

## Core Game Rules

### Character Creation

What follows are the rules for creating the standard maid characters in **Maid: The Role-Playing Game**.

So long as it doesn't become a problem, **with the exception of Attributes**, you may re-roll any of the aspects of character creation. For example, if you don't like a particular maid's Special Quality, and can't think of a way you can get into roleplaying that kind of character, then roll again and see what you get.

If you really want to play a single certain type of Maid, or have picked out a Stress Explosion type that you think is perfect, then ask the GM if it will work.

#### Step 1: Attributes

Roll 2D6 and divide by 3 (rounding down) for each of the six Attributes below.

<b>Athletics</b>	Physical ability, combat ability
<b>Affection</b>	How good are you at forming bonds with your master and the other maids?
<b>Skill</b>	How good are you at your maid duties?
<b>Cunning</b>	How capable are you at tricking enemies and other maids, and deceiving the master?
<b>Luck</b>	Just how lucky are you?
<b>Will</b>	How positive and constructive is your thinking?

#### Step 2: Maid Types

In order to start getting down the image of the character, determine her Maid Types. Roll 1D6 twice to get two Maid Types; you can have a particular Maid Type twice.

Apply the bonuses and penalties from the character's Maid Types to her attributes. Zero is the lowest an attribute can go; if negative modifiers from Maid Types reduce it to -1 or -2, write down 0 instead.

#### Step 3: Maid Colors

Roll d66 on the Maid Color Table, and combine the two colors to determine the color of your maid's uniform. You may also use this table to roll for your maid's eye and hair colors.

#### Step 4: Special Qualities

The next step is to determine your maid's Special Qualities. These are various physical, mental, or social traits that distinguish a maid from her fellows. Normally maids get **two Special Qualities**, but the GM may wish to increase this to between 3 and 5 in order to make the game more interesting. Keep in mind that it can be hard to make 3 or more special qualities play an actual role in the game. For a starting game, we suggest sticking to two special qualities.

To determine the maid's Special Qualities, roll 1D66 on the Maid Special Quality Table below. Maid Qualities 41-66 have a star (★) next to them; for all of these, you must proceed to a secondary table and roll 1D6 to determine what specific Quality you have. If you happen to roll the exact same Special Quality Twice, you just get that single Quality.

However, you can get two different selections from the secondary table of a Quality marked with a ★.

#### Step 5: Etcetera

Roll 1D66 on the **Maid Roots** and **Stress Explosion** tables, or the GM may allow you to choose. If you are using Maid Weapon tables or other optional tables (Trauma, etc), roll for these as well.

#### Step 6: Maid Power

Find your highest Attribute, and roll 1D6 on the corresponding **Maid Power Table**. If two or more attributes are tied for highest, you may choose which table to use. Also, if the total of all your attributes is 9 or less, you can choose two Maid Powers.

#### Step 7: Favor and Spirit

Your starting **Favor** is equal to your Affection score, times two. Your **Spirit** is equal to your Will score, times ten.

Both of these can start off at zero if the corresponding attribute is zero, making the character initially far more vulnerable to dismissal (in the case of Favor) or Stress Explosions (in the case of Spirit), but something has to happen during the game for either of these to be triggered.

#### Step 8: Name and Age

Finally, write down your maid's name and age. Determine these however you wish.

#### Step 2: Maid Type Chart

Roll	Maid Type	Attribute Adjustment	Description
1	Lolita*	Luck +1 Athletics -1	Childish, young, innocent, cute, sweet
2	Sexy	Cunning +1 Will -1	Charming, coquettish, womanly body, glamorous
3	Pure	Affection +1 Cunning -1	Pure, maidenly, clean, fragile
4	Cool	Skill +1 Affection -1	Composed, expressionless, unflappable, doll-like
5	Boyish	Athletics +1 Skill -1	Wild, energetic, vigorous, at first glance looks like a boy.
6	Heroine	Will +1 Luck -1	Earnest, single-minded, tries her very best.

#### Step 3: Maid Color Table

	1	2	3	4	5	6
1	Red	Purple	Orange	Pink	Brown	Vermillion
2	Purple	Blue	Green	Sky Blue	Navy	Indigo
3	Orange	Green	Yellow	Cream	Beige	Gold
4	Pink	Sky Blue	Cream	White	Gray	Silver
5	Brown	Navy	Beige	Gray	Black	Metallic
6	Vermillion	Indigo	Gold	Silver	Metallic	Transparent or Rainbow

\* Lolita doesn't necessarily mean "a child". See the Glossary on Page 3 for a refresher on the use of the word "Lolita" in the world of Japanese anime.

### Step 4: Maid Special Quality Table

Roll	Special Quality	Description
11	Glasses	You wear glasses and can't use contact lenses. The frame design can be whatever you want.
12	Freckles	You have freckles.
13	Sickly	You've got an incurable disease. However, this doesn't adversely affect your attributes. Choose your own symptoms.
14	Quiet	You have a cool, subtle demeanor. No, there are no rules regarding how often you speak.
15	Easygoing	You take things slow and calm, at your own pace. This doesn't affect your attributes.
16	Neat Freak	You're obsessed with cleanliness, and can't let the tiniest bit of dirt go unnoticed.
21	Brown Skin	Your skin is a dark brown color. It could be natural, or a tan.
22	Albino	You have no pigment. You're not necessarily completely colorless, this could simply be a very pale complexion.
23	Shy	You're very shy. Don't forget to remain silent when encountering NPCs you haven't met before.
24	Actually A Guy	You're actually a guy (cross-dresser?). Or possibly a hermaphrodite.
25	Overactive Imagination	You frequently get caught up in your own imaginary world, or else tend to daydream a lot.
26	Greedy	You will do absolutely anything for the sake of money.
31	Elf Ears	You have long, pointed ears.
32	Nekomimi	This varies a bit depending on the setting, but you're a catgirl, with the ears and possibly tail of a cat.
33	Android/Gynoid	You're not human, but rather a human-looking robot. Parts of your body are very obviously artificial.
34	Vampire	You are a vampire, with long fangs. Be sure to act . . . vampiric.
35	Princess	You're actually the daughter of a family of even greater standing than the master. Depending on the setting, you could even be from another country's royal family. Whether you are in disguise or not is up to you.
36	Angel/Devil	You are a being from another world charged with judging good and evil. The design and the details of your origins are up to you.
41	Uniform ★	You've managed to make a special modification to your uniform. → To the <b>Uniform Table</b>
42	Symbol ★	You have some kind of special mark on your uniform or headdress. → To the <b>Symbol Table</b>
43	Delinquent ★	Something about you is very much like a delinquent. → To the <b>Delinquent Table</b>
44	Accent ★	You have an unusual way of speaking. → To the <b>Accent Table</b>
45	Hairstyle ★	You have a special hairstyle. → To the <b>Hairstyle Table</b>
46	Accessory ★	You have a special accessory attached to your uniform. → To the <b>Accessory Table</b>
51	Relationship or Perversion ★	<b>Lighter Game?</b> You have a relationship to another player character (Maid). → To the <b>Relationship Table</b> <b>Darker Game?</b> You have a bizarre perversion of some kind. → To the <b>Perversion Table</b>
52	Criminal Tendencies ★	You have an inclination towards criminal acts. → To the <b>Criminal Tendencies Table</b>
53	Injury ★	Because of mistreatment or an accident, you have some kind of permanent physical injury. → To the <b>Injury Table</b>
54	Tragic Love ★	You have had sad or tragic experiences with love. → To the <b>Tragic Love Table</b>
55	Dark Past ★	There is something dark in your personal history. → To the <b>Dark Past Table</b>
56	Trauma ★	After some terrible incident, you were traumatized. → To the <b>Trauma Table</b>
61	Secret Job ★	You're not just a maid; you're secretly holding another job. → To the <b>Secret Job Table</b>
62	Membership ★	In addition to being a maid, you're also a member of a certain organization. → To the <b>Membership Table</b>
63	Shapeshifter ★	You are an animal or creature that has taken the form of a maid. → To the <b>Shapeshifter Table</b>
64	Monster ★	You're not human, but rather some kind of monster. → To the <b>Monster Table</b>
65	Magic ★	You can use some kind of magical power. → To the <b>Magic Table</b>
66	Absurd ★	You're something that flies in the face of common sense. → To the <b>Absurd Table</b>

★ For selections 41-66, proceed to the corresponding secondary table below and roll 1d6.

**(41) Uniform Table**

Roll	Special Quality	Description
1	Tights	In place of a skirt, you wear tights of some color. Athletic, colorful, sexy, or weird (leopard pattern, RAWR!) it's up to you. (For the purposes of the maid uniform rules, treat these as a skirt)
2	China Dress	You wear a Chinese-style cheongsam maid uniform. (For the purposes of the rules, treat this as a one-piece maid uniform).
3	Armor	Your maid uniform is actually a stylized suit of metal armor.
4	Bondage	Your maid uniform is made of shiny rubber or leather, and generally a bit suspicious.
5	Miniskirt	Your skirt is very short, to the point where one can almost see its contents.
6	Kappougi	Instead of a Western maid uniform, you wear a Japanese-style one with a kimono and an apron over it. See p. 198, the picture of the sample maid Akebi for a picture of one.

**(42) Symbol**

Roll	Special Quality	Description
1	Skull	Your headdress, apron, necktie, forehead, or chest has a skull mark.
2	Bat	Your headdress, apron, necktie, forehead, or chest has a bat symbol.
3	Cross	Your headdress, apron, necktie, forehead, or chest has a cross on it.
4	Yin-Yang	Your headdress, apron, necktie, forehead, or chest has a yin-yang symbol.
5	Star	Your headdress, apron, necktie, forehead, or chest has a five- or six-pointed star mark.
6	Card Suit	Your headdress, apron, necktie, forehead, or chest is marked with one of the four suits from playing cards: hearts, diamonds, clubs, or spades.

**(43) Delinquent**

Roll	Special Quality	Description
1	Cigarettes	You've always got a cigarette in your mouth, or are chomping on a cigar.
2	Tattoo	Somewhere on your body - or maybe even all over it - you have a tattoo.
3	Sunglasses	You always wear sunglasses or mirrorshades. Even at night.
4	Bad Expression	You have a perpetual unpleasant facial expression (as if you're always angry, or always about to kick ass at any moment), and this makes first meetings difficult.
5	Piercings	You have piercings, and not just in your ears, but perhaps your forehead, lips, eyelids, chin, etc.
6	Rough Speak	You talk like a gangster, be it a Mafioso or an ordinary gang member.

**(44) Accent**

Roll	Special Quality	Description
1	Southern	Y'all talk like some kinda' country bumpkin or somethin', from down in the American South.
2	British	You talk with a British accent of some kind. We'll leave it up to you what kind specifically. If you are already from the UK in real life, then you are now DOUBLE BRITISH. Or choose Scottish or Welsh.
3	Pidgin English	You come from a country/society where English is taught as a pidgin language. You might sound like a Japanese salaryman or pop idol ("Body Feels Exit!"). Pick a country and go with it.
4	Meow	You like to sprinkle cat sounds in your speech every now and then.
5	Knight	You sound like a knight from a movie, or possibly a Renaissance Faire reject. Remember to say "Thou art" and whatnot a lot.
6	Foreigner	Pick a foreign nationality for your Maid other than Japanese. American (Brooklyn, Texas), French, Russian, Mexican, Nigerian, Indian, Canadian, etc.

**(45) Hairstyle**

Roll	Special Quality	Description
1	Long Ringlets	Your hair is done up in large, long ringlets.
2	Dumplings	Your hair is long with "dumplings" on top. Are you a Sailor Moon fan, perhaps?
3	Mesh	You have a mesh haircut, a short, stylish hairdo that's trendy in Japan.
4	Curly Hair	Your hair is curly enough to defy gravity, and always takes the same shape.
5	One Eye Hair	Your hair hangs down so that it conceals one of your eyes.
6	Antenna Hair	Your hair has antennas/feelers and a mind of its own.

**(46) Accessory**

Roll	Special Quality	Description
1	Collar	Among your standard equipment is a collar, like a dog would wear. Spikes are optional.
2	Large Ribbon	You wear a large ribbon in your hair.
3	Spikes	Your maid uniform has spikes attached to it.
4	Chains	Your maid uniform has jangling chains attached to it.
5	Black Leather Gloves	You normally wear black leather gloves. These can be fingerless or have rivets, if you like.
6	Pet	You have a cat, snake, raven, or some other small animal as a pet that rests on your shoulder or in your hand.

**(51a) Relationship**

Roll	Special Quality	Description
1	Sibling	You're related by blood to one of the other characters.
2	Childhood Friends	You grew up together in the same neighborhood as one of the other characters, and have been great friends since a very early age.
3	Mentor	You look upon one of the characters as a personal mentor, perhaps even as a father/mother figure.
4	Friendly Rival	You and another character are rivals in some area of life, and you always find yourself both consciously or subconsciously competing with, and comparing yourself with, that person. However, you are still friends (at least in appearance).
5	Ex-Lover/Love Rival	You used to date another character. Perhaps there are still feelings. Alternately, you both might be seeking the love of a third person.
6	Vengeance	Another character wronged you in some way in the past. She may not even realize that she did (and it might not have seemed a big deal). But you will never forget.

**(51b) Perversion**

Roll	Special Quality	Description
1	Nymphomaniac	You're abnormally interested in physical love. It's up to the players and GM to decide how far you want to, or should, roleplay this.
2	Sadist	You're excited by causing pain and suffering to others.
3	Masochist	You're excited by being caused pain and suffering by others.
4	Womanizer	You're only romantically attracted to members of the same sex, which is fine (and perhaps expected...). But in your case, it's turned up to "11".
5	Likes Them Young	You have a fondness for younger people. You can decide what age range this entails, as well as why you are fond of them (they remind you of yourself at that age? Or something else?).
6	Exhibitionist	You enjoy showing off your nude or semi-nude body. "Inappropriate dress" is not just a word, it's a way of life.

**Remember: The Perversion Table is Optional!**

We suggest sticking to Table 51a (Relationships) for most games. Also, it's assumed that the other players and GM are going to step in to make sure that if you attempt to express your perversion, you'll get your comeuppance quickly and before anything dastardly actually happens in the game.

## (52) Criminal Tendencies

Roll	Special Quality	Description
1	Killer	You have a bad habit: killing people.
2	Pyromaniac	You love setting fires. You might even set fire to the mansion . . .
3	Kleptomaniac	You can't help but steal things, regardless of whether or not you have any use for them.
4	Addict	Whether it's narcotics, stimulants, or just sleeping pills, you're a substance-abuser. If you don't get to have any, you'll experience withdrawal symptoms.
5	Otaku	You have some obsession that you tirelessly pursue, with little or no regard for common sense.
6	Stalker	You're stalking a particular person. Select the target from among the other PCs or the master.

## (53) Injury

Roll	Special Quality	Description
1	Patchwork	Your body is covered with stitching scars.
2	One Eye	You have only one eye. You're free to decide whether you wear an eye patch, and if so its design.
3	Burns	Your face, body, etc. are covered with painful-looking scars from burns.
4	Whip Scars	Your back and such is covered with painful-looking welts from whippings you received (and may possibly be still receiving?)
5	Bandages	You wear many bandages and casts, concealing injuries that will not heal.
6	Blind	You were rendered blind a long time ago. (No particular penalties for this: See the classic Zatoichi movies for reference).

## (54) Tragic Love

Roll	Special Quality	Description
1	Separations	For some reason love just never works out for you. At this point you've resigned yourself to fate.
2	Lover Died	You had a lover who died; since then you've been afraid to fall in love.
3	Killed Your Lover	For whatever reason, you killed a previous lover. Since then, you've been afraid to fall in love... or afraid for the object of your desire.
4	Former Prostitute	You used to sell your body, for cheap. A complex remains.
5	Betrayal	You were once betrayed by a lover since then you've been afraid to fall in love or let your guard down.
6	Stalker Damage	You were once victimized by a stalker. You can't trust members of the opposite sex... or maybe the same sex.

## (55) Dark Past

Roll	Special Quality	Description
1	Former Delinquent	Although no one would know it looking at you now, you used to be a delinquent. Fortunately, right now there's no one (in the mansion at least) who knows about your past.
2	Former Killer	You were once a hired killer. Even now, your skills are as sharp as ever.
3	Amnesiac	You've lost your memories from when you were very young. (The GM should come up with something to reveal during the game).
4	Bad Reputation	You were involved with some bad stuff back in the day, and you have the dubious honor of being a legend for all the wrong reasons.
5	Wanted	The police want to question you about a serious crime. The player can decide whether or not the character is actually guilty.
6	Runaway	You've left your real home without permission.

**(56) Trauma**

Roll	Special Quality	Description
1	Suicide Attempts	In the past, you attempted suicide many times.
2	Killed Your Parents	For whatever reason, you are responsible for the death of your parents.
3	Saw Parent Die	You witnessed your parents' (one or both) death with your own eyes.
4	Sibling Hate	You and your sibling(s) detest each other.
5	Family Breakup	For some reason (economic trouble?) your family was forced to break up. You may have even caused it.
6	Abusive Parents	You were raised by abusive parents.

**(61) Secret Job**

Roll	Special Quality	Description
1	Assassin	While you put on the façade of being a maid, underneath you're a coldhearted killer for hire.
2	Hacker	Aside from being a maid, you're a hacker, breaking into computer systems.
3	Scientist	Along with being a maid, you're some kind of mad scientist.
4	Doctor/Pharmacist	In addition to being a maid, you have the skills of a doctor or a pharmacist.
5	Doujin Artist	In addition to being a maid, you create doujinshi in your spare time. You can decide the genre.
6	Pro Creator	Along with being a maid, you're working as a professional creator, craftsperson or artist. You can decide the form and genre of your works.

**(62) Membership**

Roll	Special Quality	Description
1	Evil Secret Society	You're a member of an evil secret society that seeks to conquer or destroy the world.
2	Secret Agency	You're part of a secret agency under the government or the United Nations, some sort of intelligence agent or spy.
3	Cult	You're a member of some kind of eccentric cult, whether as a believer, a leader, or even the founder.
4	Political Organization	You're part of a group organized around some kind of political ideal, possibly something extreme to the point of insanity.
5	Shadow Clan	You're a member of one of the secret organizations that has existed throughout history. You could be a ninja, a magician, one of the knights templar, a kung fu assassin, etc.
6	Government Official	You're actually a government official who is working as a maid, whether because you're a nurse, a detective going undercover, or a politician's secretary.

**(63) Shapeshifter**

Roll	Special Quality	Description
1	Fox	You're actually a fox, and can display or hide your ears and tail at will.
2	Spider	You're actually a spider, and you can become an actual human-sized spider, or else just grow up to four extra arms at will.
3	Raven	You're actually a raven. You have black wings that can be displayed or hidden.
4	Bunny	You're actually a bunny, with bunny ears and a tail.
5	Tiger/Lion	You're actually a predatory cat, and you have ears, a tail, claws, and sharp teeth than you can display or hide at will.
6	Snake	You're actually a snake, and you can take on a naga form, turning the lower half of your body into a snake tail.

**(64) Monster**

Roll	Special Quality	Description
1	Mermaid	You're actually a mermaid. You love water, and your ears sometimes look like fins.
2	Zombie/Mummy	You're actually an animated corpse. Your complexion is probably bad, and you have conspicuous wounds.
3	Werewolf	You're actually a werewolf (or maybe a weretiger). Whether or not you want to, you turn into a wolf (or tiger) during a full moon.
4	Succubus	You're actually a succubus, a female demon that traps her prey by arousing their desires. You have some demonic physical traits (you decide the specifics) that can be displayed or hidden.
5	Ghost	You're actually a ghost. You might have been one of the master's ancestors, or perhaps a maid who worked at the mansion in the past.
6	Shinigami	You're actually a shinigami, a death reaper. As such, you carry with you an aura of death. You might be there to deliver a specific person to the other side, or perhaps your reasons are more mundane.

**(65) Magic**

Roll	Special Quality	Description
1	Priestess	You can use magic grounded in some kind of religious ceremony. You must use various types of religious symbols to do so.
2	Onmyouji	You practice Eastern-style magic based on Taoist principles. Your key item for this is <b>jufu</b> , special curse charms written in brush ink on strips of paper.
3	Fortuneteller	Within certain limits, you have the ability to predict the future. There are countless methods of divination.
4	Western Magician	You practice alchemy, Kabbalah, or some other form of Western sorcery. As such, you are a staff-wielding orthodox magician.
5	Devil Summoner	You know the spells necessary to summon demons. Your tools of the trade are magic circles, a black cloak, and ancient books.
6	Necromancer	You wield magic that lets you control the souls and bodies of the dead. Your tools of the trade include skulls and black clothes.

**(66) Absurd**

Roll	Special Quality	Description
1	Alien	You're an alien who came to our world from somewhere in outer space. Your body can have some special properties if you wish.
2	Cyborg	You were turned into a cyborg by an evil secret society or some other country. Your body can have some special features if you wish.
3	Runaway Ninja	You ran away from your ninja village.
4	Magical Girl	You came from a land of magic in order to train.
5	Fairy	You're one of the fae folk. You can be a generic pixie, or something more specific.
6	Mutant	You've suffered some kind of strange mutation.

**Optional Rules: Traumas And Complexes**

If you think your maid characters just aren't messed up enough, you can give them other optional character traits called Traumas and Complexes (see pp. 74-76) in addition to or in place of normal Special Qualities.

**Mix It Up!**

A popular method in our own gaming group for picking special qualities, since they are entirely so random, is to roll 2d6, and then choose which die is the tens, and which die is the ones. For example, a roll of 3-5 could be 35 or 53. If you get doubles, choose another doubles number. This is a way that you can have a little freedom while still experiencing the fun randomness of the tables.

Another method would be to simply roll up 4 qualities and choose 2, or roll up 5 and choose 3 in a game with 3 or more qualities.

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## Game Rules

### Maid Roots Table

Roll	Roots	Description
11-12	Debts	Your family wound up with massive debts, and you found yourself coming to work at the mansion as repayment.
13-14	Slave	You are a slave, and have no choice about your line of work.
15-16	Mistress	Although you appear to be a maid, it would be more accurate to call you the master's lover.
21-22	Revenge	The master is your hated enemy, and you are infiltrating his mansion in order to extract revenge.
23-24	Orphan	You are an orphan adopted by the master or his parents.
25-26	Illegitimate Child	You are an illegitimate child. From a legal standpoint you're no different from the master.
31-32	Hereditary Maid	You were born into a family that has served the mansion for generations.
33-34	Self Punishment	In order to punish yourself for your inexperience or sins, you have taken up the job of a maid.
35-36	Unrequited Love	Following your one-sided love of the master, you have come here.
41-42	Business	You are a maid because you want the wages. And that's about it.
43-44	Infiltrator	You are a member of an organization that opposes the master, and you have been sent to spy on or possibly even assassinate him.
45-46	Loyalty	You feel great loyalty to the master.
51-52	Childhood Friend	As the master's childhood friend, you've used your influence to get here.
53-54	Admirer of Maids	You have long admired maids, and through much hard work you've finally become one yourself.
55-56	Returning a Favor	The master did a great service to you, and you have become a maid in order to repay him.
61-62	Distant Relative	Although you are only distantly related to the master, your parents have put you in his care.
63-64	Bridal Training	You became a maid in order to prepare yourself to become an ideal bride some day.
65-66	Who Knows?	You're really not quite sure how you wound up becoming a maid.

### Stress Explosion Table

Roll	Explosion	Description
11-12	Alcohol/Drugs	You drink alcohol (or take drugs) until you can't remember or care.
13-14	Stealing	You steal valuables from the mansion or from other maids.
15-16	Violence	You unleash violence on the other maids and the master.
21-22	Gambling	You use every penny you have for gambling.
23-24	Racing	You get into whatever car or vehicle is handy and go for a drive at at least twice the speed limit.
25-26	Teasing	You start persistently tormenting the other maids.
31-32	Mischief	You start playing troublesome tricks on the master and the other maids.
33-34	Running Away	You run away from the mansion.
35-36	Complaining	You start incessantly complaining to the master and other maids.
41-42	Seclusion	You go into your room and won't come out, not even for food.
43-44	Crying	You start crying. There's no need for an Affection check for this.
45-46	Rampage	You use anything you can lay your hands on to run around destroying things around the mansion.
51-52	Shopping	You go crazy spending your money on shopping.
53-54	Sleep	You spend all day sleeping.
55-56	Binge	You go crazy eating.
61-62	Prayer	You escape through religion, relentlessly praying to heaven for protection.
63-64	Spoiled Child	You act like a spoiled child, making demands of the master.
65-66	Player Choice	Let the player to your left decide for you.

## Maid Weapon Table (Optional)

Maid weapons are basically ornamentation, and do not grant any particular special abilities. They are a showy way for a character to use her Athletics attribute to fight, and don't really serve to give the character an advantage in combat so much as to make action scenes cooler or give the Maid character some flavor.

Depending on the campaign setting or scenario, weapons may become unnecessary (like in the "Happy Birthday" scenario on page 41); as such, this table is considered an optional rule. If the GM thinks it necessary, she can opt to decide on the PCs' weapons herself, to ensure that they're appropriate to the setting.

Roll	Weapon	Description
11	Mop/Broom	You fight with a broom or mop. This is a maid's basic fighting style.
12	Stun Gun	You keep a stun gun ready to attack enemies.
13	Kitchen Knife	You wield some kind of ordinary kitchen knife.
14	Frying Pan	You hit things with a frying pan.
15	Vase/Bottle/Pot	When trouble happens, you grab something suitable from around the mansion and wave it around or throw it.
16	Hand-to-Hand	You fight with your bare hands, whether striking attacks or submission moves.
21	Revolver	You fight with a revolver. Feel free to decide what kind.
22	Machinegun	You wield a machinegun. Feel free to decide what kind.
23	Rifle	You wield a rifle. Feel free to decide what kind.
24	Bomb/Grenade	You use bombs, grenades, or maybe plastic explosives.
25	Bazooka	When a fight breaks out you pull out a big-ass bazooka.
26	Ray Gun	It might look like a prop of a 50s sci-fi B movie, but the ray gun you're packing really does hurt people.
31	Metal Pipe/Nail Bat	You use some crude weapon like a pipe or a bat with nails in it.
32	Hammer	You wield a hammer, whether a small throwing hammer, a big warhammer, or one of the squeaky toy variety.
33	Scythe	You wield a big scythe worthy of the Grim Reaper.
34	Kung Fu Weapon	Nunchucks, Three-Section Staff, Tonfa, Sai, Tai Chi Sword, etc.
35	Chainsaw	Never mind how loud it is, you fight with a <b>chainsaw!</b>
36	Wooden Sword/ Staff	You wield <b>bokken</b> - Japanese-style wooden sword - or a staff.
41	Axe/Hatchet	A tomahawk, battle axe, halberd, etc.
42	Morningstar	Basically a mace with spikes. You can have a flail instead if you like.
43	Western Sword	A long sword, rapier, flamberge, two-handed sword, etc., etc.
44	Whip	A normal whip, a cat of nine tails, a metal whip, etc.
45	Spear/Lance	A spear, lance, javelin, etc.
46	Exotic Weapon	A boomerang, qatar, African throwing irons, etc.
51	Knife/Scalpel	You attack with a knife or scalpel. You can throw it too, and it can be a large dagger if you like.
52	Chain/Rope	You attack with a chain or rope.
53	Claws	You attack with claws, a bagh nakh, cestus, or some other claw-like weapon.
54	Katana	You wield a katana, or possibly a kusarigama or some other traditional Japanese weapon.
55	Shuriken/Kunai	You have a seemingly unlimited supply of shuriken (throwing stars), or kunai (ninja throwing knives).
56	Halberd/Pole Arm	Naginata, halberd, bardiche, or some other kind of pole arm.
61	Summoning	You are able to summon some kind of special being to attack. You can decide what you summon and how it attacks.
62	Magic	You use magic to attack.
63	Psychic Powers	Well, you have some kind of psychic/super power that you use to attack. You can decide the details.
64	Book	You wield a book as a blunt instrument, and possibly tear out pages, to attack.
65	Internal Weapons	You have some kind of weapons installed in your body.
66	Religious Symbol	You can use a cross, prayer wheel, paper cham, or other seemingly harmless religious symbol to deliver attacks.

## Maid Power Table

### Highest Attribute Is Athletics

Roll	Maid Power	Description
1	Super Evasion	In exchange for 1D6 Stress, you can completely avoid a single attack.
2	Iron Wall	You can use your Athletics attribute to defend up to two other characters.
3	Trespass	You can take 1D6 Stress to intrude on a battle, love scene, etc. You can also butt in after the action has ended, and this can even work when someone is using World For Two.
4	Weapon From Nowhere	You can pull your weapon out seemingly from nowhere, and get in a surprise attack. If you make a surprise attack, you get to make an attack roll without the target getting to make an opposed roll.
5	Giant Weapon	You can attack with a giant weapon. (+1 to Athletics for attacking).
6	Ultimate Retort	You can blow off an opponent completely by delivering a good retort (GM decides). You can make it impossible to defend against this by taking 2 Stress. (This must be role-played).

### Highest Attribute Is Affection

Roll	Maid Power	Description
1	Maiden's Tears	By taking 2D6 Stress, you can make a request that can't be refused. (This must be role-played).
2	World for Two	By taking 1D6 Stress, you can create a "world" for you and one other person, where for 5 minutes no one else can intrude.
3	Power of Friendship	You can take 1D6 Stress in order to remove 2D6 Stress from someone else.
4	Cooked With Love	When someone eats food you've prepared, they lose 1D6 Stress.
5	Windows of the Soul	You understand the master's feelings better than anyone, and can offer careful help. (Add 2 to Favor gained).
6	Passionate Gaze	With just a glance, you can ingratiate yourself with the master, taking 1D6 Stress to gain 1D3 Favor (roll 1D6, divide by 2, round up).

### Highest Attribute Is Skill

Roll	Maid Power	Description
1	Lock Picking	You can enter any room whenever you feel like. This works even when someone is using World for Two.
2	Stalking	When you're following someone, there's no chance for them to detect you. Don't even bother rolling dice.
3	Lie Detector	By taking 1 Stress you can make other players or the master admit if they've lied.
4	Ultimate Menu	Add +1 to your Skill for the purposes of cooking.
5	Instant Cleaning	Add +1 to your Skill for the purposes of doing cleaning.
6	4-D Dress	You can produce anything in the mansion from within your maid uniform.

### Highest Attribute Is Cunning

Roll	Maid Power	Description
1	Punishment	When other maids make mistakes, you can gain the right to punish them, without them having a chance to make an opposed roll.
2	Instant Restraint	If you win a roll of Cunning Vs. Athletics, you can restrain someone from doing something indecent.
3	Coercion	If you win a roll of Cunning Vs. Athletics, you can completely damage or tear off someone's clothes, even "accidentally".
4	Trap	Even if you aren't there at the time, you can have a trap prepared in advance during a battle.
5	Fake Crying	You can fake a crying fit, allowing you to use Cunning for what normally would be an Affection roll. (This must be role-played.)
6	Mockery	When someone is taking Stress damage, you can mock them and cause them to gain an additional 2 Stress points. (This must be role-played).



## Highest Attribute Is Luck

Roll	Maid Power	Description
1	Karma	You can use your Luck to dodge an attack, and if you roll a 10 or higher you cause twice as much Stress to the opponent.
2	Saw It	You can declare that you've seen something happening in the mansion; you can decide the timing too.
3	Teleport	You can go just about anywhere in the mansion instantly.
4	Escape	You can completely flee from a battle without taking any Stress.
5	Foreboding	You can tell when something dangerous is coming.
6	Chance Meeting	By taking 2 points of Stress, you can have an NPC that's just showing up for the first time be an acquaintance from some time before.

## Highest Attribute Is Will

Roll	Maid Power	Description
1	Immune to Pain	During a battle, even if you're sent flying, you don't take any Stress. Outside of battle, however, you can still take Stress points like usual.
2	Crisis Adrenaline	You can spend 1D6 points of Favor after you take Stress damage. The Stress damage is still taken, but you can add that number of Stress damage to your next Athletics roll (make the Athletics roll as normal, then add the Stress to that total). Maid Smash!
3	Persistence	Whenever you take Stress, automatically reduce the amount by 1 point.
4	Tenacity	Even after being defeated in battle, you can take 2 Stress to get to your feet.
5	Hard Work	Your relentless hard work pays off in the form of a +3 bonus to the end result (not the attribute or die roll) of Skill rolls.
6	Absolute Maid	You are the very epitome of a maid, and you take no penalties when not in full uniform.

## Character Creation Example

**Note:** See page 190 for Hizumi's full character sheet and profile, followed by those of all of the other sample characters.

**Master Kamiya:** *Okay, let's get started with actually making a character.*

**Hizumi:** *O-Okay... (I have a bad feeling about this...)*

**Kamiya:** *We already have some perfectly good maids here, so this is your second chance to try living as a maid, Hizumi.*

**Hizumi:** *Uh... Yes... I thought it might turn out like this. Play in the master's fantasy, else I'll be out on the street, right?*

**Kamiya:** *Come on; these rules are specifically for creating maids. It won't be all that bad.*

**Hizumi:** *Really?*

**Kamiya:** *Well, when you create a character everything is decided by the dice, so there will be no hard feelings, right?*

**Hizumi:** *I bet there will be!*

**Kamiya:** *So, now that she's agreed to help with this example, it's time to roll up the two Maid Types.*

**Hizumi:** *When did I agree to help? Hey!*

**Kamiya:** *Anyway, you definitely need the Heroine type, so let's roll 2D6! Here goes!*

**Hizumi:** *They're both 6... Heroine.*

**Kamiya:** *Hm. Heroine times two, huh? That's fine. Double Heroine, the heroine of the story. I guess having Lolita or Sexy would be kind of weird this time.*

**Hizumi:** *Well, I guess this way is better, but...*

**Kamiya:** *Now, let's roll for your attributes all at once. Here goes!*

**Hizumi:** *7, 10, 5, 7, 6, 9... Looks like I got higher than average.*

**Kamiya:** *Except we divide by 3, so you've got 2, 3, 1, 2, 2, and 3. So when we add the modifiers from your Maid Type, we have Athletics 2, Affection 3, Skill 1, Cunning 2, Luck 0, Will 5.*

**Hizumi:** *So I have no luck, but some willpower, I guess.*

**Kamiya:** *And your maid skills are pretty low, but it's the thought that counts.*

## Game Rules

### Action Resolution : Remember Math?

The basic mechanic of this system is to roll 1D6 and multiply the result by the attribute you are using in a particular situation. Usually the GM decides on a target number, which the roll has to exceed in order to be successful, but in the case of opposed actions (where two characters are directly opposing each other), refer to the Combat rules, below. If the group finds it appropriate, a player can decide which attribute gets used for his maid's action. Maneuvering in a situation in order to use your better attributes instead of the weaker ones is an important part of the game.

If an attribute is at 0, the maid simply cannot succeed at actions that use that attribute. If this happens, the maid's best bet is to try to work together with other maids and/or the master to accomplish her goal, or try to come at the problem from another angle.

### Difficulties and Results

Difficulty Number	Effect
4-6	The minimum necessary to succeed at an action.
6-8	Difficult for an amateur, but easy for a pro.
8-10	Something only a pro can pull off.
10+	Difficult even for a pro.

**Note:** Maids are basically pros in their area of expertise.

**Little Yugami:** *Oh, sempai... There you are...*

**Hizumi:** *Um, Kamiya-sama, who is that young girl who's peeking out from over there?*

**Master Kamiya:** *Oh, that's Yugami; she's a new maid here to help out with explaining the system.*

**Yugami:** *From here on we'll be together, sempai. Pleased to meet you.*

**Hizumi:** *N-Nice to meet you... Um... Uh... Yugami... chan?*

**Yugami:** *Yes?*



**Hizumi:** *Wh-Why are you so... close?*

**Yugami:** *Because you smell wonderful! Mmmm!*

**Hizumi:** *P-Please stop touching my hair, okay?*

**Yugami:** *Can I call you Big Sis?*

**Hizumi:** *That's a little distracting. In any case, let's try to keep our hands to ourselves, ok?*

**Kamiya:** *Yes! Hizumi's Shyness quality comes to the fore! And that couples with Yugami's Womanizer perversion quality!*

**Hizumi:** *Um... I don't think shyness is really the issue, and... Kamiya-sama, what are you doing?*

**Kamiya:** *Hm? Oh, this? This is a video camera. I've gone to the trouble of employing you two, so I intend to record moments of your service for... Posterity! Yes, posterity. Future maid training videos, that sort of thing.*

**Hizumi:** *Y-You're not paying us extra for that though! Um... Eep!*

**Yugami:** *Sempai, your tail tastes funny...*

**Hizumi:** *Ah! Stop biting my tail! It's not even supposed to be there. Master, can't I roll on a table or something and make this tail go away?*

**Kamiya:** *Hmm. It looks like bringing in a newcomer was the right thing to do! Things are becoming quite exciting, just like a real game of Maid. Also, I'm getting some great footage...*

**Hizumi:** *Aah! P-Please stop filming this...*

**Kamiya:** *Heheheh. You're forgetting that this is all so our friends can understand the system! We can't turn back now!*

**Yugami:** *Teehee! Sempai, make those cute sounds again! It's like a kitten squealing! (bite)*

**Hizumi:** *S-Stop... That tickles!*

**Kamiya:** *(pulls out a clipboard, pretends to take notes scientifically) So, the subjects seems to not like having her tail bitten. This is proving to be most educational. I'm glad I'm getting this on tape.*

**Yugami:** *Sempai, do you like being watched? You're turning really red. Is that some kind of demon thing?*

**Hizumi:** *N-No... I... I'm not... Aah... Don't bite...*

**Yugami:** *NOM NOM NOM... (biting playfully at Hizumi's tail, while Hizumi tries to pull her tail away)*

**Kamiya:** *(scribbles a few more notes in a faux-scientific manner) Very interesting. I didn't know that a devil tail was that sensitive. (sets clipboard down) I'd better get a tripod for my camera.*

**Hizumi:** *K-Kamiya-sama, please help me! This little girl is out of control!*

**Kamiya:** *Well, let's move on to the combat rules.*

## Combat

In this game, “combat” is what happens whenever characters are opposing or competing with one another. This covers the usual forms of RPG combat like swordfighting, magic, and firearms, but it also comes into play when maids are in some way opposing someone. The GM (or sometimes the players) should choose which attribute a maid uses for combat, and this is used for an opposed roll. Also, regardless of how many maids and NPCs are participating in combat, their actions are basically simultaneous.

The **Attack Power** of an action is 1D6 times the relevant attribute.

Whoever’s action has the highest Attack Power wins that round of combat, while the opponent(s) (here, we are calling the loser the “defender”) are subject to psychological harm in the form of Stress. The opponent suffers Stress equal to the attacker’s Attack Power divided by the attribute the defender was using against the attacker, rounded down. If the defender’s relevant attribute is 0, they take Stress Equal to the full Attack Power. If both combatants roll the same Attack Power, then it is a tie or stalemate and neither side takes any damage.

When several characters are working together, whether for attacking or defending, their respective Attack Powers are added together. If a group acting together is taking Stress, one member of the group (PCs take priority over NPCs, maids must choose one from among themselves and not simply dump the stress on to non-player characters) will take all of the Stress points.

When a maid takes Stress, note it down next to her Spirit rating. If a maid accumulates more Stress than her Spirit, she will have a Stress Explosion. If you really don’t want to have a Stress Explosion, you can opt to do whatever the opponent wants, and thereby not take any Stress. Think about what you’re doing before you start walking down this path. (Though it could be interesting in its own way . . .)

**Master Kamiya:** *Okay. Now it’s time for a real example of combat.*

**Hizumi:** *N-No! No! Stop it!*

**Yugami:** *(bite bite bite) Don’t hold back, sempai. After all, you were the one who invited me here to be a Maid.*

**Hizumi:** *Uhh... N-no... No, I didn’t, that was Master Kamiya... Please stop biting me...*

**Yugami:** *Ahhh... I can’t hold back anymore! Sempai, take me away! (tries to leap into Hizumi’s arms)*

**Kamiya:** *Okay, everyone! The child-like Yugami is pushing herself on her Big Sis Hizumi. Since Hizumi is resisting, we’ll use the combat rules. Both of them will be using Athletics for this. Yugami’s is 1, and Hizumi’s is 2.*

**Yugami:** *(rolls) Okay... So I roll one die... the die came up as a 4. 4 times I is still 4.*

**Hizumi:** *(rolls) Um... Uh... I rolled a 2, so multiplying by my Athletics score... 4.*

**Kamiya:** *Since their Attack Powers are tied, they’re deadlocked. Kind of like how now Hizumi has Yugami at arm’s reach, but Yugami isn’t giving up. If they want to try again, they can make another roll, but this time using another attribute.*

**Yugami:** *In that case, I’ll give it another try. Rolling with Athletics... (rolls) Hah! ... I rolled a 3, so my result is 3. Come to me, Hizumi!*

**Hizumi:** *Then, I’ll resist, with Will: I’m mustering the last of my reserves to force her away. My Will is 5, so... (rolls) a 1. My result is 5.*

**Kamiya:** *Thanks to the difference in attribute scores, Hizumi comes out on top. Hizumi pushes Yugami away. We divide the winner’s result of 5 by the attribute Yugami, the loser, used (in this case her Athletics of 1) which means she takes 5 points of Stress. Since her Spirit is on the low side, this is a lot for her.*

**Yugami:** *What’s wrong, sempai?! Why are you pushing me away? Do you hate me?*

**Hizumi:** *Ummm... No, that’s not it at all... I just can’t tell if this is a “Big Sis” hug or a “Prison Girls in Love” hug. I’d rather not have you jump to conclusions...*

**Yugami:** *... (clenching fists)*

**Hizumi:** *“Big Sis”?*

**Yugami:** *... (fuming)*

**Hizumi:** *“Prison Girls”?*

**Yugami:** *Fine then. I guess you don’t like showing innocent affection to a girl who could be a little sister to you. Oh well. Plan B.*

**Hizumi:** *What? W-Wait, what’s that rope for?!*

**Yugami:** *I’m using my Maid Power... “Instant Restraint”.*

**Hizumi:** *I-I’ll use Will to get away!*

**Kamiya:** *Well, it looks like Yugami will be making the next combat roll with her Cunning attribute.*



## The Maid Uniform

A maid's true power lies in her identity as a maid. For this reason, when deprived of her external appearance as a maid, her abilities are reduced. In game terms, this means that when a maid removes even part of her maid uniform (for example, when donning normal or other non-Maid clothing, or disrobing), she receives penalties to die rolls, as per the chart below. These penalties also apply if a maid's uniform gets damaged or becomes excessively dirty. The penalties noted in the table below are applied to the die roll of ID6, which then gets multiplied by the character's relevant attribute.

### Maid Uniform Table

Maid Uniform	Penalty for Removal or Damage	Notes
Headdress	-2	The frilled headdress is the most important symbol of a maid.
Apron	-1	
Blouse	-1	With a one piece dress the blouse and skirt are effectively removed simultaneously.
Skirt	-1	
Underwear	-1	If a maid wasn't wearing underwear in the first place, she doesn't take this penalty. Penalties are not divided by different parts of a maid's undergarments; removing one piece is enough to get the penalty.
Stockings	-1	This can include socks, tights, or garter belts.

**Yugami:** Heeheeheehee. Looks like I've got you nicely tied up, sempai.

**Hizumi:** You're horrible... I'm going to use Will to try to break free of the ropes.

**Yugami:** Before you can, I'm going to use these scissors and trim up your skirt! This will show you for refusing my innocent advances! I'm using my Cunning attribute!

**Hizumi:** Then... I'll use Will...

**Master Kamiya:** Heheheheh. It's hardly fair how you use your highly ranked Will attribute to get out of every problem that comes your way! Yugami, I think I'll be generous and help you out. After all, she did spurn your Innocent advances. You're just a little girl.

**Yugami:** Really? Thank you, Kamiya-sama! (leers)

**Hizumi:** What? No fair... You're both ganging up on me! Besides, she's not innocent, did you see her eyes glint when she leapt at me? Anyway, (rolls) I rolled a 4, times 5 is 20.

**Yugami:** (rolls) Heeheeheehee. I rolled a 5, times 3 is 15.

**Kamiya:** (rolls) Heheheheheh. I rolled a 3, times 2 is 6. Since we're working together, we can add together the Attack Powers we rolled. 15 is 6 is 21, so... this should be interesting, Hizumi-kun.

**(Yugami's scissors flash, ribbons of Hizumi's skirt fall around the floor. Her knee-length skirt has turned into a cut-up, shorter version looking to be a cross between a Cheerleader and a Jungle Queen.)**

**Kamiya:** So, now you have to subtract one (-1) from all of your future die rolls after this one until you find a new skirt, as your skirt has been damaged. Also, you're taking (Result of 21 divided by Hizumi's Will score of 5, rounded down) = 4 Stress. However, Hizumi's Maid Power, "Persistence," reduced this to 3. I'm a little jealous of that.

**Hizumi:** ...I never thought I'd be bitter about how much I can endure.

**Yugami:** But, together we were able to turn sempai's skirt into a miniskirt in the end, right?

**Kamiya:** Oh, and that's just too bad... all the other fresh maid skirts were just sent to out be washed for the week...

**Hizumi:** W-Wait. What're you two talking about? I thought the wash wasn't supposed to be picked up for cleaning for another hour?

**Yugami:** Well, why don't we do an opposed roll with our Luck attributes to find out, Sempai? You know, I'm pretty lucky, after all. Let's see if you're lucky or not!

**(Hizumi's Luck attribute is 0 by the way)**

**Kamiya:** Looks like you lost, Hizumi. It appears that... hmmm... Since tomorrow is a holiday, the wash was picked up two hours early today! Too bad. It looks like you'll have to do the rest of the day's work with that frilly getup. Yugami-kun, her high Will attribute might still give us trouble, so why don't we do some damage to those stockings as well?

**Yugami:** You're right. I think we'd better.

**Hizumi:** You're teaming up against poor, innocent me. And I'm the one who is supposed to be the demon?? I'm in Hell...

## Stress

Maids receive stress through combat as noted above, or when it's assigned by the GM. Combat in particular can cause a maid to accumulate lots of Stress very quickly.

When a maid's accumulated Stress exceeds her Spirit rating, she enters into a Stress Explosion. When this happens, the maid remains under the player's control, but she can only do things that fall within the character's Stress Explosion. However, as long as it falls within the Stress Explosion, anything goes. Each minute of real-life time (including when you take a break from the game) spent in this state removes one point of Stress, until the maid finally gets down to 0 Stress. The player whose character took damage should take care of keeping track of time, with the process verified by the GM. Stopwatches are pretty effective, but keeping track on a wall clock is fine, too.

Stress can also be reduced by spending Favor points; see below.

## Favor

Favor represents how pleased the master is with a given maid. The GM (master) hands out points of Favor to the maid characters whenever he or she feels like it. In particular, points of Favor should go to maids who work hard to serve, assist, or rescue their master. These points can be spent in the following ways:

### Favor Use Table

Usage	Cost and Effects
Removing Stress	Spend 1 Favor to remove 1 point of Stress.
Raising Attributes	To raise an attribute by 1, spent a number of Favor points equal to the new attribute level desired, times 10.
Roll Bonus	Spend 1D6 Favor to add +1 to either the die roll or your attribute score for one action.
Random Event	Spend 1D6 Favor to have a Random Event occur.

A maid whose Favor drops below 0 is dismissed by the master or the household. To avoid being dismissed, maids can lower one of their attributes by one point, gaining 10 times the new attribute level in Favor (e.g., lowering Athletics from 3 to 2 provides 20 Favor), until the maid has 0 or more Favor. Of course, that means that maids can wind up on a downward spiral of reduced ability.

**Master Kamiya:** *Alright! Now it's time to get into the rules for the GM! Pay close attention, everyone!*

**Hizumi:** *Dear God! There's more...?*

**Yugami:** *Really? So I can spend more time with sempai?*

**Hizumi:** *Aah... Stop it... Get offa me you childish vixen...*

**Kamiya:** *It's wonderful to see you two getting along so well! HAH-AHA!*

**Hizumi:** *Pee-yew! Kamiya-sama, are you drunk?*

**Kamiya:** *What, you think I can work on stuff like writing this Maid RPG while I'm actually sober?!*

**Hizumi:** *You could always choose simply to not write it... The world might owe you a karmic favor in the end...*

**Kamiya:** *Damn it! I'm... I'm! Uh... .. No!*

**Hizumi:** *Too close to home?*

**Kamiya:** *Hold on, I'll think of a comeback... uhhh... ummm... hmmmm, comeback...*

**Yugami:** *(bright eyed) Oooh... Sempai, you're wearing a garter belt... I wonder what color your panties are, big sis? (she unleashes her restraining rope) I've got a hole in my collection...*

**Hizumi:** *Aah! I'm suddenly tied up, again?! What is wrong with you people?*

**Yugami:** *I'm just an innocent little girl who looks up to her big sis mentor, and tries to get close to you in childish ways! You know, like pulling your hair, grabbing you, stuff like that!*

**Hizumi:** *I might buy that explanation, if it weren't for that lecherous leer, this rope, those scissors, and your seeming appetite for stolen panties!*

**Kamiya:** *Hizumi-kun, normally you're such a nice, wonderful, happy (albeit shy), and dutiful maid. It's just so hard to resist tormenting you!*

**Hizumi:** *NOOO! Kamiya-sama! P-Please save me! My innocence is in danger here from this leering lolita!*



**Yugami:** *Ehehehe. You're still saying stuff like that, Hizumi-sempai? I'm an innocent little girl! Call me "Loveable Innocent Incorruptible Little Sister" and I'll let you go!*

**Hizumi:** *NOOOOOO! Someone help me!*

## NPCs

Non-Player Characters can be created and statted up however the GM wishes, but here are some guidelines that can be used to represent them smoothly and quickly.

The chart below gives the average attribute scores for different classes of NPCs. If the GM doesn't want an NPC's attributes to be all the same, she can opt to increase or decrease individual attributes by 1 or so. In addition, NPCs can have special abilities (Maid Powers).

A battle with NPCs will usually be the main event of a given scenario. They do have a Spirit score just like PCs, but the usual [Will × 10] will tend to be too much (otherwise conflicts can come down to long, simple bouts of boring dice-rolling), hence recommended Spirit ratings are listed in the table below. NPCs don't have Stress Explosions though. If their Stress exceeds their Spirit, they will flee the scene, fall unconscious, die, etc. as appropriate to the particular character and scenario.

## NPC Guidelines Table

NPC Type	Attributes	Spirit
Zako/Mook/Everyday Person	1	0
Minor Enemy/Master	2	0-5
Average Enemy	3	0-15
Scenario Boss	4	5-15
Super Boss	5	5-15
God?	6	10-20

## The Mansion

The master's mansion is the stage on which all of the game's action occurs, and the game is ill-equipped to handle things that take place outside the mansion. Anything that takes place outside of the mansion is dealt with in the form of quick summaries, with no dice rolls involved. Events taking place over the phone are considered to take place in the mansion by the way.

A mansion doesn't necessarily have to be something that appears to be such at first glance. If the game takes place in space, it could be a large spaceship, while in other settings it could be an island, a labyrinth, or a castle. In other words, the "mansion" is the limited area in which the activities of the master and his maids take place. Also, even while the characters remain constant, the location of the "mansion" can shift over the course of a scenario (e.g. from a house, to a hotel, to a camp site).

For optional rules on generating mansions using dice, see pp. 62-66.

## The Master

The master is at the heart of the game, and for the maids the most important character in it. The master is an NPC controlled by the GM, and roleplaying him or her is the GM's responsibility. The master's job is to command and evaluate the maids. While his actual abilities tend to be lacking compared to his maids, he is the highest authority in the mansion. The maids cannot directly oppose the master or his orders, though they might be able to do so in secret. Also, unlike a normal NPC, the master has a Stress Explosion just like a maid. The master can also be female, and this might help encourage the players.

For optional rules for generating stats for the Master, see pp. 56-59.

**Hizumi:** *Waaaah... \*sniff\**

**Yugami:** *Come on sempai, please stop crying. I didn't really mean it. Come on, Kamiya-sama, say something.*

**Master Kamiya:** *What? Huh? What's wrong?*

**Yugami:** *Just when I was about to add her panties to my collection, sempai just started crying.*

**Kamiya:** *That's probably the first time in my life I've ever heard that sentence. Also, that's a really amazing assessment of the situation: As if you're confused that one would lead to the other...*

**Hizumi:** *K-Kamiya-sama, please save me! (cries)*

**Yugami:** *Come on, sempai, I didn't mean to be so rough (pats her softly on the shoulder).*

**Hizumi:** *Go away, you don't mean it!*

**Yugami:** *(her voice becomes soft) I'm really sorry, I just went a little too far...*

**Hizumi:** *Re... really? (she stops crying for a moment)*

**Yugami:** *(continuing softly, patting Hizumi)...So just be good and let me take your panties for my collection, then we can put all of this behind us.*

**Hizumi:** *... .. Waaaaahhhhhh!!! \*cries\**

**Kamiya:** *I'm not sure I follow this situation between you to, but okay. I know when things have gone too far. I'll try use my (average for a master) Affection attribute to persuade her to stop crying.*

**Hizumi:** *(her ears perk up)*

**Yugami:** *Thank you very much! I hate to see my lovely sempai so sad.*

**Kamiya:** (striking a pose) *Hizumi, you might not realize this, but you're an excellent maid. Without you, the household would simply fall apart. I know you've been through a lot, but I know you, and I trust you, and I know that we'll be able to resolve this situation peacefully so that you all can get back to work. Together, hand in hand.*

**Hizumi:** (hopefully, she looks up at the master with bright eyes) *Master... Kamiya!*

**Kamiya:** *So to get out of this situation...*

**Hizumi:** ...Yes?

**Kamiya:** *Go ahead and give Yugami your panties so that she can untie you and you can get back to work! (Rolls a 1, times 2 is a final result of 2. Oops.)*

**Hizumi:** ...Is THAT what you call an attempt to persuade me to stop crying?!?! (Got a 30 on her Will roll. Hizumi wins, and dividing that by Kamiya's score of 2 results in 15 points)

**Kamiya:** *Agh! (took 15 Stress!)*

**Yugami:** *Well, that wasn't very helpful, Kamiya-sama. Hizumi is still upset. And my collection is still one item short.*

### Random Events

Random events can be added to the game by rolling on the random tables on the following pages. Both the GM and the players can cause random events to occur.

When a player wants a random event, he declares this intention to the GM. The player then spends 1D6 Favor and

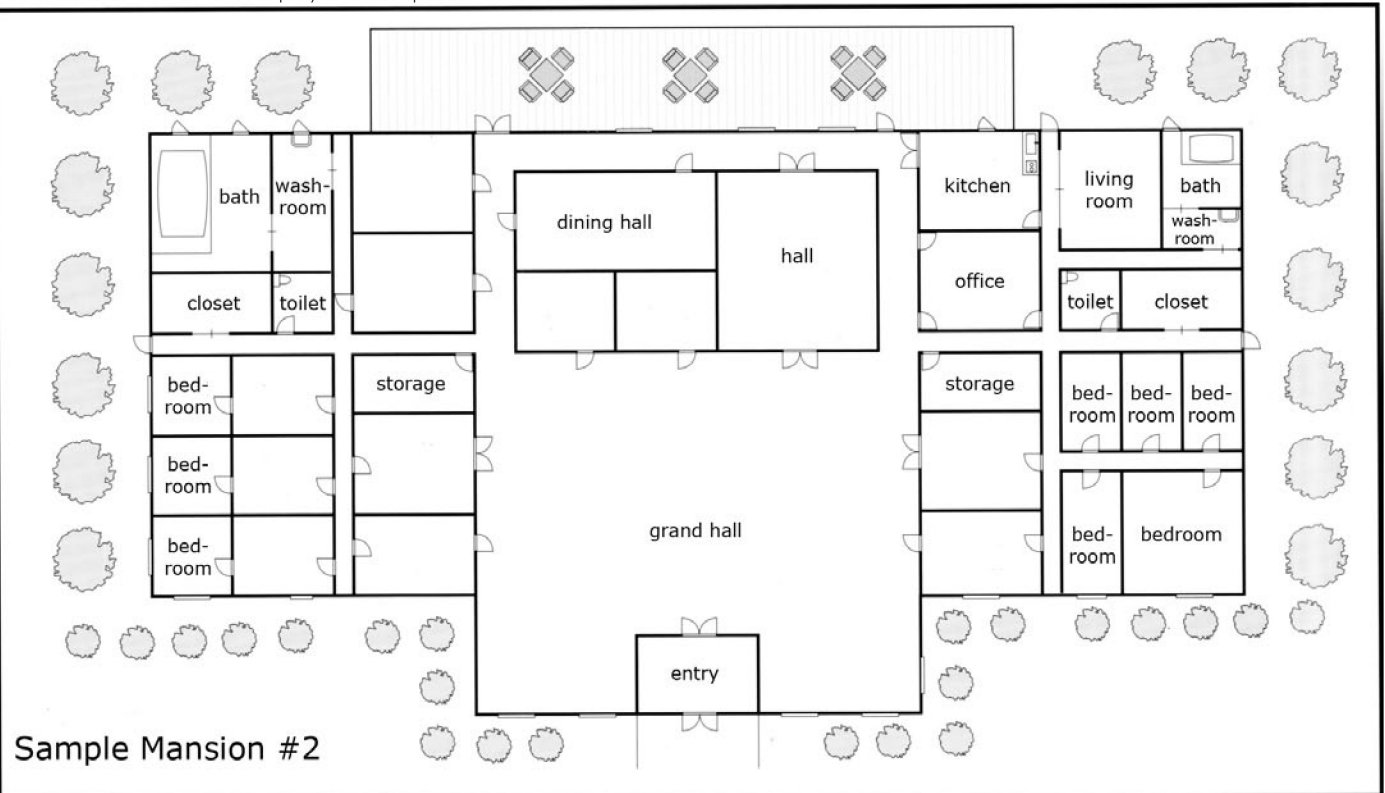
rolls on the appropriate table, and the GM puts the result into the game. The GM can opt to let the player define the specifics of the random event, or just come up with something herself. The event should center around the maid whose player caused it, though if the GM decides to have a random event the master will choose a maid to be its target.

There are no requirements for when a random event can be brought into play, and they can be used to catapult the game past an impasse. However, if too many random events are in play at the same time, things can become very confusing or simply too chaotic. This is especially true when one random event is triggered when the previous one has not been fully resolved yet. In this case, the GM can temporarily remove that option from the game.

If the GM doesn't have any particular scenario planned out, these tables can be used to come up with something on the fly. The entries here don't go into any detail, so it's up to the GM to appropriately flesh them out. If the GM is preparing a scenario, it might be a good idea to come up with a table of 6 or so random events that are fleshed out and tailored to fit in with the scenario itself. Some of the scenarios included in this book have examples of these kind of scenario-tailored events.

### Random Event Tables

Included here are three basic random event tables for three different genres. See pp. 111-122 for more varied and detailed event tables.



## Random Events Table

	Contemporary Events	Fantasy Events	Space Events
11	A rocket comes to the mansion...	The Mage-King is reborn!	Encounter with space pirates
12	A herd of animals goes crazy	The master is a chosen hero!	Discover space smugglers doing business
13	A giant robot comes to the mansion...	There's a dungeon underneath the mansion!	Space merchant ship
14	A treasure map is found in the study!	The master is a reincarnation of an evil god!	Space slavers! High prices for maids!
15	A famous thief leaves his calling card	Discovered a torture chamber in the mansion!	Space refugees come begging
16	An evil organization has a base beneath the mansion	An evil dragon awakened in the mountains nearby!	Galactic empire battleship, on a secret mission
21	An unexploded warhead is underneath the mansion!	A former head of the family returns, undead!	Great Space Old Ones have returned to the galaxy, hungry for souls
22	Former ruler is causing trouble	Found a treasure chest!	Space Patrol doing an inspection
23	Fire!	A mobile fortress is drawing near!	Bounty hunter trespasses!
24	Earthquake!	A band of heretics attacks the mansion!	Encounter with an alien life form.
25	A wild animal escaped from the nearby zoo	An archangel descends from heaven	A mysterious escape pod lands in or near the mansion.
26	Surrounded by a mysterious group of ninjas!	An assassin targets the master	Space wizard's tower appears
31	The mansion is attacked by terrorists	Princess of a ruined country flees to the mansion!	Minefield from the great galactic war
32	Displaced local residents hold a demonstration	A magical door opens into the modern world.	Unmanned weapon from the great galactic war.
33	A door to a fantasy world is discovered	Zombie outbreak around the mansion!	Space ninjas attack!
34	Zombie outbreak around the mansion!	Find a magical tome in the study!	Encounter with a space swordsman
35	Someone dug up a dinosaur egg in the yard!	Found a magical sword stuck in a stone in the yard!	A mysterious meteor swarm is coming closer!
36	Ghost of one of the master's ancestors	Discovered a mysterious orb!	Encounter with a drifting ship.
41	A UFO lands in the mansion's garden	The troops of the evil empire are drawing near!	A mysterious ghost ship
42	A monster from the depths of the earth reawakens!	The seal that held a demon is broken!	A giant space monster stirs
43	An assassin targets the master!	A demon is unsealed	An assassin targets the master
44	Abnormal Weather! The mansion is on an island.	An evil army starts building siege machines	Discovered a mysterious unmanned space fortress!
45	A demon is unsealed!	The mansion is a giant golem!	Attacked by space terrorists!
46	A cursed laughing doll is in the yard!	Someone accidentally summoned a demon!	Space missionaries come to the mansion
51	A TV show comes to shoot some footage	A band of goblins attacks!	Minor collision!
52	Princess of a ruined country flees to the mansion!	Found a collapsed tribesman in front of the mansion!	A mysterious psychic!
53	Master caught a cold	Master changed into an animal!	Find a magical tome in the study!
54	Master falls down the stairs!	Drank a potion that switches genders!	A demon is unsealed!
55	An expensive pot/vase gets smashed!	A mysterious barrier surrounds the mansion	Space underwear thief!
56	Discovered an animal training room!	Bandits attack	A space battle unfolds before your eyes!
61	Caught a glimpse of the master's...	The mansion is hit by a mysterious magical attack	A famous space thief leaves his calling card
62	Master was in a traffic accident!	A Demon Gate opens! Demons swarm out!	A space TV show comes to shoot some footage
63	Swapped minds with the master!	Found a treasure map!	A mysterious illness sweeps through the ship
64	A killer strikes, starting with the butler!	Master was abducted by some villain!	Black Hole!
65	Master ran away from home!	Master has lost his memory!	Bermuda Triangle of space!
66	The seal that held a demon is broken!	Separated from the mansion, on a quest...	Encounter with a previously unknown alien race!

**Master Kamiya:** *Ack, I've taken Stress damage, damn you! In that case, I'll just have to call up a random event!*

**Yugami:** *I hate to say this, but that's not very mature, is it Kamiya-sama?*

**Kamiya:** *Shaddup! Random Event! The setting is modern day! Hah!*

**Hizumi:** *Um, 6 and 5: "Master ran away from home!"*

**Kamiya:** *...Wha?*

**Yugami:** *Well, guess that means you'd better get going, Kamiya-sama!*

**Kamiya:** *I'm... I'm running away from home...?*

**Hizumi:** *(with big, innocent eyes) Yes. Is something wrong?*

**Yugami:** *Hang in there, and good luck staying alive!*

**Kamiya:** *Hey... You two are gonna come looking for me, right?*

**Hizumi:** *Listen, I'm apparently a shy demon heroine maid because the dice told me that was what I was. I am hardly one to argue with what the dice say, and neither should you. So, you'd better be on your way.*

**Kamiya:** *You guys... You look awfully happy to me, you know?*

**Yugami:** *(also glaring with big, innocent eyes) Oh no no no no no! Trust me, we're not! (to Hizumi) Oh my, Hizumi, I'm suddenly feeling like something is missing from our lives, and have become so lonely! We'd better go look for him soon! (she looks back to Kamiya, and makes "Shoo! Shoo!" motions with her hands)*

**Kamiya:** *I don't believe you!*

## Play Styles

There's no one way to go about running the game, though it's essential that the GM and the players are in agreement as to how to go about things. Below we've divided game play into three distinct styles, but these are just suggestions. If you think some other method is better suited to your particular group, then by all means go with that. The three styles explained here are models, based on the author's direct experience with the game, and there are no rules contained in this section.

### Completely Random

This style is for when you unexpectedly have some free time. If a game at a convention ends early, or you have some time to kill at home with friends, this can be a great way to pass the time.

Basically, you can play the game without a scenario or any other preparation. You can let a player take on the role of Master or butler if someone is so inclined, and let the players

figure out the details of the mansion and setting. If the GM is going to be the Master, just go ahead and roll one up right in front of the players, along with the mansion and such. There are no particular requirements for player characters.

The GM and players alike should use Random Events rather than Normal Events, and if the GM feels it appropriate, the Item table can come into the picture too.

The GM can decide which optional rules to use however he or she wishes. If you think you can keep up, you can use any and all of the optional rules in the game, you can only use some, or you can choose to just stick to the basic rules instead.

For this style, there's no pre-determined way to bring the session to a close. If the GM and players reach a the conclusion of the random event in a way which they think works for tying things up, you can simply end the session there. Such an adventure might last ten minutes, or it could last thirty or more. Also, if for some reason your time is limited, when the set time comes you can have the characters flung to some other world, or go all-out and have their world suddenly destroyed to finish things off.

### The Favor Race

In this style of playing the game, the Master is again an NPC, and the GM does not prepare a scenario. However, the Master and mansion must be prepared ahead of time. The game is moved ahead by Random Events and Normal Events. Use Normal Events if you want to run a game where the maids have no need for weapons or trauma.

The game session follows daily life in the mansion, from morning to night (see below), though the GM may opt to shorten this if need be. The goal of the game session is for the maids to compete to gain the most Favor from the Master. Naturally, mutual Seduction with the Master is one route to victory. At the end of the day, the maids compare their Favor totals to see who came out on top. As such, the maids can seek more Favor any way they wish, whether through doing their duties or via romantic activities.

The maid who has the most Favor at the end of the day gets the ending scene of the game session. That maid attends to the Master the next day, and has her own special ending. The GM and that maid's player can decide together the contents of the final scene, whether a role-playing scene or a brief epilogue. Finally, if two maids manage to earn lots of Favor through romantic activities and excellent role-playing, the couple can have an ending together instead.

### Daily Life

For the Favor-Race style of play (and to a lesser extent the Completely Random style), the daily routine of the mansion can serve as a helpful framing device. The master serves to keep things interesting for the maids, giving them work and messing with them, and in turn they make futile attempts to resist. In order to gain Favor, as they must, the maids scramble to get their work done, and try to sabotage one another along the way.

A given day will usually flow as described below. However, accidents are common, and in an emergency, things can wind up completely out of order. This assumes a Japanese-style schedule, hence the bath comes in the evening. Also, if the master is in school or is preparing for entrance exams, study time should be included in the daily routine somewhere.

What happens during the "Late Night" is largely up to the GM. There could be nothing at all, or if the players don't mind things can get a bit crazier than that. (Not that that can't happen during at other times . . .)

Also, if the GM feels it's appropriate, a game session can end before the day does.

- Morning Master wakes up → (Wash up and dress master) → Prepare breakfast → Breakfast; → (Laundry)
- Noon Prepare lunch → Lunch → Cleaning mansion → Afternoon snack
- Evening (Take a walk with master) → (Put away Laundry) → Prepare dinner
- Night Bath time → Dinner → Bed time
- Late Night → ???

Items in parentheses ( ) can be omitted, depending on the master and scenario.

### Scenario-Based

This is probably the most popular style for role-playing games in general. However, it's also the one that puts the greatest burden on the GM. The GM has to devise a "scenario" containing the essential details of the setting and plot ahead of time. Accordingly, the scenario needs to encompass which rules to use, and the game session needs to be aimed at achieving the goals set out in the scenario (though of course failure is possible).

When using this style, please use the included scenarios as a reference, though of course you're more than welcome to devise your own scenarios. One shortcut for creating scenarios is to devise a Master, then roll for a single Random Event. Combining the two will give you a good starting point for building a fun scenario. Whatever method you use, just keep in mind that you need to make sure that the players have fun.

Although random events can be a lot of fun during play (Seriously, a *lot*), they can completely rip apart a pre-planned scenario. Although many Maid RPG scenarios simply don't use the random event rules at all, you can also create a table of 6 events that will fit in with and perhaps even enhance the scenario's premise.

Other tabletop RPGs discuss this style in far greater detail. The important thing is to be able to create and use the scenario that is best suited to you.

**Yugami:** *Well, now that there's no one here to interfere, and the master has left the house let's commence our fall from virtue, sempai!*

**Hizumi:** *What? You're after my underwear again...?*

**Yugami:** *No, I'm beyond that now. I don't want a piece of you sempai, I want the whole thing! Come to me, my love! (leaps to Hizumi with open arms)*

**Hizumi:** *Hey! Stop! You can't make me believe that you're just an innocent kid!*

**Yugami:** *I AM innocent! ...I just also happen to be lecherous! I contain multitudes, so give me a goddamn hug!*

**Hizumi:** *Fine! It's on! SOLAR FLARE STRIKE! (Skill result of 5)*

**Yugami:** *Aah! I... I can't see! (Athletics result of 3)*

**Hizumi:** *Whew. I never thought I'd find a use for my Solar Flare attack...*

**Yugami:** *Heeheeheehee. That was very impressive, sempai, but the Solar Flare won't work on me! (Luck result of 10)*

**Hizumi:** *What? It won't?! (Luck result of 0)*

**Yugami:** *You see, I don't just see with my natural eyes, I use all of my senses as well as echolocation! So trying to blind me is useless!*

**Hizumi:** *Yugami... Are you sure you're playing the right character...? This is starting to feel like Maid of the North Star or something...*

**The Recently Returned Kamiya:** *Hm. You're a terrifying maid, Yugami. Even when you're blinded, you can still pounce all over another maid...*

**Hizumi:** *And, naturally, this dialogue has nothing to do with explaining the rules.*

**The Recently Returned Kamiya:** *A most excellent technique. Join me, Yugami! On my side, you'd be quite an asset. The world would fall beneath our combination of brains and martial prowess!*

**Hizumi:** *See this? (mimes) This is a shark. (mimes jumping over it) And here I am jumping over it. I'm jumping over a shark here. Shark? Jumping. Over.*

### Assigning Favor

The GM should decide how to assign Favor points to the maids based on the criteria listed below. Please let the players roll the appropriate number of dice to see how many Favor points they receive.

Conversely, in the case of a major failure, or if a maid puts the master in danger, the GM can have a maid lose Favor, in quantities in line with the gains listed below. When a maid is about to lose Favor, she cannot spend any Favor until after the Favor points have been subtracted from her reserve. In other words, you can't realize that you're going to lose favor, and make a last-ditch attempt at using Favor to create random events or gain attributes and the like.

- A. 1D6** Successfully attending to the master. (ie: housework.)
- B. 2D6** Achieving a nice atmosphere with the master. (Romantic Activity)
- C. 2D6-3D6** Completing a major difficult goal the master assigned to the group (a scenario goal) (Mission)
- D. 3D6-4D6** Saved the master's life. (Life-Saver)
- E. 2D6-4D6** Let's Get Physical with the Master† (First time only) (Let's Not Go There)
- F. 1D6** Doing the thing from E, but subsequent times† (Seriously, Let's Just Avoid That Place Altogether, Hmmm-Hmmm-Hmmmm I Can't Hear You) (New Experience)

**Master Kamiya:** *Aaah! When I ran away from home you guys didn't even look for me! You're so going to lose some Favor!*

**Yugami:** *Please, there's no need for that, Kamiya-sama.*

**Kamiya:** *Shaddup! Roll 2D6 and take that away from your Favor scores! And tremble with despair!*

**Hizumi:** *Master w-wait, please! I was literally tied up all day! If you want to take away Favor, please let it only be from Yugami!*

**Kamiya:** *I said shut up! You sure have some guts, talking to me that way! I was eating berries and twigs for hours! Hours!*

**Yugami:** *But there's a convenience store right down the road? And two vending machines within 20 meters of your estate.*

**Kamiya:** *...I forgot to bring my wallet.*

† Items E and F are for mature groups only. Or alternately, for perhaps very, very immature groups, depending on your bend. This could immediately change your game's feel from a lighthearted "Harem Anime" to a creepy "Bible Black††" in no time!

†† Or Urotsukidouji, if the requisite number of tentacles are involved†††.

††† At least three.

**Yugami:** *Come on, let's just be good and accept this together, sempai.*

**(Yugami loses 8 Favor, Hizumi loses 7)**

**Hizumi:** *Awwww... But I didn't even do anything bad... If only my Luck was just 1 point higher...*

**Yugami:** *(innocently) By the way, Kamiya-sama, what exactly are the E and F footnotes to that chart up there?*

**Kamiya:** *That's a good question. I certainly would like to tell you. However I, Ryo Kamiya, have attained spiritual enlightenment and have forgotten such carnal desires!*

**Hizumi:** *(scoffs) A guy with no carnal desires wouldn't have made a game like this.*

**Kamiya:** *(ignoring her) Still, I suppose I'd better show you anyway! (dons an evil villain pose, hands on hips) Heheh, HAHAHAHAHAHAAAA!*

**Hizumi:** *Huh? Wha... Not again!*

**Yugami:** *That's right! We need to have a good example so the readers know exactly how the rules work!*

**Kamiya:** *In any case, for the "New Experience" part of F, we'll need to use some kind of... tools. Objects. Toys. Safe Words and Leather...*

**Yugami:** *Ehehehe. Leave everything to me, Kamiya-sama!*

**Hizumi:** *Aaaah... It's ending like this again! I'm outta here! (Hizumi runs away, out of the house, down the road, past the town, over the mountains and through the forest...)*

**...Thus, a maid's cries were carried on the wind, and heard in the nearby town once again.**



**Kamiya:** *Is she going to explode?!*

**Yugami:** *What else could it be, Kamiya-sama?! It's a bomb! A nuclear bomb!*

**Hizumi:** *Oh no! China Syndrome!*

EB II: No, it is simply an incoming phone call. (beep beep beep click!) (She removes her arm and starts a conversation)

**Yugami:** *She's horrible. (angry)*

**Kamiya:** *Well, you know, she was a great bargain...*

**Hizumi:** *This isn't going to end well...*

## The Head Maid

If they wish, maids can declare their desire to become the head maid at the start or conclusion of a game session. A head maid has several special privileges above and beyond those of normal maids. However, they also suffer certain disadvantages.

Only one maid in a given mansion can become head maid. Even if she was head maid at another mansion, a maid can't become head maid if there already is one in the current mansion. If more than one maid wants to become head maid, the GM can have them talk it out between themselves, or the Master can name one for the job. However, if it looks like it's



going to become a problem, you can just have the maid with the highest Skill attribute become the head maid.

Also, maids whose Favor is down to zero and have been forced to lower their attributes cannot become head maid.

Head maids have the advantages and disadvantages outlined below:

### Advantages

- If the head maid's Stress exceeds her Spirit, she can ignore her Stress Explosion by taking a temporary -1 penalty to all of her attributes instead for the duration of the explosion.
- The head maid can arbitrarily order maids to do any housework that might arise in the course of a normal scenario. Furthermore, if the maid so ordered gains Favor as a result of doing the work, the head maid also gains half (round down) that much Favor herself. This favor is not "stolen" from the maid who actually does the work.
- When making combat or seduction rolls against other maids, the head maid gets a +1 bonus to her die roll.

### Disadvantages

- The head maid cannot create random events.
- When the GM penalizes the Favor points of other maids, the head maid also loses half that amount (rounded down).
- If a head maid's Favor reaches zero, she is automatically demoted to being a regular maid. (She may lower attributes to pay off the Favor as usual).

**Master Kamiya:** *Well then, here are the rules for having a head maid!*

EB II: I will undertake this task. (Vr-rrr! Click-Click!)

**Yugami:** *Wait, if I'm head maid then I can do order sempai to let me hug her... Okay! I'll do it!*

**Hizumi:** *Um, I'd also like to volunteer... Maybe this new responsibility will at least make me a little happy...*

**Kamiya:** *Well, well. Looks like everyone wants the job. Uh, Yugami, I think you were speaking using your "Inside Voice" again.*

**Yugami:** *Huh? Oh, how embarrassing! (fidgets)*

**Hizumi:** *Um, Yugami-chan? That's not very "little sisterly".*

EB II: It does not appear that the matter will be settled by discussion. I

humbly request that our master, Kamiya-sama, make the selection.

**Kamiya:** *Hmm. Yes. Then I'll go with the one who'll make things the most interesting, Yuga...*

EB II: (CHANK! VREEEEE! GRRRRRRN!) (guns, rockets and flamethrowers of various sizes and shapes spring from EB's back, chest and arms and begin spraying death. After a moment, they stop.)

**Yugami:** *Eeeek! (ducks)*

**Hizumi:** *Aah! Are you alright, Kamiya-sama?!*

EB II: (Vreeee... Smoke rises from the gun barrels that just appeared all over her body) It appears that asking the Master to resolve the matter still raises issues. According to the rules, the maid with the highest Skill attribute should then become head maid. Therefore... (A red reticule locks on to the other two maids)

**Yugami:** *(tears running down cheeks) R-Right... Uh... M-Mine is... 3.*

**Hizumi:** *(Also crying) Mine is I...*

EB II: (Returning her body's weapons to standby) My rating is 4. Therefore in accordance with the suggestion written in the rules, I will become head maid. As head maid I am therefore issuing an order. Hizumi-san, please awaken Kamiya-sama. Yugami-san, without approaching Hizumi-san, please begin preparing breakfast.

**Yugami:** *Huh? H-Hold on! (flailing)*

**Hizumi:** *Um, right. Let's see here... (calmly) Kamiya-sama, time to wake up? Kamiya-sama? (Speaking to a charred thing in the approximate shape of a human sprawled out on the ground)*

EB II: Now, Yugami-san, you will proceed with me to the kitchen. (grabs her)

**Yugami:** *Aaah, sempai! Oh, sempai... (Crying as she's dragged away)*

## Butlers

If there are at least two maid characters in a game session, another player can take the role of a butler. There can only be one butler per mansion, however. Even if they came from another mansion, there cannot be more than one butler in a given mansion. If more than one player wants to be the butler, the GM can have the players discuss it among themselves, or just pick someone.

Butlers take Stress, gain Favor, and so on just like maids. However, butlers are subject to the advantages and disadvantages listed below.

### Advantages

- A butler must always wear a suit. However, butlers do not take penalties for removing their uniforms like maids do.
- Butlers are normally male, and use special tables separate from those used to create maids.
- Butlers are strong. Their attributes are higher, and they can use special Butler Powers.

### Disadvantages

- Butlers must remain calm at all times. As such, they do not have Stress Explosions. If his Stress exceeds his Spirit, a butler must use Favor to reduce the Stress below his Spirit.
- Butlers cannot allow themselves to create chaos in the mansion. As such, they cannot use Favor to create random events.
- Butlers will automatically lose any combat against the Master or maids. (Seduction does not count as combat however). However, they can enter combat normally if the Master orders them to do so.
- Lacking Stress Explosions, Butlers cannot remove stress with the passage of time and must spend Favor to remove it instead.
- Butlers may reduce their attributes to gain points of Favor, but they only get 5 times the new attribute level if they do.

## Butler Creation

### Step 1: Butler Type

In order to nail down your butler's overall image, roll 1D6 twice on the table below to determine his two Butler Types. If you roll the same type twice, that type's effects are doubled.

#### Butler Type Table

Type	Bonus	Image
1 Shadow	Athletics +1	Ninja, Phantom, Escort, Surveillance Expert, Enforcer
2 Elite	Cunning +1	Expert, Right-Hand Man, Trusted Friend, Cynic, Inspector, Wicked Tongue
3 Monster	Athletics +1	Inhuman Strength, Unworldly, Monster, Beast
4 Partner	Affection +1	Companion, Friend, Adviser, Unbreakable Bond
5 Gothic	Skill +1	Servant, Austere, Mechanical, Educator, Manager
6 Veteran	Any One Attribute +1	Expert, Old Hand, Coach, All-Purpose

### Step 2: Butler Powers

Next, go to the Butler Power tables and roll 1D6 once for each Butler Type to determine your character's Butler Powers. If you roll the same power twice, re-roll until you get two different ones.

### Step 3: Butler Special Qualities and Weapons

Roll 1D66 twice each on the Butler Special Qualities and Butler Weapons tables, giving the butler two Special Qualities and two weapons. As with maids, if you're more accustomed to the rules, the GM may allow players to roll for additional Special Qualities.

### Step 4: Attributes

Roll attributes as indicated in the table below. Also remember to add the bonuses provided by your character's Butler Types.

Attribute	Roll
Athletics, Affection, Skill, Cunning	2D6/2 (Round Down)
Luck	2D6/3 (Round Down)
Will	2D6

### Step 5: Butler Roots

Roll 1D6 on the Butler Roots table, or the player can simply choose one of the possible results from the table.

#### Butler Roots Table

Roll	Roots	Description
1	Hatred	His dark hatred will not be satisfied by mere violence, and he lies in wait to bring true despair to bear.
2	Ambition	His desire stirs him. He conceals your sharp fangs beneath a mask of subservience, until the day when he's ready to take everything that belongs to the Master.
3	Contract	He works in the mansion simply as part of a clear-cut employment contract. At the very least, the pay isn't bad.
4	Affection	He feels deep affection for the Master, the maids, and even the mansion itself. He sees them as difficult children he loves so much he can't help but tend to them.
5	Loyalty	He serves the mansion as a shield, and his loyalty is absolute. He will do anything for the master of the house, even at the cost of his own life.
6	Family	He can be thought of as the Master's family. They both need each other, and the division between Master and servant is not so obvious.

### Step 6: Butler Colors

Use the Maid Color table (p.7) to determine the butler's eye color, rolling D66 and referencing the colors on the chart as normal. For the colors of the butler's suit and hair, roll 1D6 on each of the tables below. However, if the GM allows the player may simply choose the colors.

#### Suit Color Table

Roll	Color	Roll	Color
1	Black	4	Dark Blue
2	Light Gray	5	White
3	Dark Gray	6	Use Maid Color Table

#### Hair Color Table

Dice	Color	Dice	Color
1	Black	4	Silver
2	Gray	5	White
3	Blonde	6	Use Maid Color Table

### Step 7: Favor and Spirit

As usual, the butler's Favor starts at Affection times two, and his Spirit is Will times 10.

## Step 8: Finishing Touches

Finally, decide on the butler's name and age. The name can be anything, as long as the GM approves. Roll 1D66 to determine the butler's (apparent) age, though with the GM's approval the player can simply choose.

## Butler Powers

### Shadow Powers Table

Roll	Power	Description
1	Super Evasion	In exchange for 1d6 Stress, you can completely avoid a single attack.
2	Lock Picking	You can enter any room whenever you feel like. This works even when someone is using World for Two.
3	Stalking	When you're following someone, they won't spot you at all. (No roll possible).
4	Surprise Attack	In a flash you can bring out a weapon and deliver an attack. (Add +10 to the result for the first attack during combat, using a weapon).
5	Saw It	You can declare that you've seen something happening in the mansion; you can decide the timing too.
6	Now You See Him...	You don't need to actually move around the mansion to get where you need to be, as you can simply appear where you like within the house.

### Elite Powers Table

Roll	Power	Description
1	Support	By spending 1D6 Favor, you can modify someone else's die roll by +1 or -1.
2	Intrigue	This butler can make rolls to resist the actions of maids, but only when the Master isn't there to see.
3	Knowing Laugh	When the maids cause disruptions during your work (not including Seduction rolls), you can automatically succeed at ignoring them.
4	Insight	With nothing more than an intent look you can make someone of the opposite sex (or maybe the same sex) feel enough feelings of love that they won't choose to attack.
5	Trap	Even if you aren't there at the time, you can have a trap prepared in advance during a battle.
6	Futile	You can prevent an opponent from using any special powers or Favor points they might possess.

### Monster Powers Table

Roll	Power	Description
1	Person Inside	You actually have a maid inside of you somehow. You have the option of re-creating your character as a maid and participating in the game that way whenever you wish.
2	Fighting Spirit	You have a powerful aura that extends for about 5 meters in every direction, and this gives you a bonus of +1 to die rolls for fighting any non-butler opponents.
3	Eerie	Because of your eerie appearance and atmosphere, you can apply a -1 penalty to rolls made to resist you by members of the opposite sex.
4	Limiter	Usable for attacks made using Athletics. You can make two attacks against opponents within your field of vision, but you take 10 Stress for each attack.
5	Giant Weapon	You can attack with a giant weapon. (+1 to Athletics for attacking).
6	Berserker	When making an attack using Athletics, you can opt to perform an all-out attack that encompasses friends and foes alike, and adds +1 to the die roll.

**Partner Power Table**

Roll	Power	Description
1	Backup	When a maid has failed and is about to lose Favor points, you can back her up and prevent her from losing Favor.
2	World for Two	By taking 1D6 Stress, you can create a "world" for you and one other person, where for 5 minutes no one else can intrude.
3	Twisted Love	Because of your twisted love for the Master, every time you gain Favor from the Master, you also reduce your Stress by the same amount.
4	Deep Trust	Because of your deep bond of trust with the Master, each time you gain Favor from the Master you receive an additional 2 Favor.
5	Bonds of the Heart	You understand the Master's feelings better than anyone, and as such you can give him sensible assistance (+2 points of Favor gained).
6	Two As One	When the Master is in danger or has taken Stress, you can take the Stress yourself and instantly arrive at his location.

**Gothic Power Table**

Roll	Power	Description
1	Punishment	When maids make mistakes, you can gain the right to punish them, without them having a chance to make an opposed roll.
2	Lie Detector	By taking 1 Stress you can make other players or the master admit if they've lied.
3	Old Hand	Whether a Special Quality or a weapon, you can declare that you're conversant in skills that you haven't been shown to possess before.
4	As Expected	You can spend 2 points of Favor to automatically succeed at resisting with Luck. (Treat this as getting the same result as the opponent).
5	Foreboding	You can act as though you had knowledge of impending danger (especially Random Events) before the fact.
6	Consequences	You can spend 3 Favor to re-roll the die for any action you take.

**Veteran Powers Table**

Roll	Power	Description
1	Invincible	You take no Stress from attacks made with Attributes of 2 or less.
2	Crisis Adrenaline	You can spend 1D6 points of Favor to add an Athletics roll to your Stress. You cannot use this to deliberately avoid the natural removal of Stress points.
3	Connections	You have whatever kinds of special connections you want. You can request the assistance of other groups or organizations from outside of the mansion.
4	Chance Meeting	By taking 2 points of Stress, you can have an NPC who just appeared be someone you knew previously, and decide the nature of that relationship.
5	Manly Tears	By taking 2D6 Stress, you can make requests of others (PCs or NPCs). This must be role-played.
6	Meatshield	You can shield others, taking the Stress points that would've been applied to up to two others within your field of vision.

## Butler Special Qualities Table

Roll	Special Quality	Description
11	Glasses	You wear glasses, and can't use contact lenses. The frame design can be whatever you want, and this can include a monocle.
12	Sunglasses	You always wear sunglasses or mirrorshades. As a rule, you don't take these off.
13	Furrowed Brows	Your brows are always furrowed, like you're in a bad mood.
14	Quiet	You have a cool, subtle demeanor. No, there are no rules regarding how often you speak.
15	My Pace	You like to live life at your own particular tempo, and you're always calm and laid-back. This does not affect your attributes.
16	Shibui	Most butlers are well-kept and affable gentleman. But you are beyond that. Think Sean Connery on his best days.
21	Brown Skin	Your skin is a dark brown color, either natural or suntan.
22	Narrow Eyes	You have narrow eyes. They make it look like you're smiling. What you're really feeling is another matter entirely.
23	Knight Talk	You speak like a knight of old, saying "thou art" and such a lot.
24	A Woman	You're actually a woman dressed as a man. Or you could be a hermaphrodite or something. You may roll for your other Special Qualities on the maids' Special Quality table if you wish.
25	Giant	You're huge, more than two meters tall.
26	Muscular	Your body is like a work of art, shrouded as it is in an armor of muscle.
31	Attractive	One or more of the maids finds you attractive, if a little unapproachable because of your position.
32	Misshapen Body	Some part of your body has suffered damage or is otherwise abnormal. You might have one arm, a strangely bent arm, or otherwise be misshapen.
33	Android	You're not human, but rather a human-looking robot. Parts of your body are very obviously artificial.
34	Vampire	You are a vampire, with long fangs. Be sure to act... vampiric.
35	White Eyes	Your eyes are almost completely white and have no pupils. Or, your eyes might always be glowing.
36	Emaciated	You have long, thin limbs and an emaciated body. Your figure reminds people of a spider or a wire frame.
41	Bishonen	Not only are you attractive, but women - and men - adore you. There's a good chance that you're also romantically attracted to members of the same sex.
42	Sadist	You're excited by causing mental (or physical) pain and suffering to others.
43	Sibling	You have a relationship with one of the other Maids: You are siblings.
44	Sportsman	Pick a sport. You are a legend at playing it. The more elegant the sport, the better (fencing, polo, cricket, etc)
45	Patchwork	Your body is covered with stitching scars.
46	One Eye	You have only one eye. You're free to decide whether you wear an eye patch, and if so its design.
51	Burns	Your face, body, etc. are covered with painful-looking scars from burns.
52	Masochist	You're excited by being caused pain and suffering by others.
53	Former Mercenary	You were once a mercenary, constantly moving from battlefield to battlefield. You haven't forgotten any of your experiences or instincts from that time.
54	Amnesiac	You've lost your memory from when you were young. (The GM should come up with something to reveal during the game).
55	Wanted	The police want to question you about a serious crime. The player can decide whether the character is actually guilty.
56	Secretly an Assassin	While you put on the façade of being a butler, underneath you're a coldhearted killer for hire.
61	Hacker	Aside from being a butler, you're a hacker, breaking into computer systems.
62	Doctor	In addition to being a butler, you have the skills of a doctor or a pharmacist.
63	Shadow Clan	You're a member of one of the secret organizations that has existed throughout history. You could be a ninja, a magician, one of the knights templar, a kung fu assassin, etc.
64	Mummy	You're actually an animated corpse. Your complexion is bad, and you have conspicuous wounds.
65	Priest	You can use magic grounded in some kind of religious ceremony. You must use various types of religious symbols to do so.
66	Cyborg	You were made into a cyborg by an evil secret society or another country. You can have some special features if you wish.

**Butler Weapons Table**

Roll	Weapon	Description
11	Striking Martial Arts	You use Karate, Boxing, Muay Thai, Kung Fu, Capoeira or some other striking martial art to attack.
12	Grappling Martial Arts	You use Jujutsu, Aikido, Judo, or some other grappling/joint locking martial art to attack.
13	Security	You can use the traps and other security devices installed all throughout the mansion to attack.
14	Tank	You use your favorite tank to blast or run over your enemies.
15	Combat Helicopter	You use your favorite combat helicopter to shoot or bombard your enemies.
16	Torture Implements	Torture implements that are awful just to look at. Fingernail pullers, the iron maiden, finger crushers, etc.
21	Handgun	A revolver, derringer, automatic pistol, or other handgun.
22	Machinegun	A machinegun that can throw out a rain of bullets in a short period of time.
23	Rifle	An assault rifle, shotgun, musket, etc.
24	Bomb/Grenade	You use bombs, grenades, or maybe plastic explosives.
25	Bazooka	When a fight breaks out you pull out a big-ass bazooka.
26	Ray Gun	It might look like a prop of a 50s sci-fi B movie, but the ray gun you're packing really does hurt people.
31	Devil Power	Your physical body, fused with a demon, is a weapon in itself. You use this overwhelming, superhuman power to crush your foes. How it works exactly is up to you.
32	Hammer	You wield a hammer, whether a small throwing hammer or a big warhammer. Or possibly a squeaky toy hammer.
33	Scythe	You wield a big scythe worthy of the Grim Reaper.
34	Kung Fu Weapon	Nunchucks, Three-Section Staff, Tonfa, Sai, Tai Chi Sword, etc.
35	Chainsaw	Never mind how loud it is; you fight with a chainsaw!
36	Wooden	You wield a bokken - Japanese-style wooden sword - or a staff.
41	Axe/Hatchet	A tomahawk, battle axe, halberd, etc.
42	Morningstar	Basically a mace with spikes. You can have a flail instead if you like.
43	Western Sword	A long sword, rapier, flamberge, two-handed sword, etc., etc.
44	Whip	A normal whip, a cat of nine tails, a metal whip, etc.
45	Spear	A spear, lance, javelin, etc.
46	Exotic	A boomerang, qatar, African throwing irons, etc.
51	Knife/Scalpel	You attack with a knife or scalpel. You can throw it too, and it can be a large dagger if you like.
52	Chain/Rope	You attack with a chain or rope.
53	Claws	You attack with claws, a bagh nakh, cestus, or some other claw-like weapon.
54	Katana	You wield a katana, or possibly a kusarigama or some other traditional Japanese weapon.
55	Beam Attack	You can fire a destructive beam of light, heat, cold, or electricity from your hands or eyes. This is not a power possessed by human beings.
56	Fire	You can spew fire from your hands or mouth. This makes it kind of hard to believe that you're human.
61	Summoning	You are able to summon some kind of special being to attack. You can decide what you summon and how it attacks.
62	Magic	You use magic to attack. Or at least something that we might as well call magic.
63	Psychic Powers	Well, you have some kind of psychic/super power that you use to attack. You can decide the details.
64	Book	You wield a book as a blunt instrument, and possibly tear out pages, to attack.
65	Internal	You have some kind of weapons installed in your body.
66	Religious Symbol	You can use a cross, prayer wheel, paper charm, or other seemingly harmless religious symbol to deliver attacks.

**Yugami:** *Yeah! He has those weird special powers, and he's a guy! (pouts)*

EB II: (Kicks Yugami away) Your lack of enthusiasm is being monitored and recorded. I will now roll his attributes.

**Yugami:** *AAGH! (grunts from being kicked across the room) ...Huh? H-Hold on! Something's not right! Those attributes are way too high!*

**Hizumi:** *Wow. They really are high. Eeebie-san, are those really right?*

EB II: They are correct. They are determined differently than maids. The dice rolls are 7, 6, 8, 5, 8, and 8. Therefore he will have Athletics 3, Affection 3, Skill 4, Cunning 2, Luck 2, and Will 8. For a butler these are relatively low scores. With the modifications from the Butler Types, Athletics becomes 4, and Skill becomes 5.

**Hizumi:** *O-Okay, next is the Butler Roots... Y-You want me to roll, right? (Fear is making her want to finish this more quickly) It's... 4. Affection. Good thing it wasn't Ambition or Hatred.*

**Yugami:** *(Also wanting to finish up quickly) Next are the colors of his eyes, suit, and hair, right? Okay, his eyes are blue, his suit is dark gray, and his hair is silver.*

EB II: Well done, both of you. Finally, we must determine the butler's name and age... (CLICK-CLICK-CLICK) Age is fifty... 56. We will call him "Y."

**Hizumi:** *Okay, Y-san then. Good. He seems to have it together much more than us. He's almost like a normal human.*

**Yugami:** *Um, Sempai? I am a normal human, you know...*

EB II: Luring a member of the same gender unwilling to accept your advances into performing aggravated acts of explicit conduct under the guise of misplaced innocence is not considered normal. (VRRK-VREEEK)

**Yugami:** *EEEEK! O-Okay! Just don't shoot! Please!*

**Hizumi:** *(actually feeling sorry for Yugami) Still, it seems like it went by a lot faster than when I was made...*

EB II: It appears the creation of a man cannot take much space in a game focusing on maids.

## Masters

The GM normally takes the role of the Master during game sessions. A player might take on the role of the Master, but only with the GM's permission. However much a player wants to be the Master, he or she must have the GM's permission to do so. If several players want to take on the role of Master, the GM should choose a suitable candidate. There can only be one Master per mansion of course.

Masters are by nature weaker than maids or butlers. From the basic rules they only use the action resolution, combat, and stress rules.

When a player takes on the role of Master, they are subject to the bonuses and penalties listed below.

### Advantages

- The Master's gender and his (or her) manner of dress are up to the GM/player to decide, and he suffers no penalties for undressing.
- The Master has the power to give absolute orders to maids, head maids, and butlers in his service. Excepting special circumstances brought on by special items or events, he will not lose this power.
- The Master does not have Favor points. As such, there is no one he must answer to but himself.

### Drawbacks

- Masters have low attributes.
- Masters do not have special abilities like Maid Powers and Butler Powers, or weapons.
- The Master can be the target of Seduction attempts as per the "Seducing the Master" rules, but does not get the benefits that maids do from romance with each other.

### Optional Rule: Everyone Is The Master?

In games with many players, you might have one player take on the role of the Master, to give them more prominence in the game. However, in a game where the master doesn't appear as frequently, you might draft up the master character, and have the players take turns portraying the master. You can pass the master sheet between the players whose characters are not in the scene.

This will create a situation where all the players have their own maid and play that maid as per normal, but in scenes where their maid is not in the scene they have the option of the GM "Passing them the Master" to enter the scene and play as the master.

## Master Creation

### Step 1: Master Type

In order to nail down the Master's overall image, roll 1D6 on the table below to determine his Master Types. Also roll for the Master's age as indicated on the table.

Type	Age	Image
1 Small Child	2D6	The Master is a small child. At this age most know nothing of the outside world and have no trace of suspicion.
2 Legitimate Child	5+2D6	The Master is still a child. He's just starting to understand his power.
3 Layman	8+2D6	The Master is an ordinary person who came into wealth by chance.
4 Natural Born	12+2D6	The Master is a young man or woman, and probably learned certain things wrong and has some twisted ideas.
5 Aristocrat	1D66	This person was born to be the master of the house. Regardless of age, he has excellent self-control.
6 Recluse	1D66+10	The Master has already put an end to his dealings with the outside world, and adopted a secluded lifestyle.

### Step 2: Master Special Qualities

Roll 1D66 twice on the Master Special Qualities table. As with maids, if you're more accustomed to the rules, the GM may allow players to roll for additional Special Qualities.

If desired, the player may also roll up a Trauma for the Master on the Trauma Table on p. 74. It might make the master more interesting as a character.

### Step 3: Master Power Source

Roll 2D6 twice on the table below to determine the source of the Master's power. If the same result comes up twice, he has two different forms of the same power source. Step 4: Favorite Maid Type

### Step 4: Favorite Maid Type

Roll 1D6 on the Maid Type table from the basic character creation section to determine which Maid Type the Master particularly likes.

### Step 5: Stress Explosion

Roll 1D66 as usual to determine the Master's Stress Explosion from the Stress Explosion table on p. 14.

### Step 6: Master Colors

Roll d66 on the Maid Color Table (p. 7) and reference the results for the Master's hair and eye colors. The Master can

wear whatever clothes he wants whenever he wants, so there's no need to roll for such.

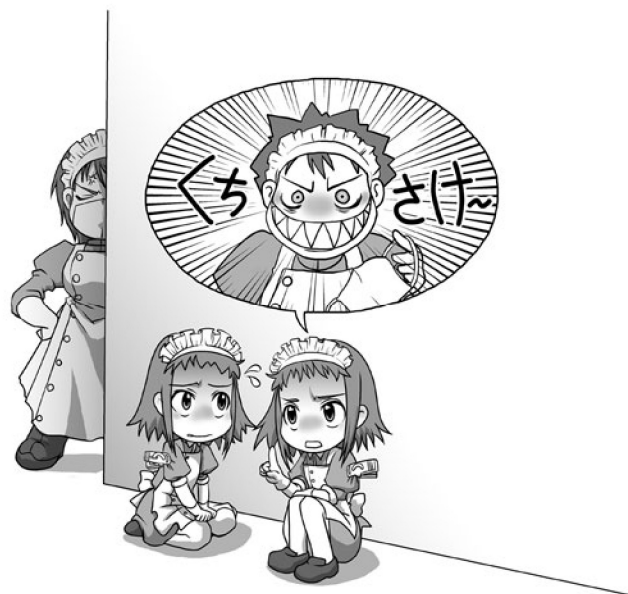
### Step 7: Attributes

Roll the Master's attributes as per the table below.

Attribute	Roll
Athletics, Affection, Skill, Cunning, Luck	2D6 divided by 4 (Round Down)
Will	2 (Spirit is 20)

### Step 8: Finishing Touches

Finally, decide on the Master's name and gender. Players can pick the name if the GM allows.



	<b>Special Quality</b>	<b>Description</b>
11	Glasses	You wear glasses, and can't use contact lenses. The frame design can be whatever you want, and this can include a monocle.
12	Sickly	You've got an incurable disease. However, this doesn't adversely affect your attributes.
13	Royalty	You're among the heads of a country or organization, and as a result your life is often put in danger.
14	Quiet	Strangely different from the "Cool" Maid Type. No, there are no rules regarding how often you speak.
15	My Pace	You like to live life at your own particular tempo, and you're always calm and laid-back. This does not affect your attributes.
16	OCD	You're obsessed with hygiene management. You can't let the slightest bit of dirt pass.
21	Brown Skin	Your skin is a dark brown color, either naturally or because of tanning.
22	Albino	You have no pigment. You're not necessarily completely colorless, and this can simply be a very pale complexion.
23	Shy	You're very shy. Don't forget to remain silent when encountering NPCs you haven't met before.
24	Cross-Dresser	You outwardly appear to be of the opposite sex, which gives you a kind of perverse allure.
25	Imagination	You frequently get caught up in your own imaginary world.
26	Hermaphrodite	You're both male and female. The player can decide which is the base sex.
31	Bishonen	Not only are you attractive, but women - and men - adore you. There's a good chance that you're also romantically attracted to members of the same sex.
32	Noble Hair	Your hair is done up in long rolls, your beard is very aristocratic, or you otherwise have hair that your position amongst nobility. clear
33	Hedonist	You only care about being able to passively enjoy life, or to put it nicely, you have no prejudices to speak of.
34	Vampire	You are a vampire, with long fangs. Be sure to act... vampiric.
35	Otaku	You have some obsession that you tirelessly pursue, with little or no regard for common sense.
36	Angel/Devil	You are a being from another world charged with judging good and evil. The design and the details of your origins are up to you.
41	Lecherous	Sexual harassment isn't just a crime, it's a way of life.
42	Sadist	You're excited by causing pain and suffering to others.
43	Masochist	You're excited by being caused pain and suffering by others.
44	Handicapped	You can only move around on your own with a wheelchair, or you might even outright be confined to your bed.
45	Scars	Your face, back, etc. are covered with painful-looking scars.
46	Kidnapped	You were once kidnapped and held for 1D6 days. Even today it remains a scar in your heart.
51	Capable Sibling	You have a sibling who excels at seemingly everything. You're tormented by an inferiority complex.
52	Family Hate	You despise one or more of your parents or siblings. The GM can decide what if anything happened in the past.
53	Professional Criminal	You're a professional criminal, and most of your assets no doubt came from ill-gotten gains.
54	Amnesiac	You've lost your memories from when you were very young. (The GM should come up with something to reveal during the game).
55	Artist	You are a musician, painter, writer, actor, singer, composer, or some other kind of highly talented artist.
56	Evil Emperor	You are the leader of an evil kingdom or secret society, or the leader of a group aimed at tearing down society.
61	Undead	Despite your rotting body, you live on. This can be a mummy, zombie, lich, etc.
62	Scientist	You are a scientist who freely commands advanced technology, and who dabbled in countless fields.
63	Oracle	You can predict the future to a certain degree. There are any number of possible ways this can be carried out, and the player is free to define how their character does so.
64	Magician	You wield sorcerous powers, in the matter of a typical fantasy wizard.
65	Priest	You are a priest of some religion or other.
66	Maid Quality	Roll 1D66 and re-roll the tens digit if it's less than 4, so you get a result from 41-66 from the Maid Special Quality table (p. 8).

## Power Source Table

Roll	Power Source	Description
2	None	You don't seem to have any power at all. (During the game, the player can roll 2D6 and replace "None" with some other Power Source).
3	Fear	You are a tyrannical despot who rules by fear, or you have channels through the underworld. You have many enemies, and little time to rest easy.
4	Magical Power	Power. Magic. Something beyond the pale. You possess this, and through it your very existence demands special treatment.
5	Blood Ties	Regardless of what real power you might have, your heritage demands special treatment.
6	Military Might	You possess military might, such that no one around you would dare oppose you.
7	Assets	It is the fortune you've amassed that gives you your power.
8	Political Power	As the leader of an organization you have the power to command many people.
9	Mansion	The true value lies not in you yourself, but in the mansion where you live. Perhaps some unimaginable technology or wealth sleeps there.
10	Talent	You have a great talent in some particular area, or perhaps you're an all-around genius. Your prowess here is such that all must prostrate themselves before you.
11	Renown	You are respected by all. You might a great hero, an enemy of all things evil.
12	Popularity	You have something that people find irresistible, something worthy of a king. That is why the maids serve you.

## Playing the Master

When playing as the Master, the most important thing is to remember to assign Favor to the other characters. What would ordinarily be the job of the GM, assigning Favor to maids, head maids, and butlers, falls into the hands of this player. Do your best to carry this out without burdening the GM.

For guidelines on how much Favor to assign, see the Favor rules on pp. 28-29.

## Session Orders

The Master can give special "Session Orders" a set number of times per session. These are special ultra-powerful commands that are carried out through the Master's Power Source. Because of the power of Session Orders, PC Masters aren't really intended for scenario-based play; they can totally derail the set scenario plot.

A Master can use Session Orders whenever it makes sense for him to be able to use his Power Source to do so within a game session. Session Orders can be invoked regardless of the scale of the power involved, and they can be used to fulfill one's desires. The only requirement is that the GM judges that a given order is possible, given the Power Source being used.

For example, a Master with Magical Power could issue a Session Order saying, "I'll use magic to seduce the butler," and a Master with Military Might could say "I'll use nuclear weapons to destroy the world."

However, the effects of Session Orders do not last especially long, and cannot alter attributes or other game-related numbers, or make substantial changes to items and such. In essence, they allow absolute success on something that takes only a moment.

The head maid, the maids, the butler, and even the GM cannot object to Session Orders. All of them must accept the effects of such orders.

However, using a Session Order causes the Master to lose the Power Source he used. A Master who has lost all of his Power Sources is no longer a Master, and must become a maid or an NPC, or he or she could simply disappear or die.

Unlike maids, Masters have no opportunity to raise their attributes. However, if the character manages to stay Master until the end of a game session, he can acquire an additional Power Source. In this case the player of the Master can pick a Power Source without rolling the dice.

## Stress

When using these rules to create the Master, whether he is to be played by the GM or a player, maids cannot remove stress with the passage of time during the Master's Stress Explosion.

**Y the Butler:** *Well, why don't we create a Master?*

**Yugami:** *Aah! You're taking charge now? But we just created you!*

EB II: (click. Click-click-click-click-click) Although his position is technically below that of maids, his abilities are exceptional. Why don't we leave this part to him?

**Hizumi:** *O-Okay... Well, if you say so, Eeebie-san.*

**Yugami:** *Yes! I don't really want a man in charge, but I'd much rather that than that psycho robot! (Clinging to Hizumi)*

EB II: (VRRRRN!) Did you say something?

**Yugami:** *N-No! I didn't say anything! (The tip of her head-dress is still smoldering from the last encounter).*