



# *Visual Novel World*

An Apocalypse World Engine Hack  
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Don't mind me I'm just a 馬鹿外人

# Introduction

A visual novel (often abbreviated VN) is an interactive game featuring mostly static graphics, most often using anime-style art or occasionally live-action stills (and sometimes video footage). They often feature galleries, and unlock scenes based on a character's choices, and they often have New Game+, which is the only way to unlock some scenes. In Japanese terminology, a distinction is often made between visual novels, which consist predominantly of narration and have very few interactive elements, and adventure games, a game which may incorporate problem-solving and other types of gameplay. This distinction is normally lost outside Japan, where both are commonly referred to as "visual novels" by international fans.

Harem Visual Novels have an emphasis on polygamous or love triangle relationships characterized by a protagonist surrounded amorously by three or more members of either the same and/or opposing gender, sex, and/or love interests. Some games may require a New Game+ to access the "Harem Ending", while others do not.

The most distinguishable trait is arguably the group of amorous girls and/or boys who accompany the protagonist, and in some instances cohabitate with the protagonist. While intimacy is typically customary, it is never necessary. When it is present, it is always a minimum of two supporting characters who express interest in the protagonist.

The default situation is a female harem with either a heterosexual male, or a lesbian or bi/pansexual female at the head. When it is a Yaoi or female-hetero oriented harem series, the polyandrous relationship is informally referred to as a male harem, or reverse harem.

**DISCLAIMER!** This book contains nudity and adult situations! If this offends you, stop reading now! This game is not intended for people who can't separate fiction from reality. It is also not intended for people who might be triggered by some of the fetishism featured in some adult visual novels. It is also not the intention to convey that only games featuring those fetishes or adult situations can be played with Visual Novel World.

This game does not endorse sex abuse or other illegal activities. The character archetypes in this book represent fully mature adults. This game does not endorse placing children in adult situations. If this game is played on a forum or in a public setting, you must observe any rules they have in place. **I WILL NOT BE HELD RESPONSIBLE FOR THE USE OF THIS DOCUMENT FOR UNINTENDED PURPOSES!**

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# *Inspirations*

## **Apocalypse World Engine**

This document contains (usually modified) text from:

- Apocalypse World (Second Edition, which should contain the same information as the first; ©2016 by D. Vincent Baker & Meguey Baker)
- Class Warfare, released under a Creative Commons Attribution ShareAlike 4.0 International license.
- Documents that Class Warfare is derived from released under their various Creative Commons licenses, and possibly copyrights.
- Dungeon World First Edition, ©2012 by Sage LaTorra and Adam Koebel
- <http://codex.dungeon-world.com>
- Monsterhearts (First edition ©2012 Avery Alder, second edition ©2017 Avery Alder)
- Monster of the Week (Text copyright © 2015 Michael Sands.)
- No Rest for the Wicked (brought to you by Wrecking Ball Game Labs. Written by: M. "The Siren" Specia, Edited by: Henry William "THE GUNZERKER.")
- The Zombieworld Streets of Atlanta Playtest (Hacked by AJ Ferguson)

## **Visual Novels and Adventure Games**

Amorous Professor Cherry

Anything with Family, Imouto, Mother, or Sister in the title—some examples:

- Hitomi My Stepsister
- Imouto Paradise
- Kana ~Little Sister~ (AKA Kana ~Imouto~)
- The Sagara Family
- Three Sisters Story

Bazooka Café

Bible Black

Boob Wars

Brave Soul

Come See Me Tonight

Crescendo

Critical Point

Daibanchou

Deus Machina Demonbane

Divi-Dead

Fatal Relations

Harem Party

Katawa Shoujo

Lightning warrior Raidy

Paradise Heights

Persona 3&4

Pretty Soldier Wars A.D. 2048

Runaway City

Season of Sakura

Shera, My Witch

Snow Drop

Swan Song

Zaishuu ~The SiN~ aka Guilty ~The SiN~

Thanks to the following people specifically

@Aneki

@Vex, even though the username is fitting

Sally Aces

Sick Ranchez, who put up with my shit, and whose shit I put up with, and who was willing to provide art for this crap.

Sith\_Happens

Togashi Kenshin

To the Unsung Heroes who would prefer not to be named

Zeth

**Special Thanks** to a certain crazy boob lady, the letter V, and viewers like you. Without her, this project would not have even happened.

## Playing the Game

**Visual Novel World** is about a group of people trying to get noticed by Senpai. It can be but isn't necessarily about competing with each other.

Unless someone has already decided he wants to run the game, all the players gather 'round and decide who will take this role. This is also the person in control of the Non-Player Characters<sup>1</sup>, the environment, and the events. Everyone else takes control of Player Characters<sup>2</sup>.

*In Japan, senpai is roughly equivalent to the Western concept of a mentor, while kōhai is roughly equivalent to protégé, though they may be translated as senior and junior. The terms are used more widely than a true mentor/protégé in the West and are applied to all members of one group that are senior (Senpai) to all the members of another group (kōhai). The mentor system is found at all levels of education, in sports clubs, businesses, and informal/social organizations. The relationship is an essential element of Japanese seniority-based status relationships, similar to the way that family and other relationships are decided based on age. Even twins may be divided into elder and younger siblings.*

*There is usually no average separation in age between a senpai and his or her kōhai. A junior student will often refer to elder and upper class students—and alumni will often refer to alumni from earlier classes—as senpai.*

*On rare occasions, a younger person may also be considered Senpai of an elder person if circumstances dictate—such as if the elder entered an organization or company at a later time than the younger did. This is why the*

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<sup>1</sup> NPCs

<sup>2</sup> PCs



*game designates the name Senpai for the role other games might call the Game Master.*

*Sensei is a Japanese honorific term that is literally translated as "person born before another". In general, it is used after a person's name, and means "teacher", and the word is used as a title to refer to or address teachers, professors, professionals and figures of authority. The word is also used to show respect to someone who has achieved a certain level of mastery in an art form or some other skill. Since I have made these rules up, I will refer to myself as Sensei from here on out*

## **Making Moves**

In the Apocalypse World Engine, Moves are the most basic unit of rules. Moves are rules that tell you when they trigger and what effect they have. When a player describes their character doing something that triggers a move, that move happens and its rules apply. If the move requires a roll, its description will tell you what dice to roll and what the rolls mean. Everyone at the table should listen for when moves apply. If it's ever unclear if a move has been triggered, everyone should work together to clarify what's happening. Ask questions of everyone involved until everyone sees the situation the same way and then roll the dice, or don't, as the situation requires.

Most moves include the phrase "roll+x" where "x" is one of your character's Attributes, which are discussed later. Unless the move tells you otherwise that "roll" always means you roll two six-sided dice and add their results to the value of the modifier. Some moves will have you add some other value to your roll instead of an ability modifier.

The basic format for moves is as follows:

### **Move Name**

When you make a particular move in a particular way, or under a particular set of circumstances, Roll +Attribute. In general, there are 3 associated Basic Outcomes with any roll. They are described below.

### **The Basic Outcomes**

- A 10+ is a **SUCCESS**. You do it what you set out to do, no problem.
- 7-9 is a **COMPROMISE**. You succeed, but there is a cost or complication.
- A 6- is a **FAILURE**. You suffer an event *typically* a grope or wardrobe malfunction, taking -1 ongoing to everything except Nukige and Turn Someone On until you recover. Mark a Relationship Point as Senpai has to help you get recover. Senpai may change this as fits his or her game, or as the situation merits. For example, cases of Exams or Pop Quiz, you merely either fail the exam, or you freeze up when called upon, answering incorrectly or not at all (which is also probably embarrassing.)

## Compromises

Compromises allow Senpai to set up a Soft Move. Dangers that must be Avoided, unforeseen circumstances, Here is a list of generic compromises you have to make for rolling 7-9

- You set yourself up for retaliation against you.
- If you do the thing, you can't do something else.
- If you do the thing, one bad thing happens, but if you don't, another bad thing happens.
- Something unforeseen happens.
- You suffer the effects of a related Condition

## Some Moves

... **Deal Damage.** In **Visual Novel World**, Characters rarely engage in anything more than a scuffle. The default assumption is that each character can take a certain number of Bruises before they are Bloody. The rate of Bruise or Blood infliction is 1 per hit unless otherwise noted (e.g. in Adventure Mode everything is explicitly stated). Temporary or circumstantial armor works the same way as armor that you wear: 1 armor for flimsy or partial cover, 2 armor for major cover. A structural wall provides whatever armor it normally would according to its material.

... **Give you "hold."** Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always saved up for the move that generated it. Hold lasts until:

- It is spent on the move that generated.
- It is spent to take a bonus forward on either your next move, or another specified move.
- If you gain the hold at the beginning of a session, it goes away at the end of the session, even if you didn't spend it all.
- When you stop using a move that you could sustain indefinitely, even if you still had hold to spend
- Whenever it no longer makes sense within the fiction to retain the hold

... **Say "take +1 forward."** That means to take +1 to your next move roll, *but not damage*. The bonus can be greater than +1, or even a penalty, like -1. There also might be a condition, such as "take +1 forward to Catfight," in which case the bonus applies only to the next time you roll Catfight, not any other move.

... **Say "take +1 ongoing."** That means to take +1 to all move rolls (again, *not damage*). The bonus can be larger than +1, or it can be a penalty, like -1. There also might be a condition, such as "take +1 ongoing to Catfight." An ongoing bonus also says what causes it to end.

... **Present a choice.** The choice you make, like all move effects, dictates things that happen in the fiction in addition to any more mechanical effects. Oftentimes, choices will occur whenever a player make a roll of 7-9, but sometimes a player can amp up the benefit of a 10+ with a slight compromise (such as squeezing out a bit of extra damage for exposing yourself to danger).

... **Tell you to mark Relationship Points.** If so, you mark 1 RP that represents how much you are Noticed by Senpai. Other things that cause you to gain RP:

- Winning a contest vs. all the players
- Showcase one of your character's flaws, imperfections, fears, etc.
- When you interact with Senpai, another player, or an NPC in a way that establishes something new and meaningful.
- Taking steps to fulfill a Drive.
- When you complete a drive, mark 1 RP and write a new drive, or retire the character.

... **Tell you to do something at the beginning or end of a session.** Typically, tabletops are played at times where a group gathers together for the express purpose of doing so. Sometimes chats can occur in sessions. Then again, sometimes it's more convenient to play them over forums or e-mail, and the session divisions may not be so certain. In those instances, it's better to divide things up by plot point, and call it an "episode". If Senpai thinks the plot is sufficiently advanced he may mark the occasion by declaring the end of the last, and start of the next episode.

## Harm and Healing

Harem games don't usually have a whole lot of violence, or when they do, it's more of a story element than anything that is numerically tracked. There are exceptions, but they are just that-exceptions.

Characters in these sorts of games are more likely to get in scuffles than actual fights. As a result, for most games injuries are only tracked as Bruises, with scenarios that are over when someone becomes Bloody<sup>1</sup>. In others, characters also have a full Blood track.



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<sup>1</sup> Because someone passed out, an adult interfered, etc.



The number of Bruises you can have is equal to (+Sports, *or* +Cool)+3. One is because you are always being battered around, and the other, because it ain't cool to puss out.

*In Adventure Mode, you have the same number of Blood as Bruises. If you're injured, you also take -1 ongoing to Sports and Smarts actions, but +1 ongoing to Cool, and Hot actions because it's cool when the hero of a story gets grazed but keeps on going, but also very easy to convince others not to fuck with you if you are covered in blood. You die when your Blood reaches 0 in Adventure Mode.*

*Weapons in non-violent games may still deal Blood, but rather than the damage they list in Adventure Mode, they always deal 1 damage in normal mode, and you fall unconscious rather than dying.*

## A Special Note on PVP

This game is engineered in such a way as to present the players as friendly rivals seeking the affections of "Sensei". Friendly rivals are always seeking competition, and some archetypes have Moves specifically designed to trigger based on competition results. Either something happens when you win, or something happens when you lose. The meaning of competition could be a bit fuzzy, but here are a few guidelines for what might trigger these abilities:

- Ending a Ball Game with more/less hold than another player
- The last person to be eliminated (but *preferably* not disqualified) from an Archery/Kendo/Martial Arts tournament.
- Fulfilling a competition related Drive

While the competition is usually friendly, Adventure Mode, the presence of a Yandere, or both take may plot protection off the table.<sup>1</sup> Sensei's default position is that PVP can be violent, but should only be lethal if your party is explicitly OK with that.

### Active Opposition

**When several players (and/or Sensei with Stats) make the same roll, treat a victory as 10+ (12+ if you actually rolled 12+ and have a relevant Move), a tie (or ranking 2<sup>nd</sup> to 3<sup>rd</sup> place) as 7-9, and a loss as 6-. You gain the normal results of your roll except that you gain RP on both a tie and a loss. If Sensei has no stats, roll normally and don't gain the RP on a tie if you wouldn't otherwise do so.**

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<sup>1</sup> The presence of a yandere doesn't *automatically* take plot protection off the table. Being a yandere doesn't mean you *have* to kill everyone who has their eyes on sensei, it means you *want* to.

## The Attributes

**Cool** - Represents an aesthetic of attitude, behavior, comportment, appearance and style that is generally admired; Because of the varied and changing connotations of cool, as well as its subjective nature, the word has no single meaning.

**Hot** - Represents your physical appearance mostly; It's used as other games might use Charisma. Although being Hot doesn't necessarily mean you have Charisma, it still works in a similar manner. You might also extend this one to something like Cooking, which can literally be hot.

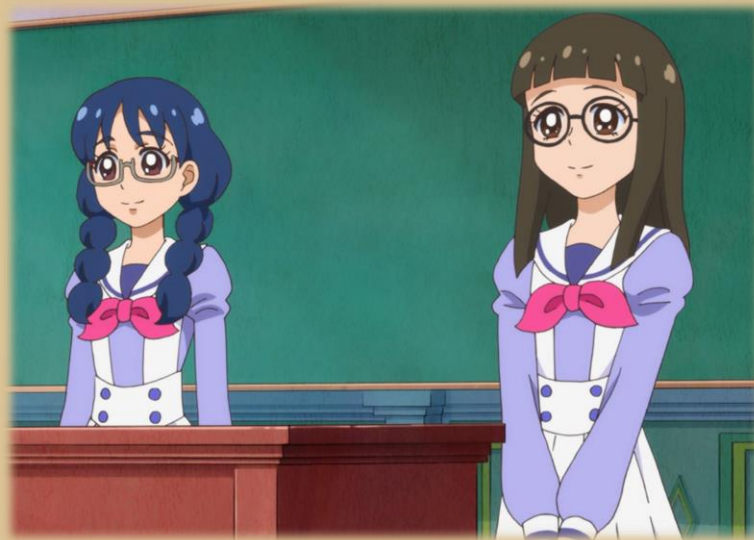
**Smarts** - Represents having or showing great mental capabilities. The character is shrewd, sharp, clever, or witty.

**Sports** - This represents a character's athletic ability, both for engaging in competition, and for getting around the game world on foot.

**Weird** - How unusual you are, in a mundane way... probably.

### Core Attribute

Each archetype designates one score to start at +2 by default. Pick an archetype; The score the attribute designates +2 is your "Core Attribute". You don't gain a second core attribute under any circumstances. You can raise Attributes to a maximum of +3. Although it is not required, you *should* keep your Core Attribute as your highest score.



### Bonds/GPA

Bonds are what make a Harem something besides a random assortment of people. They're the feelings, thoughts, and shared history that tie you together. Each outgoing bond is an impression you get of someone, while each incoming bond is one they have of you.

You will always have at least one bond, and you'll often have more. In a visual novel featuring a school, characters have GPA

scores, but not all visual novels take place in school. You may rewrite bonds as appropriate to reflect the ever-changing fiction, or add new ones if Senpai lets you.

Whenever you roll +Bond you get +(value) of the statement you have about the relevant player. The inverse applies for rolling -Bond should that ever come up. Bonds you have can be advanced no higher than +4

### Calculating Bonds/GPA<sup>1</sup>

GPA means Grade Point Average. It is determined by assigning a number of points to each letter grade (1-4 for D-A respectively, 0 for F. modified as moves indicate) then adding them up and dividing by the number of classes. *Visual Novel World* simplifies the issue by basing starting GPA on either Smarts or Sports (to signify either actually making a passing grade, or the school's bias on its athletic program) and modifying up or down depending on Exam scores as the game progresses. Starting GPA is either Smart x 2, or Sports+1, whichever is higher. It bears mentioning that this can generate a 0 GPA, by having -1 Sports and 0 Smarts (0 being higher than -1) minimum GPA is 1.0.

### Optional: Negative Bonds

Sometimes characters bond equations produce +0 in which case the player has the minimum of 1 bond. If Senpai allows, the player (or even players who don't have the minimum of 1 required bond) can take up to -4 in negative bonds to pad this out, establishing pre-existing relationships that aren't always positive.

### Optional: Larger Scope Bonds

Up to this point, bonds have been discussed as individualized interpersonal reactions to others. But it's also reasonably true that a character might have bonds with whole organizations of people. The local Ojou might not hate a particular reporter, but could react poorly to any reporter that works for the same news network the particular reporter works for. And he might like the bakery that gives him the great donuts and coffee in the mornings, reacting more positively to them as a whole.

A local or regional bond is worth +/-1

A state or province wide bond is worth +/-2

A national bond is +/-3

Senpai may declare that there are more levels of bonds (worldwide and galactic, for example, or bonds that extend into other dimensions) or that a flat +1 to +3 is too cheap, and make the extra cost a per level cost.

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<sup>1</sup> Non-GPA Bonds: Since not all games feature schools, Senpai is free to choose a different Bond calculation scheme. To avoid having one attribute become The God Stat, Senpai should have at least two ways to calculate Bonds. A group of Delinquents might use Cool x 2 or Hot+1 instead of Smart and Sports calculations respectively, while Café or Bakery staff would place higher priority on Hot and Weird using the first at x 2 and the second at +1, and finally, a laboratory or magical school might use Weird x 2 or Smarts +1



## Basic Moves



This section contains the moves that are available to all characters. These moves fall into two categories: basic and special. Basic moves are the very core of a Visual Novel character's Slice of Life. They cover situations likely to come up in a variety of Visual Novel genres, but that are more simplistic in their implementation. Each move is presented here in the format shown in [Making Moves](#).

Moves that are more complicated than basic moves, or that don't show up in the basic Visual Novel Slice of Life experience are likely to show up in [Special Moves](#), while those unique to adventure games show up in the secondary document to this, Adventure Mode Expanded.

## Aid or Interfere

### Aid

When you help another character who is about to roll for a move, roll +Bond<sup>1</sup>. \*On a 10+, they can use your higher dice in place of one of theirs. They can only replace one roll of theirs with one roll from any helper. On a 7-9, As 10+, but you're included any consequences associated with the roll you assisted. \*On a 6- they must use your lower dice in place of their higher dice. If they still fail, you are exposed to any risk, cost, or consequences associated with the roll.



### Interfere

When you try to foil another character's move, say how you do it and roll...

...+Sports if you use brute force, or toughness

...+Cool if you move quickly or employ finesse

...+Smarts if you exploit a relevant detail or expertise

...+Weird if you had a feeling they'd do this

...+Hot if you rely on subterfuge, charm, or wiles

\*On a 10+, they pick 1 from the list below; \*On a 7-9, they pick 1 but if they let you foil their move then you are off balance, exposed, or otherwise left vulnerable.

- Do it anyway, but take -2 to the roll.
- Relent, change course, or otherwise allow their move to be foiled

## Assess

### A Person

When you read a person during an interaction, roll +Smarts. \*On a 10+, hold 3. \*On a 7-9, hold 1. You can spend your hold to ask their player or Senpai any of the following questions<sup>2</sup>:

- How can I get your character to \_\_\_\_\_?
- Is your character telling the truth?
- What's your character really feeling?

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<sup>1</sup> NPCs don't have bonds, but if PCs have bonds with them, they may Aid/Interfere with PCs using the PC's bond. NPCs attempting to grant a bonus to a PC's actions adds the PC's bond score rather than the higher dice (since they don't roll by default). The amount added cannot exceed +4

<sup>2</sup> Sensei's official stance is that equivalent or approximations of these questions are acceptable.

- What does your character intend to do?
- What does your character wish I'd do?

### A Situation



**When you read a situation, roll +Cool.**

**\*On a hit, you can ask Senpai questions.**

**Whenever you act on Senpai's answers, take +1 forward.**

**\*On a 10+, hold 3.**

**\*On a 7-9, hold 1. You can spend your hold on any of the following questions:**

- Where's the best way in/out/past?
- What should I be on the lookout for?
- What happened here recently?

- What here is useful or valuable to me?
- Who is most vulnerable to me?
- Who's really in control here?
- Who is the biggest threat?

### Avoid Danger

**When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...**

- If it's Cool, or requires considerable calm, roll +Cool
- If it's with charm and social grace, roll +Hot
- If it's with quick thinking, roll +Smarts
- If it's with toughness or physical ability, roll +Sports
- If it's by creating an unusual circumstance, roll +Weird

**\*On a 10+, you do what you set out to; the threat doesn't come to bear. \*On a 7-9, you stumble, hesitate, or flinch; Senpai will offer you a worse outcome, hard bargain, or ugly choice.**

### Catfight

**When you put that bitch in her place, roll +Hot. \*On a 10+, pick 3, on 7-9 pick 2**

- Deal 1 Bruise
- Deal 1 blood instead, but suffer one of these choices yourself
- Avoid their attack.





- Inflict Embarrassment on them until they fix their makeup and change out of their torn clothes.

## Defend



**When you stand in defense of a person, item, or location under attack, roll +Cool. \*On a 10+, hold 3. \*On a 7–9, hold 1. As long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:**

- Redirect an attack from the thing you're defending to you
- In Adventure Mode, halve the damage or effect of the attack. In Normal Mode, Reduce a Bloody attack to a Bruise one, or eliminate the damage from a Bruise attack
- Open the attacker to an ally, giving the ally +1 forward against them.
- Deal a point of appropriate damage to the attacker

### Pop Quiz

When you rack your brain to remember something, roll +Smarts. \*On a 10+, Senpai will tell you something about the subject, and you hold 2. \*On a 7-9, you only hold 1. This hold may be spent on the following:

- It's interesting
- It's useful (you take +1 forward when you act on it)



### Scarf Down Mystery Food X

Whenever you eat something sketchy, roll +Weird. \*On a 10+, it's actually good, and you hold 3. \*On a 7-9 hold 1, but you are either sick or embarrassed for an hour or so (-2 Cool)<sup>1</sup>. On a 6-, you are Sick or Embarrassed, but it lasts several hours instead of just one, and you gain no hold. Your hold lasts until the next day, by which time the meal has lost its novelty and/or already passed through your system. You may spend your hold 1 for 1 to do any of the following:

- Heal all Bruises
- Heal 1 Blood
- Add +1 forward to the next Basic Move or Archetype Move roll *of your choice* until the next use of this move, which replaces any unspent hold.

Examples of sketchy food might be one or more of the following: cafeteria food (in America anyway), strawberry and liver pate cakes, lemon curd with ham and sardines, chocolate cod roe, parsnip brownies, fish fingers and custard, and endless other stomach emptying recipes are sketchy food. 27 hotdogs is sketchy food, but because of quantity, not any particular notions about their contents or design. A normal quantity of food on its own or foreign food that is normal for its own culture is not sketchy food.

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<sup>1</sup> If you are immune to one, such as because you are a cuckoolander, you *should* be a good sport and take the other, however it should be noted that you don't *have* to.

### Turn Someone On

When you turn someone on for an end goal, roll +(Core Attribute). \*On a 10+, you may ask them to do something. If they do, both of you mark RP. If they don't, you mark RP. \*On a 7-9, ask anyway. If they do it, they mark RP, but if not, nobody marks RP.<sup>1</sup>



With this move, you have the opportunity to step outside of your character role, and speak like an author would. Describe your character's pouty lips, how the sweat rolls off their body, gratuitous bra, panty, or peeping tom shots. If the player describes how arousing the scene is, without their PC actually doing anything other than standing around and looking sexy, the move can still be triggered but will often need an explicit description of the move's use and intent.

*This move implies something about sexuality, and particularly in hentai media. While it is perfectly reasonable for a character to say, "Wait, my character is straight! There's no way that'd turn them on." It kind of goes against the spirit of a Harem game. The default stance is that the dice are going to be the ultimate referees of what is and isn't sexy for these characters. Their own sexuality will confuse them and surprise them; it'll show up in unexpected places and unlikely situations. Regardless of the results of the roll, however, each player still gets to decide how their character reacts, and you always have the option as a group to treat this move like other games might treat Parley or other moves to convince people to do things (with or without arousal).*

### Special Moves

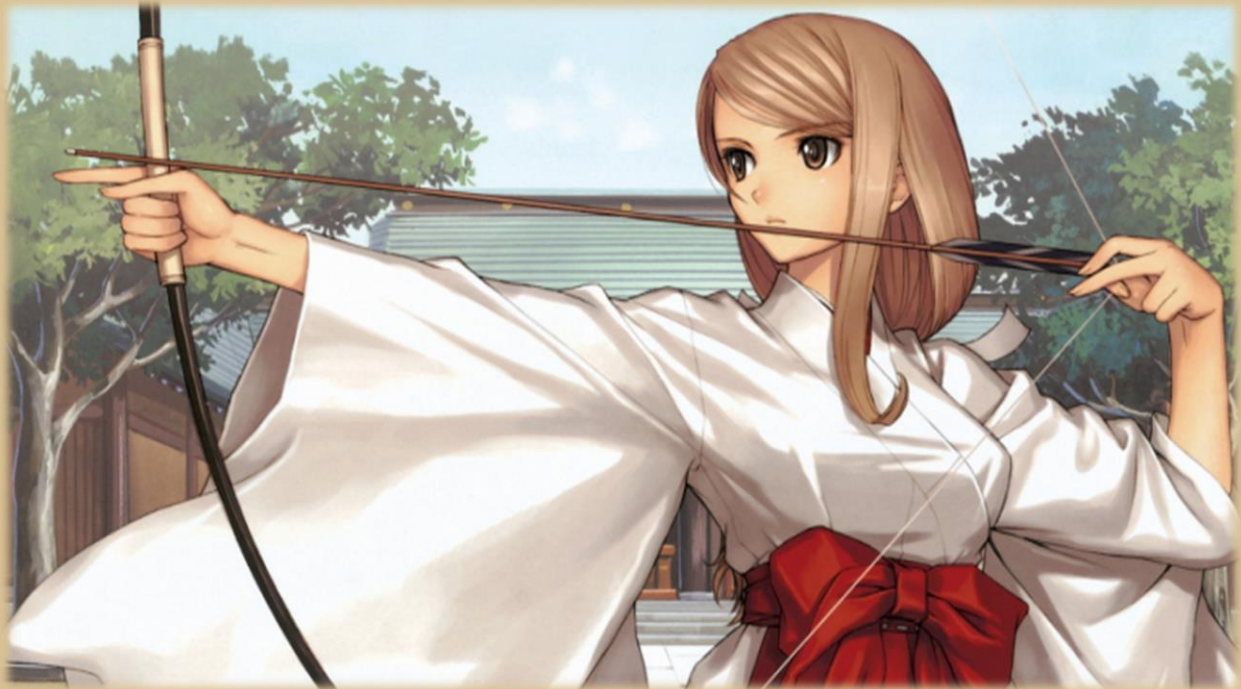
Special moves are moves that come up less often or in situations that are more specific. They either occur rarely, represent special or metagame circumstances (like competitions consisting of multiple rolls, Levelling up, etc.), come up less frequently (Exam, Deal With the Law) or abstract more than a few minutes into a single roll (Montage, Nukige, etc.)

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<sup>1</sup> NPCs have no RP; instead, they may ask a favor in exchange for doing the thing (unless the thing is pretty minor). \*On a 10+, they make you promise to do the favor, but you're not obligated to follow through. \*On 7-9 they need some sort of concrete evidence you will follow through.



## Archery



**When you unleash a projectile at a Target<sup>1</sup>, roll +Sports. \*On a 10+ you gain 2 hold. \*On a 7-9, you gain 1 hold and Senpai gains 1 hold. \*On a miss, Senpai gains a hold. At any point, you may spend 3 hold to win the competition, or Senpai may spend 3 points to have an NPC win it.**

**...If you shoot at a living thing instead, still roll +Sports, but the following changes take effect: \*On a 10+, you have a clear shot-deal damage—1 Blood for Slice of Life games, full damage in Adventure Mode. \*On a 7-9, choose one; whichever you choose, you deal Blood damage:**

- You have to move to get the shot placing you in danger as described by Senpai
- You have to take several shots, reducing your ammo by one
- Someone alerts the authorities, and you will be barred from competitions, arrested, your bow and arrows seized, and you will have to **Deal With the Law**. You can convince them to let you go but you'd still be barred from competitions. This option not available for Adventure Mode

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<sup>1</sup> Bows, darts, firearms, etc., used against their respective competitive targets.



### Deal With the Law

Whenever you're questioned by the Law, roll +Crimes.<sup>1</sup> Do Not Pass Go, Do Not Collect ~20,000 yen. If you didn't murder a real human, you don't have to retire your character. \*On a 10+, pick 1 per crime. \*On a 7-9 pick 1:

- Short-term detention for a period of a month or less. Nukige might get you off.
- Penal fines of 10,000 yen multiplied by +Crimes. Except in the cases of unlawful firearms

ownership, which carry a fine of a million yen.

- The officer in charge will let you go, but you will have to do him a favor.<sup>2</sup>

\*On a 6-, the cop is annoyed that anyone called him for your shit and he lets you go on the grounds that there are *real criminals* out there committing *real crimes*.

*This is a somewhat odd move because its success scheme is inverted, leaving a 10+ as the failure, and 6- as the success. That leaves the question of whether or not it's the 10+ or 6- result that gives the player the RP. As Sensei, that question would be better left to the gaming table to answer, as they may prefer to incentivize different aspects of the move. e.g. a game that incentivizes playing nice, will most likely grant RP for being beneath the notice of the police, while a game that incentivizes "getting away with it" may see the criminal with a very proud gang (our mate really gave that store a great thrashin'). Whatever the case, if you want out of jail without paying your fines, it's Turn Someone On to get another to pay your bail.*

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<sup>1</sup> The total number of crimes *witnessed by NPCs*. If you committed a crime with no witnesses, this game is calling it a freebie. Unless you're an idiot and you confess.

<sup>2</sup> When that favor is returned, and what that favor is depends on the scope and tone of the game.

### Exam

When Sensei asks you to call on everything you have learned this half semester, Roll +Smarts. \*On a 10+, your GPA increases by 1<sup>1</sup> \*On 7-9, you pass with no change in GPA, but Sensei chastises you, saying you could have done better. \*On a miss, your GPA drops by 1, Senpai gives the correct answer, and Sensei says to "See me after class".



### Martial Arts/Kendo<sup>2</sup>

Whenever you perform Martial Arts on a fellow competitor, Roll +Sports. \*On a 10+ you gain 2 hold, \*On a 7-9 you gain 1 hold and Senpai gains 1 hold. \*On a miss, Senpai gains a hold. At any point, you may spend 3 hold to win the competition, or Senpai may spend 3 points to have an NPC win it. You may spend hold on the following:

- You may spend 1 hold to gain 1 point in the competition
- You may spend 1 hold to refute a judge without a roll. If you roll, it's Avoid Danger with +Cool, or +Smarts.
- You may spend 1 to deal 1 Bruise without risk to yourself.
- You may spend another to deal +1 Bruise or +1 Blood but put yourself at risk.
  - If you deal Blood damage, intentional or not, you give Senpai 1 hold, but you take an NPC out of the competition. PCs choose whether to fight through the Blood.

Senpai may spend hold on the following:

- Senpai may spend 1 hold to put you in an undignified position such as the one shown. No point exchange, but you take -1 ongoing if the undignified position exceeds your comfort level.
- Senpai may spend 2 hold to have a judge notice you Bloody an opponent. If he does, and you fail to refute it, you gain -1 point in the competition.
- Senpai may spend 3 hold to either disqualify you outright, or have an NPC win.

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<sup>1</sup> To a maximum of 4.0 for regular courses or 5.0 for AP courses.

<sup>2</sup> For Kendo matches, replace "perform Martial Arts" with "Use a wooden sword". The action is pretty much the same. Same for fencing, except that it's a fencing foil instead of a wooden sword.





Whenever you attack someone for Blood instead, still roll +Sports. \*On a 10+, you deal your damage normally, but may deal +1 damage if you pick 1 of the options below. \*On a 7-9, you deal your damage (without the +1 to damage), but choose 1:

- You place yourself in danger, leaving yourself open to attack
- Someone attempts to alert the authorities, and you must Avoid Danger with Cool, Hot, or Smarts to avoid having the cops called on you. You will be arrested, your weapon will be seized, and you will have to Deal with the Law.<sup>1</sup>

### A Nod to JRPGs

In many old school roleplaying games, characters were arranged within the area of a small square, and melee attackers can run up and hit their opponents in one move without having to take separate actions for it. Often, they can even hit flying adversaries, although this may vary from game to game, with either every flier being immune to melee, or only some fliers. In games that don't have tactical movement, characters are assumed able to jog a Short distance (20 meters) and still hit someone. In games where movement is more tactical than a JRPG, they can "step" up to 1 meter per +Sports freely, walk up to about Sports x 5 meters and still attack, or Run up to Sports x 50 meters—but not attack.<sup>2</sup>

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<sup>1</sup> You can either attempt to continue roleplaying to convince them to let you go, but are still barred. You could also resist arrest, but the game would take a very serious turn, perhaps for the worst. Except in Adventure Mode

<sup>2</sup> Traditionally combat rounds take 5-10 seconds, which means Short distance—for 5 seconds—is about 8 miles per hour, walking distance is 7.5 meters (3-4 mph) maximum, and the full run is up to 33 mph. Faster than normal human run is "in genre" for anime games.



## Montage

When you spend spare time in study, meditation, or hard practice,<sup>1</sup> you gain preparation as follows:

### Montage Time and Prep

Daily Hours	Duration of Montage		
	A Day	7 days	30 days
A few hours	1	2	3
Half a Day	2	3	4
All Day	3	4	5

When you Montage at a Part Time Job for a while, roll +Attribute to gain a number of things from wages, product, gossip, rumors, useful information, and so on.



- If it's a Cool job, roll +Cool
- If it's cooking, singing, dancing, or adult entertainment roll +Hot
- If it's highly technical, roll +Smart
- If it is highly physical, roll +Sports
- If it contains the words "quantum physics", "library", "investigate", or similar, roll +Weird

You gain wages equal to  $3000 \times \text{Attribute} \times (\text{GPA/Bonds}) \times \text{Days}$  In addition, \*On a 10+, gain full preparation for the duration. \*On 7-9 gain the default amount. You can spend preparation gained through this roll on the following:

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<sup>1</sup> Sensei can also determine this at the beginning/end of a session.

- You befriend a useful NPC.
- You gain useful information.
- You hear rumors of an opportunity.
- You can create or repair something. Each point spent adds one stress to a building or vehicle, 1 armor to an armor piece, or one damage to a weapon piece. The work is done when the item has reached its full statistical value.
- Create 1 use of an item that can be made on short notice in your profession. On a 6- users take -1 forward on moves associated with the item. Senpai will say what qualifies, but Mystery Food X certainly counts.

On 6-, you gain 1 less preparation than the duration indicates, and are told how useless you are, and asked to leave. If you Turn Someone On or Nukige with the boss, you *may* gain your job back instead of the normal results.

**Nukige!**

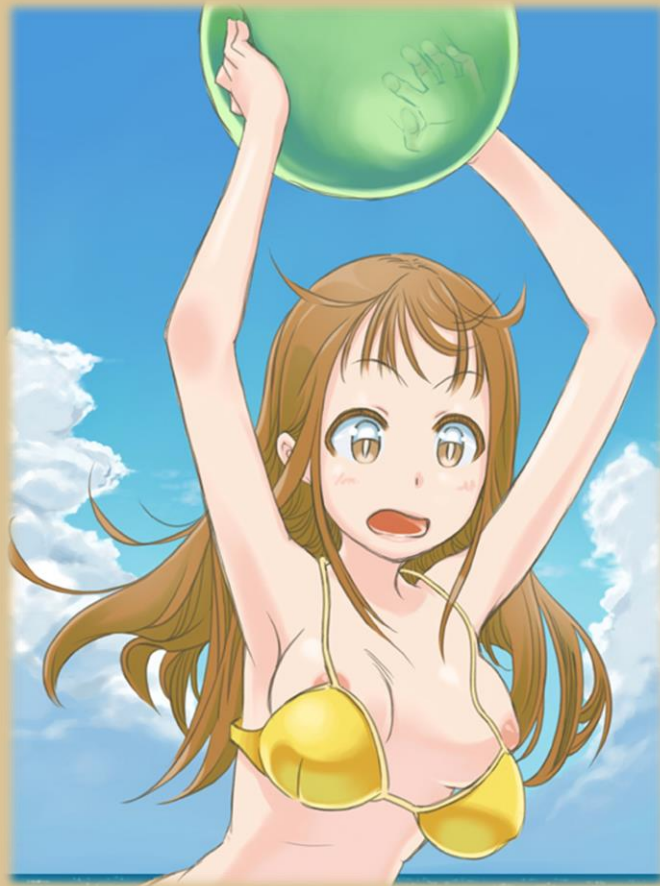


Sex is almost always described using words like "Hot", "Steamy", or the like. Sometimes it's described as weird, or athletic, but it's never cool (unless you're bragging after the fact), and only nerds, scientists, and philosophers think too deeply about it, therefore when

**you engage in gratuitous sexual content, Roll +Hot. \*On a 10+, hold 3. \*On a 7-9, hold 1. Spend hold 1 for one on the following:**

- You or your partner recovers damage (all on 10+, 1 Blood or all Bruise on 7-9)
- You or your partner recovers one or more conditions. It takes 1 hold to recover from a temporary condition, 2 hold to recover from all temporary conditions, or 3 hold to recover from a single logically applicable semi-permanent condition.
- You or your partner take +1 Ongoing on all rolls they make in the next scene.

While Nukige literally means "fap game" and is intended to denote a game that focuses on erotic content for exclusively pornographic purposes, that's most likely undesirable for a tabletop RPG. For the purposes of **Visual Novel World**, the term is used to denote any deliberate sexual content, up to whatever level those engaged are comfortable with. This is not to say that it occurs "on screen" so to speak. Visual novels that feature sexual content are not known for being afraid to do so, but this is not everyone's cup of tea so fade to black is always an option. If your group wants Nukige to mean actual sex, there is no reason you can't ignore the "comfort zones" dictated by Relationship Levels.



### **Play Ball**

**Whenever you play some sort of Ball Game<sup>1</sup>, all PC players on your team roll +Sports. \*On a 10+, you gain 2 hold. \*On a 7-9, you gain 1 hold and Senpai gains 1 hold. \*On a miss, Senpai gains 1 hold. You may spend hold on the following:**

- A player may spend 1 hold to refute a judge without a roll. If you roll, it's Avoid Danger with +Cool, or +Smarts.
- A player may spend 2 hold to score. If you score while nobody has the lead, you take the lead.
- A player may spend 3 hold to foul an NPC, preventing Senpai from gaining hold until their next turn.
- A player may spend all the hold they have retained (minimum 3) to take the lead back from the other team.

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<sup>1</sup> Something like basketball, baseball, handball, lacrosse, soccer, softball, tennis, volleyball or water polo. You can also use this for other team oriented goal earning sports that don't include balls, or test marksmanship, like badminton, curling, disc golf, hockey, horseshoes, etc.



Senpai may spend hold on the following:

- Senpai may spend 2 to have a referee issue a foul to one of the players, requiring them to either roll or to spend points refuting the foul. Failure to do either prevents them from adding to their team's goals on the next roll.
- Senpai must spend one more than the player who last took the lead if he wishes to retake it.
- Senpai may spend all their remaining hold to eject a player.

Regardless of how hold is spent, the game is over when one side spends at least 10 hold, but has spent 2 more than the other side. Because players can both score, and take back the lead, this means scoring is abstract, requiring 2 more than the other side means the game won't always end at 10 scores. The MVP is whoever spent the most hold.

### Take Your Relationship to the Next Level

When you have downtime to reflect on your relationship with Senpai (several hours at least) and spend (Levelx2) RP<sup>1</sup>, Your Relationship Level increases by 1 and it gains a new title and comfort level. You can do *one* of the following:

- Add +1 Bond with another PC or NPC, up to +4. You can either write a new bond or just add the +1 to the value of an existing one (or rewrite the existing one and add +1 if the original context doesn't make sense). This may affect comfort zones.
- Choose a move from one of your archetypes.
- Choose a move from an archetype nobody else is using provided you meet any prerequisites. If you pick a starting move, you should take all the starting moves and are now a member of that Archetype.
  - If your chosen archetypes have multiple instances of the same move (commonly Shameless), you may do this for each duplicate.
- Take a Privilege if you have a story reason to do so.
- Increase an attribute by +1 to a maximum of +3



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<sup>1</sup> So 2, 4, 6, 8, 10, 12, 14, 16, and 18. This is a total of 90 RP just FYI.



## Relationship Levels

RL	Bond Equivalent	Label	Criminality	Sexual Comfort Zone
1	+0	Nobody	Public intoxication and related crimes	Accidental Bumps, but not Gropes
2		Unknown		
3	+1	Acquaintances	Vandalism	Accidental Gropes
4		Buddies	Lesser forms of theft	Changing in the same room, no peeking
5	+2	Friends	Assault/Battery	Visit Onsens, Gropes for legitimate (e.g. medical) purposes
6		Popular	Grand Theft	Contextually appropriate nudity, Familial affection
7	+3	Intimacy	Rape	Open but private nudity, intimate affection
8	+4	Lovers	Murder	Actual sex
9		Partners	Serial Murder	Risky situations (socially), occasional exhibitionism
10		Soulmates	Terrorism/Treason	Limited by creativity and (perhaps) morals

## Comfort Zones



Comfort zones reflect what a character at a given relationship level can do without experiencing Embarrassment (-1 ongoing until you are rid of the source). A good way to think of it is that in a visual novel, you have a gallery, and as you progress with different characters within the VN, you get new pictures. In a tabletop, you don't get new pictures when the characters do more adventurous things, so instead Relationship Levels and Comfort Zones represent the idea.

### Comfort Zones and Bonds

The default assumption is that nudity and sexual content rely on general level of comfort as expressed by Relationship Level; however, it is only fair that if you have bonded with your fellow players you could reasonably get a bonus for this as well. Therefore, as an option, Senpai may allow your +Bond with a particular PC or NPC to be equivalent to an RL as determined by the Bond Equivalent column of the table above. This is independent of default RL, which affects Senpai, not bonds.

### Embarrassment and Nukige

The Relationship Levels/Comfort Zone table exists as a means to convey what is and what is embarrassing to the character, not what fits within their moral compass. You can flop your character's tits out to your heart's content, they will just be Embarrassed if that

particular form of nudity is not within their comfort zone. You can have casual sex at RL 1, but be an Embarrassed virgin until you do (unless you took Mother). Certain Drives (Exhibitionism, Voyeurism, Sex, etc.) as well as certain moves (Shameless) may alter the assumptions associated with Comfort Zone.

## Optional/Random Body Shape Generators<sup>1</sup>

### Height/Weight/BMI Table.

Ht. (cm)	BMI												
	18	19	20	21	22	23	24	25	26	27	28	29	30
157	44.4	46.8	49.3	51.8	54.2	56.7	59.2	61.6	64.1	66.6	69.0	71.5	73.9
160	46.1	48.6	51.2	53.8	56.3	58.9	61.4	64.0	66.6	69.1	71.7	74.2	76.8
163	47.8	50.5	53.1	55.8	58.5	61.1	63.8	66.4	69.1	71.7	74.4	77.1	79.7
166	49.6	52.4	55.1	57.9	60.6	63.4	66.1	68.9	71.6	74.4	77.2	79.9	82.7
169	51.4	54.3	57.1	60.0	62.8	65.7	68.5	71.4	74.3	77.1	80.0	82.8	85.7
172	53.3	56.2	59.2	62.1	65.1	68.0	71.0	74.0	76.9	79.9	82.8	85.8	88.8
175	55.1	58.2	61.3	64.3	67.4	70.4	73.5	76.6	79.6	82.7	85.8	88.8	91.9
178	57.0	60.2	63.4	66.5	69.7	72.9	76.0	79.2	82.4	85.5	88.7	91.9	95.1
181	59.0	62.2	65.5	68.8	72.1	75.4	78.6	81.9	85.2	88.5	91.7	95.0	98.3
184	60.9	64.3	67.7	71.1	74.5	77.9	81.3	84.6	88.0	91.4	94.8	98.2	101.6
187	62.9	66.4	69.9	73.4	76.9	80.4	83.9	87.4	90.9	94.4	97.9	101.4	104.9
190	65.0	68.6	72.2	75.8	79.4	83.0	86.6	90.3	93.9	97.5	101.1	104.7	108.3
193	67.0	70.7	74.5	78.2	81.9	85.7	89.4	93.1	96.8	100.6	104.3	108.0	111.7
196	69.1	72.9	76.8	80.6	84.5	88.3	92.2	96.0	99.9	103.7	107.6	111.4	115.2

Body Look <sup>2</sup>		
Lightweight	Middleweight	Heavyweight
Agile Body, Angular Body, Gaunt Body, Lithe Body, Knobby Body, Thin Body	Agile Body, Built Body, Bulky Body, Fit Body, Hardened Body, Strong Body	Bulky Body, Chubby Body, Curvaceous Body, Flabby Body, Pudgy Body, Well-fed Body

### Height

5'2, or 157 cm is fairly common for adult or late teen characters in anime, but you could roll +Sports multiply your roll by 3, and add the results to 157. You should end up with a number between 160 and 196 cm.

<sup>1</sup> These numbers are a work in progress. It has been noted that the lower end of the Bust/Waist/Hip calculations are a bit small. Allowing characters to modify in the direction they prefer is a temporary fix. No offense is intended by these calculations, or calling Bust/Waist/Hip "vital statistics".

<sup>2</sup> If you want to associate Attribute tendencies with Body Look, you can, but you shouldn't restrict characters from picking a look based on their Attributes (for example, requiring heavier characters to have lower +Sports or +Hot scores).

## Weight

BMI is calculated in metric as  $\text{Weight}^1 (\text{in kg.}) / \text{Height}(\text{in meters})^2$ . We can extrapolate from this that  $\text{Weight} = (\text{Height}/100)^2 \times \text{BMI}$ . Healthy BMI is suggested at between 19 and 25, but some players may want larger characters, and that's fine. There are a few you could determine BMI.

- The first option is to let your Look decide. There are 5 entries for each weight class, so you can add 1d6-1 (min 0) to the minimum BMI in your weight class.
- The second option, is to roll BMI and let that decide your Looks. This is done with 2d6+18, but it'll only get you a range of 20-30 BMI.
- The third is to ignore all this and pick a random number on the table appropriate to your height, and use that one.

Visual Novel World is much like most other Apocalypse World Engine games inasmuch as it isn't really about the math as much as it is about The Fiction. In an attempt to preserve the status quo, and for those of you scared of the math, There is a table on the next page that gives weight for BMI from 18 to 30(in kg as noted) relative to heights from 157 to 196 cm.

## Female Vital Statistics

Bust, Waist, and Hips are featured heavily in anime in general, and in Hentai in particular. Some players want to include these numbers in their descriptions, and some do not. For those that do, you're welcome to come up with your own, but these take your attributes into account.

## Base

Your weight is a good indicator of your waistline, with slight changes. Base is equal to kg in cm. For simplicity, all figure measures derive from this. At Senpai's option, "Voluptuous" or "Curvaceous" may add +3 cm to Base.

## Bust

Multiply base x 1.5, but add .1 to the multiplier for every +1 of Hot, subtract .1 from the multiplier for every +1 of Sports. Do the inverse for -1s. The result is bust size in centimeters.

## Waist

Add +Sports cm to base, and add or subtract +Hot cm as desired

Alternately start at x1 and add (BMI/100) to the multiple, dropping the second decimal place (for a multiple between x1.1 and x1.3)

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<sup>1</sup> In scientific contexts, mass refers loosely to the amount of "matter" in an object, whereas weight refers to the force experienced by an object due to gravity. Since the earth is consistently at 1g, the acceleration of gravity remains constant (9.8m/s/s). Thus, while kg refers to mass, and lbs. refers to weight, the ratio is always 2.2:1, and the terms are interchangeable. We use metric, because the source material does.



## Hips

Multiply base x 1.5, Add or subtract +Sports and +Hot as desired

## Cup Size

In Japan, they follow a single letter system that advances one letter per inch the breast protrudes from the torso. At 1 inch, you have an A cup, at 5 inches you have an E cup, and so on. Character creation permits you to pick up to 3 Archetypes, and your base Cup Size is whichever of the chosen Archetype options you want. Move a number of places forward in the alphabet equal to your +Hot, and backward a number of places equal to your +Sports. The Ojou's Zaibatsu also affects her Cup Size, as does the particular story's title. For example, in Bazooka Café everyone's got fleshy, non-firing, bazookas nailed to their chest.



## Example

Okitsu Mayuki<sup>1</sup>'s player is settled on Accidental Pervert, Dojikko, and Foreigner.

- He chooses the Foreigner for her looks because she doesn't look particularly sporty, or tomboyish. He chooses Wide Eyes, Flowing Locks, Curvaceous Body, and Practical Clothes for her look.
- Since he can choose a different archetype for her Cup Size, he chooses Dojikko (because of their option for an E cup)

They all get +2 weird. He chooses Dojikko for Cup Size, and Foreigner for the more preferred Looks options. Both grant +2 Weird. For the other options, he chooses (+2, +0, -1, -1) which are placed in Hot, Cool, Sports, and Smarts in that order.

- She is 160 cm and 67kg.
- Base is 67cm (26")
  - Bust is multiplied by 1.8 (includes+.2 for Hot and +.1 for Sports) for 120cm (47") bustline. She adds +2 for +Hot, and +1 for +Sports to Cup Size, which goes from E to H
  - Waist is 67cm
  - Hips are 94cm (37").

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<sup>1</sup> In Japanese culture, names are listed last name first, so Americans would call her Mayuki Okitsu.

## Super Optional Breast Shape Generator



This table is by no means authoritative, but it provides a general expectation of how physical fitness and breast size can affect breast shape. It is based on the understanding that the maximum Cupsize one can attain under normal circumstances is J, and the highest Sports Score is +3. The table is organized from least droopy to most droopy going top to bottom, and left to right.

In case there is any ambiguity with the picture above, we define terms here.

**Flat-** Sorry girl, you got nothin'

**Cone/Conical-** Pointed with a flat base where breast tissue meets the chest

**Oblate Spheroid/Hemisphere-** A half sphere, or a sphere that is flattened like a disc

**Regular Spheroid-** A sphere that isn't deformed to a significantly noticeable degree

**Prolate Spheroid-** An elongated sphere, such as a football or rugby ball shape

Sports Score	Cup Size (single letter Japanese Metric-Ish <sup>1</sup> )									
	A	B	C	D	E	F	G	H	I	J
-1						Fake				
+0							Fake			
+1							Fake	Fake		
+2							Fake	Fake	Fake	
+3	Pecs	Pecs					Fake	Fake	Fake	Fake

***Notes on Gender:** It is assumed for this game that the default gender is female. That does not have to be the case. For example Bokukko indicates a female that uses male pronouns, but could actually be male, or the Accidental Pervert could be either gender. Finally, this section may be used for groups that want to actually create Senpais (or just males) as characters.*

### Male Vital Statistics

An average man in Japan is reported to be around 5'6-5'7", or 170cm. His BMI is reported to average around 23. Just as with women, averages are enough to calculate male vital statistics.

### Base

Men are ever so slightly bigger than women, so base is equal to (kg+Sports+Cool).

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<sup>1</sup> For these purposes, an E is equivalent to a DD, an F is equivalent to an American DDD, and a G is equivalent to an American E. Such a system generally goes up from there in a single/double format (EE, F, FF, etc.)



### Chest

Base x 1.0 but +.1 per +Sports and +Hot. Yes, that means factor sports in again, and also +Hot

### Waist

Add +Sports, and subtract +Hot

### Hips

Add +Sports and +Hot.

### Cup Size

For men, cup refers to jockstraps and the plastic groin guard, but uses the number corresponding to the place in the alphabet. It's actually a numerical measure of how well one is endowed. Add (**Base** Cup Size expressed as a number<sup>1</sup> +Hot + [the higher of Sports and Cool] minimum 1) and multiply by a number below appropriate to the realism of the game. Note this is different than the female cupsize calculation, Sports *IS NOT* deducted.

Penile Multiplier			
That trope about Japanese Size	Somewhat Realistic	Big	WHAT THE FUCK IS THIS?!
x3	x4	x5	x6

### Example Senpai: Akira Takeba

*Junior colleges are a legacy of the occupation period; many had been prewar institutions upgraded to college status at that time. More than 90% of the students in junior colleges are women. Junior colleges provide many women with social credentials as well as education and some career opportunities. These colleges frequently emphasize home economics, nursing, teaching, the humanities, and social sciences in their curricula.*

*Special College K is a College that is slowly branching out of Junior College status and broadening its curriculum to include classes outside home economics, nursing, teaching, the humanities, and social sciences in their curricula. Those classes are still available, but Special College K also includes accounting, business, computer science, education, engineering, law, med school, and various sciences.*

*Special College K is also known for its extensive Co-ed athletics department, one of a small, but growing number of schools that allows both males and females to perform on the same team. Co-ed athletic activities include*

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<sup>1</sup> So if you have an E you add 5.

*Archery, Baseball, Basketball, Gymnastics, Judo, Kendo, Swimming, and Track.*

*That's what the brochure said a few years ago. Then some students and teachers disappeared. One teacher and 3 students turned up dead. Those that were afraid left. Those that remained reported a sharp upsurge in erotic feelings, and some pregnancies among them. Strange lights filled the sky. The next day, the faculty of Special College K closed the school down to all but a select few faculty and students. No one knows why, but within the next few days of hiatus, the strangeness suddenly stopped.*

*Now several years later, the events are but a rumor, other than the pregnancies that were carried to term. Other than the rumors, some students at Special K never learn of this. They are content in their little Slice of Life. Other students may be aware, but this is college... and it is going to take more than a few rumors about eldritch horrors to keep a group of hormone-addled co-eds from experiencing their first taste of true freedom to the fullest...*

Akira Takeba was one of those diligent students. He's taken over a local dojo, and teaches some Kendo classes at Special K. Akira is a Bokukko/Martial Artist/Sensei-chan

- He has chosen the following Look options from Martial Artist: Focused Eyes, Cropped Hair, Toned Body and Bogu.
- He chooses Sensei-Chan for Cup Size calculations.

For his Attributes, Akira starts with +2 Sports. He chooses +1 Hot, +1 Smarts, +0 Cool and -1 Weird.

- He is 170 cm and 71kg.
- Base is 73 cm
  - Chest is 95 cm
  - Waist is 74 cm. "Cup" Size is 15 cm.
  - Hips are 76 cm.



## Character Creation

**Visual Novel World** takes its cues from *Class Warfare*-an alternate Dungeon World character creation book-by presenting you a load of partial classes<sup>1</sup>, and letting you cobble together a class of up to 3 of them. In addition to the overall goal of being Noticed by Sempai, each character should also either make up, or pick a Drive. This could be something like "Become a Super High-School Level Chef" to "Win the National [Sports] Competition".

Ideally, it *should not* be something you complete within the first couple of sessions, or if so, at least something the Sempai should introduce complications into. For example, if you want to compete in the nationals, you might need to win an Open Invitation Regional Competition of some sort.<sup>2</sup> At each major event that advances a drive, you gain 1 RP.



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<sup>1</sup> In this case, they are called Archetypes.

<sup>2</sup> Nevermind what you have to go through if you're a Super High-School Level anything.

## Choose Archetypes

Choose two or three common anime Archetypes<sup>1</sup>. If you choose 3, you start with all their Starting Moves. If you choose 2, you can take an Advanced Move with one of them. If Senpai permits, you may choose a privilege, and/or a race. Even if Senpai permits those, he may restrict certain options.

## Choose a Look

Pick one of your three archetypes to derive your look from. Each one will present 4 options for each of eyes, hair, body, and clothes. Each category will have 4 choices for a total of 256 combinations per archetype. With 21 archetypes there would be a total of 5,376 choices but there are a number of duplicates across multiple archetypes.

- Eyes
- Hair
- Body
  - Though Body Shape Generators are optional, you can use your body descriptor to give your character an approximate BMI, and you can use that to generate Vital Statistics.
  - Choose any of the 3 cup size options regardless of what you chose for the rest of your look
- Clothes

## Choose Attributes

Pick one of your 3 archetypes to derive your Core Attribute from. Your Core Attribute is +2, and you use it for Turn Someone On. The other scores are either:

- +2, +0, -1, -1 or (This doesn't give you the ability to Turn Someone On with a second attribute.)
- +1, +1, +0, -1 (whichever you pick, arrange them however you like)

---

<sup>1</sup> Dungeon World called them Specialties, and the categories they were derived from Archetypes, but this game has no such categories.



## The Archetypes

### Accidental Pervert



I'm not a pervert. No, really! My hands just happened to slip and find themselves on her breasts. I just happened to trip on that rug over there and land on top of her ample chest. I can't help it. This trope usually occurs in very unlikely circumstances. The Accidental Pervert may or may not be perverted deliberately. That is to say that even if the character really is intentionally perverted, the events that unfold around them might not be the sort they intended.

#### Look

Contemplating Eyes, Focused Eyes, Ogling Eyes, or Watchful Eyes

Ahoge<sup>1</sup>, Cropped Hair, Messy Hair, or Pigtails

Bony body, Curvaceous Body, Fit body, or Slouched Body

Baggy Clothes, Disheveled Clothes, Form Fitting Clothes, or Gym Clothes

---

<sup>1</sup> A single, often large, lock of hair sticking out from the top of the head, it is most often used to identify foolish, bumbling or carefree characters.

### Attributes

+2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: A

### Starting Moves

#### *Slip and Splash Magnet*

Whenever you are in the presence of someone who rolls 9 or less, you are the cause of their blunder. First, they may immediately Catfight with you, taking +1 forward. Secondly, *you* may choose to offer them a worse outcome, a hard bargain, or an ugly choice that they don't have to accept. If they do, they gain +1 RP. If not, you gain +1 RP and Sensei dictates the results of their move instead.

### Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

#### *Shameless*

Whenever you roll 6-, you may choose not to take the normal -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.



### *Insult to Injury*

**Whenever you attack another player**, on any hit they must Avoid Danger to prevent a Wardrobe Malfunction, which would cause them to suffer -1 ongoing (to anything except Nukige and Turn Someone On) until they recover as normal (unless they have Shameless and choose not to take the penalty).

### *The Obsession Monologues*

**Whenever you stick your foot in your mouth**, you inadvertently say some of the strangest, perhaps most funny things. You may Pop Quiz with +Weird. If you go on a particularly long and entertaining ramble/rant, you take +1 forward with this move.

**When you gain a level from 6-10**, you may choose from these moves.

### *Peeping Tom*

**When you hide in shadows or darkness**, you cannot be detected by any normal means until you reveal yourself. Unfortunately, **Whenever you attempt to interact socially with others**, a 10+ is treated as a 7-9. A 12+ is required for the 10+ benefit.

### *Shunned*

*Requires: Peeping Tom*

Your antics are so well known that you are ignored by everyone. People (NPCs) ignore you socially unless you roll 10+. This has its benefits however: **Whenever you are hiding**, you can do so in plain sight, needing no cover or darkness, and you can't be detected by normal means.

### *That's MY Sideboob*

**Whenever another player wins a competition between all the players**, you may gain +1 RP if you have the lowest score. This is because Senpai had ample chance to peek in the sides or loose cleavage of your uniform. Since this is happenstance, if you didn't roll 6-, you don't take -1 ongoing for the extra peeks.

### **Key Items**

What 3 items help you in your pursuits:

- 1,000 yen (may be picked more than once)
- A bit of strategically bent wire or bobby pin
- A multi-tool
- A set of medium quality binoculars or telescope
- An article of clothing procured from an object of your affection
  - Alternately, a locket with a non-pornographic photograph of said individual
- Pornographic media
- Prophylactics (3 uses per pick)
- Random gimmicky spy gear (determined when it comes up in play)





### Bokukko

A Bokukko is, literally, a girl who uses the first-person Japanese Pronoun boku, primarily used by boys and young men. Even with Japanese speech patterns becoming more gender-neutral over the years, this would be considered unusual in real life; nonetheless, it is a common character quirk in anime and Japanese Video Games.

Most bokukko are tomboys, but not all; sometimes it just indicates that the user is a Plucky Girl or unaware of social norms. In particular, a Farmer's Daughter

or Dark-Skinned Redhead is likely to speak like this. Although none of this has to be reflected in her appearance, bokukko are usually either flat-chested or extremely well-endowed.

### Look

Curious Eyes, Face Shield, Innocent Eyes, or Safety Goggles

Bun, Cropped Hair, Ponytail, or Shaggy Hair

Greasy Skin, Muscular Body, Slim Body, or Wiry Body

Coveralls, Flannel, Gym Clothes, or Sports Jersey

### Attributes

+2 Cool. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: Either A or E

### Starting Moves

#### Tomboy

You have a competitive streak similar to a Martial Artist or Sports Star, but unlike either it's less out of competitive spirit, and more out of "Hey y'all watch this". **Once you have competed against someone**, if they defeated you, instead take +1 ongoing to Assess them until you defeat them. Your time spent with the guys has also presented you with a rather unusual skillset in urban environs, and you may pick one specialty.

- Ball Game (+2 Ongoing on a specified type of Ball Game or +1 Ongoing for dissimilar ball games that can be explained in a matter of a few minutes, and to answer trivial information about ball games)
- Drinking Contests (+1 Ongoing to resist alcohol related Sickness, and to play alcohol inspired or alcohol themed games)
- Fishing (+1 Ongoing to select bait, weights, line, nets, and poles when purchasing, and to actually catch fish with those supplies.)
- Judo (Groping, grappling, and throwing get +1 Ongoing. "wrasslin'" is a completely different style that de-emphasizes throws, but otherwise gives the same bonus)
- Running (Pick whether you take +1 Ongoing to run a less than 400m, or more than 400m.<sup>1</sup>)
- Survivalism (+1 Ongoing to camp tasks, and Scarf Down Mystery Food X for things you find out in nature.)
- Swimming (+1 Ongoing to swim, or resuscitate someone who has drowned)
- Video Games (+1 Ongoing to beat top scores or defeat males)



### **Advanced Moves**

When you gain a level from 2-5, you may choose from these moves.

#### *Competitive Spirit*

If one of your allies/rivals is making a roll, you gain +1 forward on that same roll.

#### *Down and Dirty*

Whenever you would take Blood damage, you take +1 forward on any roll. This may offset or eliminate the penalty to Sports and Smarts actions.

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<sup>1</sup> About a quarter mile for sniveling imperials.

### *That's MY Sideboob*

Whenever another player wins a competition between all the players, you may gain +1 RP if you have the lowest score. This is because Senpai had ample chance to peek in the sides or loose cleavage of your uniform. Since this is happenstance, if you didn't roll 6-, you don't take -1 ongoing for the extra peeks.

When you gain a level from 6-10, you may choose from these moves.

### *Bruiser*

Whenever a move lets you deal Bruises, deal one more.

### *Curiosity*

When you put yourself at risk to check something out, ask Senpai any one question related to the risks and roll +Weird. \*On a 10+, Senpai will answer it, as clearly as the circumstances allow. \*On a 7-9, the Senpai will tell you what more you need to do to find the answer yourself.

### *Shameless*

Whenever you roll 6-, you may choose not to take -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.

### **Key Items**

What 3 items could you not leave home without

- 500 yen
- A "Sunday Best" change of clothes
- A baseball bat, or hockey or lacrosse stick
- A can of compressed air or spray lubricant
- A cloth handkerchief, stained with oil
- A container with 2 uses of Mystery Food X
- A Fishing Pole ran through a hobo sack
- A Multitool
- A roll of duct tape

### *Cuckoolander*

A cuckoolander is a character with their head in the clouds. They are strangely oblivious to things that everyone else takes for granted. They may have an argument with themselves for fun, make points in an argument with no basis in logic or reality, or tell rambling stories that have nothing to do with the point they're trying to make.





### **Look**

Alert Eyes, Curious Eyes, Kind Eyes, or Wide Eyes

Brightly Dyed Hair, Drill Hair, Messy Hair, or Pigtails

Bony Body, Fit Body, Lithe Body, or Well-fed Body

Clashing Clothes, Eccentric Clothes, Lab Clothes, or Patchwork Clothes

### **Attributes**

+2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: C

### **Starting Moves**

#### *Attention Deficit Oh Shiny*

Cuckoolanders do not pick a drive. They are in fact far too lacking in focus to make that sort commitment. Which isn't that they don't have things that drive them, or that they become obsessed with; the trouble with cuckoolanders is that those things are fleeting. Whenever you start the game, pick an obsession. Some ideas for obsessions include:

- Something that evokes a particular emotion
- Something that is a particular color
- Something that makes a particular sound, such as the jingling of keys
- Something that has a particular shine, such as the glint of keys
- Some completely mundane object you're sure is special in some way.
- Perfecting Mystery Food X.
  - Or perhaps just eating as many flavors as possible
- Puns (the longer the setup, the better)

Your obsession changes when one of the following occurs

- You get a 6- related to your obsession and give up.
- You get a 12+ related to your obsession and something else distracts you.
- Something you have overlooked causes damage to you.
- At the beginning of the next session.
- Whenever you Take Your Relationship to the Next Level.
- Nukige!



Whenever you make a roll related to your current obsession, make the roll as normal using your normal Attribute. \*On a 12+, Senpai will offer you a better outcome, true comic beauty, or a moment of unforeseen truth. \*On a 10-11, you get the normal outcome. \*On a 7-9, you succeed, but Senpai will tell you something that you have overlooked. Take -1 forward to actions involving this thing.

### *Warped Perspective*

Your Assess questions are entirely different than everyone else's, and you roll +Weird instead. \*On a hit, you can ask Senpai different questions. Whenever you act on Senpai's answers, take +1. \*On a 10+, hold 3. \*On a 7-9, hold 1. You can spend your hold on any of the following questions:

- What here has no one else noticed?
- What here has *everyone* else noticed?
- What here is worthy of my current obsession?
- What here is not what it appears to be?
- What can I see that no one else can?

## **Advanced Moves**

When you gain a level from 2-5, you may choose from these moves.

### *Curiosity*

When you put yourself at risk to check something out, ask Senpai any one question related to the risks and roll +Weird. \*On a 10+, Senpai will answer it, as clearly as the circumstances allow. \*On a 7-9, Senpai will tell you what more you need to do to find the answer yourself.

### *Uncommon Sense*

When you give seemingly nonsensical or inappropriate opinion or advice, roll+ Weird. \*On a 10+, hold 2. \*On a \*7-9, hold 1. When your uncommon sense can be interpreted to apply to a situation, you may spend hold, 1 for 1, on the following:

- An ally takes +1 to the situation your uncommon wisdom applies to.
- You Mark RP if they take your advice and succeed.
- They Mark RP if they take your advice and fail.

### *You Say the Darndest Things*

If you blurt out whatever comes into your head when you Pop Quiz, you may treat 6- as 7-9.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Huh? What?*

You are immune to the Terrorized or Embarrassed conditions. In addition, if you would suffer a wardrobe malfunction for any reason, and your roll for the move was an odd number, you don't take the -1 ongoing because you're oblivious to it. If you made no roll but suffered a malfunction for another reason, make a roll now. If that roll is odd, then you are oblivious to the wardrobe malfunction.

### *Nonsensical Babble*

You unleash a truly devastating burst of knowledge or incoherent jabbering, no one other than you is really sure which it is. You have discovered this overload of audio information can have some interesting utilizations. Roll +Weird \*On a 10+, choose 2. \*On a 7-9, choose 1:

- An ally may treat their next 6- as 7-9 against a chosen target.
- Become the center of attention, distracting a Group or Horde
- Deal 2 Bruise damage to anyone you direct your utter gibberish at.
- Drown out all noise in the area, including ongoing rituals if you are in Adventure Mode.
- One person who can hear you is becomes Confused (see *Conditions*) until one of the following occurs:



- They take damage.
- You leave.
- You Use Magic or Big Magic.

### *Shameless*

Whenever you roll 6-, you may choose not to take -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.

### **Key Items**

The Cuckoolander may very well have just about anything on hand. Pick the 3 that suit your current whims:

- 500 yen
- A banana case
- A container holding 2 uses of Mystery Food X
- A noteworthy rock
- A red herring
- A rubber chicken with a pulley in the middle
- A unique key
- *Unicorns Are Jerks: A Coloring Book Exploring The Cold, Hard, Sparkly Truth*

### *Dojikko*

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.

### **Look**

Darting Eyes, Hidden Eyes, Surprised Eyes, or Unfocused Eyes

Ahoge, Blinding Bangs, Distracting Hair, or Whippy Hair

Long Limbed Body, Slouched Body, Top-heavy Body, or Thin Body

Extremely Tight Clothes, Hanging Clothes, Ruffled Clothes, or Snagging Clothes

### **Attributes**

+2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: E

## Starting Moves

### *Disaster Dominoes*

When you avoid danger by bumbling through it, roll +Weird.

\*On any hit, you can choose not to personally suffer the consequences. Someone or something else, possibly your equipment but certainly not you, suffers the consequences instead.

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Accident Prone*

Whenever you would take damage for a fall, roll +Cool. \*On any hit, you may completely ignore damage or conditions it would cause. This ability often occurs after a failed Avoid Danger roll, although it's fair to assume you could trip yourself up with Defend as well.

### *Easily Forgiven*

Whenever you roll a 6- and pratfall into someone, your apology may be treated as Turn Someone On, and if you ask them to accept your apology, a roll of 6- is treated as 7-9 instead.

### *Taking You With Me*

All of your attacks have the forceful tag, but if you don't roll 10+, you *automatically* fall down. If the fiction permits, you may increase Cup Size by 2 letters upon taking this move.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.





### *Nine Lives*

*Replaces: Accident Prone*

When you fall, if there is something that could possibly break your fall, it does so and you take no damage; no need to roll. If there is nothing, you still roll as per Accident Prone.

### *Shameless*

Whenever you roll 6-, you may choose not to take -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.

### *That's MY Sideboob*

Whenever another player wins a competition between all the players, you may gain +1 RP if you have the lowest score. This is

because Senpai had ample chance to peek in the sides or loose cleavage of your uniform. Since this is happenstance, if you didn't roll 6-, you don't take -1 ongoing for the extra peeks.

### **Key Items**

Pick 3 items that have thus far survived the Dojikko's wrath:

- 1,000 yen
- A container holding 2 uses of Mystery Food X
- A first aid kit
- A spare change of clothes
- Cyanoacrylate glue
- Scissors
- Sewing kit
- Tape (say what kind)

## Genki Girl

"Genki" is Japanese for "energetic" or "enthusiastic". The Genki Girl acts like she's been mainlining Red Bull and crystal meth. She is possessed of an over-abundance of energy, such that she runs everywhere, speaks quickly, and always does everything fast, fast, fast! She's filled with confidence and determination, regardless of whether she's competent or not.



### Look

Confident Eyes, Eager Eyes, Excited Eyes, or Starstruck Eyes  
Ahoge, Pigtails, Ponytail or, Ribboned Hair  
Bouncing Body, Flailing Arms, Outstretched Arms, or Twitchy Body<sup>1</sup>

Cheerleading Uniform, Frilly Clothes, Maid Uniform, or Work Uniform

### Attributes

+2 Sports. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

### Starting Moves

#### Enthusiasm

When you read a situation/person involving a new place or new people, add these to the available questions:

- How could I be accepted by the people here?
- How could I best attract attention here?
- What is making your character feel this way?
- How could I make your character feel \_\_\_\_\_?

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<sup>1</sup> Sensei couldn't find much about body types, but a great deal to say about what the Genki Girl does. This is the inspiration for not including motions and stances in both the Genki Girl and the Tsundere Archetype



## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.



### *Boundless Energy*

When you engage in Nukige, hold 1 more-even on a miss. If you also have Hyper-charged, you can roll twice and take *both* results.

### *Curiosity*

When you put yourself at risk to check something out, ask Senpai any one question related to the risks and roll +Weird. \*On a 10+, Senpai will answer it, as clearly as the circumstances allow. \*On a 7-9, the Senpai will tell you what more you need to do to find the answer yourself.

### *Helpful*

When you aid another PC, treat a miss as a 7-9 result. The dice you trade them is treated as having a number 1 higher than the die actually shows, or 1 higher than their lower dice if your dice don't actually exceed theirs.

When you gain a level from 6-10, you may choose from these moves.

### *A Little Help From My Friends*

When you successfully aid someone, you take +1 forward on your next action.

### *Hyper-charged*

At the beginning of a session, you gain +Sports hold. You may spend 1 hold to act twice on your turn, with both actions taking -1 forward. You cannot spend this hold if you have already resolved an action, or acted twice on a turn.

## Very Helpful

*Replaces: Helpful*

When you aid another PC, you don't roll. Instead, add half your RL plus 1. If you would share in the consequences of their actions, you always get a chance to defend yourself first.

## Key Items

Pick 3 items that you grabbed on impulse:

- 500 yen
- A container holding 2 uses of Mystery Food X
- A cute little stuffed animal, or keychain
- A friendship bracelet (Which of your Bonds has the other half?)
- A journal to record all the exciting things of the day.
- A spare change of clothes
- Candy (3 uses)
- Pom-poms or a megaphone
- Prophylactics (3 uses per pick)

## Foreigner

Foreigners mangle the language—especially idioms—in funny ways. They are ignorant of customs in the show's home country, and they have their own bizarre little customs that make no sense.<sup>1</sup>

## Look

Curious Eyes, Eager Eyes, Studious Eyes, or Wide Eyes  
Blonde Hair, Fancy Hair, Flowing Locks, or Styled Hair  
Curvaceous Body, Fit Body, Tanned Body, or Well-fed Body  
Nationalist Clothes, Practical Clothes, Strange Clothes, or Travelling Clothes



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<sup>1</sup> *Visual Novel World* assumes some sort of pseudo-Japanese culture with the occasional (or perhaps frequent) western influence (mostly the fact that the writer is American) therefore, while this book is written in American English, they/we are foreigners within its usual context.

### Attributes

+2 Hot. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: D

### Starting Moves

#### *Linguistic Foibles*

Whenever you fail on a social move, Sempai feels especially bad about your failure, and you gain an additional RP.

### Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

#### *A Fool and His Money*

When you pay too much for something, Sempai will tell you something useful and interesting about the item you bought, and you take +1 forward when using it—even though you were swindled.



#### *Culture Enthusiast*

When you arrive someplace, ask Sempai about any important traditions, rituals, and so on, they'll tell you what you need to know.

#### *The Mouths of Babes*

If you blurt out whatever comes into your head when you Turn Someone On, take +1 to your roll.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

#### *Curiosity*

When you put yourself at risk to check something out, ask Sempai any one question related to the risks and roll +Weird. \*On a 10+, Sempai will answer it, as clearly as the circumstances allow. \*On a 7-9, the Sempai will tell you what

more you need to do to find the answer yourself.

### *Shameless*

**Whenever you roll 6-**, you may choose not to take -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.

### *Unforgettable Face*

**When you meet someone you've met before (your call) after some time apart**, you take +1 forward against them.

### **Key Items**

Pick 3 items that you brought from the homeland:

- 2,000 yen
- A camera, photo and/or video
- A gift given to you by the first person you met here (Who was it?)
- A journal
- A neck pillow
- An extra change of clothes
- Expedition gear
- Some non-perishable food (3 uses)

### *Idol Singer*

A wildly popular trope in fiction about Japanese Pop Music is the "Idol Singer" — a teenage or early twenty-something female performer, chosen for her cute and attractive image and sunny personality more than for her actual singing ability though having actual talent is not completely out of the question.

### **Look**

Eager Eyes, Fiery Eyes, Joyous Eyes, or Sharp Eyes

Blonde Hair, Brightly Dyed hair, Pigtails, or Wild Hair

Fit Body, Skinny Body, Tanned Body or Top Heavy Body

Designer Clothes, Fanservice Clothes, School Girl Uniform, or Sequins

### **Attributes**

+2 Hot. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: D





## Starting Moves

### *Entourage*

You can surround yourself with up to a dozen or so minions who will back you up, follow your orders, impress people, and help you conduct your business. Choose what type of people composes your entourage:

- Groupies: Dissent +2, Eloquence +1, Fighting +1, Learning +1.
- Servants: Dissent +0, Eloquence +2, Fighting +1, Learning +1.
- Savvy Agents and Producers: Dissent +1, Eloquence +1, Fighting +0, Learning +2.
- Bodyguards: Dissent +1, Eloquence +1, Fighting +2, Learning +0.
- Socialites: Dissent +1, Eloquence +2, Fighting +0, Learning +1.

You can order individuals around like hirelings if you want them to do things other than act as part of your entourage. If they are servants, take +1 to order them. If they are socialites, take -1 to order them.

- **Choose your entourage's accoutrements, as many as their dissent or fighting:**
  - Books and instruments, costumes and props, finery and riches, weapons, travelling gear.
- **Choose their skills, as many as their eloquence or learning:**
  - Accounting, crime, hospitality, music and poetry, politics, rhetoric, science, soldiering.
- **Choose their weaknesses, as many as their dissent:**

- Arrogant, careless, cowardly, dead inside, feuding, gossiping, greedy, hedonistic, obsequious.



### *Ex Officio*

Co-Requisite: Entourage

**When you're surrounded by your entourage...**

...and you attack the same target, add both their dissent and their fighting to your damage.

...and you defend the same target, add their fighting to your roll.

...and you Turn Someone On, add their eloquence to your roll.

...and you Pop Quiz, add their learning to your roll.

...and someone interferes with you, add your entourage's dissent to their roll.

### **Advanced Moves**

**When you gain a level from 2-5, you may choose from these moves.**

#### *A Many-Headed Beast*

*Requires: Entourage*

Choose an additional entourage type. You may surround yourself with companions from either type of entourage, but for ex officio you can only use the stats of whichever is most numerous. You can switch between the two types by dismissing some companions and summoning others.

#### *A Port in the Storm*

**When you return to a civilized settlement you've visited before, tell Senpai when you were last here. They'll tell you how it's changed since then.**



### *Prestigious Companions*

*Requires: Entourage*

Your entourage gets another pick from accoutrements and another skill, which can be whatever you want.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Reputation*

When you first meet someone who's heard of you, roll+Hot. \*On a 10+, tell Senpai two things they've heard about you. \*On a 7-9, tell Senpai one thing they've heard, and he tells you one thing.

### *Versatile Companions*

*Requires: Prestigious Companions*

Choose a move from another class or specialty nobody else has. You may use this move as long as you are accompanied by your entourage.

### **Key Items**

Pick 3 trappings of a life of fame:

- 5,000 yen
- A custom musical instrument
- A friendship bracelet (who did you lose touch with to become so popular?)
- A limo or tour bus driven by a member of your entourage
- A memento of your first claim to national or world fame (say what it is)
- A PDA, smart phone, tablet, or other electronic planning device
- A product from your own beauty line
- A token possession to remind you to stay humble (decide for yourself whether or not it is successful)
- A wireless microphone

### *Inchou*

The Class Representative is disturbed by how the lead or their friends don't participate in club activities or how their grades are slipping and never gets the hint that nobody cares about that stuff. Frequently admonishes the



cast for small mistakes, and may be in cahoots with the Absurdly Powerful Student Council.

### Look

Alert Eyes, Patronizing Eyes, Scrutinizing Eyes, or Watchful Eyes

Bob, Bun, Pinned Hair, or Plain Hair

Bony Body, Buxom Body, Fit Body, or Skinny Body

Badges Galore, Crossing Guard Uniform, Formal Uniform, or Regulation Uniform

### Attributes

+2 Smarts. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

### Starting Moves



do.

### *Morality Officer*

Whenever you witness Rule Breaking, Tell them to stop and roll -Cool (adding a negative if applicable). \*On 10+, NPCs automatically stop, and if PCs would gain RP for any reason, they don't and you do. \*On 7-9 they wait until you leave, then continue. You take -1 ongoing with this move until you engage in Nukige.

### Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Know-It-All*

When another character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark RP if they



### *Curiosity*

When you put yourself at risk to check something out, ask Senpai any one question related to the risks and roll +Weird. \*On a 10+, Senpai will answer it, as clearly as the circumstances allow. \*On a 7-9, the Senpai will tell you what more you need to do to find the answer yourself.

### *Hall Monitor*

You have perfect recall of the school. You can always find your way back to any school location you have been to. If anything has changed since your last visit, you spot it right away.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Safety Officer*

*Requires: Hall Monitor*

You may extend your Hall Monitor abilities to a number of blocks away from the school equal to +Smarts.

### *Show Me the Way*

When you give a receptive NPC heartfelt advice about what they should do, roll +Smarts. \*On a 12+, they do exactly what you tell them to do. \*On a 10+, they follow your advice in whatever way they think is most beneficial for them. \*On a 7-9, they only follow your advice if you back them up and help them do it.

### *Work Ethic*

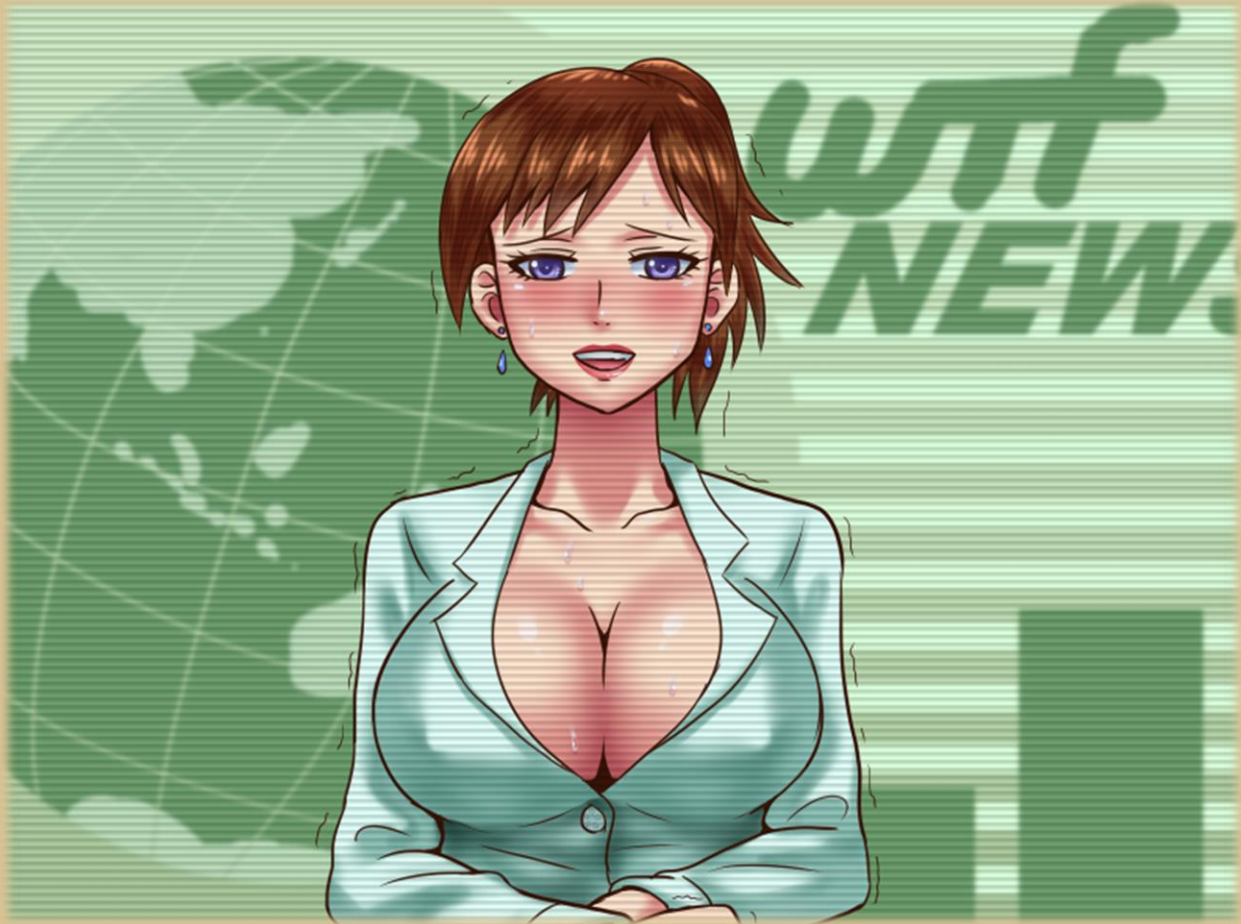
When you gain this ability, Your GPA goes up by a point (if possible). In addition, you always treat 6- on Exams, work related Montages, and Pop Quiz as if you rolled 7-9 instead.

### **Key Items**

Pick 3 things that help you stay focused on your responsibilities:

- 1,000 yen
- A copy of the student handbook
- A friendship bracelet (who did you lose touch with in your zeal?)
- A key to a janitor's closet, a classroom storage, or the teacher's lounge (one per pick)
- A pair of traffic safety batons
- A PDA, smart phone, tablet, or other electronic planning device
- A roster for the student council, or for a particular club
- Textbooks for the full course load

## Journalist



Goes out and finds stories, rather than letting them come to him or her. Sometimes this seems to be the only kind of reporter used in fiction. A character's actual assignment might be something like "tell the readers who won the dog show," or "write a puff piece on our best advertiser," but something about the setup will inevitably spark a full-scale investigation.

### Look

Curious Eyes, Knowing Eyes, Sharp Eyes, or Worried Eyes

Bob, Bun, Cropped Hair, or Pinned Hair

Buxom Body, Fit Body, Lithe Body, or Slim Body

Business Casual, Business Professional, Conservative Dress, or Pant Suit

### Attributes

+2 Smart. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

## Starting Moves

### *Investigative Reporter*

When you **Assess** someone by questioning them, you may roll +Smarts instead of +Cool. \*On a 10+, you may ask two questions from the following list. \*On 7-9, only ask 1:

- How could I gain access to what is secret here?
- Where could I best hide around here?
- What should I be on the lookout for?
- Who's really in control here?
- What happened here recently?

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Bamboozle*

*Requires Investigative Reporter*

When you **Turn Someone On**, you can forgo asking them to do something in exchange for +1 forward to **Assess**

### *Curiosity*

When you put yourself at risk to check something out, ask Senpai any one question related to the risks and roll +Weird. \*On a 10+, Senpai will answer it, as clearly as the circumstances allow. \*On a 7-9, the Senpai will tell you what more you need to do to find the answer yourself.

### *Lead Author*

When you **Assess**, you may take +1 hold if the subject is a news story.



When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Book of Names*

When you meet someone important (your call), say what you've heard about them and roll +Smarts. \*On a hit, Senpai will tell you more details. \*On a 10+, Senpai's details will complement yours. \*On a 7-9, Senpai's details may contradict your own information. How you discover the truth is your own affair. \*On a miss, you are wrong about something important.

### *Unforgettable Face*

When you meet someone you've met before (your call) after some time apart, you take +1 forward against them.

### *Follow-up Questioning*

*Requires: Investigative Reporter*

Whenever you Assess, up to two of your questions may be anything, not limited to the list.

### **Key Items**

What 3 items make you a better reporter:

- 2,000 yen
- A digital video camera
- A notebook
- A smartphone for recordings, planning, and notes, with a Bluetooth headset
- A spare change of clothes
- A USB stick or SD card, 16 GB+
- An umbrella
- Extra batteries
- Headphones or earpiece

### *Martial Artist*

The Martial Artist is a living, breathing, frequently painful lesson in never judging a book by its cover. Martial Artists tend to melee combat focused on punches and blocks. She is not a Glass Cannon who depends on dodging (Dodging is acceptable behavior, but she can take a blow if needed).



## Look



Fierce Eyes, Focused Eyes, Sharp Eyes, or Wary Eyes  
Bun, Bob, Pigtails, or Ponytail  
Fit Body, Slim Body, Toned Body, or Wiry Body  
Bogu, China Dress, Gi, or Kimono

### Attributes

+2 Sports. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.  
Base Cup Size: B

### Starting Moves

#### *Eye for Technique*

Once you have fought against someone, if they defeated you, instead take +1 ongoing to Read them until you defeat them. You also have a specialty<sup>1</sup> that permits additional benefits

- Capoeira (Dancing and kicks get +1 Ongoing)
- Iaido (you act before anyone who doesn't have a

supernatural reason to react faster)

- Improvised weapons (close, 2-hands weapons are always available. If Adventure Mode is active, it also deals 2 damage.)
- Judo (Groping, grappling, and throwing get +1 Ongoing. Sumo/Onnazumo are functionally equivalent, but replace throws with shoves. Sport Wrestling is a completely different style that de-emphasizes throws, but otherwise gives the same bonus)
- Karate (Fearlessness, virtue, leadership. +Cool rolls to those ends get +1, also +1 ongoing to martial arts competitions)
- Kendo (Bamboo swords. Either deal +1 damage-Blood or Bruise, your call-without additional risk, or take +1 forward on kendo competitions)
- Kyudo (Archery. Either attack twice, or gain +1 ongoing)
- Training Dummy (+1 Ongoing to Defend, and you ignore the clumsy tag on armor.)
- Wushu Kung Fu (add a Reach tag to your attack, or attack twice<sup>2</sup>)

<sup>1</sup> A number of these are Chinese, not Japanese. Try not to think too heavily on this.

<sup>2</sup> This represents "Long Fist" or Changquan Kung Fu.

### *Heir to the Dojo*

You live in a dojo. For now, you don't own it-but you will someday! This forces you to live by someone else's rules. In any case, it provides 3 of the following (For the purposes of Adventure Mode, it also has 2 armor, giving it 5 stress.):

- Additional sleeping quarters (+1 per +Occ. although each bed can sleep 2 if perhaps uncomfortably)
- A particularly ornate decoration
- Armory (Provides weapons for Archery/Martial Arts/Kendo)
- Infirmary (1 Nurse can tend to 1 room (2 Occ) per +Cool)
- Lore Library (on the family/dojo history)
- Onsen (permits Nukige!)
- Weights and Training Equipment

### **Advanced Moves**

When you gain a level from 2-5, you may choose from these moves.

#### *Warrior's Garb*

When you Turn Someone On while wearing tournament attire, you take +1 forward.

#### *Competitive Spirit*

If one of your allies/rivals is making a roll, you gain +1 forward on that same roll.

#### *1<sup>st</sup> Dan*

Your Martial Arts training permits you to gain another style. In addition whenever you compete, gain +1 hold, even on 6-.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

#### *To Know My Enemy*

When you take your stance, take +1 hold from Assess questions. Even on 6-.



## *Be Like Water*

*Requires: 7<sup>th</sup> Dan*

When you have sufficiently adapted you art, you may learn an additional specialty. You may also add the following to the list of specialties you may learn:

- Disappearing Technique (Disguise, escape, concealment. +1 Ongoing)
- Drunken Style (When you fight, you ignore conditions that penalize Sports and Cool. +1 forward to attack a foe you had to move to them.)
- Seiho Zen (Nukige<sup>1</sup>: +1 to whatever hold you gain. Permits Use Magic and Big Magic in Adventure Mode.

## *10<sup>th</sup> Dan*

*Requires: Be Like Water*

When you draw Blood, draw 1 more.

## **Key Items**

What 3 items help you center yourself:

- 500 yen
- A ceremonial tea set
- A journal
- A medal from your first competition; Decide whether you won or merely placed.
- A token possession to remind you to stay humble (decide for yourself whether or not it is successful)
- An extra change of clothes
- An heirloom sword or bokken that has been in your family for generations (functionality depends on the fiction)
- Prayer beads

## *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. Something about the fact that she needs glasses seems to imply an endearing vulnerability that makes her far more accessible to the average guy.

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<sup>1</sup> Sources suggest Seiho has to do with more traditional Chinese healing, such as acupressure, bone setting, and resuscitation, but Nukige is the go to "healing move" that's in keeping with Sensei's intentions.

## Look



Aviator Goggles, Bespectacled Eyes, Swimwear Goggles, or Shades

Bun, Bob, Long Hair, or Pinned Hair

Buxom Body, Curvaceous Body, Lithe Body, or Well Fed Body

Business Suit, Lab Clothes, Practical Clothes, or School Uniform

### Attributes

+2 Smarts. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

### Starting Moves

#### *Coordinate Your Efforts*

When your bespectacled eyes carefully scan over the area, you provide undeniably sound tactical advice, expressed in an elegant

and poetic fashion to your would-be students. Roll +Smarts. \*On a 10+, you may ask any one question from Assess list and choose 2 of the following. \*On a 7-9, choose 1:

- You and your allies get +1 forward to the next move they make.
- You and your allies get a +1 forward to their next damage rolls.
- Your insight provides an opening in the enemy's defense that can be exploited.
- The next time you or one of your allies would take damage, they take half that damage instead.

### *Honor Student*

You start with GPA 1 point higher than normal (if possible), and always treat 6- on Exams, study related Montages, and Pop Quiz as if you rolled 7-9 instead. Other than being used for a slightly different set of moves, this is identical to the linchou's Work Ethic.



## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Back-Up Plan*

When you agree to meet with someone, you may ask Senpai two questions from the list below:

- Is there an ambush waiting for me?
- What are they really feeling?
- What is my best way out of this?
- Who is watching?

### *Perfect Planning*

When you Avoid Danger, you may spend 1 preparation to roll +Smarts instead of whatever Senpai says. You can even use Preparation that was marked for other Moves. If you find yourself in an ambush situation, you may spend 1 Preparation to act before anyone who does not have supernatural speed.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *A Little Help From my Friends*

When you successfully aid someone, you take +1 forward on your next action.

### *Ace up the Sleeve*

Gain a move from an archetype no one else in the party is using. Treat your level as one lower for choosing the move. Alternately, if magic is available, you gain Use Magic and Big Magic.

### *Escape Route*

When you're in too deep and need a way out, name your escape route and roll +Sports (or +Smarts if you spent Preparation). \*On a 10+, you're gone. \*On a 7-9, you can stay or go, but if you go, it costs you: leave something behind or take something with you (or pay



another Preparation to avoid this). Regardless of which one you pick, Senpai will tell you what it is.

### Key Items

What 3 items are you never without:

- 2,000 yen
- A calculator
- A PDA, Smart Phone, Tablet, or other electronic planning device
- A USB stick or SD card, 16 GB+
- An extra change of clothes
- An umbrella
- Extra batteries
- Extra writing utensils and a stick or wedge eraser
- Research Notes

### Miko



A 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. Their outfits traditionally consist of red hakama or a long red skirt, and a white haori. Miko are more common in H-Games, because they *don't have a permanent vow of chastity.*

### Look

Kind Eyes, Knowing Eyes, Sharp Eyes, or Sad Eyes  
Mitre, Cropped Hair, Styled Hair, or Flowing Hair  
Full Figured Body, Lanky Body, Slender Body, or Toned Body  
Traditional Garb, Cosplay Garb, Habit, or Flowing Robes

### Attributes

+2 Weird. The other scores are

either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B<sup>1</sup>

### Starting Moves

#### *Devotion*

Your kami has inspired you to a devotion to something larger than yourself: a calling, a mission, or a philosophy. Whatever it is, it fills your life with purpose, your soul with enthusiasm, and your limbs with strength. Choose up to three spheres of influence (but always at least one) that your devotion gives you special insight into:

- Mother Earth<sup>+</sup>
- Healing
- Fertility<sup>+</sup>
- Judgment (or conquest, law, or social order)
- Protection
- Mercy
- Revelation (or knowledge, learning, or truth)
- Wisdom

Also, choose the same number of codes, strictures or tenets that you live by—some things you are supposed to do, some things you are forbidden to do.

- Athleticism
- Honor (forbidden: cowardly tactics and tricks)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need, no matter who they are)<sup>+</sup>



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<sup>1</sup> Affected by Miko Devotion. Features marked with a + increase Cup Size by 1, while a - indicates a decrease.



As long as you maintain your tenants, **When you petition your deity with your holy symbol at hand<sup>1</sup>**, you are granted some useful knowledge or boon related to your deity's domain. Senpai will tell you what.<sup>2</sup>

### *Temple Haven*

You have the right to use the Temple as a safe haven for you and your friends. You can also study or do certain kinds of crafting there. Pick three of the options below for your haven:

- Additional Sleeping quarters (+1 Occ. although 2 can sleep in it uncomfortably)
- Noteworthy decor
- Armory (Provides weapons for Archery/Martial Arts/Kendo)
- Infirmary (1 Nurse can tend to 1 room (2 Occ) per +Cool)
- Lore Library (Montage for Exams and Pop Quiz)
  
- Kami (Adventure Mode Only): Your Temple has gained a guardian spirit. This spirit is an NPC with Priest +2, Protector +2, Loyalty +2, and Cost: Protect the Temple. It will only listen to Mikos and Mother Superior. The spirit will never leave the Temple. If it is killed while the Temple is still intact, it comes back to life at dawn.
- Mystical Library/Laboratory (Adventure Mode Only): **If you pour over the esoteric tomes and grimoires**, take +1 forward for Use Magic.
- Protection Spells (Requires Kami, Adventure Mode Only): Your haven is safe from monsters – they cannot enter. Monsters might be able to do something special to evade the wards, but not easily. If they attempt to breach directly, this item must be removed first.

For the purposes of Adventure Mode, it also has 2 armor, giving it 5 stress.

### **Advanced Moves**

**When you gain a level from 2-5, you may choose from these moves.**

### *Cultured Host*

**When you perform a Tea Ceremony with guests**, take +1 forward to use Assess or Turn Someone On against them.

### *Curiosity*

**When you put yourself at risk to check something out**, ask Senpai any one question related to the risks and roll +Weird. \*On a 10+, Senpai will answer it, as clearly as the circumstances allow. \*On a 7-9, Senpai will tell you what more you need to do to find the answer yourself.

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<sup>1</sup> Don't forget to describe this.

<sup>2</sup> In Adventure Mode you can cast spells with this ability. Your holy symbol is your focus.



### *Omikuji Fortune Teller*

When another character comes to you for a reading of their fortune and you tell them what is in their future, they get +1 forward when following your advice and you mark experience if they do.

### *Shrine Caretaker*

Whenever you wield a broom for an appropriate purpose, take +1 Ongoing.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Ofuda*

When you first wake up, you may craft 3 paper charms to keep for yourself, or give to others. These charms grant the user great Luck. When the bearer rolls and misses, they may destroy the charm to reroll. Take the second result, and if it is a hit, explain how the success was only through sheer luck.



### *Maiden's Garb*

When you Turn Someone On for no reason other than your uniform, you may take +1 Ongoing

### **Key Items**

The following items are core to the themes of a Miko.

- Gehobako (supernatural prayer box containing items that represent their Kami. You can tell Senpai what they are, but aren't obligated to tell *anyone* in advance)
- Tamagushi (offertory sakaki-tree branches)
- Shinto prayer beads
- Gohei, onbe, or heisoku (wooden wands, decorated with two zigzagging paper streamers)

You also pick one of the following

- A composite bow
- A ceremonial tea set
- 500 yen

## Ojou

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 term should not be confused with Oujo, which means "princess" (literally "lord's daughter"). Ojou is written with distinctly different kanji and has the accent on the second syllable while oujo has it on the first. Regardless, this archetype is suitable for both, due to shared personality and mannerisms.



### Look

Alert Eyes, Knowing Eyes, Sharp Eyes, or Sad Eyes

Blonde Hair, Flowing Locks, French Braided Hair, or Updo

Curvaceous Body, Fit Body, Tanned Body, or Well-fed Body

Designer Clothes, Eccentric Clothes, Tailored Business Suit, or Tailored School Uniform

### Attributes

+2 Smarts. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: C<sup>1</sup>

### Starting Moves

#### *I Live in a Mansion*

*Because, seriously, an Ojou without a big western-style house is practically unheard of.* Your house is large enough to qualify as a local landmark. While your Zaibatsu has at least one venture, you may automatically have High Budget cared for by your estate. Pick a design:

A large-ish studio apartment for one in a penthouse (which can be at the top of the Zaibatsu) *4 armor*

A medieval castle *3 armor*

post-modern marvel of western architecture. *3 armor*

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<sup>1</sup> Affected by what your Zaibatsu produces. Industries marked with a + increase Cup Size by 1, while a - indicates a decrease.

A traditional—albeit large—Japanese construction where words like 3LDK have no meaning.  
*2 armor*

An old, creepy stony gothic style mansion. 4 Armor

The mansion can have up to 3 features aside from armor, making their mansion worth 5-7 stress.

- A helipad
- A large space for your motorcade
- A master bedroom
- A particularly ornate decoration
- Additional Guest Bedrooms (+1 per +Occ. although each bed can sleep 2 if perhaps uncomfortably)
- Armory (Provides weapons for Archery/Martial Arts/Kendo)
- Infirmary (1 Nurse can tend to 1 room (2 Occ) per +Cool)
- Kitchen
- Lore Library (on the family/dojo history)
- Motion sensing defenses
- Onsen (permits Nukige!)

### *Zaibatsu*

You have an industrial/financial business conglomerate that engages in 2-3 ventures. When you set up a new venture, add it to this list, along with what it produces and possible disasters it could experience. If a venture goes under, remove it from your list. **When you have downtime or at the beginning of a session, roll +Smarts.** \*On a 10+, each venture you chose produces 1 hold for you and you take +1 forward to making requests of your zaibatsu. \*On a 7-9, you can either take full hold and lose a venture, or take one hold to avert the disaster that would ruin the venture. \*On a 6- you can choose not to take any hold to avoid losing a venture, but now something in your holdings requires your attention. Hold can be spent on the following:

- 1d6x50,000 yen, or simply ignore a major purchase related complication. You don't need to spend this hold to ignore minor ones.
- Some item related to the industry of the venture
- Some vehicle from your motorcade
- A follower to provide you an Entourage bonus for one scene/roll.

The following is a list of reasonable assumptions for what industries are found within an Ojou's Zaibatsu, what each produces, and what sort of disaster might occur for it.

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<sup>1</sup> Zaibatsu (literally financial clique) is a Japanese term referring to industrial and financial business conglomerates in Japan, whose influence and size allowed control over significant parts of the Japanese economy until the end of World War II. There is no reason for this to be the case in the fiction.

- Agriculture (produce-fire)<sup>-</sup>
- Apothecary or pharmaceuticals (medicine-malpractice)<sup>+</sup>
- Defense contract (arms and armor<sup>1</sup>-corporate or international espionage)<sup>-</sup>
- Escort service (influence-disease)<sup>+</sup>
- Extortion racket (influence-turf war)<sup>-</sup>
- Hotel chain/Residences (secrets-scandal)<sup>+</sup>
- Mine (mineral-flood or strike)<sup>-</sup>
- Trade ships (import/export of exotic goods-a ship sinks)
- Transportation service (secrets-lost goods or dissatisfied customers)
- Vehicle factories (one type of vehicle-strike or fire)
- Vineyard (wine-fire)<sup>+</sup>

### **Advanced Moves**

When you gain a level from 2-5, you may choose from these moves.

#### *Book of Names*

When you meet someone important (your call), say what you've heard about them and roll +Smarts. \*On any hit, Senpai will tell you more details. \*On a 10+, Senpai's details will complement yours. \*On a 7-9, Senpai's details may contradict your own information. How you discover the truth is your own affair. \*On a miss, you are wrong about something important.

#### *Dealer in Antiquities*

When you see or come to know about something you can't just hand wave away, you may use Assess on it with an entirely new set of questions. \*On a 10+, ask Senpai three questions about it. \*On a 7-9, ask two. \*On a miss, ask one anyway, but your desire is betrayed to everyone who cares (and some who don't):

- What happened to it recently?
- What is it really worth, all things considered?
  - It should be worth at least 2 hold with the Zaibatsu move.
- What protects it and keeps it where it is?
- Who will try to keep it from me?
- Who will want it once it is mine?

#### *We All Want Things*

When you Assess, on a hit you can also ask Senpai one of these question:

- What does this person really want from me?
- What does this person value most?

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<sup>1</sup> The combination of Defense Contracts with Vehicle Factories could facilitate Mecha if you're into that sort of thing.



When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *I Know People Who Know People*

*Requires: Book of Names*

When you put the word out that you need someone with certain skills or experience, roll +Smarts. \*On a 10+, you find someone suitable or a hireling with +2 skill points. \*On a 7-9, you find someone with similar experience or a hireling with +1 skill points.

### *I Must Have It!*

*Requires: Dealer in Antiquities or Hobbyist Dealer*

When you draw on your experiences as a Dealer, on a 12+, ask Senpai an additional question, any question, about the thing you want.

### *Wealthy Zaibatsu*

*Requires: Zaibatsu*

When a venture produces money for you, you may take 1 income instead of cashing out. Spend 1 income to get the 10+ result from your venture without rolling. Any income left over at the end of a session is converted into yen or coins as normal. You can spend income from profitable estates in the same way.



## Key Items

Name 3 items you feel naked without:

- 5,000 yen
- A bag of cosmetics from your own product line
- A limo, helicopter, or private jet from the zaibatsu motorcade
- A PDA, Tablet, or other electronic planning device
- A top of the line smart phone, with a bluetooth headset
- An experimental less than lethal item for self defense
- An umbrella
- Extra batteries

## Onesama/Aneki



Both these words are respectful, if sometimes colloquial, means of address for someone slightly older than the speaker, usually but not always literally referring to a big sister. This character is the one that is both admired and desired by their peers. Many of them are renowned for their physical attractiveness and are usually the belle of the ball.

## Look

Heavy Lidded Eyes, Smokey Eyes, Mysterious Eyes or Knowing Eyes

Flowing Locks, Braided Hair, Coiffured Hair or Hime Cut Hair

Voluptuous Body, Toned Body, Willowy Body or Lithe Body

Stylish Clothes, Form Fitting Clothes, Glamorous Clothes or Tailored Clothes

## Attributes

+2 Hot. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: D

## Starting Moves

### *The Face that Launched a Thousand Ships*

On the Internet at least. Plenty of people know who you are and want to be either your friend or your lover. Sometimes both. You start with +1 Bond and when people attempt to Defend you, they gain +1 for that roll. When you receive Aid from others, add +1 to the roll.

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Beauty Secrets*

As long as you have several hours, or 1 hour and a point of Preparation, when you apply cosmetics, hairspray or other beauty products, you get +1 Forward to the next +Hot roll you make. You can go to the bathroom to freshen things up but that will either cost more preparation, or take another hour. Finally, makeup is a thing you can Montage to earn Preparation. When you do, you can always spend this preparation to:



- Befriend a useful NPC.
- Gain useful information.
- Hear rumors of an opportunity related to your physical appearance.

### *Bishoujo Sparkles*

Once per day, you may reroll a failed +Hot roll.

### *When She Walks*

You know how to make an entrance that turns heads. When you make an entrance and turn your attention to someone in particular, roll +Hot. On a 10+ gain 2 Hold, on a 7-9 gain 1 Hold. On a failure, the person becomes obsessed with you for up to 24 hours. The ramification of what this entails differs from character to character. Beware of creating your very own Yandere... The person you charmed may spend 1 Hold to:

- Grant you a minor favor without asking. This could be something from lending you the keys to an empty clubroom to lending you their notes for the upcoming test.
- Buy you something that they think you might like.
- Ask you out on a date at their expense.

So long as you have Hold over someone, you cannot use this move on them again, and you gain +1 ongoing to Turn Them On and Nukige with them.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.



### *Housekeeping*

**Whenever you engage in a typical "mom activity", you gain +1 ongoing.** Examples include cooking, cleaning, taking care of your 'friend from infancy', etc. Although this can sometimes mean she is submissive, (obeying and assisting authority figures-father, husband, sometimes father-in-law or older brothers, as well as older and/or more respected females) this just as often means a strict countenance if she thinks it's what someone in her care needs.

### *If You Got it Flaunt it*

**When you use your sex appeal to distract others, roll +Hot, on a 10+ people who can see you must pay all their attention to you rather than whatever it was that they were doing. On a 7-9 they take a -1 ongoing to do anything else in your presence that is not socially interacting with you. During Adventure Mode this allows you to use +Hot to Avoid Danger where appropriate such as distracting a swordsman at the right moment with a flash of skin so that his blade misses.**

### *You Can Do It*

**When you encourage your companions, you can stir up the passion within them. Roll +Hot, on a 10+ they may choose 2, on a 7-9 they may choose 1. All of these affect your whole group of allies including yourself.**

- +1 forward for their next roll.
- Heal 1 Bruise/Blood.
- Reroll their next failed roll.
- Stabilize them from OHP as if you had successfully Fought for your Life.

### **Key Items**

**Pick 3 items that remind you of a simpler time.**

- 1000 yen
- A bag of cosmetics expensive enough not to be embarrassing on YouTube
- A container holding 2 uses of Mystery Food X
- A friendship bracelet (who did you lose touch with to become so popular?)
- A journal filled with childhood memories
- A locket, given to you for your birthday
- A stuffed animal you're far too old for
- The perfect accessory

### *Osananajimi*

A commonly used term in romantic anime, an osananajimi is a friend from infancy, a childhood friend or old playmate with whom one shares the special and intimate understanding that can only come from having known each other since earliest childhood.



## Look

Curious Eyes, Excited Eyes, Innocent Eyes, or Kind Eyes

Flowing Locks, Pigtails, Ponytail, or Styled Hair

Chubby Body, Fit Body, Slim Body, or Top Heavy Body

Flannel, Form Fitting Clothes, Frilly Clothes or Sailor Clothes



## Attributes

+2 Cool. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: Either A or E depending on whether this archetype represents a pair of people with similar ages, or with significant age disparity.

## Starting Moves

### *What Would Senpai Do*

Whenever you Read a Situation, you get +2 to act on the advice Senpai gives you instead of +1.

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Easily Forgiven*

Whenever you roll a 6- and pratfall into someone, your apology may be treated as Turn Someone On, and if you ask them to accept your apology, a roll of 6- is treated as 7-9 instead.

### *Shameless*

Whenever you roll 6-, you may choose not to take -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.



### *You Say the Darndest Things*

If you blurt out whatever comes into your head when you Pop Quiz, you may treat 6- as 7-9.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Boundless Energy*

When you engage in Nukige, hold 1 more-even on a miss. If you also have Hyper-charged, you can roll twice and take *both* results.

### *Housekeeping*

Whenever you engage in a typical "mom activity", you gain +1 ongoing. Examples include cooking, cleaning, taking care of your 'friend from infancy', etc. Although this can sometimes mean she is submissive, (obeying and assisting

authority figures-father, husband, sometimes father-in-law or older brothers, as well as older and/or more respected females) this just as often means a strict countenance if she thinks it's what someone in her care needs.

### *That's MY Sideboob*

Whenever another player wins a competition between all the players, you may gain +1 RP if you have the lowest score. This is because Senpai had ample chance to peek in the sides or loose cleavage of your uniform. Since this is happenstance, if you didn't roll 6-, you don't take -1 ongoing for the extra peeks.



## Key Items

Pick 3 items that remind you of a simpler time.

- 1500 yen
- A container holding 2 uses of Mystery Food X
- A flask to help with some hard memories
- A hand written get well card
- A journal filled with childhood memories, yours or someone else's
- A locket, given to you for your birthday
- A medal from a competition you didn't win
- A stuffed animal you're far too old for

## Otaku

In modern Japanese slang, the term otaku is mostly equivalent to "geek" or "nerd", but in a more derogatory manner than used in the West. However, it can relate to any fan of any particular theme, topic, hobby or form of entertainment. It is typically used to refer to a fan of anime/manga but can also refer to Japanese video games or Japanese culture in general.

## Look

Blank Eyes, Condescending Eyes, Distracted Eyes, or Studious Eyes

Brightly Dyed Hair, Bun, Cropped Hair, or Ponytail

Bony Body, Chubby Body, Lithe Body, or Plump Body

Baggy Clothes and Headphones, Cosplay, Franchise Merch, or Fully Accessorized

## Attributes

+2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B



## Starting Moves

### *Hobbyist*

Pick a hobby. Whenever you engage in your hobby, you have +1 Ongoing with its associated tasks. Associated tasks and typical attributes are included in the descriptions. Hobbies include

- Arcade Games (Dancing, Driving, Free Throws, Read a Situation in Adventure Mode,)
- Cosplay (Sewing, Disguise, or Turn Someone On, Varies.)
- Doujinshi (Drawing, Turn Someone On, +Weird or +Hot)
- Novels (Writing, +Smart or +Hot depending on the type of novel)

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.



### *A Fool and His Money*

When you pay too much for something, Senpai will tell you something useful and interesting about the item you bought, and you take +1 forward when using it—even though you were swindled.

### *The Obsession Monologues*

Whenever you nerd out, you inadvertently say some of the strangest, perhaps most funny things. You may Pop Quiz with +Weird. If you go on a particularly long and entertaining ramble/rant, you take +1 forward with this move.

### *Bookworm*

When you Montage studying a topic of interest, roll +Weird \*On a 10+, gain 1 more preparation than Montage would allow. You may spend this preparation Pop

Quiz, Exam, or Assess related to your obsession.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.



### *Culture Enthusiast*

**When you arrive someplace**, ask Senpai about any important traditions, rituals, and so on, they'll tell you what you need to know.

### *Hobbyist Dealer*

**When you see or come to know about something you want**, you may use Assess on it with an entirely new set of questions. If your deals involve a hobby you picked with Hobbyist, you gain +1 forward. \*On a 10+, ask Senpai three questions about it. \*On a 7-9, ask two. \*On a miss, ask one anyway, but your desire is betrayed to everyone who cares (and some who don't):

- What happened to it recently?
- What is it really worth, all things considered?
- What protects it and keeps it where it is?
- Who will try to keep it from me?
- Who will want it once it is mine?

### *I Must Have It!*

*Requires: Dealer in Antiquities or Hobbyist Dealer*

**When you draw on your experiences as a Dealer**, on a 12+, ask Senpai an additional question-any question not limited to the list-about the thing you want.

### **Key Items**

Pick 3 items themed toward your obsession:

- 500 yen
- A body pillow
- A laptop filled with Visual Novels
- A portable game console
- A wallet with several magazine cutouts of your favorite celebrity
- A bag containing at least a pound of dice
- An article of clothing procured from an object of your affection
- Prophylactics (3 uses per pick)
- Several pounds of manga and anime, both electronic, and hard copy
- As above, except RPG materials.

## Sensei Chan



A common Japanese media character type is the female 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 she does.

### Look

Bespectacled Eyes, Knowing Eyes, Sharp Eyes, or Watchful Eyes

Bun, Flowing Locks, Pinned Hair, or Ponytail

Fit Body, Lithe Body, Skinny Body, or Top Heavy Body

Business Casual, Business Professional, Business Risque, or Conservative Dress

### Attributes

+2 Hot. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: D

## Starting Moves

### *As Wise as Mysterious*

Whenever you Pop Quiz, you call on someone else to answer for you \*On a 7-9, you may also ask one question from the Assess list and on a 10+, you may ask two questions instead of one. In Adventure Mode (only) you gain a spellbook, and the Use Magic and Big Magic moves.

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Fount of Knowledge*

When you lecture <sup>1</sup> about something no one else has any clue about, take +1.

### *Just an Old Soul Passing By*

When you are not doing anything conspicuous, hostile, or specifically being actively hunted for, you can pass any area unnoticed.

### *The Master and the Student*

Whenever you enter a dangerous situation with someone you have a bond with, you and everyone you have a bond with gains hold equal to the number of bonds. This hold can be spent on the Defend Basic Move.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Bookworm*

When you Montage studying a topic of interest, roll +Weird \*On a 10+, gain 1 more preparation than Montage would allow. You may spend this preparation Pop Quiz, Exam, or Assess related to your obsession.



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<sup>1</sup> Functionally equivalent to Pop Quiz.



### *Drill Sergeant*

As long as you're around, no NPCs in your charge will have discipline problems. A hard glare or sharp rebuke will be enough to keep them in line (For players, this is equivalent to Turn Someone On). Furthermore, you may roll +Hot to prevent another PC from having to Deal With the Law, but they will owe you later.

### *Your Young Mind Cannot Perceive*

Whenever you roll +12 on Pop Quiz, choose one of the following:

- Cause everyone in a group or horde to fall asleep
- Deal 1 Bruise damage to everyone who can hear you
- Gain a +2 forward to your next roll.
- One person who can hear you is becomes Confused (see *Conditions*) until one of the following occurs:
  - They take damage.
  - You leave.
  - You Use Magic or Big Magic.

### **Key Items**

Name 3 items you might have liberated from the Lost and Found or Teacher's Lounge:

- 1500 yen
- A first aid kit
- A flask or pack of cigarettes
- A folding Swiss Army Knife
- A smart phone
- A spare change of clothes
- A stapler
- Prophylactics (3 uses per pick)
- Random gimmicky spy gear (determined when it comes up in play)
- Scotch tape in a rather large dispenser

### *Shrinking Violet*

Painfully shy and quiet, the Shrinking Violet is the withdrawn character—usually but not always female—who walks through the school hallways with her head down and wants nothing more than to blend in with the scenery to avoid all attention because she believes that her presence is worthless or unwanted. She's so quiet that she might as well be invisible. Expect her to apologize a lot. In the end, the Shrinking Violet will always find her inner beauty and strength with the help of her newfound friends (or lover), Grow A Spine, and blossom into a mature, self-confident woman who would make her parents proud. Well... not always.

## Look



Demure Eyes, Hidden Eyes  
Watchful Eyes, or Worried Eyes  
Dark Hair, Flowing Locks, Messy  
Hair or Plain Hair

Bony Body, Chubby Body, Meek  
Body or Slouched Body,

Disheveled Clothes, Loose Clothes,  
Modest Clothes, or Plain Clothes

### Attributes

+2 Weird. The other scores are  
either (+2, +0, -1, -1) or (+1, +1,  
+0, -1). Whichever you pick,  
arrange them however you like.

Base Cup Size: C

### Starting Moves

#### *Shy, Silent Type*

Whenever someone presses you  
for information you'd rather not  
talk about, you may refuse to tell  
them outright. If you do it, they  
(or Senpai) gains +1 hold to  
spend and give you -1 on a roll of  
their choice effectively rendering  
you immune to truth compulsions.  
If you instead choose to answer  
them, you either force them to  
give up one hold they already  
have against you, gain 1 hold to

use against them later, or gain 1 RP.

### Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

#### *Fade into Obscurity*

Whenever you attempt to interact socially with others, a 10+ is treated as a 7-9. A 12+ is required for the 10+ benefit. This has its benefits however: Whenever you are hiding, you can do so in plain sight needing no cover or darkness, and you can't be detected by normal means unless you want to be.

### *Vulnerable*

Whenever the consequences of failing a roll would put you in some kind of peril, you may voluntarily choose not to make the roll in exchange for 1 RP. Furthermore, Senpai *will* come to your rescue. He will likely enlist the help of the other players. When they succeed, you and one other girl gain 1 RP.

### *Quiet Patience*

When you fail a roll, you may hold 1 instead of gaining RP. You may hold up to +3. Whenever you spend all your hold on an action, if you succeed in the action you spent it on, you gain 1 more RP than the amount of hold you spent.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.



### *Escape Route*

When you're in too deep and need a way out, name your escape route and roll +Sports (or +Smarts if you spent Preparation). \*On a 10+, you're gone. \*On a 7-9, you can stay or go, but if you go, it costs you: leave something behind or take something with you (or pay another Preparation to avoid this). Regardless of which one you pick, Senpai will tell you what it is.

### *Scaredy Cat*

When you fail or voluntarily waive a roll to Avoid Danger against fear or the Terrifying tag, you may immediately Turn Someone On and take +2 Forward to the roll.



### *Shameless*

#### *Replaces Fade into Obscurity'*

Whenever you roll 6-, you may choose not to take -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.

### *Exuberant Resistance*

#### *Requires Vulnerable*

You've been in enough perils now that you won't take it lying down. **Whenever someone who is attempting to rescue or capture you is in sight**, you can attempt to aid a rescuer, or interfere with the source of your peril. In either case, the target of the Move gets an additional +/- 1 (for +2 or -3 total) to the action that you aided or interfered. You are also guaranteed to suffer a wardrobe malfunction, but the incidental nature of it means you don't suffer -1 to rolls.

### **Key Items**

Name 3 things you have your reasons for holding on to:

- 1000 yen
- A container holding 2 uses of Mystery Food X
- A faded, purple flower
- A journal
- A locket
- A spare change of clothes
- A stuffed animal
- An origami swan

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<sup>1</sup> This is explicitly mentioned for the Shrinking Violet because it is so counterintuitive to the strongly introverted character type that the two Moves are mutually exclusive. It just doesn't make sense to have both.

## Sports Star



Girls who like to play sports are Tomboys who prefer to play with the boys. Often she can put the Jerk Jock in his place by beating him at his own sport. Of course she can vary anywhere from a girl who's sweet and shy but puts her all into the game, to one who has a dark personality and just wants to play football. The specific sport she pursues will also be a factor: tomboys will likely be into soccer, basketball, swimming, martial arts or baseball/softball while girly girls will favor tennis, ice skating, gymnastics, and volleyball.

### Look

Defiant Eyes, Determined Eyes, Excited Eyes, or Fierce Eyes

Bun, Cropped Hair Pinned Hair, or Ponytail

Fit Body, Lanky Body, Lithe Body, or Toned Body

Cheerleading Uniform, Fencing Uniform, Gi, or Sports Jersey

### Attributes

+2 Sports. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: A

## Starting Moves



### Athleticism

You are much like a Martial Artist in terms of competitive spirit, but your sport is not necessarily combative. Once you have competed against someone, if they defeated you, instead take +1 ongoing to Assess them until you defeat them. You also specialize in a particular sport, each of which has its own benefits.

- Ball Game (+2 Ongoing on a specified type of Ball Game or +1 Ongoing for dissimilar ball games that can be explained in a matter of a few minutes, and to answer trivial information about

ball games)

- Discus, Hammer Javelin, or Shotput (+1 ongoing with Sports rolls made to throw objects, and you can throw objects for Blood using the guidelines for Martial Arts/Kendo).
- Figure Skating (+1 Ongoing to Avoid Danger, dance, and jump on slick surfaces.)
- High Jump/Long Jump/Pole Vault (Each option requires 1 pick, but for each pick, you gain +1 Ongoing jumps requiring height, jumps requiring breadth, or jumps assisted with a pole or staff.)
- Hurdles/Free running/Parkour (Although hurdles and Parkour are not the same discipline, this system is not sufficiently granular to differentiate, thus whichever you pick, they all gain +1 Ongoing to Avoid Danger when traversing an area where obstacles are present, and use them to gain momentum or position)
- Running (Pick whether you take +1 Ongoing to run a less than 400m, or more than 400m.<sup>1</sup>)
- Sport Combat (Pick one of Judo, Karate, Kendo, and Kyudo, You gain +2 Ongoing toward the sporting uses but not for drawing Blood or otherwise being abusive.)
- Swimming (+1 Ongoing to swim, or resuscitate someone who has drowned)

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<sup>1</sup> About a quarter mile for sniveling imperials.



## **Advanced Moves**

When you gain a level from 2-5, you may choose from these moves.

### *Now it's On*

Whenever you fail a +Hot roll to be noticed by Sempai, your competitive nature allows you to gain 2 hold to spend on +Sports, or +Cool rolls.

### *That's MY Sideboob*

Whenever another player wins a competition between all the players, you may gain +1 RP if you have the lowest score. This is because Senpai had ample chance to peek in the sides or loose cleavage of your uniform. Since this is happenstance, if you didn't roll 6-, you don't take -1 ongoing for the extra peeks.

### *Shameless*

Whenever you roll 6-, you may choose not to take -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Competitive Spirit*

If one of your allies/rivals is making a roll, you gain +1 forward on that same roll.

### *Down and Dirty*

Whenever you would take Blood damage, you take +1 forward on any roll. This may offset or eliminate the penalty to Sports and Smarts actions.

### *Tackle*

You *may* add the Forceful tag to your attacks, but to avoid falling down, you must roll 10+

## **Key Items**

Name 3 things you need to stay on top of your game:

- 1000 yen
- 3 protein bars
- A baseball bat, or hockey or lacrosse stick
- A set of sporting pads
- A spare change of clothes
- A varsity jacket
- A water bottle (filled with a vitamin or protein supplement)
- An extra set of shoes

## 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 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.

### Look

Angry Eyes, Cynical Eyes, Mocking Eyes, or Sneering Eyes  
Brightly Dyed Hair, Dark Hair, Emo Hair, or Jutting Hair  
Lanky Body, Slouched Body, Tattooed Body, or Toned Body  
Boy's Uniform, Gang Clothes, Jacket over the Shoulder, or Obvious Sarashi

### Attributes

+2 Cool. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: C

### Starting Moves

#### Entourage

You can surround yourself with

up to a dozen or so minions who will back you up, follow your orders, impress people, and help you conduct your business. Choose what type of people composes your entourage:

- Bookies: Dissent +1, Eloquence +1, Fighting +0, Learning +2.
- Bootlickers: Dissent +0, Eloquence +2, Fighting +1, Learning +1.
- Groupies: Dissent +2, Eloquence +1, Fighting +1, Learning +1.
- Thugs: Dissent +1, Eloquence +1, Fighting +2, Learning +0.

You can order individuals around like hirelings if you want them to do things other than act as part of your entourage. If they are bootlickers, take +1 to order them. If they are Thugs, take -1 to order them.



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<sup>1</sup> This is identical to the Idol Singer's move except that they aren't particularly artistic or eloquent, and the names are changed. This is not sufficiently limiting to warrant an additional move.

- **Choose your entourage's accoutrements, as many as their dissent or fighting:**
  - Books and instruments, costumes and props, finery and riches, weapons, travelling gear.
- **Choose their skills, as many as their eloquence or learning:**
  - crime, music, politics, rhetoric, soldiering.
- **Choose their weaknesses, as many as their dissent:**
  - Arrogant, careless, cowardly, dead inside, feuding, gossiping, greedy, hedonistic,

### *Ex Officio*

**Co-Requisite: Entourage**

**When you're surrounded by your entourage...**

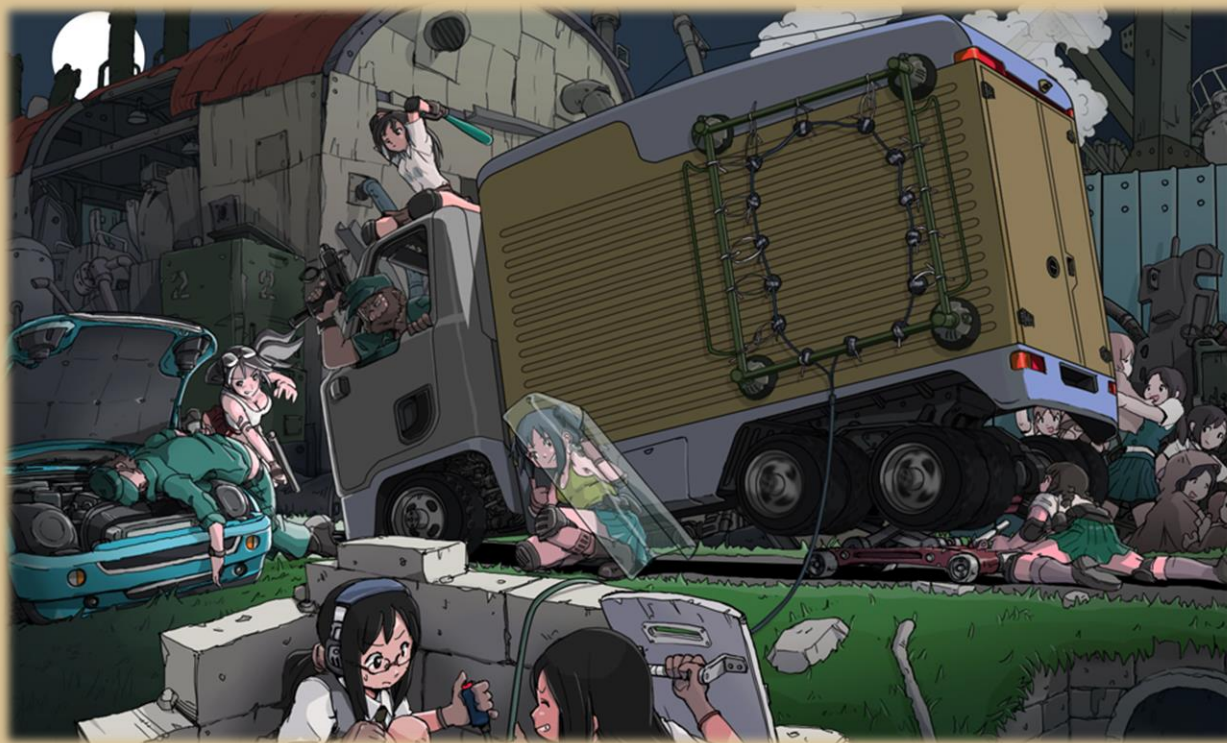
...and you attack the same target, add both their dissent and their fighting to your damage.

...and you defend the same target, add their fighting to your roll.

...and you Turn Someone On, add their eloquence to your roll.

...and you Pop Quiz, add their learning to your roll.

...and someone Interferes with you, add your entourage's dissent to their roll.



### **Advanced Moves**

When you gain a level from 2-5, you may choose from these moves.

#### *Bruiser*

Whenever a move lets you deal Bruises, deal one more.



### *Improvisational Weapons*

If you use whatever is lying around when you fight, you are always treated as having a close, 2-hands optional weapon available. If Adventure Mode is active, it also deals 2 damage. Pick another trait that will give it one or more tags:

Sharp(ened): 1 damage becomes Piercing

Agile: Adds the Agile tag

Hooks, spikes, or jagged/serrated edges: +1 damage, add Messy

Huge: Add forceful, 2-hands optional becomes 2-hands

Versatile: Choose an additional range tag

Light: Becomes 1 handed, intimate. Can't be used with huge

### *Delinquent*

Skipping school and causing trouble is such a habit for you that whenever you Deal With the Law, roll -Cool instead of +Crimes.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Fearsome Reputation*

Whenever you interfere with someone, you may roll +Cool \*On a 10+, hold 2. \*On a 7-9, hold 1. Spend your hold 1 for 1 to settle your icy gaze on an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.

### *Hideout*

Whenever you have taken over a locale you can use as your HQ, you may select this move. Choose one of the following

#### *Rundown Flopspace*

You and your crew have squatter's rights to a building in moderate disrepair (2 Armor, 5 Stress) that provides the following benefits:

- Enough space to sleep your entire crew
- Nobody who knows what's good for 'em comes here. You may ignore Deal with the Law moves within +Cool blocks of your HQ
- 1 pick from Heir to a Dojo

#### *Shady Business*

You and your crew run a protection/Money Laundering racket out of what would otherwise be a legitimate business, like a laundromat. (3 Armor, 6 Stress) You gain the following benefits:

- You may earn money while anyone montages as if you had worked a part time job. This does not require you to montage, though if you do, you can decide whether you want additional money, or to invest the points elsewhere.
- Gain the "space for a motorcade" feature and one other feature from I Live in a Mansion
- Unfortunately, this place is suspicious. Any time you benefit from a Montage where a 6- was rolled (your own or the montage that generated the free money) you must Deal with the Law

### More or less Legitimate Business

You and your crew run a more or less legitimate business, but one that might do shady things, like a strip club's staff engaging in prostitution (4 Armor, 5 Stress). You gain the following benefits:

- The *Run a Shop* move works with your Entourage, provided you choose a Hot or Cool business venture. They use either Eloquence or Dissent.
- Gain the "space for a motorcade" feature and one other feature from I Live in a Mansion
- Unfortunately, slip ups when a gang runs a place are much more severe. Any 6- requires you to abandon the venue as the authorities shut it down. It takes 1d6 Preparation to look for another place, and will likely require an Adventure Scenario to clear its original inhabitants out.

### Interrogator

When you assess using threats of impending violence as leverage, you may use the better of +Sports and +Cool.

### Key Items

What 3 things best promote your bad girl image:

- 500 yen
- 3 protein bars
- A baseball bat, or hockey or lacrosse stick
- A bottle or flask of sake
- A dark leather jacket
- A folding Swiss Army Knife
- A long flowing scarf
- A pack of cigarettes

## Tsundere

The "tsun" in tsundere comes from the Japanese word "tsuntsun" which means to be aloof or high and mighty. Often, tsunderes are embarrassed by or don't know what to do with their romantic feelings and become even more belligerent and egotistical than normal—especially in proximity to the objects of their affections. If a character ever utters the phrase "it's not that I like you or anything," they're practically guaranteed to be a tsundere.

## Look



Angry Eyes, Defiant Eyes, Soft Eyes, or Wary Eyes

Flowing Hair, Pigtails, Ponytail, or Ribboned Hair

Crossed Arms, Defensive Stance, Nervous Hands, or Shifty Stance

Cosplay Clothes, Gym Clothes, Sailor Clothes, or Schoolgirl Clothes

## Attributes

+2 Cool. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

## Starting Moves

You pick one of these. You may pick the other as an advanced move later.

## Zettai Ryouiki

Whenever you wear "thigh high" socks, stockings, or other such footwear and a short skirt, you

may hold 1 to spend on either Turn Someone On, or Nukige. This hold lasts until you spend it or the next session/episode (whichever comes first). While you retain hold from this move, you cannot generate more hold from it until you spend the hold.

## Runs Hot and Cold

At the beginning of a session, you gain hold equal to your +Weird. You may spend 1 hold at any time to reflexively switch your +Hot and +Cool modifiers. This does not change your core attribute or anything that is based on it, but does affect things that are specifically based on +Hot or +Cool.



## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Cold Shoulder*

Whenever you have just made a failure, you may roll +Cool to laugh it off, call someone 'baka', and take +1 forward to Turn Someone On.

### *Urusai, Baka!*

When someone attempts to confuse, silence, or Catfight you, roll +Cool. \*On a 10+, you gain 3 hold. On a 7-9 you gain 1. You may spend hold on the following

- Become the center of attention.
- Deal 2 Bruises to a target by hitting them with a Hyperdimensional Mallet, or perhaps chastising them particularly strongly.
- Ignore Confusion effects.
- Silence the area.

### *You Say the Darndest Things*

When you blurt out whatever comes into your head when you Pop Quiz, you may treat 6- as 7-9.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.



### *Scaredy Cat*

When you voluntarily take -Cool to Avoid Danger against fear or the Terrifying tag, you may immediately Turn Someone On adding the subtracted amount to the latter roll.

### *Stay Cool*

At the beginning of the session, roll +Cool. On a 10+ gain 2 hold. On 7-9 gain 1 instead. When the world is stacked against you, you may spend 1 hold to remove all negative modifiers for a single roll.

## Key Items

Pick 3 items you got from or for your crush

- 1000 yen
- A container holding 2 uses of Mystery Food X, made for the target of your secret admiration
- A friendship bracelet the other half with the target of your secret admiration
- A hand written get well card
- A journal filled with childhood memories.
- A locket, given to you for your birthday
- A stuffed animal you're far too old for
- An old photograph with you and the target of your secret admiration

## Wrench Wench

Mechanical inclinations have, for various reasons, traditionally been the forte of men. The Wrench Wench is a girl who sets out to change all that. This can sometimes extend to pure electronic devices, but a Wrench Wench is more likely to be found with a blowtorch and ratchet set. She will always be confident about her own work, but because she's technically an enormous geek she sometimes has trouble with other things. She might also have Machine Empathy and can diagnose problems just by listening to the motor. She has been known to be Curious as a Monkey in the presence of new and interesting machines—or Constantly Curious, if inspection is impossible.



## Look

Curious Eyes, Face Shield, Innocent Eyes, or Safety Goggles  
Bun, Cropped Hair, Ponytail, or Shaggy Hair  
Greasy Skin, Muscular Body, Slim Body, or Wiry Body  
Coveralls, Flannel, Gym Clothes, or Sports Jersey

## Attributes

+2 Cool. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.  
Base Cup Size: Either A or E

## Starting Moves

### *One of the Guys*

When you Montage to repair damage to a vehicle, take a week and roll +Cool. \*On a 10+, choose one more than Montage would allow. \*On a 7-9, choose one less:

- The vehicle regains the use of one Move.
- The vehicle suffers one less ongoing penalty.
- You repair any onboard equipment that requires it.
- You give the vehicle a temporary boost, granting the pilot +1 forward on the next roll involving Control.

You restore stress equal to the number of choices you got to make. \*On a 6-, choose one anyway, but some side effect of the repair will cause another fault at an inopportune moment (Sensei will tell you when) that amounts to 2 Stress.

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Now it's On*

Whenever you fail a +Hot roll to be noticed by Sensei, your competitive nature allows you to gain 2 hold to spend on +Sports, or +Cool rolls. This hold lasts until the end of the session. You can't reuse the ability while you still retain hold for it.

### *Fixer Upper<sup>1</sup>*

You have a class 1 driver's license and a vehicle that you were given to fix up. It has 3 armor, 2 Passengers, and 2 points to divide among either Passengers or Control.<sup>2</sup> This means that it is worth 192,000 yen if you need to sell it for some reason (and 6 stress if you're in Adventure Mode. Each 2 passengers is 1 Stress)

### *Speed Racer*

*Requires: Fixer Upper*

Whenever you haul ass in your Fixer Upper, you start at (1d6-Hot) place.<sup>3</sup> Roll +Cool. \*On a 10+, hold 3. On 7-9, either hold 2, or hold 3 in exchange for a setback. Spend your hold on the following 1 for 1:

- Gain a place
- Take Someone Else Out
- Sensei answers the Assess question "Where's the best way in/out/past?" and you take +1 forward when acting on the result.

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<sup>1</sup> It may be odd that this isn't a starting move. It isn't so much that you didn't have the vehicle until you pick it up as an advanced move, more that you had a hunk of vehicle shaped metal in your workspace until you took this advanced move.

<sup>2</sup> In certain kinds of games, the Vehicular Weaponry addition is permitted.

<sup>3</sup> First if you are evading cops, or whatever place you're in among the rest of the racers.



### Setbacks

- Overheating, take -1 forward for the rest of the race.
- Lose 2 places
- Another racer deals your vehicle 1 Stress in addition to the usual effects of that.
- The cops show up to bust the race. Split up! If you get another setback, you have to **Deal with the Law**. You can't get out of it with the next option.
- You *will* win the race, but your vehicle *will* be destroyed. No avoiding it. It will need to be repaired using multiple *One of the Guys* rolls.



When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Down and Dirty*

Whenever you would take **Blood damage**, you take +1 forward on any roll. This may offset or eliminate the penalty to Sports and Smarts actions.

### *Motobushido*

*Requires: Speed Racer*

When you have demonstrated your racing skills to others and they acknowledge your superior skill, add your vehicle's Control stat to rolls to Read a Situation with them or Turn Someone On.

### *Whacks On, Whacks Off*

When you attempt to start a machine with **One of the Guys**, add the following:

- The repair is instantaneous, and you jostled things around. It will suffer the 6- result later unless you rolled 12+, or unless magic is allowed. If magic is allowed, this grants you the ability to thusly affect machines.

### **Key Items**

3 items from your EDC are:

- 1,000 yen (may be picked more than once)
- A bit of strategically bent wire or bobby pin
- A can of compressed air or spray lubricant
- A cloth handkerchief, stained with oil
- A multi-tool
- A random tool that will fit in a shirt or pants pocket (determined when it comes up in play)
- A spare change of clothes
- A roll of duct tape

### *Yandere*

"yan" comes from "yanderu" which means to be sick—in this case, sick mentally. On the outside, a yandere is often a normal girl: happy, social, and usually well liked. However, love makes her crazy—often violently so. Fear is at the core of a yandere: the fear that someone will take the one she loves. To prevent this, she is willing to do anything—including kidnapping and murder.

### **Look**

Animalistic Eyes, Blank Eyes, Evil Eyes, or Twitchy Eyes

Bob, Emo Hair, Pinned Hair, or Wild Hair  
Fit Body, Muscular Body, Wiry Body, or Well-fed Body

Baggy Clothes, Bloody Clothes, School Girl Clothes, or Sweats



## Attributes

+2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

## Starting Moves

### *Improvisational Weapons*

If you use whatever is lying around when you fight, you are always treated as having a close, 2-hands optional weapon available. If Adventure Mode is active, it also deals 2 damage. Pick another trait that will give it one or more tags:

Sharp(ened): 1 damage becomes Piercing

Agile: Adds the Agile tag

Hooks, spikes, or jagged/serrated edges: +1 damage, add Messy

Huge: Add forceful, 2-hands optional becomes 2-hands

Versatile: Choose an additional range tag

Light: Becomes 1 handed, intimate. Can't be used with huge

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.



### *Knife Nut*

Knives (A blade small enough to fit along a forearm up a loose sleeve without arousing suspicion) deal +1 damage in your hands, and you take +1 forward on non-violent tasks that involve cutting, such as trimming bonsai trees, cutting vegetables, or making folded paper decorations.

### *Merciless*

When you deal blood damage, deal +1.

### *Seeing Red*

When you assess during combat, you take +1.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.



### *Evil Eye*

When you shoot someone a murderous glance, roll +Weird. \*On a 10+, hold 2. \*On a 7–9, hold 1. Spend your hold 1 for 1 to settle your icy gaze on an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.

### *Scent of Blood*

When you attack an enemy you bloodied, your next attack against that same foe deals +1 damage. This stacks with Merciless

### *Stalker*

When no one else is around, you may hide in a very unusual place (such as in the showers of the wrong locker room, someone's dorm closet, etc.) using Avoid Danger with +Weird. If you attempt to surprise them, they must roll higher than your original Avoid Danger roll or gain the Surprised condition. This allows you to gain one action against them in addition to the normal results.

### **Key Items**

3 items that might help you get someone out of the way are:

- 500 yen
- A first aid kit
- A Journal where you write about Sempai
- A multi-tool
- A roll of duct tape
- A spare change of clothes
- A stolen key to a location of your choice
- An article of clothing procured from an object of your affection
- Scissors



## Privilege

This section entails moves that you can earn as a result of what you own or where you stand in the default society of VN World. You can start with a privilege if it replaces one of your other archetypes.

### Craftsperson

A craftsperson builds anything as simple as bird carvings to as complicated as sentient AI robotics, from as easy as origami, to as strenuous as blacksmithing, and everything in between.

### Starting Moves

#### Workspace



Choose which of the following your workspace includes. Choose 3 accoutrements: a garage, a darkroom, a junkyard of raw materials, a truck or van, machining tools, transmitters & receivers, booby traps. Note: these are specific to a modern setting. Ask Senpai if you want accoutrements from other settings.

When you go into your workspace and dedicate a Montage to making something, or figuring something out, decide what and tell Senpai. Senpai will tell you "sure, no problem, but..." roll +Attribute.<sup>1</sup> \*On a 10+ pick 2. \*On a 7-9 pick 4. Senpai might connect them all with "and," or might throw in a merciful "or.":

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<sup>1</sup> Senpai decides based on your description of the item, and whether or not the item embodies one particular attribute more strongly than the others. Like a Hot car or a Cool sword.

- It's going to take hours/days/weeks/months of work.
- First you'll have to get/build/fix/figure out \_\_\_\_ .
- You're going to need \_\_\_\_ assistants to help you with it.
- It's going to cost you a ton of coin (automatically devote one or more of the prep to coins, but don't take the coins)
- It's going to mean exposing yourself (and any helpers/workers) to serious danger.
- You're going to have to add \_\_\_\_ to your workplace first.
- It's going to take *a lot* of Preparation.<sup>1</sup>
- You're going to have to take \_\_\_\_ apart to do it.

Whenever you have chosen Archetypes that grant access to a building such as the Ojou's mansion, Miko's shrine, or Martial Artist's Dojo, this starting move can be taken as an advanced move.

### **Advanced Moves**

The following can be taken at any level provided you meet other prerequisites

- Spell effects up Weird+1 as a static spell you no longer have to ritualize. It may have other requirements
- Moves that grant access to buildings or vehicles provided your workspace is equipped to construct them.
- Additional Workspace Accoutrements on a 1:1 basis.

### **Driver's License**

Parking space is at a premium in Japan, and some say that to even get a (private) driver's license, you must first prove you have some space to park whatever vehicle you are getting the license for (although working for a transport company resolves that issue). If you advance and take moves in this privilege, you will have moves that are effectively Jobs. To do such a job, you roll Part Time Job with +Cool.

### **Starting Moves**

#### **Fixer Upper**

You have a class 1 driver's license and a vehicle that you were given to fix up. It has 3 armor, 2 Passengers, and 2 points to divide among either Passengers or Control. This means that it is worth 192,000 yen if you need to sell it for some reason (and 6 stress if you're in Adventure Mode. Each 2 passengers is 1 Stress)

### **Advanced Moves**

When you gain a level from 2-5, you may choose from these moves.

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<sup>1</sup> This one is particularly common for things that are made with Stress, such as vehicles or buildings.



### *Chauffer*

You have a class 2 driver's license required when operating a commercial passenger-carrying vehicle. The primary benefit of this move is that you are permitted to drive a vehicle that is (probably, depending on other Archetypes) beyond your financial means.

*Special Note:* After obtaining this move, *Speed Racer* and *Motobushido* are permitted Advanced Moves even if you aren't otherwise a *Bokukko*.

### *Trucker*

The typical course to obtain a simple CDL runs for ten days at an expense of 268,800 Japanese Yen, though you also need a regular license, which can also be obtained at the truck school for 366,800 Japanese Yen and a course load of seventeen days. This move signifies that you have undergone those courses and can now work in the trucking industry (which is vastly different, and much smaller scale in Japan than it is in the US. Long-haul trucking in Japan is likely to mean a trip of no more than one or two days.)

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Pilot*

To Fly solo and be PIC (Pilot In Charge) you need the following documents in order to fly legally and/or to rent airplanes in Japan:



- A Pilot License, issued by the Minister of Land, Infrastructure and Transport; a person who has received this certification is referred to as "airman". This takes anywhere from 50-100 hours at a cost of about 60,000 yen per hour.
- A Medical Certificate, issued by an appropriately authorized Japanese medical practitioner
- A Radio Operator's License, which you will have to obtain by successfully passing a written and an oral test; such test is also required if you come from a country where you already had to take a test and are in possession of a radio license.

Once these requirements are met, you can fly small private planes. For the purposes of this game (although probably not either Japanese law, or actual reality of experience with different aircraft) you can fly anything once you earn this move.

### Key Items

- A wallet with relevant licenses

### Gundere



When you submit to a lengthy licensing, storage, and inspection procedure, you may take this privilege. Citizens are permitted to possess firearms for hunting and sport shooting, but only after submitting to a lengthy licensing procedure. The licenses also allow the holder to buy a few thousand rounds of ammunition, with each transaction being registered. Civilians may also apply for licenses to possess air rifles—low power guns that are powered by carbon dioxide rather than by gunpowder.

### Starting Moves

#### *Sporting License*

When in possession of a Regulated weapon that deals up to 4 damage, you do not have to Deal With the Law.

### Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *NPA License*

When in possession of a firearm used by the National Police Agency in pursuit of your duty, you do not have to Deal With the Law. This includes pistols, and rifles that deal up to 8 damage.

### *Your Paperwork is in Order*

Someone on the inside fills out any necessary paperwork to ensure that you won't be bothered about maps or inspections.

### **Advanced Moves**

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Explosives License*

Whenever you possess a weapon that deals Stress damage, you don't need to Deal with the Law.

### *Riot Gear*

*Requires: Your Paperwork is in Order OR Senpai Permission.*

You ignore the Clumsy tag on armor you wear. You also get Type III armor and a Shield, or an EOD suit.

### *Special Forces Group<sup>1</sup>*

*Requires: Your Paperwork is in Order OR Senpai Permission.*

You no longer Deal With the Law regarding *any* Regulated Weapon. It takes a unique but not impossible set of circumstances to make this move available before the character has reached 6<sup>th</sup> level. Such circumstances mitigate the need for any of the other moves in this playbook. If you have this move, along with the Pilot move, you may pilot mecha if they are available.

### **Key Items**

- A firearm that counts as 3 equipment picks

### *Emergency Medical Training*

Japan-like the United States-has a fire based ambulance service that provides cardiopulmonary resuscitation bone setting, and other minutiae that may save a life in an emergency. When you have taken the advanced course, you also know bone setting, and may earn this Privilege.

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<sup>1</sup> You are a member of a super-secret group formed to investigate the alternate dimension you are now a part of.



## Look

As other archetype except those with EMT privilege often are dressed in Fatigues, Fire Department Clothes, Lab Coat, or Scrubs

## Starting Moves

### *Advanced CPR*

Whenever you use modern methods of resuscitation, roll against the *greater* of +Smart or +Cool rather than the lesser.

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Mobile Operating Theater*

Whenever you have access to an infirmary, you bring along supplies that mitigate facility requirements on surgical procedures. If you don't have access to medical facilities, your supplies count as an infirmary. In any case, you provide facilities for surgical recoveries.



*Recovery Time: With any surgery, recovery can take anywhere from a few hours, to days, to weeks. In order to avoid taking the player out of action for what could be one or more sessions, it seems reasonable to abstract this by allowing them to use the Montage mechanic (such as by regaining their full range of motion) to ease recovery. 3 hold could require a month to recover from, 2 hold could require a week to recover from, and 1 could require a day to recover from. Each point of preparation could reduce this by a step, reducing any time less than a day to "outpatient procedure", which allows the patient to leave as soon as the anesthetic wears off.*

### *Cosmetic Surgery*

*Requires: Either an actual Medical Theater, or the Mobile Operating Theater ability*

Whenever you facilitate a change in someone's life through surgery, you may roll the greater of +Smarts or +Hot. \*On a 10+, gain 2 hold. \*On a 7-9 gain 1. You may spend hold one for one on the following:

- Swap two of the patient's Attributes
- Change the Body component of the patient's look to any other component of their choice.



- Modify the numerical value of one Vital Statistic by an amount equal to your rolled attribute in the direction the patient prefers.
- Increase or decrease cupsize by the same amount as the Attribute you rolled in the direction the patient prefers.

\*On a miss, gain 1 hold, but one of the following occurs:

- The surgery was successful, but the patient lost 1d6 blood
- The patient gains an ugly scar, or otherwise looks very unnatural suffering -1 Hot.

### *Emergency Surgery*

*Requires: Either an actual Medical Theater, or the Mobile Operating Theater ability*

**Whenever you attempt to ease suffering,** you may roll the greater of +Smarts or +Cool.

\*On a 10+, gain 3 hold, on a 7-9 gain 2. You may spend hold 1 for 1 on the following:

- If someone was dismembered within an hour, (longer if you also use Big Magic) you may restore their limb to its original function.
  - This takes several hours with or without magic
  - You can restore fingers and toes without needing to restore function
- If someone was dismembered longer than an hour ago, and you don't have big magic, you may apply a prosthesis that has the Integrated quality.
- Remove 1 Condition that isn't permanent without magic, or one condition that is with magic.
- Restore 1 Blood to them per hour.

**When you gain a level from 6-10,** you may choose from these moves, as well as level 2-5 moves.

### *Instant Boner Miracle Cure*

**When you are presented with a potentially lethal medical situation,** you may roll +Smarts to provide a cure. However, it has Side Effects \*On a 10+ the patient is cured in a single dose \*On 7-9 the patient takes a week of daily meds but suffers the Side Effects.<sup>1</sup> \*On 6-, the patient suffers the side effects but is not cured.

### *Nanomed's*

*Requires: Either technology for the creation of androids within the fiction, or a reason the character should be able to invent nanomedical technology*

**Whenever you supplement your training with nanotech wonders,** Take +1 forward and reduce the procedure time to mere minutes. Also, reduce recovery times by one step as the bots are designed to augment the body's natural processes.

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<sup>1</sup> Side Effects: Upon taking this medicine, the patient may enter a state of intense arousal and blood flow to the genitals. Each hour in the aroused state causes 1 Bruise damage to the patient (ignoring armor). Left untreated, the condition deals blood damage (ignoring armor). The only known way to treat the condition is to generate 1 Nukige hold by genital manipulation per point of bruise or blood damage the patient has suffered.

### *Improved Nanomeds*

Whenever you gain this ability, your surgical procedures pick one of the following benefits and apply it to your nanotech permanently. Your nanomeds gain a mark (Mk. II, Mk. III and so on) every time you earn this ability and apply a new benefit.



- +1 Hold
- Can be used fast enough for combat (takes a turn)
- Don't affect recovery times
- Your nanomeds qualify as magic for the purposes of surgery abilities that differ based on whether you use magic.

### **Key Items**

- A doctor's bag full of sanitation and wound supplies. Not limited by uses, but the doctor may need to go back to the office for supplies on a Compromise. Counts as 3 picks.

## Kyonyuu



+You have "huge milky breasts (whether they actually lactate depends on what moves you pick from this archetype). This privilege requires nothing special other than Senpai permission, and is automatically available to anyone who has the Mother archetype.

### Attributes

+2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: Take your other largest option, and advance it by 3 letters.

### Starting Moves

#### *Extreme Sexual Dimorphism*

When you generate your character's Body Shape, modify Cupsize, Bust, Waist, and Hips with +Weird the same way you do with +Hot. Thus, if you would add +Hot, you also add +Weird,

and if you would subtract +Hot, you also subtract +Weird.

### Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

#### *Nature Compliments Nurture*

You produce breastmilk that counts as a number of rations *for other people* equal to the numerical value of your Cup Size's placement in the alphabet. Whenever consumed, it resets at the higher of +Weird or +Hot per day.

#### *Shameless*

Whenever you roll 6-, you may choose not to take the normal -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.

### *Tough Titties*

Whenever you wear armor, your breasts impose  $-(1/2 \text{ armor value})$  ongoing to +Sports rolls. In exchange, your breasts provide armor equal to your +Weird.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### *Especially Nurturing*

*Requires Nature Compliments Nurture*

Advance Cup Size by 1 letter. Your breastmilk counts as Mystery Food X and those consuming it get +1 forward on their roll to scarf it down.

### *Gainaxing Oppai*

*Requires Tough Titties*

Whenever you defend, Roll +Weird instead of +Cool. Take +1 ongoing to defend in any situation where either of your breasts could conceivably get in the way.

### *Mother Superior*

*Requires Especially Nurturing*

Advance Cup Size another letter. People who drink your breastmilk hold 1 more on Scarf Down Mystery Food X, even if they roll 6-.

### *Mother*

Whenever you are sexually active, you may take this privilege the next time you level.<sup>1</sup>

#### **Look**

You look much like you did before you got pregnant, except you have a Childbearing Body. add +1 to Base Cup Size per previous child, and another +2 while you are with child.



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<sup>1</sup> Or immediately if you're infected with the H Virus, or as soon as you take a positive pregnancy test.



## **Starting Moves**

### ***Socially Venerated***

For the duration of the pregnancy that prompted this privilege, and any thereafter, attempts to Aid others take –Hot as people don't want you to overexert yourself. When people make Defend rolls pertaining to you, they add *your* +Hot instead.

### ***Engorged Breasts***

This move itself doesn't do anything other than allowing you to take breast milk and breast size related moves from Kyonyuu (so *not* Shameless or That's My Sideboob), and increase cupsize by 3.

## **Advanced Moves**

When you gain a level from 2-5, you may choose from these moves.

### ***A Mother Knows***

Whenever you successfully Turn Someone On, you may also ask them two of the following Assess questions:

- How can I get your character to \_\_\_\_\_?
- Is your character telling the truth?
- What's your character really feeling?
- What does your character intend to do?

### ***Housekeeping***

Whenever you engage in a typical "mom activity", you gain +1 ongoing. Examples include cooking, cleaning, taking care of your 'friend from infancy', etc. Although this can sometimes mean she is submissive, (obeying and assisting authority figures-father, husband, sometimes father-in-law or older brothers, as well as older and/or more respected females) this just as often means a strict countenance if she thinks it's what someone in her care needs.

### ***Drill Sergeant***

As long as you're around, no NPCs in your charge will have discipline problems. A hard glare or sharp rebuke will be enough to keep them in line (For players, this is equivalent to Turn Someone On). Furthermore, you may roll +Hot to prevent another PC from having to Deal With the Law, but they will owe you later.

When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.

### ***Just an Old Soul Passing By***

When you are not doing anything conspicuous, hostile, or specifically being actively hunted for, you can pass any area unnoticed.

### Hot Mess

#### Requires Housekeeping

As long as you are engaged in "mom activity" it doesn't matter how disheveled, frazzled, or out of sorts you look, you ignore penalties to +Hot rolls.

### Key Items

Pick 3 items from either Osananajimi or Tsundere lists that are appropriate and don't suggest substance abuse.

### Shopkeeper

Whenever you purchase Real Estate that you can rent out or sell from, you may choose this privilege.

### Starting Moves

#### Run a Shop

Replaces Part Time Job.

You have a shop that has a number of staff equal to your Defining Attribute +1, and a Maximum occupancy (Occ.) of 4 per point of Defining Attribute

What your business venture is determines your Defining Attribute

- If it's a Cool job, roll +Cool
- If it's cooking, singing, dancing, or adult entertainment roll +Hot
- If it's highly technical, roll +Smart
- If it is highly physical, roll +Sports
- If it contains the words "physics", "library", "investigate", or similar, roll +Weird
- Subtract 1 for each missing staff



**When Montage for a week with the shop's finances, roll + (Defining Attribute). \*On a 10+, a week went off without a hitch and/or your customers were all satisfied. The shop operates at full occupancy, earning the amount stated for the business, and pays Total Attribute (of all staff) x 50,000.<sup>1</sup> \*On a 7-9, there was an accident or complication that left a customer unhappy, or the shop only operates at reduced occupancy, earning 2/3 the amount. \*On a miss, the shop loses a staff member<sup>2</sup>, earns 1/3 the amount.**

### **Advanced Moves**

**When you gain a level from 2-5, you may choose from these moves.**

#### *Local Franchise*

You have a few locations in a large city or perhaps one location in a few smaller towns. This is equivalent to a Zaibatsu. Restaurants or Grocery stores have a venture equivalent to Agriculture, Hotels are a Hotel Chain, with possible Escort Service. Other than that, the franchise details are up for discussion.

**When you gain a level from 6-10, you may choose from these moves, as well as level 2-5 moves.**

#### *Gone Corporate*

You are definitely national, possibly multi-national. This move is equivalent to Wealthy Zaibatsu.

### **Key Items**

Add these items to your list of options

- Appropriate business license
- Facility keys
- A stack of business cards
- A company ledger
- Company Stationary
- A laptop
- Accounting Calculator

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<sup>1</sup> Assume the same score as you unless otherwise specified. This amounts to 6,000 x Attribute for 7 days plus 8,000 per person for incidentals

<sup>2</sup> The staff member may be fired, or this could be a springboard for adventure mode, as any Adventurers are sent to investigate a missing person that the police can't really do anything about.

## Choose A Drive

What sort of thing do you aspire to when you are not being noticed by Senpai? Your choice determines something else that you Mark RP for. In any case, you can only gain RP for Drive once in any Scene if the GM is willing to give Drive RP frequently, or once in a session, mission, or story arc if not. You cannot for example, Assert Superiority, have the other person concede your point, and then continue asserting your superiority for additional points in the same scene.

### Acceptance and Recognition

When you make someone acknowledge the effort, you've put forth, Mark 1 RP.

### Adrenaline



When you endanger yourself for no reason than the release of endorphins, Mark 1 RP. You may forgo this RP to gain +1 forward on a life-threatening stunt.

### Artisanship

Whenever you create your Magnum Opus, Mark 1 RP and choose a new Drive.

### Assert Superiority

When you prove you are better than someone else, Mark 1 RP.<sup>1</sup>

### Celebrity

Whenever you become nationally or world famous, Mark 1 RP and choose a new Drive.

### Conflicting Interests

Whenever you *must* make a choice that *will* hurt someone or something you care about, Mark 1 RP.

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<sup>1</sup> This does not require combat. It can be tempting to throw other players under the bus with this. Sensei would like to encourage you not to do it, to the extent that he's willing to give Senpai the license not to give you RP if you're being too destructive to other players with it. The game is about rivalries, not blood wars. This may vary in games that explicitly PvP such as those that contain Yandere characters, but they could murder you so... tit for tat.



### Cure

Pick an ailment or condition within the world that is untreatable. **Whenever you make a medical breakthrough for that condition, Mark 1 RP and choose another Drive or ailment if you discovered the cure.** If the cure prevented another player from dying or becoming an unplayable NPC or enemy, they gain 1 RP.

### Curse

You want to see a blight upon the land or its people. **When you spread disease or waste, whether mundane or magic, Mark 1 RP.**

### Escape

Upon selection of this drive, work with Senpai to come up with a dangerous situation that you are in (or simply replace the Drive you have if you end up in such a situation through the course of play). **When you successfully flee, mitigate, or eliminate the danger, Mark 1 RP.** If you eliminate the threat entirely, choose another Drive.<sup>1</sup>

### Exhibitionism

**When you knowingly allow someone to witness you engaging in a lewd or sexual act, Mark 1 RP.** You may instead forgo the RP in exchange for avoiding Embarrassment related to self-imposed nudity.

### Fervor

**When you convert another to your cause, Mark 1 RP.** If the other character is a player, they gain 1 RP.

### Friendship

**Whenever you meet new and interesting people, Mark 1 RP.** When another player shows you their loyalty in an extreme manner, they gain RP.



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<sup>1</sup> You cannot choose this drive if there are too many dangers to count, or they don't pose a credible threat beyond the "typical" threat for the game.

### Get on Honor Roll

Whenever your grades get high enough to be honored for them<sup>1</sup>, Mark 1 RP. If you're already on the Honor Roll, Mark 1 RP per exam that doesn't lower your GPA.

### Gossip

Whenever you uncover a secret through rumor, Mark 1 RP.

### Guardian

Whenever you suffer for no reason other than protecting someone you care about, Mark 1 RP. If your final sacrifices are honored by the other players, they gain 1 RP.

### Creed

Whenever you take a significant risk for wealth, Mark 1 RP.<sup>2</sup>

### Home

When Senpai tells you that you feel a sense of safety and belonging, Mark 1 RP.

### Inner Peace

Whenever you settle a confrontation without violence, Mark 1 RP.

### Laughter

Whenever hostilities cease because of your slapstick or wit, Mark 1 RP.

### Lazyness

Whenever you convince someone else to do something that's your job or duty, Mark 1 RP. If the other person is a player, and they did it out of loyalty to you, they gain 1 RP.

### Loss

Whenever you come to terms with a loss, Mark 1 RP and choose a new Drive.

### Marriage

When you and your Senpai lover set a date, Mark 1 RP. When you take the vows in a wedding ceremony, mark 1 more and choose a new Drive. If the other players are active participants fulfilling special roles within the ceremony and/or reception (ring girl/maid of honor/best man/ussher/bartender) they also gain 1 RP if it goes off without a hitch.

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<sup>1</sup> 3.0 or higher

<sup>2</sup> Again, Senpai has explicit permission not to give you RP if you're being too destructive to other players with this drive.

### Own a [Type of Business]

Whenever you put down payment on the specified Real Estate, or if you are able to make more than 1 payment at any given time, Mark 1 RP.

### Pandered to

Whenever your fame or popularity gets in the way of your daily life, is more inconvenient than it is worth, and provides unwanted attention, Mark 1 RP.

### Panderer

Whenever you meet someone you are obsessed with, or gain memorabilia they have marked or owned, mark 1 RP.

### Parent

When you or your spouse bears a child, Mark 1 RP. When your child reaches a milestone in your presence, mark another.

### Publish

Whenever you write a book, manga, thesis, etc. that your peers or business partners deem worthy of publishing, Mark 1 RP.

### Rebellion

When you break the law or defy authority,<sup>1</sup> Mark 1 RP.

### Restitution

When you clear your name of a significant embarrassment or crime, Mark 1 RP.

### Romance

When you go on a date that you and your date feel is enjoyable and fulfilling, Mark 1 RP.

### See the world

When you go somewhere you've never been before, Mark 1 RP.

### Self-Destructive Path

Whenever you suffer a great deal because of a stupid mistake you consciously made, Mark 1 RP.

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<sup>1</sup> Again, Senpai has explicit permission not to give you RP if you're being too destructive to other players with this Drive.

### Self-Indulgence

Whenever your overconsumption of pleasurable food and drink causes you to suffer later, Mark 1 RP. You may forgo this RP to automatically Avoid Danger against starvation within the next 24 hours.

### Sex

Whenever you engage in penetrative sexual intercourse<sup>1</sup>, Mark 1 RP. You may forgo this RP to ignore any Embarrassing circumstances associated with the act or the conditions in which it takes place.



### Show Off

Whenever you impress someone with your luck, skills, or wealth,<sup>2</sup> Mark 1 RP.

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<sup>1</sup> Not merely the Nukige move, although that move covers sex. Also, lesbians can use fingers and tongues to do the penetrating so they're not left out. This sex should also not violate the rules in place for the locale in which you play the game.

<sup>2</sup> How this manifests is up to Senpai, but it is never "I show off", and it's never mere success at a roll. It's *how* you attacked that creature, or the extravagant *detail* you put into the impressive displays you purchased with your Zaibatsu Hold, because otherwise, you have a 6/36 chance to just gain RP for "showing off" because you succeeded in hitting something, or Zaibatsu suddenly becomes free points.



### Truth

Whenever you uncover a hidden truth or reveal corruption, Mark 1 RP.

### Vengeance

When you harm or slander someone for no reason other than to get back at them, Mark 1 RP.<sup>1</sup>

### Violence

Whenever you settle something violently when a non-violent solution exists, Mark 1 RP.<sup>2</sup>

### Voyeurism

Whenever you catch someone engaging in a lewd or sexual act, gain 1 RP. You may Forgo this RP in exchange for avoiding Embarrassment associated with witnessing the act.

### Win the Nationals

Whenever you win a competition bringing you one step closer to winning the Nationals, Mark 1 RP.

## Choose Equipment

Different types of VNs have different setting assumptions. This book is written with the understanding that everyone will have their archetype's clothes, textbooks if the game takes place in a school, and 3 key items from each of their archetypes. If a move suggests you have certain gear, it may be given to you in the context of the fiction. If the game tracks budget, assume the first month has been paid.

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<sup>1</sup> Again, Senpai has explicit permission not to give you RP if you're being too destructive to other players with this drive.

<sup>2</sup> Again, Senpai has explicit permission not to give you RP if you're being too destructive to other players with this drive.

## Equipment and Prices

### Cost of Living

In school-based games, budget is often ignored; it is assumed to be paid by the parents or scholarship. How much they pay depends on your GPA. This makes having a high GPA (and thus scoring high on Exams) useful outside the limited context of starting bonds. The table below should be used to help determine how much of your budget is paid for by parents or the school:

GPA	Budget	Examples
1.0	Use the full rules	Homeless, Delinquent,
2.0	Low	Cashiers, Waitresses, Construction
3.0	Medium	Managers, Teachers,
4.0	High	Doctors, Lawyers, Executives

### Basic Budget

#### Food

##### Low budget

500 yen per meal

At this level, you will have to live from convenience store food (inexpensive lunch boxes, bread, rice balls, noodles, curry, donburi, hamburger, etc.) and fast food restaurants like McDonald's or Mister Donut, which offer inexpensive options,

##### Medium budget\*

1,000 yen per meal

At this level, many coffee shops and some restaurants in shopping areas and around train stations you will have an even larger range of food set specials for around 1000 yen. Conventional restaurants are generally more expensive in the evening than during lunchtime, as there are no lunch specials. At this level, you will be able to enjoy a nice dinner at a wide range of fast food and conventional restaurants, including the restaurants found in department stores where meals typically cost between 1000 and 2000 yen, not including alcoholic drinks.



### *High budget*

Above 1,000 yen per meal

Hotel meals and buffets will usually cost you more than 1000 yen. Breakfast buffets in first-class hotels typically cost between 2000 and 3000 yen. A lunch at most conventional restaurants cost typically between 1000 and 3000 yen. With 3000 yen per person, you will be able to have a good dinner at a wide range of restaurants. Calculate 5000 yen upwards per person for a dinner at upper class restaurants specializing in sushi, French cuisine, sukiyaki, kaiseki-ryori, steaks, etc.

### **Lodgings**

#### *Low budget*

150,000 per month.

At less than 5,000 yen per night, you can find a dormitory, hostel or studio apartment in most cities and regions of Japan. Typically words like loft or flat aren't used, instead you'll see abbreviations in a #RLDK format where R designates Room, L designates Living Area, D for Dining Room, and K for Kitchen. Though L, D, and K are not typically separated, it should be noted that an LDK is bigger than a DK (A 1k is a single room with a kitchen and usually a bath. 20 square meters is a typical size - about 13 mats, while a 1DK will have an eat-in kitchen or at least enough space to put a small table right off the kitchen with an additional room for sleeping. About 23 square meters - about 15.5 mats). 1Ks and 1DKs are provided for teachers of large schools. Some schools subsidize rent, while others do not. Each school and situation is unique in how they handle it. At this budget level, you do not have to worry about items worth 1,500 yen or less.

#### *Medium budget*

300,000 yen per single room per month or 450,000 yen per double room per month.

Up to 15,000 yen per night, you will find a medium sized apartment, or rooms in business hotels, minshuku <sup>1</sup> and inexpensive, no-frills ryokan. <sup>2</sup> Some tour packages include accommodation at Western style hotels at this price level. At this budget level, you don't have to worry about items worth 3,000 yen or less for a single room, or 4,500 for a double room

#### *High budget*

500,000+ yen per room per month.

Starting around 10,000 yen per person, you can get rooms in better business hotels and inexpensive Western style hotels. A stay at a ryokan with two meals included typically

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<sup>1</sup> Japanese style "bed and breakfast" lodgings. They are usually family run, offer Japanese style rooms, and often include one or two meals in the price.

<sup>2</sup> Traditional Japanese style inns with Japanese style rooms. A stay at a ryokan typically includes dinner and breakfast and is recommended to all travelers to Japan as it gives you the opportunity to experience a traditional Japanese lifestyle.

costs between 10,000 and 30,000 yen per person and night. At this budget level, any item worth up to 5,000 yen is negligible for you.

### Optional Rule: Wealth is a Stat

For games where Wealth is too much of a hassle, you may use a Wealth Stat to roll for any and all transactions. Your Wealth Stat is determined by your Key Item picks for your archetypes. It is up to Senpai whether to use your single highest pick or the sum of your total picks to determine your Wealth.

Wealth Stat	Yen Equivalent	Coin Equivalent	Budget
Poor (-2)	500	1	Low
Lower Middle Class (-1)	1,000	2	Low
Middle Class (+0)	1,500-2,000	3-4	Medium
Upper Middle Class (+1)	2,500-3,000	5-6	Medium
Filthy Rich (+2)	3,500-5,000	7-10	High
Loaded (+3)	10,000	20+	High

### Spending Abstract Wealth

When you pull out a fat stack of cash, if an item's cost is equal or lower than the stated equivalent of your Wealth Pick(s) make a roll with +Wealth. If the cost is greater, still make the roll, but the results are 1 step lower, requiring a 12+ to gain the effects of a 10+

\*On a 10+, you obtain whatever your cash was staked to buy without lowering your wealth.

\*On a 7-9 you get the thing, but one of the following happens:

- Wealth score is lowered by 1.
- The item is contraband, inferior, or stolen.

On a 6-, one of the following happens

- Get the thing but:
  - Lose 2 Wealth
  - You must do a favor
- Don't get the thing but:
  - Lose 1 wealth (such as by a finder's fee, a local ordinance levying fines against the intended purchase, and so on)
  - You *could* get the thing if you were willing to steal it.

If you would be charged above your yen/coin equivalent take the difference in steps as a penalty (making it more likely you will roll low enough to lose Wealth Levels)



### Special Case: Deal with the Law

Under the normal rule for Deal With the Law, you may be subjected to fines based on your crimes. If you use this rule, replace 10,000 yen per crime with a + (Wealth-Crimes) roll. That is to say that your crimes make it harder to pay the fine for a failed Deal With the Law.

### Special Case: Zaibatsu

Replace the first bullet point with:

- You ignore purchase rolls for this session/episode/until the next Montage longer than a week.

### Individual Prices

The prices listed below are approximations to the nearest 10 yen that use a dollar to yen exchange of 1-100. Variations of at least 20% are to be expected. The prices listed here are not to make players pay for tedious things, they are in case the player wants to buy something they *explicitly do not have*, such as replacing a shirt that gets torn, going to a love motel, etc. If any of these prices are below the amount the person would have to worry about, ignore it.

### Books

Some Key Item entries have books listed as even outside their usual settings (an linchou always shows up at school) they have Books as a Key Item (in the linchou's case, textbooks for a full course load). If these are core to the concept, but replaceable (The unicorn coloring book listed in the Cuckoolander entry) they need to have a section devoted to the price of replacing them.

Item	Price
Book of Names	4,000
Composition notebook	400
Handmade Tome	50,000
Hardback (Best Seller)	5,000
Hardback (New)	2,500
Hardback (Used)	1,000
Journal (no lock)	1500
Journal (cheap lock, parchment pages)	2000
Paperback (New)	600
Paperback (Used)	300
Student Handbook	10,000
Textbooks for the full course load	25,000

### Clothes

This table is for replacing torn or lost clothes.

Item	Price
Blouse	1,900
Cosplay Miko Uniform	4,400
Cosplay ninja suit	10,000
Cowboy Boots	10,000
Winter Jacket	6,000
High-heeled boots	6,000
Jeans	8,670
Kimono/Yakata	9,000
Lingerie set	1,020
Men's leather business shoes	12,590
Platform Shoes	3,150
Loungewear	9,900
Skirt	2,200
Sport shoes/Sneakers	9,010
Bomber/Letterman Jacket	9,900
Summer dress	4,440
Winter Boots	4,990

### Consumer Electronics

Several Archetype entries list key items that play a significant part in a modern society, but which are non-trivial to replace. This section will include prices for those items. These prices are not an absolute authority on pricing. They constitute a "reasonable average price". Often prices are between half and double the listed values.

Item	Price
Batteries for a single rechargeable device (for about a year)	1,000
Camera (Digital, Handheld)	10,000
Camera (DSLR)	50,000
+Assorted Lenses	+100,000
Cell Phone (Flip)	10,000
Cell Phone (Smartphone)	50,000
+Bluetooth	+8,000
E-reader	6000
Graphing Calculator	10,000
Laptop (Current)	40,000
PDA	20,000
Printer (desktop)	10,000
USB stick or SD Card, or packet of several 3.5" floppy disks	100 per GB
Desktop PC (Fast)	100,000

## Food

Use this table if the player is planning something like a party that requires extensive cooking.

Item	Price
1 pint domestic beer in the supermarket	270
½ kg of Beef Round	850
1 beer in neighborhood pub, 1 pt.	460
1 bottle of mid-range table wine	1,200
1 bottle of red table wine, good quality	1,620
1 bottle of water	140
1 cocktail drink in downtown club	990
1 gallon of whole fat milk	700
1 kg <sup>1</sup> of apples	720
1 kg of potatoes	370
1 kg of tomatoes	720
1 loaf of bread	155
12 eggs, large	290
1kg of bananas	290
500 gr <sup>2</sup> of boneless chicken breast	410
500 gr of local cheese	1,030
American soda 12 ounces	140
American soda, 2 liters	240
Basic lunchtime menu (including a drink) in the business district	1,000
Basic dinner out for two in neighborhood pub	6,720
Cappuccino	375
Combo meal in fast food restaurant	650
Dinner for two at an Italian restaurant	7,070
Tea Ceremony	2,000

## Lodgings (price per night)

Item	Price
Business Hotel	7,500
Capsule Hotel	3,500
Love Hotels	9,000
Manga Cafe	2,250
Temple Lodging	6,500
Vacation House	30,000
Western Hotel	29,000

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<sup>1</sup> 2.2 lbs.

<sup>2</sup> ~ 1 lb. (actually closer to 454 grams)

## Transportation

Item	Price
1 liter of gas	130
Monthly ticket public transport	11,370
Taxi Start	720
Taxi trip on a business day, basic tariff, 8 km. (5 miles)	3,650
Taxi, 1 hour wait	3,030

## Survival and Miscellaneous

The items listed here are separate because they warrant some description. Some of these items are in/from Adventure Mode. The ones that have some effect, or real world equivalent are listed here with Yen prices.

### Antitoxin

1 use, 5000 yen

When you drink or inject antitoxin, you're cured of one poison affecting you.

### Bandages/First Aid Kit



10 uses, slow, 2500 yen

When you have a few minutes to bandage someone else's wounds, heal them of 1 Blood damage and expend a use.



### **Duct Tape**

30 meters, 500 yen

Made from two-inch wide strips of silvery-colored artificial cloth, leather, or polymer, this durable universal construction tape is reinforced by a tough fiber mesh and treated on one side with strong adhesives. The end result is a product that can patch holes and tears and bind together nearly any solid objects. It will adhere to nearly any dry surface, yet is easily removed by hand. Usage amounts are not given because each use consumes a number of meters equal to either 3-Cool or 3-Smarts (minimum 1). Once an object has been repaired (or a use has been applied to one that isn't) you may expend more Duct Tape to make an item Sturdy.

### **Expedition Gear**

5 uses, 10,000 yen

Expedition gear is a collection of useful mundane items such as poles, spikes, ropes, writing utensils, etc. When you rummage through your adventuring gear for some useful mundane item, you find what you need and mark off a use.

### **Fishing Pole (Bamboo)**

1500 yen

This pole is fairly cheap and allows you to roll +Sports to catch fish. It's a +Sports or +Smarts roll to prepare game or fish for consumption later. It's Scarf Down Mystery Food X to consume them without getting sick.



### **Fishing Rod and Reel (Synthetic)**

30,000 yen

This synthetic pole is far more sturdy and the addition of a reel makes it more useful for fishing. This means it gives +1 Ongoing to +Sports rolls to catch fish

### **Real Estate: or Owning Your Own Home/Business**

A lot of research was done into the prices of a lot of things in Japan, and while real world real estate is probably too complicated for a harem RPG, it caused Sensei to approach a "gameable abstraction". Buildings have a number of aspects determined by their stress value.

- +1 per Occupant/Passenger (Occ. Includes basic but adequate accommodations, Passenger entails no accommodations)
  - A bed is 2 Occ.
  - A booth table or pew is 4 Occ.
  - If a complex consists of multiple rooms, minimum occupancy is the number of rooms
- +1 per point of Armor (Table in Adventure Mode section)
- +1 per notable feature, even if it's decoration
- +1 per Move an occupant can do (needs 1 Occ. per move unless otherwise stated)
  - Armory (Provides weapons for Archery/Martial Arts/Kendo)
  - Cafeteria *or* a Kitchen (serves 4 people per +Hot of the Staff)
  - Infirmary (1 Nurse can tend to 1 room (2 Occ) per +Cool)
    - An operating theater counts as 4 stress.
  - Lore Library
  - Mounted Weaponry
  - Move like a vehicle (has additional stress of 1 per Control Stat)
  - Mystical Library/Laboratory
  - Onsen (permits Nukige!)

In Dungeon World, a hovel is the lowest unit of living quarters, but is basically a rundown shack Armor might be 1, but it's in disrepair and easy to circumvent, and it's *certainly* not comfortable. A Cottage, the next unit up is 2500 coins. This probably is both 1 Armor, and 1 Occ. At 2 Stress for 2500 coins, Senpai could probably charge 1,250, or 1,000 coins per point of Stress. The conversion rate to yen is 500 yen per coin. This book assumes 1,250. Therefore, real estate costs 625,000 yen per point of Stress.

## Defining Attributes

Common Real Estate items have Defining Attributes, and Earnings Per Week for use with the Shopkeeper move *Run a Shop*. Defining Attributes are listed below:

### **Bakery**

Defining Attribute: +Hot

Weekly Earnings: Occ. x 21,000 per week

### **Cafe**

Defining Attribute: +Hot

Weekly Earnings: Occ. x 30,000 per week

### **Business Hotel**

Defining Attribute: +Smarts

Weekly Earnings: Occ. x 53,000 per week

### **Capsule Hotel**

Defining Attribute: +Cool

Weekly Earnings: Occ. x 25,000 per week

### **Love Hotels**

Defining Attribute: + Hot

Weekly Earnings: Occ. x 65,000 per week

### **Manga Cafe**

Defining Attribute: +Cool

Weekly Earnings: Occ. x 16,000

### **Temple**

Defining Attribute: +Weird

Weekly Earnings: (Population, up to 10,000 in a district of a larger city or metro) x 500 yen.

### **Vacation House<sup>1</sup>**

Defining Attribute: +Sports

Weekly Earnings: Occ. x 210,000

### **Western Hotel**

Defining Attribute: +Sports

Weekly Earnings: Occ. x 203,000

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<sup>1</sup> Cuz 'Murica! Go Sports!

### Example 1: Small Shinto Temple

"Shrines can be very large, as for example Ise Shrine, or as small as a beehive, as in the case of the hokora, small shrines frequently found on road sides." We'll assume a shrine worth mention is at least the size of a temple, and has at least:

1. A Kagura-den (building dedicated to Noh or the sacred kagura dance)
2. Shamusho (the shrine's administrative office)
3. Ema (wooden plaques bearing prayers or wishes)
4. Sessha/massha (small auxiliary shrines)
5. Komainu (the so-called "lion dogs", guardians of the shrine)
6. Haiden (oratory)
7. Honden (main hall, enshrining the kami)

That's 7 features, 4 of which are buildings. It's probably made of wood, for 2 Armor. This temple is therefore  $7+4+2=13$  Stress. At 625,000 yen per Stress, this is 8,125,000 yen. Real Estate costs 1% of its price per month to pay off (81,250). This example Shrine on its own is Low Budget.

If the character pays their own budget, it increases by 1 level. If they didn't before purchasing the church, they do now.

### Example 2: Bazooka Café

The protagonist started to run his father's beloved cafe because his dad was getting old and the café wouldn't stand his absence while he recovered in bed, though, so the protagonist knew his duty – he gave notice at the office job, and entered the whole new world of cafe management! The staff are four of the women most important to him, and also four women with gigantic boobs. A personal impression of the image provided gives Cocoa, Mitsuki, and Narumi at +3 Hot and Yayoi at +1. This is 10 points in total, thus the café can have 40 Occ.

The Building has

- 2 Armor wood structure
- Kitchen
- 40 Occ
- An outdoor venue probably counts as a Decoration

This is 45 Stress, making the building worth 28,125,000 yen. This building can be paid for at 281,250 yen per month (Medium Budget). Although this provides an opportunity to see the Run a Shop move in action. On a good week (roll 10+ by the owner), Bazooka Café earns 1,200,000 yen. The staff has a total of 10 Hot, so the owner pays 500,000 yen (10 x 50k) and has another 700,000 left over to pay their monthly cost. Even with real estate expenses, there's enough left over to be fully medium budget.





### Vehicles

The primary differences between vehicles and buildings are that Buildings don't usually move (no Control stat) and Vehicles have Passengers instead of Occ. The difference in space between having Passengers, and having Occupants is significant, therefore a vehicle that does not have full rooms is cheaper—32,000 yen per Stress instead of 625,000. A vehicle that has functional living space, such as a huge cargo ship, or starship is worth the full price.

## Adventure Mode

In Adventure Mode, **one or more** of the following assumptions is required

- The Adventure World is the default world
- The Real World is something like Modern Japan, but there is a portal extending from the default town to the Adventure World. The Adventure World manifests in many different ways and can be anything from the Fae Realms to The Void to a Dreamscape. Your collective imaginations are the limit.
- Some characters may be unable to traverse to the Adventure World, and denizens of the Adventure World have contact with those from the real world only sparingly, or more likely, as plot points.
- Items from the Adventure World may not interact with the economy of the Real World, but may be tradeable in a sort of Bazaar of Curios or Junk Yard, or something—If for nothing other than the value of their weight in materials.
- The Adventure World may be subjected to different laws both of man, and of physics, than the Real World, particularly magic.

### New Stats?

If you want to play a character that can do things within the adventure portion of a Harem Comedy, there are two ways to go about it. One is to create an entirely separate sheet for it, and the other is to make a table of Attribute and Move equivalencies, and then cobble together a fusion of the other intended system, and this one. Here are a few Stat/Attribute conversions for existing World Engine games:

#### Attributes

VNW <sup>1</sup>	DW <sup>2</sup>
Cool	CON
Hot	CHA
Sports	STR/DEX
Smarts	INT
Weird	WIS
GPA	Bond

The Primary source for this document is Dungeon World, because while there are other available materials (see *Inspirations*), Sensei is vastly more familiar with the Dungeon World. This chapter will include lots of information from both Dungeon World and Inverse World.

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<sup>1</sup> Visual Novel World

<sup>2</sup> Dungeon World



### Moves

VNW	DW	Ration Required
Archery	Volley	No
Assess	Discern Realities	No
Avoid Danger	Defy Danger	No
Martial Arts/Kendo	Hack and Slash	No
More Efficient Montage (+Smarts)	Perilous Journey (Quartermaster)	Maybe
Nukige!	Recover and Make Camp	Maybe
Turn Someone On: Please don't attack us	Perilous Journey (Scout)	No
Pop Quiz	Spout Lore	No
Scarf Down Mystery Food X	--	Yes
Take Relationship to the Next Level	Level Up	No
Turn Someone On	Parley	Maybe

### Foraging

If we apply this for foraging, anyone rolling +Smarts to collect safe ingredients gets 1 more on a 10+. Characters can cook regular food/rations at a rate of 1 man hour per prep devoted to food, up to the +Hot of all people involved in the cooking. Any normal food left over counts as rations for future use. For example, if a character was able to gather 4 prep, and her two friends cooked all of it, they would have 1 ration left over.

### Optional Rule: Slots

Character Creation gave everyone 9 "picks" at the start of the game (or at least up to 3 picks per Archetype), but that says nothing about what they *can* carry. The factors that play into what you can carry are Sports (as a baseline) and the higher of Cool or Smarts (as a representation of whether you carry more though innate ruggedness, or intelligent packing). Thus the total slots you can carry is:

$$9 + (\text{Sports}) + (\text{Higher of Smarts or Cool})$$

#### What fits in a slot

An infinite number of yen notes

100 coins (50,000 yen)

10 vials of something

5 bundles of herbs

3 ammo

Armor is a number of slots equal to its natural armor rating

1 slot for one handed weapons, 2 slots for either 2-handed tag, +1 slot for Clumsy

Somewhere between 5 and 15 pounds<sup>1</sup> (3-7 kg) depending on if an item is large and bulky, or small and easily packable

#### Encumbrance

When you make a move while carrying weight you may be encumbered. If your weight carried is:

Equal to or less than your Load, you suffer no penalty

Less than or equal to your Load+2, you take -1 ongoing until you lighten your burden

Greater than your Load+2, you have a choice: drop at least 1 weight and roll at the adjusted level or automatically fail.



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<sup>1</sup> This number was derived from the fact that Ned's Head from Dungeon World is 1 wt. in that system. Due to knowing a head is 8-12% of a human body's weight, I then calculated that humans are roughly wt. 12. Weight Table in the Body Shape generator puts everyone between 8 and 22 Slots at 5kg/slot. Akira would also be 14 slots at 5kg/slot. Rather than fiddling with how KG affects the size of your body, it may be easier to assume you take up 12+Sports slots.



## Race/Species

When the subject of alternate realities and dimensions is broached, characters of non-human or mixed human heritage come up. The difference between race and species (at least for the purpose of this game) boils down to breeding. If you can breed with it and produce young, it's a race if not, it's a species. Which term is more accurate, and what that implies about interbreeding depends on the gaming table. Each race designates circumstances you could take it in place of an archetype.



### Android

When technology has nanotech and sufficiently advanced AI, you may take this Race. If your character has died, you may rejoin the game as an Android.

#### Look

Bright Eyes, Dead Eyes, Pixelated Eyes, or Scanning Visor

Colored Human Hair, Natural Human Hair, No Hair, or Synthetic Hair

Composite Shell, Metal Shell, Plastic Shell, or Synthetic Flesh

Armored, No Clothes, Suit, or Uniform

#### Attributes

+2 Smart. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: Determine the ventures of the Zaibatsu that made you (one of them must be Defense Contracts, but the others are at your option) and generate Cup Size as if you were the Ojou of that Zaibatsu.

## Starting Moves

### Construct

You do not need to eat, drink, or sleep. Moves that tell you to do so automatically fail unless they affect electronics.

### *Nanobionic Repairs*

You may heal as normal with Nukige. In addition, whenever you roll a 10+ for anything, heal 1 Blood.

### **Advanced Moves**

When you gain a level from 2-5, you may choose from these moves.

### *Combat Enhancements*

You were built to fight, and your body is a weapon with the Close tag.

Choose two of the following tags:

- Armored - your body has +1 Armor
- Burning - your body leaves lasting, burning wounds on those you damage
- Caustic - your body has the Piercing 2 tag
- Flexible - your body has the Agile tag
- Violent - your body has the Messy and Forceful tags

Alternately, this one counts as 2 tags

- Integral Armaments – You may ignore the Obvious and Ammo tags on any weapon you have assimilated, when a move tells you to mark ammo, take 1 Blood that ignores armor instead.

### *Salvageable*

When you or an ally needs ammo, weaponry, or adventuring gear, you can take 1 damage (ignoring armor) to produce 1 use of the chosen resource.

When you gain a level from 6-10, you may choose from these moves, and from level 2-5 moves.

### *Core Overload*

When you overload the energies that keep you alive, you can deal damage to everything in the area equal to your remaining Blood (ignoring armor). Roll +Cool. \*On a 7-9 you are not able to keep your allies or nearby structures or vehicles out of the blast. On 10+, you are. In either case, you are destroyed. It will take a number of days to repair you from your backup systems equal to your level.

### *Matrix Speed*

You may initiate an ambush at any moment. Whenever you do so, you may act before everyone who has no supernatural speed boost. Anyone who has a supernatural speed boost acts with you and before the normal. If it matters, turn order is determined by an Assess roll. That may be overly simulationist for your tastes; if so, feel free to ignore it.

## Catgirl



Often called Nekomimi (cat ears) Nekomusume (daughter of a cat) or Nekojin (cat person) When your game features Bakeneko or Nekomata Yokai you can play a catgirl.

### Look

Choose one of your full archetypes, but add Cat Ears to your hair options, Cat Eyes to your eye options, and Animal Hybrid Body to your body options.

### Attributes

+2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

### Starting Moves

#### *Cat Affinity*

You can't normally speak with and understand animals, but you may do so with felines, and add +Weird to use Turn Someone On with felines (with or without the use of arousal)

### *Nine Lives*

**When you fall**, if there is something that could possibly break your fall, it does so and you take no damage. If there is nothing, you may roll +Cool to land on your feet, or at least do a superhero landing. You may also roll +Cool if there is something, but you want to try to stick the cool landing. If you fail though, you take damage.

### **Advanced Moves**

**When you gain a level from 2-5**, you may choose from these moves.

### *Curiosity*

**When you put yourself at risk to check something out**, ask Senpai any one question related to the risks and roll +Weird. \*On a 10+, Senpai will answer it, as clearly as the circumstances allow. \*On a 7-9, the Senpai will tell you what more you need to do to find the answer yourself.

### *Naturally Catty*

**Whenever you Catfight or perform Martial Arts**, on a 12+ you always cause a wardrobe malfunction to your enemy.

**When you gain a level from 6-10**, you may choose from these moves.

### *Femme Fatales*

**Whenever you deal Blood Damage with Martial Arts**, you may deal +1 Blood

### *Razor Claws*

*Replaces Femme Fatales*

**Whenever you deal Blood Damage with Martial Arts**, you may deal +2 Blood instead of +1.

### *Celestial*

Shinto have a concept that spiritual energy pervades everything. The spiritual energy, or (Reikon for people, or Kami for objects, places, forces of nature, and the like), is released and recycled at the time of death. The spirits live in another world, akin to the Christian heaven except that these other worlds are not seen as a paradise or a punishment.

Shinto indicates that the ancestral spirits will protect their descendants. The prayers and rituals performed by the living honor the dead and memorialize them. In return, the spirits of the dead offer protection and encouragement for the living.

Shintoism also views that some individuals live such an exemplary life that they become deified in a process called apotheosis. **In a game where apotheosis is possible, you may play a Celestial.**



## Look<sup>1</sup>

Blue Eyes, Golden Eyes, Human Eyes, or Silver Eyes

Bald, Blonde Hair, Silver Hair, or White Hair

Cherub Wings, Enveloping Wings, Statuesque Body, or Tattered Wings

Armored, Bathed in Light, Normal Clothes, or Nude

## Attributes

+2 Weird. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: B

## Starting Moves

### *Purity*

You are *never* exposed unless you want to be, and when you are, you do not take -1 ongoing as normal.

### *Fallen From Grace*

Whenever you enter the Real World, your wings are vestigial, the full power of your magic is shut off, and you can only perform magic in the form of a Big Magic ritual. Opening a Portal to your home domain is Big Magic. It requires a significant holy or sexual energies, a long ritual, and a number of willing participants.

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Blessed Union*

*Requires: Fallen from Grace or Sanctuary*

Whenever you engage in Nukige, you gain the 10+ result automatically, but roll anyway. If you roll 12+, your Nukige can restore a corpse as long as magic is still available. Senpai may ask you to give up your Advanced Moves (if only temporary, pending a quest to return them to you) and return you to Fallen status.

### *Sanctuary*

*Replaces: Fallen from Grace*

You regain the ability to Use Magic without a focus or lab, but only for the following:

- Inflict damage (1 damage, ignores armor, magic, obvious, evil only).
- Bar a place or portal to a specific person or a type of creature.
- Heal +1-damage from an injury, cure a disease, or neutralize a poison.
- Trap a specific person, minion, or monster.
- Evict a spirit or curse from the person, object, or place it inhabits.

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<sup>1</sup> See the Angel Bestiary entry for a picture

- Communicate with something that you do not share a language with.

Your glitch list is also shorter

- The effect is weakened.
- The effect is of short duration.
- The magic draws immediate, unwelcome attention.
- It has a problematic side effect.

When you gain a level from 6-10, you may choose from these moves.

### *Return to Grace*

*Requires: Sanctuary*

An angel's badges of office are full use of their wings, and the return of their flaming sword. Add the following effects to your Use Magic list

- Apply +1 damage and ignores armor to your sword for the rest of the battle.
- Move instantly through the air to a place you could get to with a little effort.

### *Demoness (Succubus)*

The modern viewpoint with its much more lenient view of sexually liberated women tends to feature a far greater number of subversions on the classic interpretation of a Succubus than straight examples. Most, especially in anime or Japanese games, tend to be a Cute Monster Girl/Reluctant Monster. In any game where Celestials are available, you may play a Succubus.

### **Look<sup>1</sup>**

Golden Eyes, Human Eyes, Red Eyes or Silver Eyes

Bald, Black Hair, Silver Hair, or White Hair

Bat Wings, Enveloping Wings, Statuesque Body, or Tattered Wings

Human Colored Skin, Jet Black Skin, Night Blue Skin, or Ruby Red Skin

Armored, Nude, Normal Lingerie, or Shrouded

### **Attributes**

+2 Hot. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: D

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<sup>1</sup> See the Succubus Bestiary entry for a picture.

## Starting Moves

### *Stunted Power*

Whenever you enter the Real World, the full power of your magic is shut off, and you can only perform magic in the form of a Big Magic ritual. Opening a Portal to your home domain is Big Magic. It requires a significant sexual energies, a long ritual, and a number of willing or dominated participants to open the portal.

### *Shameless*

Whenever you roll 6-, you may choose not to take -1 ongoing, but doing so means you must obtain RP by other means. You may still be embarrassed by someone else deliberately attempting to remove your clothes, commit frotteurism, etc. and can gain RP as Senpai saves you from those events.

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Demon Magic*

*Replaces Stunted Power*

Whenever you engage in Nukige, you may also use hold generated for Use Magic, or Big Magic. You can produce any effect, but it requires hold generated from Nukige. You are not required to spend hold on magic in your campaign's "underworld"<sup>1</sup>

### *Femme Fatales*

Whenever you deal Blood Damage with Martial Arts, you may deal +1 Blood

When you gain a level from 6-10, you may choose from these moves.

### *Razor Claws*

*Replaces Femme Fatales*

Whenever you deal Blood Damage with Martial Arts, you may deal +2 Blood instead of +1.

### *Return to Power*

*Requires: Demon Magic*

A Demon's badges of office are full use of their wings, and the return of their flaming weapon. You can use the following effects as Use Magic

- Apply +1 damage and ignores armor to your weapon for the rest of the battle (Focus: Weapon, and not against the truly innocent).
- Move instantly through the air to a place you could get to with a little effort (Focus: Wings).

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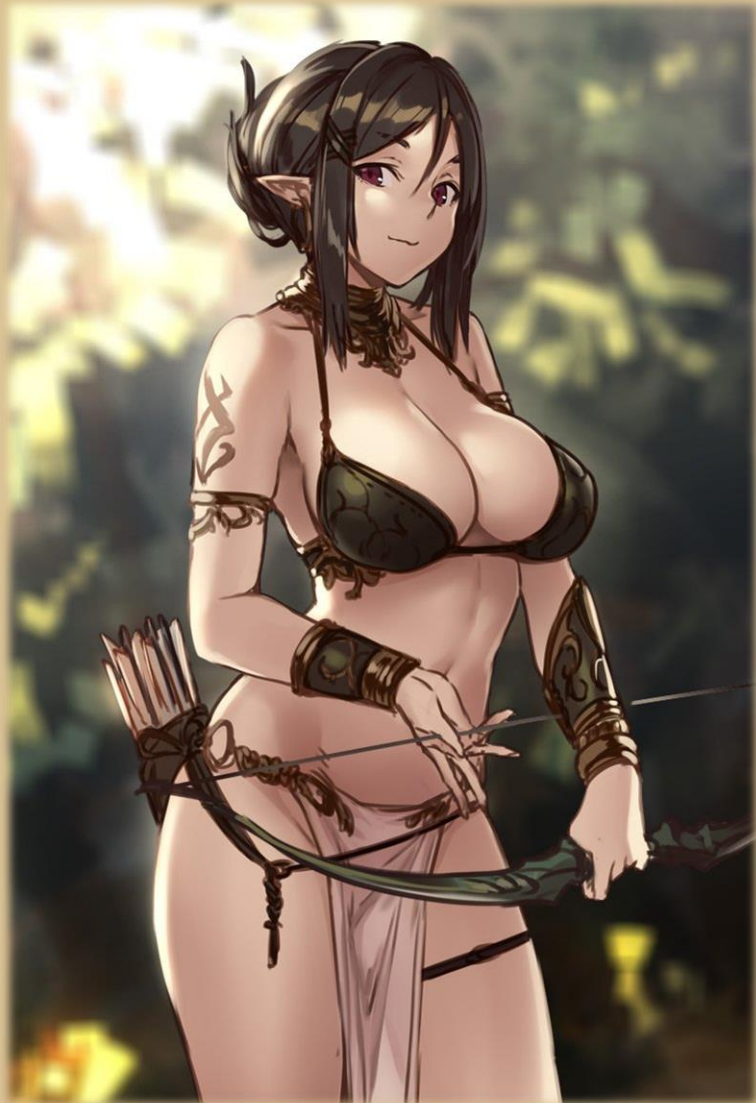
<sup>1</sup> Which can have any number of names, depending on the campaign's inspiration, including but not limited to: Abaddon, Avernus, Dilmun, Duzakh, Gehenna, Hel, Hell, Hubur, Inferno, Irkalla, Jigoku, Kur, Limbo, Ne-no-Kuni, Niflheim, Purgatory, Sheol, Tártaros, and Yomi.

## Elf<sup>1</sup>

In tune with nature and prone to spiritual contemplation and empathy, generally they're magical in a druidic rather than wizardly way. They can be found in a Hidden Elf Village in a forest and/or a Tree Top Town. They're just as likely to be good-natured guardians and/or guides for the forest and for people who travel through them, totally apathetic to anything going on outside the forest borders—or worse—ruthless isolationists who view any non-elf in their forest as a trespasser to be hunted down and "removed". They also tend to be close allies with Fairies, and may pattern their morality from them. If your game contains the Fae Realm, you may take this Race.

### Look

Choose a look of one of your full Archetypes. Add Pointy Ears and [Unnatural] Hair Color to the looks options.



### Attributes

+2 Hot. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

Base Cup Size: C

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<sup>1</sup> Witches are also fairly common in Visual Novels, but are not sufficiently different from elves or succubae (depending on their magic type/rules) to warrant a separate Race/Species. They're also not really a race, but are functionally equivalent to one re: their abilities.



## Starting Moves

### *Stunted Power*

Whenever you enter the Real World, the full power of your magic is shut off, and you can only perform magic in the form of a Big Magic ritual. Opening a Portal to your home domain is Big Magic. It requires a significant sexual or eco-friendly energies, a long ritual, and a number of willing participants.

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Fae Magic*

*Replaces Stunted Power*

Whenever you return to The Fae Court, you may Use Magic and Big Magic normally.



### *Vampiress*

Being derived largely from Anglo-American twentieth-century pop culture, the Japanese vampire is based almost entirely on the "decadent aristocrat" stereotype rather than the shambling horrors of European folktales. They are usually "supernatural" rather than The Undead and, Christianity being rare in Japan, any religious elements will be used for coolness and exoticism rather than to show them as unholy and unnatural. Blood-sucking is more like a source of healing or superpowers rather than a physical necessity. **Any game featuring Apotheosis also permits playing vampires.**

### **Look**

Pick one of your other Archetypes for the base details. You are paler and wear darker clothes than the default assumptions of that archetype.

## Attributes

+2 Cool. The other scores are either (+2, +0, -1, -1) or (+1, +1, +0, -1). Whichever you pick, arrange them however you like.

## Starting Moves

### *I Want to Suck Your Blood*



Whenever you Nukige, you gain 1 more hold than normal, even on a miss. This hold can't be spent on your partner. In combat, if you are out for blood, you may grapple for +1 blood, and restore one to yourself.

## Advanced Moves

When you gain a level from 2-5, you may choose from these moves.

### *Celerity*

You may initiate an ambush at any moment. Whenever you do so, you may act before everyone who has no supernatural speed boost. Anyone who has a supernatural speed boost acts with you and before the normal. If it matters, turn order is determined by an Assess roll. That may be overly simulationist for your tastes; if so, feel free to ignore it. "Move to another location you can see instantly" can be used without a focus if you move from one shadow to another.

### *Very Old School Charm*

You are so well versed in human arousal that when you Turn Someone On, you automatically gain the 10+ result against NPCs. If you select this move again, it also works on bat swarms and wolves. "Communicate with something that you do not share a language with." Does not require a focus for you if the target is intelligent and has a language not completely alien to earth.

### *Children of the Night*

You have a greater hold over bats and wolves. You can also spend Blood, or hold from Nukige to summon a small horde of each. Divide the points you spend between their damage score, and their Blood (so spending 2 hold allows you to give them 1 blood and 1 damage).

When you gain a level from 6-10, you may choose from these moves, and from level 2-5 moves.

### *Sire Progeny*

You may create spawn **when you Nukige**. This requires you to make an offer to your partner. If your partner accepts, they gain the Vampiress starting move when they Take Their Relationship to the Next Level (immediately for NPCs). NPC progeny will do whatever you ask, but PCs still require you to Turn Someone On.

### *Blood Network*

**Whenever you have turned at least 3 vampire agents**, unleash 1-3 of them at the beginning of the session or during downtime. Roll +Cool \*On a 10+, gain 3 hold. \*On a 7-9, gain 1 hold. \*On a miss, one of your agents was found out, and you either lose that agent, or **Deal With the Law** (your choice). If you have less than 3 agents, this ability is suspended until you have 3 or more. Hold can be spent on the following

- A specific item you were searching for, as long as it abides by the following restrictions:
  - The item can only be stolen from a PC if doing so doesn't take away player agency
  - If the item is valuable enough for the law to take notice, you must **Deal With the Law**.
- Dirt on someone you can hold 1 to spend against them later
- A follower to provide you an Entourage bonus for one scene/roll.
- If you must **Deal With the Law**, subtract the number of agents remaining at your headquarters from the roll.

## **Risking Life and Limb**

Dismemberment and prosthetics occasionally show up in Visual Novels.<sup>1</sup> The rules for the Messy tag, wherever it occurs usually involves something like "it deals damage in a messy way". Sometimes additional details are included like "it leaves a mess behind—cosmetic property damage, blood and gore, or other bodily produce, or some other kind of mess as appropriate." There's a story about the 16 HP dragon from Dungeon Worlds on the internet that suggests the Messy tag could mean dismemberment. Nevertheless, Dungeon Worlds doesn't make it exceptionally easy to point out what dismemberment actually is or does. The short answer is "Did it happen? Yes. Then it happened." However, that's *massively* unsatisfying.

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<sup>1</sup> Occasionally because someone uses a prosthetic or is an amputee (such as Katawa Shoujo), but sometimes because the story is already particularly violent and/or gruesome.

## Conditions

Conditions are Temporary, Semi-Permanent, or Permanent effects that are derived from the unfolding fiction. When you get a Compromise or Failure, Sempai may impose a Condition on you as a result of the fictional consequences of your action.

- **Temporary Conditions** usually end after a short period—within a few seconds, minutes or possibly an hour. Typically, Temporary conditions are inflicted by a move that requires the player to Avoid Danger or take the condition. An example would be throwing sand in someone's eyes.
  - **Blinded** – You have lost your ability to see properly, possibly as a result of severe trauma. Take -1 ongoing to any actions where sight is a major factor (but doesn't render the action impossible) until your blindness is treated, or until your normal vision returns.
  - **Confused** – You are unable to perform actions as you intend. If you attack someone, it is the wrong target, if you use an item it is either the wrong item, or used on the wrong target, movement is away from the direction you intended it to be, speech is nonsense, and so on. This confusion lasts until you Avoid Danger with Smarts against it or until the source of your confusion ceases.
  - **Deafened** – You have lost your ability to hear properly, possibly due to extremely loud noises or severe physical trauma. Take -1 ongoing to any actions where sound or vocalization is a major factor until your deafness is treated or hearing returns to normal on its own.
  - **Embarrassment** – social posturing can be tricky, and if someone does something to make you unappealing in some way, this can cause -1 Ongoing to rolls as long as the source of the embarrassment persists. This can be resolved by one or more of leaving the scene, changing clothes, avoiding people involved, and so on.
  - **Surprised** – You cannot act until Senpai takes a turn with any adversaries, or until everyone else has.
  - **Panicked** – If you fail to Avoid Danger vs. the Terrifying Monster Tag, you take -1 ongoing until you succeed at avoiding danger, or the terrifying thing goes away.
  - **Knocked Out** – If you have suffered all your Bruises, but retain Blood, you are knocked unconscious and are vulnerable. It takes ~10-Cool minutes of rest to recover Bruises.
- **Semi-Permanent Conditions** could take several hours or possibly even several days to alleviate. In some instances, they may be temporarily treated or removed altogether with the use of medicine and drugs, however. Such a massive concussion from a Compromise that caused temporary blindness.
  - **Broken Limb** – you take -2 to any tasks with the associated limb until it is set and placed in a cast, splint, or sling. You take -1 until it heals to the point you no longer need the cast, splint, or sling. Any failure or compromise you make pertaining to physical tasks while you are in a sling, splint, or cast can re-break the limb. For



these purposes, a cast counts as 2 armor, and a splint counts as 1 armor. You need to suffer at least 2 blood after armor to break a limb or be hobbled.

- Exhausted – You are physically spent and your stamina can carry you no further. Get -2 to any actions where physical exertion is a factor until you regain your stamina through some sort of rest and relaxation. After 24 waking hours, every 12 hours you go without sleep (at least 4 hours though Senpai is free to say that if you don't set an alarm, the 4 hours is in addition to a regular 8) will cost a Bruise (those dark circles under your eyes). After going to 0 Bruises you are Exhausted. Continuing to go without sleep costs 1 blood per 12 hours.
- Hobbled – Your movement and foot speed has been compromised and you can no longer run, possibly due to severe trauma. Get -2 to any actions where balance and speed are a factor until you fix whatever ails you. You need to suffer at least 2 blood after armor to break a limb or be hobbled.
- Sick – You are ill. You get -2 to all actions until you recover. It's up for discussion how long each sickness lasts. If you are sick (or likewise, drunk or hung over) you may emit body waste in a way and/or that would be Embarrassing. Don't bother calculating that condition separately. This condition supersedes it.
- Starving – You are hungry and thirsty. You get -2 to all actions until your hunger is slaked and your thirst quenched. The rule of 3s states you get 3 weeks without food, 3 days without water, or 3 minutes without air. It would not be unfair to change this to "The number of Blood or Bruises you have."
- Terrorized – Like panicked, except the penalty is -2. You may need counseling to avoid long term mental damage
- **Permanent Conditions** usually don't go away, although some might be treated with surgery, and anything can be treated with Big Magic if it's in the game. Damage that doesn't exceed armor by at least 4 points won't cause a Permanent Condition
  - Horrified – Like panicked except your entire worldview is jeopardized by the extent of the horror you have been subjected to. You are at -2 to do *anything* outside basic fight or flight responses. You are certain to need serious psychiatric help to overcome this.
  - Lost a Limb – If you fail to Avoid Danger vs. the Messy tag, you lost... something. Could be a limb, eye, equipment, etc. If you do lose a bit of yourself, surgery can restore severed fingers, or broken/crushed bones, or give you a prosthetic. You need magic to restore lost arms to function. You take -2 ongoing on related tasks until you get a prosthetic. Prosthetics come with their own strengths and weaknesses though.
  - Lost an Eye – When you lose an eye, you're temporarily blinded from the shock of the thing, and have virtually zero depth perception when you recover. This gives you -2 ongoing on any ranged attack you make. Perhaps even -1 ongoing on a semi-permanent basis until you've had time to grow accustomed to the change in perception. In any case, the loss of an eye requires either magic or high tech to restore function, or an eyepatch or prosthetic eye to restore aesthetic.

## Prosthetics



One thing that is for certain: sometimes people break. Sometimes it's unfixable, and you get left for dead or figure out how to go on living. Arms, legs, eyes—those you can maybe replace. The purpose of a prosthetic is just to make it easier or possible for you to do what you need to do, when without one it'd be difficult or impossible. If a character starts with a prosthetic, they make the following choices. If not, Senpai does. Some options may not be appropriate to the setting:

Choose a body part: hand, ½ arm, arm, foot, ½ leg, leg, eye, ear, jaw, other.

- **Strengths** (choose 1 per weakness): fine-tuned, responsive, comfortable, formidable, easily maintained, interchangeable components, integrated with the body, strong, untiring.
- **Looks** (choose 1 or 2): hand built, mechanical, smooth, utilitarian, grotesque, ornate, straps & buckles, showy, scars, startling, fragile, organic.
- **Weakness** (choose 1-3): slow, heavy, itchy, hot, complicated harness, needs constant tinkering, slips, locks up, insensitive, requires fuel, loud.

## Death

In the real world, resuscitation is possible. In fantasy, death can often be circumvented by magic. Last Breath from Dungeon World and Fight for Your Life from No Rest for the Wicked also provide interesting options. The default assumption for Visual Novel World is that in a game where death is an option, revival takes place in the following order: Fight for Your Life→Last Breath →Resuscitation→Magic.

### Fight for Your Life

When you have 0 Blood left, you must fight for your life. You have a number of chances equal to your Blood generating attribute+1. If you do so, get all bruises and half your Blood back. Otherwise you die.



### Last Breath

If you fail to Fight for Your Life, you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (Senpai will describe it). Then roll +nothing (Death doesn't care how tough or cool you are). \*On a 10+, you've cheated Death; you're in a bad spot but you're still alive. \*On a 7–9, Death himself will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. \*On 6-, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. Only a few things left to try.

### Resuscitation

All that other jazz happened in an instant. Modern resuscitation techniques can conceivably work up to about an hour out. Whenever someone attempts to revive another corpse with



**modern techniques** (that has not suffered irreversible damage such as decapitation, exsanguination, etc.) without proper medical equipment and training, roll vs. the lower of +Smart or +Cool. \*On 10+ they heal all Bruises and half of their Blood and regain consciousness. \*On a 7-9, this also happens, but internal damage is severe enough that your next Compromise or Failure will reduce you to 0 Blood. At Senpai's option, this may bypass death bargaining.



### **Magic**

In Dungeon Worlds, Resurrection is a 3<sup>rd</sup> level spell. Since Senpai is free to add restrictions, it amounts to Big Magic. As such, it can resurrect people who have died of otherwise irreversible damage.

*"Any sufficiently advanced technology is indistinguishable from magic."  
-Arthur C. Clarke*

In some campaigns, magic on its own may not exist, but as noted by the above acclaimed Science Fiction writer, any sufficiently advanced technology may be an acceptable substitute. This means that even if there is no magic, certain countermeasures, such as downloading the character's memories and storing them in a new body may render them



eligible to become Androids. Whether through magic, or through highly advanced technology, coming back from the dead has similar outcomes:

When you return to life, roll -Weird (so subtract three if you have +3 Weird, add one for -1 Weird, etc.). The weirder you are, the weirder it is when you come back from the dead.

On a 10+, you have changed a little. Mark experience and pick any one of the options below (for 7-9 or miss results).

On a 7-9, choose one of these:

- (Cybernetics) You come back a cyborg. You don't have to give up any abilities, but pick an appropriate Miss result.
- (Either) You come back a little bit broken (memory loss, stressed, disconnected).
- (Either) You come back a little different. Add 1 to one rating (max +3) and subtract 1 from another (min -2).
- (Either) You, or the one who brought you back, owes a favor to a powerful entity.
- (Magic) You come back very different. Swap one of your Archetypes for another, replacing its abilities with a like number of abilities.

On a miss, choose one of these:

- (Either) You come back broken (soulless, insane, depressive).
- (Either) You come back disabled. Take -1 to a rating (to -2, at worst).
- (Magic) Your revival satisfies an ancient, dark, and terrible prophecy.
- (Magic) Something comes back with you (e.g. a possessing spirit, a slain monster is revived, an ancient evil is released). It is an immediate and pressing danger.
- (Magic) You, or the one who brought you back, owes a huge debt (soul, firstborn, ten years of servitude, etc.) to a powerful spirit, monster, or demon.

## Mundane Characters Suddenly Discover Magic



Normal people should not be able to use magic at whim on their own, and unlike Monster of the Week, it shouldn't be an all access Basic Move (because it's something that normal people couldn't do at all, and by definition, players are mostly Normal People... perhaps in a transition, but normal people nonetheless). In order to have magic, players need access to 2 or more of the following:

- A magical laboratory/library, or at least one used for quantum physics (Good for +1 Forward). You can do magic, but it isn't recognized as magic (no fancy light shows, etc.).
- A magical focus such as a spell book, crystal ball, staff, wand, tarot deck, etc. (Good for neither a bonus nor a penalty) worth up to 10 coins. The focus doesn't work in the Normal World, and if you're normal, you can't use the focus for magic even

though you otherwise have it.

- A Transitional Move of some sort. This move doesn't normally allow you to do magic, but in the Adventure World, you can. Example Transitional moves, and the magic they unlock:
  - Ace up the Sleeve (Meganekko)
    - All Effects, All Glitches
    - Focus: Research Notes or similar
  - As Wise as Mysterious (Sensei-Chan)
    - All effects, All Glitches
    - Focus: Lesson Plans
  - Be Like Water (Martial Artist, Unlocked by Seiho Zen)
    - Do one thing that is beyond human limitations.
    - Enchant a weapon temporarily. It gets +1 damage and +magic.

- Heal 1-damage from an injury, cure a disease, or neutralize a poison.
- Inflict damage (+1 damage, ignores armor, magic, obvious).
- Move to another location you can see instantly.
- Reveal something hidden.
- All Glitches
- Focus: The very core of your being (any conditions you have apply their penalty to the spell)
- Book of Names (Ojou, Journalist)
  - Communicate with something that you do not share a language with.
  - Evict a spirit or curse from the person, object, or place it inhabits.
  - Observe another place or time.
  - Reveal something hidden.
  - Trap a specific person, minion, or monster.
  - Glitches: The effect is weakened, or produces an illusion/The effect is of short duration/The magic draws immediate, unwelcome attention.
  - Focus: a physical Book of Names, either paper or electronic format
- Bookworm (Sensei-Chan has this too, but likely already has magic through a starting move)
  - All Effects, All Glitches
  - Focus: A book containing some description of how magic works within its particular context (either RPG or "fictional" works) either on the laptop, or within the "pounds of anime/manga"
- Devotion (Miko)
  - Effects and Glitches as Celestial's Sanctuary, plus Refill Ammo
  - Focus: Holy Symbol
- Hypercharged (Genki)
  - Communicate with something that you do not share a language with.
  - Do one thing that is beyond human limitations.
  - Heal 1-damage from an injury, cure a disease, or neutralize a poison.
  - Inflict damage (+1 damage, ignores armor, magic, obvious).
  - Move to another location you can see instantly.
  - Glitches: The effect is weakened, or produces an illusion./The effect is of short duration./You take 1-damage ignoring armor./The magic draws immediate, unwelcome attention.
  - Focus: Consume candy, caffeine, or energy drink within or while invoking the duration of the effect
- Hall Monitor (linchou)
  - Bar a place or portal to a specific person or a type of creature.
  - Communicate with something that you do not share a language with.
  - Do one thing that is beyond human limitations.
  - Evict a spirit or curse from the person, object, or place it inhabits.
  - Inflict damage (1 damage, ignores armor, magic, obvious).
  - Move to another location you can see instantly.

- Observe another place or time.
- Reveal something hidden.
- Trap a specific person, minion, or monster.
- Glitches: The effect is weakened, or produces an illusion/The effect is of short duration/The magic draws immediate, unwelcome attention.
- Focus: Arm Band, PDA, Student Council Badge, or Tablet
- Nonsensical Babble (Cuckoolander)
  - All Effects, All Glitches
  - Focus: Choose one of your Cuckoolander Key Items. That item is your focus until you take the time to refocus onto another unusual object you own.
- The Mouths of Babes (Foreigner)
  - Communicate with something that you do not share a language with.
  - Evict a spirit or curse from the person, object, or place it inhabits.
  - Heal 1-damage from an injury, cure a disease, or neutralize a poison.
  - Observe another place or time.
  - Reveal something hidden.
  - Glitches: The effect is weakened, or produces an illusion/The effect is of short duration/The magic draws immediate, unwelcome attention.
  - Focus: A Thesaurus or Travel Guide
- The Obsession Monologues (Accidental Pervert/Otaku)
  - All Effects, All Glitches
  - No Focus
- Whacks On, Whacks Off (Wrench Wench, Machines Only)
  - Machine Effects and Glitches only
  - Focus: One of your tools.

## Use Magic

When you use magic with the aid of your focus or lab, say what you're trying to achieve and how you do the spell, then roll +Weird. \*On a 10+, the magic works without issues: By default the magic has one of the effects listed below, lasts for around thirty minutes, and does not expose you to danger, unwanted attention, or side-effects. \*On a 7-9, it works imperfectly: choose your effect and a glitch. Senpai will decide what effect the glitch has. \*On a miss, you lose control of the magic, suffer 2 glitches, and no bonus effect.

## Effects:

- Bar a place or portal to a specific person or a type of creature.
- Communicate with something that you do not share a language with.
- Do one thing that is beyond human limitations.
- Enchant a weapon temporarily. It gets +1 damage and +magic.
- Evict a spirit or curse from the person, object, or place it inhabits.
- Grant 1 Armor
- Heal +1-damage from an injury, cure a disease, or neutralize a poison.
- Hide a target from normal view.



- Inflict damage (1 damage, ignores armor, magic, obvious OR +weird damage, magic, obvious).
- Move to another location you can see instantly.
- Observe another place or time.
- Refill Ammo
- Reveal something hidden.
- Summon a monster into the world.
- Trap a specific person, minion, or monster.

#### Glitches:

- The effect is weakened, or produces an illusion.
- The effect is of short duration.
- You take 1-damage ignoring armor.
- The magic draws immediate, unwelcome attention.
- It has a problematic side effect.

Senpai may require one or more of the following (usually about 1 per effect):

- The spell requires weird materials.
- The spell will take 10 seconds, 30 seconds, or 1 minute to cast.<sup>1</sup>
- The spell requires ritual chanting and gestures.
- The spell requires you to draw arcane symbols.
- You need one or two people to help cast the spell.

If you want to do magic that goes beyond these effects, it counts as big magic. Big magic uses different rules, described below.

### Big Magic

**When your act of magic goes further than its normal use, say what magical effect you want to make happen. Senpai will pick some of these:**

- You need to spend a lot of time (days or weeks) researching or experimenting with the magic ritual.
- You need to experiment with the spell before you get it right (multiple Use Magic rolls).
- You need some rare and weird ingredients and supplies.
- The spell will take a long time (hours or days) to cast.
- You need a mystic number of people (2, 3, 4, 7, 13, or more) to help.
- The spell needs to be cast at a particular place and/or time.

Once Senpai has specified the requirements, you just need to make them happen and **Use Magic**. Of course, magic is always perilous and big magic is way more perilous than the usual sort. The side effects and dangers of big magic are at Senpai's discretion.

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<sup>1</sup> Or you could say 2 rounds, 6 rounds, or 12 rounds.

## Spells as Moves

### *Requires Use Magic*

You have internalized a specific way to Use Magic. This will allow you to use more than one effect (up to +Weird additional effects) without triggering Big Magic *for a specific spell* or you can make a single effect permanent.

You can't make a damage effect permanent, except to enchant a weapon. If the effect would be considered a curse, you must specify conditions to nullify it. Senpai can put restrictions on the item, such as a weird flaming eye automatically detecting the use of a Ring of Invisibility.

If you choose, you can take "Ensnore the effect into a consumable item" into one of the +Weird additional effects. This allows you to create potions, runes, and the like.

Depending on the power level of the game, you may either take a Spell Move as a regular advanced move, or Senpai may allow you to learn them separately without affecting Advanced Move acquisition.

## Harem Adventure Equipment

Some games don't just have Harem elements. They also have an adventure/save the world element. Among my favorites are the *Persona* series (which is not explicit, but you can become intimate) *Pretty Soldier Wars 2048* (which is explicit, but uses modern firearms, which deviates sharply from the reality of Japan's gun laws), *Brave Soul* (which is pretty much a Diablo 2 style Harem RPG). Sometimes those games involve completely different worlds from our own, and sometimes they are an alternate dimension of an otherwise modern world.

As an extension of that, *Persona 4* had a junk dealer that could make items available to you based on what you sold him. It could very well be that gold coins, and the monster bits are practically required to make magic items. For Adventure Harems, it would be fair to say that everything in those Fantasy Settings is worth 1 coin per 500 yen, and prices listed in coin can be multiplied by 500 to get yen if the item is available in the mundane world. Everything reflected here will have a gold coin cost instead of a yen cost to represent the unique nature of fantasy harem worlds.

Items and gear of every sort have tags. Tags are terms to describe things. Some tags have a specific effect on the rules. Other tags are purely about the fiction. Tags help you describe your character's actions when the items are being used and they give Senpai information about how the items you're using might go wrong or cause complications when you fail a roll.

## Item Tags

**2-hands:** this item must be used with both hands. If it's a weapon, using it in 1 hand forces you to deal 1 less damage.

**Awkward:** Treat 12+ as 10+, treat 10+ as 7-9, and treat 7-9 as 6-

**Area:** affects multiple targets. Most common weapons, but could reasonably be on other items. Should it matter, area is short (20 meters)

**+Bonus:** grants a bonus to a particular move.

**Conceal:** this weapon or item is easily hidden and will not be spotted by enemies. If a player is hiding an item, they get +1 ongoing to Avoid Danger or pass Deal with the Cops related to the item with the conceal property.

**Clumsy:** Take -1 Ongoing while using it.

**Dangerous:** Senpai may require an Avoid Danger roll at a whim if you are not especially careful with the care and handling of the item.

**Edible:** The item can be used if Senpai is requiring rations to be marked.

**Focus:** The item is required for Use Magic or Big Magic.

**Heal n:** restores n wounds (This may be a default function of foods that have been exposed to the Fantasy realm)

**Loud:** noisy and audible to anyone with functioning hearing; for weapons, it means the weapon cannot be suppressed

**n Armor or Armor +n:** grants n Armor. Use this tag first for armors, or grants a +n bonus to existing armor.

**Requirement:** Meet the requirement to use the item.

**Slow:** It takes minutes to use. Can be fired once in regular combat. Otherwise, may only be used in Mass Combat

**Smuggler (n):** This item—usually a container or clothing item—gives other items the Conceal tag. How n is determined, is up to Senpai, but there are a number of valid ways



- +Cool if you gotta stay cool while you got contraband
- +Hot if you use your body as a distraction
- +Smarts if you come up with good ideas where to put it

- N=1 per article of clothing
- N=1 per point of armor

**Special (description):** if the effect of the item requires explanation, use this tag.

**Sturdy:** Whenever an item would be destroyed the first time, remove this tag instead. Senpai may also declare that there is an Extra Sturdy tag as well.

**n Uses/ammo:** You can use the item n times. Typically, this doesn't actually mean that you only get n uses out of an item, but that an item's uses or ammo statistic will only decrease as part of a failure or compromise on a roll made using the item.

**Worn:** To use it, you have to be wearing it.

### **Weapon Tags**

**2-hands optional:** Stated damage is for 1 handed use. Using the weapon 2 handed adds +1 damage.

**Agile:** Use +Cool to attack with this weapon instead of +Sports

**Ignores Armor:** the weapon bypasses the target's armor. Alternately n Piercing indicates that an attack has some damage that ignores armor.

**Explosive:** The weapon deals Stress damage on a direct hit, and normal damage as an Area effect (see Area). Each point of Stress takes a 3 blood hit to deplete, thus regular people take 3 points damage per Stress on a direct hit, or 1 blood per usual Stress if within the area.

**Forceful:** when this weapon deals damage, knocks the target down, or back about a yard.

**Kayo:** The item knocks the target unconscious as if it had brought them to zero. Each item has a different situation that is applicable to its use. Common ones include 12+, Consumed, Unaware. Armor prevents this tag from occurring unless the item also has either Piercing or Ignores armor, or unless the item is consumed.

**Messy:** deals damage in a particularly gruesome way.

**n Damage:** use this tag to indicate how much damage a weapon deals. This tag is listed first.

**Obvious:** The object clearly functions as a weapon or armor, and is immediately visible to any observer

**Precise:** the weapon rewards highly perceptive users targeting and uses +Smarts to deal damage instead of Sports.

**Quick:** If there's a question of who goes first, the order of priority is Supernaturally Fast > Well Prepared<sup>1</sup> > Reach > Quick > Unmodified > Slow. Quick is mutually exclusive with Reach.

**Range:** the range(s) at which the weapon or other attack is effective. Ranges are intimate (up to a meter) close (within 4 meters), short (within 20 meters), medium (within 100 meters), and long (within 500 meters), and extreme (within 2500 meters).

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<sup>1</sup> Those with something like laido or Perfect Planning, those who set up ambushes, or otherwise make the target unaware they are going to be attacked.



All weapons have the range tag. Some weapons cannot be used below certain stated ranges, or any attempt to do so is treated as if the weapon has the Awkward tag. This is common for "Indirect" weapons so no need for an additional tag. This tag is listed second.

others. Someone will call the police, and you will have to **Deal with the Law**.

**Reload:** after using this weapon, it takes more than a moment to reload it.

**Spray:** Spend 1 Ammo (or reload) to either



**Reach:** Reach weapons are on the longer side of Close Weapons. If someone attempts to attack you with a close weapon without Reach while your weapon has reach, you get to attack them first, even if their weapon has Quick. For NPCs this makes the player Avoid Danger vs. Reach. Reach and Quick are mutually exclusive.

**Regulations:** Merely making it known that you have it outside circumstances governed by its regulations will provoke discomfort in

attack a total of +Cool targets for full damage, or do 1/3 of its normal damage (rounded down) as Stress to a single target.

**Stun:** this weapon or attack deals Bruise damage only (except in cases where you are otherwise explicitly permitted to deal 1 Blood damage, in which case that individual damage remains Blood).

**Stun Optional:** The weapon or attack can deal Blood or Bruise entirely depending on how it's used.

**Thrown:** this item can be thrown. Thrown weapons have a range of short. It's not unreasonable to say that any attempt to extend range to Medium takes -1 Ongoing, but that's a discussion best left to the gaming table.

**Volatile:** When people get crazy they grab whatever's at hand and go nuts. Either that, or they're kinda hot. Volatile weapons are purpose built for that, and allow the user to roll +Hot instead of +Sports. If it's used for legitimate sports, you must still roll +Sports to avoid disqualification.

## Armors<sup>1</sup>

Item (all have the worn tag)	Price
Battlekini mod (-1 armor, +1 ongoing to Turn Someone On)	As base
Super Sentai Upgrade (+1 Armor, +1 ongoing to Martial Arts or Kendo) <sup>2</sup>	Special <sup>3</sup>
"" Power of Love (Gain a point per RL to be spent on Combat Potential) <sup>4</sup>	Special
Chain/Scale (2 armor, clumsy, obvious)	53 coins
EOD suit (3 armor, +2 armor vs. fragmentation & bullets, clumsy, obvious)	56 coins
Kevlar Vest (1 armor, +2 armor vs. bullets)	14 coins
Leather or Polymer Bogu or sport pads (1 armor)	6 coins
Ninja Armor (1 armor, quick)	20 coins
Padded Kimono/Yukata/Miko Uniform (1 armor)	20 coins
Plate Armor (3 armor, clumsy, obvious)	350 coins
Samurai Armor (3 armor, obvious, quick)	500 coins
Shield (+1 Armor)	15 coins
Type III SWAT armor (2 armor, +2 armor vs. bullets, clumsy, obvious)	26 coins

<sup>1</sup> Senpai has the option of whether any armor value prevents bruising or whether blunt trauma is a thing.

<sup>2</sup> Commonly Red, Blue, Green, Yellow, Black, White, Pink, Purple, or Green. Sometimes Gold or Silver.

<sup>3</sup> You don't buy this one, you earn it.

<sup>4</sup> In Sentai games where the characters are members of Senpai's Sentai, they may gain the ability to add a point per RL to either Blood, Armor, or Damage. The highest of these should not exceed the others by more than 2.

## Weapons<sup>1</sup>

Melee Weapons	Price
Bastard/Long Sword (3 damage, 2-hands optional, close, obvious)	28 coins
Battle Axe/Gada <sup>2</sup> (4 damage, close, 2-hands, obvious)	15 coins
Bokken (2 damage, close, obvious, stun optional)	3 coins
Boxing Gloves (1 damage, intimate, 2-hands, kayo: 12+, obvious, stun)	13 coins
Brass Knuckles (1 damage, intimate, quick, volatile)	17 coins
Butcher's Cleaver/Chef's Knife/Short Sword (2-damage, intimate, obvious)	8 coins
Dagger/Kunai/Hunting Knife (1 damage, intimate, agile, quick)	4 coins
Dueling Rapier (2 damage, 1 piercing, close, precise)	50 coins
Frying Pan/Wok (2 damage, intimate/close, 2-hands optional, volatile)	6 Coins
Golf Club (2 damage, close, 2-hands, obvious)	24 coins
Halberd/Naginata (3 damage, close, 2-hands, obvious, reach)	15 coins
Hot Boots (2 damage, intimate, quick, volatile)	69 coins
Kama (1 damage, intimate, agile, quick)	24 coins
Katana (3 damage, close, 2-hands optional, agile, obvious, quick)	28 coins
Kusari (3 damage, intimate → short, agile, obvious)	15 coins
Large Wrench or Tire Iron (1 damage, intimate, volatile)	12 coins
Louisville Slugger/Rolling Pin (1 damage, intimate, 2-hands optional)	16 coins
Magatama Beads (0 damage, intimate, 2 hands, Kayo: Unaware)	2 coins
Metal Bat/Mace (2 damage, intimate, 2-hands optional)	5 coins
MMA Gloves (1 damage, intimate, obvious, optional stun)	8 coins
Parasol (1 damage, intimate)	5 coins
Scythe (3 damage, close, 2-hands, messy, obvious)	15 coins
Shinai (1 damage, close, obvious, stun)	5 coins
Stick, Hockey or Lacrosse (2 damage, close, 2-hands)	28 coins
Stun Gun <sup>3</sup> (1 damage, intimate Kayo, 6 ammo, reload)	13 coins
Wakizashi (2-damage, intimate, agile, obvious, quick)	18 coins
Whip (2 damage, intimate/close, agile, reach, obvious, quick, stun optional)	20 coins
Zweihander (3 damage, close, 2-hands, obvious)	36 coins
Muscle Powered Ranged Weapons	Price
Bladed Noh Fan (1 damage, close, thrown, agile, quick)	24 coins
Composite Bow (4 damage, close → long, 2 hands, precise)	100 coins
Compound Bow (3 damage, close → long, 2 hands, precise)	60 coins
Crossbow (3 damage, close → long, precise, reload)	35 coins
Rattan Yumi (2 damage, close → long, 2 hands, precise)	15 coins
Short/Youth Bow (1 damage, close, thrown, precise)	7 coins

<sup>1</sup> Weapons include range tags, because they all can be used at various distances. Any tag that includes two ranges at range1/range2 format means that the weapon can be used at the two ranges listed. If a weapon lists range1 → range2, it means that the longer range may cross other range marks, and can be used at any in between as well as those listed.

<sup>2</sup> A "Gada" is a massive mace-like weapon.

<sup>3</sup> On further research, the melee model is a stun gun, and the ranged model is a Taser.

Firearms <sup>1</sup>	Price
Five-seveN (7 damage, close → medium, 3 ammo, loud, obvious)	150 coins
Hand Cannon (5 damage, close → medium, 2 hands, 3 ammo, loud, obvious)	250 coins
Machine Pistol (4 damage, close → medium, 3 ammo loud, obvious, spray)	120 coins
New Nambu Revolver (3 damage, close → medium, 3 ammo loud, obvious)	95 coins
Peacemaker (4 damage, close → medium, 2 hands, 3 ammo loud, obvious)	160 coins
Service Rifle (7 damage, close → long, 2 hands, 6 ammo, loud, obvious, spray)	190 coins
+ Grenade Launcher (2 stress, short/medium, 2 hands, explosive, loud, obvious)	440 coins
RPG-7 <sup>2</sup> (4 stress, medium/long, 2 hands, explosive, loud, obvious)	400 coins
Shotgun, 10 or 12G (4 damage <sup>3</sup> , close → short, 2 hands, 2 ammo, loud, obvious, spray)	190 coins
"" 20G (-1 damage)	140 coins
"" .32G or .410 (-2 damage)	90 coins
"" Whippet Configuration (-1 damage, quick, )	No change
Slug (Remove Spray, add +Cool damage to a single target)	No change
SMG (4 damage, close → medium, 6 ammo loud, obvious, spray)	280 coins
Sniper Rifle (8 damage <sup>4</sup> , short → extreme, 2 hands, 6 ammo, obvious, precise, reload <sup>5</sup> )	500 coins
Police Taser (1 damage, close → short Kayo, reload)	80 coins

Pre-Modern Firearms	Price <sup>6</sup>
Arquebus (4 damage, close → short, 2 hands, loud, obvious, reload)	75 coins
Blunderbuss (4 damage, close → short, 2 hands, loud, obvious, reload, spray)	150 coins
Dragoon Pistol (3 damage, close → short, 2 hands, loud, obvious, reload, spray)	120 coins
Musket (4 damage, close → medium, 2 hands, loud, obvious, reload)	150 Coins
Repeater Rifle (5 damage, close → medium, 2 hands, 6 ammo, loud, obvious)	175 coins
Revolver (3 damage, close → medium, 3 ammo loud, obvious)	125 coins

Future Weapon Mods <sup>7</sup>	Price <sup>8</sup>
Gauss Firearm (As base, but add +1 Piercing damage)	2x
Laser/Plasma Weapon (As base, but add +2 Piercing damage)	5x

<sup>1</sup> All Firearms and their ammo have Regulations. For pistol and rifle rounds less than 3x longer than bore deal 1 point of damage per 10<sup>th</sup> of an inch diameter rounded down, while pistol and rifle rounds greater than that length (or designated magnum) deal 1 point of damage per millimeter of diameter (rounded up). Explosives deal Stress damage (rounded up) based on their *inches* in diameter.

<sup>2</sup> These stats represent 85mm HEAT munitions.

<sup>3</sup> Shotgun rounds deal (Bore in mm)/4 according to [http://www.hallowellco.com/bore\\_size\\_chart.htm](http://www.hallowellco.com/bore_size_chart.htm)

<sup>4</sup> Something like a Barrett M-82 series would cost more like 1,200 coins and do 13 damage.

<sup>5</sup> You don't actually have to reload after each shot, but it may be difficult to reacquire the target.

<sup>6</sup> Add a zero where these weapons are antiques.

<sup>7</sup> Senpai has final say which weapons can be modified.

<sup>8</sup> Add a zero where these weapons are antiques.



Ammo <sup>1</sup>	Price
3 clipazines (3 ammo)	3 coins
3 magdrums (6 ammo)	6 coins
Bundle/Quiver of Arrows (3 ammo)	1 coin
Energy Pack/Crystal (3 ammo)	20 coins
Gauss Needles (3 ammo)	50 coins
Spear (2 damage, short, thrown, precise)	5 coins
Tagged Ammo (price is per additional tag)	+50%
Throwing Kunai (1 damage, short, 3 ammo, thrown, agile, quick)	24 coins
RPG 7 Ammo (3 Ammo)	300 coins
40mm Ammo (3 Ammo)	41 coins

### Survival and Miscellaneous

This section is for miscellaneous gear that has no place in the real world. Of course, the real world items also can be found and bought or sold in Adventure Mode, just divide their Yen prices by 500 to calculate coin values.

#### Kampo Herbs

2 uses, slow, 10 coins

When you carefully treat someone's wounds with these poultices, heal them of 2 Blood damage and expend a use.

#### Healing Potion

50 coins

When you drink an entire healing potion, heal yourself of 3 Blood damage.

#### Love Potion #9

1 use

The potion is made from Guyao Mountain Yao Grass from China and several other exotic ingredients. When you drink this potion, your Comfort Zone is moved to—you guessed it—#9. That is to say that you are comfortable with sex, and are likely a little bit of an exhibitionist. Just like anyone else who actually is at RL 9. You also take +2 ongoing to Nukige with whoever gave you the potion. The potion lasts for several hours, or until any hold from Nukige is spent.

#### Mana Potion

3 uses

Chi (also qi) is the Chinese character for "breath." The Japanese and Koreans use this character, too, but pronounce it ki. In traditional belief, chi is much more than just breath: it's an invisible force that pervades all living things. Disciplined individuals can – with proper

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<sup>1</sup> Ammo for firearms is variously called clip, magazine, and drum. Crossbow ammunition is not called arrows, it's either a quarrel or bolt depending on some shape characteristics. Try not to be pedantic about it.

knowledge and practice – control and manipulate it. Mana is a word found in Austronesian languages, means "power", "effectiveness", and "prestige". In most cases, this power is understood to be supernatural. Its semantics are language-dependent. Whichever term you use, they all refer to distilled magical energy. You can consume 1-3 uses of a Mana Potion to eliminate the same number of requirements for Use Magic. If you consume a whole potion (all three uses) you can eliminate *one* requirement for Big Magic.<sup>1</sup>

### **Sleeping Potion**

10 coins

You can either consume this item outright, put it in something edible, or soak a rag with it. When you do, whoever consumes the item falls into a deep sleep lasting several hours.

## **Structures and Vehicles**

What good is an adventure mode without vehicular combat, and the ability to tear shit up? Visual Novel vehicles and structures have a certain number of Stress points dependent on their value. It takes a 3 Blood hit to drop it by 1 Stress (structures and vehicles are unaffected by Bruises), and removing all Stress destroys the vehicle. For Ignores Armor or n Piercing, Stress is lost 1:1 instead of 1:3.

Stress Modifiers are listed in Real Estate.

- +1 per Occupant (Occ. Includes basic but adequate accommodations, Passenger entails no accommodations)
  - A bed is 2 Occ.
  - A booth table or pew is 4 Occ.
  - If a complex consists of multiple rooms, minimum occupancy is the number of rooms
- +1 per point of Armor
- +1 per notable feature, even if it's decoration
- +1 per Move an occupant can do (needs 1 Occ. per move unless otherwise stated)
  - Armory
  - Cafeteria *or* a Kitchen (serves 4 people per +Hot of the Staff)
  - Infirmary (1 Nurse can tend to 1 room (2 Occ) per +Cool)
  - Lore Library
  - Mounted Weaponry
  - Move like a vehicle (has additional stress of 1 per Control Stat)
  - Mystical Library/Laboratory
  - Onsen (permits Nukige!)

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<sup>1</sup> There may be vials of aspected mana lying around which count as a point of Big Magic per use with a specific elemental aspect, such as Fire, Ice, or Lightning.

On the subject of Armor, it is fair to assume the following:

### Structural Materials and Armor

Material	Armor
Particularly thin Wood <i>or</i> particularly thick Paper	1
Wood	2
Iron <i>or</i> Stone (wood and drywall counts as "or stone")	3
Iron <i>and</i> Stone (structural steel and concrete probably counts)	4
Magical Protection	Varies <sup>1</sup>

### Example 1: Minshuku

Minshuku are family operated, Japanese-style bed and breakfasts. Minshuku tend to be small with just a few guest rooms. In-room amenities tend to be basic and typically include a small television, a small table, a heater, a tea set and towels. Some older minshuku may not have locks on room doors.

For this example, we assume a family size is 2.55, which rounds to 3. If we assume that the family takes up 3 rooms (master bedroom, kitchen, and 1 room for their kid), and there are 3 other rooms, and an Onsen.

Going back to that six room Minshuku; Japanese architecture has traditionally been typified by wooden structures, elevated slightly off the ground, with tiled or thatched roofs. Fusuma (vertical rectangular panels that can slide from side to side) can be used to redefine spaces within a room, or act as doors. They typically measure about 91.5 centimeters wide by 183 centimeters tall, the same size as a tatami mat, and are two or three centimeters thick. Sometimes shōji (sheer, translucent paper room dividers) are used as internal dividers, providing ample opportunity to stumble on a naked silhouette.

Most likely, the outer structure has wood, so it's probably 2 Armor. If the inner structure has fusuma, that could be 1 more Armor at Senpai's discretion.

Putting it all together, the kitchen, master bedroom, the kid's room, 3 other rooms, 2 armor, and the Onsen are 12 Occ., 1 Move, 1 Decoration, and 2 armor for a total of 16 stress. 48 points would destroy it outright. It is worth 10M yen.

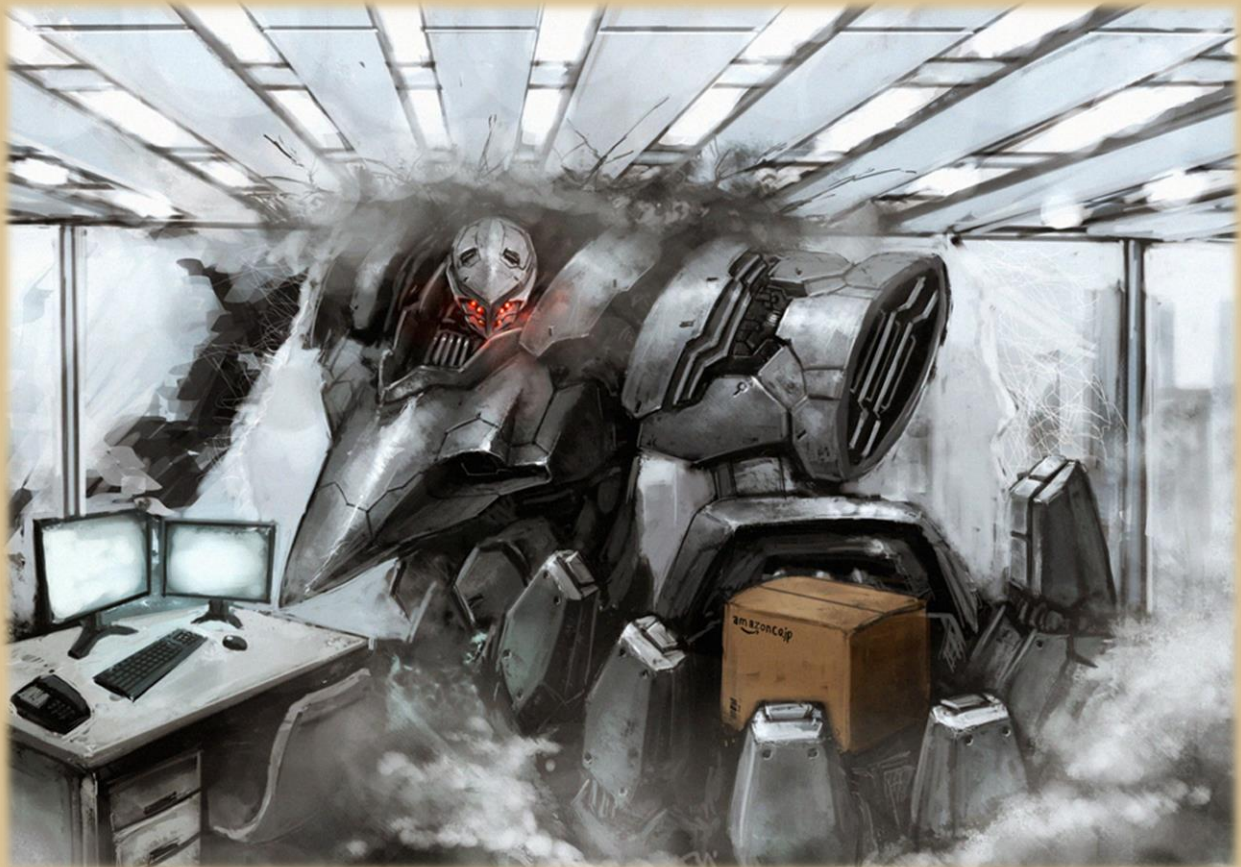
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<sup>1</sup> Pretty much every Armor 5 creature, including constructs only has 5 Armor by virtue of magical protection. Core says anything with "permanent magical protection" is 4 armor, but this falls apart when taken in consideration with Plate or Bone being 4, and Scale being 3. Unless of course dragons are supposed to be "thick leather or hide". This is probably not the case since the Apocalypse Dragon has a quality "Inch thick metal hide" and Armor is only 5. While it may not be more accurate, it is less of a headache for me to make magical protection variable, and assume that the Apocalypse Dragon's non magical value is 5

### Example 2: Assault Mecha

BESM 3 suggests the following features in an Assault Mecha:

- Armor (we'll go with 4 just because)
- Airtight
  - Temperature Controlled
- Control +0
- Flight
- GPS
- Huge
- Sensor Array
- Missiles (7 stress, extreme, area, 6 ammo, forceful, loud, messy, obvious, regulations)
- 30mm Autocannon (4 stress, extreme, area, 3 ammo, forceful loud, messy, obvious, regulations, spray)
- 1 Passenger
- Comms



This Mecha has a minimum of 15 stress (although swapping for lasers is +1 point per system, and the superweapon is +3 for a total of up to 21 stress). The mecha as presented here has a price range between 480,000 and 672,000 yen.



## **Mecha Upgrades**

If the party is part of a Zaibatsu with a Defense Contracts and Vehicle Factories, then players can upgrade them as a natural part of Relationship Level, or because they earned a move that gave their mecha additional stress:

- A laser replacement may swap Ammo for Reload with the Autocannon (2 stress)
- "" and/or the Missiles. (2 stress)
- A Supercannon may deal up to double damage, in exchange for Slow. (3 stress)
- Cloaking (You can become invisible until the next time you make an attack)
- Comms Encryption
- More Armor (no more than 6 total)
- More Control
- Spaceflight
  - Warp Drive

## **Dealing Stress Damage: The Sentai Attack (AKA the Attack on Titan Rule)**

Normally characters deal bruise or blood damage, as their weapons warrant. However, some creatures are far harder than that (The Ogre, the Iron Golem, the Mecha, the Apocalypse Dragon, etc.). They usually have Stress scores rather than Blood. It takes 3 Blood damage to deal 1 stress. With the following move this may change

### **Sentai Attack**

**When your teammate attacks a creature that has Stress instead of Blood, roll +Bond. On any hit, you convert one point of the ally's Blood Damage to Piercing (allowing that point to deal damage to stress). If your teammate already deals Stress damage, you add 1 Piercing to the damage.**

**\*On 7-9, you place yourself in danger, leaving yourself open to attack. \*On 10+, you are at no such risk.**

## VNs with Tentacles

As some of the more shady parts of the internet know, VNs which feature hostility often do so in the service of Nukige rather than gore (and forget shade, those places where VNs feature hostility in the service of outright gore are outright dark although probably not The Dark Web... probably)

### Monster Tags

#### Monster Tags

**Amorphous:** Its anatomy and organs are bizarre and unnatural. (+2 Blood, +1 Armor)

**Cautious:** It prizes survival over aggression, such as by actively defending itself with a shield. (+1 Armor)

**Construct:** It was made, not born (n Armor)

**Devious:** Its main danger lies beyond the simple clash of battle. (n Piercing)

**Hoarder:** It almost certainly has treasure.

**Intelligent:** It's smart enough that Senpai can adapt the monster by adding tags to reflect specific training, like a mage or warrior. Creatures that are intelligent instead of Social may not be as easy to reason with in a non-violent manner.

**Magical:** It is by nature magical through and through. (Can add +n Armor, +n Damage, or a Tag for each Move)

**Organized:** It has a group structure that aids it in survival. Defeating one may cause the wrath of others. One may sound an alarm.

**Pinned:** The monster's target is stuck wherever the monster is holding them. The only thing they can do is squirm out using an appropriate Attribute with Avoid Danger. If the monster has H Virus, that's the danger. If not, it's whatever harm it can do while holding you in place.

**Range:** the range(s) at which the weapon or other attack is effective. Ranges are intimate (up to a meter), close (within 4 meters), short (within 20 meters), medium (within 100 meters), and long (within 500 meters), and extreme (within 2500 meters). All monsters have a range tag. Monsters with Close may also have Reach, which allows them to require anyone without reach to Avoid Danger before their hit.

**Stealthy:** It can avoid detection and prefers to attack with the element of surprise. (Requires Assess or Avoid Danger)

**Social:** This tag comes from Inverse World. The social tag includes the Intelligent tag. A social creature is smart enough that it can sometimes be reasoned with, and some of them have sufficiently advanced societies that some individuals pick up other skills.

**Terrifying:** Its presence and appearance evoke fear.

## **Organization Tags<sup>1</sup>**

Horde: Where there's one, there's more; a lot more. (2 Blood, 2 damage)

Group: 3–6 or so. (3 Blood, 3 damage)

Solitary: It lives and fights alone. (4 Blood, 4 damage)

## **Size Tags**

Tiny: It's much smaller than a kid. (+0 Blood)

Small: It's about kid size. (+0 Blood)

Large: It's much bigger than a human, about as big as a cart. (+1 Blood +1 damage)

Huge: It's as big as a small house or larger. (+2 Blood +1 damage, but cumulative with Large)

## **Defenses**

Cloth or flesh (0 armor)

Leathers, thick hide, also thin wood or thick paper (1 armor)

Mail, chain, vines, or ballistic armor (2 armor)

Scale or bone (3 armor)

Plate (4 armor)

Magical protection (varied armor, magical)

## **What it's known for**

Unrelenting strength: +1 damage, forceful

Skill in defense: +1 armor

Deft strikes: +1 piercing

Uncanny endurance: +1 HP

Deceit and trickery: stealthy, write a move about dirty tricks

A useful adaptation like being amphibious or having wings: add a special quality for the adaptation

The favor of the gods: At a minimum, +1 damage or Blood and divine; the most powerful of these creatures is Unyielding (see New Tags)

Spells and magic: magical, write a move about its spells

## **New Tags**

H Virus: The creature seeks to inseminate its victims with a liquid that gives them +1 Ongoing on Turn Someone On and Nukige, and -1 on anything else until the next time they ejaculate. The creature will have a bruise attack. A creature whose bruises are depleted by the attack is considered inseminated. If they engage in Nukige and the other person ejaculates first, they will become pregnant with a rapidly growing monster fetus. It takes 10-Blood days to grow to term. When it does, it comes out explosively, dealing damage-1

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<sup>1</sup> Some monsters are converted directly from another source. Their blood and damage values may not match up with their size and organization tags.

to the mother (it is young after all). *For the purposes of Conditions, The H Virus is Semi-Permanent*

*If your game includes monsters—tentacled or otherwise—with the ability to use humans for reproductive purposes, this game uses the generic term "H Virus" to denote their means of procreation. The H Virus is removable by engaging in Nukige and ejaculating before any partner(s) you might have. It would stand to reason that the Nukige would need to involve penetration, although if it fits your game, a character can get off on having her nipples played with, and just about any guy can jack off without having to do it into anything.*

**Insubstantial:** In Dungeon World, this is a quality that should have been a tag. It also manifests differently in **Visual Novel World**. Whenever you use any damage dealing move that isn't magical (Archery, Catfight, Martial Arts, Kendo), the success of your roll is reduced by 1 step unless you use a magic item (so 12+ becomes 10+, 10+ becomes 7-9, and 7-9 becomes 6-)

**Regenerate:** Whenever a player rolls 6-, the monster either (re)grows a limb, or regenerates 1 blood. If a player has some reason to earn this ability it happens on their 10+ rather than an opponent's 6-

**Unyielding:** The creature has Stress Points rather than Blood. Dealing damage to it takes 3 Blood, or the Ignores Armor or n Piercing tag. It is safe to assume that any creature with 2 or more of Divine, Favor of the gods, Large Huge, Insubstantial, Forceful, Messy, Reach, Solitary, or Terrifying qualify for this tag. In addition, Amorphous creatures are the opposite of Unyielding, but it fits in any case.

*If converting creatures from Dungeon World certain considerations need to be made. Creatures that are not Large or Huge have 1 Stress per 10 HP (or 3 Blood-round up), while Large ones have 1 per 5 HP (again, rounding up) and huge ones have 1 per HP.*

**Young:** -1 Blood and Damage. Its size is also 1 step smaller than the adult version.

### **HP/Damage Conversion**

In Dungeon World, the highest HP classes get 10+Con HP, but Advanced Delving suggests "10 base HP is for skilled warriors and those who have no fear of battle." This is not the case for the "regular joes" of most VNs. 6 base (for a range of 14-22) "is for [people] that aren't ready to fight, but can at least take a hit." This seems appropriate for most VN characters. Since Bruises and Blood in this game are determined by the total of (+Cool or +Sports)+3, and neither score can exceed +3, it's safe to assume characters have a maximum of 6 Blood. Thus  $22/6=3.6$ . If Characters are designed to "take some hits and



get into combat a little" then it's  $24/6=4$ . Thus, monsters converted from Dungeon World divide monster HP by 3 or 4 to get monster Blood Points to scale with 6 or 8 +Con Dungeon world characters. This book assumes division by 3. For games where adventurers are assumed to stand a better chance, multiply by  $\frac{3}{4}$  (which cancels the default divisor of 3 and instead divides by 4).

### Multiple Attacks

Some of the entries in this section have more than one attack as a necessary feature of the fiction for a variety of reasons. As in Dungeon Worlds, each creature has its set of creature tags, but some attacks are distinct in having attacks that have individual tags not applicable to another attack the creature has (such as one gun having a different range than another, or one having spray, and another not, and so on). Individual attack tags are parenthetically listed, while attacks that have general application appear separately after the list of attacks, in *italics*.

### Monster Cocks

A fellow VN player brought up the point that Japanese media do tend toward an unusual length of penis for not just their male cast, but also any creatures that would likely try to implant its seed into a woman. It's also been pointed out that these numbers are barely within natural human potential for humans, and *waaaaaaaaay* outside of it for beasts with tentacles. To determine the length of these sex organs, consider the following

- Use the total of the creature's Blood and Damage
  - Add Piercing or Ignores Armor separately (so Piercing adds n, while ignores armor doubles the base)
  - Forceful or Messy add 1 each
- Multiply the baseline established above by the Following:
  - Carrying the H Virus multiplies by 2
  - A Stress based creature (replacing either damage or Blood) multiplies by 3
  - A Large creature multiplies by 3
  - Reach multiplies by 3
  - A Huge creature multiplies by 10

The final result of the above math is the number of centimeters length of a monster cock. For reference, Abominations are 234, and Tentacle Monsters are 260. A foot is roughly 30 centimeters.

## Bestiary

### Constructs

There are a great many varieties of Constructs, from automatons to golems to robots, and even Mecha. The primary difference of automatons is that they are simple, and follow a very specific instruction or set of instructions prebuilt into the system. Occasionally they can be reprogrammed, but unlike golems or robots, this requires temporary deactivation. The primary difference between golems and robots is that one is made with magic, while the other is made with electronics. Mecha are typically piloted robots, but may also be piloted golems in some circumstances. Constructs come from a great variety of source materials. The most common varieties are either flesh, metal, or stone (although flesh is not good for robots or mecha).

#### Flesh Golem

Claws and Teeth (2 damage)

*Close, Forceful, Messy*

Special Qualities: Many body parts

Maybe tonight an arm, a leg, another head (the last one came apart too soon). Even the humblest hedge-enchanter can make do with what he can and, with a little creativity, well—it's not only the college that can make life, hmm? The "Science" of the Frankenstein Monster seemed more or less handwaved, and in any case, all the parts are apparently organic (not electronic), therefore for the purposes of this book, they are equivalent to Flesh Golems. *Instinct:* To carry out the creator's last orders.

- Follow orders
- Go Berserk upon taking significant damage
- Detach a body part from someone else

#### Variant: Pleasure Golem

- Reduce blood by half
- Doesn't get hostile no matter how much abuse it has taken
- Grants +1 forward to Nukige when it is being used

Solitary, Construct

4 Blood, 0 Armor



### Iron Golem

Spikey Iron Fists (4 damage, 1 piercing)

*Close, Forceful, Messy, Reach*

Special Qualities: Made of Metal

Solitary, Large, Construct

Unyielding

3 Stress, 3 Armor



A staple of the enchanter's art-every golemist and mechano-thaumaturge knows this. Iron is a misnomer, though. These guardians are crafted of any metal, really: steel, copper, or even gold, in some small cases (Softer things like copper and brittle things like stone should probably have 1 less armor. Gold is *not* reduced because it takes to magic easier). Any enchanter worth his salt can craft one, if he can afford the materials. *Instinct:* To serve

- Follow orders implacably
- Use a special tool or adaptation, built-in

### Mecha

Missiles (7 stress, 6 ammo,)

30mm Autocannon (4 stress, 3 ammo, spray)

*Area, Extreme, Forceful, Loud*

*Messy, Obvious, Regulations*

Special Qualities: Made of Metal

Solitary, Huge, Construct

Unyielding

16 Stress, 4 Armor

Giant obvious machines that look like people and are large enough to terrorize a city, the only real way to beat them is fight fire with fire... and try not to cause too much collateral damage. *Instinct:* To follow its master's Orders

- Chewing up the Scenery
- Engage another Mecha
- Scare the townsfolk



## Freaks of Nature

Something about this category of creatures is very unsettling. Their very existence *requires* something supernatural, but unlike some supernatural things, these are not things of beauty. What sets these creatures apart from other categories such as planar entities is that they are almost universally ugly, or that their motivations are alien to humanity.

### Abomination

Slam (4 damage, or 1 bruise and pinned)

*Close, Reach, Forceful, Messy, H Virus*

Special Qualities: Many appendages

Solitary, Large, Amorphous, Terrifying

7 Blood 1 Armor



Corpses stitched or fused onto corpses make up the bulk of these shambling masses of dark magic. Most undead are crafted to be controlled—made to serve some purpose like building a tower or serving as guardians. Not so the abomination. The last aspect of the ritual used to grant fire to their hellish limbs invokes a hatred so severe that the abomination knows but one task: to tear and rend at the very thing it cannot have—life. Many students of the black arts learn to their mortal dismay the most important fact about these hulks; an abomination knows no master. *Instinct:* To turn other fleshy creatures into abominations



- Lash out with what's available
- Make unsettling gurgling noises
- Melt metal and flesh alike
- Spill forth putrid guts

### **Fuck Zombie**

Bite (2 damage)

Close, H-Virus

Horde

3 Blood, 1 Armor

H-Zombies are not like regular zombies. Their suspected origin point was being infected by an experimental virus now dubbed The H-Virus, which affected their brains and made them complete fuck toys. They give no shits about anything else. Unfortunately, this causes them to infect others with equal amounts of carelessness. Instinct: FUUUUU-ck!

- Attack with overwhelming numbers
- Corner them
- Gain strength from the infected, spawn more zombies

### **Tentacle Beast**

Tentacles (4 damage, or 1 bruise and a pin)

Close, Forceful, H Virus Reach.

Solitary, Huge, Amorphous, Intelligent,

Terrifying

8 Blood, 1 Armor

Special Qualities: writing mass of highly reproductive tentacles



Something about these animals is just plain alien. Few Earth natives can lay claim to having anything like Bizarre Alien Biology, — they have two gill hearts, one systemic heart, and blue Blood (...er, sometimes...). They are invertebrates without carapaces, yet unlike worms and their mollusk kin snails and clams, they move with purpose and have large, staring eyes with Hellish Pupils. There are suckers on their tentacle-arms, and a few species have hooks. Their mouths are beaked and positioned strangely, their bodies look weirdly like dicks, and some can leap out of the water like flying fish. Some species have donut-shaped brains and their esophagus runs through the "donut hole". Of

course, they are bizarrely intelligent: On the same level as a cat or a bird. Expect Combat Tentacles, Tentacle Rope and, in racier fare, Tentacle Rape. Bigger ones can apply for Giant Squid status, and from there it's not that big a jump to Kraken and Leviathan up to Eldritch Abomination. Instinct: Go forth and Multiply.

- Wrap them in tentacles
- Violate them
- Produce progeny

## Goblins

Nobody seems to know where these things came from. Some say they're dredged up from a hidden place beneath the earth. Others say they're bad children, taken away at birth and raised in the dark. The truth of the matter is that goblins only come out whenever the going gets really rough and the omens are bad. They have always been here and they'll be here once all the civilized races have fallen and gone away. There are just too damn many of them. *Instinct:* To multiply



### Goblin Grunt

Crude spear-like weapon (2 damage)

*Close, Reach*

Not much new to say about yer basic gobbo.

- Charge!
- Retreat and return with (many) more

*Horde, Small, Social, Organized*  
2 Blood, 1 Armor

### Goblin Alchemist

Firebomb (2 damage)

*Short, Forceful, Loud, Messy*

Special Qualities: Has several concoctions

Somehow this little bastard learned how to mix potions and now he's more trouble than what he's worth. *Instinct:* need more power!

- Set a potion to destroy something
- Throw a potion to Heal
- Throw a potion to add chaos
- Become stronger with a potion

*Solitary, Small, Social, Organized*  
4 Blood 1 Armor

### **Goblin Monstrosity**

Goblin Smash (4 damage)

*Close Reach*

Special Qualities: Has drank several concoctions by now

RAAAH! Goblin Alchemist drank super-secret special potion. You could piss a goblin off to this point, but by now, you probably noticed you're fucked *Instinct: GOBLIN SMASH!*

- Knock a hole in a wall
- Smash their face
- Break their legs
- Rip their arm off and hit them with it

Solitary, Large, Terrifying, Organized

4 Stress, 2 Armor

### **Goblin Shopkeeper**

Shank (3 damage)

*Short, Thrown*

Special Qualities: You might find *anything* in his wares.

Some goblins aren't right bastards. They might even sell you something useful... might. On the other hand, if they sell you something that *isn't* useful, they probably did it as a prank. They sort of do that when they're being peaceful. They only turn hostile if you steal their wares or attack them first. *Instinct: Me sell you stuff?*

- Find out if they want something specific.
- Rummage around for anything.
- Don't take too kindly to thieves.
- Show someone love through humor.

Group, Small, Social, Organized

3 Blood 1 Armor

### **Jaded Beauties**

These are female humanoids that for one reason or another, they have some level of narcissistic tendencies, or at least narcissistic backgrounds. While they may not actually be selfish in their actions, These women often do have some level of self-interest in mind regarding almost everything they do.

### **Amazon**

Javelin (3 damage 1 piercing)

*Intimate, Close, Far*

A race of warrior women, who seem to reproduce with captive males. They allow men to share their territory but women are clearly in charge. They have supernatural prowess elevating them above men, and may even be a one-gender race. *Instinct: To prove her worth.*

- Do better than a man
- Hunt with bow and spear
- Not above using poison and traps
- Elemental Arrows
- Hail sisters!

Group, Hoarder, Stealthy, Magical

Organized, Social

2 Blood, 1 Armor

### **Arachne**

Poison Bite (4 damage. 3 piercing)

*Intimate, Close*

Special Qualities: Web spinners, Immune to webs and rope snares, many creepy legs protruding from a thorax adjoined to a human waist.

Arachne was a shepherd's daughter who began weaving at an early age. She became a great weaver, boasted that her skill was greater than that of a goddess, and refused to acknowledge that her skill came from them. She was bested in a contest of weaving and her and her entire lineage cursed to be half woman, half spider. *Instinct:* Serve the spider queen as atonement.

- Tell a tale, woven by the gods
- Speak with a Seductive voice

Solitary, Large, Stealthy, Divine

Intelligent, Hoarder, Terrifying

6 Blood, 3 Armor

### **Banshee**

Wail of Death (2 Piercing, Area)

Claw (3 damage, Intimate)

*Short, Loud*

Special Qualities: Undead

Solitary, Magical, Insubstantial, Intelligent

4 Blood



Come away from an encounter with one of these vengeful spirits merely deaf and count yourself lucky for the rest of your peaceful, silent days. Often mistaken at first glance for a ghost or wandering spirit, the banshee reveals a far more deadly talent for sonic assault when angered. And her anger comes easy. A victim of betrayal (often by a loved one) the banshee makes known her displeasure with a roar or scream that can putrefy flesh and rend the senses. If you can help her get her vengeance, they say she might grant rewards.



Whether the affection of a spurned spirit is a thing you'd want, well, that's another question. *Instinct:* To get revenge.

- Drown out all other sound with a ceaseless scream
- Unleash a skull-splitting noise
- Disappear into the mists

## Hag

Fetid tooth and foul claw (1 damage and Sick)

*Close, Short*

Special Qualities: Enchantment, Illusion

Group, Cautious, Devious, Hoarder  
Magical, Stealthy, Social  
2 Blood



Revealed in their true forms, hags appear as grotesquely twisted crones, who gleefully corrupt and manipulate. They are horrible creatures lurking in an illusory disguise. Beguilers they are, who lust for the true vigor and beauty of youth, seeking to steal it from those who treat them poorly, or hex a treacherous fortune upon them. Their homes are commonly decorated with bubbling cauldrons, moldering tomes, jars of rare reagents, bones of former lovers, and lost artifacts. They occasionally take coven with their sisters to meddle in mortal affairs.

*Instinct:* to breed and collect

- Beguile and tempt through illusions and divination
- Foretell the fortunes of others
- Brew poisons and potions
- Curse and hex those who threaten with injury
- Steal their youth

## Medusa

Claws (2 damage)

*Close*

**Special Qualities:** Look turns you to stone

The medusae are children of a serpent-haired mother, birthing them in ancient times to bear her name across the ages. They dwell near places of civilization—luring folks to their caves with promises of beauty or riches untold. Fine appreciators of art, the medusa curate strange collections of their victims, terror or ecstasy frozen forever in stone. It satisfies their vanity to know they were the last thing seen in so many lives. Sometimes however, the medusa is jaded by her plight in life, and tries to



get back at the world through the use of her power. Secretly though, such a medusa is often looking for a way out of her predicament, and may be inclined to accept a credible offer from someone who could help. *Instinct:* To add to her morbid collection.

- Draw someone's gaze
- Show hidden terrible beauty
- Lament her woes
- Lash out in protest
- Turn something to stone with a look

## Nymph

Crushing Vines (2 Damage)

*Close*

**Special Qualities:** Communicates with animals, Embodiment of the area.

A nymph is more beautiful by far than any man or woman born in the civil realms. To gaze upon one is to fall in love—Deep and punishing, too. Thing is, they don't love—not the fleshy folk who often find them, anyway. Their love is a primal thing, married to the woods—to a great oak that serves as home and mother and sacred place to them. It's a curse to see one too. They'll never love you back, No matter what you do. No matter how you pledge yourself to them, they'll always spurn you. If ever their oak comes to harm, you've not only the dryad's wrath to contend with, but in every nearby village there's a score of men with a secret longing in their heart, ready to murder you where you sleep for just a smile from such a creature. *Instinct:* To love nature passionately.

Solitary, Devious, Social, Magical

4 Blood, 2 Armor



- Entice a Mortal
- Merge into a tree
- Turn Nature Against Them

### **Queen of the Sorcerer Isles**

Whips and Chains (4 damage 1 piercing)

*Close, Near, Far*

Group, Magical, Devious, Organized

Hoarder, Social, Planar

3 Blood 2 Armor

Special Qualities: Feeds on Sexual Energies, Wrapped in a Web of Lies

A woman of many faces, this one is often found light skinned, in red leather, and bestowed with prodigious endowments. *Instinct:* To Enthrall

- Tap into Primal Power
- Summon Thrall
- Sex Hex



## Planar Entities



### Angel

Sword of Flames (4 damage)

*Close, Forceful, Ignores Armor*

Special Qualities: Wings, Archangels have 2 Stress instead of 6 Blood

Angels take the form of beautiful men and women, winged with skin of Alabaster. Their faces are blank where mortal eyes would be, but this lack of features does not hinder them. Angels cannot be seen nor heard unless they make themselves known. The very sight of an angel can steal your sight or open your mind to prophecy just the same. Whenever a seer or prophetess tries to speak wisdom out of time, an angel may be there, twisting their words, or guiding them as they like. *Instinct:* To share divine will.

- Punish mortal Insolence
- Overwhelm the senses of the unbeliever
- Deliver visions and prophecy
- Stir mortals to action
- Expose sin and injustice

These unseen forces, usually unnamed or only known by a somewhat vague epithet, are pulling the strings. They can be good, evil, or ambiguous. They are mysterious and abstract. They will also be too vague to engage the heroes directly and so a lesser being will carry out The Plan. One example of this is the Ancient Conspiracy, which often involves hostile interpretations of God. That is to say that while humanity believes God is Good, there may be some hidden parts of the story that paint Him in a negative light. Remember though, this is a game, and the game is all about what works best with the fiction, but dealing with real world topics like that may not be amenable to the rest of the table. Overall, you should be prepared for the eventuality that nobody wants to play your god-bashing game. If the powers are warring with each other, it could be Heaven and Hell or a "house divided against itself" where some angels aren't necessarily happy with God's plan.

Solitary, Terrifying, Divine, Social, Organized  
6 Blood, 4 Armor



## Apocalypse Dragon

Bite (7 damage, 2 piercing)

*Reach, Forceful, Messy*

Special Qualities: Inch-thick metal hide, Supernatural knowledge, Wings

The end of all things shall be a burning—of tree and earth and of the air itself. It shall come upon the plains and mountains not from beyond this world but from within it. Birthed from the womb of deepest earth shall come the Dragon that Will End the World. In its passing all will become ash and bile and the world, a dying thing, will drift through planar space devoid of life. They say to worship the Apocalypse Dragon is to invite madness. They say to love it is to know oblivion. The awakening is coming. *Instinct:* To end the world

- Set a disaster in motion
- Breathe forth the elements
- Act with perfect foresight

Solitary, Huge, Magical, Divine, Terrifying  
Unyielding  
26 Stress, 5 Armor



## Dragon

Bite or element blast (6 damage, 1 piercing)

*Reach, Messy*

Special Qualities: Elemental blood, Wings

They are the greatest and most terrible things this world will ever have to offer.

*Instinct:* To rule

- Bend an element to its will
- Demand tribute
- Act with disdain

Solitary, Huge, Terrifying, Cautious  
Hoarder, Unyielding  
16 Stress 5 Armor

## Eromancer

Curses and Hexes (3 damage or a narrative effect)

*Close, Short, Medium*

Special Qualities: Connected to another plane of existence.

The Eromancers come from another plane called Eros. Eros is the plane devoted to a bygone ideal of love, and perhaps a little debauchery and hedonism along the way. Eromancers manipulate the energies of emotions, the duality of pleasure and pain. They take many forms—often those you would least expect—from the absent-minded professor

Solitary, Stealthy, Cautious,  
Devious, Planar, Social, Hoarder  
3 Blood

to the tempted Catholic priest. *Instinct: to bring forth the realm of Eros.*



- The word is "love"; spread the word.
- Coax them into perversion.
- Weaken them with ultimate pleasure.
- With pleasure, bring pain.
- Summon an erotic beast

### **Sekaijin**

Superb katana (4 damage, 1 piercing)

*Close*

Special Qualities: May not be harmed while a Tengu Imperial Guard remains living.

Sekaijin is the divine emperor of Sekai, the middle of the Three Planes. He is the middle of the three divine brothers who formed the planes, a living god, and the planarch of Sekai.

Instinct: to create order.

- Mold Sekai to his will.
- Command his imperial bodyguard.

Solitary, Large, Divine, Hoarder  
Magical, Organized, Social, Unyielding  
26 Stress, 6 Armor

**Succubus**  
Claws (2 damage)  
*Close*



Horde, Stealthy, Magical, Social,  
Hoarder, Planar  
2 Blood

There are beings who stalk the night, searching for a victim, a victim that could very easily be you. When they find you, they will eat you or tear you to shreds. Succubi? No, they will do something far more sinister. They will appear to you as a breathtakingly beautiful woman, and they will have sex with you... Succubi are demons created to serve, assist and aid. Stereotypically depicted as women, male demons of this sort are often called Incubi. They are often sent by Hell to assist mortal servants. Instinct: To serve Hell (Succubus Cont'd)

- Drain energy
- Dominate mortal minds
- Shapeshift
- Empower a chosen mortal

**Tengu Imperial Bodyguard**  
Katana (3 damage, 1 piercing)  
*Close*

Group, Organized, Social  
5 Blood, 3 Armor

Special Qualities: Supernaturally Fast, Spiritually linked to Sekajin.

The tengu are known in some circles as the inventors of the katana and the art of its use. The greatest swordsmen in legends are always trained by tengu masters. The Divine Emperor Sekaijin selects only the finest tengu swordsmen as his imperial bodyguards. There are twelve in total, with at least four always at the emperor's side. They are absolutely loyal to him, and will lay down their lives to protect and serve him. *Instinct: to protect Sekaijin.*

- Impose on an attack
- Appear from nowhere to cut down those who attack the emperor.

**The Tarrasque**  
Bite (6 Stress)  
*Area, Reach, Forceful, Messy*

Solitary, Huge, Planar, Terrifying  
Unyielding  
30 Stress, 5 Armor

Special Qualities: Treat magical success as 1 level lower.

The Tarrasque. Legendary unstoppable juggernaut—eater of cities and swallower of ships, horses, and knights. A creature unseen in an age but about whom all kinds of stories are told. One thread of truth weaves through these stories. It cannot be killed. No blade can



pierce its stony shell nor spell penetrate the shield it somehow bears. Stories say, though, that the will of one pure soul can send it to slumber, though what that means and, by the gods, where such a thing might be found, pray we do not ever need to learn. It slumbers. Somewhere in the periphery of the planar edge, it sleeps for now. Damn thing hasn't showed up in ages though... bet a few rockets will do it. *Instinct: To consume*

- Swallow a person, group, or place whole
- Release a remnant of a long-eaten place from its gullet

## Undead

Dead folks who, whether due to magic, Applied Phlebotinum, lack of a funeral, or just plain bloody-mindedness, do not rest in peace. Death, a.k.a. The Grim Reaper: The big guy himself, usually portrayed as an Implacable Man in a Black Cloak carrying a Sinister Scythe-but not always-MAY SPEAK IN ALL CAPS. For the sake of both Dungeon World, and this game, he directs those who have died into the Black Gates of Death. The entity is a very diligent worker, who truly deserves some vacation time every now and then. He might ask you nicely to go into the gates, or he might just be a cool guy that fancies himself a nice game of chess, or a good bargain. Sometimes, there is treachery afoot. This is where the Undead come in.

## Vampire (Ancient)

Group, Stealthy, Organized, Social

Supernatural force (4 damage, 1 piercing)

Unyielding

*Close, Forceful*

1 Stress, 2 Armor

Special Qualities: Changing form, ancient mind, Stakes pierce the heart, silver counts as Piercing

We fear them, because they call to us. They are drawn to us for what they cannot be: warm, kind, and alive. These tormented souls can only hope, at most, to pass their dreadful curse along. Every time they feed they run the risk of passing along their torture to another and in each one lives the twisted seed of its creator. Vampires beget vampires. Suffering begets suffering. Do not be drawn in by their seduction or you may be given their gift—a crown of shadows and the of chains eternal undying grief. *Instinct: To manipulate*

- Charm someone
- Feed on their blood
- Retreat to plan again

## Yuurei

Amorphous, Horde, Stealthy

Phantom Touch (1 piercing)

Unyielding

*Close*

1 Stress, 2 Armor

Yuurei are figures in Japanese folklore, analogous to Western legends of ghosts. They are spirits thought to be kept from a peaceful afterlife. It remains on Earth until it can be laid to rest, either by performing certain rites, or resolving the emotional conflict that still ties it to the physical plane. If neither is done, the Yuurei will persist in its haunting.

- Reveal the terrifying nature of their death.
- Drain warmth with cold hands.



- Offer information from the other side, for a price.



### Wild Animals

On occasion, animals might be possessed by malevolent entities, or just be angry little bastards (not so little in some cases). For whatever reason, this section is to prepare for the eventuality of animals attacking players.

#### Bird of Prey

Solitary, Small, Stealthy

Talons (1 damage, Intimate)

2 Blood

A bird of prey, predatory bird, or raptor is any of several species of bird that hunts and feeds on rodents and other animals. The term raptor is derived from the Latin word rapere, meaning to seize or take by force.[1] Birds of prey have keen vision that allows them to detect their prey during flight, as well as powerful talons and beaks. *Instinct:* To watch and wait

- Spot prey in the dark, from afar
- Snatch something up without warning

#### Bat

Horde, tiny

Bite (1 damage, Intimate)

1 Blood

Instinct: To chase bugs

- Echolocate
- Get into or out of a tight spot

**Bear**

Solitary, Fast, Large, Terrifying

Maul (4 damage, Intimate, Close)

5 Blood, 2 Armor

Bears are carnivorous. Although only eight species of bears are extant, they are widespread, appearing in a wide variety of habitats throughout the Northern Hemisphere and partially in the Southern Hemisphere. Bears are found on the continents of North America, South America, Europe, and Asia. Common characteristics of modern bears include large bodies with stocky legs, long snouts, small rounded ears, shaggy hair, paws with five non-retractile claws, and short tails. Instinct: To protect its young or feed.

- Move with surprising speed and grace

Sniff out trouble, or food

**Big Cat**

Solitary, Devious, Stealthy, Terrifying

Pounce (3 damage, Intimate → Short)

3 Blood, 1 Armor

Lions, tigers, and bears, oh my! Well... not the bears. We already talked about bears. Big cats are... differently scary. Instinct: To toy with prey

- Stalk prey, silent and unseen

Strike before prey can react

**Boar**

Solitary, Athletic, Hardy, Warrior

Gore (2 damage, Intimate)

4 Blood, 1 Armor

Instinct: To charge

- Attack relentlessly
- Keep fighting despite all injury

**Crow/Magpie**

Solitary, tiny, cautious, devious, hoarder

Peck (1 damage, Intimate)

1 Blood

Magpies are birds of the Corvidae (crow) family. The black and white Eurasian magpie is widely considered one of the most intelligent animals in the world and one of the only non-mammal species able to recognize itself in a mirror test. In addition to other members of the genus *Pica*, corvids considered as magpies are in the genera *Cissa*. Magpies of the genus *Pica* are generally found in temperate regions of Europe, Asia and western North America, with populations also present in Tibet and high elevation areas of India, i.e. Ladakh (Kargil and Leh) and Pakistan. Magpies of the genus *Cyanopica* are found in East Asia and also the Iberian peninsula. *Instinct*: To collect shiny things.

- Mimic sound
- Foretell ill fortune

**Deer**

Group, Cautious

Gore (2 damage intimate, close)

2 Blood, 0 Armor

Deer are the ruminant mammals forming the family Cervidae including the muntjac, the elk (wapiti), the fallow deer and the chital, reindeer (caribou), the roe deer and the moose. Female reindeer, and male deer of all species (except the Chinese water deer), grow and shed new antlers each year. In this they differ from permanently horned antelope, which are part of a different family. *Instinct:* To freeze up or bolt

- Sense hidden danger
- Disappear into the landscape

**Fox**

Solitary, small, cautious

Bite (1 damage, Intimate)

devious, stealthy

2 Blood

Foxes are small-to-medium-sized, omnivorous mammals belonging to several genera of the family Canidae. Foxes have a flattened skull, upright triangular ears, a pointed, slightly upturned snout, and a long bushy tail. *Instinct:* To do its own thing

- Slip in where unwanted
- Escape from a bind

**Snake**

Solitary, tiny, stealthy

Damage 1d6-2 bite (1 damage, Intimate)

1 Blood, 1 Armor

Snakes are elongated, legless, carnivorous reptiles covered in overlapping scales. Many species of snakes have skulls with several more joints than their lizard ancestors, enabling them to swallow prey much larger than their heads with their highly mobile jaws. *Instinct:* To threaten

- Inject a painful, debilitating poison
- Slip away into the brush

**Squirrel**

Group, tiny, cautious

Bite &amp; Claw (1 damage, Intimate)

1 Blood

Squirrels are members of the family Sciuridae, a family that includes small or medium-size rodents. The squirrel family includes tree squirrels, ground squirrels, chipmunks, marmots (including woodchucks), flying squirrels, and prairie dogs amongst other rodents. Squirrels are indigenous to the Americas, Eurasia, and Africa, and were introduced by humans to Australia. *Instinct:* To stow nuts for the future

- Scamper around any obstacle
- Let out a surprisingly loud chitter

## Wolf

Group, cautious, devious, organized

Bite (3 damage, intimate)

2 Blood, 1 Armor

The wolf is a canine native to the wilderness and remote areas of Eurasia and North America. It is the largest extant member of its family, with males averaging 43–45 kg (95–99 lb.) and females 36–38.5 kg (79–85 lb.). It is distinguished from other *Canis* species by its larger size and less pointed features, particularly on the ears and muzzle. It is nonetheless closely related enough to smaller *Canis* species, such as the eastern wolf, coyote, and golden jackal, to produce fertile hybrids. Its winter fur is long and bushy and predominantly a mottled gray in color, although nearly pure white, red, and brown to black also occur. It is a social animal, travelling in nuclear families consisting of a mated pair, accompanied by the pair's adult offspring. The wolf is typically an apex predator throughout its range, with only humans and tigers posing a serious threat to it. It feeds primarily on large hooved grazers, though it also eats smaller animals, livestock, carrion, and garbage.

*Instinct:* To chase

- Surround and harass prey
- Call others with a howl
- Pursue prey as it flees

## Yokai

Yokai are a widely varied collection of various supernatural creatures that pop up in Shinto religion. Some yokai are good, others are evil, and many are different. Some are mischievous, others avoid humans entirely. Shinto is an animist religion, and yokai are often associated with natural features such as forests and mountains. This word is often translated as "demon" in Western translations, but that does not adequately describe the creatures in question — they span the entire moral range between good, mischievous, neutral, and actually evil. They often assume human form and get into all kinds of mischief. The list presented below is by no means complete.

## Bakeneko Samurai

Horde, Organized, Social, Cautious

Katana (3 damage 1 piercing)

3 Blood, 3 Armor

*Close*

Like most of the yokai, the bakeneko belong to various clans, each headed by a daimyo who swears allegiance to the divine emperor Sekaijin. The daimyo are served by their samurai, warriors trained in the art of the katana from birth and sworn to uphold a strict code of honor and service. *Instinct: to serve.*

- Enter into honorable combat.
- Follow the direct order of the daimyo.
- Avenge a fallen member of its daimyo's court.

Give one's life to Bushido



### Dog Yokai

Claws and Bite (3 damage 1 piercing)

*Close*

Special Qualities; Can smell fear

It hides in the body of a dog and lures victims away isolating them before they transform into a massive beast and attack. Some breeds have ooze, some have spines, and some have fur or flames. They usually attack in packs.

*Instinct:* To find its food—People are its food.

- Snarl ferociously
- Encircle the Target
- Pounce

Solitary, Large, Terrifying

4 Blood, 1 Armor



### Hashihime

Torches in her mouth (4 damage 1 piercing)

*Close, Reach*

Hashihime are intensely jealous spirits who inhabit bridges — in particular, very old and very long bridges. A hashihime may take different forms depending on occasion, however they are commonly depicted wearing white robes, white face-paint, an iron trivet worn as a crown, and carrying five candles. This is a ceremonial outfit used to perform curses.

*Instinct:* To protect those who honor her

- Guard a bridge from invaders

Solitary, Divine

5 Blood, 1 Armor

### Hydra

Bite (4 damage)

*Close, Reach*

Special Qualities: Many regenerating heads

A bit like a dragon, wingless though it may be. Heads spring from a muscled trunk and weave a sinuous pattern in the air. A hydra is to be feared—a scaled terror of the marsh. The older ones, though, they have more heads, for every failed attempt to murder it just makes it stronger. Cut off a head and two more grow in its place. Only a strike, true and strong, to the heart, or figuring out how to stop the heads from regrowing can end a hydra's life. Not time or tide or any other thing but this. *Instinct:* To grow

- Attack many enemies at once
- Grow two heads

Solitary, Large

5 blood, 2 Armor

## Fushi no Bikuni



Solitary, Magical, Stealthy, Divine, Devious  
Peerless Evocation Organized, Intelligent,  
(4 damage) Hoarder, Terrifying

*Close, Ignores 5 Blood, 4 armor*  
*Armor, Near, Far*

Special Qualities: Unnervingly Flawless Pale Skin

The name literally means Immortality Possessing Buddhist Priestess; this creature is kept alive by the sheer power of their emotional stake in... something. It's different for each Bikuni. They're not automatically hostile, and if you can get them to gloat, they may tell you what. Instinct: To gain power.

- Gloat about its Superiority
- Call a completed plan into action
- Cast a Master Illusion
- A Hidden Talisman
- Summon Death Minion

## Kage onna

Jump Scare (2 Bruises)

*Close, Near*

Group, Stealthy

2 Blood, 0 Armor

Kage onna are shadows of women, which appear projected onto windows and doors when there is no one around to cast them. They appear late at night when the moon is bright, as the paper sliding doors and windows of traditional Japanese homes are particularly good at catching shadows in the moonlight. They usually take the form of a young lady, though occasionally they appear as an old crone with a bell hanging from her neck. Instinct: To signify a haunted place

- Serve as a beacon for other yokai

What was that? Did you just see that?

## Kappa

Grappling claw (1 damage and pin)

*Intimate*

Group, Small, Social

3 blood

Special Qualities: Child of the river, a water god

The kappa is typically depicted as roughly humanoid in form and about the size of a child. Its scaly reptilian skin ranges in color from green to yellow or blue. Although their appearance varies from region to region, the most consistent features are a beak, a shell, webbed hands and feet, and a plate (sara)—a flat hairless region on the top of the head that is always wet, and that is regarded as the source of the kappa's power. Kappa inhabit ponds and rivers, They are sometimes said to smell like fish and they can swim like them.

The expression kappa no kawa nagare ("a kappa drowning in a river") conveys the idea that even experts make mistakes. *Instinct:* To show deep respect

- Bow and scrape
- Catch a glimpse
- Eat the liver
- Serve a master

### Ogre

Club (4 damage)

*Close, Reach, Forceful*

When men were merely dwellers-in-the-mud with no magic to call their own, they split in two: one camp left their caves and the dark forests and built the first city to honor the gods. The others retreated into darkness. They grew, and a grim loathing gave them strength. They found dark gods of their own. Ages passed and they bred tall, strong, and full of hate.

*Instinct:* To return the world to darker days.

- Destroy something
- Fly into a rage
- Take something by force

Group, Large, Social  
2 Stress 1 Armor



### Oni (Ogre with Magic)

Club (3 damage)

Elemental Blast (3 damage, 1 piercing)

*Close, Reach, Forceful*

Depictions of oni usually portray them as hideous, gigantic ogre-like creatures with sharp claws, wild hair, and two long horns growing from their heads. They are humanoid for the most part, but occasionally, they are shown with unnatural features such as odd numbers of eyes or extra fingers and toes. Their skin may be any number of colors, but red and blue are particularly common. They are often depicted wearing tiger-skin loincloths and carrying iron clubs called kanabō. This image leads to the expression "oni with an iron club", that is, to be invincible or undefeatable. It is strong beyond strong, practically needing modern explosives to kill... or other more wily means.

- Command elemental magic

Group, Large, Social, Unyielding  
2 Stress, 1 Armor

- Turn invisible
- Pull tricks by changing shape

## Regular Folk as Monsters

### Classroom Rivalries

These aren't really combative as such, but there will probably come a time when you get into a scuffle, or someone gets knocked around in some physical competition, or even you might get slapped on the wrist by someone in a position of authority.

#### Basketball Jones

Group, Social, Organized

Shoulder check (1 bruise)

3 Blood, 0 Armor

Basketball to the face (1 bruise, short)

*Intimate, Close, Forceful, Stun*

Basketball Jones, I got a Basketball Jones / Got a Basketball Jones, oh baby, oo-oo-ooo / Yes, I am the victim of a Basketball Jones / Ever since I was a little baby, I always be dribblin' / In fac', I was de baddest dribbler in the whole neighborhood / Then one day, my mama bought me a basketball / And I loved that basketball / I took that basketball with me everywhere I went / That basketball was like a basketball to me / I even put that basketball underneath my pillow / Maybe that's why I can't sleep at night...

*-Cheech Marin, and Tommy Chong, 1973*

*Instinct: Play to win.*

- Check them
- Foul them!
- Score!

#### Dirtballer

Group, Social,

Organized

3 Blood, 0

Armor



Overhead

Smash

(1 bruise)

Offensive Volley

(1 bruise)

*Intimate, Close→Short Forceful, Stun*

Tennis is played by millions of recreational players and is also a popular worldwide spectator sport. Dirtballer is slang for someone who plays tennis on a clay court.

While that doesn't automatically make them a dirty player, this entry is for those that are.

*Instinct: Play Dirty*



- Serve it up
- Follow through
- Lob
- Game-set-match

### Kendoka

Yuko Datotsu (1 bruise, Close)

*Intimate, Close,*

Practitioners of kendo are called kendōka, meaning "someone who practices kendo", or occasionally kenshi, meaning "swordsman". The old term of kendoists is sometimes used. Kendo is a way to discipline the human character through the application of the principles of the katana. *Instinct:* Strive for improvement in the art of Kendo

- Hold in esteem human courtesy and honor.
- Associate with others with sincerity.
- And to forever pursue the cultivation of oneself.
- When principles fail, apply the sword.

Solitary, Social, Organized

4 Blood, 1 Armor

### Strict Teacher

Ruler Swat (1 Bruise)

Solitary, Social, Organized

4 Blood



Corporal Punishment (1 damage)

Thrown Object (1 damage, short)

*Intimate*

It is a constitutional right for Japanese youth to get an education. Because of this, students are almost never, ever kicked out of school no matter what they do. For the students who want to do well and take their work seriously don't usually need to be

punished. But, they're kids so every now and again one will need disciplining. Punishments range from being yelled at by a teacher to getting whacked on the head with a pencil, ruler, or other object to being put out in the hallway to do their work. *Instinct:* Help the students you can, cast aside those you can't.

- Go over the material
- Call on them
- Assign homework
- Tell them about exams
- Hold office hours

### Criminal Scum

Something or someone (generally a young person) who fails in their "duty to society" by being anti-social. They are likely to harass people in the street, shoplift, drink, smoke, gamble, or disturb the peace. The lesser ones are more likely to be an Asshole Victim of The Aggressive Drug Dealer. The mid-level ones might *be* the Asshole Drug Dealer. Then, the scum that are so baked into the system that even cops won't fuck with 'em. Those are the Oyabun.

### Cyber Punk

Integral Weapons (3 damage, 1 piercing)

Core Overload

(Damage=Current Blood, Ignores Armor)

*Close* → *Short*

Special Qualities: One or more Android moves.

In a world of action, intrigue, neon, chrome, and excess--a world where you "get chromed or get bent", there are people who get chrome for no reason other than to "stick it to the man!"... only... they can't stick it to the man because one way or another, they got the chrome *from the man*. Often times, this means either follow the directives, or get Cortex Bombed (a Megacorp triggered Core Overload). Sadly just as often, it means they draw attention from some awfully overbearing authorities.

- Access Augmented Reality
- Reveal an Unwelcome Truth
- Follow a Directive
- Stick it to 'em!

Solitary, Stealthy, Devious, Social, Hoarder

4 Blood, 3 Armor



**Delinquent Thug**  
Improvised weapon (2 damage)



Group, Social, Organized, Terrifying  
3 Blood

*Close, Loud*

Whether just making a bit of trouble at the back of the classroom or out picking fights, schoolyard bullies or members of one of those oddly decked out motorcycle gangs, delinquents are a sure sign that not all is right.

- **Flagrantly Disregard the Rules**
- **Strike a distinctive pose**
- **Sneer menacingly**

**Ninja Genin Pretender**  
Ninja-to (2 damage, Close)  
Shuriken (1 damage, Short)  
*Intimate, Quick*

Horde, Social, Organized  
2 Blood, 1 Armor

**Special Qualities: Concealed Weapons, Can be stealthy**

The lowest rank of ninja class, are the Genin. Trained from childhood, the Genin were taught the ways of the Ninja, knowing one day they might be called to action. Whether called to perform an assassination, garner information or research, the Genin were more than capable of dropping the chores of their daily life to spring into action... These guys? These guys are pretender thugs who probably have been duped into thinking some huckster's martial arts program will turn them into some sort of feudal Japanese spy.

*Instinct: To preserve the Clan*

- **Swipe!**
- **Toss!**
- **Punch!**
- **Kick!**

**Ninja Chunin**  
Ninja-to (3 damage, Close)  
Shuriken (2 damage, Short)  
*Intimate, Quick*

Solitary, Social, Organized, Stealthy  
3 Blood, 1 Armor

**Special Qualities: Concealed Weapons**

The Chunin is the middleman in the system, the go-between from the Jonin to the Genin. While the Jonin made the necessary decisions to protect the community, the Chunin was the contact the Jonin went too. Once the Chunin was briefed on the mission they would go

to the grass roots level assigning the mission to a suitable Genin. *Instinct:* To set plans in motion.

- Fall back on old training
- Put them to sleep
- Signal the Clan
- Smoke Bomb Escape!

### **Ninja Jonin**

Ninja-to (4 damage, Close)

Shuriken (3 damage, Short)

*Intimate, Quick*

Special Qualities: Concealed Weapons

The highest of the Ninja warrior ranks and classes, the Jonin was at the top of the ninja food chain. The role of the Jonin was essentially that of a clan or family leader, they were in charge of the big decisions that needed to be made. The Jonin acted on behalf of the community, deciding what action needed to be taken, how it should be

Solitary, Social, Organized, Stealthy  
4 Blood, 1 Armor



taken, and what the implications and the overall effects these actions would have. *Instinct:* To lead the Clan to prosperity.

- Meditate on the truth
- Teach them the way
- Command the Ranks
- Signal the Clan
- Boot to the Head!

### **Skilled Ronin**

Katana (4 damage 1 piercing)

Close

A Rōnin is "he who drifts/wanders". He was a samurai but is now without lord or master. A samurai became masterless from the death or fall of his master, or after the loss of his master's favor or privilege. In modern Japanese usage, the term also describes a salaryman who is unemployed or a secondary school graduate who has not yet been admitted to university. *Instinct:* to find a new purpose

Solitary, Social  
4 Blood, 2 armor

- Wander aimlessly
- Show mastery



### Yakuza Goon

Zip Gun (3 damage)

*Close, Loud*

The stereotypical Yakuza is heavily tattooed (so identified with delinquency that many bathhouses forbid people with tattoos on the premises), male, and may be missing a finger (either as a loyalty test or as punishment). More often than not, he hides his tattoos with high neck long sleeve shirts and pants. He wears an expensive suit and dark sunglasses, and walks with a distinctive swagger that announces his profession.

- Respect the Oyabun.
  - Rough them up
  - Gun down the opposition
- Commit Yubitsume when you fail.

Group, Social, Organized, Terrifying  
3 Blood, 1 Armor

### Yakuza Lieutenant

Fancy Boot Knife (1 piercing)

*Close*

A Lieutenant is necessary if a criminal organization wants to keep order within. They are the eyes & ears of their leader and keep track of everything going on around town. While not deadly on their own, they are usually surrounded by their men and a couple of Goons. The Lieutenant will do or say anything she can to learn secrets, gain coin, and look powerful. Keeping up appearances is

Solitary, Stealthy, Devious, Social, Hoarder  
4 Blood



very important, as a show of weakness will cost the respect of their men and the fear of the public. *Instinct:* To be the eyes & ears of the organization

- Send them a gruesome message
- Make a deal you don't intend to keep
- Command Enforcers to protect him

### *Militarized Vehicles*

Any vehicle a criminal owns could be equipped with fold out weapons. Anything from Assault rifles and RPGs to 30mm autocannons and Missiles See the respective [Weapons](#) and [Assault Mecha](#) section for adding attacks to the vehicles shown in the [Vehicles](#) section

## National Police Agency

This section is for when Deal With the Law goes really, *really*, wrong. The National Police Agency is an agency administered by the National Public Safety Commission of the Cabinet Office of the Cabinet of Japan, and is the central agency of the Japanese police system, and the central coordinating agency of law enforcement in situations of national emergency in Japan.

Unlike comparable bodies such as the U.S. Federal Bureau of Investigation, the NPA does not have any operational units of its own except for the Imperial Guard. Instead, its role is to determine general standards and policies, although in national emergencies or large-scale disasters the agency is authorized to take command of Prefectural police departments.

As of 2017, the NPA has a strength of approximately 7,800 personnel.



## Police Officer

New Nambu Revolver (3 damage)

*Close, Medium, Loud, Obvious*

The Awful Truth is that police are more often than not just everyday people who want to get through their jobs. It's easier to pin a crime on the guy right in front of you than to try and catch the real bad guy, who could be anywhere. Worse, they could be *actually* corrupt. Of course, some are just standard-issue bumbler. *Instinct:* To do as ordered.

- Call for Backup
- Guard the Area
- Make a profit
- Uphold the law
- Secure the Area

(pick only 2/3 of these Moves for any officer)

Group, Social, Organized

2 Blood 1 Armor (+2 vs. Bullets)

### ***Riot Police***

Riot Police Units are riot police forces and general reserves of Japanese prefectural police forces. These units were formed to respond quickly and effectively to large public disturbances, disaster relief, or other emergency situations as the core of Japanese law enforcement for crisis management throughout the country. *Instinct:* to prevent crowd disasters.

#### **Riot Officer**

Group, Social, Organized

Baton (2 damage, stun optional)

4 Blood 2 Armor (+2 vs. Bullets)

Hand Cannon (5 damage)

SMG (4 damage, spray)

Sniper Rifle (5 damage, extreme)

*Close, Medium, Loud, Obvious*

- Fight as One
- Call for Backup
- Minimize losses and collateral damage
- Secure the Area

### ***Special Assault Team***

The Special Assault Teams are counter terrorism units of the Japanese police. They are established in some Prefectural Polices supervised by the National Police Agency. The SAT is mandated, along with the Anti-Firearms Squad and the Counter-NBC Terrorism Squad, for counter terrorism missions and incidents involving firearms or criminals, which require an armed response beyond the capabilities of local law enforcement in Japan.

Each SAT division consists of a Command section, Assault section, Sniping section, and Technical Support section. The Assault section executes assaults and suspect apprehension. The Sniping section provides reconnaissance and precision fire. The Technical Support section operates and maintains communications and surveillance equipment. The command section is responsible for tactical planning. *Instinct:* To do as ordered

#### **Assault Officer**

Group, Social, Organized

Baton (2 damage, close, obvious, stun optional)

4 Blood 2 Armor (+2 vs. Bullets)

Hand Cannon (5 damage)

SMG (4 damage, spray)

*Close, Medium, Loud, Obvious*

- Fight as One
- Secure the area
- Eliminate the Threat

## Sniper Officer

Sniper Rifle (8 damage)

*Extreme, Obvious, Precise, Reload*

- Eliminate the Threat
- One Shot One Kill

Group, Social, Organized  
3 Blood 2 Armor (+2 vs. Bullets)

## Special Forces Group

*The military counterpart of the SAT is the Special Forces Group, formerly known as the Special Operations Group. The Japanese Special Forces Group is the Japan Ground Self-Defense Force's counter-terrorist unit, established to counter terrorist activities and deter guerrilla-style attacks on Japanese soil and to conduct military operations.*

*The Japan Ground Self-Defense Force or JGSDF, created on July 1, 1954, is the main branch of the Japan Self-Defense Forces responsible for land-based military operations. It is the de facto army of Japan. The JGSDF numbers over 150,000 personnel.*

*The SFGp has been referred to as Japan's Delta Force, due to their specialized role in the Japan Ground Self-Defense Force.*

*To create SFG or JSDF, add the following:*

- +1 Blood for JSDF, +2 for SFG
- Service Rifle (7 damage, close, long, 2 hands, 6 ammo, loud, obvious, spray)

## Vehicles

These adversaries usually have a human driver, though driverless technology is such that this may not necessarily be the case. In events where policing is handled by drone, automated cars may be capable of executing high speed chases and performing necessary stunts like pit maneuvers. All vehicles are large and sturdy enough to be classified as Unyielding. For manned vehicles, feel free to add any attacks of the passengers that can be issued through the small opening of a car window.

### Car

Head on Collision (3 stress)

*Forceful, Messy*

Special Qualities: doesn't move sideways very well

This car seats 4-5 people depending on comfort (2 Stress) and 3 armor (3 more stress). On rare occasions, they are possessed by a yokai spirit and can be directed to gun it straight ahead. Actual maneuvering requires more control than a Yokai can give. A sideswipe is only 1 stress.

- Sideswipe
- Swerve to miss
- Follow the Driver's directions

Solitary, Construct, Large, Unyielding  
5 Stress, 3 armor



**Special:** The vehicle above is roughly equivalent to a sedan. A Truck could be +2 Stress, Limo might be as many as +5 Stress, and a bus as much as +10 Stress. Weapons can be fired out windows, or the ones in the [Mecha](#) section could be mounted to the vehicles.

### **Chopper**

Solitary, Construct, Large, Unyielding

Head on Collision (1 stress)

3 stress, 3 armor

*Forceful, Messy*

Special Qualities: doesn't move sideways very well

This *isn't* the helicopter, but a particular kind of Americanized Roadster made famous by brands like Harley Davidson. They only hold one passenger. They have the same moves and susceptibility to control that a Car has. A sideswipe for a Chopper is only

### **Civilian Helicopter**

Solitary, Construct, Large, Unyielding

Rotor Buzz (3 stress)

4 Stress, 3 armor

*Forceful, Messy*

Civilian helicopters are not necessarily owned by private citizens, but typically engage civilian duties like Air Evac, search and rescue, news crews, and so on. A military helicopter is equivalent to the Fighter Jet below, except it also has the Helicopter's moves.

- Turn on a Dime
- Eye in the Sky
- Drop a Rappelling Line

### **Fighter Jet**

Solitary, Construct, Large, Unyielding

Weapon Pods (damage varies)

5 Stress, 4 armor

*Forceful, Messy*

Special Qualities: doesn't move sideways very well

A Fighter Jet has the ability to equip two of the same weapons that a Mecha can. They protect the skies of their sovereign nation, and sometimes can be found in the employ of a very large criminal zaibatsu.

- Acquire Target
- Evasive Maneuvers
- Jam Radar
- Throw Chaff

## Riots and Other Mass Combat

I don't really consider Horde Blood and Damage to be applicable to a single monster, but to a whole Horde and evaluate bonuses based on how much space the members would take up as a rank and file unit. I don't have any problem with assuming a pile of small monsters that takes up as much space as a cart would have +1 Blood and Damage, or that a mob taking up a space as big as a house would have +2 Blood and +1 damage (for a total of +3 and +2 respectively). These modifiers are also common in mobs and armies whether or not we'd like to believe it (add any that apply skip the ones that don't):

- Though individual soldiers aren't always in the fight, they often cycle who is on the front lines. This qualifies them for Uncanny Endurance (+1 Blood)
- It organizes into larger groups that it can call on for support: organized, write a move about calling on others for help.
- It's as smart as a human or thereabouts: intelligent
- It actively defends itself with a shield or similar: cautious, +1 armor
- It collects trinkets that humans would consider valuable (gold, gems, secrets): hoarder
- It is largely mechanized (Blood and Damage become Stress based)
- If the army vastly outnumbers the players and their own army, add +1 damage per multiple of 3.

It should be noted that defeating an army or mob doesn't indicate that all its members are killed. It means they are disrupted to the point that they can no longer form a cohesive force.

## Active Opposition for Monsters

Some Senpai might be wondering "I like rolling for monsters, what do?" The answer of course, is Active Opposition. Using Active Opposition is normally impossible with monsters due to the fact that monsters don't actually have attributes. Monsters do however conveniently have a lot of tags that can be used to provide insight into what role the monster plays and how it functions. Regardless of how many tags a creature has, if any of their attributes would be brought beyond +3, they stop at +3 instead.

On the following page, there is a table that goes into detail on one approach Senpai might take for their game. This is Sensei's opinion on the subject<sup>1</sup> and in no way should be taken as the only/final answer on the topic.

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<sup>1</sup> Sensei's *actual* opinion is that since player rolls already *significantly* define the game, monster attributes are unnecessary; however people have been adamant in the past.

Attribute	Tag(s)
+Cool	Devious +1 Stealthy +1 Any ice related special quality or move +1
+Hot	Flame related special quality or move +1 Magical for some creatures +1 Social +1
+Smarts	Cautious +1 Intelligent Varies, but minimum score with the tag should be +0. Magical +1 (Usually. If Magical is applying +1 to another attribute, don't apply it to +Smarts)
+Sports	Small -1 Medium +0 Large +1 Huge +2 Unyielding+3
+Weird	Amorphous +1 Magical for some creatures +1 Terrifying +1

When you've got a pretty good idea what attributes a monster has, you're ready to apply Active Opposition. Active Opposition is slightly tweaked for monsters as noted below:

When Senpai wants monsters to make the same rolls as players, roll 2d6+the most appropriate attribute calculated above. Treat the highest roll among the combatants as 10+ (12+ if you actually rolled 12+ and have a relevant Move), any hit is treated as 7-9 if it is not the best roll, and 6- is resolved as usual. Players don't gain RP for 7-9 with this Opposition (unless they have a move that says they do) but they gain RP on 6- as usual.

# Being Senpai

**Visual Novel World** is primarily a game about Being Noticed by Senpai. When you act out as Senpai, you do these things:

## **Describe the immediate situation around the players**

This is how you start a session; how you get things rolling after a snack break, get back on track after a great joke. Tell them what the situation is in concrete terms. Use detail and senses to draw them in. You can leverage a lack of information, too. The situation around them is rarely "everything's great, nothing to worry about." When you describe the situation, always end with "What do you do?" Portray a situation that demands a response.

## **Follow the rules**

This means your Senpai rules sure, but also keep an eye on the players' moves. It's everyone's responsibility to watch for when a move has been triggered, including you. Stop the players and ask if they mean to trigger the rules when it sounds like that's what they're doing. Part of following the rules is:

## **Making moves**

Your moves are different than player moves and we'll describe them in detail in a bit. Your moves are specific things you can do to change the flow of the game. In all of these things, exploit your prep. At times, you'll know something the players don't yet know. You can use that knowledge to help you make moves.

## **Agenda**

- Set the Scene
- Give them what they desire
- Play to find out what happens

Everything you say, you should do it to accomplish these three, and no other. It's not, for instance, your agenda to make the players lose, or to deny them what they want, or to punish them, or to control them, or to get them through your pre-planned storyline. That's not to say you can't incorporate events, like exams and finals to occur at the school, but if someone has investigated a series of disappearances that leads them to become one of the victims, they obviously can't attend the exam, and you should not hold them to it.

It's not your job to put their characters in double binds or dead ends, or to yank the rug out from under their feet. Go chasing after any of those, you'll wind up with a boring game that makes **Visual Novel World** seem contrived, and you'll be pre-deciding what happens by yourself, not playing to find out.



### Set the Scene

This is your first agenda. Many visual novels are centered on drama, particularly themes involving romance or family, but visual novels centered on science fiction, fantasy fiction, and horror fiction are not uncommon. Whatever the setting be sure to trope it up. The goal of **Visual Novel World** is to facilitate a fun storytelling and role-playing experience in the vein of harem anime. Violence is not strictly necessary--but if it is--well, it ain't all sunshine and roses, and there's the breaks of the game. The person running the game takes on the role of a hapless harem protagonist (Senpai) while the players take on the roles of his prospective lovers, trying to befriend, impress, and arouse the protagonist with their unique charms.

This can take on many aspects, from a school (quite common) to a bakery, deli, an isolated village, a few districts of a city; to a fantasy realm full of magic, strange vistas, gods, demons, and abominations, or the life of a single mansion. It could even be on a starship, in a military barracks, in multiple dimensions, or anything in between. The universe is your oyster, and the Senpai your prize.

### Give Them What They Desire

Work with the players to create a world that's engaging and dynamic. The players' actions should matter in the world, even if it isn't dangerous. Events should be relevant to the players, and the players should have a chance to alter them. Never presume player actions. A dynamic world portrays a setting in motion—someplace significant with rivals big and small pursuing their own goals. As the players come into conflict with that setting and its denizens, action is inevitable. You'll honestly portray the repercussions of that action.

### Play to Find Out What Happens

This is how you play to find out what happens. You're sharing in the fun of finding out how the characters react to and change the world you're portraying. You're all participants in a great adventure that's unfolding. So really, don't plan too hard. The rules of the game will fight you.

## Principles

Your principles are your guides. Often, when it's time to make a move, you'll already have an idea of what makes sense. Consider it in light of your principles and go with it, if it fits.

### Address the Characters, Not the Players

If Josh is playing a Sukeban, then Senpai doesn't say "Ok Josh, are you using your Fearsome Reputation to interfere?" he says asks in the character's name instead. Speaking this way keeps the game focused on the fiction and not on the players. Since moves are always based on the actions of the character you need to think about what's happening in terms of those characters—not the players portraying them.

### Ask Provocative Questions Build on the Answers

Ask questions all the time. Ask questions in order to build up sensory details ("What does your room smell like? How is it decorated? "). Ask questions in order to reveal perspectives ("So, what do you think about this party?"). Ask questions to highlight potential story directions ("Have you ever dated this character? Have you ever thought about the possibility?"). Ask questions to reveal insecurities and fears ("Why don't you want to sneak back into Jake's place?"). Ask questions to reveal sources of tension ("He's never seen you with a girl, but Brandon keeps calling you a dyke. Why?")

### Be a fan of the Characters

It's not your job to thwart the PCs. It's not your job to oppose them. It's your job to introduce difficult situations, and to Make the PCs' lives not boring. The best way to do that is to be a fan of the PCs, to play the game in order to witness their struggles and triumphs. Being a fan of a character doesn't mean removing them from harm's way, though

Everyone has things that they shine at—present an opportunity that plays to what one character shines at. It doesn't have to be a PC. Sometimes a locked door stands between you and treasure and there's no thief in sight. This is an invitation for invention, bargaining, and creativity. If all you've got is a hammer, doesn't every problem look like a nail?

### Begin and end with the Fiction

Everything you and the players do in **Visual Novel World** comes from and leads to fictional events. When the players make a move, they take a fictional action to trigger it, apply the rules, and get a fictional effect. When you make a move, it always comes from the fiction.

### Breathe Life into the World

Anyone that the players speak with has a name. They probably have a personality and some goals or opinions too, but you can figure that out as you go. Start with a name (you can also Sometimes Disclaim Decision-Making with this one by allowing the player to come up with a name, and maybe a short detail or two). The rest can flow from there. Likewise, in adventure mode, Monsters are fantastic creatures with their own motivations (simple or complex). Give each monster details that bring it to life: smells, sights, sounds. Give each one enough to make it real, but don't cry when it gets beat up or overthrown.

### Make a move that Follows

When you make a move, what you're actually doing is taking an element of the fiction and bringing it to bear against the characters. Your move should always follow from the fiction. They help you focus on one aspect of the current situation and do something interesting with it. What's going on? What move makes sense here?

### Never Speak the Name of Your Move

Maybe your move is to announce future badness, but for god sake never say the words "future badness." Instead, say how this morning, some student passed out in class and rumors are abuzz... wonder what happened?

The truth is that you've chosen a move and made it. Pretend though, that there's a fictional cause, and that it has a fictional effect. The purpose is to add immersion, not to hide your intentions from them. Certainly never to hide your NPCs' actions, or developments in the characters' world from the players' characters! **ALWAYS** say what honesty demands. When it comes to what's happening to and around the players' characters, always be as honest as you can be.

### Sometimes, Disclaim Decision-Making

In order to play to find out what happens, you'll need to pass decision-making off sometimes. Whenever something comes up that you'd prefer not to decide by personal whim and will, don't. How this is done is through the use of some Senpai moves.

Using an example of someone who has been stabbed by an NPC, Yumi-a delinquent, you can:

- 1) **Put it in your NPCs' hands.** Just ask yourself, in this circumstance, is Yumi really going to kill Dou? If the answer's yes, she dies. If it's no, she lives. Yes, this leaves the decision in your hands, but it gives you a way to make it with integrity.
- 2) **Put it in the players' hands.** For instance, "Dou's been stabbed, yeah, she's shuddering and going into shock. What do you do?" If the character helps her, she lives; if the character doesn't or can't, she dies.

### Think Off-screen Too

Just because you're a fan of the characters doesn't mean everything happens right in front of them. Sometimes your best move is in the next room, or even somewhere else in town. Make your move elsewhere and show its effects when they come into the spotlight. Think about time when asking questions: ask about what came before, what is true now and what might happen in the future.

## Moves

Whenever everyone looks to you to see what happens choose one of these. Each move is something that occurs in the fiction of the game—they aren't code words or special terms. "Use up their resources" literally means to expend the resources of the characters, for example.

### Leap to the Worst Possible Conclusion

Whenever your NPCs have an incomplete understanding of the situation (which should be the case most of the time), have them leap to the worst possible conclusion. If someone gets attacked, and the group has a Sukeban, assume the police will go to them first.

### Offer an Opportunity, With or Without Cost

Show them something they want. If you want, you can associate some cost with it too, of course. Maybe in order to be more popular, they need to snag a Sport Star boyfriend. Maybe he'll only go along if she also tutors him.

### Put Someone in a Spot

A spot is someplace where a character needs to make tough choices. Put them, or something they care about, in the path of destruction; the harder the choice, the tougher the spot.

### Put them Together

Pick two characters that have major gripes with one another. Pick two characters that are afraid of one another. Pick any interesting combination of characters, and put them together. If possible, set the situation up so that it'll be difficult for either of them to just walk away gracefully, and then see what happens. If the party has a Dojikko, don't be afraid to literally stick them together.

### Reveal an Unwelcome Truth

An unwelcome truth is a fact the players wish wasn't true: that the room's been trapped, maybe, or that the helpful goblin is actually a spy. Reveal to the players just how much trouble they're in.

### Separate them

If two characters are working together, or they're trying to spend a romantic evening together, separate them. Have hooded villains kidnap one of them. Have a friend call from the ER to demand the help of one of them. Figure out how to divide them, and then take advantage of the fact that you have them isolated.

### Show a Downside to Their Archetype or Equipment

Oh you're an Accidental Pervert? NPCs won't like that very much, except the ones who are doing it on purpose.

### Show Signs of an Approaching Threat

This is one of your most versatile moves. "Threat" means anything bad that's on the way. With this move, you just show them that something's going to happen unless they do something about it.



Sometimes when you **Show Signs of an Approaching Threat**, that's a soft move, which establishes that damage will occur, and they should take steps to avoid it. When you deal damage, choose one source of damage that's threatening a character and apply it. The amount of damage is decided by the source. In some cases, this move might involve trading damage both ways, with the character also dealing damage.

### **Tell them the Requirements or Consequences and Ask**

This move is particularly good when they want something that's not covered by a move, or they've failed a move. They can do it, sure, but they'll have to pay the price. On the other hand, they can do it, but there will be consequences. Maybe they can swim through the shark-infested moat before being devoured, but they'll need a distraction. Of course, this is made clear to the characters, not just the players: the sharks are in a starved frenzy, for example. After every move, don't forget: "What do you do?"

### **Turn Their Move Back on Them**

Sometimes, the PCs create their own trouble, and all you need to do is capitalize on it. Have their actions create unexpected consequences that put them in dire straits. For example, if they wanted to Turn Someone On, maybe they turned on the wrong person, and now they have a fanboy/girl or stalker.

### **Use a Monster, Danger, or Location move**

Monsters are really only applicable in Adventure Mode, but leaving that aside, A monster or location move is just a description of what that location or monster does. An example might be a Kami that visits a ski lodge to find two rivals alone in a cabin, so he sets up an avalanche and strands them from anyone else. If a player move says that an enemy gets to make an attack, make an aggressive move with that enemy.

### **Use up Their Resources**

This one is most likely to only show up on Adventure Mode, or any context involving Survival Gear of any sort. In a more VN context, it's fair to make them have to pay for clothes ruined during Nukige. Maybe someone begs for food or yen. There's any number of reasons that Resources could be used up.

### **When to Make a Move**

You make a move:

- When everyone looks to you to find out what happens
- When the players give you a golden opportunity
- When they roll a 6-

Generally when the players are just looking at you to find out what happens you make a soft move, otherwise you make a hard move.

A soft move is one without immediate, irrevocable consequences. That usually means it's something not all that bad, like having an NPC help Prepare them for the upcoming Exams,

then having the NPC try to seduce them (offer an opportunity with cost). It can also mean that it's something bad, but they have time to avoid it, like having a group of delinquents show up further down the street with stones in their hands, (show signs of an approaching threat) giving them a chance for them to dodge out of danger.

A soft move ignored becomes a golden opportunity for a hard move. If the players do nothing about the hail of stones flying towards them, it's a golden opportunity to use the deal damage move.

Hard moves, on the other hand, have immediate consequences. Dealing damage is almost always a hard move, since it means Bruises or Blood that won't be recovered without some action from the players.

When you have a chance to make a hard move you can opt for a soft one instead if it better fits the situation. Sometimes things just work out for the best.

### **Choosing a Move**

To choose a move, start by looking at the obvious consequences of the action that triggered it. If you already have an idea, think on it for a second to make sure it fits your agenda and principles and then do it. **Let your moves snowball.** Build on the success or failure of the characters' moves and on your own previous moves.

If your first instinct is that this won't hurt them now, but it'll come back to bite them later, great! That's part of your principles (think off-screen too). Make a note of and reveal it when the time is right.

## **Common Themes**

### **Alien Visitors**

Do the characters or antagonists include aliens who are visiting, assisting, or invading our planet? This can be a good way to add people with strange powers or high-tech mecha to a present day campaign. The "aliens" might also come from other dimensions or underwater, rather than outer space. Alien visitors may just be here to have fun, or they might want to conquer the world. One classic situation has a set of alien bad guys arriving on Earth, pursued by a different set of alien good guys, with the poor humans caught in a power struggle between two different factions.

### **Archetypes**

The players aren't in a vacuum. Senpai can make NPCs who are essentially lesser examples of 1-3 archetypes, and have an appropriate number of moves. It would be reasonable for a Senpai to have an NPC who is up to 1 level lower than the PCs, or the same level if they are a rival. Actual combatants are best modeled as monsters. NPCs can do moves but because of **Never Speak the Name of Your Move**, the players can't really be too sure if something

happened because they rolled poorly, or because there's a Dojikko and/or an Accidental Pervert in the room. Likewise, instead of consciously activating an Archetype move, Senpai could simply call for them to Avoid Danger, knowing the result of Avoid Danger failure is to use the archetypal move on them.

### Bishonen

A bishonen ("beautiful boy") is a very attractive male who has beautiful, somewhat effeminate features such as long flowing hair or a delicate build. Japanese anime being what it is, the protagonist of a Visual Novel is often a Bishonen. As noted previously, Senpai does not have to actually be one, but it helps.

### Bososoku

A Japanese motorcycle or hot rod gang; these are less violent and more flamboyant than American gangs. Bososoku bikes are often very heavily customized (even with attached flags!). The Bokukko is pretty much tailored to a game with car chases, motorcycles, souped-up engines, and drag races.

The word Bososoku literally means "running-out-of-control tribe" This variation of mecha story is often combined with Gun Bunny anime, but it just as often involves relatively non-violent situations (racing, sports competition, traffic patrol, high school biker gangs).

### Branching Narratives

Non-linear branching storylines are a common trend in visual novels, which frequently use multiple branching storylines to achieve multiple different endings, allowing non-linear freedom of choice along the way. Decision points within a visual novel often present players with the option of altering the course of events during the game, leading to many different possible outcomes.

The branching path stories found in visual novels represent an evolution of the Choose Your Own Adventure concept. Another improvement is having hidden decision points that are automatically determined based on the player's past decisions. In Fate/stay night, for example, the way the player character behaved towards non-player characters during the course of the game affects the way they react to the player character in later scenes, such as whether or not they choose to help in life-or-death situations.

While the same is true of NPCs that Senpai controls, it may not be the case with PCs, who represent the supporting characters in a real Visual Novel. The players get to have a bit more control where the story goes, or at least the part of it they affect. Remember to **Think Off-screen Too**.

### Collateral Damage

Visual Novels do not shrink from showing the massive destruction that giant robots or big guns can inflict on an urban landscape. Senpai should remember that any shot that misses

is going to land somewhere. When a 60' tall robot falls over, it is going to flatten anything beneath it (or at least deal stress damage) including buildings, cars, and people! A heroic robot pilot may feel less heroic after he or she finds the battle destroyed a neighborhood and may take risks next time to "lure the enemy away from the civilians." This is very much in-genre.

### Exotic Species

Do you want a soap opera in which a whole bunch of super powered girls orbit around a single guy? Aliens? Androids? Cat people? Succubae? Just pick a few other genres elements and then come up with a strange reason why their big focus in life would be attracted to a normal guy and you have a perpetual motion plot machine as more and more jealous girls appear, bringing with them their own bizarre entanglements and plot baggage. And remember, all these exotic creatures are very cute.

### Face Cuts

A cut on someone's face is a deadly insult and considered to mar their good looks (even if it really doesn't). For this reason, it's a good way for a hero or villain to start a fight. A character can inflict a slight face cut on any 10+ as a special effect of the additional blood damage. The fact that the other party can often retaliate immediately justifies the intense anger.

### Food

The Japanese eat with chopsticks. There are tea ceremonies, sake, and rice foods in general. On the whole, they've got healthier diets than your average American, but they are not without westernized areas to cater to the more western audience.

### Heroism

The characters as either a team, or as a Senpai's sidekicks, face some sort of adversity. This can manifest as a Mecha squad, a Paramilitary Organization (or a straight military one, or even unassociated gun bunnies for that matter), a traditional fantasy RPG group, or a super powered Sentai Team. Whatever you decide, chances are abundant for intermingling.

### Idol Competition

The characters are up-and-coming stars. They'll compete with rival stars, their own lack of confidence or overconfidence, and temptation from people who want to exploit them. With the advent of certain types of reality television, this sort of competition is much easier to facilitate (\_\_\_\_ Idol, The Voice, The X Factor, etc.). This sort of campaign is often structured with a series of "semi-final" competitions or events that build to a big climax, and thus makes a good mini-campaign.

### Interdimensional Exiles

One or more characters could be people from the modern world who have become stranded somewhere else. Likewise one or more characters could be from a less advanced, perhaps



more fantastic society. The characters may have a few items of anachronistic technology that are like Items of Power to the natives, or they could have gained appropriate paranormal powers or talent as a mecha pilot. The "other side" may have its own surprises: monsters, magic, or weird technology.

### Ki

The life energy of a person is called "ki" in Japan and "chi" in China. With proper training, a character can take control of this energy. For [Visual Novel World](#), this means that Adventure Mode is on. Sickness is often ascribed to an imbalance in one's ki that can be cured with various techniques including acupuncture (which amounts to **Tell them the Requirements or Consequences and Ask**).

In order to master martial arts, breathing exercises and meditation are supposed to help a student focus one's ki. In anime, a master martial artist trained in secret techniques may use ki to sharpen senses, super-charge his or her punches or weapon strikes, heal with a touch, or even throw fireballs. In most games, ki correlates with Energy Points, but those are usually hand waved in Visual Novels.

### Martial Arts

Much like the Idol Competition, the characters could be martial artists. They could know mundane stuff like Kendo or Karate, or they could know over the top martial arts, like Ninjitsu, or even have the ability to throw Chi fireballs like candy at a parade. In more mundane Martial Arts settings this could just mean that the characters compete in tournaments, but it also provides a good transition to Adventure Mode if the players want that.

### Mecha

A number of VNs prominently feature giant robots, fighter planes, androids, cyborgs, or other mecha. Deus Machina Demonbane is an example that happens to have bot this, and some magic to boot. A mecha squad must put aside their rivalries, master their machines, and figure out a way to defeat their opponents, which can be tricky if they accidentally fall in love with them first or discover the **Unwelcome Truth** that Big War was all a mistake started accidentally by their own side.

### Morality

It is not uncommon for visual novels to have morality systems. A well-known example is the 2005 title School Days, an animated visual novel that Kotaku describes as going well beyond the usual "black and white choice systems" (referring to video games such as Mass Effect, Fallout 3 and Bio Shock) where you "pick a side and stick with it" while leaving "the expansive middle area between unexplored." School Days instead encourages players to explore the grey, neutral middle-ground in order to view the more interesting, "bad" endings. [Visual Novel World](#) allows players to pick drives, and even has some exceedingly violent Archetypes (such as the Sukeban or Yandere) in case that sort of game is what you're

looking for. The best moves for Moral choices are **Ask Provocative Questions** and **Build on the Answers**, and **Tell Them the Requirements/Consequences** and **Ask**.

### Nakige

A popular subgenre of visual novels is the nakige ("crying game"), also known as utsuge ("depressing game"). The main purpose of such a game is to make the player feel for the characters and to make them cry because of emotional scenarios which serve to have a bigger impact on the player after the game is over. These games often follow a similar formula: a comedic first half, with a heart-warming romantic middle, followed by a tragic separation, which may or may not transition to an emotional reunion. Moves include **Separate Them**, **Put Them Together**, **Put Someone on the Spot**, **Leap to the Worst Possible Conclusion**, and on and on.

### Naughty Tentacles

Demons with masses of writhing tentacles are a common sight in anime. In game terms, such a creature has the advantage of being able to grapple, grope, and menace the protagonists without killing them (the way fangs and claws would). The most notorious such demons follow the tradition: "they want our women."

### Nose Bleeds

If a male (usually a virgin) sees something arousing, blood will rush to his head causing a nosebleed. If Senpai wants to encourage this, he may decide to give girls  $+1$  forward for being caught in compromising positions rather than  $-1$ .

### Oni/Youkai

Variously translated as Ogre or Demon, these are Japanese monsters. They are traditionally portrayed as humanoid monsters with horns, often dressed in tiger skins and just as often with magical powers. Some oni interbreed with humans; the children may be cursed or have magical abilities. In anime, oni and oni motifs (like horns or tiger stripes) appear in various forms from hideous monsters to sexy space aliens in genres ranging from comedy to horror. The list featured in the Bestiary is neither extensive, nor exhaustive.

### Public Baths and Hot Springs

Bathing is a more social occasion in Japan, and people especially enjoy vacations in hot spring resorts. Male and female baths are segregated, but many comedy anime have shy guys or lechers blundering into the girl's baths, resulting in nosebleeds, slaps, and much silly mayhem. When not being interrupted by slapstick, a social bath is also a time when people can unburden themselves to their friends.

### Romance

Many (but not all) visual novels, and some role-playing video games, such as the Shin Megami Tensei: Persona series revolve almost entirely around relationship building, and is indeed where "Relationship Points" and "Relationship Levels" come from. These games

often feature a day-night cycle with a time scheduling system that provides context and relevance to character interactions, allowing players to choose when and if to interact with certain characters, which in turn influences their responses during later conversations.

### Schools

Characters get to dress up in school uniforms, attend classes, worry about who is dating whom, and try to avoid being late for school. Many other genres feature teenage heroes who spend some time in school between adventures. The current Japanese school system inherited many of its traditions from British and German schools. One of these is the uniforms worn in elementary and high school.

Boys wear dark pants and either a German-style black button-up tunic with a high collar, or a normal white shirt. Girls are often dressed in a British-style "sailor suit" (sailor fuku): a pleated skirt and a blouse with a sailor collar. Both sexes may add a school jacket in cool weather. Different schools have somewhat varying uniforms, so a new student can be easily spotted. Gym uniforms consist of a sweatshirt and sneakers with girls wearing form-fitting shorts ("bloomers") and boys wear ordinary shorts.

There seems to be a genetic defect of some anime characters that prevents them from getting to school on time while at the same time causing them to obsess about being late. Japanese schools are actually pretty strict about being on time, so minor punishments (being made to stand in the hall, for example) are common.

### SDF

(more on them in the adversaries section) In anime, they tend to be "red shirts" that get wiped out to demonstrate the power of alien invasions or monster attacks until the heroes arrive to save the day with their super powers or top secret battle mecha.

### Senpai (one or many)

A common feature used in visual novels is having multiple protagonists giving different perspectives on the story. This can be done for many reasons, both in actual visual novels, and in tabletop roleplaying games, for a variety of reasons, some of which are shared by both mediums. In computer games, sometimes one's story affects the other, and there needs to be some back and forth, either in cooperation or competition to resolve the storyline.

Sometimes a game is just too big for one Senpai. Sometimes players are more into the romance than the competition. Sometimes they get a Bad Ending with a Senpai, but there isn't really any reason to retire a character. Some players might not like an existing Senpai, so they may turn their attentions to another. This is fine provided it adds to the enjoyment of the game. AWE games *are* about collaboration after all. Whatever the reason, there are lots of reasons for multiple Senpais. In any case, the character should record the name of Senpai they are after.

## No Senpai

*It could also be fair to assume that Senpai is more reflective of a general reputation. What this means for the game, is that either a character is comfortable with only their Senpai to the point their RL dictates, or that they are comfortable with everyone to that level, depending on how the game works. In such a game, the player given the title of Senpai still gives out the points, even if he doesn't have a "protagonist character" to hand them out with. If he's really free with points, he could allow players to also award RP for impressing them, but Sensei has seen that get out of hand pretty quickly, so it isn't recommended.*

## Time Period

Visual Novels run the gamut of RPG type stories as well, from the Persona series being a kind of multidimensional fantasy to Pretty Soldier Wars A.D. 2048 being a (somewhat) dystopian future of tentacle monsters and cyborgs. There are games that play Fantasy straight, such as Brave Souls, and the fanservice classic Lightning Warrior Raidy. The game could take place in Samurai Japan, during a World/Civil/Revolutionary War,

## Weapon Laws

"No one shall possess a firearm or firearms or a sword or swords." Very few exceptions are allowed. The only type of firearm a Japanese citizen should even contemplate is a shotgun. Sportsmen are permitted to possess shotguns for hunting and for skeet and trap shooting. Without a license, a person may not even hold a gun in their hands. Civilians can *never* own handguns. A prospective gun owner must first attend classes and pass a written test. The test and all-day lecture are held once a month, and almost always requires that the licensee take a full day off from work--not a highly regarded activity by Japanese employers. Shooting range classes and a safety test follow. After the safety/shooting exam, the applicant takes a simple 'mental test' at a local hospital, to ensure they are not suffering from a mental illness, or drug addictions. The police then do background checks on the applicant and their family. Membership in 'aggressive' political or activist groups disqualifies an applicant. Gun owners are required to store their weapons in a locker, and give the police a map of the apartment showing its location. Ammunition must be kept in a separate locked safe. An annual inspection is required at the convenience of the police, which also requires time off from work. Licenses must be renewed every three years, with another all-day safety lecture and examination at police headquarters.