

Super Destiny High School Rumble!!

超縁高校ランブル!!



supplemental material

Super Destiny High School Rumble!!

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This blank playbook, seating chart, villain sheet, and principal's cheat sheet are ready for you to print out to play Super Destiny High School Rumble!! You can get a pdf or printed copy of the entire book, which you'll also need, at DriveThruRPG.com.



POWERED BY THE
APOCALYPSE
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NAME:

PRONOUNS:

BIRTHDATE:

LIKE:

LOOK:

PLAYBOOKS:

LVL_____

XP ☐☐☐☐☐☐ LVL UP!! ↗

☐ LIMIT BREAK!!

♥ SCUFFED

♥ BATTERED

♥ BRUISED

♥ BLEEDING

♥ BROKEN

♥ DYING



Charm

BE CONVINCING
GO SHOPPING



Cool

REACT FAST
COME TO THE
RESCUE



Hot

GO ALL OUT
PROCLAIM YOUR
FEELINGS



Smart

STUDY HARD
MAKE A PLAN



Spirit

POWERS ENGAGE
STAY STRONG

MOVES AND DRAWBACKS

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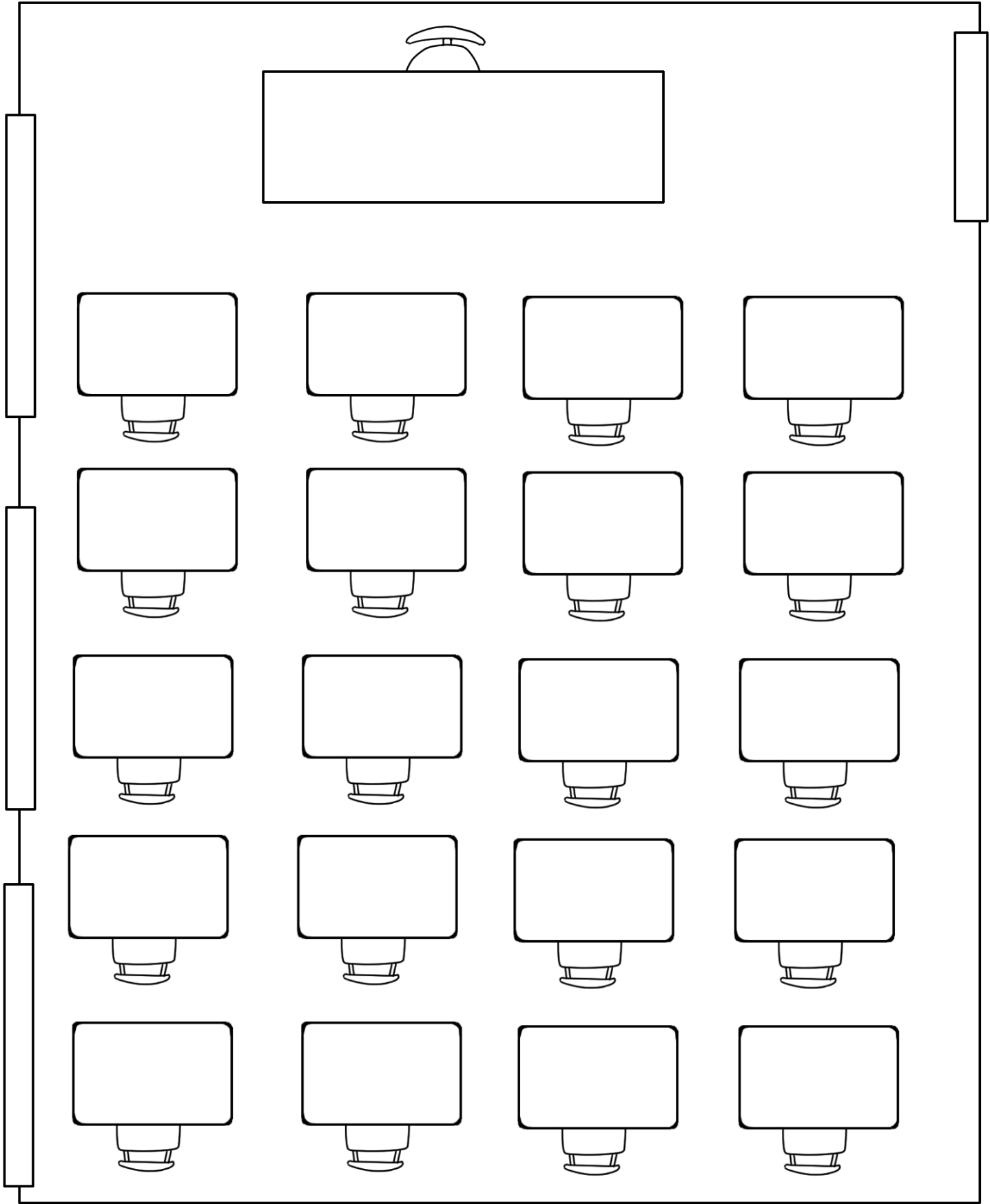
GEAR

[illegible]

BONDS

[illegible]

Seating Chart



Villain sheet



Choose one:

Minion group, minion, lieutenant, boss

Heart boxes:

Attack:

Moves:

Name:

Look:

Bonds:

PLOT TRACK

	What will they try?	Who gets the spotlight?
The Opening Move		
The Ultimate Goal		

Principal's Cheat Sheet

Always ask, "What do you do?"

BASIC MOVES

BE CONVINCING (CHARM)

- 10+ The NPC does what they want.
- 7-9 The NPC does what they want but asks for something in return.
- 6- The NPC won't do it. Take a hard move.

GO SHOPPING (CHARM)

- 10+ They get the item.
- 7-9 They get the item but lose something else to pay for it, or it takes a while to arrive, etc.
- 6- They don't get the item. Take a hard move.

COME TO THE RESCUE (COOL)

- 10+ They take no harm, and neither does the person they are protecting.
- 7-9 They take the harm instead of the person they are protecting.
- 6- The person they were trying to protect takes the harm.

REACT FAST (COOL)

- 10+ They do it.
- 7-9 They do it, but give them a difficult choice or consequence.
- 6- They don't do it. Take a hard move.

GO ALL OUT (HOT)

- 10+ They pick two: You harm them, they don't harm you, you help a friend (pass +1 forward to a teammate of your choice)
- 7-9 They pick one.
- 6- Take a hard move (usually DO HARM).

PROCLAIM YOUR FEELINGS (HOT)

- 10+ They get +1 ongoing while acting on their feelings.
- 7-9 They get +1 ongoing, but also are exposed to danger.
- 6- Take a hard move, or give a story-related consequence.

STUDY HARD (SMART)

- 10+ They ask you two questions.
- 7-9 They ask you one question.
- 6- Take a hard move (usually GIVE A CONDITION or TARGET THEM).

MAKE A PLAN (SMART)

- 10+ Everyone on the team holds two. Spend later for a +1 on a roll, or to negate 1 harm.
- 7-9 Everyone holds one.
- 6- Take a hard move later.

POWERS ENGAGE (SPIRIT)

- 10+ It works.
- 7-9 It works, but there is a glitch or a cost.
- 6- Take a hard move.

STAY STRONG (SPIRIT)

- 10+ They are unaffected.
- 7-9 They are only affected for one round.
- 6- Take a hard move (usually GIVE A CONDITION).

BONDS

Use a bond after seeing the result of a roll.

- ✱ A student uses any bond to give themselves +1 to a roll.
- ✱ A student uses a bond with a teammate to give that character +2 on a roll.
- ✱ A student uses a bond with an NPC to guarantee the NPC succeeds on an action.
- ✱ A student uses a bond with a villain to interfere with that villain's actions.
- ✱ Each student must use at least 2 bonds to enter POWERS COMBINE.
- ✱ Playbook-specific moves called "CONTACTS" give additional effects students can get when using bonds.
- ✱ A villain can use a bond with a student to give the student -2 on a roll.

Check at the end of each scene to see if anyone gained bonds during the scene.

Only one bond can be used on any roll.

PRINCIPAL'S MOVES

Use at any time.

ASK A QUESTION
INTRODUCE A PLOT
INTRODUCE A CHARACTER
SURPRISE THEM
CHANGE A RELATIONSHIP
CHANGE THE SETTING
DROP A HINT
THREATEN SOMEONE
ISOLATE SOMEONE

PRINCIPAL'S HARD MOVES

When a student fails a roll, or doesn't stop a threat you previously set up.

DO HARM
TAKE SOMETHING AWAY
GIVE A CONDITION
TARGET THEM
DAMAGE A RELATIONSHIP

EXPERIENCE

Mark experience:

- ✱ Whenever they fail a roll.
- ✱ At the end of the session, mark 1 experience for every person with whom they gained a bond that session.
- ✱ At the end of the session, if they have marked no experience in any other way during the session, mark 1 experience.

CONDITIONS

Afraid (paralyzed or fleeing, won't attack)
Amnesia (can't remember)
Berserk (can only GO ALL OUT, have to STAY STRONG to stop fighting)
Big (as large as a giant robot, can give and take Big harm)
Blind (can't see)
Bound (can't move)
Cold (can't gain new bonds)
Confused (after every intentional action, must take a random useless action)
Deafened (can't hear)
Despairing (can't spend or benefit from bonds)
Distracted (paying attention only to one thing, doesn't notice other things, doesn't attack)
Enthralled (perceiving someone as a friend)
Fatigued (can't run, at -1 to rolls involving physical activity or concentration)
Incorporeal (no physical form, can only be harmed by Ghost weapons or certain magical attacks)
Invisible (can't be seen)
Out (has marked Dying heart box, hovering near death, can't heal naturally)
Possessed (under someone else's mental control)
Sickened (ill or diseased, -1 to all rolls until healed)
Silenced (can't speak or make sounds)
Stealthy (hard to notice, will almost always go first in fights)
Stunned (loses their next action)
Unconscious (not awake)
Wracked (continuing to take 1 harm every round)

