

Super Destiny High School Rumble!!

超縁高校ランブル!!



an anime inspired rpg

Prom is tomorrow, today's a math test and an alien invasion, and your powers have only just returned after the Battle of Band Trip. Good thing your lab partner is an extraterrestrial princess and your best friend is a secret vigilante. You have your suspicions about the class rep, too, but whatever their deal is, they're keeping it quiet.

Super Destiny High School Rumble!! is a tabletop RPG that uses the Apocalypse World Engine for fast character creation and rules-light, collaborative storytelling.

- Choose 2 playbooks, your student type and your super-powered destiny
- Build bonds with your teammates, then use them to inspire yourself or your friends
- Juggle the dual identities of daily life at school and the destiny that draws villains and adventure to intrude on your plans
 - Confront minions, lieutenants and bosses
 - Unlock limit breaks and combine your powers with your teammates for unique and powerful attacks
 - Use moves like Proclaim Your Feelings and Go All Out
- Build your world collaboratively, from the classroom to the stars



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The Five Wits Press

超縁高校ランブル!!

Super Destiny High School Rumble!!

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You are, however, encouraged to copy the sections necessary for you, personally, to play the game!

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Introduction

Welcome to Super Destiny High School Rumble!!

You have a destiny. Unfortunately you also have homework.

You're a high schooler with powers you are just beginning to understand, living a double life of mundane and epic moments. It's hard to balance grades, relationships, and the future of the universe. But you are not alone. There are other students in your class with mixed gifts and curses. Together you share your triumphs and challenges—in class, in secret labs, and in fortresses in outer space. You and your team are inevitably drawn together in your adventures and catastrophes. Maybe it's high school, but maybe it's destiny. Together you can save the world, and also save a dance at prom.

Unlock limit breaks, combine your powers, and be a hero. This is the playground where your Secret Monster can ask the Reincarnated Soul on a date while fighting on the moon. You can be an Apprentice Reaper trying to stay awake in class, or a runaway extraterrestrial princess who wants to make friends. You can even combine your powers in an ultimate showdown. Have you formed a giant pink skeletal unicorn summon, aglow with searing sparkles and wearing a jeweled crown of soul energy? Then you have got this. Have fun.

How do I use this book?

This book gives you the rules for how to play Super Destiny High School Rumble!!, a roleplaying game (RPG) about superpowered students, heavily inspired by anime. The chapters are laid out so you can learn how to play the game as you read along, bit by bit, even if you're new to RPGs.

If you want to get a quick idea of what you'll do in this game, read about the playbooks for student 'types' (page 72) and their superpowered destiny playbooks (page 108). The two playbooks you choose give your character access to the abilities, called moves, written out in them. You should also read about the basic moves (page 17) that any character can use.

Character creation is at the beginning of the playbook section (page 65), though you'll want to hold off on that until you and the other players are doing that as a group—the students are created together so their concepts and relationships (see page 28 for bonds) can play off each other.

If you're going to be the principal (the facilitator or GM of the game, who plays every character who's not a player's student) you'll definitely want to skim the whole book before playing. The principal section (page 147) explains how to set up conflicts for the characters and how to narrate the way non-player characters (NPCs) and the setting react to the actions players take. Running the first session (page 154) gives a step-by-step on what to know for your first time running the game as principal. You should also read the section on villains (page 181) for tips on types of antagonists you can create and even some sample villains you can use.

There's not anything in the principal section that needs to be kept secret from students, so feel free to read the whole book to get an idea of how the pieces fit together.

I DON'T WATCH MUCH ANIME—CAN I STILL PLAY THIS GAME?

Of course! We drew inspiration from the themes and tropes of various genres of anime (Japanese animation) and manga (Japanese comics) to make this game, but we also drew on video games from all over, western superhero comics, movies, and TV shows. Having watched a lot of anime gives you more fodder for your SDHSR characters and stories and helps you get the references we've made, but it's not mandatory for enjoying the game. As long as you like the idea of playing a student with over-the-top superpowers having equally over-the-top adventures where the power of friendship and teamwork saves the day, you'll do fine.

What do I need to play?

You'll need to gather these things before playing:

- ✱ This book!
- ✱ 3 or more players total. Choose one to be the principal.
- ✱ At minimum 2 six-sided dice (also called d6's), but 2 for each player works better.
- ✱ About 2-4 hours of time set aside to play.
- ✱ A copy of the playbooks each player has chosen, or a blank playbook for each player to fill in (the blank playbook is on page 226).
- ✱ Pencils and scratch paper for notetaking.
- ✱ Coins or tokens to use for holds.
- ✱ A homeroom seating chart. (page 227)

Why should I play?

To have fun! In Super Destiny High School Rumble!! you can do all the things your favorite anime characters do—get in a fight on the rooftop with your rival, have a light-hearted hot springs episode, make an emotional speech about your ideals that convinces a villain to mend their ways, or get a magical power-up through believing in yourself and all your friends.

You'll be creating a story together with your friends, so if you like stories and drama in all the best ways, this is the game for you.

Who can I play?

You'll be playing a high school student with special abilities. Within that broad category, you have lots of options. You'll be picking one student playbook, representing your character's role in school and ordinary life, and one destiny playbook, representing your character's magical or extraordinary abilities. Look over the playbooks to get an idea of what sorts of things your character will be able to do, as that might inform their personality.

This game is about heroism, friendship, and teamwork, so make a character with that in mind. You can be outgoing or reserved, lighthearted or traumatized, brave or cautious, but through your adventures you are going to be called on to save your school, your city, and your world. The only thing you can't play in this game is an outright villain. Redeemed villain fighting on the side of the heroes? Great! Lone wolf rival type who shows up to save the day when needed and tries not to make friends but really cares, deep, deep down? Wonderful! They'll fit in just fine.

If you can't think of a character idea right off, pick a character from a book or series you enjoy, and see if you can model your student on that person. What is their mundane role? The Friend, the Hero, the Mentor? And what destiny playbook would best suit their powers? Don't worry about being derivative or cliché. Even if you start out with a clone of some other character, your student will become your own as you play them.





Basics

How do I play?

In a nutshell, you tell a story about your character and it interweaves with the stories the other players and the principal are telling.

The principal will set a scene, describing where your characters are and what is going on. The principal will then ask each player, “What do you do?” You get to describe what your character does, in as much detail as you like. The other players also describe what they’re doing, and the principal describes what villains or other NPCs are doing. Sometimes characters will get in conversations with each other. Sometimes they will get in fights. Sometimes you will have to roll dice and sometimes you won’t.

WHEN TO ROLL DICE

If the action you describe your character doing sounds like one of the basic moves, or like one of your moves from your playbooks, the principal will ask you if you want to use that move.

“So Keiko is trapped way up there in the mech’s fist?” Reo’s player asks.

The principal nods.

“Okay, then I dash up the back of Supermegasaur, vault off its head, and land on the mech’s wrist. I want to slice open some wires and pour soda into the electrical system to get it to let her go.”

“It sounds like you are COMING TO THE RESCUE,” the principal says.

Keiko's player says, "Are you sacrificing your last ramune for this?"

"You can owe me later." Reo's player makes finger guns.

"Tch."

You can also decide on a move you'd like your character to try, and tell the principal you want to roll for it. Don't just declare the name of the move, though ("I want to Go ALL OUT")—if you do, the principal will ask for details of how your character's going about doing that. Show your character's action through vivid description. This helps everyone stay immersed in the fiction of the game.

"I think I'm GOING ALL OUT on this jerk. He's made one too many threats. 'That's it,' I say. 'Your reign of terror is over, Draskelath.' My eyes light up gold, my hair flies out in a sudden wind, and I hit him mind-to-mind with my PSYCHIC STRIKE. He's going to have a headache for weeks."

When you're making a move, a named move, you roll dice. Otherwise, you don't. If no dice are rolled you determine how the scene goes by roleplaying your way through it and seeing what happens.

HOW TO ROLL DICE

Once you know what move you're using, roll two six-sided dice, add them up, and add or subtract the move's stat (-1, +2, etc.) onto the total. Sometimes other factors will cause you to add or subtract an additional 1 or 2. When you're done adding and subtracting, the end number is your result.

WHAT DID YOU GET ON YOUR ROLL?

- ✱ 10+ is a total success. You accomplish what you wanted to do!
- ✱ 7-9 is a partial success. You accomplish what you wanted, but there are drawbacks or complications.
- ✱ 6- is a failure. You don't manage what you were trying to do. Something bad happens instead.

Each move will list more specifically what these roll results mean for that particular move.

Once you've made your roll and found out if your character succeeds or fails, the principal will describe what happens next, including any harm or conditions your character takes. Sometimes you will also get to help

describe the consequences.

"Roll your COME TO THE RESCUE," the principal says. "That goes off COOL, so I think that's a +2 for you."

"Heh. Yeah, I can be very cool." Reo's player rolls the dice and adds them up. "A 4 and a 1. Plus 2 for my COOL. Okay, that's 7 total."

"A partial success," the principal says. "You are barely cool enough."

"So I get up there, all awesomelike, and cut the wires."

"You do, but you have some trouble opening that ramune, because the mech is thrashing around fighting Supermegasaur. You get it open and poured into the works, but it's all shaken up and gets everywhere. There's a sparking short in the system that makes the mech open its hand, both releasing Keiko, and electrocuting you for 2 harm."

Reo's player marks off two of Reo's heart boxes. "I am hanging from the mech's wrist now and I wave to let the others know I am okay."

"Are you actually okay, though?" Tika's player asks.

"Ah, kinda."

Keiko's player says, "I stick a perfect three-point landing and call on the powers of the darkened star to attack the mech with my power beam."

"GOING ALL OUT? Roll it."

TERMS TO KNOW

+1 or -1 forward adds or subtracts that much from the next roll you make.

+1 or -1 ongoing is added or subtracted from all your rolls until the situation giving the bonus or penalty changes.

Hold means that you can save a bonus for later. You can use coins or tokens to indicate how many you are holding. Each hold can be exchanged one-for-one for whatever bonus is mentioned in the description of the move, such as a +1 on a roll or a piece of information.

Stats

You have five stats: **CHARM**, **COOL**, **HOT**, **SMART**, and **SPIRIT**. These represent the different approaches your character can use when interacting with the world.

Stats range from -1 to +3. This number is added or subtracted from the total number you get on your roll. A higher number means this method of interaction is one of your character's strengths. A lower number means it's a weakness.

You start with an array of stats based on which student playbook you chose, and you can raise your stats as you level up.

CHARM is being socially apt and getting what you want from people. It's used to **BE CONVINCING** and **GO SHOPPING**.

COOL is staying calm and focused under pressure. It's used to **COME TO THE RESCUE** and **REACT FAST**.

HOT is your ability to act on the impulses in your heart. It's used to **PROCLAIM YOUR FEELINGS** and **GO ALL OUT**.

SMART is thinking logically and noticing things. It's used to **STUDY HARD** and **MAKE A PLAN**.

SPIRIT is your conviction, resilience, and connection to the supernatural. It's used with **POWERS ENGAGE** and **STAY STRONG**.

Basic Moves

These are moves every student character can make, regardless of play-book. Two moves are keyed to each stat. When you make a move, roll and add the appropriate stat.

BE CONVINCING to persuade or lie.

GO SHOPPING to get items you need.

COME TO THE RESCUE to protect someone.

REACT FAST to act quickly in a tough situation.

GO ALL OUT to fight and compete.

PROCLAIM YOUR FEELINGS to give yourself a boost through your self-confidence and ideals.

STUDY HARD to investigate, notice details about your surroundings, or do research.

MAKE A PLAN to help your team by preparing in advance.

POWERS ENGAGE to activate your supernatural powers.

STAY STRONG to keep up your courage in the face of fear or coercion.

BASICS BE CONVINCING (CHARM)

You talk someone into something, or yourself out of a bad situation.

- ✱ On 10+ they believe you, or do what you want.
- ✱ On 7–9 they do what you want, but they ask you for something in return.
- ✱ On 6- they won't do it, and you get in trouble.

This move is for interacting with other people. It can be used to get someone to tell you information, ask them not to turn you in, or invite them to your party. When you are talking to NPCs and you ask them questions or make a request, you are trying to BE CONVINCING. Player characters cannot BE CONVINCING at each other. Work those sorts of interactions out through roleplaying.

For the principal:

Remember that NPCs can only give information that they possess, and can only be talked into doing something that is in line with their motivations or beliefs. Even if a student successfully IS CONVINCING at her cousin and gets the cousin to help her out, the cousin will not fight villains for her. Instead, the cousin may offer a hiding place in their basement.

On a partial success, things the NPC could ask for in return include favors, money or items, looking the other way while something goes down, information, or help.

When students fail at BEING CONVINCING, take an appropriate hard move. Failing to BE CONVINCING and talk an opponent into standing down will cause a student harm. Failing to BE CONVINCING at a friend may cause the student to lose something or take a condition. A failure at BEING CONVINCING at a villain could give the villain a bond on that student.

GO SHOPPING (CHARM)

You acquire an item that you need.

- ✱ On 10+ you get the item, unless it is rare or expensive.
- ✱ On 7–9 you get the item but you lose something else to pay for it, or it takes a while to arrive, or some other drawback.
- ✱ On 6- you don't get the item, and something bad happens.

You can Go SHOPPING for clothes at the mall, of course, but you can also Go SHOPPING for the parts needed to make a laser shield for the team's secret base. When you say, "I want to get," or "Do I have . . .?" you are GOING SHOPPING. GOING SHOPPING does not always mean you have to go out to purchase the item. Sometimes you can roll Go SHOPPING to see if you have a necessary item already in your toolshed.

For the principal:

It is up to you to decide what items students reasonably might have without needing to Go SHOPPING. Don't make them roll to obtain every little thing. Remember, though, that some gear is acquired through playbook-specific moves, and that gear is special and shouldn't be easily accessible to anyone else. If you rule that an object is rare or expensive, it can't normally be acquired through GOING SHOPPING. Students will have to do a side quest to get something like that.

GOING SHOPPING often involves losing something, either on a failure or a partial success. This could be the student losing another piece of gear. Or it can be losing something intangible, like the good will of an NPC, or drawing undue attention. The student could also take a condition like Distracted or Fatigued to represent the time and effort spent acquiring the item.

BASICS COME TO THE RESCUE (COOL)

You jump in the way and protect someone from harm.

- * On 10+ you take no harm, and neither do they.
- * On 7–9 you take the harm from the hit instead of them. If the person you are protecting is not threatened with physical harm but instead with a condition, you take that for them instead.
- * On 6– the person you were trying to help takes the harm.

This move is used when fighting to protect someone, or when trying to rescue someone from a dangerous situation. COME TO THE RESCUE to jump in front of a bullet, dig someone out of the rubble of a fallen building, or prevent them from getting evicted by corrupt landlords. COMING TO THE RESCUE always means risking danger—if you COME TO THE RESCUE of a family getting evicted you might not take harm, but instead could become a target of the mob or lose money or gear.

For the principal:

For this move, failure doesn't have to involve any additional consequences for the student, unless it seems appropriate. After all, on a failure they will see the person they were trying to save be hurt in front of them.

In combat situations it can sometimes be unclear whether a student is using COME TO THE RESCUE or GO ALL OUT. Ask if they are primarily trying to take down the villain or to save their friend or innocent bystanders. The answer to that will clarify which move they should roll.

REACT FAST (COOL)

You act quickly in a tough situation.

- * On 10+ you do what you need to.
- * On 7–9 you do it, but the principal will give you a difficult choice or consequence.
- * On 6– you don't manage it, and suffer the results.

This move is something of a catch-all for actions that don't fit into other moves. Is a door closing and you want to jump through it? Are you chasing a pickpocket? Have you just been ambushed? Anything that requires quick action or quick thinking can be REACT FAST.

For the principal:

Sometimes students will describe an action that falls under REACT FAST, and sometimes you will call for a REACT FAST roll based on circumstances. If the ceiling is collapsing, you may have everyone in the room roll REACT FAST to see if they dodge out of the way without taking harm.

If there is a question about which student acts first that cannot be resolved without rolling dice, see who gets highest on a REACT FAST roll to determine who is quickest.

On a partial success, one of your options is to call for a difficult choice. This is a great way to ratchet up the drama and give your players control over their own fate. For example, if a student rolls a partial success when the ceiling is collapsing, let them decide whether they dodge out of the way but end up separated from their team, or stay with the team but take harm.

GO ALL OUT (HOT)

You put yourself in harm's way and fight with everything you've got!

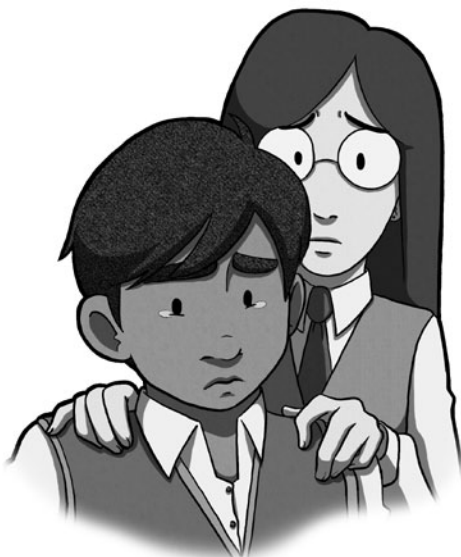
- * On 10+ pick two from the following list: You harm them, they don't harm you, you help a friend (pass +1 forward to a teammate of your choice).
- * On 7–9 pick one.
- * On 6- you just get harmed and end up in a worse situation than you started.

This move is used when you go on the attack or get involved in a fight with the intent to clobber the other person. It isn't just for fighting with fists or weapons—many supernatural attacks also involve *GOING ALL OUT*. The amount of harm you do to your opponent on a success is based on the type of weapon or attack you have available.

You can also *Go All Out* in less lethal competitions, like swimming tournaments or piano recitals. Just replace “you harm them” with “you defeat your opponent.” You can still be harmed, even if no one is actively trying to hurt you, by the power of your own effort.

For the principal:

For *Go All Out*, the consequences of failure will almost always be harm, though with certain enemies or in certain kinds of competitions it could be a condition.



PROCLAIM YOUR FEELINGS (HOT)

You make a declaration of love or rivalry. You declaim your way of the hero, make an insight into someone's true dreams, or denounce the villain's evil scheme.

- ✱ On 10+ you get +1 ongoing while acting on those feelings.
- ✱ On 7–9 you get +1 ongoing, but also expose yourself to danger.
- ✱ On 6- your speech falls flat or the other person misinterprets your feelings.

This move lets you make an inspiring speech that bolsters your own confidence and courage. If you want to actually make the whole speech in character, go for it! Be as dramatic as you want. If you want to summarize what you say that is fine, too. “I brag about all the times I’ve defeated these ninjas before, and tell them I’m going to do it again, as many times as it takes!”

For the principal:

Players may PROCLAIM THEIR FEELINGS without realizing that is what they are doing. When someone makes an impassioned statement of any kind, pay attention and ask them, “Are you PROCLAIMING YOUR FEELINGS?”

How long does the +1 ongoing last? When someone PROCLAIMS THEIR FEELINGS during a fight, it’s easy—for the rest of the fight. In non-combat situations, it’s for the length of a scene. If it doesn’t make sense to get +1 ongoing in the current scene because no one is making any rolls, bump the +1 ongoing to the next relevant scene in which the student is acting on the feelings they proclaimed. In all cases, the bonus lasts no longer than a single scene.

A failure at PROCLAIMING YOUR FEELINGS could leave a student open to harm or a condition, if done in the presence of a villain. It could also cause the student to lose 1 bond with the person the feelings are about. Other story-related consequences are good, too. Gossip starts up, the wrong person is invited to prom by mistake, etc.

STUDY HARD (SMART)

You get a number of facts about whatever you're looking into.

- * On 10+ you can ask the principal two questions.
- * On 7-9 ask one question.
- * On 6- you might get false information or attract unwanted attention or danger.

STUDY HARD is a versatile move that covers most situations where you are trying to find answers by any means other than talking to people. You can STUDY HARD for exams, of course, but you can also STUDY HARD at a crime scene, looking for clues, or STUDY HARD and watch a person's fighting style to try to guess how powerful they are.

Whenever you say, "I'm looking for," "I'm trying to find out," or "Can I see . . .?" you are probably STUDYING HARD.

You decide on the questions to ask the principal. These can be broad, such as "What's going on here?" or specific, such as "What does this symbol mean?" The question must be pertinent to the topic being studied and the way you are studying it. For example, if you're investigating the scene of a building collapsed by a monster attack, you could ask, "How big was this monster?" or "What sort of attacks did the monster use?" You couldn't ask, "How do I kill this monster?", however, since there is no way you could discover that by observing the fallen building.

Here's a helpful list of generic questions, if you have a hard time thinking of one.

- * What's going on here?
- * What's dangerous?
- * What's hidden?
- * What's useful to note?
- * How can we get in/get out?
- * How can we save this person/defeat this villain?
- * How can we repair/build/disable this object?

For the principal:

You are obligated to give an accurate answer to each question, but the answer does not need to be full and complete. If the students find a

mysterious symbol etched on the wall and one of them successfully STUDIES HARD and asks, "What does this symbol mean?" you do not necessarily have to reveal the full name and history of the evil secret organization. You could answer, "You remember seeing a couple of news stories where this symbol was marked on the wall at a crime scene." This is true, and gives the student an important clue, but does not reveal the entire truth.

When students fail at STUDYING HARD, they miss something important. This could mean they take harm, if they miss seeing a monster hiding in ambush. Taking a condition like Distracted is also appropriate. When STUDYING HARD to find out more information about a villain, failure could cause that villain to gain a bond on the student.

The Alchemical Witch and the Apprentice Reaper have moves that work like STUDY HARD but for magic and souls, respectively. This doesn't mean that other students can't STUDY HARD to try to learn about a magical artifact they found, but using the more specific move will get more specific information. For example, an Alchemical Witch using DETECT MAGIC on the magical artifact could potentially learn all its effects and the name and powers of the caster who created it, while a different student using STUDY HARD could find old newspaper articles about the history of the artifact and its previous owners.

MAKE A PLAN (SMART)

You look at the schematics and find exactly where their weak point is. You've planned for every contingency.

- ✱ On 10+ everyone on the team holds two. While executing the plan, each player can spend their holds one-for-one either for a +1 on a roll, or to negate 1 harm they were going to take.
- ✱ On 7-9 everyone holds one.
- ✱ On 6- something goes badly wrong.

When your team starts discussing how they will sneak into corporate headquarters, or what decorations to put up at the school festival, you are MAKING A PLAN. Only one student needs to make the roll, and it should be whoever is taking the lead or talking the most. It takes time to MAKE A PLAN, so you can't do it in a couple seconds as the villains close in.

Even if the situation on the ground is completely different from what you planned for and the entire plan goes out the window, your team still gets to use their holds. At least you thought to bring rope and smoke bombs, right?

Making a good plan can sometimes mean that you are able to do damage to the villains without having to GO ALL OUT. If you've set up a sniping position or rigged a trap, the principal may rule that you can spend your holds one-for-one to do harm to the villains.

For the principal:

When students fail at MAKING A PLAN, the bad results may not catch up to them right away. Let the consequences happen while they are executing the plan. A door slams shut and splits the team up. A trap is sprung that no one saw coming. The villain's sanctum is not at all where they thought it was.

POWERS ENGAGE (SPIRIT)

You use your supernatural powers. This may be a transformation into a different form, a magical spell, or a supernatural ability. For specific details, see your destiny playbook.

- ✱ On 10+ it works.
- ✱ On 7–9 there is either a glitch or a cost.
- ✱ On 6- the power backfires or goes badly wrong in some other way.

This move activates many destiny playbook abilities. It can also be used for any other supernatural abilities.

For the principal:

A failure at POWERS ENGAGE can have many different sorts of bad consequences. For the Alchemical Witch's spells or similar powers, consider having the spell hit the wrong target. Taking harm or a condition as a power backfires is frequently a good choice.

STAY STRONG (SPIRIT)

You keep up your courage and determination in the face of fear, temptation, or coercion.

- ✱ On 10+ you are able to act as you wish.
- ✱ On 7–9 you are affected for one round, then pull yourself together.
- ✱ On 6- you give in and are not fully in control of your actions.

This move is primarily reactive. Usually you will roll STAY STRONG in response to a move made by the principal. A vampire may try to mind control you, or you may witness a gruesome scene, or an otherworldly queen may offer you gifts that are difficult to refuse. You must STAY STRONG to resist these effects.

For the principal:

A failure to STAY STRONG usually gives the student a condition. Some conditions dictate how the student must act, such as fleeing or attacking their companions. In such cases, you should tell the player what they must do, but it is up to them to determine the details and roleplay it. A condition gained by failing to STAY STRONG should last no longer than one scene.

Bonds

Bonds are special stats that represent the power you gain through connections with others. They range from 0–3 and will go up and down frequently during play. Forming new bonds or increasing old ones lets you mark experience. Once you have bonds, you can use them to accomplish things you otherwise couldn't.



BONDS AT CHARACTER CREATION

When you first create your character you will start with some bonds already in place.

- * Based on your past history with the other characters, you will have a bond ranging between 0 and 2 with each of your teammates. Check the “bonds” section of your student playbook for details.
- * Certain playbook moves will give you 1 bond with an NPC.

GAINING AND RAISING BONDS

You can gain new bonds or raise existing ones through significant positive interactions with your teammates or with NPCs. If an interaction drew two people closer together, it probably also increased their bonds with each other. You can raise your bonds with someone through sharing a secret, gaining their trust, helping them out, or working together to overcome a difficult situation.

Different people bond in different ways. It is up to each player to decide if a particular interaction rose to the level of a bonding moment for their character. A helpful way to think of it can be to ask the question, “Would someone draw fanart of this moment?” If the answer is yes, someone should probably gain a bond. Final decisions on who gains bonds are subject to approval by the principal.

Tika and Keiko are on the school roof after a battle and some revelations. Tika’s player says, “‘Keiko, wait. Thank you. We couldn’t have won without you, without all of us working together like that.’”

Keiko’s player shakes their head. “Keiko’s not going to say anything.”

Tika’s player says, “‘I know you’ve been doing this, fighting the Dark Star Sisterhood, everything, on your own. And that’s amazing. But you don’t have to anymore. I know you’ve already lost so much, your brother—’”

“‘Tch.’ I’m going.”

“‘Wait! Keiko, what I’m trying to say is that you aren’t going to lose us. I’m not going to lose you, because you’re one of my friends now, and your fights are my fights too. You don’t ever have to be alone again. I want you to know I’ll be your friend, no matter how scary it gets, or what comes after us. You don’t even have to be my friend back. But I’ll be here. Um, okay?’”

Keiko’s player says, “Keiko turns and walks away. She tosses her leather jacket over her shoulder and lifts her other hand in a loose kind of salute.”

The principal says, “Yeah, good scene. So Tika can gain a bond with Keiko. What about Keiko with Tika? Was that enough to gain a bond?”

“Look, I did the hand wave,” Keiko’s player says. “That’s like swearing eternal friendship for Keiko.”

Tika’s player grins. “We are going to be besties.”

You can only raise a single bond by 1 through any given action (though certain playbook-specific moves supersede this). If the whole team has a bonding moment together, pick one teammate with whom to gain a bond.

You cannot gain a bond with someone through the same action in which you use a bond with them.

Bonds don’t have to be reciprocal. You can have 3 bonds with your senpai, who hasn’t noticed you yet and therefore only has 1 bond with you.

Once you have 3 bonds with someone, you can't gain any more bonds with them until you use one.

You can gain bonds with NPCs. In many cases the NPC will be the representative of a group. For example, Kel the Rival has 2 bonds with the local police department, in the person of Officer Mishra.

You can also gain bonds with villains in the same way you do with teammates, classmates, or other NPCs, by sharing a significant positive interaction. Finding out a secret about a villain, like the location of their lair or the details of their sad backstory, can also give you a bond with them.

Balthasar the Alchemical Witch and Keiko the Transformation Warrior are facing off against the Lieutenant Knight of Shards, whose mask just dramatically fell away under an attack. Revealed at last, it is none other than Keiko's long-lost older brother, Itsuki.

Keiko's player says, "This is a trick. It has to be."

The principal makes a dramatic gesture. "The Knight of Shards says, 'I knew it was too soon to reveal myself. You are not ready to face your true destiny. You have always been . . . lacking.' He raises a hand with a dark gem glowing in his palm."

"He's not himself," Balthasar's player says. "He has one of their gems stuck on him."

Keiko's player says, "You think that they got him and he's possessed?"

"So naive, both of you. I fought the dark star once, before either of you, and I learned the truth, that nothing that stands against it survives."

"My real brother would never have given up," Keiko's player says. "Not on this world. Not on me."

"Oooh, I'm going to try something," Balthasar's player says. "I say, 'Itsuki, if it really is you in there, look, you probably don't remember, but you saved me once, a few years ago, before everything. You were a real hero. You are why I use my powers for good. I never forgot you. I've had a crush on you since the fifth grade.'"

"I love it," the principal says. "Okay, the Knight of Shards just sighs. 'Poor fools, to think that I have feelings that can be called upon. I have learned so much since that time.'"

Keiko's player says, "Well, I've been learning some new things too!" And Keiko gets ready, strikes her attack pose."

"And maybe we can teach you," Balthasar's player says. "I'm getting

ready to cast a spell."

The principal says, "The Knight of Shards frowns at his broken mask, and maybe at a shred of memory. 'Another time. I am needed elsewhere.' He swirls his cloak and vanishes into a swiftly disappearing star portal."

Keiko's player lets out their breath. "Wow."

Balthasar's player whistles. "Can I gain a bond with her hot evil older brother?"

"Uh, yeah. Go for it," the principal says.

Keiko's player repeats, "Wow."

Villains, in return, can gain bonds with students, but not through positive interactions. You can read more about villains and bonds in the villains section, starting on page 186.

USING BONDS

When you use a bond you decrease it by 1. You can't decrease a bond lower than 0.

HOW CAN I USE BONDS?

You can use them in any of the following ways after you see the result of a roll.

- ✱ Use any bond to give yourself +1 on a roll. Your connection to a special person gives you the determination you need to succeed. You think about how your teacher is proud of you, or how your friend believes in you, or how great your swim team is.
- ✱ Use a bond with a teammate to give that character +2 on a roll. This represents the power of teamwork. You've trained together so long and believed in them so hard that you can help them succeed through the power of your relationship.
- ✱ Use a bond with an NPC to guarantee the NPC succeeds on an action.
- ✱ Use a bond with a villain to interfere with that villain's actions. Examples include: negating one of the villain's attacks or moves, distracting them while they focus on you, exchanging places with a hostage, getting the villain in trouble with their superiors or allies.
- ✱ Each character must use at least 2 bonds to enter POWERS

COMBINE. The more bonds the students commit, the more potent the **POWERS COMBINE** will be.

- * Playbook-specific moves give additional effects you can get when using bonds.

When you use a bond, you need to describe how you believe in yourself or others and how that helps you or your teammate succeed.

“The mysterious people in white lab coats advance on Nura,” the principal says.

Jose’s player says, “No, I am not letting any of my friends go through what I did in that lab. I rush in there, and get between them and Nura, brandishing the laptop we found.”

“Sounds like you’re COMING TO THE RESCUE. Is that right?”

Jose’s player rolls. “6. No. No, I call on my memories of Nura helping me catch up on homework, and getting me through the panic attacks. I use a bond with her to make that a 7.”

“A partial success. They back away from Nura, revealing the advancing figure of Doctor White. ‘It would be a pity, would it not, to have to repeat my experiments all over again.’ he says. ‘On you, or on one of your friends.’ So Nura’s okay, but you take the condition Afraid.”

“Oh crap.”

Nura’s player says, “I am in the system now. My turn to unleash digital butt-kicking.”



Only 1 bond can be used on any roll. For example, if Ajay spends a bond to help Lin make a failure into a mixed success, Lin may not additionally spend their own bond to help themselves.

It is up to the player making the roll to decide whether to use a bond or let someone else use a bond to help them. Sometimes a player may choose to accept a failure, for character reasons or in order to mark experience, and

in that case everyone else must respect that player's choice and not try to spend bonds to help them.

Your bonds with someone can also decrease if you betray them or significantly let them down.

IF I USE A BOND WITH SOMEONE DOES OUR FRIENDSHIP DECREASE?

Bonds don't precisely represent the strength of a relationship. If you just used all 2 of your bonds with your closest friend in order to do POWERS COMBINE, that doesn't mean you're no longer best friends. It just means that you've used up the willpower or spiritual energy that your friendship gives you, and you need to spend some more time with your friend to refresh that.

BONDS AND EXPERIENCE

Making and increasing bonds helps you gain experience and become more powerful. Mark one experience at the end of the session for each character with whom you bonded that session.

Here's how it works: When you form a new bond or increase an existing one, check the box to the left of that character's name in the "Bonds" section of your playbook. At the end of the session, count how many boxes are checked, mark that number of experience, and then erase the checked boxes.

The principal says, "Okay, so this session Jose had that great conversation about taking back control of their abilities and free will with Nura, and got a bond there. And then he finally asked Haru to the dance, and he also promised Lin that he would help protect the argent crystal. So you raised a bond with three people. Mark three experience. Did you just level?"

Jose's player says, "Yeah! Between marking experience for failing that STAY STRONG earlier, beefing that one attack roll and the disastrous science class, yeah."

Gear

Some of your moves may give you stuff, like weapons, vehicles, or a club room. If you don't have moves that give you stuff, then you don't have that stuff. If you want to acquire things, you will need to do so through gameplay. Go SHOPPING is a move that can be used to get new gear, or you may be able to BE CONVINCING and get someone to let you use it, or use a bond with a contact.

If a piece of gear you want to get is rare or expensive, you may not be able to acquire it easily. The principal will tell you what you need to do to get that item—go on a mission, do a favor for someone, spend a long time building it, etc.

Combat

Sooner or later the team is bound to get in a fight with some villains. When fighting breaks out, the usual free flow of gameplay changes a little, to represent how time slows down in intense situations and to make sure everyone gets a chance to take action. During combat, the group will count time in rounds.

The principal starts the first round by describing the situation and what the villains are doing, and then asks each student, "What do you plan to do?" After everyone says what they intend to do, the principal decides the order in which these actions will take place, based on the logic of the situation. If someone wants to rush in and someone else wants to hang back, the one who is rushing in will probably go first. If Lin plans to protect Jose, it's going to make the most sense for Jose to go first, and then Lin can jump in with the protecting if something goes horribly wrong for Jose.

Once everyone has had a chance to act, the round is over. The principal will then begin a new round by narrating what the villains are doing now, and everyone gets to take new actions in response to how the situation has shifted.

It isn't necessary to keep track of how many rounds have passed. Certain moves or effects last for a round, but for those all you need to do is remember that on your turn next round the effect will end.

HOW MUCH CAN I DO IN A ROUND?

Usually one thing, or a couple things that easily go together. “Attack the monster” works, as does “pick up the unconscious classmate and run away.” You can certainly pause time during a combat when it is dramatically appropriate, to PROCLAIM YOUR FEELINGS or do your TRANSFORMATION SEQUENCE. You can’t do something that would take a long time, like MAKE A PLAN or build a robot. You also can’t do a whole series of different things, like run down the hallway, shoot out the surveillance cameras, kick down the door, and attack the monster you find inside the lab. The principal will make the final decision about how much you can accomplish in a round. A good rule, though, is that you can only do one named move.

For the principal:

Combats should be over in just a few rounds. It can get dull when multiple characters are GOING ALL OUT on the same villain. To avoid that, try to have villains who use various tactics instead of simply standing and dishing out harm. If the villains threaten innocents, the students may need to COME TO THE RESCUE. If the villains use a fear or mind-affecting move the students will need to STAY STRONG. Villains who like to talk are great; if they declare their beliefs and why they are acting as they are,

they may inspire students to PROCLAIM THEIR FEELINGS in return. The students may even attempt to BE CONVINCING and make the villain stop what they are doing. Villains who use clever plans and layers of contingencies are great; students will need to STUDY HARD and MAKE A PLAN in order to successfully fight them, and might even need to Go SHOPPING for specialized equipment to defeat them.



BASICS **Harm and Healing**

In your playbook you'll see that you have 6 heart boxes. This is how you keep track of how healthy or injured your character is. The heart boxes are labeled with different levels of injury: Scuffed, Battered, Bruised, Bleeding, Broken, and Dying. When you take harm, mark each point of harm in one heart box, starting with Scuffed.

Weapons and other sorts of injury do various amounts of damage, from 1–6. Mundane weapons such as fists, knives, and guns do 1–2 harm. Magical attacks such as those listed in the destiny playbooks do 2–3 harm. Very powerful magical attacks by villains might do 4–6 harm.

Examples of harm:

- ✱ 0 harm: grappling.
- ✱ 1 harm: fists, ninja stars, improvised weapons, falling down stairs.
- ✱ 2 harm: bows, guns, swords, being hit by collapsing rubble.
- ✱ 3 harm: magical power beams, two story falls, being hit by a car.
- ✱ 4 harm: being hit by a truck, a punch from a giant robot.
- ✱ 5 harm: being hit by a train, getting bisected, being caught in a explosion.
- ✱ 6 harm: instant death.

ARMOR

If you are wearing armor, reduce the harm you take by the points of armor. For example, Keiko has Armor 1, and takes a hit that would normally do 3 harm. Keiko instead takes 2 harm. Armor will not protect against certain kinds of harm, like direct psychic attacks to the mind. There are some moves that work the same way as armor but are called something else, like RESILIENCE.

HEALING

You heal 1 harm once per session without receiving specific medical care. Erase 1 heart box at the end of the session. If you are in the hospital or receiving similar medical care, you will heal 1 harm for every day that passes. There are various moves that can also heal harm, like FIRST AID.

DEATH AND BEING TAKEN OUT

If you are so badly injured that you have marked your Dying heart box you have a choice. No one dies for good in SDHSR unless it is plot appropriate. If you decide it is your character's time to die, you may take one final action before dying. If you decide it is not your character's time yet, you immediately fall unconscious and are Out. You can do nothing as you hover at the brink of death. You will be Out until someone heals you and you erase harm from at least one of your heart boxes. While you are Out, natural healing at the end of the session does not apply—you are so badly hurt that your body cannot mend itself.

If you were taken Out and there is any question about how you survived, how your body was recovered, etc. you get to help the principal narrate what happened. You should also decide, together with the principal, what would be an appropriate condition to take to represent the trauma of your near-death experience. It can be a condition from the list on page 43, or you can invent a new one. This condition, unlike most which wear off naturally, will not be resolved until you do something in character to resolve it. The condition must last at least through the end of your next fight. You should also work with the principal to decide on some permanent alteration to your character, whether something as simple as a distinctive scar, or as dramatic as a disability, new limb, or even an altered playbook.

Having been near death is a traumatic experience, but it can also be fun and dramatic. Make sure that the condition and alteration you and the principal decide on is something that will be enjoyable for you to play and that fits with your ideas about your character.

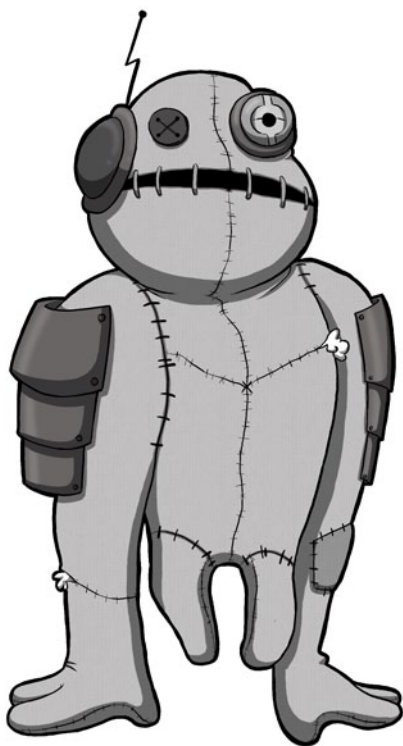
Rin the Otherworldly Royalty was taken Out in a big fight, and crushed under a fallen building. Rin and the Principal decide that since Rin is an alien, their body is recovered wrapped in a tight healing cocoon that cannot be opened for several days while Rin regenerates inside. Once the cocoon opens, Rin emerges, with a somewhat altered appearance—they have antennae now, and non-functioning wings that will need hiding—and the condition Amnesia. The team must help their alien friend reacclimate until Rin slowly regains their memories over the next session.

BIG HARM

Devastation beyond ordinary levels, such as that caused by giant robots, huge summons, and kaiju is represented by Big harm. Creatures capable of giving and taking Big harm have extra-large heart boxes that are each divided into four smaller boxes.

When one Big creature attacks another Big creature, they do damage to each other in the ordinary way. A Big creature with Armor 1, for example, will soak 1 Big harm. When a Big creature attacks ordinary sized creatures, however, each Big harm is translated into 4 ordinary harm. Vice versa, when an ordinary creature attempts to damage a Big creature, each ordinary harm only fills $\frac{1}{4}$ of a Big heart box. Effectively, any Big creature with armor cannot be damaged by ordinary sized creatures or weapons. This allows such iconic images as a giant robot being fired at by many ordinary soldiers, whose guns have no effect.

Big harm is largely the domain of villains, and students will often have to use POWERS COMBINE in order to defeat Big creatures. Several LIMIT BREAKS, however, give the students access to giving and taking Big harm, and the Mech Pilot can also do so, when in their mech.



Experience

You gain experience during the game in two ways—by failing on a roll, and by making bonds.

- * Mark experience whenever you get 6- on a roll.
- * Mark experience for each individual person with whom you gain a bond during a session. You do not get extra experience if you gain a bond with the same person more than once in a session. See the section on bonds and experience (page 33) for more details.
- * At the end of the session, if you did not mark any experience either through failing or gaining bonds, mark one experience anyway.

Leveling Up

Once you have marked 6 experience, you can level up. Erase all your experience boxes and increase your level by one. (You start at level 0.) Choose one of the level up advancements in your playbook and mark it. Additionally, mark the box for your LIMIT BREAK!

No matter how much experience you mark, you cannot level up more than once per session.

Limit Break

When you level up, you also unlock your LIMIT BREAK. Check the LIMIT BREAK box. You can use it immediately or in any subsequent session. You must make the roll indicated in your playbook to use your LIMIT BREAK. On 10+ it works. On 7–9 it works but the principal imposes an additional cost or drawback. Possibilities include a weapon breaking, a familiar being banished into the spirit world, taking harm or a condition, etc. On 6– the LIMIT BREAK does not work. Whether you succeed or fail at your roll, uncheck the LIMIT BREAK box. You may check it again the next time you level up.

After you use your LIMIT BREAK, you have a cooldown, which lasts for the rest of that session and the next. During this time you have a drawback based on your particular destiny playbook. You do not go into cooldown if you fail to use your LIMIT BREAK.



Powers Combine

This is a powerful move that everyone does together to accomplish some otherwise impossible effect. Each teammate who wants to join must use at least 2 bonds. Once everyone has decided how many bonds they will use, each student must roll whatever move their destiny playbook uses for their LIMIT BREAK. On 10+ one additional bond is added to their contribution, on 7-9 they contribute as many bonds as they stated they would, and on 6- their contribution of bonds is depleted by one, and they take some additional bad effect, possibly harm or a condition.

Whoever spends the most bonds gets to describe what the POWERS COMBINE looks like.

If Kel's mech is the focus of a POWERS COMBINE it might, with Tika the Creature Summoner's influence, become a mecha-kaiju. Its spines glow with the dark purple energies of Keiko's Transformation Warrior and it shoots her signature cosmic energy beam from its mouth.

If Ajay's Apprentice Reaper teams up with Jose the Science Experiment and Nura the Digital Champion, a maelstrom of digital ghosts pulsing with psychic energy might swirl up around evil Doctor White and his minions, reminding them of their past misdeeds and zapping them, mind and soul, with spiritual and digital vengeance, maybe even wiping the files and memories of their evil experiments and research in the process.

The more bonds that are used in the POWERS COMBINE the more effective it will be. The principal will describe exactly what it accomplishes.

Tags

Certain items and attacks have *tags*, descriptive words that modify how they work. A move from one of your playbooks may tell you to add an attack or protect tag to your weapon or armor. Choose one from these lists.

ATTACK TAGS

- * Armor-Piercing (ignores Armor)
- * Boomerang (thrown weapon comes back to you)
- * Dangerous (+1 harm)
- * Delayed (set up the attack beforehand and choose when it goes off)
- * Elemental (choose Cosmic Energy, Fire, Lightning, Earth, Water, or Air)
- * Extendable (Melee weapon can become Ranged)
- * Ghost (hits incorporeal creatures)
- * Knockback (sends an opponent flying right out of the fight)
- * Melee (used for fighting close-up)
- * On Call (appears where you are when you need it)
- * Precise (+1 to rolls to use)
- * Psychic (directly damages the mind, bypassing any Armor)
- * Ranged (used for fighting at a distance)
- * Telekinetic (you can move it without touching it)

PROTECT TAGS

- * Elemental (protects against either Cosmic Energy, Fire, Lightning, Earth, Water, or Air)
- * Resolute (protects against Psychic attacks)
- * Shielding (+1 Armor)
- * Spiritual (protects against attacks by incorporeal creatures)
- * Tough (has/grants 2 more heart boxes)

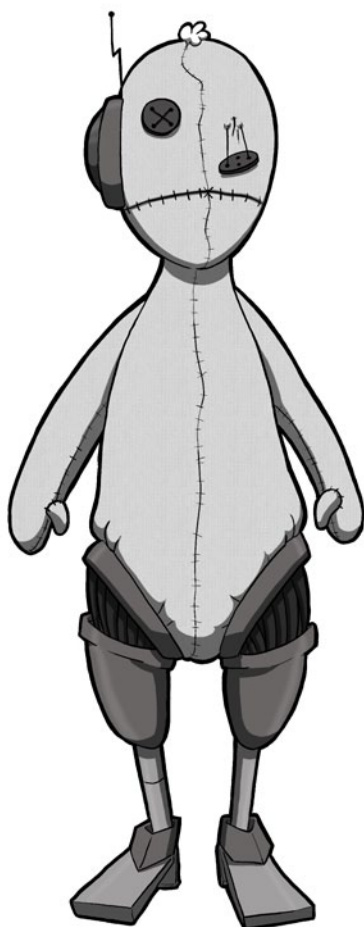
CONDITIONS

Conditions are tags that affect characters. Some are positive and some are negative. You might get a negative condition when you fail to **STAY STRONG** against a villain's dark aura, or you might give a villain a condition by doing one of your playbook-specific moves.

Conditions are usually temporary. If you are affected by a condition, the principal will tell you when it wears off. If you have to do something specific to cure your condition, you and the principal will decide together what it is.

- * **Afraid** (paralyzed or fleeing, won't attack)
- * **Amnesia** (can't remember)
- * **Berserk** (can only **GO ALL OUT**, have to roll **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 bonds)
- * **Confused** (after every intentional action, must take a random use-less action)
- * **Deafened** (can't hear)
- * **Despairing** (can't use 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)



Tips and Hints for Students

YOU AREN'T JUST PLAYING IN THIS GAME. YOU'RE HELPING RUN IT.

The principal will ask you to make decisions not just about your character, but about the world the game is set in and the characters who live in it. That can be a lot of responsibility, and sometimes you might feel put on the spot when the principal asks you to decide something. If you can't think of something right away, don't worry. Ask the other players if anyone has a suggestion, and bounce off their ideas. If everyone works together you should be able to come up with something you like.

YOU DON'T HAVE TO KNOW EVERYTHING ABOUT YOUR CHARACTER BEFORE YOU START PLAYING.

You'll have a name, two playbooks, some moves, and bonds with the other characters. You might have an enemy or a mentor, or a bit of an idea of your character's backstory. If you don't, that's fine too. Don't stress about not knowing all the details. You'll find out who your character is as you play them and interact with the rest of the team. Your character will grow and change. That's part of being a teenager, after all.

EMBRACE THE DRAMA.

Your character is a larger-than-life person with amazing powers, and regularly faces down equally larger-than-life problems. Let them take exciting, dramatic actions that might have terrible consequences. Don't play it safe. Have big feelings and proclaim them to the world. Ask your crush to the dance. Challenge your rival to fight on the roof. Go for it, whatever it is. And whatever you do, make sure to describe it dramatically.

LOVE THE TROPES OF THE GENRE.

We sure do! You'll see it in the names of moves and the sorts of stories that it's possible to tell in this game. If you want to play a gutsy hero who

never gives up and wants the world one day to know their name, or a tortured half-vampire with a soul who hunts their own kind, don't worry that you've seen characters like that in series after series. It's because people love that kind of character that we keep telling stories about them over and over. Your character will be your own, because you get to make all the choices about them and help tell their story.

IT'S OKAY TO CARE A LOT.

Don't be too cool for school. You can and should care about your character, because they're an exciting person and you made them. You can and should care about your teammates, because you're all the heroes of this story you're telling, and about NPCs, because they're important characters in the story, too, and you and the other players helped come up with them. Even if your character is a cool loner type, you can care a lot deep down.

TEAMWORK IS VERY IMPORTANT.

Most challenges you face will be too big for any one person to deal with, so you all will have to work together. Each playbook has unique moves that can help solve particular problems. The Apprentice Reaper is good at dealing with ghosts and spirits, and the Digital Champion can hack computerized systems. Use your expertise to help your team. Jump into the limelight when it's your turn to shine, and let others have their turns, too. Sometimes you can set up a move for a teammate, or COME TO THEIR RESCUE when they're in trouble. Look for ways you can contribute to the team and to the story.

USE YOUR BONDS.

It might be tempting to hoard them like treasure, but the game mechanics expect you to use them when needed to turn failure into success and make it through the toughest situations. Don't worry, you'll gain more bonds again as you interact with your teammates, and you'll even earn experience for doing so.

ABOVE ALL, HAVE FUN!

This is a game about a genre you and your friends know and love, and here you are playing a protagonist in your very own series.

Example of play

Haru the Secret Monster Idol has given his classmates VIP tickets to attend his concert. His pop band, the Beach Foxes, is playing at the arena in Neo Okinawa—an arena owned by the corporation, K☆, that also owns the band.

“Okay, here’s the scene,” the principal says. “Yuuki (Adorable Creature Summoner), Kayo (Transfer Reincarnated Soul), Makenshi (Rival Digital Champion) and the other classmates are in the VIP booth, with a great view of the stage. You’ve got comfortable, plush seats, a table with snacks, and a fridge stocked with sodas.”

“Are the sodas all K☆ branded?” Kayo’s player asks.

“Of course.”

“I’m drinking cherry soda,” Yuuki’s player says. “Yuuki’s having a great time. She loves the Beach Foxes.”

“I love them too,” Kayo’s player says, “but only ironically.”

“Keep telling yourself that,” Makenshi’s player says.

“Don’t you have a poster of the Beach Foxes?” Kayo’s player asks, grinning.

“Makenshi will never admit it. But he totally does.”

“The opening act finishes up,” the principal says, “and the Beach Foxes come on. They wave and the crowd goes wild. It takes a while before they calm down enough for the band to start the first song. What is it, Haru? What’s the name of one of the Beach Foxes’ songs?”

“We’re starting out old school,” Haru’s player says, “with the acoustic intro to one of the hits off our first album, called ‘A Song for a Beach Fox.’”

“Do you want to roll to see how well Haru performs?” the principal asks.

“You don’t have to. He can put on a good show without even trying. But if he’s pushing himself to do his best, you can roll.”

“I think he’s really going for it,” Haru’s player says. “What should I roll?”

“If you’re throwing yourself into it with all you’ve got, use HOT. If you’re playing on the audience’s emotions, use CHARM. You decide.”

“He’s giving it all he’s got. So, HOT.” Haru’s player rolls, and gets an 11.

“It’s an amazing performance,” the principal says. “You sing great, and the rest of the band plays off your energy. You can see the tech people in the wings swaying along.” The principal turns to the rest of the group. “What

are all of you doing, up in the VIP box?"

"Yuuki's jumping up and down. When it gets to the parts where everyone sings along, she belts it out. She's excited."

"Makenshi, Kayo, what about you? Are you grooving?"

Kayo's player smirks. "Maaaaaybe."

"Makenshi's holding up a wall. But his foot is tapping, just barely."

"Kayo, you notice something," the principal says. "There are big screens that usually show the band, for the people in the back, and some of them are doing that, but other screens have abstract colored lights that move and flow together in fascinating patterns."

"Aesthetic."

"Yes, very. It's definitely Kayo's jam. But you realize you've seen patterns like that before. I'm not going to make you roll. Kayo's an artist, he recognizes artistic styles. This is like the website you were on this morning."

"The dodgy one that gave me malware? And stole my passwords?"

"The very same."

"Right. Well, when I notice that, I dance on over to Makenshi and point it out. 'Look, do you recognize that from the website?' "

"Makenshi looks blank. He doesn't know from aesthetic. 'What website?' "

" 'The one you, ah, helped me out with.' "

"He squints at the screens. 'I guess. What do you think it means?' "

" 'I don't know. They can't steal passwords with a light show, can they?' "

"Makenshi gives a bunch of technical details about code being translated into light, and nobody understands a word he's saying."

"I listen and nod," Kayo's player says, "and I lean on my elbow against the wall right next to him."

"Getting up in my space?" Makenshi's player says. "Are you flirting?"

"Oh, absolutely. What does Makenshi do?"

"He stays right where he is, and when he finishes talking about code he adds, drily, 'If the light show gives you malware, you'll have to come to me for technical assistance. Again.' "

" 'And then I'll have to redecorate your apartment. Again. I won't stop until I've vanquished every shred of dreary beige.' "

The principal claps. "I love it. If the two of you want to gain a bond with each other, go for it." Both Makenshi and Kayo's players mark one more bond on their sheets.

"And now something happens that everyone notices," the principal says. "It's the last song before intermission. During the chorus there's a loud whine, like feedback in the sound system. People cover their ears and wince. 'You'd think their sound techs would be better than that,' your classmate Jiro says to Yuuki. He would know, since sound design is his thing. But in a moment the whine fades and the band carries on with the song, without missing a beat."

"Of course we do," Haru's player says. "We're professionals."

"The whine fades," the principal says to Kayo's player, "for everyone except you. You keep hearing this ringing inside your head, and it's causing intense pressure. You suddenly have a splitting headache. You're going to take -1 ongoing until it goes away. What do you do?"

"I stumble toward the door, holding my head. I want to get outside, get some air."

"I'm keeping an eye on him," Makenshi's player says. "If he goes out I'm going to follow him."

"It's actually intermission now," the principal says. "The last song just finished up, the Beach Foxes left the stage, and a K☆ employee is here to escort all of you backstage to the green room, where you get to meet the band. So all your classmates are rushing for the door, too."

"I'll hang back, then," Kayo's player says. "I don't want to get caught in a crush of people."

"I'm definitely rushing forward," Yuuki's player says, "and I'm pulling Jiro with me. I'm ready to meet the band. Sorry, Kayo, but I don't think Yuuki notices you. She's really into the music and the experience."

"Okay," the principal says. "The employee leads the group of excited VIPs through the utility corridors in the backstage parts of the arena." The principal looks at Haru's player. "Over to you, Haru. The band leaves the stage. Your drummer gives you a high five and thanks you for getting him permission to do that solo piece."

"I tell him it sounded great. Did it sound great?"

"Pretty good, yeah. I mean, he could polish it more. But pretty good. Your security guards usher you through those same utility corridors—"

"We don't get security guards?" Yuuki's player asks.

"You're not a world-famous boy band. Are you doing anything notable, on the way to the green room, Haru?"

"No, just chatting with the other band members."



"Okay. What about the rest of you? Any high jinks on the way to meet the band?"

Yuuki's player gives a shake of the head.

"I'm staying close to Kayo," Makenshi's player says. "I ask him, quietly, when no one else is nearby, 'Are you all right?' "

"Am I?" Kayo's player asks. "Do I still have the headache?"

The principal nods. "It's just as bad out here as in the VIP box."

"Then I'm still stumbling and wincing. I say to Makenshi, 'Do you hear that sound?' "

" 'What sound?' "

"At that moment," the principal says, "a blinding flash of light bursts in front of both of you. Yuuki, it's behind you so you're not looking directly at it. The light resolves itself into an array of colored, glowing lines in the air, roughly shaped like a door."

"Does it look like that portal Mordred came through in the club?" Maken-shi's player asks.

"Sure does. Except it's differently colored." The principal looks at Kayo's player. "It's that same artistic style as the light show. And the website."

"Great," Kayo's player says.

"As soon as the portal appears, it begins moving," the principal says. "It sweeps quickly toward Makenshi and Kayo, as if it's going to engulf them. It's moving away from you, Yuuki. What do all of you do?"

"Dodge out of the way," Makenshi's player says. "And drag Kayo with me, if it doesn't look like he's moving fast enough."

"I'm dodging too," Kayo's player says. "Or trying to. Do I still have that -1 ongoing?"

"Yep. And the portal is the size of the entire corridor, so it's not going to be easy to get out of its way. You'll both have to REACT FAST to manage it. But first, what's Yuuki doing?"

"It's moving away from me, right?" Yuuki's player says. "And all the other VIPs are on my side of it?"

The principal nods. "They all notice the light and the portal, but don't seem to recognize it like you do. A couple people clap, like they think it's part of the show. The K☆employee looks nervous and tries to bustle everyone further down the hallway, away from the portal. What does Yuuki do?"

"Well, I don't want to summon Reverb in front of everyone, but I definitely want to help Makenshi and Kayo. I look around for a cross corridor or a closet, somewhere I can get away from the group."

"Sure. Everyone's distracted, so it's easy to duck around a corner. Jiro comes with you."

"Oh, right. Well, he knows about Reverb. I gesture to him to be quiet, and I

peek around the corner to see what happens with the portal.”

“Okay. And Haru, you’re in the green room now. You don’t notice any of this yet, sorry.”

Haru’s player grins. “That’s all right, I’m eating snacks.”

The principal says to Makenshi and Kayo’s players, “Roll REACT FAST, then.”

“That goes off COOL. Which I just raised,” Makenshi’s player says, and promptly rolls a 6.

Kayo’s player winces. “I got a 3. Welp.”

“Mark experience, then,” the principal says. “And the portal sweeps over both of you. Unless Makenshi’s going to use a bond to improve his roll.”

Makenshi’s player thinks about it. “Kayo can’t get a partial success even if he uses a bond. And I don’t want him getting sucked through this portal alone. I’ll take the failure.”

“Baw,” Kayo’s player says. “You’re adorable.”

“Then the blinding light rushes over both of you,” the principal says, “and you find yourselves somewhere else entirely. Makenshi, you immediately think that you’re in the digital world, though it’s no part of the digital world you’ve seen before. There’s a confusing swirl of colors and lights, and you’re not sure which way is up or down. It’s like being inside an avant-garde art piece.”

“With a very particular aesthetic sensibility, right?” Kayo’s player says.

“You know it. And you’re both trapped, spread-eagled, in a big spiderweb made of light. You’ve got the condition Bound. There’s a beautiful woman in white robes floating in front of you, with billows of pale hair. She’s exposed about five f-stops too bright, so she’s hard to look at. Kayo, your spirit recognizes her. You’re getting a ‘here we go again’ feeling from it.”

“What do I see, while this is happening?” Yuuki’s player asks.

“You see the glowing portal sweep over Makenshi and Kayo, and then it vanishes, along with them. There’s just an empty backstage corridor.”

“Can I ask Jiro to run on ahead with the rest of the group, and get to the green room and tell Haru what’s happening?”

“Sure. He doesn’t like leaving you here alone, though.”

“I promise I’ll be careful. And he knows Reverb can look out for me.”

“He nods, and runs off in the direction the others went. But he looks back over his shoulder a couple times.” The principal turns to Makenshi and

Kayo's players. "Back in the digital world, the woman looks at Kayo. Maken-shi, she's ignoring you. You don't know if she's even noticed you're there. She stares at Kayo with a cruel, eager delight in her eyes. 'It's you,' she says. 'You've changed your form, but I'd recognize you anywhere. And your pain at my beacon gives you away. It is attuned to your powers.'"

"So that's what that was about," Kayo's player says. "Do I still—?"

"Yes. You do. 'I haven't forgotten what you did to me,' the woman says, 'and you of all people, wizard, know that I never forgive.'"

"'I'm not a wizard,' Kayo grumbles. 'I've never been a wizard.' I wonder what I did to her in my past life?"

"She floats closer and cups your chin in her hand," the principal says. "It makes your headache worse, like someone is stabbing between your eyes. 'Now I just have to decide,' she says, 'if I want to kill you slowly, or keep you as a pet and torture you. Decisions, decisions.' Okay, what are all of you going to do? We're probably in combat rounds now—"

"No shit," Makenshi's player says.

"—so tell me what you plan to do and I'll tell you who goes first."

"I'm going to become the spirit," Kayo's player says. "Since it seems to recognize her. And I can do my psychic powers even when I can't move, so I'll try to hit her with my PSYCHIC STRIKE."

"And Makenshi?" the principal asks.

"She's threatening Kayo. I want to COME TO HIS RESCUE."

"How do you plan to do that?" the principal asks. "You're Bound, remember? Stuck in that web. How can you rescue him while you're tied up too?"

"Wait, I have an idea. We're in the digital world, but I'm in my human form. What would happen if I engaged my avatar? Would it be free of the web?"

"Hmm. You're pretty sure you can engage your avatar, but less sure what will happen to your body after that."

"Well, I'm going to try it."

"Right. And Yuuki?"

"I'm going to run over to where Makenshi and Kayo disappeared, and see if I can find any trace of that portal, figure out how to get to where they are."

"I'm still in the green room," Haru's player says. "If the VIPs have showed up, I'm signing autographs and posing for photos."

"Let's do Makenshi first," the principal says. "You're rolling POWERS

ENGAGE to manifest your avatar and try to break free.”

“I get a 10,” Makenshi’s player says. “So yeah, it works. What happens?”

“You snap your headset into place and slide into your avatar as you normally do, leaving your body behind. Kayo, for a moment you see the two of them superimposed—Makenshi’s human body and his digital form. Remind us what your avatar looks like, Makenshi?”

“I have a helmet with a visor that covers my face, and a full suit of armor, like knight’s armor, but sleek and technological. It’s a little like what he would have worn in his past life, but Makenshi doesn’t know that. The similarity is subconscious.”

“Right. So as the avatar slips free of the web of light, your human body pixelates and disappears. Yuuki, as you’re running toward the spot where the two of them vanished, Makenshi’s body suddenly appears, unconscious on the ground, with his headset closed over his face.”

“Don’t mess with my headset,” Makenshi’s player says.

“You’re can’t talk, you’re unconscious,” Yuuki’s player says. “And I haven’t seen you do this before, remember?”

“Because I normally pick an out-of-the-way spot, not the middle of the hallway.”

“I check over Makenshi to make sure he’s alive,” Yuuki’s player says.

“He’s fine. He has a pulse, he’s breathing. He’s just completely limp, as if in a deep sleep. There are lights flashing on his headset. Are you doing anything else?” the principal asks.

“I don’t see any remnants of that portal or anything?”

“Not immediately. Are you examining the area?”

“No, I think I’m more worried about Makenshi and not ready to just leave him lying there and search around.”

“Fair enough,” the principal says. “Now Kayo. You’re becoming the spirit and using your PSYCHIC STRIKE on the woman. Describe it, and roll GO ALL OUT to attack her.”

“My hair floats up in an unseen breeze, and my eyes glow. ‘Oh, not you again,’ I say as I remember her. ‘Do you never learn?’ ”

“Oh, and you have a name now to go with your memories,” the principal says. “She’s Inanna, one of the Unending. Like Mordred.”

“And I have a 7 on my GO ALL OUT. I touch my forehead—no, I’m tied up. I

twitch my fingers as if I was going to touch my forehead, but I don't need to do that anyway, it's just for dramatics. I unleash psychic energy on her. I'm going to choose 'you harm them' from the list."

"All right. Here's what happens. Your energy shoots out at her, and this amulet she's wearing suddenly glows purple. A translucent shield appears around her, and the psychic energy slams into it and is repelled, directed back at you. You take—how much harm does your PSYCHIC STRIKE do?"

"2 harm," Kayo's player sighs, and marks it.

"Did you think I wouldn't be ready for your tricks this time?" Inanna says, smirking. She touches her amulet. 'You won't enter my mind ever again.' The principal pauses a moment. "So here's where we are. Makenshi's free and in his avatar form, standing behind Inanna. She's still ignoring him. His body is on the floor out in the human world, with Yuuki. Jiro runs into the green room, all upset. And Kayo's still stuck in the web of light. Inanna's smirk gets wider, and she touches the web and it begins to glow more brightly. Kayo, you can feel energy pulsing all around you. This is about to hurt worse than it already does. What does everyone do now?"

"Now I'm going to COME TO YOUR RESCUE, Kayo," Makenshi's player says.

"No, wait, think about it," Kayo's player says. "Maybe you'll free me, but you'll end up right where I am, and then the only person who can hurt her will be stuck in this web. My powers can't do a thing against her right now."

"Does Kayo say any of this?" Makenshi's player asks.

"Of course not. He shrugs and says to Inanna, 'Looks like you've got me, then. Your magical amulet is blocking my powers, and I'm here *all alone*.' And I put a sarcastic emphasis on those last two words. I know Makenshi's not an idiot. He'll figure it out."

"Makenshi presses his lips together in irritation. Then he gives a little angry snort, draws his sword, and leaps at Inanna from behind. I'm GOING ALL OUT on her. I'd like to grab the amulet if I can, but even more, I want to hurt her and distract her from hurting Kayo."

"His attack can go before whatever I'm going to try," Kayo's player says. "Which isn't likely to be much use, anyway."

"I get an 8," Makenshi's player says. "I harm her. It's 3 harm, and I'm going to try to slice across her neck."

"You do," the principal says. "It cuts deep, and she bleeds, but it's more like golden light than blood. She spins toward you—"

"Ha, she noticed me."

"—and a blast of light shoots out from her hands. It's hot and bright, and it sears you. You take 3 harm. You also need to STAY STRONG."

"I have Armor 1 in my avatar form, so that's 2 harm." Makenshi's player rolls. "I'm rolling so badly today. Gah. 4."

"Mark another experience, then. You can still see the light behind your eyes, even after it's faded. You take the condition Confused. That means that every time you take an action that you want to, next you have to take a random action. Exactly how that pans out is up to you. But the next thing you do has to be not useful, okay?"

"I have an idea. Let me think about it a minute."

"Yuuki," the principal says, "as you're crouched there beside Makenshi's body, suddenly wounds open up on his chest, like burns, though nothing's touched him. He still doesn't move or wake. What do you do?"

"Yuuki wraps her arms around herself for a moment. She's not sure what to do, or how she can help. She takes a deep breath to steady herself, gets out her MP3 player, and holds it up and summons Reverb." Yuuki's player rolls POWERS ENGAGE. "I get a 12."

"Okay, Reverb comes to you, no problem. There's a flash of light as he appears, and he immediately says, 'Yuuki, be careful. There's danger here.'"

"I know," Yuuki says. "Someone's hurt Makenshi, and Kayo's gone through a portal."

"They are in the Otherworld," Reverb says. "I saw them there as I traveled to you." He puts one wing protectively around Yuuki. "If you wish, I can go to them and aid them. It is easy for me to cross over, because the Otherworld is my home. But I cannot take you with me."

"I want you to help them," Yuuki says, "but I want to help them too." She touches the new button that recently appeared on her MP3 player. "And I think I might have a way." Next round," Yuuki's player says, "I'm going to use the new move I took when I leveled up."

"Great," the principal says. "And what's Kayo doing?"

"Can I try to wiggle my way out of the web while Inanna is distracted?"

"Sure, you can try. That's REACT FAST, and you're still at -1."

Kayo's player rolls. "Snake eyes this time. Everything hurts too much. I can't do anything but thrash around uselessly."

“And as the web flares with that light Inanna was infusing it with earlier, pain rips through your body, and you take 3 harm.”

“I scream. I’m not shy about expressing my emotions. Also that was my ‘broken’ heart box. One more harm and I’m done. And once I can talk again, I say to Inanna, ‘If you want to kill me slowly, you’re doing a terrible job.’”

“And on that note,” the principal says, “over to Haru. Jiro just ran in, and he says, ‘Yuuki’s in trouble. There was this light, and people vanished. I’ve got to go back and help her.’”

Haru’s player shrugs and makes an innocent face. “‘I don’t know what you think I can do about it. I’m just a world-famous pop star.’”

Makenshi’s player groans. “We still don’t know that you’re a kitsune. Are you ever going to reveal your powers?”

The principal says, “Jiro looks confused, and says, ‘Well, I’m just a high school student who lugs Yuuki’s DJ equipment around, and I’m still going back out there to help her. I don’t know what I can do, but I’m going to try.’”

“Haru makes a thumbs-up gesture. ‘That’s the spirit!’”

The principal says, “Jiro shakes his head and runs back toward the door. What does Haru do?”

“Oh, I go with him.”

Makenshi’s player laughs. “After all that?”

Haru’s player shrugs. “Kitsune gotta troll.”

“The band’s security guards stop you at the door,” the principal says.

“‘You’re not supposed to leave the green room,’ one of them tells you. ‘We can’t protect the band if you go wandering off with fans.’ He glares at Jiro.”

“Haru puts on a bright smile. ‘You could come with me.’”

“The security guards glance at each other. There’s only two of them. ‘We can’t split up,’ the shorter one says. ‘You’re going to have to stay here.’”

“Haru presses his hands together. ‘Oh, please, kind, brave security guards, I just want to take a photo with this enthusiastic fan,’ he puts his arm around Jiro, ‘who is, after all, a Very Important Person and paid K☆ a lot of money for this backstage pass. We can’t disappoint the fans, can we?’”

“You gave us those backstage passes for free,” Kayo’s player points out.

“They don’t know that, do they?”

“It sounds like you’re trying to BE CONVINCING at them,” the principal says.

“Go ahead and roll it.”

Haru's player rolls. "I got a 9. They're convinced."

"And they want something in return. Let's see. Oh, I know. The taller security guard pulls out his phone. 'My daughter's turning eleven, and she's a big fan. Can I record you singing happy birthday to her?' Will Haru do it?"

"Enthusiastically. And then I drag Jiro out the door, with my arm still around his shoulders."

"The shorter security guard makes a 'good luck' gesture at you. It's pretty clear she doesn't think you're just taking a photo."

"I wave and shut the door, and we run down the hallway."

"Okay, good. I'll tell you what happens with the two of you in just a moment. Back to the others. Kayo's nearly dead, and Makenshi's Confused."

"I thought about how Makenshi's condition is going to go," Makenshi's player says. "I have an idea I really like. Can I play it out?"

"Sure, once Inanna makes her move. She's bleeding from the neck, but she still has her amulet. She looks at Kayo, lying broken in her web, and she says, 'It's so easy to forget how fragile your mortal shell is, wizard.'"

"'Not a wizard!'"

"And with one hand, turning her back on Makenshi again, she pulls at the scintillating patterns of light, and they become spider-like forms, glowing and pulsing. There are three of them, and they range themselves around to protect her. So, Makenshi, now you can do your thing."

"Right. I think that the way Makenshi gets Confused is that his mind is slipping back and forth between his past life and now. So he looks at Kayo and shakes his head and says, in an older-sounding, snarky voice, 'What did you do to her this time? Am I always going to have to come pull your ass out of the fire?' And then he holds his hands to his head and says, in his usual voice, 'What's going on? None of this makes any scientific sense.'"

The principal claps. "Oh, I love this so much. Inanna actually looks at Makenshi now. 'I see,' she says. 'This is your knight. The one who always fails. And look at him, failing again.' She eyes Kayo keenly. 'I will take your knight and rip him apart in front of your eyes. I know what the two of you once shared. I know his pain will mean more to you than your own.'"

"Kayo rolls his eyes. 'Wow, are you writing doujin about us? You're making a lot of assumptions about our private lives.'"

"'How sad it must be,' Inanna says. 'How pathetic, to keep reincarnating in these weak human forms. To find each other, only to lose each other over

and over again. And this time you don't have your hero, your bard has been neutralized, and there is no princess to lead you.' "

"That's my cue," Yuuki's player says. "I want to try my PARAGON SUMMON."

"Great! How does Yuuki activate that?"

"She raises her MP3 player and presses the new button. She floats up into the air, and Reverb floats toward her, overlaps her. I'd better roll to see if it works, though, before describing what it looks like." Yuuki's player rolls POWERS ENGAGE, and gets a 6. "I'm going to use a bond to raise it to a 7. I'll use a bond with Makenshi. He's right here, wounded, and I think about how I met him on the roof after I had that talk with Reverb about my brother, and he saw I'd been crying and didn't say anything about it. He's stand-offish on the outside, but I know he's got a good heart. And I want to be able to save him."

"Good. It's a partial success, then. You'll be able to fuse with Reverb."

"Maybe the drawback is that it's not a very good fusion?" Yuuki's player says.

"I have an idea for the drawback," the principal says. "You describe the fusion however you want."

"Okay! My clothes become more flowing, a loose top like a karate gi tucked into pants wrapped close at the shin with cloth wraps. I sprout Reverb's wings from my back, and my head is covered by a helmet with Reverb's feathered plume sprouting from it."

"Nice."

"Am I able to cross over now?"

"You are. You instinctively reach for the gap between worlds and fly through it. It's blindingly bright, and colors swirl all around you. It's as I described for Kayo and Makenshi. They're both there, Makenshi in his avatar form, Kayo trapped and in bad shape. And you're trapped, too, Yuuki. That's the drawback. You appear in the middle of the web of light, and this woman, Inanna, is standing right in front of you. She seems surprised."

"'I made it,' Yuuki says. 'Or we made it?' When she speaks, her voice is doubled with Reverb's."

"Kayo looks surprised, too, but it a good way," Kayo's player says. "He laughs, through bloodied lips, and says to Inanna, 'There she is. The princess. I found them again. They found me. And whatever you do to me, to us, we won't ever stop. Each time you rise up to entangle and ensnare people

we're going to keep coming back and freeing everything. We're going to defeat you. Again. In these fragile mortal bodies.' ”

“Are you PROCLAIMING YOUR FEELINGS?” the principal says. “Because it kind of sounds like it.”

“Yeah, I think I am.” Kayo’s player rolls for it. “Well, look at that. 12. The one thing I can succeed at today.”

“So you get a +1 ongoing for the rest of the scene. Balances out that -1 ongoing.” The principal looks at Haru’s player. “Over to Haru and Jiro. Jiro leads the way toward where he last saw Yuuki, but she’s not there. Instead, there are four security guards bending over a prone figure. It’s Makenshi. And they aren’t K☆ security guards. They’re wearing uniforms belonging to K☆’s rival, Arcadia Corporation. They look up and one of them says, ‘Get out of here, kids, if you know what’s good for you,’ and another says, ‘Wait, isn’t that boy in the band?’ What does Haru do?”

“Can I tell which of them is in charge?” Haru’s player asks.

“Sure. She has a gold Arcadia insignia instead of a silver one. She’s the one who asked if you were in the band.”

“Perfect. I look right at her and strike one of my signature poses, and I say, ‘This is your lucky day, Beach Foxes fans. It is indeed I, Haru Asahi, and I’m here to do a very exclusive private concert for you.’ I start to sing, and I gesture to Jiro to turn on his sound system and give me some backup beats.”

“Amazing. What are you trying to do? Are you distracting them?”

“I want to use my singing to ENCHANT them. That’s one of my Secret Monster moves.”

“Okay, roll POWERS ENGAGE.”

Haru’s player rolls. “I get a 13!”

“You get to hold two,” the principal says, “and spend them on making someone comply with a reasonable request. What do you want the ENCHANTED security guard to do?”

“First, I’ll have her ask for my autograph. And for my second request, I’ll have her take her team and leave. Without dragging off Makenshi’s body.”

The principal laughs. “So when you finish your song, all the security guards clap, but their captain claps loudest. And then she does as you want. The other three security guards look surprised, and one of them says, ‘What about our orders, boss?’ but they follow her off.”

"I go over and check on Makenshi. I see that he's injured, right, and that I can't wake him up?"

"You do. And Jiro is looking around, and he shouts, 'Yuuki, where are you?' Let's head back to the Otherworld. Inanna looks pissed off at Kayo's speech. She starts glowing brighter than before, as if she's going to unleash some big blast of power. Her spider minions move to attack Makenshi. Yuuki and Kayo are both in the web, and Makenshi, you can act normally this round. What do you do?"

"I want to play my TRAP CARD on Inanna," Yuuki's player says. "I'm pretty sure I can do that even if I can't move."

"If that works," Kayo's player says, "Makenshi, you should go for her amulet. If you can get that off her, I can do something."

"That gives us our turn order, then," the principal says. "What does it look like when Yuuki activates her trap?"

"Usually I do it by playing a chord on my electric shamisen, but in this case I think everyone just hears the chord ringing in the air, and my eyes glow. And I roll a 10, so yeah, it comes off. A lightning glyph appears on the floor where Inanna is standing, and a cage of lightning snaps shut around her."

"As that happens, I'm going to try to grab her amulet," Makenshi's player says.

"You'll be leaving yourself open to attack from the spider minions. No matter how well you roll, you'll take harm from them."

"I'm fine with that."

"That'll be REACT FAST, then."

Makenshi's player rolls. "I get an 8."

"No you don't," Kayo's player says. "I use a bond with you to make it a 10. We need this to work. I think about all the lifetimes we said what we meant to each other just too late, all the times we died in each other's arms, and how even though we keep losing each other, every time I stretch out my fingers to you, I find your hand already reaching toward mine. Maybe I'm stuck as a teenager again, but that also means we get more time. And this time we win."

"That's a full success, then," the principal says. "The spider minions stab you, Makenshi, as you dash past them, and you take 2 harm. How do you get the amulet away from Inanna?"

"I leap through Yuuki's lightning cage and rip it from her neck. The lightning

splays and flickers off my armor, and I make a perfect three-point landing with the amulet in my hand.”

“‘My turn,’ Kayo says. I’m going to do my LIMIT BREAK.”

Yuuki’s player cheers.

“Wait till I roll it first,” Kayo’s player says, and there’s a tense moment while dice roll. “10. Good. I use WEAPONIZED POSSESSION. Here’s what happens. Kayo’s body slumps in the web as the spirit leaves him and manifests inside Inanna. The color of her eyes changes, and I say, in her voice, ‘Well, here we go again.’ I dismiss her minions, I dismiss the web—”

“I catch your body as it drops,” Makenshi’s player says.

“—and I can do anything she can do now, right? I have access to all her powers? I want to open a portal back to our world.”

“All the Unending can open portals,” the principal says. “You wave a hand, and there’s a doorway to the corridor you left. All of you can see Haru and Jiro, and Makenshi’s body.”

“I make Inanna open another portal to somewhere else. I don’t care where. Far away. And then I have her walk through it and close it behind herself.”

“Now you’re going to be on cooldown for the rest of this session and the next,” the principal says.

“I’m also going to be recovering from being nearly dead.”

“What’s everyone doing now that the combat’s over?”

“I run through the portal toward Jiro,” Yuuki’s player says. “I remember that I’m in my PARAGON SUMMON form, and for a moment I’m nervous and hang back, but I get over that and run up to him and give him a hug. ‘I’m okay,’ I tell him.”

“I’m carrying Kayo’s unconscious body back through the portal,” Makenshi’s player says. “I wait until I’m sure no one is looking, and then I kiss him on the forehead.”

“Is this before or after you walk through the portal?” the principal asks.

“Before.”

“Good, because as soon as your avatar steps through the portal it pixelates and vanishes.”

“And you drop me.” Kayo’s player laughs. “Can I land on top of his real body?”

“Sure, why not?”

"So when you wake up," Kayo's player says to Makenshi's player, "I'm slumped on top of you, propped up on one elbow, grinning into your face."

"I thought you were unconscious," Makenshi's player says.

"Nope, I have one heart box left. I was only unconscious while I was doing my LIMIT BREAK."

"Then were you awake when I kissed you?"

Kayo's player smirks. "I'll never tell."

"Yuuki separates back out from Reverb," Yuuki's player says, "and looks around at everyone. 'I wasn't sure what to think when Kayo started talking about past lives. And I still don't know if I'm ready to be a princess. But it's clear that whatever this is, we're all in it together. We're a team. A really good one.'"

"And guess what?" Haru's player says. "You still don't know I'm a kitsune."

"Once Yuuki's dismissed Reverb," the principal says, "a couple K☆ security guards come running up, along with Izuki, Haru's publicist. She looks around at the situation, with some of you battered and bleeding, and says, 'Oh no! I'm so sorry you got hurt by those Arcadia goons. They were here doing corporate espionage. We had no idea they would injure innocent bystanders. Please, let me get you medical attention. And I hope you will each accept an all-expenses-paid weekend at the K☆ beach resort, with our deepest apologies. We'll fly you there right after the concert.'"

"Beach episode!" Yuuki's player shouts.





Playbooks

Character creation

Creating your character is easy and fun! You will make a lot of choices not just about who this person is, but also what kind of world they live in, who their classmates are, and what relationships they have with their teammates.

Before you game, discuss expectations and boundaries with your group. See *Running The First Session* (page 154) for tips on how.

1. Pick a student playbook and a destiny playbook. Everyone should pick a different student playbook. Ask your principal if you should all pick different destiny playbooks or if it is okay for you to have several students with the same destiny.

You can copy the playbooks out of this book (include “All Playbooks Use This” from page 71), or you can print off the full-sized playbooks available for download at DriveThruRPG.com, or you can use the blank playbook (page 226) and fill it in.

2. Pick a distribution of stats. This is found in your student playbook. You might want to look through the moves in both your playbooks first, to get an idea of what stats will work best for your character. For example, if you are a Transformation Warrior many of your moves use POWERS ENGAGE (SPIRIT) and Go ALL OUT (HOT). Pick a distribution of stats with an okay/good SPIRIT and HOT.

It's fine to play a character whose stats aren't perfect. It can be fun to be a Night Hunter with a -1 COOL who tries to use STEALTH anyway. This game isn't about always succeeding, but about trying your best and interacting with your team. Also, you will have the chance to raise your stats as you level up.

3. Select moves from both your playbooks, as indicated. Certain playbooks also ask you to choose a drawback or gear.

Some moves let you name and invent an NPC. Do this, and tell the principal what you came up with.

You automatically get all the basic moves.

4. Choose your look. Pick one each from the lists in your student playbook. You can describe your look in greater detail, too, if you want.

WAIT, BLOOD TYPE?

In Japan, blood types are said to influence personality, like zodiac signs, and anime and manga characters often have it listed in profiles alongside their birthdates and likes. We put it in looks not because it's part of your character's appearance but because there's a list to choose from. If you don't care about the symbolism just pick one at random. If you do, here's a shorthand:

Type A people are said to be sensible, careful, and patient; but also to be stubborn, over-earnest, and obsessive.

Type B people are said to be passionate, creative, and enthusiastic; but also to be irresponsible, selfish, and unreliable.

Type AB people are said to be calm, rational, and organized; but also to be critical, indecisive, and aloof.

Type O people are said to be confident, competitive, and curious; but also to be ruthless, aggressive, and envious.

5. Fill out your profile. Write down your character's name, birthdate, pronouns, and something they like. Their like should say something about their personality. Do they enjoy spicy food? Playing video games? Nothing?

6. When you've gotten this far, show your work to the principal, who will probably want to jot down some notes about your abilities.

7. Once everyone is ready, take turns introducing your characters to the group. Tell their playbooks, their look, and their profile. You can tell anything else you want to about your character at this point. Do you have an idea about their personality or background? Let everyone know.

8. Take turns choosing bonds with your teammates. Look at the list of bonds in your student playbook, and pick out one statement for each other character. This statement tells something about your character's relationship with the other person. Each statement will ask you to tell the other person something, ask them something, or decide on something together.

If someone suggests a bond with your character that you think doesn't fit, say so. You can suggest an alternative, or they can pick a different one from their list. Both people involved in a bond need to agree about it.

Once you have assigned a bond to every other character, give each bond a number indicating its strength. Give 2 to the teammate your character feels most strongly about (good or bad). Give 0 to the teammate your character knows least well. Give all the others 1.

That's it! Now you're ready to invent the world including your teacher, classmates, and homeroom. The principal will guide you from here.

Playbooks list

STUDENT PLAYBOOKS

THE ADORABLE—You're cute! You look younger than you actually are, and people tend to underestimate you. You have no qualms about using that to your advantage.

THE DELINQUENT—You're tough, at least on the exterior, and have some, um, unique skills. Voted "most likely to get in trouble with the law" in the yearbook.

THE ELITE—You're rich and popular. Even if you're not actual royalty, your classmates think of you as a charming prince or a gallant princess. Your family may own a corporation or a nation.

THE FRIEND—You're encouraging and cheerful to everyone. You give your classmates relationship advice and motivational speeches. Even monsters want to be your friend.

THE HERO—You believe in the power of friendship! Determined, enthusiastic, and selfless, you leap into situations and use your heart, not your head.

THE IDOL—You're famous and know how to play to a crowd. Whether you're a singer, an actor, or an internet celebrity, you've got fans, an income, and maybe even stalkers.

THE MENTOR—You're everyone's big brother or sister. Dependable and competent, you hold down a part-time job and own a vehicle. You've even taken classes in first aid.

THE MYSTIC—You have an innate connection to the spiritual. Your parents may run the local shrine or temple, and your classmates come to you when they are facing things out of their depth, or just want their fortunes told.

THE PRODIGY—You're the best there is at what you do, whatever that is. Whether you're the star of the swim team, a chess champion, or a master chef, you impress everyone with your skill. Your one skill.

THE REP—You are a class representative or a member of the student council. Responsible and ambitious, you have clout with both teachers and other students.

THE RIVAL—You believe in yourself, in your own strength and skill. Cool and analytic, you work best alone. Or at least that's what you'd like to think.

THE TRANSFER—You're new to this school, and maybe to this town or planet as well. Your new classmates find you mysterious and intriguing.

DESTINY PLAYBOOKS

ALCHEMICAL WITCH—You have magical powers and can cast spells. Maybe you brew potions, or flick sparkles from the end of your wand, or draw transmutation circles. Riding your broom or magic carpet, with your familiar at your side, the powers of the universe are literally at your call.

APPRENTICE REAPER—You have one job. It's to send the souls of the departed to their rest and keep the world safe from ghosts. Of course you would never abuse your reaper powers in order to explore all the other interesting things there are to do in the mortal world.

CREATURE SUMMONER—You call magical creatures from another dimension to fight for you, with the help of a summoning item like a deck of cards or an arcane digital device. These creatures may be your friends, or they may merely serve you because of the device you hold. They are cute, bizarre-looking, or both at once.

DIGITAL CHAMPION—You are able to send your soul into another world while your body lies dormant. This might be astral projection into another realm, or using a VR headset to appear in a digital world. While there you have amazing powers, and even in the ordinary world you can accomplish some pretty nifty things with technology.

MECH PILOT—You have a giant robot and know how to use it. Maybe it's bound to you by magic, or maybe it's super-advanced technology from outer space. You're attempting to keep it hidden in your garage, an abandoned warehouse, or a sewer tunnel.

NIGHT HUNTER—You are a stealth assassin, a vigilante, or a demon hunter. With specialized tools like holy water, arcane scrolls, and smoke bombs, you leap around on roofs in the night and apprehend bad guys. And of course you look cool doing it.

OTHERWORLDLY ROYALTY—You are a royal scion from another planet, an alternate world, or a spirit realm. You have special powers, but you look like an ordinary human teen. You're on Earth because you were hidden here, ran away, or were exiled. Or maybe you're the last survivor of your people.

REINCARNATED SOUL—You are possessed by a spirit. It may be your own past life, or it may be a spirit you've picked up from opening a coffin, touching a puzzle, or doing something else inadvisable. Sometimes it, instead of you, controls your body. It has its own goals, powers, and old enemies, all of which have now become your problem.

SCIENCE EXPERIMENT—Someone has altered you through science or magic and given you special abilities. You might be a corporate experiment gone wrong, an escaped super soldier, or a living weapon. Your traumatic past has given you some issues, and whoever created you in the first place is bound to want you back.

SECRET MONSTER—You are disguised as a human, but you are actually a monster. Whether a vampire, a ghost, a yokai, a werewolf, or something else, you have one inhuman feature that still shows even in your disguised form. And of course there's a drawback to being a monster—a sunlight allergy, a voracious hunger, or inconveniently controlling monster relatives.

TIME TRAVELER—You've come back in time to prevent the apocalypse, you are a survivor from an alternate timeline, or maybe you just travel around through time and space on a lark. You don't quite fit in here. But you've got amazing future tech like an AI helper, a BFG, or a sonic multitool.

TRANSFORMATION WARRIOR—You transform into a powerful warrior in order to do battle with the forces of evil. Maybe you wear a uniform with a cute skirt, or maybe you have a special suit of armor. You may be color coded or themed. When you have transformed, no one except your team recognizes you, even if your uniform does not involve a mask.

All Playbooks Use This

HARM

If you take harm, mark off one heart box for each harm.



Scuffed



Battered



Bruised



Bleeding



Broken



Dying

LEVELING UP

Experience: ☐☐☐☐☐☐

Limit Break! ☐

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- ☐ Add +1 to one of your stats. (max +3)
- ☐ Add +1 to one of your stats. (max +3)
- ☐ Add +1 to one of your stats. (max +3)
- ☐ Take another move from your student playbook.
- ☐ Take another move from your student playbook.
- ☐ Take another move from your destiny playbook.
- ☐ Take another move from your destiny playbook.
- ☐ Take another move from your destiny playbook.
- ☐ Take a move from any playbook.
- ☐ Take a move from any playbook.

The Adorable



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Ruffles and lace, Youthful fashion, Careless fashion, Traditional clothes

Fluffy hair, Ponytails, Bouncy hair, Childlike hair

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM +2, COOL -1, HOT +1, SMART O, SPIRIT +1

☐ CHARM +2, COOL +1, HOT -1, SMART O, SPIRIT +1

☐ CHARM +2, COOL O, HOT +1, SMART +1, SPIRIT -1

☐ CHARM +2, COOL -1, HOT O, SMART +1, SPIRIT +1

☐ CHARM +2, COOL +1, HOT +1, SMART -1, SPIRIT O

MOVES

Choose two Adorable moves:

☐ **UNDERESTIMATED**—You will be the last one targeted in a fight unless you call attention to yourself. If you're found someplace you're not supposed to be, get +1 to your roll to BE CONVINCING about why you're there.

☐ **PORTABLE**—You are small, fit in unlikely places, and can easily be carried by average sized people. Whoever is carrying you gets +1 to REACT FAST, as you can point out danger.

☐ **BALL OF RAGE**—The first time you Go ALL OUT in a fight, you get +2 to your roll.

☐ **EXEMPLARY YOUNG PERSON**—Get +1 to BE CONVINCING to adults.

- ☐ **CROWDSOURCING**—When you STUDY HARD, roll +CHARM instead of +SMART.
- ☐ **WIBBLES**—If you are crying, any creature that is moved by emotion does -1 harm to you and you get +1 to STAY STRONG against any of its moves.
- ☐ **INSPIRE LOYALTY**—Put on your most innocent face and roll +CHARM to recruit someone to your side. On 10+ they become Enthralled until you or your team prove unfriendly. On 7–9 they become Enthralled but it wears off quickly.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- ☐ _____: They know not to underestimate you. Ask them what they saw you do.
- ☐ _____: You convinced them to do something for you. Ask them what it was.
- ☐ _____: They talked you out of doing something drastic. Tell them what it was.
- ☐ _____: They owe you a favor for helping them in a social situation. Ask them what they were having trouble with.
- ☐ _____: They gave you a wonderful present. Tell them what it was.
- ☐ _____: The two of you started a club in elementary school. Decide together what it was.
- ☐ _____: They were on an event-planning committee with you. Tell them what the event was.
- ☐ _____: They come in third on your list of most datable people at school. Tell them why they are stuck in third.

The Delinquent

THE DELINQUENT



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Yanki fashion, Scruffy clothes, Rebellious fashion, Handmade clothes

Slicked-back hair, Pompadour, Punk hair, Partially-shaved head

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM -1, COOL O, HOT +2, SMART +1, SPIRIT +1

☐ CHARM +1, COOL O, HOT +2, SMART -1, SPIRIT +1

☐ CHARM O, COOL -1, HOT +2, SMART +1, SPIRIT +1

☐ CHARM -1, COOL +1, HOT +2, SMART O, SPIRIT +1

☐ CHARM O, COOL +1, HOT +2, SMART -1, SPIRIT O

MOVES

Choose two Delinquent moves:

☐ **BREAKING AND ENTERING**—You know how to get past locked doors and security systems. Roll +SMART to break in. On 10+ you and your team get safely past all the obstacles to your entry, without triggering any alarms. On 7–9 you get safely past one obstacle. On 6- you get in trouble.

☐ **SHOPLIFTING**—When you Go SHOPPING, roll +HOT instead of +CHARM.

☐ **UNDERWORLD CONTACTS**— You know people who can help you. Choose one: Local gang members, Fence or pawn shop owner, Drug or arms dealers. Name the person you know best in this group, and gain 1 bond with them. Besides the usual uses, you can use this bond to get something or get rid of something.

☐ **LOCAL HERO**—You have a good reputation in your neighborhood, despite your tough exterior. When you're on your home turf or dealing with people from your neighborhood, get +1 ongoing.

☐ **BOLT-HOLE**—You have a place you can go to hide such as a safe house, backroom clinic, or workshop.

☐ **RECKLESS BRAWLER**—Take 1 harm to make your next attack do +2 harm to your opponent.

☐ **SAVE THE CAT**—When you COME TO THE RESCUE of a small child or an animal, take +2, and on 7+ you take no harm.

☐ **COOL RIDE**—You have a vehicle such as a motorcycle or a sports car. You know how to drive/ride it and do some neat tricks.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

☐ _____: They help you with homework. Tell them which subject.

☐ _____: They heard a scary rumor about you. Ask them what it was, and tell them if it's true.

☐ _____: They covered for you when you broke school rules. Ask them why.

☐ _____: You've been friends since you were little. Decide together what your childhood dreams were.

☐ _____: You saved them from getting beaten up. Ask them how they got in trouble.

☐ _____: They know that your bad reputation is undeserved. Ask them what they saw you do.

☐ _____: They know that your bad reputation is deserved. Ask them what they saw you do.

☐ _____: They used to be in the same gang as you. Ask them why they left.

☐ _____: You have a crush on them. Tell them why you've never declared your feelings.

The Elite



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

High fashion, Tailored clothes, Outrageous fashion, Historic clothing

Flowing hair, Coiffed hair, Curly hair, Elaborate hair

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM +2, COOL +1, HOT +1, SMART -1, SPIRIT O

☐ CHARM +2, COOL -1, HOT +1, SMART O, SPIRIT +1

☐ CHARM +2, COOL +1, HOT -1, SMART O, SPIRIT +1

☐ CHARM +2, COOL +1, HOT O, SMART +1, SPIRIT -1

☐ CHARM +2, COOL -1, HOT +1, SMART +1, SPIRIT O

MOVES

Choose two Elite moves:

☐ **POPULAR**—People who know you (or your family) want to be in your good graces. Get +1 to BE CONVINCING at them.

☐ **COURT**—You have a clique of hangers-on who will run errands and do tedious tasks for you.

☐ **GALLANTRY**—Once per session, make an extravagant gesture for someone who is not a teammate and gain 1 bond with them without having to share a special scene.

☐ **FILTHY RICH**—When you Go SHOPPING, on 7+ you can get rare or expensive items.

- ☐ **MANSION**—In your family's ancestral home/penthouse apartment, you have a place you can use such as a panic room, private garden, sanctum, or lair.
- ☐ **SUAVE**—When you PROCLAIM YOUR FEELINGS, roll +CHARM instead of +HOT.
- ☐ **PATRON**—You have a powerful mentor with high expectations of you. Name this person and describe your relationship. Take 1 bond with them and they get 1 bond on you. Your patron can help you in nearly any way—to get information or an item, get rid of or conceal something, start a rumor, inconvenience or distract someone, or get an introduction or invitation. To call on your patron, roll +CHARM. On 10+ you get what you wanted. On 7–9 you get it, but your patron gains 1 bond on you. On 6– you don't get anything and your patron gains 1 bond on you.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- ☐ _____: You met them once at your family's club/summer home. Ask them what they were doing there.
- ☐ _____: You used to date, but you broke up with them. Tell them why.
- ☐ _____: They saved your life. Ask them if they asked for anything in return.
- ☐ _____: Their sibling or parent works for your family. Ask them in what capacity.
- ☐ _____: You started a club, which they joined. Ask them what the club does.
- ☐ _____: You made an anonymous donation to help a classmate's family. Ask them if they know it was you.
- ☐ _____: They told you a secret. Ask them what it was, and tell them if you shared it with anyone.
- ☐ _____: They ran into you somewhere unexpected. Tell them where it was.

The Friend

THE FRIEND



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Sporty fashion, Fashionable clothes, Twinsies, Borrowed clothes

Cute hair, Practical hair, Extravagant hair

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM +1, COOL O, HOT +1, SMART -1, SPIRIT +2

☐ CHARM +1, COOL +1, HOT -1, SMART O, SPIRIT +2

☐ CHARM +1, COOL -1, HOT O, SMART +1, SPIRIT +2

☐ CHARM +2, COOL O, HOT +1, SMART -1, SPIRIT +1

☐ CHARM +2, COOL -1, HOT O, SMART +1, SPIRIT +1

MOVES

Choose two Friend moves:

☐ **BESTIES**—When you use a bond to help the teammate with whom your bond is highest, instead of +2 on their roll, treat their roll as an automatic 10+.

☐ **PEACEMAKER**—You can stop violence just by speaking. Roll +CHARM to calm everyone down. On 10+ no one can fight again during this scene. On 7–9 everyone calms down except one or two people. On 6– someone attacks you.

☐ **MATCHMAKER**—Have a conversation with one of your teammates about their feelings toward others. That teammate gains 1 bond with someone you talked about (excluding villains).

- ☐ *CREATIVE FLAIR*—You are particularly good at a type of craft, such as baking, cosplay, or making bentos. Get +1 ongoing when doing your thing.
- ☐ *MONSTER BAIT*—Supernatural creatures are drawn to you. This includes your classmates who are Secret Monsters as well as monstrous villains. They may want to attack you, or they may decide to protect you or fall in love with you. You get +1 to *BE CONVINCING* to supernatural creatures and +1 to *STAY STRONG* against them.
- ☐ *REDEMPTION*—When you would gain 1 bond with a villain, gain 2 bonds instead.
- ☐ *HELLO I AM HERE*—You can appear in any scene, even if you have no right to be there. Explain how you happened to show up.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- ☐ _____: They helped you out of some great difficulty. Tell them what it was, and what their help meant to you.
- ☐ _____: You used to be closer. Tell them why you're more distant now.
- ☐ _____: Their sibling or parent is dating yours. Tell them how you feel about this.
- ☐ _____: You set them up with their most recent date. Ask them how it went.
- ☐ _____: You hold a torch for them. Tell them why you decided you should just be friends.
- ☐ _____: They share your favorite hobby. Decide together what it is.
- ☐ _____: You comforted them in a time of crisis. Ask them what the crisis was.
- ☐ _____: You have tried repeatedly to befriend them. Ask them why they keep rebuffing you.

The Hero



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Goggles, Comfortable clothes, Outdoorsy fashion, Unique fashion

Spiky hair, Disheveled hair, Vivid hair, Cute hair, Buns

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM +1, COOL O, HOT +2, SMART -1, SPIRIT +1

☐ CHARM O, COOL -1, HOT +2, SMART +1, SPIRIT +1

☐ CHARM +1, COOL -1, HOT +2, SMART +1, SPIRIT O

☐ CHARM +1, COOL O, HOT +1, SMART -1, SPIRIT +2

☐ CHARM -1, COOL +1, HOT +1, SMART O, SPIRIT +2

MOVES

Choose two Hero moves:

☐ **THE POWER OF FRIENDSHIP**—When you are involved in **POWERS COMBINE**, treat all rolls (yours and your teammates') of 6- as 7-9 instead.

☐ **DECLARE YOUR IDEALS**—When you **PROCLAIM YOUR FEELINGS** you get +2 ongoing instead of +1.

☐ **DETERMINATION**—When you would not be able to take an action because of failing to **STAY STRONG** or marking your Dying heart box, you can take a single action before succumbing.

☐ **LEAP BEFORE YOU LOOK**—When you **COME TO THE RESCUE**, roll +HOT instead of +COOL.

- ☐ **YOUR OPPONENT IS ME**—Roll +HOT to draw an enemy's attack to yourself. On 10+ you become the target. On 7–9 the enemy targets you, but also does +1 harm on its next attack. On 6- it targets the person with whom you have the highest bond.
- ☐ **LET'S BE FRIENDS!**—Once per session, when you PROCLAIM YOUR FEELINGS you can gain 1 bond with the person those feelings are about.
- ☐ **BELIEVE IN YOURSELF**—Make an encouraging speech to give +1 ongoing to an ally of your choice in a fight.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- ☐ _____: They are the person you go to for advice on romance. Tell them if you follow through on their advice.
- ☐ _____: You used to be rivals, but now you're friends. Ask them what event changed their mind.
- ☐ _____: You hero-worship them. Ask them how they feel about this.
- ☐ _____: They are your best friend, who you trust. Ask them if they've ever betrayed you.
- ☐ _____: You've been competing about something. Tell them what it's about, and ask them who's ahead.
- ☐ _____: You went to the same summer camp/festival. Tell them what your fondest memory is about it.
- ☐ _____: You've been trying to befriend them, to no avail. Tell them why you keep trying.
- ☐ _____: You have a difference in strongly-held beliefs. Ask them why they disagree with you.

The Idol

THE IDOL



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Cute clothes, Stylish fashion, Eye-catching clothes, Wild fashion

Beautiful hair, Cutting-edge hair, Fabulous hair, Colorful hair

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM O, COOL +1, HOT +2, SMART -1, SPIRIT +1

☐ CHARM +1, COOL -1, HOT +2, SMART +1, SPIRIT O

☐ CHARM +1, COOL +1, HOT +2, SMART O, SPIRIT -1

☐ CHARM +1, COOL O, HOT +1, SMART -1, SPIRIT +2

☐ CHARM +1, COOL -1, HOT +1, SMART O, SPIRIT +2

MOVES

Choose two Idol moves:

☐ **FANS**—Your network of fans can gather and distribute information for you. Get +1 when they help you **STUDY HARD** or **BE CONVINCING**, but on 6—they find out something embarrassing about you.

☐ **ROADIES**—You have a production team ready to show up with refreshments, sound equipment, lights, and an artificial wind wherever you might need it.

☐ **GATHER A CROWD**—If you perform in a public place, people will stop and gather, and be **Distracted**. Afterwards, you get +1 if you try to **BE CONVINCING** at the crowd.

- ☐ **INCOME**—You have a comfortable income from your career. Once per session, when you *GO SHOPPING*, you can treat your roll as 10+.
- ☐ **FAME**—People you've never met recognize you. Roll +HOT at the beginning of each session. On 10+ a bystander will offer unsolicited help at some point. On 7–9 they will offer help but want something in return. On 6- people just ask for your autograph at awkward moments.
- ☐ **SOCIAL CONTACTS**—You know people who can help you. Choose one: Entertainment, Influencers, Press. Name the person you know best in this group, and gain 1 bond with them. Besides the standard uses, you can use this bond to start a rumor or get an introduction or invitation.
- ☐ **LIGHT UP THE ROOM**—While you are at a social event and people are watching you, get +1 ongoing.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- ☐ _____: They have been to one of your performances. Ask them what they thought of it.
- ☐ _____: They used to perform alongside you. Ask them why they stopped.
- ☐ _____: They have one of your posters. Tell them what you wrote on it when you signed it.
- ☐ _____: They dated/are dating your crush. Tell them if you've said anything to them about it.
- ☐ _____: You bought them a present. Tell them what it was.
- ☐ _____: You gave them a makeover. Ask them what the occasion was.
- ☐ _____: You never have to put on a mask in front of them. They know the real you. Tell them why you trust them with this information.
- ☐ _____: You grew up in the same neighborhood and were friends as children. Tell them why you regret not staying close.

The Mentor



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Respectable fashion, Used clothes, Work uniform, Everyday clothes

Braided hair, Ordinary hair, Tidy hair

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM O, COOL +2, HOT -1, SMART +1, SPIRIT +1

☐ CHARM +1, COOL +2, HOT O, SMART +1, SPIRIT -1

☐ CHARM -1, COOL +1, HOT +1, SMART +2, SPIRIT O

☐ CHARM +1, COOL +1, HOT -1, SMART +2, SPIRIT O

☐ CHARM -1, COOL O, HOT +1, SMART +2, SPIRIT +1

MOVES

Choose two Mentor moves:

☐ **PART-TIME JOB**—You have some spending money. When you Go SHOPPING, take +1.

☐ **JOB CONTACTS**—You know people who can help you. Choose one: Neighborhood, Tradespeople, Civic. Name the person you know best in this group, and gain 1 bond with them. Besides the standard uses, you can use this bond to get information or get an item.

☐ **CONVEYANCE**—You have a set of practical wheels and know how to use them. This could be a bicycle, scooter, skateboard, or old car.

- ☐ **ATTAC AND ALSO PROTEC**—Declare a teammate or classmate to be your ward. When they are present and you Go ALL OUT, on 7+ you can pass +1 forward to your ward in addition to whatever other options you choose. When you COME TO THEIR RESCUE, you take no harm on 7+.
- ☐ **WISE INSIGHT**—If you give someone advice and they act on it, they get +1 ongoing while following your advice.
- ☐ **FIRST AID**—You took a class in CPR and first aid. Roll +COOL to patch someone up. On 10+ you heal 2 harm. On 7–9 you heal 1 harm and use up all the supplies in your first aid kit. You can't do first aid again until next session. On 6- there are complications.
- ☐ **HOW DARE**—When someone has harmed an ally, you do +1 harm to that opponent for the rest of the fight.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- ☐ _____: You consider them like a younger sibling. Tell them what made you decide to “adopt” them.
- ☐ _____: You have tutored them. Ask them in what subject.
- ☐ _____: You do charity work together. Tell them what charity.
- ☐ _____: You suspect them of breaking school rules and have been keeping an eye on them. Ask them if they've noticed.
- ☐ _____: You have the same part-time job. Tell them where you work.
- ☐ _____: They are in a club you run. Ask them what club it is.
- ☐ _____: You've never admitted your long-time crush on them. Tell them why.
- ☐ _____: They helped you when you were running late for work. Tell them why you were late.

The Mystic

THE MYSTIC



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Traditional fashion, Religious robes, Ordinary clothes, Old-fashioned clothes

Ascetic hair, Ponytail, Traditional hair, Shaved head

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM -1, COOL O, HOT +1, SMART +1, SPIRIT +2

☐ CHARM +1, COOL -1, HOT +1, SMART O, SPIRIT +2

☐ CHARM O, COOL +1, HOT -1, SMART +1, SPIRIT +2

☐ CHARM +1, COOL +1, HOT O, SMART -1, SPIRIT +2

☐ CHARM +1, COOL O, HOT -1, SMART +1, SPIRIT +2

MOVES

Choose two Mystic moves:

☐ **RITUAL KNOWLEDGE**—When you MAKE A PLAN involving religion, the occult, or spirits, take +1.

☐ **LIBRARY**—You or your family has a library. Decide on a topic. When you STUDY HARD about that topic, take +1.

☐ **WARDED SANCTUM**—You have a place that is supernaturally warded. Incorporeal creatures, demons, and other evil things cannot enter.

☐ **INNOCENCE**—When you STAY STRONG against possession, mind control, or coercion, take +2.

☐ *SPIRITUAL SENSITIVITY*—You have an affinity with one specific kind of supernatural creature. Choose which. Examples include vampires, yokai, ghosts, fae, extraterrestrials, or demons. You can always sense the presence of these creatures, even when they are hiding or disguised, and you get +1 ongoing when dealing with them in a non-violent way.

☐ *SACRED SYMBOL*—You have a protective amulet that gives you Armor 1 against a specific kind of supernatural creature. Decide which.

☐ *TRUE HEART*—You automatically know when someone is lying to you.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

☐ _____: You saved their life once. Tell them if you did it incognito or if they know it was you.

☐ _____: You like them but haven't said anything yet. Tell them which of their good qualities you most appreciate.

☐ _____: You are distant relations. Decide together one of your family's secrets.

☐ _____: You went to the same elementary school. Decide together what strange thing you both witnessed.

☐ _____: You have been having prophetic visions about them. Ask them what you saw.

☐ _____: They asked you for a fortune-telling. Ask them what about.

☐ _____: You observed them unnoticed at a sacred site. Ask them what they were doing there.

☐ _____: You go to the same tea or coffee house to study. Tell them if they've noticed you.

The Prodigy



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Team uniform, Traditional fashion, Simple clothes, Personalized clothes

Avant-garde hair, Multi-color hair, Ordinary hair, Cool hat

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM +1, COOL -1, HOT O, SMART +2, SPIRIT +1

☐ CHARM -1, COOL +1, HOT +1, SMART +2, SPIRIT O

☐ CHARM +1, COOL O, HOT +1, SMART +2, SPIRIT -1

☐ CHARM -1, COOL +1, HOT +2, SMART +1, SPIRIT O

☐ CHARM O, COOL -1, HOT +2, SMART +1, SPIRIT +1

MOVES

Choose two Prodigy moves:

☐ **THE BEST AROUND**—You are extremely gifted at one particular thing, such as a sport, a strategy game, or cooking. When doing your thing, take +2 ongoing.

☐ **QUICK THINKING**—When you REACT FAST, roll +SMART instead of +COOL.

☐ **IMPROVISATION**—Once per scene, explain how you'll use your special skill in a situation it was not meant for, and make your amazing move at +2.

☐ **TRAINING MONTAGE**—Roll +HOT and train really hard. On 10+ hold two. On 7–9 hold one. Take the condition *Fatigued* for the next scene. Spend your holds one-for-one to add an additional tag to an attack.

- ☐ **TEAM BACKUP**—When your sports team/chess club/fellow chefs are present, you get +1 ongoing.
- ☐ **TOURNAMENT STAR**—You are famous and get fan mail. Roll +SMART at the beginning of each session. On 10+ you receive a gift or an invitation to an event. On 7–9 you get a gift or an invitation but there are complications. On 6- someone appears to challenge you for your crown.
- ☐ **COACHING**—Spend time helping a teammate practice. They hold one, and can spend it for +2 on an applicable roll.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- ☐ _____: They used to be on your team or do your thing, but they don't anymore. Ask them why.
- ☐ _____: You defeated them in a competition. Ask them if they're keeping score.
- ☐ _____: You consider them a brilliant up-and-comer. Tell them how you feel about it.
- ☐ _____: You used to be good friends, but you grew apart because of your time spent practicing. Tell them why you regret that.
- ☐ _____: Their support has meant everything to you. Tell them why it's been difficult to open up to them.
- ☐ _____: You've told them your biggest fear. Ask them what they said when you told them.
- ☐ _____: You keep people at arm's length, but you've been considering letting them in. Ask them if they've realized your intentions.
- ☐ _____: You lost a lucky item, and they returned it to you. Tell them what it was.

The Rep

THE REP



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Scholarly fashion, Severe fashion, Stylish clothes

Orderly hair, Long hair, Neatly-trimmed hair, Braided hair

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM O, COOL +1, HOT -1, SMART +2, SPIRIT +1

☐ CHARM +1, COOL +1, HOT O, SMART +2, SPIRIT -1

☐ CHARM -1, COOL +1, HOT +1, SMART +2, SPIRIT O

☐ CHARM O, COOL +2, HOT -1, SMART +1, SPIRIT +1

☐ CHARM +1, COOL +2, HOT O, SMART +1, SPIRIT -1

MOVES

Choose two Rep moves:

☐ **SCHOOL CONTACTS**—You know people who can help you. Choose one: Faculty, School club, Social clique. Name the person you know best in this group, and gain 1 bond with them. Besides the usual uses, you can use this bond to gain a one-time use of school property or get an introduction or invitation.

☐ **CROWD CONTROL**—You are used to organizing students in hallways and can tell groups of people what to do. Roll +COOL to issue instructions. On 10+ the whole crowd will follow reasonable orders. On 7–9 most of them will. On 6- the crowd reacts badly to you.

☐ **RESPONSIBLE**—Get +1 to BE CONVINCING to someone who knows you or has heard of your good reputation.

☐ **RATIONAL ARGUMENT**—Roll +SMART instead of +CHARM to BE CONVINCING.

☐ **CLUB ROOM**—You are the president of a school club or team and have a dedicated room where you can meet and store your stuff. You also have a small budget for your club, and can get club-related supplies without GOING SHOPPING.

☐ **EMERGENCY PREPAREDNESS**—You have a plan for what you will do in any situation, and an emergency kit that you carry with you. Take +1 to REACT FAST.

☐ **CALCULATION**—You can quickly absorb all the details of a situation and MAKE A PLAN in an instant, rather than taking the usual time required.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

☐ _____: They observed you breaking school rules and haven't said anything. Yet. Tell them what you did.

☐ _____: They know about your powers, because they saw you do something. Ask them how they reacted.

☐ _____: You promised to marry them—when you were in elementary school. Ask them if they remember.

☐ _____: You are in the same club. Decide together what is was, and name it.

☐ _____: You help them with their homework. Ask them which subject.

☐ _____: You caught them breaking school rules and didn't turn them in. Yet. Ask them what they did.

☐ _____: You helped them get out of trouble by speaking up for them. Tell them why you believe in them.

☐ _____: They unexpectedly helped you defuse a situation. Ask them what they did.

The Rival



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Glasses, Cool clothes, Understated fashion, Sleek clothes

Dark hair, Pale hair, Intense hair

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM +1, COOL +2, HOT -1, SMART +1, SPIRIT 0

☐ CHARM -1, COOL +2, HOT 0, SMART +1, SPIRIT +1

☐ CHARM 0, COOL +2, HOT +1, SMART +1, SPIRIT -1

☐ CHARM 0, COOL +1, HOT -1, SMART +2, SPIRIT +1

☐ CHARM +1, COOL +1, HOT 0, SMART +2, SPIRIT -1

MOVES

Choose two Rival moves:

☐ **PREP TIME**—When you MAKE A PLAN, on 7+ everyone can hold an additional one.

☐ **EXPERT CONTACTS**—You know people who can help you. Choose one: Online, Technical, Law enforcement. Name the person you know best in this group, and gain 1 bond with them. Besides the usual uses, you can use this bond to get information or get a one-time use of their equipment.

☐ **ANALYSIS**—If you use an action analyzing the situation before engaging, you can take +1 ongoing as long as the factors of the situation do not significantly change.

- ☐ **DISCIPLINE**—When you Go ALL OUT, roll +COOL instead of +HOT.
- ☐ **LONE WOLF**—When you are on your own, without your teammates, or when you are in a one-on-one fight, you get +1 ongoing to REACT FAST, Go ALL OUT, and STAY STRONG.
- ☐ **THE ONLY ONE ALLOWED TO DEFEAT YOU**—You declare one teammate to be your rival. You can use your bonds with this person to give them either +2 or -2 to a roll. In addition, if they are about to take harm, you can choose to take it instead.
- ☐ **SMOOTH ENTRANCE**—When you COME TO THE RESCUE after being off on your own, get +2, and on 7+ you take no harm.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- ☐ _____: You were in the same club once, but you quit. Ask them what club it was.
- ☐ _____: They are better than you at sports/schoolwork/your thing. Tell them what you plan to do about it.
- ☐ _____: You dated once, but they broke up with you. Ask them why.
- ☐ _____: You secretly admire them. Tell them why you can't admit it.
- ☐ _____: You mean to get revenge on them. Tell them why, and what's preventing you.
- ☐ _____: They know a secret about your past. Tell them what it is, and ask them if they've kept it secret.
- ☐ _____: You frequent the same place. Decide together what it is.
- ☐ _____: You were in a fight with them. Decide together how it went down.

The Transfer

THE TRANSFER



PROFILE

Name:

Pronouns:

Birthdate:

Like:

LOOK

Choose one each:

Foreign fashion, Cosmopolitan fashion, Out-of-date clothes, Trendy clothes

Ragged hair, Extremely long hair, Traditional hair, Unique hair

Blood type A, Blood type B, Blood type AB, Blood type O

STATS

Choose one:

☐ CHARM O, COOL +2, HOT -1, SMART +1, SPIRIT +1

☐ CHARM -1, COOL +2, HOT +1, SMART +1, SPIRIT O

☐ CHARM +1, COOL +2, HOT +1, SMART -1, SPIRIT O

☐ CHARM +2, COOL +1, HOT -1, SMART O, SPIRIT +1

☐ CHARM +1, COOL +2, HOT O, SMART +1, SPIRIT -1

MOVES

Choose two Transfer moves:

☐ **COSMOPOLITAN KNOWLEDGE**—When you MAKE A PLAN, roll +COOL instead of +SMART.

☐ **POLYGLOT**—You know multiple languages. When you hear people speaking or see writing in a language unknown to your classmates, you understand it.

☐ **OUTSIDE CONTACTS**—You know people who can help you. Choose one: Former schoolmates, Family abroad, Niche social group. Name the person you know best in this group, and gain 1 bond with them. Besides the usual uses, you can use this bond to get information or conceal something.

☐ **OTAKU**—You are an expert in one obscure or niche subject such as fashion design, street racing, drawing manga, or playing in a jazz band. When dealing with your area of expertise, you get +1 ongoing.

☐ **COMPELLING STRANGER**—When you converse with someone with whom you have not yet formed a bond, roll +COOL. On 10+ they confide a secret to you. On 7–9 they confide in you but ask something in return. On 6– you reveal something about yourself to them.

☐ **EQUILIBRIUM**—You get +1 to STAY STRONG.

☐ **ACTIONS SPEAK LOUDER**—You can PROCLAIM YOUR FEELINGS without words, by actions such as creating artwork, giving a gift, writing a poem, or performing a dance.

BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

☐ _____: You both know the same secret. No one else would believe it. Decide together what it is.

☐ _____: They live next door to where you just moved into. Ask them how they welcomed you.

☐ _____: They helped you find the right classroom. Tell them if you said thank you.

☐ _____: You were smitten with them at first sight. Tell them when it was you first saw them.

☐ _____: You feel a deep and inexplicable connection with this stranger. Tell how that makes you feel.

☐ _____: You saw them on TV. Ask them what program they were on.

☐ _____: You're close online friends. Decide together what your shared online community is.

☐ _____: You had an incredibly awkward first meeting. They tell you what went wrong.

PLAYBOOKS

Alchemical Witch



MOVES

All Alchemical Witches have these two moves:

☒ **GATHER COMPONENTS**—At the beginning of each session, roll +SMART to see if you have the correct components to do your spells. On 10+ you do. On 7–9 you do, but there is a cost or consequence. On 6- you do not have the correct components, and you will have -2 to all spellcasting rolls.

☒ **SPELLS**—Roll POWERS ENGAGE to cast spells using components. On 10+ the spell works. On 7–9 it works, but there is an inconvenient side effect. On 6- something goes badly wrong.

Besides your components, you must also do two of the following things in order to cast spells:

- ☐ Draw a seal/sigil.
- ☐ Speak an incantation.
- ☐ Make magical gestures.
- ☐ Use a magical device like a wand or a staff.

Describe what your magic looks like when you cast it. Do you brew potions, flick sparkles from the end of your wand, draw transmutation circles?

You can only maintain one spell at a time. If you target creatures with your spells, each spell affects one creature. If you target objects or areas, you can affect anything that is not Big.

Choose one spell type:

- ☐ **Elementalist** (Choose one elemental tag. You can manipulate this element, including using it to do 3 harm.)
- ☐ **Artificer** (Create or animate objects and have them work or fight for you. Most objects have stats of 0 and do 1–2 harm.)
- ☐ **Healer** (Heal 2 harm or conditions.)
- ☐ **Transmuter** (Change yourself, others, and objects. This change can raise a stat by 1, or give someone Armor 1.)
- ☐ **Teleporter** (Move yourself, others, and objects.)
- ☐ **Enchanter** (Give creatures with minds the conditions Afraid, Confused, Enthralled, Stealthy, or Invisible.)

Choose one more move:

- ☐ *INCREASED MASTERY*—Choose another spell type to know.
- ☐ *RIDE ANIMATED OBJECT*—You have a broom, a flying carpet, or something similar and the skill to ride it.
- ☐ *DELAY SPELL*—You can set a spell up beforehand and specify the circumstances under which it will have its effect.
- ☐ *MAGIC FINESSE*—You can get rid of one of the two things you previously needed to do your magic. You cannot get rid of the need for components from *GATHER COMPONENTS*.
- ☐ *DETECT MAGIC*—Roll *POWERS ENGAGE* to sense the presence of magical effects, know the power of other spellcasters, and analyze the properties of magical items. On 10+ ask the principal two questions, as with *STUDY HARD*. On 7–9 ask one question. On 6- you get a false reading.
- ☐ *FAMILIAR*—You have a small talking, sentient creature as a companion. It is an expert in a particular spell type, and when you cast that type you get +1 to your *POWERS ENGAGE* roll.
- ☐ *CONVENIENT PART-TIME JOB*—You work in a greenhouse, lapidary, chemist's lab, magical shop, or something else that helps you find your components. This gives you a +1 to your *GATHER COMPONENTS* roll. It also gives you money, and +1 when you *GO SHOPPING*.

LIMIT BREAK!

GRAND ARRAY—Roll *POWERS ENGAGE*. On 7+ you cast multiple spells all at once, stacking them atop each other for massive effect. Or, you cast a spell of a type you have not learned.

COOLDOWN—You have used up all your components and burned yourself out. You can't do magic again until you've gathered more supplies, rested, and recuperated.

Apprentice Reaper

APPRENTICE REAPER



MOVES

All Apprentice Reapers have these two moves:

☒ **REAPER FORM**—Use **POWERS ENGAGE** to manifest your specialized weapon and take your reaper form. Describe what you and your weapon look like. The weapon does 2 harm, and an additional +1 harm against ghosts, spirits, and undead creatures. It also has the Ghost tag. Choose one additional attack tag for your reaper weapon. When you defeat a ghost you can send it on to its rest. You can send a willing ghost to its rest without fighting it.

☒ **SEE BETWEEN WORLDS**—You see spirits and ghosts at all times, even when they are hidden from ordinary mortals.

Choose one more move:

☐ **FOCUS**—When you use **POWERS ENGAGE**, roll +**COOL** instead of +**SPIRIT**.

☐ **GHOST FORM**—At will, you can take a form in which you are Incorporeal.

☐ **TELEKINESIS**—You can use your spiritual aura to move objects around.

☐ **SENSE SPIRITUAL PRESSURE**—Roll **POWERS ENGAGE** to sense auras, psychic phenomena, the health and state of creatures' souls, and the spiritual power of your opponents. On 10+ ask the principal two questions, as with **STUDY HARD**. On 7–9 ask one question. On 6- you get a false reading.

☐ **NO FEAR OF DEATH**—When you **STAY STRONG** against fear, take +2.

☐ **SPIRIT FRIEND**—Spirits and ghosts like you. Take +1 to **BE CONVINCING** at them, and once per session you can treat a **BE CONVINCING** roll with a spirit or ghost as an automatic 10+.

☐ **HEIGHTENED SENSES**—When you **REACT FAST**, take +1.

☐ **FORETELL DEATH**—At the beginning of each session, roll **POWERS ENGAGE**. On 10+ if someone you encounter during the session is fated to die in the next 24 hours, you know the time and manner of their death. On 7–9 you just know they will die.

DRAWBACK

Choose one:

- ☐ *DECEASED*—You are technically dead.
- ☐ *DUTY-BOUND*—You are part of a big organization that tells you what to do and has 1 bond on you.
- ☐ *SPIRIT BLADE*—Your weapon cannot harm the living.
- ☐ *ADRIFT*—You are displaced in time or location from your origin.

LIMIT BREAK!

DEATH ATTACK—Roll **POWERS ENGAGE**. On 7+ you kill it. It dies. If it's something that can't die it takes Big harm for as much harm as your weapon normally deals.

COOLDOWN—Choose one: Your organization strips you of your reaper powers because you broke the rules, You are stuck in incorporeal form and can't affect anything, You are actually dead.

Creature Summoner



MOVES

All Creature Summoners have these two moves:

☒ **SUMMON MAGICAL ALLY**—You call creatures from another dimension to fight for you. You have a summoning device, such as a wand, a deck of cards, or a digital device. Describe it. When you are holding this device and you roll **POWERS ENGAGE**, you can summon one creature. Name and describe this creature. Decide if you always summon the same creature, or if you have several different ones you call in different situations.

A summon can take 4 harm before fainting and disappearing back into the dimension from which you called it. All of its stats are 1, and it has an attack that does 2 harm melee or ranged. If it does not faint, it still vanishes at the end of the scene.



You can only have one summon active at any time. While you direct your summon, you may also take other actions of your own.

☒ **EVOLUTION**—When you choose a level up that raises a stat, raise one of your summon's stats as well, or give it an attack or protect tag.

Choose one more move:

☐ **CHARISMATIC**—When you use **POWERS ENGAGE**, roll +CHARM instead of +SPIRIT.

☐ **MULTI-SUMMON**—You can call more than one summon at once. On 10+ you get three, on 7–9 you get two.

☐ **MASCOT COMPANION**—You have an adorable small version of your summon that constantly accompanies you. It cannot fight but it can talk to you and give you advice. It can also heal you and only you once per day for 1 harm.

☐ **TRAP CARD**—Use **POWERS ENGAGE** to summon a trap. On 10+ one of your opponents is Bound. On 7–9 they are Bound, but you leave yourself open to danger.

☐ **BANISH**—Once per session, use **POWERS ENGAGE** to send someone into the dimension from which your summons come. On 10+ they are banished. On 7–9 they are banished, but so is your summon.

□ *PARAGON SUMMON*—Use *POWERS ENGAGE* to combine with one of your summons to create a more powerful version of yourself for a scene. Gain a 2 harm melee or ranged attack, give the attack an additional tag, and increase two of your stats by +1 each. After you change back to your usual self, take the condition *Fatigued* until you have gotten a good night's sleep.

□ *BONDED HEARTS*—Take 1 harm to heal 2 harm your summon has taken.

LIMIT BREAK!

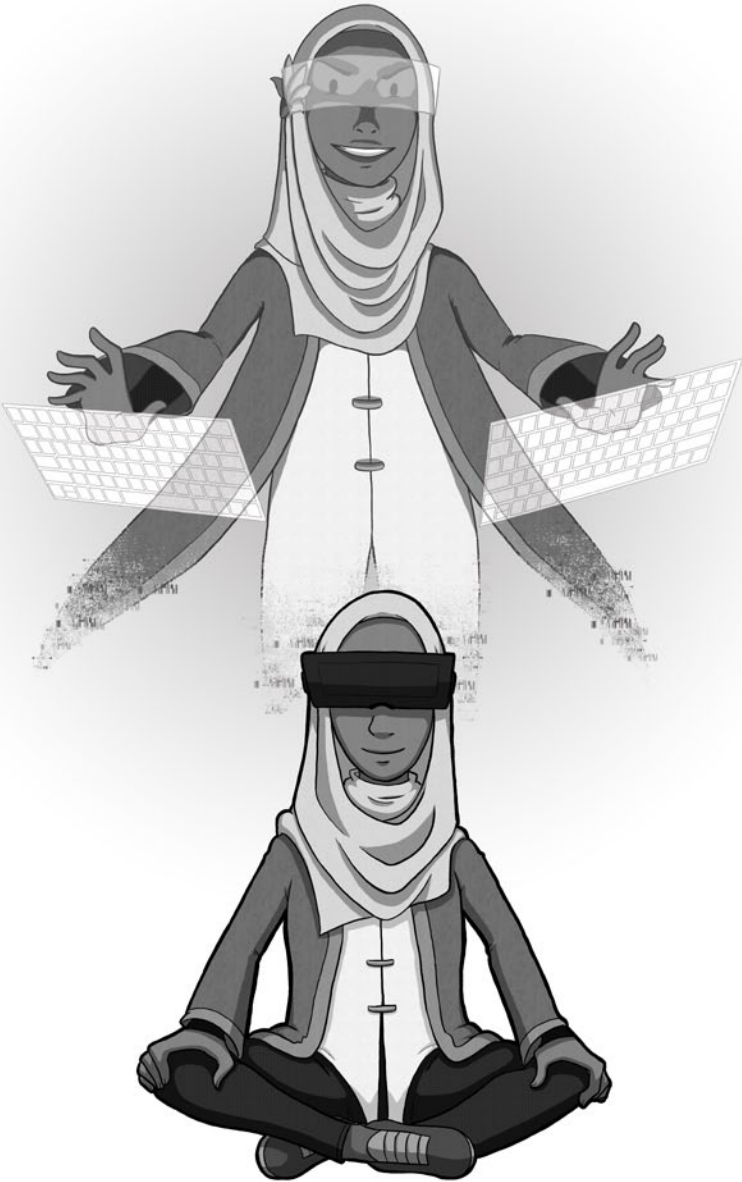
GIANT SUMMON—Roll *POWERS ENGAGE*. On 7+ one of your summons is huge and can give and take Big harm.

COOLDOWN—All your summons are exhausted and will not come to you until they have recovered. If you have a mascot companion it will stay with you, but you can summon nothing else.

SUMMON'S HEART BOXES



Digital Champion



MOVES

All Digital Champions have these two moves:

☒ **AVATAR**—Roll **POWERS ENGAGE** to send your soul into another world while your body lies dormant. Decide what form this takes. Astral projection into another realm? Using a special headset to project yourself into a digital world? Your avatar in the other world has several powers: a 3 harm melee or ranged attack with one additional attack tag, and an outfit with one protect tag. When your avatar is damaged, your real body takes harm.

☒ **PORTABLE PROJECTOR**—Your avatar can appear in the human world for one scene. This is exhausting, however, and you take the condition **Fatigued** for the next scene after you wake up.

Choose one more move:

☐ **MENTAL SHIELDING**—When your avatar is damaged you take half damage, rounded down.

☐ **CLEVER**—When you use **POWERS ENGAGE**, roll +**SMART** instead of +**SPIRIT**.

☐ **GET TO THE NEXT SCREEN**—Your avatar can teleport between a specific kind of portal, such as screens, doorways, or paintings. Choose your type of portal.

☐ **TECHNOBABBLE**—Talk about the technical specifications, and roll +**SMART**. On 10+ hold two. On 7–9 hold one. Spend your holds one-for-one to have a map, device, or tool that will come in handy to help your team overcome obstacles.

☐ **MULTIMEDIA ASSAULT**—Roll **POWERS ENGAGE** to unleash a dazzling display. On 10+ you make one opponent **Blind** and **Deafened**. On 7–9 they are **Blind** and **Deafened**, but you or one of your teammates, your choice, is **Stunned**. On 6- your assault backfires in some spectacular way.

☐ **HACKING**—You can break into computerized or magitech systems. Roll +**COOL**. On 10+ you accomplish what you wanted. On 7–9 you still do it, but you also suffer some bad consequence such as triggering security protocols or leaving a digital fingerprint. On 6- you get a bad consequence and can't try hacking that system again.

LIMIT BREAK!

HACK ALL THE MAINFRAMES—Roll POWERS ENGAGE. On 7+ hijack all magical or electronic (your choice) devices.

COOLDOWN—You are trapped in the other world without your avatar. You can communicate with your friends via text chat, a crystal ball, a mirror, or some other device, but your body is stuck in a coma.

Mech Pilot



MOVES

All Mech Pilots have these two moves:

☒ **MECH**—You have a giant robot. Maybe it's bound to you by magic, or maybe it's super-advanced technology from outer space. Decide on your mech's name, and where you are keeping it. Is it in your garage, an abandoned warehouse, a sewer tunnel?

Roll **POWERS ENGAGE** to get in the cockpit and power up your mech. While in the cockpit, take moves such as **Go ALL OUT** or **COME TO THE RESCUE** as your mech. It gives and takes Big harm, and has 6 heart boxes. When it takes Big harm, you take the same amount of normal harm. Your mech has a punch attack that does 1 Big harm melee.

Your mech has one of these features:

- ☐ **Stealth Cloak** (Your mech can become Invisible.)
- ☐ **BFG** (Your attack becomes Ranged.)
- ☐ **Flight**
- ☐ **Laser Sword** (Your attack becomes Dangerous.)
- ☐ **Shield** (Your mech has Armor 1.)
- ☐ **Advanced Alloy** (Your attack becomes Armor-Piercing.)
- ☐ **Summonable** (Your mech is On Call.)

☒ **REPAIR**—When your mech is damaged, roll +**SMART** to repair it. On 10+ you fix two of its heart boxes. On 7–9 you fix one heart box. While your mech remains damaged, you can still use it, but your **POWERS ENGAGE** roll takes a negative equal to the heart boxes filled.

Choose one more move:

- ☐ **UPGRADE**—Add an additional feature from the features list to your mech.
- ☐ **PLUGSUIT**—You have a suit you can wear even when you're not piloting your mech. It has two of the following: A +2 melee or ranged attack, Air blades that let you do big leaps and defy gravity, Armor 1.
- ☐ **ARMORED COCKPIT**—You take half the damage you normally would, rounded down, when your mech is damaged.
- ☐ **TRAINED FOR WAR**—When you **Go ALL OUT**, take +1.

- ☐ **GUT INSTINCT**—When you use **POWERS ENGAGE**, roll +**HOT** instead of +**SPIRIT**.
- ☐ **SKILLED MECHANIC**—When you **REPAIR** your mech, on 7+ repair one additional heart box.
- ☐ **SECURE HANGAR**—You have a place where you can store and fix your mech, and where no one can easily find it. Get +1 to **REPAIR**.

DRAWBACK

Choose one drawback for your mech:

- ☐ **UNRELIABLE**—Take -1 to your **POWERS ENGAGE** roll to power up your mech.
- ☐ **STOLEN**—You stole your mech from a villain who has 1 bond on you. Name the previous owner.
- ☐ **HUGE**—Your mech is hard to hide.
- ☐ **BLOOD-POWERED**—You take 1 harm when you use **POWERS ENGAGE** to power up your mech.
- ☐ **RARE FUEL SOURCE**—You must **Go SHOPPING** to refuel your mech.
- ☐ **BUGGY**—Take -1 to **REPAIR** your mech.

LIMIT BREAK!

PROTOTYPE—Roll **POWERS ENGAGE**. On 7+ your mech manifests a cool prototype weapon, which does twice as much damage as usual. You can also use, for the duration of the scene, one upgrade you haven't yet purchased.

COOLDOWN—You have to spend a lot of time repairing your mech and can't use it.

MECH'S HEART BOXES



Night Hunter

NIGHT HUNTER



GEAR

Choose one set of specialized equipment:

☐ MONSTER HUNTER'S GEAR

- * 2 harm melee weapon (Does +1 harm against a particular kind of creature. Decide which.)
- * Holy Symbol (Holds a certain kind of creature at bay while you brandish it. Decide which.)
- * Arcane Scroll (Use POWERS ENGAGE once per session to cast a single kind of spell, as the Alchemical Witch, but with no components. Choose which kind.)

☐ VIGILANTE'S UTILITY BELT

- * 2 harm Precise melee or ranged weapon
- * Stun grenades (Makes one living creature Stunned.)
- * Digital multi-tool (Gives you HACKING as the Digital Champion.)

☐ STEALTH ASSASSIN'S TOOLS

- * 2 harm Armor-piercing ranged weapon
- * Smoke Bombs (Lets you vanish from where you are and appear somewhere else nearby.)
- * Lockpicks (Gives you BREAKING AND ENTERING as the Delinquent.)

MOVES

Choose one move:

☐ **TACTICIAN**—When you Go ALL OUT, roll +SMART instead of +HOT.

☐ **INVERSE LAW OF NINJAS**—While you are surrounded by more than one opponent attacking you at once, get +1 ongoing and do +1 harm for each additional opponent.

☐ **ACROBATICS**—You can easily scale walls, run along rooftops, and leap safely down from great heights. You also look very cool doing it.

☐ **ESCAPE ARTIST**—When you REACT FAST or STAY STRONG to avoid being immobilized or trapped, take +1.

☐ **SUDDEN STRIKE**—When you Go ALL OUT against someone who doesn't know you're there, do +2 harm.

☐ **STEALTH**—You know how to move silently and without drawing attention. Roll +COOL to sneak around. On 10+ you and your whole team go unnoticed as long as you want (or until you do something loud). On 7–9 all of you make it unnoticed past a single obstacle. On 6- you draw unwanted attention.

☐ **CUSTOM VEHICLE**—You have a themed vehicle such as a robo-horse, a motorcycle, or some other highly specific conveyance. It is On Call. Name and describe it.

DRAWBACK

Choose one:

☐ **OLD WOUND**—You always have your first heart box marked.

☐ **CODE OF HONOR**—There is something you will never do under any circumstances. Decide what it is.

☐ **NEMESIS**—You have a sworn enemy. Name and describe them. When you're going up against them you get +1 ongoing. They gain 1 bond on you.

☐ **I WALK ALONE**—You can only gain new bonds with people who have first reached out to you.

LIMIT BREAK!

REFUSE TO DIE—Roll Go ALL OUT. On 7+, during this fight, you are not dead or Out when you mark your Dying heart box, but instead keep going for the rest of the scene, no matter how much additional harm or Big harm you take. When the fight is done, you fall unconscious and are Out.

COOLDOWN—You're too damaged to fight. You're either in the hospital or on bed rest.

Otherworldly Royalty



You are a royal scion from another planet, an alternate world, or a spirit realm. You have special powers, but you look like an ordinary human teen. Decide whether you have a true form that you're hiding, and on the reason why you're on Earth. Are you a runaway, an exile, the last survivor of your people, hiding from enemies?

MOVES

Choose two of these alien powers:

- ☐ **SIGNATURE MOVE**—You have an attack that does 3 harm, with an elemental tag or Knockback.
- ☐ **SHIELD**—Roll POWERS ENGAGE to protect yourself or another. After absorbing 6 harm, the shield dissipates.
- ☐ **SPECIAL EYES**—Choose one: Heat vision, Seeing in darkness, X-ray vision.
- ☐ **TELEPATHY**—Speak in people's minds and hear what they send in return.
- ☐ **SUPERNATURAL PRESENCE**—Add +1 to your CHARM.
- ☐ **SHAPESHIFTING**—Roll POWERS ENGAGE. On 10+ you can take a different-sized shape like a small bird. On 7–9 your shape must be roughly humanoid. On 6- something goes terribly wrong.
- ☐ **DANGER SENSE**—At the beginning of each session, roll POWERS ENGAGE. On 10+ the principal alerts you to impending danger right before it happens, and gives you a detail about what is going to occur. On 7–9 you get the alert, but you also become a target.
- ☐ **EMPOWERING TOUCH**—Take 1 harm to power or repair machinery or magical talismans.

Choose one more move:

- ☐ **NEW DEVELOPMENTS**—Add a new alien power.
- ☐ **FLIGHT**—You can fly.
- ☐ **INDESTRUCTIBLE**—You get Armor 2.
- ☐ **SUPER SPEED**—Roll POWERS ENGAGE to take two actions for everyone else's one for a scene.
- ☐ **HEALING TOUCH**—Roll POWERS ENGAGE. On 10+ heal 2 harm or a condition. On 7–9 heal 2 harm or a condition but take 1 harm yourself.

- ☐ *MINIONS*—They will do mundane tasks for you and have abilities in one of the following areas: Communication, Technology, Bodyguarding, Magic.
- ☐ *SUPERNATURAL STRENGTH*—You can lift super heavy things.
- ☐ *SANCTUM*—You have a crashed spaceship, a pocket dimension, or a mystical portal hideout where you can go for safety, and to contact the knowledge of your people. Take +2 while *STUDYING HARD* there.

DRAWBACK

Choose one:

- ☐ *INTERMITTENT POWER SOURCE*—Such as the sun.
- ☐ *AWKWARD ALIEN PUBERTY CYCLE*—From time to time you are unable to be in public for a biological reason, such as leaking pheromones or an uncontrollable appetite.
- ☐ *ALLERGY TO RARE SUBSTANCE*—Such as unusual elements or meteorites.
- ☐ *MASK SLIPPAGE*—Your true form is revealed under particular circumstances, such as under moonlight or when unconscious.
- ☐ *CULTURE SHOCK*—You are having difficulty adjusting to concepts in your new life, such as use of money, having others think themselves your equal, there being one sun in the sky, etc.
- ☐ *ANCESTRAL ENEMY*—A villain gains 1 bond on you. Name them and describe what they did to you or your people.

LIMIT BREAK!

NO HOLDS BARRED—Roll *POWERS ENGAGE*. On 7+ dish and take Big harm for one fight.

COOLDOWN—You have the powers of a normal human.

Reincarnated Soul

REINCARNATED SOUL



MOVES

All Reincarnated Souls have these two moves:

☒ **SPIRIT POSSESSION**—You are inhabited by a spirit, which sometimes takes control of your body. Choose whether is your own past life or an outside influence, and whether it is generally helpful or antagonistic. Did it come from an item or artifact, or did it manifest after an experience? Decide what you look like while you are being possessed.

You and the spirit have somewhat opposing goals. Decide what it wants: It is frustrated to be a teenager again, It seeks vengeance against an enemy, It seeks to be reunited with a lost love, It wishes to regain worldly power, It wants to protect its legacy.

You can voluntarily let the spirit ascend at any time. Additionally, it may sometimes ascend when you would rather it didn't. This could happen on a 6- roll, or under another trigger circumstance that you specify, such as visiting a place it recognizes, engaging in a beloved activity, facing an ancient foe, or being called forth by name.

The spirit stays in charge for no longer than a scene, then retreats. When you are back to being an ordinary student after being the spirit, take the condition Distracted or Fatigued for the next scene.

While the spirit is ascendant it cannot use any moves from your student playbook. However, it has one of these sets of supernatural powers:

☐ **PSYCHIC**

- ✱ Telepathy (You can speak mind to mind.)
- ✱ Psychic Strike (Gain a 2 harm ranged Psychic attack.)
- ✱ Read Minds (Roll POWERS ENGAGE. On 10+ hold two, and on 7-9 hold one. Spend your holds one-for-one to ask the subject a question.)

☐ **STRATEGIST**

- ✱ Tactics (You get +2 when you MAKE A PLAN.)
- ✱ Art of War (When you are directing a battle your allies get +1 ongoing to Go ALL OUT and COME TO THE RESCUE.)
- ✱ Strategize (Roll POWERS ENGAGE. On 10+ the principal tells you an important fact about the upcoming conflict, on 7-9 you get the fact but also suffer a setback.)

☐ **MAGICIAN**

- ✱ Magic Blast (Gain a 2 harm ranged armor-piercing attack.)

- * **Enspell** (Roll POWERS ENGAGE. On 10+ one creature is Silenced or Confused. On 7–9 it is Silenced or Confused, but either you or a teammate, your choice, also suffers the effects for one round.)
- * **Warded Circle** (Roll POWERS ENGAGE to make a circle and name one type of creature who either cannot leave or cannot enter the circle. On 10+ the circle lasts for a scene, and on 7–9 it fades more quickly.)

☒ **TOGETHER WE RISE**—When you level up and choose a new move from your destiny playbook, choose one additional move from any playbook that the spirit can only use while ascendant.

Choose one more move:

- ☐ **PAST LIFE EXPERIENCE**—Pick two stats. When the spirit is ascendant, you get +1 to each.
- ☐ **ALREADY OCCUPIED**—When you STAY STRONG against mental influence or control, take +2.
- ☐ **DÉJÀ VU**—There is nothing new under the sun. When you STUDY HARD, on a 7+ you may ask one additional question.
- ☐ **NATURAL CONDUIT**—When you are involved in POWERS COMBINE, choose two teammates to give +2 on their rolls.
- ☐ **ETERNAL CYCLE**—One of the other students is the reincarnation of someone the spirit knew. At the beginning of each session, if your bond with them has dropped to 0 it is automatically raised to 1. Also, if you PROCLAIM YOUR FEELINGS toward this person, you get +2 ongoing instead of +1 ongoing.
- ☐ **COHORT OF SOULS**—You realize that your entire team are echoes of people the spirit once knew. You can spend bonds with any of them to help any of the others.

LIMIT BREAK!

WEAPONIZED POSSESSION—Roll POWERS ENGAGE. On 7+ the spirit ascends inside an enemy and controls them. For the duration of the scene, you determine the enemy's actions.

COOLDOWN—The spirit has spent its energy and cannot manifest.

Science Experiment



MOVES

All Science Experiments have this move:

☒ **UNNATURAL ATTACK**—Someone has altered you through science or magic and given you special abilities. Decide how you got this way. Are you a science experiment gone wrong? An escaped super soldier? A living weapon? You have a devastating attack that does 3 harm. Describe what it looks like and choose two features for your attack:

- ☐ Painful (Causes the condition **Wracked**.)
- ☐ Elemental (Add an elemental attack tag.)
- ☐ Power Draining (Destroys electronics.)
- ☐ Psychic (Bypasses **Armor** to attack the mind.)
- ☐ Multi-target (Add “you do harm to an additional target” to your list of choices when you **Go ALL OUT**.)

Choose one more move:

☐ **BERSERK MODE**—When you go berserk, do +2 harm with every attack. Take +1 harm every time you are harmed. When there are no more enemies left, **STAY STRONG** in order to resist attacking your teammates.

☐ **REANIMATED**—You are made from dead parts. Elemental attacks do not damage you (in fact, lightning heals you for as much harm as it would inflict), and blunt force trauma does only half as much harm. (This is incompatible with **ELEMENTAL WEAKNESS**.)

☐ **BIONIC LIMB**—Your arm or leg is a 2 harm melee weapon. You can also move heavy objects with it.

☐ **JADED**—You’ve seen and suffered it all already. When you **STAY STRONG**, take +1.

☐ **FUNCTIONALLY IMMORTAL**—If you take harm in your **Dying heart** box, you are **Out** but not **Unconscious**. Your body slowly pulls itself together again over the course of the scene. You cannot take actions during this time. Once you’ve reassembled, heal 1 harm, and you are no longer **Out**. You do not suffer alterations or conditions after being **Out**.

☐ **HEALING FACTOR**—Roll +**Hot** to close up your own wounds. On 10+ you heal 2 harm. On 7–9 you heal 1 harm. On 6- you don’t heal, but the way your body shifts as it tries to heal makes everyone near you have to **STAY STRONG**.

- ☐ **TOUGH IT OUT**—When you **STAY STRONG**, roll +**HOT** instead of +**SPIRIT**.
- ☐ **RESILIENCE**—When you take harm for any reason, take one less harm.

DRAWBACKS

Take this drawback:

☒ **PROPRIETARY RESOURCE**—Whoever created you in the first place wants you back. Name your maker, boss, or handler and describe how you got out of their clutches. They have 1 bond on you.

Choose one more drawback:

- ☐ **AMNESIA**—You can't remember your former life.
- ☐ **SERUM DEPENDENT**—You need to **Go SHOPPING** or get your serum in some other way, or you will have -1 ongoing.
- ☐ **ELEMENTAL WEAKNESS**—Pick an elemental tag. That element does twice as much harm to you.
- ☐ **EVIL BRAIN TWIN**—It sometimes takes over, such as after a failed roll.
- ☐ **PTSD**—Decide on one or more triggers that will make you take -1 ongoing.
- ☐ **OFF-PUTTING APPEARANCE**—Take -1 to all rolls based on **CHARM**.
- ☐ **UNCONTROLLABLE POWER**—When you **Go ALL OUT**, on 6- your attack hits a teammate.

LIMIT BREAK!

LOCALIZED APOCALYPSE—Roll **Go ALL OUT**. On 7+ you perform an **UNNATURAL ATTACK** that targets every minion you can see, or does double the usual harm to a lieutenant, or both, if minions and lieutenants are in the same scene.

COOLDOWN—Your trauma flares up and you can't fight at all. Not with your powers, not with ordinary weapons. Nothing.

Secret Monster

SECRET MONSTER



You are disguised as a human, but you are actually a monster. Decide what inhuman feature you have that still shows. You also have a true form. Describe what it looks like. You could be a vampire, yokai, ghost, werewolf, angel or devil. Or invent your own type of monster.

MOVES

Choose three:

- ☐ **ILLUSION**—Use POWERS ENGAGE to make an object or person look different for a scene.
- ☐ **ENCHANT**—Use POWERS ENGAGE to make people like you and do what you ask. On 10+ hold two. On 7–9 hold one. Spend these holds one-for-one to make a creature comply with any reasonable request. If you attempt to ENCHANT a teammate, they can choose to resist, or give in and mark experience.
- ☐ **BLESS AND CURSE**—Use POWERS ENGAGE to alter someone's luck. On 10+ hold two. On 7–9 hold one. On 6- you get -2 to your next roll. Spend your holds to give someone good or bad luck. For you or your teammates, this means +1 or -1 on a roll. For others, the principal will describe how things go surprisingly well or poorly for them.
- ☐ **UNSETTLING AURA**—Use POWERS ENGAGE to make others fear you. On 10+ make one creature with a mind Afraid. On 7–9 the creature is Afraid but so is a teammate or an innocent bystander.
- ☐ **ALTERNATE FORM**—Use POWERS ENGAGE to turn into a bat, dog, werewolf, etc. for one scene. Increase one applicable stat by +1 while you are transformed.
- ☐ **FLIGHT**—You can fly. This can be mystical flight, or you can grow/reveal wings.
- ☐ **PERSUASIVE**—Take +1 to BE CONVINCING.
- ☐ **MONSTROUS STRENGTH**—When you Go ALL OUT, do +1 harm.
- ☐ **UNSTOPPABLE**—You have two additional heart boxes.
- ☐ **NATURAL WEAPON**—You have a claw, bite, or other natural attack that does 2 harm.
- ☐ **VICIOUS ATTACK**—Your attack causes the condition Wracked.
- ☐ **VAMPIRIC**—Your attack heals you for 1 harm every time you roll 10+ on Go ALL OUT.

- ☐ **DARK MINIONS**—You have several humans or other creatures who serve you to the best of their ability.
- ☐ **FAST HEALER**—When you are healed for any reason, heal +1 harm.
- ☐ **INSUBSTANTIAL**—You constantly have the condition Incorporeal. You must also take INSUBSTANTIAL as a drawback. You can telekinetically move objects small enough for a human to lift.
- ☐ **IMMORTAL**—You do not age, and you cannot be killed by taking enough harm to fill your Dying heart box. Decide how your body heals itself when you are taken Out. Examples include turning to mist, returning to your coffin or sanctum, or regenerating. Whatever you choose, you are Out and Unconscious for at least one scene, at which point you heal 1 harm and wake up. You do not suffer alterations or conditions for being Out.

DRAWBACK

Choose one:

- ☐ **HUMAN MASK**—You have an amulet or ritual that keeps you disguised as a human, and if something happens to the amulet or you don't do the ritual you will be revealed as a monster.
- ☐ **BERSERKER**—After your enemies are down, you must STAY STRONG not to attack allies or feed on downed foes.
- ☐ **ALLERGY TO A COMMON SUBSTANCE**—Such as salt or sunlight.
- ☐ **VORACIOUS HUNGER**—You must eat a specific substance such as blood, flesh, or candy, or take -1 ongoing.
- ☐ **UNDER A CURSE**—When a certain condition is met, you are compelled to take a certain action. Examples include obeying a specific command, being unable to attack a certain sort of foe, or being unable to cross running water.
- ☐ **UNDER COMMAND**—You have a master/domineering family/oppressive organization who tell you what to do. Name and describe them. They gain 1 bond on you.
- ☐ **CONTAGIOUS**—Your condition can be passed on to others. Decide how.
- ☐ **INSUBSTANTIAL**—You must also take the move INSUBSTANTIAL.
- ☐ **NOT FROM AROUND HERE**—You are unfamiliar with basic modern mortal concepts like plumbing.

LIMIT BREAK!

WHAT POWER!—Roll POWERS ENGAGE. On 7+ you reveal your true monstrous glory and can use it to force one lieutenant or all minions to flee, bow down to you, or some similar command that you choose. This command does not have to be reasonable and cannot be resisted.

COOLDOWN—Revert to monstrous form, but you cannot use the benefits of your destiny moves.

Time Traveler

TIME TRAVELER



GEAR

FUTURE TECH—Choose two pieces of futuristic gear:

- ☐ A BFG (2 harm ranged weapon.)
- ☐ Vibra-Sword or Laser Sword (2 harm melee weapon.)
- ☐ Personal Armor (Armor 1.)
- ☐ Force Shield (Roll +SMART to activate, and choose Spiritual, Resolute, or one elemental tag. The shield protects every team member from 6 harm of that particular type, then vanishes.)
- ☐ Short-Distance Teleporter (You can move anywhere you can see.)
- ☐ Sonic Multi-tool (Can open locks and mess with electronics.)

MOVES

Choose one:

- ☐ *ADVANCED WEAPONRY*—Choose another FUTURE TECH. Or upgrade your FUTURE TECH with an attack or protect tag.
- ☐ *AI HELPER*—You have a sentient computer program that can assist you with research and give you insights and advice. Once per session, your AI helper can tell you a secret about someone, based on its gathering of information from various timelines.
- ☐ *TIMEY-WIMEY*—Rattle off a string of information that no one in this timeline understands, and roll +COOL. On 10+ all your opponents are temporarily Distracted. On 7–9 most of them are. On 6- you irritate them instead and they attack you or throw you out, depending on the circumstances.
- ☐ *RESEARCHER*—When you STUDY HARD, take +1.
- ☐ *THE PRESENT IS THE FUTURE'S PAST*—At the beginning of each session, roll +SMART to have foreknowledge of one event that is going to happen. On 10+ the principal tells you the timing and specific details of the event. On 7–9 you get only vague details.
- ☐ *ANCESTRY*—You are the descendant of someone with supernatural powers. Take a move from a different destiny playbook.

LIMIT BREAK!

CHANGE FATE—Roll *COME TO THE RESCUE*. On 7+ take 2 harm to roll back time no more than one scene and treat as 10+ a roll that failed. This can be your roll or someone else's roll.

COOLDOWN—Something about you scrambles because you've changed your own timeline. Choose one: You become partially intangible, All your equipment changes, Your AI has a different personality and abilities, Your appearance changes dramatically, You suffer an unhealable injury, You are an android, You are a monster. This change is usually temporary, but if you and the principal agree, it can be permanent.

Transformation Warrior



MOVES

All Transformation Warriors have these two moves:

☒ **TRANSFORMATION SEQUENCE**—Roll **POWERS ENGAGE** to transform into a powerful warrior in order to do battle with the forces of evil. No one can attack or interrupt you while you are transforming.

Describe what your warrior form looks like. You may be color coded or themed. Somewhere attached to your uniform you have a magical artifact which is the source of your power. Describe your artifact.

When you have transformed, no one except your team recognizes you, even if your uniform does not involve a mask. In your warrior form you can't fly, but you can ignore gravity to make big leaps and do acrobatic stunts.

While in warrior form, you can do a special attack using the powers of your artifact. Choose one:

☐ **Power Beam** (3 harm ranged.)

☐ **Martial Arts** (3 harm melee.)

☒ **DISTINCTIVE ARMOR**—Maybe you wear a uniform with a cute skirt, or maybe you have a gleaming suit of armor. Whatever it looks like, in your warrior form you have Armor 1.

Choose one more move:

☐ **POWER UPGRADE**—Add an attack tag to your Power Beam or Martial Arts.

☐ **ARMOR UPGRADE**—Add a protect tag to your DISTINCTIVE ARMOR.

☐ **SHIELD**—Once per scene, make a big shield that will protect you and your whole team from all harm for one round.

☐ **MASCOT ALLY**—You have a small mascot that can give you advice and do reconnaissance. When it is helping you, you get +1 to **STUDY HARD** about the abilities or plans of your antagonists.

☐ **FEELINGS BOOST**—After you **PROCLAIM YOUR FEELINGS**, your next use of **Go ALL OUT** does +2 harm.

☐ **FOR MY FRIENDS**—While one of your teammates is Out, you get +1 ongoing. In addition, you can temporarily add a new tag to your attacks. These benefits multiply by the number of teammates who are Out.

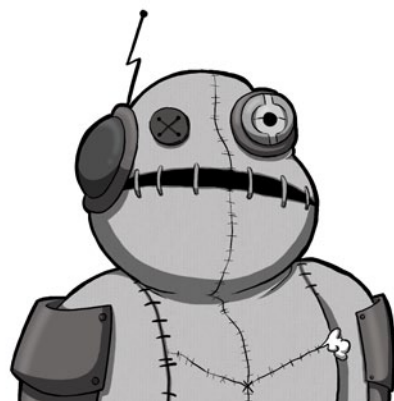
☐ *MAGICAL TEARS*—If someone has marked harm in one of their three final heart boxes (Bleeding or worse), express your emotions and roll *POWERS ENGAGE*. On 10+ heal 2 harm. On 7–9 heal 1 harm.

☐ *HEART POWER*—The maximum number of bonds you may have with each person increases by one.

LIMIT BREAK!

ULTIMATE FORM—Roll *POWERS ENGAGE*. On 7+ you draw directly on the source of your power to transform into an ultimate form to handily defeat one lieutenant or all minions in the scene.

COOLDOWN—Your artifact is damaged or drained by so much power flowing through it, and until it recharges you cannot transform.





Principal's Office

Principal's principles

Here are some guidelines for how to fulfill your role as principal and help your group play this game.

PLAY TO FIND OUT WHAT HAPPENS.

In this game you don't need to do much advanced planning. In fact, you shouldn't do much advanced planning. It's fine to invent some villains and think through potential scenarios—"what might be waiting for them if they decide to infiltrate the evil lab?"—but you should never decide what direction the players will go in or push them toward particular actions.

CREATE THE WORLD TOGETHER.

In the first session the players will invent aspects of the world, their school, and their classmates. As the game continues, keep involving them in creating the world. Ask them for names and details about people and places they encounter. Are the students going to an arcade? Ask one of them to describe it, and another to name and describe the proprietor. The world will keep expanding, with contributions from everyone.

MAKE IT FUN.

When you have to make a choice, choose what would be most fun for the

players. If you know one of them loves romantic drama, give them several possible dates to choose from. If they keep talking about how great a beach episode would be, send them to the beach.

Making it fun doesn't mean that bad things will never happen. Near-death experiences and dramatic failures can be fun, too. Who doesn't love gasping out a heartfelt speech as they lie bleeding in a teammate's arms? When a student rolls a failure, avoid boring consequences like "nothing happens" or embarrassing consequences like "you trip on a banana peel." Think of the most fun, exciting way the student's action could go wrong, and do that. You can ask the player for suggestions, too. "Ooh, a 2. How do you think that went terribly wrong for Keiko?"

BE EXTRA.

Describe the world and the people in it in larger-than-life terms. This game is based on anime series in which protagonists fight on the moon, defeat gods, and throw galaxies, so never pick an ordinary option when you could have an extraordinary one. Let your villains wear sequined capes. Have the all-powerful student council meet at the top of an unnecessarily-tall tower. Don't be afraid to throw huge, ridiculous challenges at your team. They have LIMIT BREAKS and POWERS COMBINE. They can overcome in a spectacular way.

MIX STUDENT AND DESTINY PROBLEMS.

This game is the most fun when students are trying to live their ordinary high school lives and their supernatural destinies make them late for class, or when the duties of being a hero get complicated by nosy classmates or having to go to cram school. Never let them just be students, or just be heroes. Have a classmate threaten to betray a student's secret identity, only to be revealed as a secret hero themselves. Make the school the center of a planet-wide weave of ley lines. Have the villain threaten to ruin prom.

SAY "YES."

When the players ask if they can do something, say "Yes" and ask how they are going about it. Call for the appropriate rolls if they need to make moves. If a cost is required, state it. If they want to do something they

can't accomplish with their current level of resources and abilities, tell them what they would need to do in order to move toward this goal. Do they want to infiltrate the Space Emperor's base, but they don't have a spaceship? Point them toward a couple options for acquiring one, and tell them the steps they need to take.

ASK "WHAT DO YOU DO?"

This is your go-to phrase. Whenever there's a lull in the action or you're not sure what to do next, turn it around on the players. Describe a situation and say, "What do you do?" Every time a villain or an NPC takes an action, ask, "What do you do?"

Principal's moves

Just like the students, you have moves. You can make these moves at any time. They are how you tell your part of the story that you and the students are creating together. When the students are floundering or there is a pause in the action, it's time for you to take a move. Choose one that makes sense for the situation.

ASK A QUESTION—Ask one of the players to describe an NPC or a place. Ask about a character's past or family. Ask what they're wearing. Ask about their true feelings—did they really mean it when they said they were going to help the villain out? Ask what their **TRANSFORMATION SEQUENCE** or **SIGNATURE MOVE** looks like. Ask for clarification if they give a vague answer or you're unsure what move they're using. "So are you being friendly and just talking about how much fun you had at the club meeting, or are you trying to **BE CONVINCING** and get her to join paper airplane club?"

INTRODUCE A PLOT—The homeroom teacher announces that everyone must join a school club. A news story tells about a strange meteor sighting. Everyone gets a text alert about a missing child. A new door that only certain people can see appears in the school basement. This move is especially useful when you're at the beginning of a plot track and you need to give the students some information. Consider using existing NPCs to dispense this information. Contacts, friends, family members, teachers, and classmates can all be used to introduce a plot, and the students can interact with them and ask them questions. "Did you hear about the ghost in the locker room?"

INTRODUCE A CHARACTER—A new transfer student shows up in class. There's a suspicious substitute teacher. A vampire appears on a rooftop and hints at plans to take over the town. The Apprentice Reaper runs into a reaper from a rival faction while on patrol. Make sure the newly-introduced character has a chance to talk to the students. It can be helpful if they address one or more of the students directly, perhaps asking them a question, or attempting to recruit them to a cause. If the character introduced is a villain, this move may soon be followed by another move like **THREATEN SOMEONE**.

SURPRISE THEM—Ninjas appear on the school grounds at night. There is a surprise exam in science class. The cave system the students are exploring starts to collapse. This move is always something students need to respond to right now. It's a good move to use when there have been several

quieter scenes and you need to pump up the excitement.

CHANGE A RELATIONSHIP—A love interest cancels a date, and won't say why. A father shares a revelation about the family's real business. A friend unexpectedly knows about the student's secret identity and offers to help. You initiate this move by having an NPC talk to one of the students. Because this move usually involves people the student has bonds with, it can lead to those bonds increasing, depending on what the student does.

CHANGE THE SETTING—The class takes a trip to a museum. On the weekend, the students *GO SHOPPING* in the big city. Over in the hospital, the Night Hunter is still recovering from the big battle. This move can be used to skip past boring moments, "Now we're at the abandoned mansion," or to skip between students who are in different places, "Over to the two of you who stayed in the classroom."

DROP A HINT—A classmate mentions hearing a moaning sound near the door to the boiler room, giving the students a clue about the ghost they've been tracking. Graffiti appears on the school walls, holding a hint about the identity of the evil organization. Unlike **INTRODUCE A PLOT**, which sets up an entirely new situation, this move gives the students more information about a problem they are already aware of. Usually they will find out needed information by **STUDYING HARD** or **BEING CONVINCING** at someone. Use this move, though, if they have missed something crucial or are getting stymied in a way that isn't fun.

THREATEN SOMEONE—A rampaging giant robot moves to grab one of the students. An evil corporation threatens to foreclose on the store belonging to a student's family. A classmate threatens to tell a secret. This move can threaten a student or someone the students care about. If no one counteracts the threat, something bad will happen. The threat can be physical harm, but it can also be something more intangible.

ISOLATE SOMEONE—A door slams shut in the hidden laboratory the team is investigating, splitting them up. A classmate confides a terrible secret to one of the students and makes them promise not to tell. The student council invites all the students to a special meeting—except one. The Secret Monster is a vampire, and can't tell the Night Hunter because he has sworn to slay all vampires. Isolating someone can mean physically separating one student from the others, but social isolation can be just as bad. Find out what that student will do when they're away from the team, or left out, or trying to keep a secret all on their own.

Principal's hard moves

You can only do these moves when a student fails a roll, or when you have set up a dangerous situation with a previous move like **THREATEN SOMEONE** and the students have not managed to stop the threat. Think of your hard moves as consequences for actions. You should pick the move that makes the most sense in the situation—failing to **Go ALL OUT** against a monster probably results in **Do HARM**, and failing to **STAY STRONG** against a vampire's mind control probably results in **GIVE A CONDITION**. If you have more than one hard move that makes sense, pick the one that would be the most fun.

DO HARM—This one is obvious. The student takes physical harm and marks off heart boxes. How much depends on the attack being used against them. Students can also take harm from environmental factors like buildings collapsing, being stuck out in the elements, drowning, or encountering toxins.

TAKE SOMETHING AWAY—The student loses a piece of gear. Or they lose something intangible like the regard of someone they care about, or their reputation, or their secret identity. Kidnapping a loved one is an especially potent form of taking something away.

GIVE A CONDITION—The student may become trapped, lost, afraid, or come under a villain's mental influence. There are many options for conditions—check the list on page 43 and feel free to invent new conditions of your own. Conditions are usually something the student can resolve within a single scene. Decide if the condition will wear off on its own or if the student needs to do something to overcome it. If the latter, tell the student what they need to do. Don't let conditions drag on too long. It can be fun to be mind-controlled for a few moments in a fight, but it's not fun if it lasts all day. An exception to this is conditions gained by being **Out** and having a near-death experience, which are longer-lasting and may become a plot point in their own right.

TARGET THEM—The student comes to the attention of an enemy, who turns their dark schemes in that student's direction. In a fight, the villain will attack the student, ignoring other targets. Outside a fight, the villain gains a bond on the student. For example, the student might be doing internet research on the villain's past misdeeds, but their search triggers the villain's cybersecurity protocols and the villain now knows exactly who is looking for them.

DAMAGE A RELATIONSHIP—Decrease one of the student's bonds by one. Use this move if a student betrays or disappoints a friend. This is one to use sparingly, because in a game about friendship and teamwork it feels like an especially hard blow. But if the Otherworldly Royalty skips their date with the Transformation Warrior in order to go fight their great rival on the moon, losing a bond would be most appropriate.



Running the first session

PRINCIPAL'S OFFICE



Here's what you as principal need to know about and do in the first session of the game. You and the players will discuss what you want and don't want out of this game. The players will create their students and you'll give them some prompts that will help them create the world the students live in, including their teacher and classmates. Then you'll jump into the action of a day at school.

EXPECTATIONS AND BOUNDARIES

As your gaming group is talking about what tone and content everyone wants from this campaign, it can be useful to talk in terms of ratings, like for movies or video games. The rating of ‘default’ SDHSR (as presented in this book) has an audience of 13 and up in mind: there’s stylized and non-graphic violence but no overt sexual themes and little ‘strong language.’ Similarly, the theme and tone of characters and events tends toward light-hearted, heroic, and over-the-top action-adventure.

If your group decides all of you want this story have a ‘higher rating’ or deal with heavier or mature themes in play, go for it, but make sure those are themes the whole group wants to explore in your game! For instance, default SDHSR doesn’t explore discrimination or bullying, even though those themes are common in stories about high school and in real world schools. We left those themes out on purpose, because we wanted you to be able to play whatever kind of character you want without them having to deal with problems because of their identity. It shouldn’t be necessary to relive real-life trauma while playing a game about punching cosmic evils in the face. If your whole group wants to play a game that involves bullying or some other theme, though, you can change this default expectation.

Once you’ve established this game’s boundaries, respect them. Don’t pressure people into dealing with themes or content they’re not comfortable with! The safety and enjoyment of the real people playing is the most important thing in a game.

The X-Card is an easy way to establish boundaries during play. You can find out more about it at <http://tinyurl.com/x-card-rpg>, but the short version is that whenever anyone is uncomfortable with something in the game—for any reason—you tap or lift an index card with an X on it to indicate you need the content being discussed edited out, without having to explain why.

As you get to know your gaming group better, these pre-game discussions will probably become shorter as you learn what your friends are comfortable with. It’s still important to check in with what the group wants out of a particular story before starting a new campaign: the exact same group might want to play out a fluffy slice-of-life (but with magical girls) story in one campaign and a brooding noir tragedy (also with magical girls) the next.

CHARACTER CREATION

All the steps for creating characters can be found at the beginning of the Playbooks section (page 65).

Once each player's character has a name, look, pronouns, a birthdate, and a like, and has checked all the appropriate boxes for moves and drawbacks on both their student and their destiny playbook, it's time to invent the school and its surroundings, the students' bonds with each other, and their teacher and classmates.

THE SCHOOL AND ITS SURROUNDINGS

Go around and let each player make a statement about the school itself or the city, town, or rural area in which it is situated. That statement will become part of the truth of this world. For example, one player might say that the school is a thousand years old. Another adds that the founder was a witch from another dimension. A third loves the idea that people in the nearby town are obsessed with a unique sport that involves frisbees and portals.

There may be some discussion among the players at this point about what they want the setting to be like. Are powers common and everyone knows about them? Or are all supernatural creatures in hiding? Having a general discussion about these sorts of questions before players make their individual statements is fine, and can help get everyone on the same page.

If a player makes a statement that other players don't think sounds fun, discuss it together and see if their original idea can be modified into something everyone will enjoy. It's up to you as principal to help balance each player making their own unique contributions with creating something everyone will be happy playing.

THE STUDENTS' BONDS WITH EACH OTHER

Go around and let each player introduce their character by profile, look and playbooks, including any other details that the player wants. Once everyone is introduced, go around again and have each player choose a bond (from the list in their student playbook) that connects their student to one of the other students. All bonds involve one or both of the students inventing something about their shared past. These statements also become part of the truth of this world. The players should write the name

of the student with whom they have a bond on the appropriate line.

Once every player has had a chance to choose one bond, go around again until each student has a bond with each other student. Note that there will be a different bond in each direction—Ajay might have tutored Jose in music, and Jose might secretly be holding a torch for Ajay.

After all bonds have been chosen, the players give them numerical values. Each player picks one other student to have 2 bonds with and one to have 0 bonds with. They will have 1 bond with all the other students. The players should write the level of bond next to each student's name in the bond section. These represent the strength of the students' starting connections.

TEACHER AND CLASSMATES

Have the players name and describe their homeroom teacher. Then show them the classroom seating chart (page 227) and let each of them pick where they are sitting. Ask each of them to name and describe one of their classmates, and choose a seat for that person. It may help for you to offer prompts for the classmates. Base these prompts on what the players have already established about their characters. "Who in the class is your main competition in a dance off? Where does your kendo team captain sit, and what are they like? Who keeps passing notes, and what is weird about how they do it? Who works at the corner store for their parents, and did they see the incident where Lin used their powers there?"

JUMP INTO THE ACTION

Now it's time to start playing! Set the first scene in the homeroom. Have the teacher make an announcement or assignment. Play the NPC classmates. Make a move. Ask the players, "What do you do?"

IDEAS AND OPTIONS FOR THE FIRST SESSION

It's a good idea to start the first session more heavily on the student side of things, so that the players can get to know their characters in their ordinary school lives. At some point during the first session you should **INTRODUCE A PLOT**, and by the end of the session you can have some villains **THREATEN SOMEONE** or **SURPRISE THEM**, instigating a conflict that lets

them use their cool destiny moves.

FOR SCHOOL INTERACTIONS

Option 1—Ask the players what their students' best and worst subjects are. Play through several of those classes and let them interact with each other and with the classmates they have invented.

Option 2—Have the homeroom teacher announce an upcoming school event and put the class into teams to work on some aspect of it: decorations, snacks, etc. Of course the players' students will all end up on the same team, giving them a chance to interact.

FOR VILLAIN INTERACTIONS

Option 1—The villains show up at the school.

Option 2—The villains target someplace in the nearby town or city. For this option, make sure that all the students have the opportunity to notice what is going on. For example, if you asked everyone what they were doing after school and two went to the arcade, one went to cram school, and one went to the poetry club, you could have them all get an emergency text alert, or let all those locations be near each other and the villains make a lot of noise so everyone who wanted could run over there.

Option 3—For more insidious villains, you can let your first villain be a classmate, teacher, or local hangout owner, about whom something is increasingly suspicious as things go subtly more wrong throughout the school day.

IMPORTANT QUESTION!

"In the first session, since I haven't planned any plot or created any villains in advance, how do I come up with a school event or a villain attack to throw at them?"

Great question! It's a good idea to have some loose concepts or plot prompts that could work in many different sorts of schools/scenarios, and then flesh them out on the fly once you see what sort of world and students your players have created.

SAMPLE FIRST SESSION PROMPTS

Here's a few handy plot prompts to get you started. If one of them seems like it would suit your game but needs some tweaking, it's easy to change the details to fit your particular setting and characters. For example, in prompt 3, if the students are in a school for super soldiers and don't have art class, instead of painting a portal the student possessed by the object could code a portal in computer class or mark out a portal by touching different points in the battle room during tactics class.



PROMPT 1—LAB PROJECTS 201

A classmate is back at school after having been gone. There are lots of rumors about why they were away so long. The classmate behaves strangely, proclaiming their true feelings for their friends, reacting oddly to things in lab, posting doomy statements to their social media—"Glad I got one more day"—and spending lunch on the roof just soaking in the sun. Men in suits in an unmarked van try to snatch the classmate away after school, to drag them back to an evil lab which should have some connection to one of the player's characters. (The corporate logo is the sigil of an evil alien monarchy! My uncle works for this company! I just got a scholarship offer from them!) If the team ends up in the lab, through being captured, chasing after the van, or doing research, they will find monsters (giant mutated rats?) and lab technicians. If the classmate is there, they will be panicking and manifesting powers and must be fought/talked down/hugged into wellness.

PROMPT 2—TRACK AND BATTLEFIELD

The homeroom teacher announces the upcoming sports tournament. Tryouts are right before lunch. During tryouts, elemental monsters rip up out of the earth of the sports field and begin attacking! They shouldn't

be too difficult for super-powered students to deal with. The classmates who don't have powers flee and need to be rescued. Afterward, someone can find a mysterious object in the dirt under the field. It is a summoning stone that draws a certain kind of elemental monster to the location. As everyone is leaving school there is a loud commotion at a local construction site, where a bigger elemental monster is rampaging. This turns out to be the work of a classmate who is a Creature Summoner. They are trying to train their summons to be stronger through battles, whatever the local destruction. Either words or fists could talk them out of this.

PROMPT 3—FASHION IS DANGER

A classmate has a new piece of jewelry (necklace/pair of wrist cuffs/prom tiara) from a mysterious admirer. This classmate acts more and more strangely through the school day, becoming very odd in art class, where they paint an eldritch portal that escapes the frame of their canvas, leaving glowing lines dripping in the air, and summoning winged demons with animated masks for faces. The portal can be destroyed by destroying the canvas. If the team researches the jewelry, they'll find it came from a local pawn shop. The fence who runs the shop doesn't want to talk about it because the purchaser was the new crime boss in town, who everyone is scared of. It turns out the crime boss is someone one of the characters has a connection to, now possessed by an evil mask!

PROMPT 4—TWO CENTURIES TILL RETIREMENT

An elderly faculty member has been teaching at the school forever. No, literally forever. Evidence gradually mounts that the teacher is not human, has been eating students to achieve their longevity, and must stay within a mile of the school at all times. The only way to end this faculty member's tenure is to find the phylactery bound to the school's foundations. The greatly changed remains of the creature's victims are also buried beneath the school, and it may be necessary to unearth and properly re-bury them to bring peace to their souls.

PROMPT 5—GYM GOO

Someone is stealing sporting equipment from the locker rooms and leaving gooey messes behind. Also, the janitor complains that someone is using his mops and cleaning supplies. Suspicion falls on one or more of the player

characters who are, in fact, keeping secrets, but not that secret. The students may need to investigate to clear their names. The real culprit is a classmate who is a Transformation Warrior and needs to brandish some item with the grip and heft of a weapon to trigger their transformation. The sporting equipment does not survive having become a heavenly sword, and monsters fought with said sword turn into goo, which the Transformation Warrior has been trying to clean up with the janitor's supplies.

PROMPT 6—ETERNAL BATTLE OF THE BANDS

The homeroom teacher announces that student recitals are coming up, and everyone wishing to submit ensembles or solos should report to the music room for tryouts after lunch. During a morning class, sharp origami creatures made of sheet music appear and attack! A classmate who is passed out on the floor bleeding, if revived, says they were practicing for the recital and they heard a song in their head and just had to play it. When they did, the origami madness began. After lunch at the recital tryouts, another student plays the fateful notes and the stage curtains whip about, opening into a portal. Through the portal steps an angel with wings of folded musical notation. It has come to retrieve an item stolen by another classmate, a magical item containing music that makes those who hear it become aware of the celestial battles between good and evil happening all the time, all around them. The angel intends to destroy all who have heard this heavenly music. It can either be talked out of this by someone proving their worth, or defeated in battle. Regardless, everyone who was at tryouts now sees angels and demons, and can join one of the sides of the eternal fight, if they wish.

Time

Time in the game is measured in rounds, scenes, sessions, and seasons.

ROUND

Rounds are used in combat or other tense, time-sensitive situations when it is important to track what is happening moment by moment. At the beginning of a round, make sure to clearly describe the current situation, including what any villains are doing, and ask each player what their student is going to do. Most moves can be executed in a round, and some have effects that last for a round. Make sure everyone gets a chance to act each round.

SCENE

A scene happens in a single location or involves a single event. Chasing the ninjas through the streets is one scene, sneaking into their hideout is another, and confronting their mysterious leader is yet another. Many moves give bonuses or effects that last for a scene. Try to let the players know when the scene is changing so they can track these things. The end of a scene is also a good time to mark down bonds that were gained or raised during that scene.

SESSION

A session lasts for however long you and your friends can get together and play. A session is made up of multiple scenes. Some moves like the Alchemical Witch's GATHER COMPONENTS or the Idol's FAME must be rolled at the beginning of each session and certain effects like a LIMIT BREAK cooldown last for a session. The end of a session is when everyone marks experience for the bonds they've formed that session, and when players can level their characters up.

SEASON

A season, like in an anime or live action show, is an entire story that has a beginning, a middle, and an end. A villain or villains are revealed over the course of the season, and in the season finale there is usually a big

showdown. The series may go on to have another season, but each season has its own self-contained plot and has a satisfying ending.

How many sessions make up a season? It varies, depending on what you and your players want and how much time you have.

SDHSR can work nicely as a 4–6 session mini-season, in which everyone gets a chance to level a couple of times (characters usually level every other session or so), unlock and use their LIMIT BREAKS, and uncover the plans of and foil one major villain.

For the classic full season with a boss and four lieutenants, each of whom must be defeated before the boss can be revealed in its final form, you'll probably need at least 12 sessions. Play it by ear. You'll know when the final battle is approaching.

You can also play SDHSR as a one-shot. This is probably what you'll do if you run it at a convention or an event. Allow 3–4 hours to play, of which the first hour will be taken up with character creation. Don't skip on that, as bonds especially are important and fun to create. Choose a single threat for your one-shot that can be handled within the time frame.

Remember that none of the newly created characters will have access to LIMIT BREAKS, so don't give them a threat beyond their abilities.

PREVIOUSLY ON SDHSR . . .

You can use some narrative techniques from your favorite shows to add to how you handle time in your game. Here's how.

MONTAGES

When the team is out enjoying themselves at the beach, or shopping on the boardwalk, or showing their new friend from the future a good time in the big city, you can use a montage to hit all the important character moments without letting the action drag. Tell your group, "We're going to have a montage of the beach shenanigans. We pan across a whole series of still images of everyone having fun. In the montage, what do we see Soojin doing?" Let each player narrate two or three images that encapsulate what their character is up to. "I'm doing that dive for the volleyball, and sand is spraying everywhere, and I'm laughing. Then you see me walking down the boardwalk with a huge ice cream cone in one hand and three big shopping bags in the other hand, and I'm balancing it all perfectly."

PREVIOUSLY ON...

It's common to do a recap at the beginning of a game session, to remind everyone of what was going on and get back in character. You can structure this like the recap of a series. "So, previously on the adventures of the Song High team. Who remembers the highlights?" If you have a player who takes notes, they can help with details. Let everyone chime in with what they thought the most memorable moments of the last session were.



NEXT TIME ON...

At the end of the session, you can ask each player to give an image or montage of something they hope will happen next time. This can help you, as principal, know what your players most anticipate and value. “I’m finally upgrading my digital device!” “I’m tracking down that man and making him fight me properly this time.” “It’s a montage of me surrounded by screens, sifting through data and triangulating the location of Doctor White’s secret base.”

EPILOGUE

At the end of a season, as the dust settles from the final showdown, it’s good to take a moment to breathe and let characters have special closing scenes. Consider letting each player narrate their student’s epilogue. If you’re continuing with these characters into another season, the epilogues can wrap up this year at school, show the student on summer vacation, spending time with their family, learning a new skill, etc. If this is the final time you’ll be playing these characters, the epilogues can take them further into the future. The players might choose to narrate their students growing into adulthood. Or they might want to end on a quiet note, with the student sitting on their apartment balcony, hand in hand with the crush they finally worked up the courage to ask out. Whatever each player chooses to narrate, the epilogue is a good strategy to bring closure to the final session.

Plot

You don't have to invent an intricate plot in order to run a game of SDHSR. In fact, you shouldn't do any plotting at all until after your players have created their students and their world. Once they've done that, you'll have a teacher, classmates, and maybe a villain or two already invented without you having to do anything. Here's what to do next.

USE WHAT THEY GIVE YOU

Let everything the players create be fodder for your imagination and help you fill in more details about the world and invent plot.

Think about the connections the students already have to the NPCs they've created, and how you could use that. Decide on abilities these NPCs might have, secrets they may be keeping, and how they feel about the students. Make a page for the NPCs and write down important details about them.

FOR CLASSMATES

Do any of them also have destinies? Are they keeping their destinies secret, or are they open about it? Do any of them see a particular student as a rival? What about a love interest? What school clubs and activities are they in? Are any of them better at a sport or class than one of the students? If it's a residential school, who rooms with who?

Classmates don't need to have stats or moves. If you need to track harm for a classmate, they have 6 heart boxes just like most students. If a classmate has a destiny or is liable to be involved in a fight as anything other than a person needing to be rescued, decide what their weapon/attack will be and how much harm it will do. You won't need to make any rolls for a classmate in a fight. Decide which student they are working most closely with and let that student's rolls determine how well the fight goes for the classmate.

Yuuki's player created the classmate Jiro, a shy, laid-back boy Yuuki loves to tease, who helps her lug her DJ equipment around to venues. The principal decides that since Jiro is so understated, it would be great if he had a secret destiny, perhaps even unbeknownst to him. Then Kayo's player has Kayo, the Reincarnated Soul, state that Jiro is the

reincarnation of a hero who was sworn to defend and serve Yuuki, who was a princess in a former life. The principal has Jiro deny that he knows anything about this or that he has any heroic abilities—he doesn't even play sports!—but the principal secretly decides to run with this idea. In future sessions, Jiro will be revealed as a Transformation Warrior and the team will have to go on a mission to recover the talisman that will help him find his destiny.

FOR VILLAINS

If one of the players has created a villain, that villain will have 1 bond on them. Elaborate on the backstory the player already gave you. What did this villain do to the student? What plans does the villain have for the future—what is their ultimate goal? Is this villain part of an organization? What is their relationship with other villains? Do they have minions working for them? Do they have a secret base or a lair?

Each villain should have some special moves. You will also need to know how much harm this villain can do and how many heart boxes they have. Look at the section on villains (page 181) for ideas about these, and even some sample villains you can use or modify.

You can fill out a Villain Sheet (page 228) for each villain to keep track of everything you need to know about this person.

Rin's player chose an Ancestral Enemy as their Otherworldly Royalty drawback, and stated that this enemy was a rival royal line of the same kind of alien as Rin, who have been at odds with Rin's family for generations. The principal decides that since Rin is not just a royal heir, but also puts most of their time and energy into creating the most amazing fusion cuisine in the universe, the perfect rival for Rin would be someone who doesn't care at all about food. In keeping with Rin's non-binary alien gender, the principal names the heir of the opposing house Rei, and decides that they grew up in a more ascetic and spartan environment than Rin. Rei is warlike and impatient, and when they appear on Earth to challenge Rin to fight, they will be confused by Rin's priorities and odd human friends.

The principal decides that Rei's goal is to prove that they are better than Rin, and considers the ways this could play out, depending on how Rin and the rest of the team react. It's possible someone will decide to make a 'season one villain' out of Rei by inviting them to prom, winning

them over with cooking, or impressing them with fighting prowess. That could be a fun storyline in which the students teach a murderous alien how to fit in as a high schooler. The principal decides that if the team wins over Rei, there are still plenty of other Ancestral Enemies—Rei's ditched honor guard, sibling, or angry fiancé.

CREATE MORE VILLAINS

Conflict is largely based on what the villains do, so you'll need multiple villains. Invent your important and powerful villains first—the bosses and lieutenants—and then create minions who work for them. The sorts of villains you create for your students to go up against will depend on what sort of world and characters your players have given you. Are the students in a special school for superheroes? They will probably end up fighting supervillains. Do several students have powers that relate to spirits or a supernatural otherworld? They will probably find themselves set against denizens of that otherworld.

It can be useful to make one villain as a particular opponent for each student. That's easy when a Night Hunter has a NEMESIS or a Science Experiment is a PROPRIETARY RESOURCE. But for other students who haven't made a villain during character creation, think about what kind of villain would be a good antagonist for them, opposed in values and ideals, power set, or both.

VILLAINS CREATE PLOT

All villains have goals, and as they pursue those goals they will create conflict for your students. You don't need to know all the steps a villain will take to accomplish their dark designs. To start out, you only need to know two things.

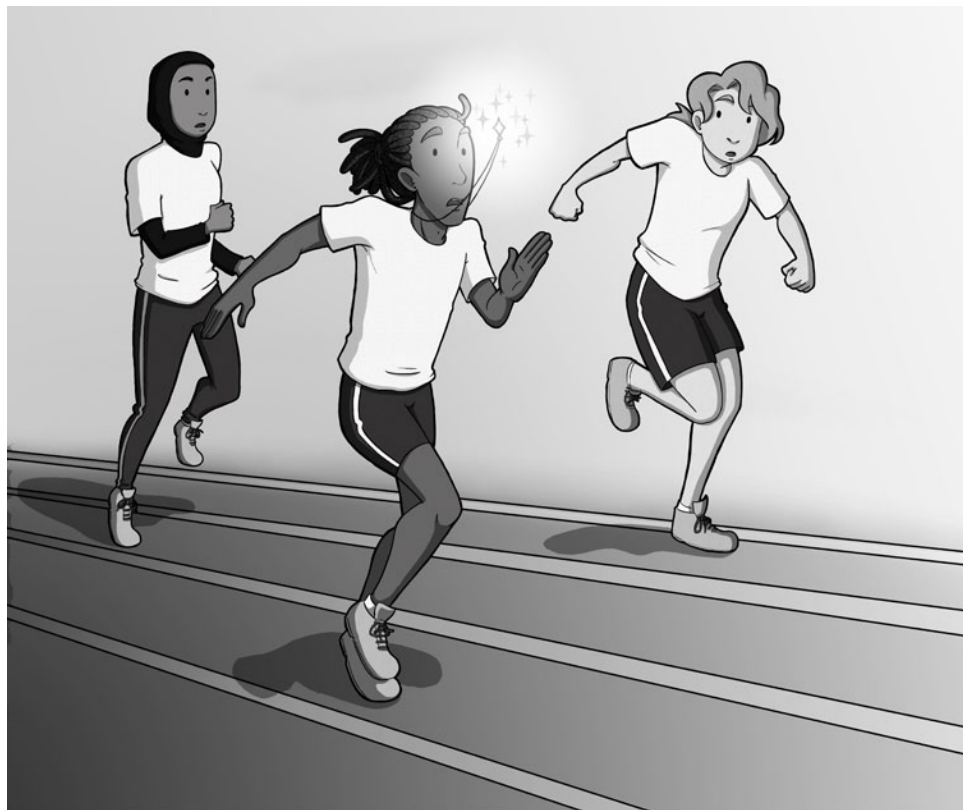
THE ULTIMATE PLAN—Decide what the villain's main goal is, and write it at the end of the plot track on the Villain Sheet. This could be something like “take over the world” or “build the ultimate robot.”

THE FIRST MOVE—At the beginning of the plot track, write how the students will first encounter the villain's schemes. This isn't necessarily the first thing the villain does to try to achieve their goal, but it is the first thing of which the students become aware. It could be something like “robots attack the school” or “a factory explodes and it is on the news.”

These two pieces of plot are all you need to start. Then you and the students will play to find out what happens.

Once the students have reacted to the first of the villain's moves, think like a villain, plan the next move, and write it in the next spot on the plot track. You can plan a couple steps ahead if you want, but let your villain stay flexible in working toward their ultimate goal.

If the villain is thwarted in their original goal, they may change it. In that case, start a new plot track with "get revenge on those meddling students who destroyed my robot" instead of "build the ultimate robot."



SCHOOL PLOTS

The students' teachers and classmates are not villains (probably) but their actions will also create plot. Part of the fun of playing SDHSR consists of balancing the demands of school life with those of thwarting villains' evil schemes. As principal, you'll need to throw school-based problems and decisions at your students as well.

You can make plot tracks for school plots, just like for villains' plots. Start with the goal and write it at the end of the plot track: "school science fair"

or “the swim team makes it to nationals.” At the beginning of the track write how the students will first find out about this event: “the homeroom teacher announces that everyone must find a partner to work on a science fair project” or “swim team tryouts.”

Just like with villain plots, once the students have taken care of the first thing on the school plot track, plan the next one based on what they did. If no one decides to try out for swim team, maybe you’ll want to scrap that plot. Or maybe the students are ardent swim team fans and will show up at meets to cheer the team on. Offer a number of possibilities and see which your group gets excited about. Track meets, school musicals, fundraisers, and local festivals are great places to start something.

Just because there is no villain involved doesn’t mean there won’t be conflict in school plots. Think about which NPCs don’t want the students to succeed, or might get in the way. A rival team could announce their intent to win the science fair at all costs. A teacher could tell students with low grades that they can’t go on a class trip unless they do better in math.

DECIDE WHO GETS THE SPOTLIGHT

For each step along the plot track, for villain or school plots, write down which student or students will most likely get the spotlight at this point. This is easy if a villain is someone’s NEMESIS, but even when a villain has no emotional connection yet to any students, try to build it through this use of spotlight.

Think about it this way—who is most affected by this portion of the plot? Will an attack happen next to the Rep’s house? Is the student who is kidnapped a sibling of the Mentor? Make sure to vary up who will be most affected, so everyone gets a chance for some good drama.

This use of spotlight also helps make sure that each step of the plot has some sort of emotional resonance. Never threaten random bystanders when you can threaten loved ones. Which store will the supervillains terrorize? Why, the students’ favorite bookstore, of course.

It’s always possible that the person you thought would be most affected and take the spotlight won’t be, and someone else will decide to take a personal dislike to this villain and PROCLAIM THEIR FEELINGS about it. That’s fine! Just keep track of who got a cool moment and make sure everyone has a chance to shine.

Tips and hints for the principal

Here are some things to keep in mind as you guide your players through the game.

IT'S NOT YOUR JOB TO SOLVE PROBLEMS.

That's up the students! Throw problems at them and see what they do.

THINK LIKE A VILLAIN.

What would be most dastardly? What would be most dramatic? Do those things.

VARY THE KINDS OF PLOTS.

Did the team just rescue someone from the evil lab? Don't kidnap another classmate any time soon. Give them relationship drama with the newly rescued classmate. Or the other things they accidentally let out of the lab are now terrorizing the town. Or both.

YOU CAN ALWAYS MAKE MORE VILLAINS.

If your group defeats the first ones you invent, create new ones.

USE CONDITIONS.

If it seems like the students are breezing through every problem and nothing is touching them, throw some conditions their way when they fail rolls or when they were warned about danger and they plowed right in anyway. It is especially appropriate to give conditions to teams that always run in without any advanced planning. They saw the toxic waste symbol on the door to the lab, didn't they? It shouldn't come as a surprise when they become Sickened because they aren't wearing any protective gear.

PAY ATTENTION TO LIMIT BREAKS.

If most of the students have LIMIT BREAKS at their disposal, don't worry about making villains too powerful. The students can take nearly anything!

PAY ATTENTION TO COOLDOWNS.

Also be aware of how many heart boxes students have left. If most of the team is on cooldown or in bad shape, consider giving them a break with a beach or hot springs episode. They'll need to build back up some bonds with each other, anyway. Don't go too easy on them—they can uncover a side plot or fight some minions on the beach. But give them a little room to breathe.

YOU CAN'T MAKE THE SAME ROLL TWICE.

Once the dice have been rolled and you've determined consequences, the student cannot negate those consequences just by trying the same thing again. For example, a student fails to STAY STRONG and takes the condition Afraid. On the next round, the student wants to roll STAY STRONG again to power through the fear. Ask them what they're doing to try to get over being Afraid. Chances are they will be PROCLAIMING THEIR FEELINGS, or someone will be making a move to help them, rather than just re-rolling STAY STRONG.

Similarly, if a student fails at STUDYING HARD, they've exhausted their current resources and abilities and can't find what they're looking for without getting help or trying a new avenue of inquiry. They can't just roll STUDY HARD again. But they could try to BE CONVINCING at the school librarian, who could show them some new databases, or they could call in a favor from their OUTSIDE CONTACTS.

KEEP BUILDING THE WORLD TOGETHER.

As you go through the game, continue to give opportunities for the players to make decisions about the world. Several sessions in, once everyone knows the current NPC classmates, let the players each invent another classmate to fill out the seating chart. These aren't new transfer students, just classmates who were there all along, faceless in the background, and are now having a chance to come into the spotlight and get personalities.

ASK FOR DESCRIPTIONS.

Make sure to ask players to describe what their moves look like, especially the first time they use something new. Everyone in SDHSR can look as cool as they want when they're doing their thing.

ASK FOR HELP.

If you're not certain about how a move should work or how a rule should apply, ask the players to help. "So while I'm a PARAGON SUMMON and merged together with Supermegasaur, can I still hear him talking to me? Like a voice in my head? Or not?" the player asks. You say, "What do you think? What would make most sense for how you imagine PARAGON SUMMON?" "I think I don't hear his voice, exactly, but I sense his feelings." "Great, that's how it works, then." You don't always have to make all the decisions and players will have more fun if they get to help.

CRAFT PLOT WITH STUDENTS IN MIND.

Is one student the leader of the chess club? Focus in on a chess competition. Have there been a lot of fights where the Transformation Warrior has had good dramatic moments but the Apprentice Reaper has hung in the back and not done much? Make the next encounter be with a ghost that needs to be sent to its rest, so the Apprentice Reaper's special moves can come to the forefront. Is the Science Experiment a fire creature who is weak to water? Design a villain who uses origami paper minions that the Science Experiment will burn right through and feel powerful, and then design a water-themed villain who will kick the Science Experiment's butt and the rest of the team will have to COME TO THE RESCUE.

LET THEM TRY ANYTHING.

If a student wants to do something that isn't covered by an existing move, decide whether failure offers interesting consequences, or not. If not, just let the student do it. "Sure, you can hide out on the roof during the afternoon periods and brood. During science class Soo-jin notices you're gone and comes looking for you." If failure would be interesting, decide on an appropriate stat and have them roll that. "You want to hide out in the cleaning supplies closet while whatever's making that sound lurks through the hallways? I think you'll have to keep your cool to do that.

Roll +COOL and let me know how you do.”

NO REALLY, LET THEM TRY ANYTHING.

If a student wants to do something that belongs to another student's playbook, it can be tempting to say “No.” Avoid that by coming up with a multi-step process that student can go through to accomplish what they want. “I want to hack into Arcadia Corporation's computers,” says Tika the Creature Summoner. She isn't a Digital Champion and hasn't taken the move HACKING. You say, “Okay, you've never done that before, right? How are you going to learn how?” “Oh, Bob at the arcade! I bet he knows about hacking.” You decide that Bob does indeed know how to use hacking programs, but he needs Tika to do a favor for him before he'll teach her. Then, she needs to Go SHOPPING in the underground market to acquire the hacking program. Next, she and the team need to sneak into Arcadia Corporation's headquarters in order to find a connected computer to hack into. Finally, let Tika roll on an appropriate stat, such as +COOL or +SMART, to actually use the hacking program. She's had to do four steps to accomplish what the Digital Champion could have done in one, but the process was fun and exciting. You can do a similar process with Time Travelers who want to cast spells and Elites who want to adopt a believable bad-ass persona to get by in the Delinquent's neighborhood.

Plot generation tables

Are you stumped for what might happen next? Use these tables to generate a random idea! Roll two six-sided dice and use each as a digit in a two-digit number.

STUDENT PLOT PROMPTS

11	Students must band together to help save the local hangout.
12	Impress a date's parents. Are they ordinary, villains, aliens, or monsters?
13	Go on a beach/hot springs episode.
14	Plan a small budget event.
15	Create an act for the talent show.
16	Compete in the science fair.
21	Participate in or attend a sports event.
22	Memorial service for a dead student.
23	Attend cram school.
24	Get involved in student elections.
25	Decorate for a themed school dance.
26	Create a perfect day for dying/departing student.
31	Catch a thief.
32	Find a home for a stray pet.
33	Assist and cheer up an elderly neighbor.
34	Apply for college/advanced schooling.
35	A school club needs more members! Time to recruit some classmates.
36	Do jobs for the librarian to get access to special stacks.
41	Mentor an elementary school student.
42	Cover for a indisposed friend's classes.
43	There is an escalating feud between two school cliques. It's getting ridiculous.
44	A new shop opens suddenly in town. Is there something nefarious about it?
45	Schoolwide assembly on street smarts.
46	Survive a sleepover.

51	Prom, and all it entails.
52	The homecoming game and dance.
53	A school trip to a museum or archeological dig.
54	A school trip to the big city or local capital.
55	Band. Camp.
56	The school concert or recital.
61	Parent teacher conferences and their fallout.
62	Organize a club activity.
63	Student UN.
64	Debate competition.
65	The high school musical is mandatory. Casting starts this afternoon.
66	Volunteer for a worthy cause.

DESTINY PLOT PROMPTS

11	Countdown to the apocalypse. The students learn what day the world ends, and it is soon.
12	A newcomer claims to be a student's child from the future, and exhibits strange powers.
13	Aliens are invading.
14	Aliens abduct the students to compete as space gladiators on a strange planet.
15	An ancient portal at a museum/dig site sends students on an adventure in the past.
16	Students take a trip to a new location/island/arena for a tournament arc.
21	A serial killer is on the loose.
22	Object/place/person is cursed! How can this be fixed?
23	A mysterious monster is on the loose. It does not fit the rules of what it resembles. Solve to defeat.
24	Students must escape a fiendish deathtrap.
25	A series of trials are required to win a needed item.
26	New shop opens suddenly in town. There is definitely something nefarious about it!
31	One of the villains just enrolled in the students' school.

32	Students awaken to find themselves in an alternate dimension, where things are similar, but off.
33	A magical creature keeps trying to follow a student to school and must be dissuaded, or properly homed and hidden.
34	A beloved classmate is discovered to be a monster, who needs some help. They need to be protected, hidden and fed.
35	School is haunted.
36	The students have been framed, and are on the run!
41	Someone powerful has an item the group needs to save the world. Time for a heist.
42	Supernatural street racing.
43	New challenger appears: A team of rivals!
44	A classmate's new fashion accessory is changing their behavior.
45	The last day of class keeps repeating, ending in a new disaster each time. The group must solve what is happening to get to summer break.
46	The homeroom teacher has been acting oddly, and the students find out that said teacher is struggling with a new supernatural condition.
51	A cousin from out of town has been sent to live with a student. They are as unique and odd as the student, who has been charged with helping them fit in.
52	Someone's future self appears, making all sorts of trouble and dire pronouncements, and to make matters worse, objecting darkly to their choice of prom date.
53	A student needs pretend parents for parent teacher conferences. Mysterious parents present themselves on cue.
54	A classmate texts before school, saying they can't get to class, but can you get the assignment for them? At school it is announced that classmate was in a fatal accident and died yesterday. When asked, classmate is cagey. They're dead, but don't want it ruining their life.
55	The class rep is Otherworldly Royalty. The wheelchair helps disguise the fact that she experiences earth's gravity differently than others do. She is looking for a group of champions.

56	A particular foodstuff has been going missing from the cafeteria kitchen. Who is using vats of shortening? It's a Secret Monster trying to bolster its caloric intake to survive.
61	Two local coffee shops are at war. Both are covers for crime syndicates, but the competition is driving them to make quality beverages and food offerings, and attracting media attention. Also escalating violence.
62	There is a portal to another world somewhere on school grounds. It opens and closes arbitrarily and time works differently beyond it.
63	A classmate has changed since middle school and is now talented and popular. This is because they have been possessed by a goddess who is reinventing herself.
64	A Reincarnated Soul recognizes an unrevealed antagonist as what they are. They also know their age-old-rival, their best friend, and their lover, all of whom are now other classmates who do not share these memories.
65	A student's long-lost relative appears back in their lives, with information that shakes what they know about their family and powers.
66	A Time Traveler tells the team that their actions will cause a terrible event by the end of the week.





Villains

Types of villains

Villains come in three power levels. You can mix and match, and use them in different situations and at different parts of your game.

MINIONS

These villains are not very powerful, and they usually work for other villains. They have 4–6 heart boxes and can do 1–2 harm. They may know a move or two. Examples of minions include: mobster/yakuza, animated darkness of a friend's heart, possessed townspeople or classmate, mass-produced mech, alien, corporate security guard, bandit, henchman, ghost, vampire spawn, animated tool or household object, dire animal, military foot soldier.

MINION GROUPS

If you want your heroes to fight and easily defeat a large faceless horde, use a minion group. They have the same mechanics as a single minion, but divided up between all of them. For example, if you have 12 zombies and they have a total of 6 heart boxes, a student who does 1 harm to the group will destroy 2 zombies. The group as a whole does 1–2 harm. If most of the group is destroyed, reduce the harm they do. Examples of minion groups include: zombies, ninjas, mobs in face-concealing costumes, robots (small), creature swarms, demon insects, alien foot soldiers.

VILLAINS *HOW TO USE MINIONS AND MINION GROUPS*

Your team will easily defeat a single minion or minion group. Let them do so when you want to give them a false sense of power, or when you are introducing a new plot. For example, they might defeat a single mobster and then question her about her leader's plans. Or they might encounter and defeat a single minor demon, thereby learning how demons work so that they are better able to fight large demon hordes later.

If you want more of a challenge for your team, send a couple minions their way, or a minion leading a minion group. What about three differently-colored masked wrestlers, each with their own elemental attack? Or a horde of ninjas in black with one ninja in red leading them?

Remember that minions aren't always there just to attack the students and ruin their day. They are often on a particular mission for their bosses. The students might interrupt minions deploying a devious device at the power plant, trying to summon a demon, or terrorizing a neighborhood on motorcycles. Having some minions attack while others cause damage or threaten innocents is always a good call.

At the beginning of a game, or when none of the students have access to a LIMIT BREAK, consider using minions for an achievable challenge.

MINION MOVES

Attack in a swarm, Threaten bystanders, Steal or kidnap something, Scout and report back, Summon a lieutenant or boss, Travel to a particular spot (possibly carrying an item), Brag up their lieutenant or boss, Badmouth their lieutenant or boss, Recruit people to join their cause, Create more minions, Corrupt stuff, Run away.

LIEUTENANTS

These villains are more powerful than any one of the students. The team will need to work together to defeat a lieutenant. Lieutenants have 8–10 heart boxes and can do 3–4 harm. They know several moves, and these moves often debilitate, confuse, or separate the students, forcing them to STAY STRONG. Examples of lieutenants include: evil version of you, long-lost evil sibling, corrupt authority figure, vampire, demon/spirit/god, evil middle management, gang leader, evil priest, actual lieutenant (military), ghoul.

HOW TO USE LIEUTENANTS

Lieutenants traditionally come in sets of four, but choose whatever number you like. These villains are meant to be a big challenge for your team to overcome. Make your students spend their **LIMIT BREAKS** on lieutenants. If no one currently has access to their **LIMIT BREAK**, chances are that a lieutenant will defeat or at least severely harm them.

Lieutenants do not normally appear alone, unless they are there to negotiate or issue an ultimatum. They are usually accompanied by minions, and will send their minions out to attack first, possibly watching from some high point. Lieutenants try to weaken and distract heroes by attacking innocents in front of them, by playing on divisions within the team, and by using moves that cause fear or confusion or turn people against each other.

Lieutenants often must be fought more than once. A lieutenant may initially defeat the students, who then regroup, **STUDY HARD** to learn the villain's weaknesses, **MAKE A PLAN**, and return to be victorious. Lieutenants are also not afraid to run away if they see they are going to be defeated. They can return and fight another day. Consider whether your lieutenant has a clever get-away scheme.

Often lieutenants who work for the same boss do not get along with each other. The students may be able to use this to their advantage. There may even be one of the lieutenants who can be won over, becoming a season one villain.

If the students do not pick off the lieutenants one by one, they will eventually have to fight multiple lieutenants at once. This will be incredibly challenging but a team that has leveled up a number of times and has multiple **LIMIT BREAKS** available should be able to meet this challenge.

Consider theming your lieutenants to your students. It is very satisfying to defeat a villain who is your own personal enemy, such as an evil sibling or a member of the same reaper organization gone rogue.

LIEUTENANT MOVES

Send in minions, Attack from a distance, Brag or gloat, Try to recruit the students or one student, Show off powers, Undercut other lieutenants, Retreat to regroup, Abuse minions, Threaten innocents, Attack all-out, Trigger a devious trap.

BOSSSES

These villains are extremely powerful and dangerous, and impossible to defeat by ordinary methods. They do not have heart boxes. They can do 4–6 harm, or Big harm. They have moves that can destroy cities or planets, and some of their moves cannot be resisted with *STAY STRONG*. Examples of bosses include: elder demon/spirit/god, vampire lord, eldritch abomination from beyond the stars, evil pope, dark lord/lady, military general, lich.

HOW TO USE BOSSSES

A boss is not an enemy your students can defeat just by punching, shooting power beams, casting spells, or even by using *LIMIT BREAKS*. Bosses are so powerful that they must be defeated through special, plot-specific means. The students may need to go on a side quest to recover the only weapon that can wound the boss. Or they may have to search through ancient libraries to craft a special spell to send the boss back to sleep at the heart of a dying star. Make sure the team does this prep work! If they try to fight the boss prematurely, without the tools and knowledge they need, they should expect to be defeated.

POWERS COMBINE can be another way to defeat bosses, as the students join together to do something that is otherwise impossible. Do not let the students just say, “We use *POWERS COMBINE*,” and roll some dice, however. Ask them to describe exactly what they plan to accomplish using *POWERS COMBINE*. “We join together into a rainbow ball of light and knock out the fleet control center,” is a good description. Let *POWERS COMBINE* either set up the boss for defeat or deliver the coup de grace, but not both.

Use bosses sparingly. Bosses usually do not appear until their lieutenants have been defeated, and they definitely do not come forward until their plans have come to fruition. Students may talk to a boss through a magic stone, hear about them on the news, or see the path of destruction they have left behind them in order to come to understand what they are capable of and pledge to defeat them. Don’t fully reveal the boss, though, until the final fight.

Bosses often have final forms: they may appear in innocuous guise most of the time, and then take a deadly battle form. They may shift forms during a fight into something larger and even more dangerous. They may even appear to be a lieutenant until suddenly they are revealed to be a boss.

Bosses can be impersonal. If there is a villain with whom a student has a close connection, either someone they hope to take vengeance on or to save from their evil ways, that person should be a lieutenant. Bosses are more distant, forces of nature or things with god-like powers.

You may choose to have one single boss for your entire season, or a different boss for each smaller arc within the season.

BOSS MOVES

Appear in a disguised form, Destroy the city, Take final form, Absorb minions, Activate doomsday device, Transform reality, Create hordes, Speak from afar, Demand worship, Dominate minds, Open dimensional portals.



Villains and bonds

Villains can gain bonds with students, which they use to thwart the students' plans.

Some villains, like the Night Hunter's NEMESIS, will begin play with 1 bond on that student.

During play, villains can gain bonds with students in several ways:

- ✱ The villain injures the student—not just doing harm in a fight, but something personal like attacking the student's hometown or kidnapping and attempting to brainwash the student's sibling.
- ✱ The student fails a roll relating to the villain, such as trying to STUDY HARD about the villain's organization or to STAY STRONG against the villain's aura of fear.

A villain's bonds are not positive connections. They represent the hold the villain has over the student through their past bad history together. When a villain uses a bond against a student, the student remembers what the villain once did to them and is paralyzed by it, or the villain uses their intimate knowledge of the student to craft the perfect trap or taunt.

When a villain uses a bond, the student takes -2 to their roll. You can wait and see what the student has rolled before making the choice to use the villain's bond. If a -2 doesn't seem appropriate to the situation, you can make the bond affect the student badly in some other way—a condition lasts longer, an NPC now distrusts the student, the student misses out on some important opportunity.

The rule of “only one bond can be used on any roll” applies here. Once a villain has used a bond to lower the result of a student's roll, neither that student nor any of the rest of the team can use their bonds to raise the roll back up.

Kel, in her mech Kodiak Heavy, is locked in single combat with the lieutenant Septima Nova, also in a mech. They're fighting near the underwater generator that powers the entire city.

“I position myself in front of the generator,” Kel's player says, “and I lock my mag-boots to the ocean floor. I'm not going anywhere. I get out my shoulder-cannon and target Septima, and I say ‘Not today, Nova. Not while I'm here,’ and I shoot her. I'm GOING ALL OUT.”

“Roll it,” the principal says.

Kel's player rolls a 7. "And since I'm LONE WOLFING it up, that brings it to an 8. I choose 'you harm them'—"

"Not so fast," the principal says. "Septima laughs at you as your missiles streak past through the water. They don't find their target. 'You're as weak as ever,' she says. 'You don't know what that mech you pilot was made for, not truly. In the right hands, it could do so much more than you realize. But you'll only be able to scratch the surface of that. Your body can't handle the pressures of piloting its final form. That is why my master will take it back from you when the time is right, and use it to destroy this world.'"

"Oh crap, she has a bond on you, doesn't she?" Soo-jin's player says.

"Because I stole Kodiak Heavy from her in the first place," Kel's player says, looking resigned. "Well, this was bound to happen someday. I fail, then. What happens?"

"Septima uses her bond with you to bring your roll to a 6," the principal says. "Your shot goes wide and she activates her jet pack and rushes forward—"

"And stabs me, yeah, I know."

"Actually she surges right past you. You're stuck to the ocean floor. You're not going anywhere. She stabs the generator with her glowing sword, and it explodes and sends energy shooting out in all directions. Take 3 harm." The principal grins. "But you also get to mark experience."

"Great."

VILLAIN REDEMPTION

If a student manages to gain 3 bonds with a lieutenant, that lieutenant is dangerously close to switching sides. Give the student a chance to BE CONVINCING and talk the lieutenant into becoming good, or to defeat the lieutenant in single combat and impress them so much that they leave their evil ways.

Running your villains



As principal, most of what you will be doing is describing the actions of villains and other NPCs. The students will help you create and describe the rest of the world, including the setting, but because the villains are set against the heroes they are all yours to play. You get to be creative with your villains and have fun designing and playing them. Think of your favorite iconic anime villains and let them be an inspiration for the larger-than-life figures who will menace and drive your players.

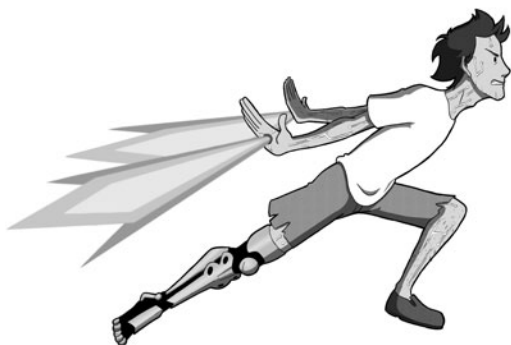
Here are some important things to keep in mind as you play your villains.

VILLAINS ARE PROACTIVE

They don't wait for the students to come foil their schemes.

Instead, they have a plan and take action toward it. See page 167 for the section on creating villains' plots. If there is a lull in the action, check your plot tracks and let a villain take the next step toward their ultimate goal. Use your principal's moves to show the villain's actions to the students.

SURPRISE THEM, **THREATEN SOMEONE**, and **ISOLATE SOMEONE** are all good proactive moves for your villains.



VILLAINS ARE DRAMATIC

Rare is the villain who quietly goes about their business, making tidy little schemes that no one notices. Instead, villains make their mark forcefully on the world. Whether they leave a calling card, seek media publicity, or want another villain's attention, they do things that are larger than life and sure to be noticed. This is good for the students, because they usually won't have to go out of their way to uncover the existence of villainous activity. They might have to work to discover the details of a villain's evil

scheme, or the location of their lair, but that kaiju rampaging through the streets of Neo Okinawa is hard to miss.

Play your villains in dramatic style. Let them stand on rooftops in the midst of burning cities. Let them make impassioned speeches about their ideals and their plans. Let them kidnap students' grandmothers. Let them issue impossible ultimatums.

It is fine if a villain's flair for the dramatic gets in the way of the effectiveness of that villain's schemes. In SDHSR, the villain ought to stop to monologue instead of neatly finishing off the helpless students. Leave people in a fiendish deathtrap? Of course! Interfere with the students' love lives instead of doing something more useful with their time? Naturally!

VILLAINS ARE POWERFUL

The villains have more resources than the students. With the exception of minions, who are nearly always working for someone more powerful, villains can dish and take more harm than the students can. They have potent moves and intricate schemes. They are meant to be threatening.



Let the villains display their power. A villain's introduction can be a good point to put on such a display, as they float down from the clouds dazzling with radiance, or appear with an army of mechs at their back. They can demonstrate their moves on NPCs, turning friends into minions or making the whole city cower.

VILLAINS FAIL

In the end, the villains will lose. They might have moments of triumph, but the heroes are going to win in the end through the power of friendship and teamwork. Even if you're playing a darker sort of heroic story in which the heroes have to sacrifice greatly in order to win, they're still going to win. The universe will be saved.

This means that you, the principal, can't get too fond of your villains, no matter how much fun they are to play. Let them get away through devious



means once or twice. But when the students have earned their victory, let them defeat that villain for good.

This game isn't about the principal trying to defeat the students. It's about telling a spectacular story together, with some elements of surprise added in by rolling dice. That means that while you play the villains, you're ultimately on the side of the students and are going to cheer just as loudly as them when the villains fail.

VILLAINS DON'T ROLL DICE

If you've been a GM for a different game system, one of the biggest adjustments you will have in running SDHSR is that you will never make rolls. Only the players roll dice. This doesn't mean the villains are passive, however. They are just as active as the students, but what they accomplish depends on the students' rolls and choices.

So how do the villains manage to hurt anyone, if they don't roll for their attacks? They do this in two ways.

1. The students fail a roll or get a partial success and take consequences.

- ✱ Anyone who rolls less than a 10 on GO ALL OUT will probably take harm from the villain they were fighting, as most players choose "you harm them" as their single option on a 7-9.
- ✱ Anyone who rolls less than a 10 on COME TO THE RESCUE will take whatever harm or condition the villain was going to do to the person they are rescuing.
- ✱ On any failed roll you can take a hard move. When someone fails a roll in the presence of a villain, choose the most appropriate way for that villain to hurt them.
- ✱ Failure to STAY STRONG or REACT FAST to a villain's moves will always hurt a student. Even on a partial success, they can suffer momentary consequences, such as taking a condition for one round.
- ✱ Remember that if a villain has a bond on a student, they can use it to give the student a -2 on a roll and turn a partial success into failure, or a total success into a partial success.

2. You set up what the villain is going to do and the students don't stop it.

When a villain appears, announce their intentions and actions clearly, including what kind of attack they are using and who they are aiming it at. "Ninjas leap suddenly through the window and throw a rain of ninja

stars at everyone.” “The Dark Sorcerer draws a magical sigil in the air, and the street cleaning truck transforms into an armored monstrosity and lurches forward to attack Kel.” Then ask the players, “What do you do?” and give every student a chance to act. If their actions do not stop the villain’s attack, that attack lands and hurts whoever you previously announced it was going to hurt.

In the case of the ninja attack, anyone who does not duck out of the way (REACT FAST), put up a shield (various playbook moves), hit the attack aside with their own weapons and go on the offensive (10+ on Go ALL OUT), or have someone else defend them (COME TO THE RESCUE) is going to be hit for 2 harm by the ninja stars.

USING REACT FAST AND STAY STRONG

These are the two moves that you will sometimes call for from the students, in response to moves by the villains. Don’t think about these moves as representing the normal ebb and flow of a combat—a student doesn’t STAY STRONG to avoid damage from a sword. A student avoids damage from a sword by getting a 10+ on a Go ALL OUT roll, or by ducking behind something to stay out of the way of combat entirely. Instead, these moves are for massive or supernatural effects the villain produces. Is a skyscraper falling? Have students REACT FAST to avoid being crushed. Does the villain have a fearful, menacing presence because of the intensity of their spiritual pressure? Let a student who wants to attack them anyway STAY STRONG in order to power through their fear.

It’s usually lieutenants and bosses who will force students to make these reactive rolls. Be judicious in their use, as they take the initiative away from the students, making them less in control of their own destiny. Call for these moves when you want a sense of desperation, to raise the stakes and make them feel the power of a villain.

When you call for REACT FAST or STAY STRONG, don’t always make the whole team roll. Mix it up by having the person standing closest to the villain make the roll, or the one most susceptible to the villain’s influence, or the team members who decided to run off ahead. It’s more dangerous if everyone has to STAY STRONG—it’s possible they could all fail to resist the vampire’s fear effect, and the whole team could run away. It can also get dull if you always call for everyone to make the same roll. Save “Everyone needs to STAY STRONG” for those really dire situations when an ultimate boss is rising from the sea.

Sample villains

You can use these villains in your game as is, or you can alter them to fit the world you and the players have created. For example, if you need an evil military organization, you could borrow the Yakuza and the Evil Middle Management from the Oblivion Initiative and rename them Foot Soldiers and Ambitious Young General, keeping their moves the same.



The Be-stitched

These insidious villains believe that by taking over organizations and influencing minds, they're making art. All of Miss Control's puppets and mechanical monsters, many of which were once human, are perfectly loyal to her. She rarely appears in public herself, except at artistic and cultural events, preferring to speak through those whose minds and bodies she has taken hostage.

PUPPETS

MINION GROUP

Look: These constructs are the size of small children or dolls. They are unnatural patchwork toys made of cloth and spare parts, as well as more disturbing materials.

Heart boxes: 4

NEEDLE FINGERS—2 harm melee.

CAMOUFLAGE—When not active, Puppets can sit still on a shelf or in a basket of stuffed animals and go unnoticed unless someone looks closely.

PATCHWORK MONSTER

MINION

Look: This large and elaborate monster is a disturbing assemblage of pieces all put together to make something like a horrific extra-long dragon dance marionette.

Heart boxes: 4 Big

HYPNOTIZE—One person must **STAY STRONG** or become Unconscious.

SEW UP—Can stitch an Unconscious person into itself, hiding them inside and carrying them away to its masters.

COLLATERAL DAMAGE—While the patchwork monster doesn't physically attack, it can cause 1–2 harm to people and objects it slithers over.

TRUE BELIEVER

LIEUTENANT

Designed by Kickstarter backer TyyneTime

Name: Poppy Lapette

Look: A human-sized rag doll girl haphazardly stitched together of mismatched parts. She has two different button eyes, a patchwork dress, and two types of bows for her red pigtails. She carries needles and thread spools with her at all times.

Heart boxes: 8

RAIN OF NEEDLES—3 harm ranged, attacks multiple targets at once.

STITCHING—Quickly stitch over people's eyes or ears, or stitch their lips together. **STAY STRONG** or become **Blinded**, **Deafened**, or **Silenced**.

EQUIP WEAPON—Grab items and objects and stitch them to herself and use them.

REPAIR SELF—Heal back 2 harm.

CREATE PATCHWORK MONSTER—Sew together scraps of things to make the minion Patchwork Monster.

PLOT: THE ULTIMATE GOAL—Use her boundless creativity to play with anyone and anything she wants.

PLOT: THE OPENING MOVE—Approach students doing some art activity in order to see what high school is like.

MASTERMIND

BOSS

Designed by Kickstarter backer BluhBluhBluh

Name: Miss Control

Look: A tall and elegant woman, with long hair and a disingenuous smile, who can manifest futuristic armor set with psi-gems.

MENTAL WHISPERS—Speak in people's minds at any distance.

KNOW WEAKNESS—Read thoughts and know how someone is most vulnerable.

AUTOMATIC POSSESSION—She can Possess anyone who comes into her physical presence. This cannot be resisted with **STAY STRONG**.

PUPPET MASTER—Can Possess and control multiple people at once.

CREATE MONSTER—In her workshop, she enhances people with mechanical parts and turns them into her lieutenants.

PLOT: THE ULTIMATE GOAL—To create the perfect piece of art. This may be a creature, a city, or a whole planet. She hasn't decided yet. She likes to leave her options open.

PLOT: THE OPENING MOVE—Give the school an arts grant, and Possess one of the teachers as payment.

WEAKNESS—Her physical form is neither especially strong nor invulnerable, but the students will have to overcome her ability to possess anyone who comes near her and turn them into her minion. They must find or develop powerful mental shielding so they can approach her to do battle.



Dark Star Sisterhood

A band of Transformation Warriors (the original four were all girls, hence the name) who draw their power from the Galactic Hunger, an entity that feeds on despair. Their talismans of power are dark shards of crystal which they use to change humans into shard pawns by making them succumb to their darker emotions. They cause misery, despair, and heart-break wherever they appear.

DEVoured HEARTS

MINION GROUP

Look: Mischievous deformed shadows.

Heart boxes: 4

DARKNESS BLAST—1 harm ranged cosmic energy.

MINDLESS—Immune to psychic damage and mental effects.

SHARD PAWN

MINION

Look: An NPC the team has cause to care about. They have a shard of crystal sticking out of their heart, and a distorted appearance that reflects the cause or manner of their despair. They can be defeated and returned to themselves by hugging, punching, or impassioned speechifying.

Heart boxes: 6

FEED ON EMOTIONS—2 harm melee. Anyone who takes harm from this emotion-draining attack becomes Fatigued.

FEEL MY DESPAIR!—A beam of darkness targets one person who must STAY STRONG or become Despairing.

KNIGHT OF SHARDS

LIEUTENANT

Name: Itsuki. Or the name of the missing or evil sibling of one of your students.

Look: High fashion cape. Drastic shoulder pads. Flawless hair. Nice armor, with a dark shard set into it somewhere.

Heart boxes: 8

OBSIDIAN LIGHTNING BEAM—3 harm ranged, lightning, hits multiple targets at once.

KNIGHT'S ARMOR—Armor 1.

WINGED CAPE—Can fly.

AURA OF DARKNESS—STAY STRONG or become Blind.

PLOT: THE ULTIMATE GOAL—Not to have any emotions. To destroy things that make people happy.

PLOT: THE OPENING MOVE—Scout out people who are in despair who might make good shard pawns and get close to them.

THE GALACTIC HUNGER

BOSS

Name: The Galactic Hunger

Look: A dark spot amid the distant stars, with a oil-slick sheen. As it draws closer more and more of the heavens are obscured by its sickly stain, until all the sky is a smeared, dark, iridescent void.

DEVOURING BEAM—6 harm ranged cosmic energy.

DRAIN ESSENCE—Its energy causes abandoned things and places to cover over in crystals and become infested with Devoured Hearts, as the Galactic Hunger slowly eats them.

CREATE PAWNS—Can make Shard Pawns out of people who are miserable.

CAUSE DESPAIR—Anyone who wants to use a bond in the presence of the Galactic Hunger must use 2 bonds instead.

PLOT: THE ULTIMATE GOAL—To consume all, with despair as a delicious seasoning.

PLOT: THE OPENING MOVE—Create a shard pawn out of a classmate, teacher, or family member of one of the students.

WEAKNESS—Positive emotions poison it. If the team cheers up everyone in the city who has been feeling despair, the Galactic Hunger can't get what it needs and will shrink into a form that can be defeated.

First Foundations

An ancient alien mummy who once ruled Earth's nations is rising again, along with his undead hordes. They're more interested in real estate than your average undead. By cursing shops and businesses and then buying them up when they fail, the mummy has acquired enough property to begin construction of a ziggurat-shaped office building. The shambling dead make poor construction workers, but they don't need to be paid and the mummy can always raise more.

SHAMBLING DEAD CONSTRUCTION WORKERS

MINION GROUP

Look: Decomposing corpses, disguised with hard hats and dust masks.

Heart boxes: 6

SLAM—2 harm melee.

UNDEAD FLESH—Lightning heals them, and other elemental and blunt force attacks do half damage.

DISEASE-RIDDEN—Anyone who takes 3 harm or more from them must *STAY STRONG* to avoid being Sickened.

GHOST

MINION

Look: Misty spectre.

Heart boxes: 6

INCORPOREAL—Can only be hurt by Ghost weapons.

POSSESSION—The ghost enters a person who must *STAY STRONG* or be Possessed. The ghost may then try to make them harm themselves.

DEATH WORM

LIEUTENANT

Name: The Collection Vessel

Look: A huge and terrible creature with hundreds of legs and a soft rotting body covered in countless chitinous plates of armor. Its maw opens impossibly wide, to scoop in multiple coffins, or multiple people.

Heart boxes: 6 Big

CRUSH—1 Big harm.

UNDEAD FLESH—Lightning heals it, and other elemental and blunt force attacks do half damage.

STENCH—Anyone immediately next to it must **STAY STRONG** or become Sickened.

PLOT: THE ULTIMATE GOAL—Absorb the bodies of all Keth-Ra's followers.

PLOT: THE OPENING MOVE—Rampage in a cemetery near the school or a student's home.

ALIEN MUMMY LORD

BOSS

Name: Keth-Ra, Pharaoh One Zero

Look: A strangely muscular oversized humanoid covered in grave wrappings, with a crown and jeweled armor pieces patterned with lines of ancient circuitry. His eyes are glowing yellow lights, seemingly emanating from empty sockets.

DEATH TOUCH—Anyone Keth-Ra touches, or who touches him, must **STAY STRONG**. On a 6-, they mark their Dying heart box. On a 7-9, they take 4 harm. On a 10+, 2 harm.

RAISE UNDEAD—Turn corpses into shambling dead.

SPECTRAL INFLUENCE—Controls his undead minions. They have no will of their own.

LAY CURSE—His minions draw sigils in an area and everything within withers, fails, or otherwise is ruined.

PLOT: THE ULTIMATE GOAL—Restore his former glory.

PLOT: THE OPENING MOVE—Rebuild his ziggurat. Construction begins on a pyramidal office building.

WEAKNESS—Find each of Keth-Ra's canopic jars and smash the gem inside to weaken him so he can be defeated when he rises from his tomb. Each jar represents a super-powered ability he will have in his final form.

The Hiza Clan



This ancient ninja clan has long served a demon god who grants them supernatural powers. Led by their Ninja Lord (a title handed through the generations) the Hiza mostly go about their business in the shadows. When their god takes over the earth with his demon hordes, however, they are going to need to become less subtle, something most of the clan is not looking forward to.

NINJAS

MINION GROUP

Look: Black clad figures with amazing agility who are oddly hard to see.

Heart boxes: 6

NINJA STARS AND SICKLES—1 harm ranged and melee, respectively. If more than one ninja attacks the same target, raise the harm to 2.

STEALTHY—Hard to notice, usually goes first.

SMOKE BOMBS—Can disappear and reappear within visual range.

ELITE NINJA

MINION

Look: An supremely agile figure swathed all in one color that might not be black, but is still oddly hard to track.

Heart boxes: 6

CHAIN WHIP—2 harm melee extendable.

STEALTHY—Hard to notice, usually goes first.

WRAPPED UP—Attack can make the subject Bound. REACT FAST to resist. While binding someone, the elite ninja can no longer use their chain whip as a weapon.

NINJA LORD

LIEUTENANT

Name: Nakano the Living Scroll

Look: Nakano wears a sleek suit and a ring with the symbol of the Hiza Clan. She can close her fist around her ring to bleed on the sharp gem and summon her demon armor. She also has tattoos on her arms and body that she can control and move.

Heart boxes: 8

MARTIAL ARTS—3 harm melee, can make her fists do fire or lightning damage.

STEALTHY—Hard to notice, usually goes first.

DEMON ARMOR—When transformed, has Armor 2.

SPIDER RUN—Can run on walls and ceilings.

DEMON TATTOOS—Send one of her tattoos onto another person, who must STAY STRONG or be Possessed by Zулnir the demon god.

PLOT: THE ULTIMATE GOAL—Use the powers granted by Zулnir to rule the earth.

PLOT: THE OPENING MOVE—Send her ninjas out to libraries and museums to steal dark artifacts and information about how Zулnir was sealed away in the past.

DEMON GOD

BOSS

Name: Zулnir the Unstoppable

Look: A humanoid-shaped dark miasma with burning eyes.

FIRE THAT CANNOT BE QUENCHED—4 harm ranged fire, gives the condition Wracked. Anyone who touches the flames or a person or object that is burning also becomes Wracked.

DEMON FORTRESS—Zулnir has an imposing fortress at home in his hell dimension, and his minions have built him a new demon fortress on earth. It can move around and attack. It is Big and can throw buildings and vehicles.

DEMON CORRUPTION—Anyone who comes into contact with one of Zулnir's dark artifacts becomes obsessed with it and must STAY STRONG or be first Distracted, then Possessed.

PLOT: THE ULTIMATE GOAL—Open a portal to his hell dimension to unleash his armies on an unsuspecting world.

PLOT: THE OPENING MOVE—Use the influence of dark artifacts scattered around the earth to create more minions.

WEAKNESS—Centuries ago, an order of magicians sealed Zулnir away in his hell dimension. This ancient ritual is recorded in a book written in a mystical cipher, and is the only way to defeat Zулnir and seal him once again.

The Oblivion Initiative

Your typical secret society of corporate overlords trying to rule the world through crime, money, and having dirt on everyone who's anyone. They have all the guns and all the technology, and own all the things. Their leader also knows the secret of immortality.

YAKUZA

MINION GROUP

Look: Colorful local toughs with tattoos and unlikely hair.

Heart boxes: 6

KNIVES—1 harm melee.

GUNS—2 harm ranged.

CORPORATE SECURITY GUARD

MINION

Look: Suit, earpiece, sunglasses.

Heart boxes: 4

BILLY CLUB—1 harm melee.

TASER—*STAY STRONG* or become Unconscious.

EVIL MIDDLE MANAGEMENT

LIEUTENANT

Name: Greg Tanaka-Smith

Look: Business suit, visible gun, no sense of humor.

Heart boxes: 8

BULLETPROOF VEST—Armor 1.

EMP DEVICE—Shorts out everyone else's electronics. His are shielded.

TANGLE FIELD—Makes an electric fence that can block enemies from getting at him. He can also throw it over one person and they must *REACT FAST* or be Bound.

HIGH TECH GUN—3 harm ranged. Palm-locked to him so no one else can use it.

PLOT: THE ULTIMATE GOAL—Gain earthly power.

PLOT: THE OPENING MOVE—Threaten to buy the local hangout and turn it into something boring like an accounting firm.

SECRET CABAL LEADER

BOSS

Name: Bartolomeo Lotario Formosus (goes by Luke Astor)

Look: A child, immortal and eternally youthful.

IMMORTAL—Cannot be killed and does not age. Regenerates all harm within moments.

KILL SWITCH—If someone has accepted a gift from him, it contains a device that, when triggered, does 6 harm or makes the person Unconscious with no opportunity to resist.

AN OFFER YOU CAN'T REFUSE—Through a mix of threats and bribery, can get nearly anyone to work for him. If you speak with him, *STAY STRONG* or be Enthralled.

RULER OF THIS WORLD—Always has 1 bond on everyone. If he spends that bond, he gets it back again.

PLOT: THE ULTIMATE GOAL—Control everything in the world.

PLOT: THE OPENING MOVE—Buy the school and convert it to a charter school.

WEAKNESS—A particular alchemical substance can negate his immortality. The team must research in dusty old tomes to find what it is, and then gather all the ingredients.

Psiborgs

This group of mad scientists works for an all-powerful AI, creating cyborgs and doing sinister human experimentation. They are seeking to make the best human-machine crosses possible and have absolutely no ethics.

LAB TECHNICIANS

MINION GROUP

Look: An assortment of humans, ranging from weedy to large, all wearing lab coats and surgical masks.

Heart boxes: 6

SCALPELS—1 harm melee.

PARALYZING SYRINGES—If all of the lab technicians surround one person, that person must **STAY STRONG** or become **Bound**.

CYBORG

MINION

Look: A humanoid being with either obvious and ungainly cybernetic alterations that make them look monstrous, or cybernetics that unfold from more subtle casings into spidery legs, whining drill attachments, and laser tracking eyes.

Heart boxes: 6

DRILL ARM—2 harm melee extendable.

EXOSHELL—Armor 1.

MUTAGENIC POISON—Its attack causes the condition **Wracked**.

MAD SCIENTIST

LIEUTENANT

Name: Doctor White

Look: A slightly greasy man of medium height, with glasses. Usually in a lab coat.

Heart boxes: 8

BONE SAW—3 harm melee.

DART GUN—1 harm ranged.

MUTATION—Anyone injured by Doctor White's dart gun begins to change. If hit once, take -1 ongoing as your flesh shifts, if hit twice, go Unconscious.

CHILLING AURA—*STAY STRONG* or take the condition *Afraid*.

REGENERATION—Heals back 1 harm every time he takes an action.

PLOT: THE ULTIMATE GOAL—Through science and experimentation, make a new, more perfect being.

PLOT: THE OPENING MOVE—Reacquire his misplaced lab subjects, one of whom is a student at the school.

ALL-POWERFUL ROGUE AI

BOSS

Name: Isabella

Look: Isabella initially has no physical form. She may have a favorite font, or a themed color cast to media she has influenced. Her new 'perfect' body is glorious and monstrous, with prehensile hair and wings of cables and fiber optics.

FULLY DIGITAL—No physical body that can be harmed.

NETWORK GODDESS—Infiltrate any computerized network and change information.

HIJACK—Take control of any device that is connected to the web.

PLOT: THE ULTIMATE GOAL—Remake life on earth to fit her ideals of order and beauty.

PLOT: THE OPENING MOVE—Put a new drug on the market that promises "a better you." This drug makes people mutate.

WEAKNESS—She intends to download into the perfect body that Doctor White is making for her. During that process, before the new body comes online, there is a window of opportunity to destroy her. However, this must be done manually from inside the Psiborg complex.

The Umbral Scribes

This mysterious evil cult seeks to alter reality, but not with any discernible plan or pattern. They make pacts with creatures beyond human understanding, and delve into matters Man Was Not Meant To Know. They are not especially organized, but they have managed to pull off several murders and kidnappings, and are now building an obelisk of unknown purpose.

CULTISTS

MINION GROUP

Look: Humanoid figures in dark hooded robes.

Heart boxes: 6

RITUAL KNIVES—1 harm melee.

CORRUPTED ELEMENTS—If two cultists link hands they can create a ray of strangely altered earth, air, or water that does 2 harm.

DARK PRIEST

MINION

Look: A somewhat odd human, hunched and prone to peculiar lurching movements, with claw-like hands. They wear ornate dark robes with a stole embroidered in strange sigils.

Heart boxes: 6

STAFF—2 harm extendable.

REALITY SHIFT—Temporarily changes something about a person (appearance, age, number of limbs) so that they must STAY STRONG or become Confused.

DARK SORCERER

LIEUTENANT

Name: Pharugn the Becoming

Look: An unnervingly tall, gaunt figure with burning, deep set eyes and a fondness for robes the color of blood and ornate evil amulets.

Heart boxes: 10

ELDRITCH BLAST—3 harm ranged air.

FRACTURED REALITY—Creates mirror image decoys.

ALTERATION SPELLS—Casts Transmutation and Artificer spells as the Alchemical Witch.

PLOT: THE ULTIMATE GOAL—To become a superior lifeform who can look unafraid on the face of their god, Ugyigog.

PLOT: THE OPENING MOVE—Kidnap someone with magical potential to try eldritch experiments on.

ELDRITCH COSMIC HORROR

BOSS

Name: Ugyigog

Look: An indescribable roiling thing, hideous and immense. It would take certain authors 12 pages to describe how indescribable it is. Probably has tentacles.

TRANSMUTING GAZE—Anyone it looks at is immediately altered. *STAY STRONG* to resist. On a 6- you become an inanimate object. On a 7-9 you become an animated object—keep your stats and basic moves but lose all playbook-specific moves. On a 10+ you change appearance but remain mostly humanoid—keep all your stats and moves but take -1 ongoing.

CHAOS ZONES—Where cultists have built obelisks, it can create areas in which the laws of earth stop working. *STAY STRONG* or be Confused if you enter.

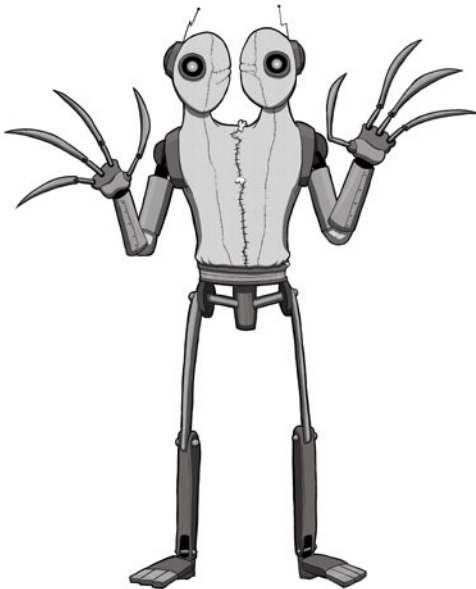
WAKE OF MADNESS—Where Ugyigog has been, people suffer conditions such as Amnesia, Despair, Cold, Berserk, or Afraid.

PLOT: THE ULTIMATE GOAL—To recreate a dimension it previously destroyed and regain what it lost there.

PLOT: THE OPENING MOVE—Have its cultists build an obelisk to make a Chaos Zone at the students' favorite nature preserve/beach/amusement park.

WEAKNESS—Only a weapon crafted in one of its Chaos Zones can harm it.

Villain generation tables



Need a villain, fast? Here’s a simple villain generator! Roll two six-sided dice and use each as a digit in a two-digit number.

THE VILLAIN IS A:

11	Hell monarch
12	Ancient monster that demands sacrifice
13	Nefarious space queen
14	Soldier with a code of honor who picked the wrong side
15	Fascist military general
16	Mad scientist
21	Misunderstood genius (“One day they’ll see!”)
22	Evil adult version of a student or classmate
23	Super soldier
24	Harbinger of chaos and destruction
25	Insane clown
26	Vengeful environmental spirit
31	Sentient void

32	Incorrigible trickster
33	Evil corporation
34	Unscrupulous archeologist
35	Corrupt god
36	Dark religious order
41	Criminal organization
42	Rival school
43	Cabal of wizards
44	Anachronistic ninja village
45	Serial killer
46	Evil AI
51	Ancient alien
52	Unhinged fashion designer
53	Eccentric billionaire
54	Elder vampire
55	Demon lord
56	Fundamentalist faith
61	A classic lich
62	Techno-lich
63	Crime kingpin
64	Overly dramatic warlock
65	Devouring ghost
66	Hyper-intelligent gorilla

THE VILLAIN'S MOTIVATION IS:

11	Devoted to Mother
12	The greater good
13	Create a perfect society
14	Test their ability
15	Become the strongest
16	Watch the world burn
21	Prove their supremacy against a specific foe
22	Unlimited power
23	Immortality

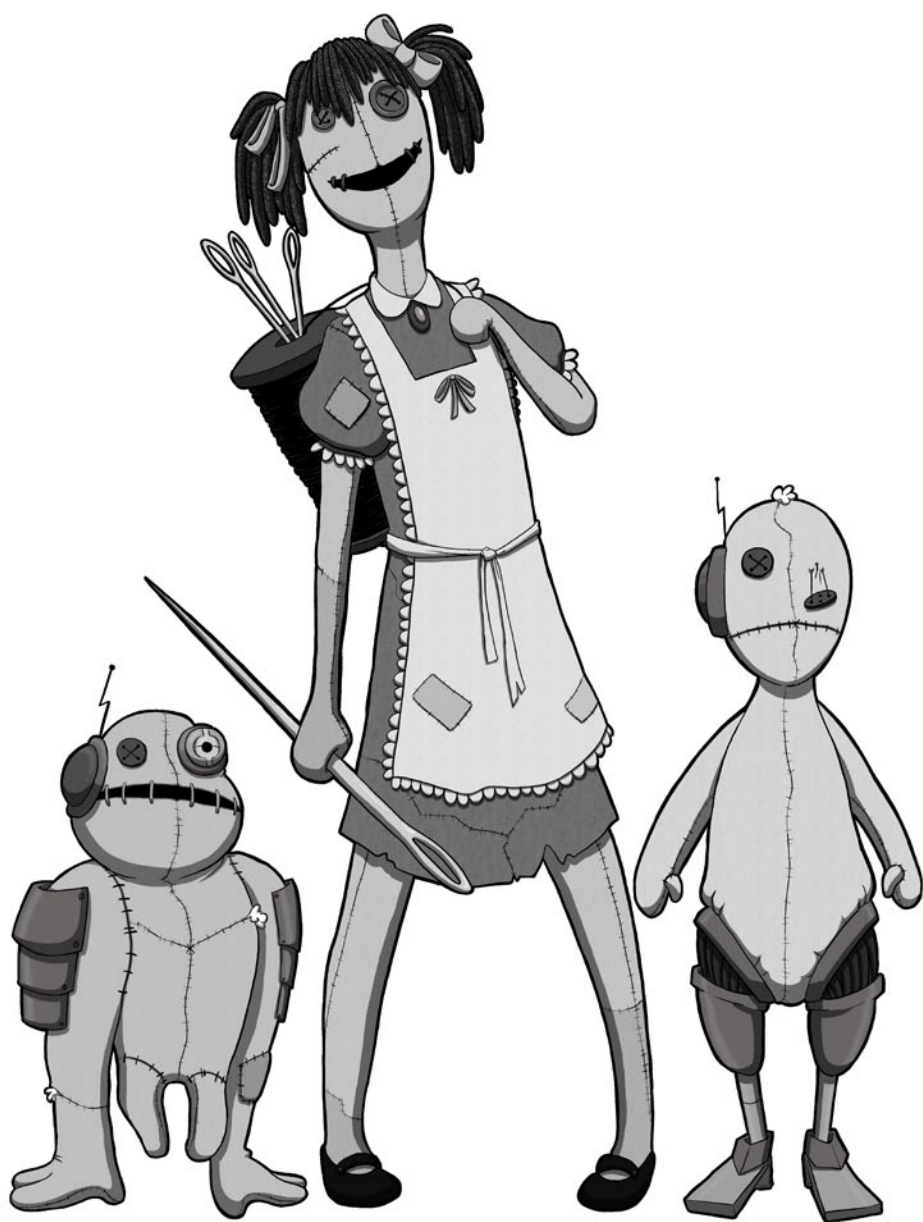
24	Love
25	Do dark bidding of the master
26	Surpass the master
31	World conquest
32	Create the perfect being
33	Steal a magical artifact
34	Regain a lost artifact
35	The oblivion of all things
36	Capital gains
41	Become a god
42	Crush your enemies, see them driven before you, etc.
43	Prove a point
44	Annoy a rival
45	Transcend to a higher plane
46	Be the best there is at a very specific thing
51	Restore the world to nature
52	Hear the masses beg for mercy
53	Make reality more beautiful
54	Impose order on life's chaos
55	Win the regard of someone they admire
56	"Because I can"
61	Bring back someone dead
62	Bring back the dinosaurs
63	Revenge
64	End all suffering
65	Make the world feel their own suffering
66	Be insufferable

TO ACCOMPLISH THEIR GOAL, THE VILLAIN IS USING:

11	A creepy doppelganger
12	Hypnotism
13	Harvesting organs
14	An army of the undead

15	Space pirates
16	A legion of power armor
21	Color-coded gems with elemental powers
22	A shrink ray
23	Weather manipulation
24	Disturbing circus-themed minions
25	Giant spiders
26	Consuming memories
31	Summoning monsters
32	Summoning demons
33	Poisonous gases
34	Killer robots
35	An ancient cursed weapon
36	A time machine
41	Tomes of forbidden magic
42	Scrolls of forbidden ninjutsu
43	A ragtag team of mercenaries
44	Opening portals to another dimension
45	An all-knowing algorithm
46	A doomsday device
51	A popular boy band
52	Wrathful fae
53	Techno-bees
54	Mutant super-monsters
55	Space dragons
56	A psychically altered motorcycle gang
61	Subliminal commands via media
62	A team of four themed lieutenants
63	Lots and lots of mechs and planes
64	An unethical series of experiments
65	An elite strike team
66	It's Nazis





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Inspiration

- ✱ RPGs: Apocalypse World, Monsterhearts, Fellowship, Masks, Monster of the Week, Nahual

We were inspired by countless stories about teenagers and superpowers. Here are a few that influenced this game the most.

- ✱ Anime/manga: Escaflowne, Digimon, Little Witch Academia, Yu-Gi-Oh!, Sailor Moon, a lot of Gundam series, Ouran High School Host Club, My Hero Academia, Yu Yu Hakusho, Kill la Kill, Cardcaptor Sakura
- ✱ Cartoons/comics: Young Justice, Teen Titans, Star vs. the Forces of Evil
- ✱ Live action TV/movies: Ressha Sentai ToQger, Class, Runaways
- ✱ Video games: the Final Fantasy series, the Persona series

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Thank you to all the Kickstarter backers who made this game a reality!

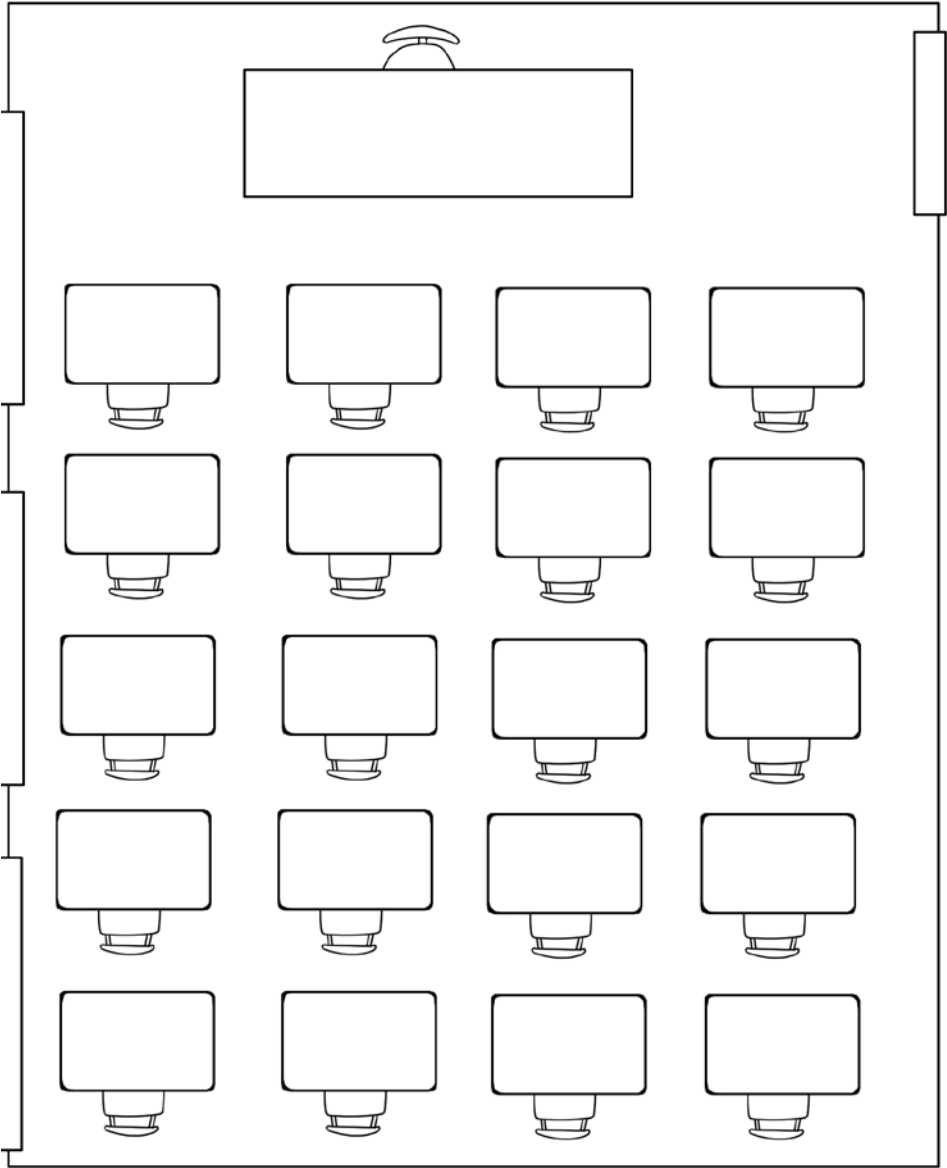
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Timothy and Jeremy Boersma
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Toffana
Trip Space-Parasite
TyneTime
Zhao
Zonware

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).

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

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)

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.

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.

