving making or giving a gift to the protagonist.

Less is More: Just like the guiding principle of zettai ryouiki, the rarity of your tenderness makes it just as valuable as that of girls who always have it on display. Once per episode, instead of applying any other modifiers to a roll, you may use the highest modifier being applied to the same roll by another girl.

Personality Flip: Your usual standoffish attitude makes your tender moments all the more memorable. Twice per episode, by showing your extreme tsun side and voluntarily taking a -2 on your roll in one scene, you may show your extreme dere side and take a +2 on your roll in a later scene.

Verbal Barrage: "Urusai, urusai, urusai!" +2 on Conflict rolls involving verbal arguments.

YANDERE

"Protagonist-kun belongs to me... I'll kill anyone who interferes!"



You have an unhealthy obsession with the protagonist and a disturbing lack of mercy for the other girls vying for his affection. You dream of nothing but being with him, and your empty-eyed stare might be the last thing your competitors ever see.

Armed and Dangerous: You're frighteningly good at improvising weapons from your surroundings. +1 on Conflict rolls when you have access to an improvised weapon (broken bottles, baseball bats, folding chairs, et cetera) and +2 on Conflict rolls when you have access to a particularly scary weapon (butcher knives, axes, chainsaws, et cetera).

Knife Nut: Wielding blades is second nature to you. +2 on Skill rolls involving sharp edges (e.g. dicing vegetables, trimming plants, cutting out decorations).

Murderous Love: Your dangerously obsessive devotion is your charm. Twice per episode, you can substitute a Conflict roll for an Allure roll.

Stalker: You'll never let him out of your sight. +2 on Luck rolls involving running into the protagonist in a startling place (e.g. in his room when he wakes up in the morning, right behind in the photography club's dark room).

Terrifying Presence: Looking into your psychotic eyes is downright terrifying. +2 on Conflict rolls involving intimidation or fright.

KUUDERE

"Oh... nice to see you, Protagonist-kun."

You have a cold, pragmatic exterior which only rarely lets your true, tender feelings shine through. Staying in control of your emotions and keeping a cool head may be a useful trait in dealing with your competitors, but you might just end up showing your true colors to your beloved protagonist...

Deep Freeze: Retreating into your shell helps you concentrate and act ruthlessly, although it can be a bit off-putting. Once per episode, you may use this ability to take +2 on Conflict and Skill rolls and -2 on Allure and Luck rolls for the next three rolls. This ability cannot be used during the duration of Thaw Out.

Poker Face: No one can really read your expression, since it rarely changes much in the first place. +2 on rolls involving telling lies.

Stay Cool: You don't let fatigue or outside interference get in the way when a tough decision needs to be made. Twice per episode, you may nullify all negative modifiers on a roll. This ability cannot be used during the duration of Thaw Out.

Thaw Out: Sometimes you just need to drop your cold exterior to make your true feelings known, even if it flusters you a bit. Once per episode, you may use this ability to take +2 on Allure and Luck rolls and -2 on Conflict and Skill rolls for the next three rolls. This ability cannot be used during the duration of Deep Freeze.

GENKI

"Ya-hoooo~! Coming through, Protagonist-kun!"

You have a cheery disposition and more energy than a sugared-up hummingbird. You're both hyper and assertive, and your willingness to literally bowl the protagonist over with your enthusiasm is your signature strength.

Butt In: It's hard to keep you out of somewhere you really want to be. +1 on any rolls where a failure would result in you being disqualified from an upcoming scene.

Hyper-charged: You've got the energy of two people crammed into one body. Twice per episode, in a scene where there are multiple options to choose from, you can take two options at once. You take -2 on both rolls and get the results of both options. If both options lead to the same goal, you take the better of the two results.

Morning Person: You jump out of bed with boundless energy while others are still groggily waking up. +2 on Allure rolls before school or in the early morning on non-school days.

Over-clock: You can summon up even more energy than normal at times, but you tend to burn out afterwards. Twice per episode, you can take +2 on any roll, but you take -2 on the

next roll you make. You cannot use Over-clock on the roll penalized by your first use of it. You may use Hyper-charged and Overclock in the same scene; doing so allows you to make both rolls at no penalty, requires both uses of Over-clock, and imposes -4 on your roll in the next scene. Whew!

SHRINKING VIOLET

"Eeek! Ah, d-don't mind me, Protagonist-kun..."

You have a shy, withdrawn personality and an adorable timidity. You're not the type to openly chase the protagonist down, but your vulnerable appeal may very well draw him to you instead.

Quiet Patience: You understand the value of waiting quietly in the wings for just the right chance to act. Twice per episode, +2 on a roll if you failed to earn any VP in the last two scenes where VP was awarded.

Scaredy-Cat: You instinctively cling to the protagonist when you get frightened. +2 on Allure rolls in scary situations (dark rooms, haunted houses, et cetera).

Shrinking Shadow: You're so meek and quiet that people sometimes seem to forget that you're even in the room. +2 on Skills rolls involving sneaking or stealth.

Vulnerable: You have a tendency to get in trouble, but the protagonist always rushes to your aid. +2 on Luck rolls involving ending up in peril.



CUCKOOLANDER

"Hey, Protagonist-kun. You ever wonder what it would be like to have pincers like a beetle?"

You're a bit of an oddball with a penchant for thinking of things that no normal person ever would. It's a little unclear sometimes if you really understand what's going on here, but you certainly seem to like the protagonist a lot nonetheless.

Huh? What?: You weren't really paying attention to whatever just happened, so you'll just keep doing what you were before. Once per episode, you may apply whatever advantages you applied to the previous roll to your current roll regardless of context or roll type. Abilities with limited usage cannot be replicated in this way.

Non Sequitur: Nobody seems that surprised when you do something entirely irrelevant to the matter at hand. Twice per episode, you may voluntarily take a -1 penalty on a roll of any type and use one of the other three roll types in its place.

Odd Affinity: "Odd" is a word that describes you pretty well. Twice per episode, you may choose to make an Odd Roll, which doubles the value of your die roll if the rolled number is odd (i.e. the possible results are 2, 2, 4, 6, 6, and 10).

Zone Out: It's hard to hold a coherent argument against you or faze you with anything whenever your head starts drifting off into the clouds. +1 on Conflict rolls involving verbal altercations, fright, or intimidation.

PERVERT

"There's nothing quite like a little harmless skinship, is there, Protagonist-kun~?"

You have a love of all things inappropriately touchy-feely in addition to a penchant for excited nosebleeds. You somehow ended up with the protagonist occupying the number one spot in your fantasies, so now it's time to demonstrate your 'bad touch' to him and the other girls alike!

Insult to Injury: You have an unsettling habit of seeing a victory over another one of the girls as a chance to do a little inappropriate touching. The severity of any penalties you impose on other girls' rolls as a result of opposed Conflict is increased by 1.

Panty Thief: Your experience with underwear thievery has honed your sneaking skills. +2 on Skill rolls involving stealth or burglary.

Peeping Tom: You have a sixth sense when it comes to finding people in the middle of changing. +2 on Luck rolls involving peeping or walking in on embarrassing situations.

Shameless: Your casual attitude towards erotic situations gives you the confidence to flaunt what you've got. +2 on Allure rolls involving nudity or extremely revealing clothing.

Wandering Hands: Anyone who gets too close to you soon comes to regret it after you unsettle them with your talent for nonconsensual skinship. Any girl who makes an opposed Conflict roll as the attacker against you takes -1 on her next roll.

Be a little saucy! This is a harem comedy, so accidental gropes and panty shots are par for the course. But remember that it's about being teasing, awkward, and flirtatious, not explicit...

HALF-FOREIGN

"Guten Morgen, Protagonist-kun!"

You have a touch of the exotic about you thanks to your mother or father of foreign blood. You're just arriving here after a long time living overseas, but your quirky sprinklings of foreign phrases and your unusual mannerisms will help you stand out to the protagonist among the other girls.

Colorful Cursing: Your incomprehensible yet funny-sounding tirades of swearing makes you seem cute even when you're furious. Whenever you lose an opposed Conflict roll, you gain +2 on your next Allure roll. This ability does not stack with itself to provide any bonuses larger than +2.

Culture Enthusiast: You light up whenever you participate in all these quaint cultural customs that seem fresh and new to you. +1 on Allure, Luck, and Skill rolls while taking part in unfamiliar cultural activities.

Kanji Illiterate: It's pretty hard for you to read signs on doors since you never learned how to read kanji! +2 on Luck rolls involving mistakes or accidents resulting from your inability to read kanji.



Quaint Greeting: "Ohayou, ohayou, bonjour!" Your sprinklings of foreign expressions in your greetings makes running into you more memorable. If the first roll you make after a change in setting is an Allure or Luck roll, you take a +1 on that roll.

Stand Out: Your eyes, skin, hair, or some other combination of foreign features really set you apart from the others and make it hard to steal attention away from you with charms or chance. +2 on any opposed Allure.

BOKUKKO

"Yo, Protagonist-kun! Wanna go catch a movie with me (boku) after this?"

You have a striking habit of referring to yourself with masculine pronouns. Your speech is a bit rougher and more masculine than the other girls, and you very well might have the tomboyish personality to go along with it. You're tired of being seen as "one of the guys," so it's time to show the protagonist the charm of your feminine side, too!

Boyish Charm: You naturally look good in men's clothes, though there's also a certain appeal to seeing you dressed up femininely as a rare change now and then. +1 on Allure rolls while wearing an outfit that could be described as "masculine" or "really feminine."

Down and Dirty: Like any good tomboy, you don't hesitate to get back up after you get scuffed up a bit playing around. Twice per episode, you may take a modifier on any roll equal to the margin by which you failed your previous roll.

Now It's On: Nothing gets you worked up like losing to some frilly, feminine girl, and you can really kick some tail when you're in the mood. Whenever you lose an opposed Allure roll, you gain +2 on your next Conflict roll. This ability does not stack with itself to provide any bonuses larger than +2.

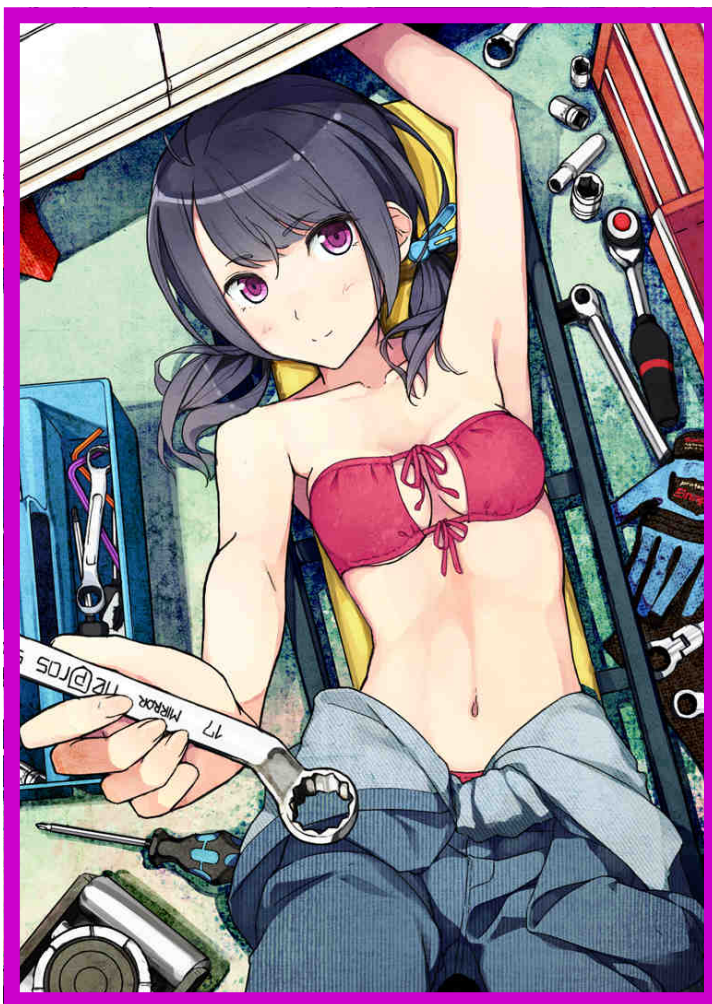
One of the Guys: Your tomboyish temperament and masculine style of speech make you seem more approachable to the protagonist at times, especially when the storm of jealous women that is his life starts to wear him down. +1 on Allure and Luck rolls when the protagonist could be described as "stressed out by love" and +2 on Allure and Luck rolls when the protagonist could be described as "exhausted by love."

OJOU

"Ara~! You say the store was closed, Protagonist-kun? I suppose I'll have to buy it out and reopen it."

You have expensive tastes and a background in wealthy, high-class society. You have more money than is strictly reasonable, and you're convinced that you have the sophisticated charm to win the one thing you desire that money can't buy: the protagonist's heart.

Classy Lady: You're well educated and practiced in high



culture. +2 on Skill rolls involving classy activities such as ballroom dancing, high fashion, proper etiquette, et cetera.

Dazzling Display: You can disorient the other girls by flashing them more riches than they'll ever see again in their lives. Twice per episode, you can force any other girls attempting a roll in the same scene to roll twice and take the lower result. "Contingency Plan" nullifies this effect if used in the same scene.

Graceful: You're far too dignified to suffer embarrassing slip-ups and random mistakes. Twice per episode, you may substitute a value of 4 for any d6 roll.

Hired Muscle: You've got some tough-looking professionals in black suits trailing behind you, just itching for the chance to earn their (considerable) pay by pouncing on any thug who looks at you funny. Once per episode, you may treat a failed unopposed Conflict roll as a success.

School Queen: Your sense of style and daily arrival in a limousine makes you a goddess to the guys of the student body at large. +2 on rolls involving NPC students other than the protagonist.

OSANANAJIMI

"Protagonist-kun, you made a promise to me back when we were kids... that we'd get married when we grew up."

You have a long history with the protagonist extending back to childhood. He might have forgotten his promise to you, but you haven't. You've watched him from a distance nearly all your life, and now it's time to make your move.

Big Gamble: You worry that these new girls will steal the protagonist away from you if you don't claim him quickly, so you're willing to take all-or-nothing action. Twice per episode, you can choose to make any roll a Big Gamble, in which a result of 1-3 is counted as a 1 and a result of 4-6 is counted as a 6.

Nostalgic Memories: You and the protagonist still have warm memories of growing up together, just the two of you. +2 on unopposed rolls that none of the other girls are attempting.

Old Friends: You have less romantic distance to cover since you already know the protagonist well. You begin every episode with a small sum of extra VP determined by the Principal.

Playful Blackmail: You know all the dirt on what the protagonist was like growing up, and you're not afraid to share some juicy stories. +2 on Allure rolls involving influencing the protagonist's decision-making.

Simpler Times: Seeing you brings the protagonist back to his childhood and clears his mind of your competitors' shameful charms. Once per episode, you can nullify all modifiers and abilities applied by the other girls to an opposed Allure roll. Abilities nullified by this advantage are not counted as expended.

DOJIKKO

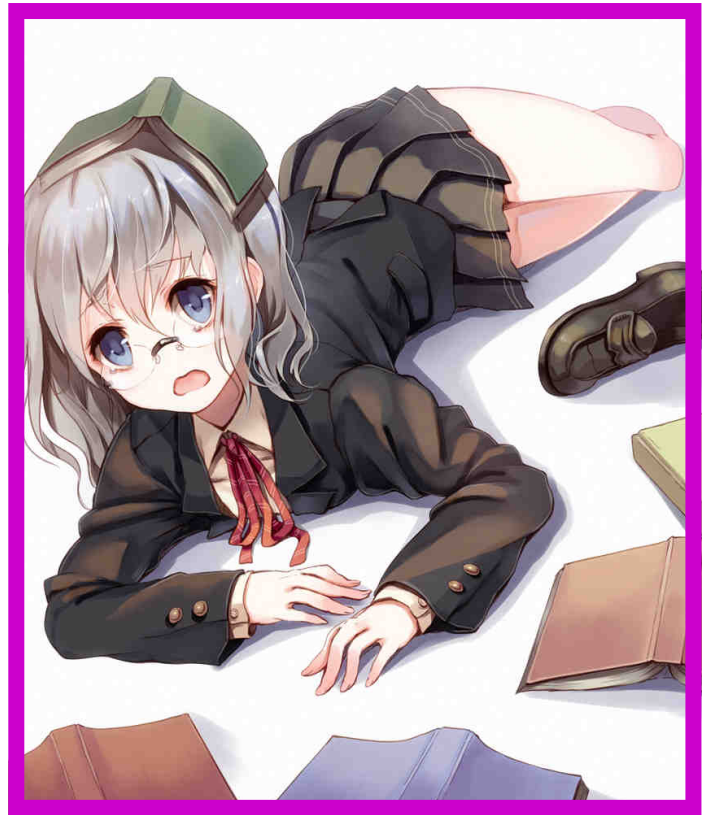
"Oof! I fell on something soft... EHH?! Protagonist-kun?!"

You have an endearing tendency to clumsily mess up everything you try. You stammer out blushing apologies on a regular basis and always try your best, though your knack for tripping on thin air might help you literally close the distance between you and the protagonist.

Accident-Prone: You just can't help but trip and fall in embarrassing positions. +2 on Luck rolls involving stumbles, falls, and accidents.

Easily Forgiven: It's hard to get frustrated with you despite the mistakes you made. Once per episode, you may treat a failed unopposed Skill roll as a success.

Lovable Klutz: Your ineptitude only adds to your charm. If you lose an opposed Skill roll or fail an unopposed Skill roll, +2 on your next Allure roll. This ability cannot be stacked with itself; if you fail two Skills rolls and then make an Allure roll,



the bonus remains at +2 and an additional use does not carry over.

Taking You With Me: You might not do it intentionally, but your stumbles can send you crashing right into your rivals' way. Twice per episode, when you and at least one other girl are attempting the same opposed or unopposed roll, you may force one of the other girls to use the result of your die roll in place of theirs if yours is lower. You may voluntarily take a 1 on this roll.

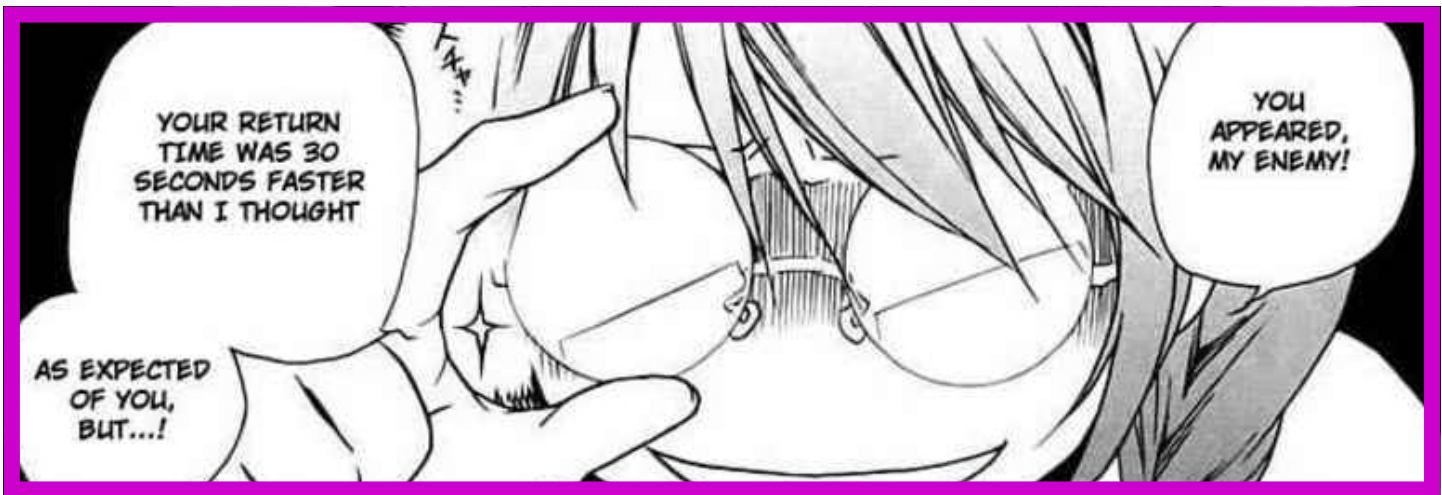
MEGANEKKO

"You're quite fascinating, Protagonist-kun... my heart races whenever I study you."

You have a quiet, glasses-girl appeal that's matched only by your clever intellect. You may not be as loud or outgoing as the other girls vying for the protagonist, but you have a keen eye for observation and planning that will serve you well against them.

Contingency Plan: You always keep an extra option up your sleeve in case something randomly goes wrong with Plan A. Twice per episode, when making a roll, you may roll twice and take the higher result.

Foresight: When you're able to correctly guess the results of your own actions, you can capitalize even on the worst of situations. Twice per episode, when making a roll, you may guess whether the result of your d6 will be even or odd. If you guess correctly, the result is counted as a 6.



Sekirei
Gokurakuin Sakurako

Honor Student: You're intelligent and naturally talented at schoolwork. +2 on Skill rolls involving logic, puzzles, or academics.

Just As Planned: You have a knack for elaborate scheming. Twice per episode, before an opposed roll involving you and at least two other girls is made, you may secretly inform the Principal who you think will win the roll. If your guess is correct, your ridiculously contrived plan succeeds, and you win the roll instead.

CHUUNIBYOU

"At last, Protagonist-kun! The threads of fate have bound us together like roots of the World Tree!"

You have teenaged delusions of grandeur and a knack for embarrassing yourself with fantasies of adventure and fate. You and the protagonist were lovers in your past lives as the heroes who slew the last dragons, and now destiny has brought you together again in this timeline!

Destiny's Bond: Fate draws you and the protagonist together! Once per episode, you may treat a failed unopposed Luck roll as a success.

Multiple Personalities: Within you slumbers a hidden alter ego with terrible powers that awakens in times of crisis... supposedly. Once per episode, you can choose a different strong and weak roll for the remainder of the episode.

Sealed Power: When the world is pushed to the brink of annihilation, you unleash your forbidden techniques to turn the tables (and embarrass yourself a bit). Three times per episode, you automatically reroll if you get a "1" on any roll.

SUKEBAN

"Tch. Leave me and Protagonist-kun alone, and maybe I'll just break a couple of your bones."

You have a fearsome reputation as a delinquent boss and a penchant for truancy and violence. Still, you've somehow found your wild heart captured by the protagonist, and you aren't about to let a bunch of prim-and-proper goody two-shoes show you up when it comes to romance.

Bruiser: You're adept at physical fights, whether this is through strength, skill, mercilessness, or some combination thereof. +2 on Conflict rolls involving physically fighting or overpowering the other girls.

Fearsome Reputation: Your violent past is the stuff of legends, and just the thought of drawing your ire is enough to make most people quake in their boots. +2 on Conflict rolls involving fear or intimidation.

Truant: Cutting class is a long-time habit of yours. +2 on Luck rolls to run into the protagonist outside of class during a school day.

Violence Is Always The Answer: Why look for fancy solutions when your fists would do the trick? +1 on Conflict rolls if you had the option of using another roll type instead.

IINCHOU

"Protagonist-kun! Must I teach you the rules of this school once again?!"

You have a sense of responsibility and leadership that makes you fit for being a class representative, or at least enough people in the class thought so to elect you. Your authority and reliability, whether real or alleged, will be useful as you pursue the protagonist through the halls – without running!

Connections: You have a good reputation with the teachers and staff around the school, and you project an aura of reliability that any higher-ups can respect. +2 on rolls involving teachers or other authority figures.

Problem Solver: People naturally come to you when they're

running into a problem in their school life. +2 on Luck rolls when the protagonist is looking for a girl to help him with something.

Serious Business: Seeing as it's your responsibility to maintain morality and order among the class, you have no patience for shameless flirting around. Twice per episode, you may impose -2 on all Allure rolls made in a given scene.

Work Ethic: You're such a diligent student that your failures only motivate you to try harder, and good things happen when you really apply yourself. Whenever you fail an unopposed Skill roll, you gain +2 on your next Luck roll. This ability does not stack with itself to provide any bonuses larger than +2.

IDOL SINGER

"Protagonist-kun, you'll come to see my next concert, right~?"

You have a career outside school as a pop singer, combining sugary lyrics with choreographed moves to capture the hearts of entire crowds. But now that you've found your own heart captured by the protagonist, it's time to work at winning the love you've sung so many songs about!

Idol Talent: Putting on a performance is your job, and you do it well. +2 to Skill rolls involving singing or dancing.



Kira Kira: You've gained a knack for making any costume glitter after donning many a sparkly, dazzling outfit for your concerts. +2 to Allure rolls when wearing a costume or an idol outfit.

Security Detail: You've got a security staff you can occasionally put to work shooing away undesirables in your stead. Once per episode, you may treat a failed unopposed Conflict roll as a success.

Stage Presence: You're a natural at getting all eyes on you. +1 on opposed Allure rolls.

Star Quality: Something about you makes you stand out easily in a crowd. +1 on rolls being attempted by all the girls simultaneously.

SENSEI-CHAN

"Why don't you see me after class, Protagonist-kun~?"

You have a job as a teacher at the school, the demeanor of a high school girl, and a lingering fear that you're going to be single all your life if you don't find a man soon. Luckily for you, one of those students of yours is looking pretty handsome lately... It's not entirely clear how you manage to do your job alongside your childish antics, but some of the girls apparently look up to you anyways.

Advisor: Your life experience makes a useful resource for confused and aimless students, no matter how questionable your life choices may be. +2 on Luck rolls when the protagonist is looking for a girl to help him with something.

Desperately Single: You'd do anything to find a boyfriend at this point, no matter how recklessly open it leaves you to the other girls' schemes. Twice per episode, you may take +2 on an Allure or Skill roll, but you then take -2 on your next Conflict roll.

Everyone's Big Sis: Your endearingly childish nature has made you a nearly universal favorite among your students. +2 on rolls involving NPC students other than the protagonist.

Get Wasted: You have a special place as the only girl of legal drinking age, and you often indulge in lowering your inhibitions at the expense of your coordination. Twice per episode, you may take +2 on an Allure or Conflict roll, but you then take -2 on your next Skill roll.

Insane Driver: You have a car, although the world would probably be a safer place if you didn't. At the start of any scene set somewhere the cast travels to by vehicle, the rest of the girls take -2 on their first two rolls in that scene as their fear and nausea subsides.

Scolding: Although you might not be the best role model at times, you are still the girls' teacher, and you can make them stop fighting in and out of class. Twice per episode, you may impose -2 on all Conflict rolls made in a given scene.

MIKO

"Look at that fortune you drew, Protagonist-kun. Fantastic luck in love..."

You have a position as a shrine maiden or priestess for a local religion of some sort, and you have experience with telling fortunes and warding off evil spirits as part of your duties. With your paper talismans in hand, you're ready to make sure your foretelling of excellent luck in love comes true for yourself!

Fortune Talisman: You shower good fortune upon yourself and the others. Twice per episode, you may give yourself and one of the other girls +2 on your next roll.

Maiden's Garb: Your traditional form of dress is oddly appealing in modern times. +2 on Allure rolls while wearing your shrine maiden's outfit.

Misfortune Talisman: You foresee disaster in the near future. Twice per episode, you may impose -2 on all Luck rolls made in a given scene.

Practiced Grace: You perform your traditional duties with unshakable elegance. Twice per episode, you may substitute a value of 4 for any d6 roll.

Shrine Caretaker: You help keep the shrine beautiful through diligent work. +2 on Skill rolls involving making repairs or making something clean or presentable.

Warding Talisman: You protect yourself from the spirits of ill fortune, leaving the others to suffer their influence. Any other girls who attempt the same Luck roll as you take a -1 on their roll.

OTAKU

"Oh, Protagonist-kun... I love you even more than my limited-edition figure collection!"

You have a deep involvement in hobbies such as anime, manga, gaming, or cosplaying, but you've evidently been paying enough attention to the real world to fall in love with the protagonist. Some people might find your obsessive pastimes a little off-putting, but, if nothing else, you know you have the dedication to win his heart!

Amateur Novelist: You're just waiting for your big break on those light novels you write and illustrate as a hobby. +2 on Skill rolls involving writing or drawing.

Cosplay Enthusiast: You have a painstaking eye for detail that complements your love of cosplay. +2 on Skill rolls involving crafting disguises or costumes, and +2 on Allure rolls while dressed in cosplay.

Doujinshi Enthusiast: You've drawn a variety of questionable manga with characters that look suspiciously like the protagonist, which could raise some interesting questions if he stum-

bles upon that copy you dropped (or unsettle any competitors whose likenesses you happened to include). Three times per episode, you may attempt an extra D4 Luck roll which grants a +2 on an Allure or Conflict roll if successful.

Genre Savvy: You've watched enough harem anime to know where this is going... you don't just stumble into unexpectedly romantic situations, you plan them. Twice per episode, you may substitute a Skill roll for a Luck roll.

Moe Enthusiast: You believe in the conquering power of cuteness over all else! +1 on Allure rolls if you had the option of using another roll type instead.



SCHOOL JOURNALIST

"This just in - you and I are soul mates, Protagonist-kun! Read all about it!"

You're an enthusiastic leader in your school's newspaper club, and you have a real knack for scoring the interviews and scoops that will get the student body talking. You've lately found yourself constantly wanting to interview the protagonist at length about his feelings for you, so it's time for a little investigative journalism!

Head Author: Your line of work has led you to know more than a little about proper language use and elegant graphic design. +2 on Skill rolls involving writing or drawing.

Investigative Journalist: You've done your homework when it comes to your competitors' specialties and weaknesses. +2 on all Conflict rolls made using your target's weak roll.

Keen Eye: You're always on the lookout for the next big story. +2 on Skill rolls involving perception or research.

Muckraker: You've got more dirt on the protagonist than he could imagine, and you're not afraid to leverage it a bit. +2 on Allure rolls involving influencing the protagonist's decision-making.

Snoop: You're always prowling around for a good scoop. +2 on Luck rolls involving finding or walking in on someone.

SPORTS STAR

"Yo, Protagonist-kun! You'll be at my meet next weekend, right?"

You have talent and passion for a sport of some kind and an indomitable sense of dedication to practice and training. You're almost always the victor at the end of your matches, but now that you've fallen in love with the protagonist, will you be able to emerge victorious in love as well?

Athletic: Your relentless training regimen gives you a leg up in all kinds of physical pursuits. +1 on Skill rolls involving physical exertion. This bonus increases to +2 in any activity involved in your sport of choice.

Competitive Spirit: You have the driving will to rise above the rest in any endeavor. +1 on rolls being attempted by all the girls simultaneously.

Do Your Best: You believe in inspiring yourself and others to pursue their individual talents, whatever they might be. Twice per episode, you may grant an additional +2 bonus to all girls using their strong roll (including yourself).

Runner's Glow: You positively beam with energy once you've got a good sweat going. +2 on Allure rolls during or soon after heavy physical exertion.

Second Wind: No matter how hard you get knocked down, you have the will to get back up and stay in the game. Twice per episode, you may apply a bonus on any roll equal in magnitude to the sum of all negative modifiers applied to your previous roll.

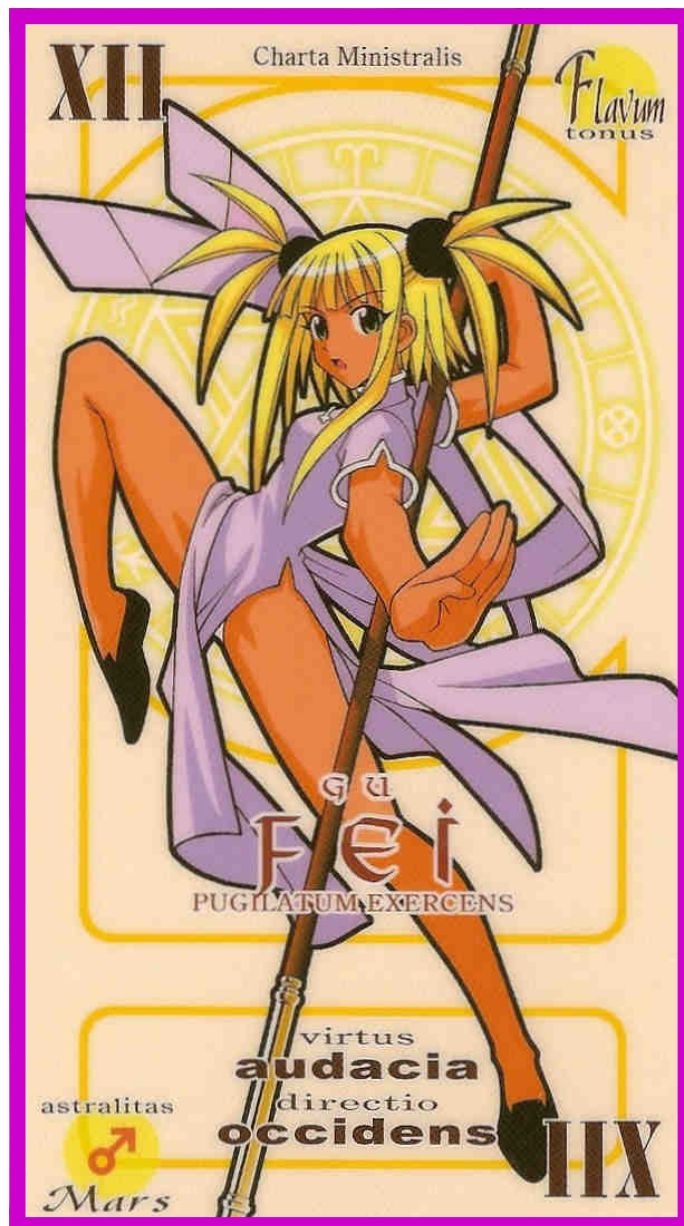
Self Improvement: If there's something you've learned from your training, it's that any failing or weakness can be corrected with hard work and determination. Three times per episode, you may take +1 on your weak roll.

MARTIAL ARTIST

"HI-YAH! ... Y-your defense is pretty solid, Protagonist-kun."

You have a passionate dedication to traditional martial arts, whether that be karate, kendo, judo, or something else, and you may even be the next master in line of a family tradition. Training and discipline has always been a way of life for you, but you've found yourself having some distracting thoughts about a certain guy lately... It's time to make a move and lay your competition flat, but you'll make sure to respectfully bow first.

Gorgeous Gi: There's something stunning about the sight of your well-toned body in your training uniform. +2 on Allure rolls while wearing martial arts uniforms or equipment.



Heir to the Dojo: All the regulars back at the dojo just love to dote on the master's daughter, even if it means intruding a bit on her love life. Once per episode, you may treat a failed unopposed roll as a success if having other people assist you would be helpful.

Practiced Kata: Your tough training has refined your combat style into an art form. Twice per episode, you may substitute a Skill roll for a Conflict roll.

Warrior's Way: With years of martial arts training behind you, you're practically a walking weapon when you need to be. +2 on Conflict rolls involving physical conflict.



Universal Advantages

These advantages can be chosen by any girl, regardless of archetype.

Good Cook: You can prepare appealing, tasty food. +2 on Skill rolls involving cooking.

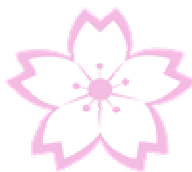
Natural Swimmer: You've spent more time than most in the water, and you've got the skills and the beach body to show for it. +1 on Allure rolls while in swimwear, and +1 on Skill rolls involving swimming.

Outdoorswoman: You've got a passion for some combination of camping, hiking, and hunting. +2 on Skill rolls involving outdoorsy and survivalist activities.

Splash Magnet: You've got an unfortunate arrangement with fate to make your life a never ending series of suggestive spills and splashes. +2 on Luck rolls involving getting wet.

Stargazer: You know the night sky like the back of your hand, and you've written way too many poems and song lyrics about the Summer Triangle. +2 on Skill rolls involving astronomy, and +2 on Allure rolls under the night sky.

Sweet Tooth: You have a love for cute, feminine snacks and a highly questionable way of eating lollipops. +1 on Skill rolls involving making or buying sweets, and once per episode, +1 to an Allure roll while eating sweets.





CHAPTER 3: *Sample Scenes*

A sample scene: Valentines day Chocolate

The girls are hand making chocolates beforehand. They can try a unique recipe (D4 Skill) for a +1 modifier in the next scene, try an upscale recipe (D5 Skill) for a +2 modifier in the next scene, try an extremely fancy and exotic recipe (D6 Skill) for a +3 modifier in the next scene, or visit another girl and attempt to sabotage her (must win an opposed Conflict roll) to impose a -3 modifier on her target in the next scene.

At school, the girls all attempt to give the protagonist their chocolates in a flirtatious manner (Allure roll with modifiers from Scene 1). The highest roller(s) win 2VP.

An example of play: Gym Class

Principal: It's time for gym class, and our protagonist, Takeshi Tanaka, is warming up for another day of sports. Meanwhile, the girls are sizing up the opportunities for a little physical contact to go with their physical education! Your options are to somehow impress him with your fitness (D5 Skill, 1VP) or end up in some sort of embarrassing accident with him during class (D5 Luck, 1VP). You may take a -1 on your roll of choice to make a Conflict roll against one of the other girls, imposing -2

The real goal is to have fun and tell a fan-servicely harem comedy story...

on them if you succeed. A secret bonus will be awarded for a result of at least 7 on the Luck roll.

Ami (Genki Dojikko): I think I'll use Luck, since I have an advantage that applies here... ah, "Accident-Prone!"

Yumi (Tsundere Idol Singer): Hmmph, I don't have anything that applies here. I'll use Skill, since Luck is my weak roll.

Kana (Shrinking Violet Chuunibyou): Ooh, a bonus! I'll go with Luck since that's my strong roll.

Akiko (Yandere Osananajimi): I don't want Kana to get that bonus. I'll use Skill and make a Conflict roll against Kana with "Terrifying Presence." Conflict is my strong roll, too. Oh, and "Armed and Dangerous" after I grab a baseball bat from the equipment room.

Kana: Well, I get to use "Delusional Defense" when I oppose that Conflict roll!



Kimi No Iru Machi
Seo Kouji

Principal: Alright, I'll roll the dice.

Ami rolls 1d6+2 for Luck and gets a 7.

Yumi rolls 1d6 for Skill and gets a 5.

Kana rolls 1d6+1 for Luck and gets a 6. She then rolls 1d6+2 for Conflict and gets a 4.

Akiko rolls 1d6-1 for Skill and gets a 2. She then rolls 1d6+4 for Conflict and gets a 7.

Principal: Let's begin the scene. Akiko, you don't do anything impressive in class since you failed your Skill roll, but you successfully scare Kana away from Takeshi with your baseball bat and crazy *yandere* eyes since you beat her Conflict roll. Kana, your Luck roll drops to 4 because of Akiko, so you're too freaked out by her to make a move on Takeshi. Yumi, you succeed at something impressive during class, catching Takeshi's attention and earning 1VP. Ami, since you got a 7 on your Luck roll, in addition to having an embarrassing accident, you hurt yourself during class, and Takeshi helps you to the nurse's office. You get 2VP. Now, let's role-play this scene!

Akiko: Akiko doesn't pay much attention in gym class, too busy glaring at how that insufferable Kana is looking at her beloved Takeshi-senpai. She walks over during the break and casually winds up with the baseball bat, staring into Kana's soul with her dead, empty eyes. "Takeshi-senpai is mine... don't interfere!"

Kana: "Uwah!" Kana backs away from the crazy person with the white-knuckle grip on the bat. "A manifestation of the Wyvern Lords on this plane! I must fall back for the time being... the time is not yet right for me to release my sealed power."

Yumi: During sports practice, Yumi expertly spikes the volleyball past Takeshi's guard, twintails fluttering in the air as she soars up to make the winning hit!

Ami: "W-watch out, Takeshi-kun!" Ami dives to try to return Yumi's spike, but the ball nails her right in the face and sends her sprawling back awkwardly, spinning and bumping her chest against him before falling and hitting her head.

Principal: Takeshi gasps when Yumi first makes her spike. "Whoa, incredible shot, Yumi!" He can't help but think how cool she looks for a moment before he suddenly sees Ami dart in front of him, taking a rough hit. He blushes for a moment as she presses into him but soon clears his mind when he sees her lying hurt on the ground. "Ami, are you okay?!" He looks for the teacher. "Yukawa-sensei! Let me take Ami to the nurse's office!"

Ami: "Thank you, Takeshi-kun..." Ami smiles as Takeshi helps her up

Akiko: "I told you Takeshi-senpai is mine... I won't forget this!" Akiko watches on from the sidelines with a death glare as her beloved Takeshi-senpai helps that shameless hussy to her feet.

Yumi: "Takeshi-kun, you d-dummy! I-it's not like I wanted you to pay more attention to me or anything..."

Principal: There's always next time, I guess. Anyways, after gym class is over, it's time to eat lunch...



CHAPTER 4:

Rules Variants

Supernatural Archetype List

To run a harem comedy with a touch of the supernatural, the Principal may allow players to choose from the following list of archetypes in addition to the usual list when creating their characters.

ELDRITCH ABOMINATION

"I'm the chaos that always crawls up to Protagonist-kun with a smile~!"

You are an unspeakable elder god whose visage would drive mortals mad with but a glance. Luckily for the others, you've decided to take on the form of a cute high school girl, at least as long as your ineffable whims drive you to pursue the protagonist.

A Thousand Faces: You can manifest yourself as any number of unspeakable forms and avatars of enormous power while on this world, although most of them aren't pretty. Twice per episode, by voluntarily taking a 1 on your d6 on any Allure roll, you may take a 6 on your d6 on your next non-Allure roll.

Crawling Chaos: You giggle with delight and thrive on the discord and conflict your competitors sow in their ruthless attempts to win the protagonist's heart. +1 on rolls in any scene in which at least two other girls make Conflict rolls.

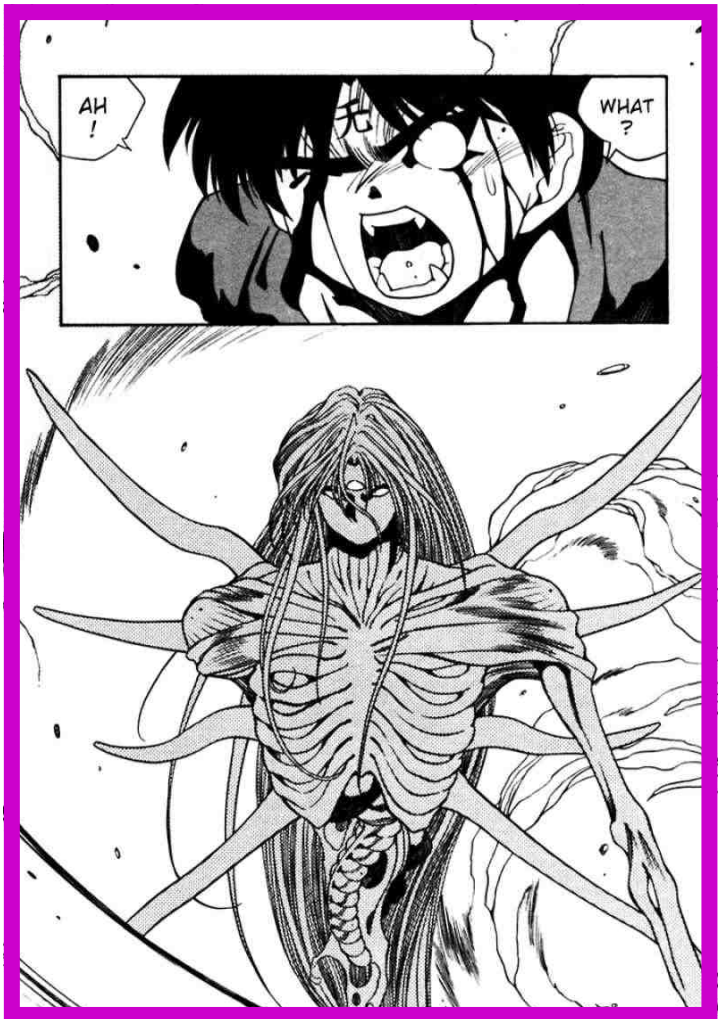
Shadow out of Time: A judicious bit of body-swapping and mental projection lets you send your competitors down the paths of your choosing. Once per episode, in a scene where multiple rolls are available to choose between, you may dictate which rolls all of the other girls must choose. Their respective players may still decide which advantages to apply to the chosen rolls.

Shining Trapezohedron: As the protagonist gazes into this artifact, you suddenly appear before him from the depths of space and time. Once per episode, you may appear in any scene, even if you failed a requirement to participate in the scene.

CELESTIAL

"Love is truly the greatest blessing, Protagonist-kun."

You are a blessed being from on high, whether that be an angel or a goddess. Your love for the protagonist is pure as the driven snow, and you will pursue him with all the warmth and compassion befitting a benevolent angel.



3x3 Eyes
Yuso Takada

Blessed Comfort: Among your holy powers is your soft, healing touch. +2 on Skill rolls involving healing or caring for someone.

Compassion: You believe in peace, not conflict, and seeing others find happiness warms your heart greatly. Twice per episode, you may give +2 on another girl's roll. If she receives VP as a result, you receive a VP bonus equal to half of what your target received, rounding up.

Purity: Your heavenly presence is not as marred and ridden with imperfections as many of your competitors. Three times per episode, you may take +1 on your weak roll.

Serenity: Your rise above the dirty tricks and fighting of your competitors to attain a peaceful state of enlightenment. Twice per episode, +2 on a non-Conflict roll if you had the option of making a Conflict roll instead.

DEMON

"I want all of you, Protagonist-kun... your body and your soul."

You are a fiendish being of the Underworld, an accursed servant of the lords of Hell. You're no stranger to the sin of lust, and you have plenty of temptations to dangle before the protagonist to draw him into your dark, loving embrace.

Faustian Pact: You can grant devilish gifts to your competitors, knowing all the while that the cost for a demon's services is always greater than it first appears. Twice per episode, you may give +2 on another girl's roll. On the next roll in which both you and your target participate, she takes -2 on her roll and you gain +1 on yours.

Speak of the Devil: They say that calling your name will cause you to appear, but when it comes to your beloved, you're always ready to show up. +2 on Luck rolls involving being found by the protagonist.

Temptation: Your charms are the perfect tool for drawing the protagonist into your grasp, assuming you don't put him off in the process. Twice per episode, you may take +2 on an unopposed Allure roll. If you are successful, you also take +1 on your next roll. If you fail, you take -2 on your next roll.

Torment: All that time punishing sinners has really taught you how to use people's least favorite things against them. Twice per episode, you may inflict an additional -2 penalty on any girls using their weak roll (not including yourself).

VAMPIRE

"Your scent is ever so delicious, Protagonist-kun... I don't know if I can restrain myself any longer."

You are an elegant creature of the night with a sinister beauty and a taste for human blood, but the protagonist has somehow become something more to you than an inviting meal. Your dark powers will be all you need to raise a glass of your competitors' blood and make a toast to long life and happiness for you and your beloved.

Elegant Fiend: You have an air of class and sophistication that sets you apart from just any old monster. +2 on Skill rolls involving classy activities such as ballroom dancing, high fashion, proper etiquette, et cetera.

Lady of Darkness: Your true beauty can only manifest itself away from the irritating rays of the sun. +2 to Allure rolls during scenes set late at night or in near-total darkness.

Sanguine Kiss: You've planted your lips on enough necks to be able to do it alluringly as well as threateningly. +1 on Allure rolls involving kissing, and +1 on Conflict rolls involving close physical contact.

Vampiric Drain: You grow strong from the life force of your defeated rivals. Whenever you get the highest result on an opposed roll involving at least two other girls, you gain +1 on your next roll.



NEKOMUSUME (CAT GIRL)

"Come on, Protagonist-kun! Let's play nyaaow!"

Nyaa~! You're an adorable mix of girl and feline, with the cute little ears, fangs, and tail to show for it. You've found the lap that you'd like to curl up on for the rest of your life, and absolutely nothing is going to stand between a cat and a warm, comfortable place. Everyone had better be careful, because you aren't declawed!

Animal Affinity: You're a little bit animal yourself, so working with normal animals comes naturally to you. +1 on Luck and Skill rolls involving animals. This bonus increases to +2 when dealing with cats.

Cat Nap: You're always up for a little shut-eye, and you look amazingly cute all curled up. +2 on Allure rolls while asleep.

Catlike Reflexes: All that chasing the laser dot has really limbered you up. +2 on Skill rolls involving feats of agility or speed.

Hiss!: Arching your back is a little awkward, but you still look plenty mean when you get really angry. You may take +2 on any Conflict roll, but doing so imposes a -2 penalty on your next Allure roll.

Nine Lives: You have a knack for getting out of the stickiest situations without a scratch. Twice per episode, you may substitute a Luck roll for a Conflict roll.

Universal Monstrous Advantages

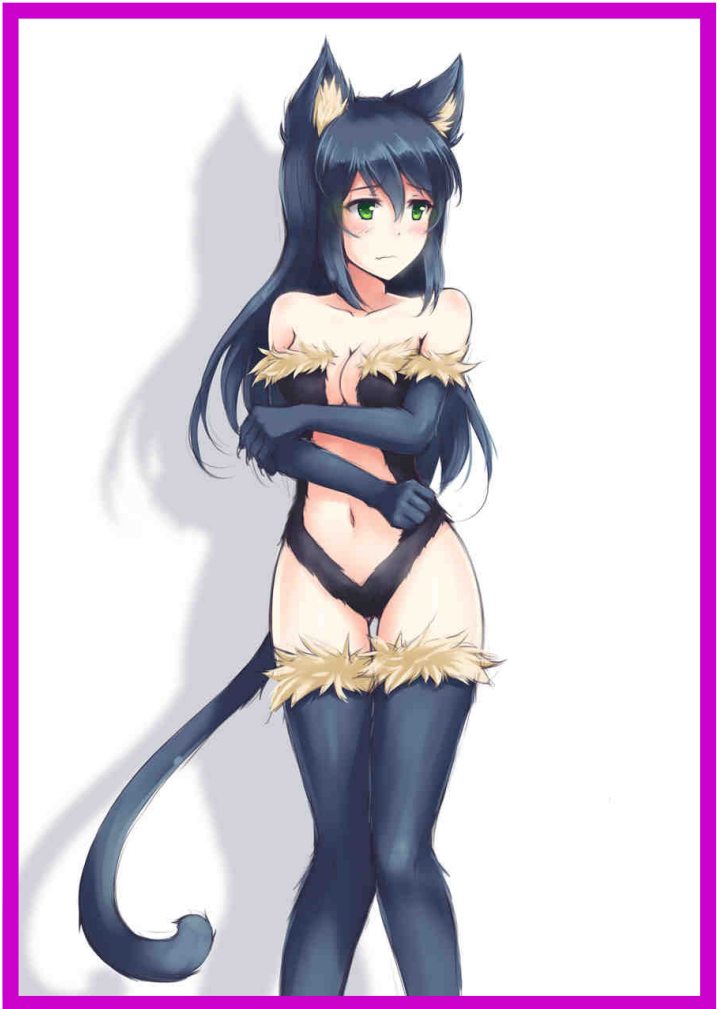
The following list of advantages is available to all players in a supernatural game, to either create their own breed of monster from scratch or tweak one of the full archetypes below. All advantage choices from this list are subject to the GM approving them as reasonably fitting the concept of the monster girl.

Crazy Strong: It's just absurd how much muscle you pack in such a cute little body. +2 on Conflict rolls involving only brute physical strength, and +2 on Skill rolls involving feats of sheer strength.

Flame Affinity: Maybe you like the heat, or maybe you're just constantly on fire. +2 on Skill rolls involving cooking or crafting with flame, and +2 on Conflict rolls involving flame.

Ice Affinity: Some people like it chilly, but you love it freezing cold. +2 on Skill rolls involving cooking with or moving atop ice or snow, and +2 on Allure rolls in the snow.

Solar Powered: Whether it's photosynthesis or photoelectric cells, being in the sunlight just perks you right up. Choose one of the four rolls; you receive +1 on that roll while in sunlight.



Weird Spot: Let it suffice to say that your biology includes a bit of an inconvenient erogenous zone. Choose a body part; you receive +2 on Allure rolls and -1 on Skill rolls in scenes in which that part is touched.



Quirks

Sometimes the girls won't quite fit neatly into a couple of archetypes - something about them sticks out in particular in contrast to the rest of their character. These are "quirks," advantages that don't necessarily match with the overall style of your character.

During character creation, the Principal may optionally allow players to choose one of their advantages from any archetype in the game.

Team Game-play and Cooperative Games

They say that love is war, and sometimes a war calls for an alliance. The Principal may optionally include scenes where the girls temporarily split into opposing teams. Further, the Principal may choose to run an entire campaign with fixed teams; this method may even be used to allow for a cooperative game in which the players join forces to keep the protagonist out of the clutches of a whole host of scheming, nefarious suitors.

TEAM ROLLS

In a team game, a typical scene consists of one Main Roll and one or more Assist Rolls. In each scene, each team nominates one of its members to attempt the Main Roll, and the remaining members all attempt the Assist Rolls. A Main Roll may be an unopposed roll, or it may be an opposed roll against the representatives from the other teams. Assist Rolls are often unopposed, but they may also be made opposed against the other teams' representatives or assisting characters.

The results of the scene are dictated by the result of the Main Roll, which is modified by the results of the Assist Rolls. The Principal determines what impact the Assist Rolls have - each team member who succeeds on an Assist Roll might grant modifiers, re-rolls, or lower difficulties to the character attempting the Main Roll, or they might impose penalties on the opposing team's representatives. If there are multiple Assist Rolls available, they might have different effects.

COOPERATIVE PLAY

The Principal may run a cooperative game in which the competition between the girls is replaced by a charming adventure in which the girls work together in pursuit of a common goal. Perhaps the girls of the Occult Club must join forces to keep those hussies over in the Light Music Club from stealing away their handsome new recruit. Perhaps the former rivals must all band together against a callous high school supermodel who suddenly sweeps onto the scene from her time abroad in Norway. Or perhaps the girls must use their talents and feminine wiles to help the protagonist keep the hot springs resort he grew up in from being demolished.

There are a few ways a Principal could handle such a game. One option is to create a team of rivals using the standard character creation rules (or perhaps a single foe outfitted with additional advantages or bonus modifiers) and run a standard team game, with the rival team controlled entirely by the Principal. The Principal could also run a game where there is only one team and all Main Rolls are unopposed (but have a high enough difficulty to require strong cooperation between the girls). In such a game, the Principal can use the team's overall VP total as a metric for choosing between story branches and endings (or even entirely discard the VP system and use rolls solely as a mechanic for determining the outcome of story events).

AN EXAMPLE OF PLAY

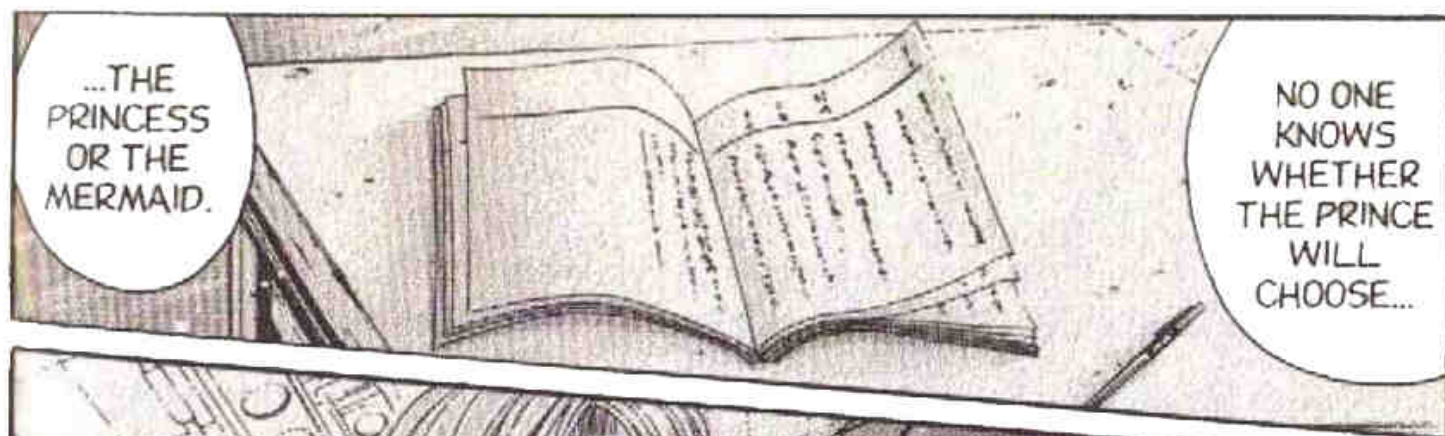
Akiko, Haruka, and Natsumi are determined to keep Takeshi from falling into the clutches of Kurumi, the manipulative yet gorgeous supermodel who just transferred into class. The big school dance is coming up, and they need to make sure that Takeshi goes with any one of them instead of Kurumi. The Main Roll is an opposed Allure against Kurumi to ask Takeshi out to the dance for 2VP. The Assist Rolls are a D5 Skill roll to help choose a flattering outfit which grants a +2 bonus to the character attempting the Main Roll and an opposed Conflict roll against Kurumi which imposes a -2 penalty on her roll if successful.

Akiko, the skillful and fashionable Ojou, successfully picks out a trendy French dress while Natsumi, the spiteful Yandere, ruthlessly takes a baseball bat to Kurumi's kneecaps, leaving Haruka with a considerable leg up as she musters up the courage and speaks straight to her beloved's. The girls' team gains 2VP over Kurumi, but she's not ready to throw in the towel just yet. This battle is won, but not the war...

ANOTHER EXAMPLE OF PLAY

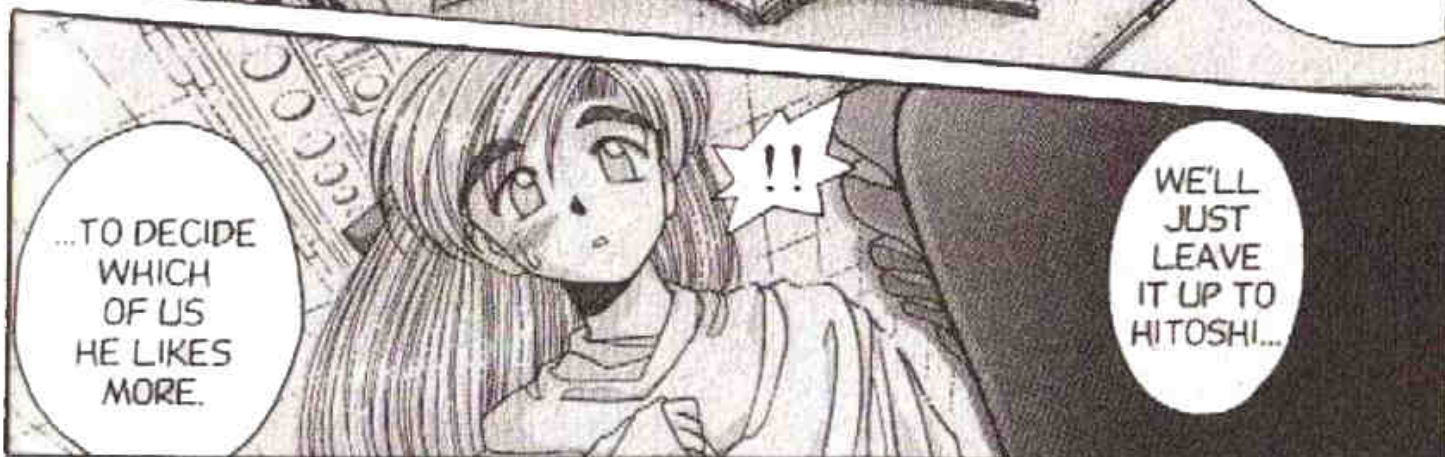
Miyako, Miyuki, and Mei are lending the protagonist a hand as he runs a bake sale in a last-ditch effort to save his grandmother's failing hot springs resort. The main roll is a D6 Luck roll to find a customer with a big enough heart and wallet to make a donation to save the historic inn, and the Assist Roll is a D4 Skill roll to bake enough delicious sweets to draw more potential donors to the inn, granting the character attempting the Main Roll a free reroll for each success. Miyako's brownies are suspiciously gritty, but Miyuki's outstanding cream puffs grant Mei one re-roll. Mei botches her first roll with a 1 on her d6, but with Miyuki's re-roll, she rolls a miraculous 6 and touches the heart of the local tycoon, saving the home of so many of the protagonist's childhood memories and winning them all a special place in his heart!





...THE PRINCESS OR THE MERMAID.

NO ONE KNOWS WHETHER THE PRINCE WILL CHOOSE...



...TO DECIDE WHICH OF US HE LIKES MORE.

WE'LL JUST LEAVE IT UP TO HITOSHI...



IT'S A DEAL.

ALL RIGHT, CINDY-SAN...

7

...WHOEVER LOSES HAS TO GIVE HIM UP.

AND, OF COURSE...

WELL? IS IT A DEAL?

Glossary of Terms

Bokukko: a female character who uses male pronouns. This term arises from the Japanese Pronoun *boku*, primarily used by boys and young men, and "ko", a feminine suffix. Extreme tomboys may prefer the pronoun *ore*, normally used by Hot-Blooded young men.

Chuunibyou is A Japanese slang term which roughly translates to "Middle School 2nd Year Syndrome". People with chuunibyou either act like a know-it-all adult and look down on real ones, or believe they have special powers unlike others.

Cuckoolander: A Talkative Loon who rambles, talks to people and things that aren't there, and rarely pays much attention to what's going on around him. So it's just natural that the other characters ignore everything they have to say... Until, in a strange twist of hindsight, it turns out they were right all along.

Dojikko is Japanese for clumsy with the feminine suffix "-ko" added on the end. In other words: "clumsy child". The word can be used to describe people of both genders. It has also become a major "element of Moe" in anime and manga, and Anime Fanspeak for Cute Clumsy Girl.

Fan service, or **service cut**, is a term originating from anime and manga fandom for material in a series which is intentionally added to please the audience. It is about "servicing" the fan - giving the fans "exactly what they want". Fan service usually refers to "gratuitous titillation", but can also refer to intertextual references to other series. The typical, but not only, variety of fan service in anime or manga is racy, sexual, or erotic content, such as nudity and other forms of eye candy (for example, sexy maid costumes)

Harem: An ambiguously-defined subgenre of anime and manga characterized by a protagonist surrounded, usually amorously, by three or more members of the opposing sex and/or love interests. The most common and practically tantamount scenario is a male-oriented harem anime where the main male character is surrounded by a group of females; when it is a female-oriented harem anime, it is informally referred to as a **reverse harem**, or **gyakuhāremu**.

Imouto (ee-mo-oo-toh) is the Japanese Romaji for 'little sister.' When referring to ones own family, or someone who is not unlike family, such as a lifelong or childhood friend, it can just be said as imouto. However, when referring to another family, you should always add a suffix on the end, such as imouto-san, unless given consent otherwise.

Kuudere: An anime/manga slang term for a character that is cold, blunt, cynical, and pretty much doesn't care if her beloved dies. That's what she is on the outside but she is actually caring and nice on the inside.

Meganekko, literally, "glasses girl"—one of the classic "sweet girl" stereotypes in anime. Cute enough without going overboard or posing the threat that a more conventionally beautiful

girl might, the meganekko is usually pleasant, smart, *and* clever. And something about the fact that she needs glasses seems to imply an endearing vulnerability that makes her far more accessible to the average guy.

Osananajimi is usually a girl, who grew up together with the main character, practically since infancy, and has been always in love with him, but instead of taking the initiative to become his girlfriend, she decided to take it slowly, developing a Like Brother and Sister relationship with him. In the most stereotypical examples, this trope is usually first demonstrated by a scene of her routinely visiting him in the morning, waking him up, walking to school with him, and giving him a lunch box full of delicious food that she prepared.

Ojou (Sounds like "O-Joe". Or Eau-djeau if you speak French.) literally, a formal Japanese word for "young lady", the term Ojou (often *Ojou-san* or *Ojou-sama*, as they are the more formal honorifics) is typically used in anime when referring to wealthy, high-class female characters. This is not to be confused with *Oujo*, which means "princess" or "queen"; "ojou" has the accent on the second syllable rather than the first.

Otaku come in many flavors, but one thing can be said for each and every one of them. They've each staked out their own favorite thing, and they obsess over it relentlessly. Regardless of other intelligence, an *otaku* will have an obsessive, unhealthy, and almost encyclopedic knowledge of their chosen topic. Essentially, someone could be an *otaku* about just about anything: politics, sports, history, etc. When *otaku* is used by itself by a Westerner, 99% of the time it will mean "anime/manga otaku".

Sensei-Chan is a common Japanese media character type, the female high school teacher who is fairly young, attractive, even cute, and on friendly terms with her students. On the other hand, she is still unmarried, and very conscious about it, as well as about the lack of respect she gets. She is usually extremely childish, such that even her own students appear more mature than her.

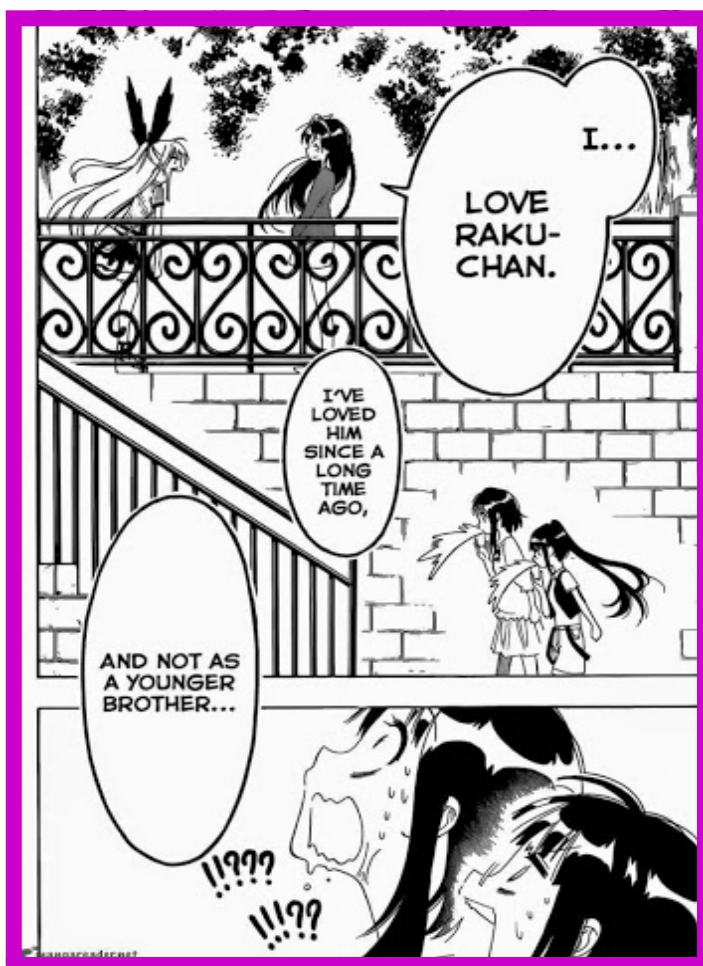
Sukeban means *delinquent girl* or *boss girl* in Japanese, A dictionary of Japanese Slang, says that *sukeban* only refers to the leader of a girl gang, not any member of the girl gang. The common signifiers of *sukeban* (described by the Japanese police in 1980s pamphlets as "omens of downfall") include brightly dyed or permed hair, and modifications of the school uniform such as wearing colored socks, rolling up the sleeves and lengthening the skirt. *Sukeban* may engage in activities such as slug torture, stimulant use, shoplifting, theft, and violence,

Miko is a shrine maiden in the Shinto religion. Given the strength of Shinto in Japan and the position shrine maidens hold in it, it is no surprise that they are a common character type in anime. Straight portrayals and dramatizations are used just as frequently as a priest or nun would be in North American or European media. If a main character, she might be endowed with mystical powers in order to fight demons, hang Ofuda so that she won't have to fight the demons in the first place, receive visions, etc. Otherwise fictional and non-

fictional Miko work in shrines, often as an after school job. Their outfits traditionally consist of red *hakama* (trousers) or a long red skirt, and a white *haori* (kimono jacket).

Tsundere: a Japanese character development process that describes a person who is initially cold and even hostile towards another person before gradually showing their warm side over time. The word is derived from the terms *tsun tsun* meaning to turn away in disgust, and *dere dere* meaning to become 'lovey dovey'.

Yandere: a portmanteau of two Japanese words *yanderu*, meaning to be sick, and *dere*, which is defined as strongly and deeply exhausted, infatuated, or love-struck, but in this case used for "love struck. The word was developed from *tsundere* which describes a character who is both hard nosed or moody *tsuntsun* and the aforementioned love-struck. The sick portion was added when a new layer of romantic obsession came about beyond normal *tsundere* (where cool emotions were warmed and nurtured towards awkward, romantic or sexualized tension) where seemingly normal displays of strong and deep romantic love and affection become mentally dilapidated (i.e. kidnapping crushes, poisoning food that is to be eaten by a romantic rival, or forcing the romantic love interest to commit *shinju*).





I MADE AN
EFFORT TO
PUT ONE
AND TWO
TOGETHER!!

THAT
IS...



YOU MADE
THAT BIG
BOXED
LUNCH?



DID THE
EARTH
CHANGED
ITS WIND
DIRECTION,
KYOKO?



SHE'S A

HUH
?!

TSUNDERE!!

This picture belongs to
Heddy Johnson, Nov. 11

Aug 11

Went to make
to someone
with me
Heddy Johnson

Best of luck
and success be
with you

John Gray

Best of luck
and happiness
Always Bob Kelly

Have a lot of
time for a long
one you are
knowing you are
Co. 1000
you are
Heddy Johnson

Best of luck and
happiness to a man
John M. T. 11

Best of luck
and happiness
Always Bob Kelly

Best of luck
and happiness
Always Bob Kelly

Best of luck
and happiness
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Handwritten notes and signatures in various colors (blue, green, brown) covering the page. Includes names like Heddy Johnson, John Gray, and Bob Kelly, along with dates like Aug 11 and Nov 11. The text is written in a cursive, handwritten style.