

# Schoolgirl RPG Supplement 1: Extra Credit

By Ewen Cluney



## Introduction

*Schoolgirl RPG* is a *Maid: The Role-Playing Game* derived mini-RPG that clocks in at a whole 7 pages including the cover. *Extra Credit* unabashedly provides more of the type of content that is the beating heart of the game engine: random tables.

**d666:** Roll three six-sided dice, with a die each for the hundreds, tens, and ones digits. This gives you one of 216 possible results numbered 111 through 666.

### Credits

Written by Ewen Cluney (©2014)

Based on *Maid RPG* by Ryo Kamiya

Cover Art by Wossa and Dawn Davis



## Character Options

This section provides a series of optional tables to roll on to further develop your schoolgirl characters, in addition to the ones presented in the core rules.

### Weapon

The weapons table is an optional rule to give each character a signature weapon. In this game having a given weapon does not in itself give any particular advantage and like Special Qualities and such they simply serve as flavor. Whether you're using a Death Laser or unassuming pieces of Chalk, chances are you're going to be making an Athletics roll and using the conflict rules.

d66	Weapon	d66	Weapon
11	Axe	41	Log
12	Baseball Bat	42	Magic
13	Bees	43	Maid Assassin
14	Bokken	44	Martial Arts
15	Books	45	Nunchaku
16	Bow and Arrow	46	Paper Fan
21	Bread	51	Psychic Powers
22	Broom	52	Raygun
23	Buster Sword	53	Rocks
24	Chalk	54	Shinai
25	Death Laser	55	Shovel
26	Desks	56	Small But Vicious Dog
31	Eye Beams	61	Squeaky Mallet
32	Flamethrower	62	Staff
33	Folding Chair	63	Steel Pipe
34	Gang of Flunkies	64	Whip
35	Grenades	65	Wooden Mallet
36	Katana	66	Wrestling

## School Club

d66	Club	d66	Club
11	Amusement Club	41	Maid Club
12	Art Club	42	Manga Club
13	Astronomy Club	43	Military Club
14	Basketball Team	44	Music Club
15	Broadcasting Club	45	Ninjutsu Club
16	Calligraphy Club	46	Occult Club
21	Cheerleading Squad	51	Reality Distortion Club
22	Choir Club	52	RPG Club
23	Computer Club	53	Science Club
24	Drama Club	54	Secret Society Club
25	Film Club	55	Sleeping Club
26	Go Home Club	56	Soccer Team
31	Goth Club	61	Softball Team
32	Journalism Club	62	Student Council
33	Judo Team	63	Swimming Team
34	Kendo Team	64	Tea Ceremony Club
35	Library Club	65	Tennis Team
36	Magic Users Club	66	Track Team

## Hobbies

d66	Hobby	d66	Hobby
11	Alchemy	41	Music
12	Animals	42	Origami
13	Art	43	Part-Time Job
14	Baking	44	Photography
15	Bicycling	45	Poker
16	Bird Watching	46	Racing
21	Cooking	51	Reading
22	Doujinshi	52	Robotics
23	Family Business	53	Secret Boyfriend
24	Fashion	54	Sewing
25	Fictional Boyfriend	55	Shipping
26	Fire	56	Tabletop Games
31	Gardening	61	Taxidermy
32	Hiking	62	Teasing
33	Juggling	63	Trainspotting
34	Manga	64	Video Games
35	Moviemaking	65	Writing
36	Movies	66	Yo-yoing



## Schoolgirl Powers

“Powers” are special abilities that schoolgirls can have. If you are using this rule, each player rolls 1d6 on the table corresponding to their character’s highest attribute. In the event of a tie for highest attribute, the player picks the tiebreaker. Also, if the character’s attributes total up to 9 or less, the player can roll for a second power; re-roll any duplicates.

### Highest Attribute Is Athletics

1d6	Power	Description
1	Athletics Star	Your athletic prowess makes you popular around school; while wearing athletic gear you can use Athletics in place of Charm.
2	Endless Endurance	You are virtually tireless, and can keep up a given physical activity indefinitely.
3	Forced Entry	You can take 1d6 Stress to forcibly get into any location in school.
4	Power Attack	When you spend a Plot Point to boost your result on an attack and it succeeds, it causes an additional 2d6 Stress.
5	Super Dodge	You can take 1d6 Stress to completely avoid a single attack.
6	Wall of Iron	You can roll with your Athletics attribute to defend up to two other characters.

### Highest Attribute Is Charm

1d6	Power	Description
1	Best Friend	Pick someone to be your best friend at the start of each session. You can give them your Plot Points at any time.
2	Connections	You always know at least one person around school for any given club, hobby, or other category.
3	Home Cooking	When someone eats food you’ve prepared, they remove 1d6 Stress.
4	Instant Party	You can spend 1 Plot Point to instantly have everything ready to throw a big party.
5	Manipulation	By spending a Plot Point, you can modify someone else’s die roll by +1 or -1.
6	Power of Friendship	You can take 1d6 Stress in to remove 2d6 Stress from someone else.

### Highest Attribute Is Cunning

1d6	Power	Description
1	Distraction	By making a Cunning check with a result of 6 or better you can distract someone from whatever action they’re attempting.
2	Fake Crying	You can fake a crying fit, allowing you to use Cunning for what normally would be a Charm roll.
3	Lock Picking	You can take 1d6 Stress to enter any room whenever you feel like.
4	Mockery	When someone is taking Stress, you can mock them and cause them to gain 2 additional Stress points.
5	Now You See Her...	You don’t need to actually move around the school to get where you need to be; you can simply appear where you like within the campus.
6	Trap	Even if you aren’t there at the time, you can spend a Plot Point to have a trap prepared in advance during a battle.

### Highest Attribute Is Guts

1d6	Power	Description
1	Explosive Revenge	When you take Stress, you can add the amount of Stress you've taken to the result of your next roll against the source of the stress.
2	Faito!	When you spent a Plot Point to remove Stress, you remove an additional 1d6 Stress, and you add the same amount to the result for your next action.
3	Fury	Once per session you can spend 2 Plot Points to roll two dice instead of one for an action, but you have to do it angrily.
4	Futile	You can keep an opponent from using any special powers or Plot Points they might possess.
5	Persistence	Whenever you take Stress, automatically reduce the amount by 1 point.
6	Tenacity	Even after being defeated in battle, you can take 2 Stress to get to your feet.

### Highest Attribute Is Luck

1d6	Power	Description
1	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.
2	Foreboding	You can tell when something dangerous is coming.
3	Karma	You can use your Luck to dodge an attack, and if you get a result of 10 or higher you cause twice as much Stress to the opponent.
4	Second Chance	You can spend a Plot Point to re-roll the die for any action you take.
5	Special Delivery	Spend 1 Plot Point to get an item rolled on the Random Object table.
6	Teleport	You can go just about anywhere in the school instantly.

### Highest Attribute Is Study

1d6	Power	Description
1	Advance Calculations	Add +1 to the die roll to actions made when you take a little time to make calculations ahead of time.
2	Air of Authority	When you present things as facts, you can use Study in place of Cunning to trick people.
3	Precision	You are always in your school uniform, and it is always perfectly pristine no matter what happens to it.
4	Sheer Concentration	When studying or similar you can totally ignore all interruptions.
5	Top Student	Unless something interferes with your ability to take a test, you will always get at least 94+ 1d6 out of 100 points.
6	Tutor	When you take time to help someone study, they get +1 to the die roll for their next Study check.