

# Schoolgirl RPG

## Complete Edition

By Ewen Cluney

Sample file



## Credits

Presented by Yaruki Zero Games ([www.yarukizerogames.com](http://www.yarukizerogames.com))

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# Introduction



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

"Schoolgirl RPG" basically came about from desperation. I had just lost my job and was casting around for something to do to, and over the course of a few hours I polished up my unfinished draft and put it up for sale on DriveThruRPG. Somehow or other it sold over 100 copies, and generally got me started selling weird little PDFs. It all got me a bit further from the abyss, so I'm grateful to everyone who gave it a chance.

This book collects the core rules and all three *Schoolgirl RPG* supplements. It's a weird little collection of tables, and a monument to the sliver of my life that the game was a part of.

## Things You'll Need

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

## Rolling Dice

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

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

**d66:** Get two six-sided dice, and designate one as the tens digit and the other as the ones digit. Roll them and put the results together to get one of 36 possible items numbered 11 through 66. One trick I have is that if I get a result that's hard to use on a d66 table, I'll swap the digits and see if that gives me something I can use better.

**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.

## Inspirations

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



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# Character Creation



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

## 1. Attributes

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

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

## 2. Special Qualities

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

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

### 3. Stress Explosion

Make a d66 roll to determine your Stress Explosion.

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

### 4. Colors

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

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

### 5. Stress Limit

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

### 6. Details

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

## Some Japanese Girl Names

### Family Names

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

### Given Names

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

