

Mascot-tan



Second Edition
A Silly RPG of Moé Anthropomorphism
By Ewen Cluney

Credits

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Table of Contents

Introduction.....	3	Rules of Play.....	15
What the Heck Is “-tan”?.....	5	Action Resolution.....	16
Other Things You’ll Need.....	5	Conflicts and Stress.....	17
Rolling Dice.....	6	Moé	18
Mascot Creation.....	7	NPCs.....	19
Step 1: Group Mascot Theme.....	8	Random Event Tables	20
Step 2: Mascot Subject.....	8	Styles of Play.....	26
Step 3: Attributes	8	RPG Idols.....	27
Step 4: Girl Types and Derived Stats	9	The RPG Idols.....	28
Step 5: Mascot Special Qualities	9	Gamings NPCs.....	33
Step 6: Mascot Weapon (Optional).....	11	Gamings Random Events.....	34
Step 7: Stress Explosion.....	11	Scenario	35
Step 8: Mascot Colors.....	11	Merry Christmas!.....	36
Step 9: Thoughts.....	11	Appendix.....	39
Step 10: Group Situation.....	12	Mascot-kun	39
Character Creation Example.....	14	Design Notes	40

Introduction



In Japan there's this weird phenomenon among the otaku that's now called *gijinka* (擬人化). The word literally means "personification," but in practice it means taking inanimate objects, organizations, and even abstract ideas, and making cute girl characters to be "mascots" of them. There were a few before and entirely too many after, but the OS-tan characters that started appearing around 2001 or so are probably among the most influential (and the most extensively documented on Wikipedia). Since then I've seen all kinds of things subject to the *gijinka* thing, including some obvious ones like video game consoles, and weird ones like cigarette brands. Railfans have done tons of mascot girls based on different models of trains, pretty much every Kamen Rider has been made into a girl, and in some cases it seems like people have just been trying to find weird things to make girl versions of. There are literally tens of thousands of such images on Pixiv and DeviantArt, including virtually every Pokemon.*

The whole thing makes marginally more sense if you know that cute mascots are downright mainstream in Japan, but more in the form of animals or abstract shapes. Where the US Postal Service's logo has a stylized eagle, Japan's postal service has a family of cartoon squirrels. Different regions of Japan will have their own mascots, based on animals or local specialties, and otherwise serious events will have someone in a plush yellow pear costume cavorting around. (Naturally those characters also become fodder for more otaku *gijinka*.) You could also argue that gods are a form of *gijinka*, though you probably don't want to argue it too loudly.

As if that weren't enough, there are some commercially made mascot girls out there. In Japan there's a limited edition version of Windows 7 that includes wallpapers and a sound scheme for a mascot girl named Nanami Madobe, and Yamaha's Vocaloid voice synthesizer software has a whole cast of mascot girls that have become a staple of otaku culture. Even utterly serious, normal products like rice and sake have occasionally gotten mascot girl characters as a promotional tool.

And now it's your turn! This whole game is based around *gijinka*. It's about mascot girls having little adventures that are cute, wacky, and occasionally violent and disturbing (but still in a cute kind of way). The question of why exactly you're going to play a role-playing game where all the player characters are cute, mentally disturbed girls named after inanimate objects is not something I can answer for you, but I suspect you guys must have nothing better to do. That's how this game got written in the first place.

Keeping in with the flavor of mascot girls, you can in fact do an ongoing campaign, the long-term goal of which is to become as popular among the weirdoes on the internet as possible by making them feel that warm, fuzzy, fetishy feeling known as "moé." And you thought *you* had problems with coming up with good long-term goals.† Anyway, that means that in order to advance your character you have to be endearing to the internet audience by doing cute things and taking part in bizarre jokes, simultaneously if you can manage it.

* And before you ask, Rule 34 is in full effect. I take no responsibility for what happens if you decide to investigate that.

† Meanwhile I'm here making RPGs like this one. Let's not think too hard about what that says about me.

What the Heck Is “-tan”?

In Japanese you usually refer to other people with some kind of suffix after their name. Members of certain scholarly professions (most notably teachers, but also writers and doctors) get -sensei, and most people get the basic -san. There’s also a diminutive name suffix, which is -chan; it’s usually used to refer to cute animals or cute girls. Never daunted by the limitations of language or common sense, Japanese otaku have devised a sort of second-stage diminutive suffix; -tan (or たん if you want the Japanese writing) is a baby-talk version of -chan, and the preferred name suffix for mascot girls.

-tan is not pronounced like the color that’s a sort of light brown and rhymes with man. The letter A in romanized Japanese always has an “ah” sound. A like in “father.” Got it? Good.

Other Things You’ll Need

We’d love to sell you a box containing everything you need, but (1) you need to have some people to play with, which would be impractical to include for a number of reasons, and (2) boxes are expensive. We’ll have to leave it to you to get this stuff.

Paper and Pencils: Naturally you’ll need some paper to write things down on. Ideally each player should have a character sheet, which you can download along with this PDF. You’ll also need pencils to write things down and occasionally erase.

Six-Sided Dice: Dice provide an essential random element for the game. You’ll need a few standard six-sided dice, though it’s helpful to have them in different colors.

A Timer: The Stress Explosion rules (see p. 17) call for keeping track of things in real time. In person you can use a timer function/app on a smartphone or tablet, a standalone timer, a program on your computer, or just check the clock. For play by post games you can set a conversion rate (say by making a round of posting the equivalent of 4 minutes of Stress Explosion).

Some Friends: You’ll need a few friends to play this game with. You normally need one person to be the Game Master and at least 2 other players. I’ve run it with as many as 6 player, but that starts to stretch the limits of what my brain can handle.

Some Time: This game is typically at its best for one-shot sessions of 2-3 hours (which makes it great for convention play by the way), but you can do a quick game lasting an hour or so if you like, or play multiple sessions with the same characters.

Rolling Dice

Throughout the book we'll use two kinds of notation for how to roll dice, because we're just huge nerds.

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

d66: Get two six-sided dice, and designate one as the tens digit and the other as the ones digit. Roll them and put the results together to get one of 36 possible items numbered 11 through 66. You'll use this to get items off of tables, of which there are a lot in this game.*

d♥: I cannot help you with that one.

d∞: Even the great Lou Zocchi knew better than to attempt this. Turn back while you still can.

* And in my life in general.

Mascot Creation



Hopefully you've decided to actually give this game a try. Or failing that you can waste time writing up mascots girls of things to post on forums. But if you're actually playing, each player is going to need a mascot girl character to play, and this chapter explains how to make them. Everyone should get together and make their characters at the same time, and steps 1 and 10 are meant to be done as a group.

If you're familiar with *Maid RPG*, *Mascot-tan* character creation works a little differently. Creating a good mascot girl character requires figuring out traits that fit a specific theme, so mascot creation is non-random. I'm sure you can handle it.

Step 1: Group Mascot Theme

The first step is to decide as a group what kinds of things your characters are going to be personifications of. There are several examples below, but since familiarity with the subject matter is so important, you should make sure you've got something that all the players are reasonably familiar with.

Board Games	Game Consoles	Restaurant Chains
Cars	Holidays	Schools
Cell Phones	Home Appliances	Software
Conventions	Insects	Sports Teams
Corporations	Internet Memes	Tabletop RPGs
Countries/States	Landmarks	Tools
Drinks	Monsters	Trains
Famous Books	Music Genres/Bands	TV Channels
Fighter Jets	Operating Systems	TV Shows
Fruits/Vegetables	Planets/Constellations	Websites

Step 2: Mascot Subject

Each player should figure out what their character is a personification of. This will be an entry in whatever the group's chosen Mascot Theme is, ideally one that you personally find interesting. Once you have that figured out, write the name of the thing down under "name," followed by "-tan." That's your character's name.

Step 3: Attributes

Assign values of 3, 2, 2, 2, 1, and 1 among the six attributes.

- **Athletics:** Physical and combat ability.
- **Affection:** The ability to form bonds with others.
- **Cunning:** Your ability to deceive others to get what you want.
- **Guts:** How well can you assert your own will and withstand adversity?
- **Luck:** Do you feel lucky? Well, we have a stat for that.
- **Performance:** This is your ability to do useful things, like keeping a store in shape or performing on stage.

Random Attributes (Optional): If you'd prefer to roll dice for your attributes, for each one roll 2d6 and divide by 3 (round down). Don't spend too much time on this, we're trying to play the game already.

Step 4: Girl Types and Derived Stats

Pick two Girl Types from the table below, and apply the listed modifiers to your attributes. An attribute can go as low as zero, but no lower. You can pick the same Girl Type twice if you wish, but not if it would make an attribute go below zero or above 4.

Girl Type	Attribute Adjustment
Cool	Performance +1, Affection -1
Cute	Luck +1, Athletics -1
Heroine	Guts +1, Luck -1
Innocent	Affection +1, Cunning -1
Sexy	Cunning +1, Guts -1
Tomboy	Athletics +1, Performance -1

Now that your attributes are finalized, you can calculate your Stress Limit and starting Moé.

- **Stress Limit:** Guts x 10
- **Starting Moé:** Affection x 4

Step 5: Mascot Special Qualities

Next, you're going to pick your character's Special Qualities. These are mental and physical traits that define her. Below are some examples of suitable Special Qualities, but you can of course make up new ones. In any case, pick 2-4 Special Qualities.

Special Quality	Description
Ahoge	You have "idiot hair," a little sprig of hair that sticks up from the top of your head.
Airhead	You're not the brightest bulb in the... bulb-holding thing. Look, you're not all that smart, okay?
Android	Although you outwardly look basically human, you are in fact a girl-shaped robot.
Angel/Devil	You are a being from another world, either celestial or demonic.
Armor	You wear some sort of armor, whether something medieval or futuristic.
Arrogant	Let's face it, you're just awesome and anyone who disagrees with you is stupid.
Bikini	You wear a daring two-piece swimsuit.
Bobbed Hair	Your hair is in a short, rounded style that looks cute.
Bunny Girl	You've got the ears (and tail?) of a rabbit.
Catgirl	Nya! You've got the ears (and tail?) of a cat!
Centaur	From the waist down you're a horse, or maybe some other four-legged animal.
China Dress	You wear a Chinese-style cheongsam dress.
Control Panel	You've got some kind of little control panel located on your body or clothes. I wonder what it does?
Crown	You wear a crown! You must be royalty, or think of yourself as such.
Drill Hair	You have pigtails that each form a helix, making "drills" of hair.
Elf Ears	You have pointed ears like an elf.
Eye Patch	You wear an eyepatch. Did something happen to your eye? What's underneath there?
Flat-Chested	You're the opposite of well-endowed. But hey, some guys go for that, right?
Glasses	You wear glasses; you can decide what style.
Gluttonous	For you it's all about putting food in your mouth, the more the better.
Gothic Lolita	You dress in a gothic Lolita style, with frilly dresses, giant boots, etc. in dark colors.
Headphones	You routinely wear a pair of headphones. You can decide what kind.
Heterochromia	One of your eyes is of a different color than the other. It's kinda creepy.

Kigurumi	You wear a fuzzy mascot suit of some kind. You can choose what exactly it's a suit of, though penguins are a popular option.
Kimono	You wear a traditional Japanese kimono of some sort.
Klutz	You're clumsy, always falling over and knocking things down.
Lazy	You know how they want you to do things? You know what would be better? If you <i>didn't</i> do things.
Logo	You have a logo displayed prominently on yourself.
Maid Uniform	You probably saw this coming, but some mascot girls dress as maids.
Mermaid	You're a fish from the waist down! That sounds inconvenient, in more ways than one.
Naïve	You're rather naïve, and don't understand the ways of the world.
Nurse Uniform	This <i>could</i> be a realistic nurse uniform with scrubs, but chances are it's one of those short-skirted ones. Are you seeing the pattern here?
Office Lady	You dress (and act?) like a businesswoman, complete with a skirt suit.
P.E. Clothes	Ready for P.E. class? You wear a Japanese-style girls' P.E. outfit, with bloomers, a T-shirt, and sneakers.
Pet	You have a small pet that accompanies you. You can decide what kind of critter (or robot maybe?) it is.
Pixie	You're a little fairy with gossamer wings.
Police Uniform	You're under arrest! You wear some kind of police uniform.
Puppy Girl	Wan! Wan! You've got the ears (and tail?) of a dog. You can decide what kind of dog if you like.
School Swimsuit	Part of your outfit is based on the navy blue one-piece swimsuits that were once common in Japanese schools.
School Uniform	Your outfit is based on a Japanese style school uniform.
Shield	You carry a shield of some kind. Whether it will protect you from anything remains to be seen.
Shrine Maiden	A miko (Shinto shrine maiden) wears a white kimono top and red hakama (split skirt). You might have some religious stuff going on too.
Shy	You're rather shy, and have trouble interacting with new people.
Space Princess	You're actually a princess from another planet!
Tsundere	You fit the "tsundere" cliché, which means that you're outwardly prickly and hostile (tsun-tsun), but lovestruck and melty (dere-dere) underneath.
Twin Tail Hair	You have two long pigtails.
Twins	There are actually two of you, though you function as one character at all times.
Vampire/Undead	You're a vampire or some other kind of undead. Do you feast on the living, or do you just look dead-y?
Well-Endowed	You've got quite the rack on you. These tracts of land will surely influence the men.
Witch/Mage	You're a witch or some other kind of magic user.

Step 6: Mascot Weapon (Optional)

Your Mascot Weapon is some weapon, object, or technique your character can use to fight. In game terms this is just flavoring, and the different weapons don't actually affect die rolls. The GM may ask you to leave it out if the game is meant to be less violent.

Below are some examples of suitable weapons, but you can of course make up something else if it fits your character.

Axe	Katana	Pipe/Chain/Bat
Bad Cooking	Laser/Ray Gun/Blaster	Psychic Powers
Bazooka	Long Sword	Revolver
Book	Mace/Hammer	Rifle/Shotgun
Bow and Arrow/Crossbow	Machinegun	Satellite Strike
Chainsaw	Magic	Scythe
Dagger	Martial Arts	Shuriken/Kunai
Daiklaive/Buster Sword	Minions	Spear/Lance/Pole Arm
Dice	Mop/Broom	Staff
Energy Sword	Musical Instrument	Syringe
Eye Beams	Nunchucks	Taser/Stun Gun
Grenade/Bomb	Office Supplies	Wrestling

Step 7: Stress Explosion

A mascot girl's Stress Explosion is what happens when she suffers too much stress and loses it. When you take more Stress points than your Stress Limit, you'll have to role-play your character doing the thing in her Stress Explosion for a certain amount of real time. Below are several examples of possible Stress Explosions.

Acting Spoiled	Gambling	Running Away
Basking in Delusions	Hiding in a Cardboard Box	Sadism
Binge Eating	Holing Up in Your Room	Setting Things on Fire
Blogging	Indiscriminate Violence	Shopping
Breaking Things	Internet Surfing	Singing
Bullying	Lamenting Your Worthlessness	Sleep (or Trying to Sleep)
"Creative" Cooking	Making Corny Jokes	Stealing
Criticizing Others	Masochism	Talking to Inanimate Objects
Crying	Micro-Management	Teasing
Cuddling a Plushie	Playing an MMORPG	Video Games
Emo Music	Prayer	Whining
Enraged Yelling	Rocking Out	Wrestling

Step 8: Mascot Colors

Select colors for your character's eyes, hair, and outfit (and outfits are likely to have multiple colors).

Step 9: Thoughts

Write down a sentence or two of what kinds of thoughts run through your character's tiny little mind.

Step 10: Group Situation

Finally, you need some kind of context for the characters to actually exist in. We'll assume that they live in something like a modern day setting, albeit with some fantastic elements thrown in. This game supports four basic kinds of situations for the PCs, though of course you can invent new ones or mix and match. If you want to generate one randomly, roll 1d6 for the base situation and another 1d6 on the table below that for a little more detail. From there, fill in a little more as a group to get started.

Heroes (1)

The mascot girls can also be some kind of superheroes! You'll have to figure out what kinds of bad guys they fight, but the mascot theme should help suggest that.

Roll	Situation	Description
1	3 rd -String Heroes	You're heroes, and you make yourself useful, but there are a lot of other heroes who are more famous and more competent.
2	Nuisances	Although you try to play the heroes, people mostly find you to be annoying and not especially helpful.
3	Popular Heroes	Your heroics actually make you pretty popular with people in the area, though you do have to figure out how to deal with your fans.
4	Secret Battle	Outwardly you lead normal lives, but when the time comes you transform or don costumes to fight evil!
5	Sponsored Heroes	Being a hero isn't cheap. In order to pay for the expenses your heroics incur you have to cultivate corporate sponsorships.
6	Unknown Heroes	You're heroes, but you're just starting out. No one knows about you yet, and you'll have to work your way up.

Idols (2)

The characters are performers. Their talent agency is trying to get them jobs, which means they do concerts, autograph signings, acting gigs, TV appearances, etc.

Roll	Situation	Description
1	Behind the Songs	You're established performers, and the game takes the form of a behind the scenes documentary about your lives.
2	Combat Idols	You're not just performers, but also warriors, fighting for justice as well as climbing the charts!
3	Languishing in Obscurity	For the foreseeable future you act is an obscurity. You have a few hardcore fans, but you're not exactly getting rich.
4	Mega-Stars	You're already super-stars, your talents known all over the world. Your fans are loyal and kind of scary.
5	Next Big Thing	You've been in this business for a while yet, and your careers are just about to take off!
6	Starting From the Bottom	You're just starting out your music career, but you have the ambition and gumption to work your way up!

Lifestyle (3-4)

The game could easily just deal with what goes on in the characters' everyday lives. When you play, just start with them waking up in the morning, and throw in some random events and see where it goes.

Roll	Situation	Description
1	Boarding House	You live in a reasonably nice boarding house, where you enjoy your zany everyday lives.
2	Harem	Some bland but likeable guy somehow wound up with all these girls around him. This is a good genre to deconstruct.
3	Office Life	The PCs work in an office of some kind, and occupy themselves with office politics, meetings, and the other kinds of nonsense that that entails.
4	Poverty	You live in a crappy apartment and try to get part-time jobs to make ends meet.
5	Rich	You live in the lap of luxury, and spend your days trying to find amusements to keep you occupied.
6	School Days	The PCs are students at some kind of school, trying to keep up with homework, make friends, and enjoy themselves.

Retail (5-6)

The characters work in some kind of store, presumably one that sells whatever they're mascots of.

Roll	Situation	Description
1	Brand New Store	The store is brand new, a hopeful endeavor from a naïve, wide-eyed manager.
2	Established Niche	The store isn't super-popular, but it's found its weird little niche where it can survive.
3	Mom and Pop Store	The store is a small, independently run establishment, run by a couple prone to favoritism and nepotism.
4	Otaku Store	The store specializes in goods based on anime and such, so the patrons are obsessive fans who are into that kind of thing.
5	Soulless Chain Store	The PCs work at a soulless chain store, forever doomed to deal with the utter nonsense from corporate.
6	Struggling Store	The store seems to always be struggling to stay in business. It doesn't have a lot of customers, and the regulars are off-putting weirdoes.

Character Creation Example

Let's walk you through an example of the process of creating a character. There are some more examples of how rules work later in the book, and they're also in pink boxes like this.

1. The group decides to do a game about mascot girls of tabletop RPGs, since it's something everyone knows well enough.
2. The other players are going to play Toon-tan, Mage-tan, Feng Shui-tan, and Polaris-tan. After staring at the list of RPGs on Wikipedia for a while I settle on making a mascot girl of *Fiasco*,* so I write "Fiasco-tan" on my character sheet. I look forward to seeing Jason Morningstar's reaction to this.
3. I'm imagining Fiasco-tan as being really brash but not especially capable or smart, so for her starting attributes I give her Athletics 1, Affection 2, Cunning 2, Guts 3, Luck 2, and Performance 1.
4. For her Girl Types I'm going to go with Cool and Tomboy. She puts on a brave front, even if she's actually a mess. Applying the modifiers makes her stats Athletics 2, Affection 1, Cunning 2, Guts 3, Luck 2, and Performance 1. That means her Stress Limit is 30 and her Starting Moé is 4.
5. For her outfit I make a new Special Quality: Pant Suit. (Which in her case I envision as having a broken heart symbol sewn into the chest like on the *Fiasco* book cover.) Looking at the list, I decide that given the whole black and white dice thing in *Fiasco* it makes a twisted kind of sense to have her be Tsundere, which in turn demands Twin Tail Hair. I add a fourth SQ, Dice Hair Ornaments (in black and white of course).
6. Her Mascot Weapon is a Handgun. Just the sort of thing for someone with "powerful ambition and poor impulse control."
7. For her Stress Explosion I decide on Gambling, which seems like it should get her into the right kind of trouble.
8. Next is Mascot Colors. Her outfit obviously needs to be dark red like the *Fiasco* book cover. Looking at said cover, I decide to give her platinum blond hair and black eyes, roughly matching the other colors used on the cover.
9. For her Thoughts, I write, "A big score is just around the corner! I know it! Now let me tell you about how we can take advantage of my big sister's roach problem..."†
10. As a group, we decide that the game is going to be an Everyday Life thing, specifically the Office Life version. Our mascot girls will be working at a publishing company. Fiasco-tan is a mid-level manager at the firm who's constantly scheming for ways to climb the corporate ladder.

* A game by Jason Morningstar that basically lets you improvise a Coen Brothers movie.

† This is a clever reference to another of Jason Morningstar's games. Be impressed or something.

Rules of Play



Now that everyone has their characters all ready to go (I assume, perhaps naively), you need to learn how to actually play the game. I'm not going to explain how to play an RPG basically because I don't feel like writing it up, plus other people have done it better and you most likely have access to Google. Instead this covers the rules that are specific to this game.

Action Resolution

To determine how well a character can perform a given action, roll 1d6 and multiply by the relevant attribute. The number you get is called your Result. Normally the GM will set a Difficulty number that the player needs to match or exceed in order to succeed, but when two characters are acting directly against each other you'll use the Conflict rules below.

Difficulty Number	Description
4-6	A little challenging, but not too hard.
6-8	Hard for an amateur, but pretty easy for a pro.
8-10	Something only a pro can pull off.
10+	Difficult even for a pro.

Getting Tricky With Attributes

It will often be obvious which attribute a character can use for a given action, but you can try to use an unusual attribute by coming up with an unusual means of pursuing the task at hand. This is a really good way to overcome your character's weaknesses.

Incompetent Characters

If a character has an attribute at 0, she will always fail at any action you roll for (any result on 1d6 gets multiplied by 0 and becomes 0 after all) unless she spend Moé points to improve her chances (see below).

Cooperative Actions

When characters work together towards a common goal, they can each make a roll and combine their respective Results towards accomplishing something.

Action Resolution Example

Honda Civic-tan needs to run as fast as she can to get to work. The GM decides this is pretty clearly an Athletics roll. The player rolls a 3, and multiplies it by Civic-tan's Athletics of 3 to get a result of 9, so she gets there on time.

When she arrives she finds that Ford Pinto-tan has messed up yet again. Earlier Pinto-tan tried to make a Performance roll to clean up the store, but since her Performance is zero her result is zero. (Sick burn against a card discontinued in 1980!) Civic-tan takes pity on her and they work together to put out the fires. Civic-tan has Performance at 2, so with a roll of 4 she gets an 8. Pinto-tan decides to put in some real effort, and spends 1d6 moé (she rolls a 3) to add 1 to her Performance. With a roll of 2 her result is only 2, but that brings the result of their cooperative action up to 10, so the store actually looks really good when Corvette-tan *finally* waltzes into work two hours late, having been out joy-riding as usual.

Conflicts and Stress

A “conflict” is when two characters are acting against each other. This can include any kind of fighting imaginable, but also stuff like arguing, trying to cook the better breakfast, or most anything else that has a pair of competing characters.

Both make rolls as per the usual Action Resolution rules. Whoever gets the higher result is the winner of the conflict. The loser takes Stress points equal to the winner’s result divided by the attribute the loser used. If the loser’s attribute is zero, divide by 1 instead. When your character takes Stress, note it down next to your Stress Limit, and add it to any existing Stress.

Ties

In the case of a tie, the characters are in a stalemate. They can choose to either back off or try again.

Giving In

If you’re being targeted with a conflict and you don’t want to risk taking Stress (or just don’t care to fight back), you can simply declare that you’re letting the other side win. This means you don’t have to roll, and you won’t take any Stress from whatever it is, even if it puts you at a disadvantage in other ways.

Stress Explosions

If you accumulated Stress points are equal to or greater than your Stress Limit, you have a Stress Explosion. Your character stays under your control, but you have to do stuff that falls within what your Stress Explosion calls for. This lasts for a number of minutes of real time equal to the Stress points incurred, so you effectively remove 1 Stress point per minute until it’s all gone. If you’ve taken 30 Stress and reached your Stress Limit, you have to have your character do what her Stress Explosion calls for, for 30 minutes of real time.

If your Stress Limit is zero, you’ll go into your Stress Explosion any time you take Stress, but your Stress Explosions will tend to be shorter.

Conflict and Stress Example

Sun-tan (what?) and Moon-tan (oh geez) are having a rap battle for some reason. The GM calls for them to make Performance rolls. Sun-tan has a Performance of 2 and rolls a 4, so her result is 8. Moon-tan has a Performance of 3 and rolls a 4, so her result is 12. Moon-tan trounces her longtime rival with her sick rhymes. Sun-tan takes a number of Stress Points equal to Moon-tan’s result of 12 divided by her own attribute of 2, or 6 Stress.

Sun-tan already had 14 Stress, so this pushes her right up to her Stress Limit of 20. For the next 20 minutes she goes and hides in a cave, because whoever created her thought that her Stress Explosion should be a reference to Amaterasu.

Moé

“Moé” is a representation how much a character has managed to endear herself to the otaku audience. Each mascot girl starts with some moé points based on her Affection attribute, and the GM will be awarding more during the game based on how entertaining the characters are. The more points you have, the more you can bend the game’s so-called reality to your will.

Gaining Moé

If you’re the Game Master, you pretty much get to award moé points to the mascot girls whenever you feel like it, but here are some guidelines:

- **1d6:** Doing something fairly cute or amusing, or pandering to the audience.
- **2d6:** Doing something very cute or funny.
- **2d6-3d6:** Resolving a major problem, especially if it’s in a funny way.
- **3d6:** Doing something staggeringly cute or hilariously funny.

A mascot girl who makes things un-fun or unpleasant, or who panders too blatantly, could lose 1d6 to 3d6 moé points too.

Spending Moé

- **Remove Stress:** You can remove as many points of Stress as you want by spending 1 moé per point of Stress.
- **Increase an Attribute:** You can raise an attribute by 1 by spending moé equal to 10 times the new attribute rank (e.g., raising an attribute from 1 to 2 costs 20 moé).
- **Enhance a Roll:** Spend 1d6 moé to add +1 to either your attribute or your effective die roll.
- **Invoke a Random Event:** You can spend 1d6 moé to have a Random Event occur.

Running Out of Moé

If you wind up with zero points of moé, you can’t do any of the things you’d normally do by spending them until you get at least one point. If using an effect that costs moé would take you below zero moé points, you take as many points of Stress as you would’ve had negative moé instead.

Moé Points Example

Nokia-tan is lost and trying to find her way home. Since she has a decent signal, she tries to call home, pressing the numbers on her own dress, but she realizes that she can’t quite use her own speaker or microphone in her human form. The GM cracks up in spite of herself and gives Nokia-tan 2d6 moé points. Nokia-tan rolls 8, bringing her total moé points up to 11.

Since the GM already said she’d need a result of 10 or better to navigate home by herself, she decides to give it a try, armed with points to boost her roll. She rolls a 3, times her Performance of 2 gives her 6. She needs to spend 2d6 moé to be able to bump her Performance up to 4 for this roll to get a result of 12. Luckily she rolls 5, leaving her with 6 moé points. (If she had rolled a 12, she would not only have zero moé left, but would’ve taken a point of Stress as well.)

Nokia-tan arrives at home, just in time to see Motorola-tan eating the pudding she’d been saving!

NPCs

When you play *Mascot-tan* the mascot girls will most likely run into other weirdoes, which is where Non-Player Characters (NPCs) come into the picture. In this game it's not really necessary to make up detailed stats for NPCs, though you can if you really want. This section has some guidelines to let you quickly and easily toss together NPCs.

NPC Type	Attributes	Stress Limit
Minion/Normal Person	1	0
Minor Enemy	2	0-5
Average Enemy	3	0-15
Boss Enemy	4	5-15
Super Boss Enemy	5	5-15
Godlike Enemy	6	10-20

NPCs with Stress Limits on par with PCs would tend to make for overly drawn-out battles, so the Stress Limits in the table above will tend to be significantly less than the usual $\text{Guts} \times 10$. Instead, a more powerful NPC's higher attribute ranking will ensure that they take less Stress in the first place. Also, NPCs don't normally have Stress Explosions like PCs. Instead, and NPC who takes more Stress than his or her Stress Limit will simply be knocked unconscious or destroyed as appropriate.

Random Event Tables

This section has the all-important Random Event tables. Players can invoke Random Events by spending 1d6 moé points, but they're also a great tool for the GM. If you're stumped for what to have happen next, you can just roll for a random event. If you want to write up a scenario ahead of time, you can roll a few random events to help brainstorm. However, if you want to use a pre-planned scenario it's best to either eliminate random events from the game, or make a new random event table especially for that scenario.

During play the GM can choose to temporarily disallow players adding more random events if the game is getting too difficult to handle from how it's swerving around all the time. Also, if the player triggers a random event the GM can ask the player to fill in its details a little more. If a random event says a giant monster is attacking, you can ask the player what kind of monster is attacking and why.

This section has five different random event tables: Heroes, Lifestyle, Performance, Retail, and Surreal. The first four each fit with a particular situation, and you should choose according to what the PCs are doing at the time. The Surreal table is for if you just want to have weird stuff happen.

Many random events call for something to happen to a random player character. You can determine this any way you like, but the simplest thing is usually to roll a die (re-roll if the number is greater than the number of players) and count around the table.

Random Events Example

Bacon-tan and Coffee-tan are just waking up, ready for the most important meal of the day. Bacon-tan wants to start things off with a bang though, so she spends 1d6 moé (she rolls 3) to get a random event. She makes the d66 roll, and gets a 25. Since this game is about their everyday life, the GM looks at the Lifestyle table. "A very dear personal possession has been stolen!" Coffee-tan's favorite French press, a gift from Starbucks-kun, is gone! Bacon-tan and Coffee-tan resolve to get to the bottom of this and get the French press back!

Having no idea where to go from here, the GM rolls up a random event for ideas. She gets a 35, "Ninjas attack the house!" Clearly this ninja clan was also after the French press, which can only mean that the pirates were the ones behind it! Having a decent launching point for an adventure, the GM thrusts the PCs into dealing with the ninjas.

Heroes

Roll	Heroes Random Event
11	1d6+1 enemy minions (Attributes 1/Stress Limit 0) are trying to kidnap a friend!
12	A building transforms into a giant robot!
13	A bus is rocketing through downtown, and if it slows down too much the bomb planted underneath will make it explode!
14	A gang of thugs (Attributes 2/Stress Limit 5) are robbing a bank!
15	A ghost (Attributes 2/Stress Limit 10) is following one of the PCs and trying to hinder her at every turn.
16	A giant monster (Attributes 5/ Stress Limit 10) attacks!
21	A grizzled old hero shows up, intent on training the PCs to be better heroes.
22	A hero the PCs have met before betrays them and turns to a life of evil!
23	A local politician tries to use the PCs for a photo op.
24	A male hero hits on one of the PCs.
25	A previously defeated villain somehow returns, stronger than ever!
26	A random PC has amnesia!
31	A random PC spawns a small squad of miniature versions of herself.
32	A random PC's evil twin from the Negaverse shows up to cause problems.
33	A ray gun makes a random character change gender!
34	A strange spaceship lands out in the open. Are the inhabitants friend or foe?
35	A victim of the collateral damage caused by the PCs' fight against evil comes seeking revenge.
36	A villain has made off with a weapon that could destroy the entire world!
41	A villain's mother shows up and starts berating him.
42	An innocent girl is being pursued by a fearsome villain (Attributes 3/Stress Limit 5).
43	Another group of heroes comes to town, and they're intent on showing up the PCs.
44	Ninjas attack out of nowhere! What do these shadow warriors want?
45	One of the PCs stumbles across a villain's secret lair.
46	Some phenomenon causes one random PC to fall hopelessly in love with another random PC.
51	Some strange phenomenon makes a random character grow to an enormous size. (+1 to the die roll where it could be an advantage, -1 to the die roll where it would hinder her.)
52	Someone asks the PCs to help society by recording a public service announcement.
53	Someone is mind-controlling a friend to act against the PCs.
54	The local news comes to do a story on whatever you're doing.
55	The mascot girls are offered a chance to become idol singers. If they accept, start using the Performance random event table instead.
56	The mascot girls have to work undercover in a store for some reason. Start using the Retail random event table instead.
61	The PCs are given the task of escorting an alien ambassador.
62	The PCs come across a ticking time bomb. How are they going to dispose of it? And who's responsible?
63	The PCs receive a bunch of fan mail.
64	There's a roaring fire in a building nearby, and people need to be rescued!
65	Two characters suddenly swap bodies.
66	Upgrade! The PC with the most moé points can trade one Special Quality for a new one of her choice!

Lifestyle

Roll	Lifestyle Random Event
11	A big storm is coming!
12	A bunch of squatters, possibly illegal immigrants, are hiding in a back room.
13	A clam spirit possesses one of the PCs!
14	A ghost (Attributes 2/Stress Limit 10) is haunting the house!
15	A giant monster (Attributes 5/Stress Limit 10) suddenly starts wrecking the neighborhood.
16	A kidnapper tries to make off with one of the PCs!
21	A madman (Attributes 3/Stress Limit 10) is prowling the neighborhood.
22	A stray cat wanders into the house.
23	A traveling salesman pays a visit and won't take no for an answer.
24	A UFO lands in the yard.
25	A very dear personal possession has been stolen!
26	An eviction notice comes in the mail!
31	An omen of bad luck visits the house.
32	Dinner is ruined!
33	Kids from the neighborhood show up wanting to play.
34	Neighborhood kids come looking for their ball.
35	Ninjas attack the house!
36	One of the mascot girls receives an anonymous love letter.
41	One of the PCs contracts a disease that radically affects her behavior.
42	One of the PCs has a stalker!
43	Santa Claus stops by the house! Have you been naughty or nice?
44	Someone catches a cold.
45	Someone finds a treasure map!
46	Someone's mother pays a visit.
51	The house transforms into a giant robot!
52	The local news comes to record a segment about the mascot girls.
53	The mascot girls are offered a chance to become idol singers. If they accept, start using the Performance random event table instead.
54	The mascot girls get jobs working in a store. Start using the Retail random events table instead.
55	There's a fire!
56	There's a protest going on outside.
61	There's a wild animal loose in the neighborhood.
62	There's an earthquake!
63	Tickets for an all-expenses paid cruise come in the mail!
64	Two characters suddenly swap bodies.
65	Upgrade! The PC with the most moé points can trade one Special Quality for a new one of her choice!
66	You're all out of food!

Performance

Roll	Performance Random Event
11	A big shot entertainment executive offers the PCs the deal of a lifetime!
12	A clam spirit possesses one of the PCs!
13	A cute male performer hits on one of the PCs.
14	A cyborg from the future (Attributes 3/Stress Limit 5) appears, intent on stopping the concert.
15	A ghost (Attributes 2/Stress Limit 10) is haunting the concert hall and terrifying the staff!
16	A giant monster (Attributes 5/Stress Limit 10) attacks!
21	A hugely popular celebrity shows up and tries to upstage the PCs!
22	A mad villain (Attributes 3/Stress Limit 10) tries to kidnap one of the PCs!
23	A pro-wrestling event was booked for the same night, and they won't give up their slot without a fight!
24	A random PC disappears into a trapdoor on the stage!
25	A random PC gets hit on the head and has amnesia!
26	A random PC loses her voice!
31	A secret organization recruits the mascot girls to fight evil! If they accept, start using the Heroes random event table instead.
32	A wild animal is loose in the concert hall.
33	Another idol group got top billing at the last minute.
34	Cultists are performing a demonic ritual underneath the concert hall.
35	It suddenly starts raining!
36	Ninjas attack the concert!
41	Paparazzi have infiltrated the area and pop up to take revealing pictures of the PCs!
42	Someone is filling the concert hall with sleeping gas!
43	Something went wrong backstage and all of the costumes are ruined!
44	Sparks fly and the sound equipment catches on fire!
45	Terrorists (Attributes 2/Stress Limit 5) try to attack the concert!
46	The audience starts cheering for a random prop on the stage, and gets mad if it is removed.
51	The lights go out and a mysterious newcomer starts talking over the sound system.
52	The mascot girls' newest single totally tanked and they got fired! Start using the Lifestyle random event table instead.
53	The PCs come across a ticking time bomb. How are they going to dispose of it? And who's responsible?
54	The PCs receive a bunch of fan mail.
55	The PCs' music starts having strange side-effects on people who listen to it.
56	The police show up to shut you down because of something you did, or at least that they think you did.
61	The promoter oversold the concert, and extra fans are demanding to come in!
62	There's a huge otaku turnout. PCs with the "Cute" Girl Type gain 2d6 moé points.
63	There's an earthquake!
64	Two characters suddenly swap bodies.
65	Upgrade! The PC with the most moé points can trade one Special Quality for a new one of her choice!
66	Your manager decides you need an extreme image change to revive your career.

Retail

Roll	Retail Random Event
11	A bunch of squatters, possibly illegal immigrants, are hiding in a back room.
12	A car crashes through the front of the store!
13	A clam spirit possesses one of the PCs!
14	A customer collapses in front of the store, having arrived after a long journey.
15	A famous celebrity comes to the store to do a signing event.
16	A ghost (Attributes 2/Stress Limit 10) is haunting the store and scaring off all the customers!
21	A hooligan (Attributes 2/Stress Limit 10) comes to the store to cause trouble
22	A legendary thief leaves his or her calling card at the store.
23	A mother leaves her kids in the store while she goes to get her hair done. The kids go completely nuts.
24	A public official shows up to the store for a surprise inspection.
25	A pushy salesman comes by the store trying to sell stuff to the employees.
26	A ridiculously rich person visits the store and gloats about how his or her new superstore will put you out of business.
31	A rival store opens up across the street and starts stealing away all of your customers!
32	A terrible demon (Attributes 4/Stress Limit 10) comes to the store. He just wants to buy something, but he's quick to anger if anything isn't to his liking.
33	A wild animal is loose in the area.
34	Aliens come to the store! They're trying to blend in, but doing a very poor job of it.
35	An angry, utterly irrational customer shows up and demands a refund for something.
36	Another mascot girl shows up and tries to steal one of the PCs' jobs.
41	Discovered a hidden room in the back, which contains something unsavory.
42	Ninjas attack the store!
43	Robbers (Attributes 2/Stress Limit 5) try to hold up the store and take the money from the cash register.
44	Santa Claus stops by the store! Have you been naughty or nice?
45	Some hoboes start hanging around the store, trying to sell lint scarves and threatening to summon a dust storm if they're kicked out.
46	Someone finds a time bomb in the store!
51	The District Manager stops by the store to harangue someone for poor sales.
52	The mall/shopping district is having a swimsuit contest to drum up business, and they want all the PCs to enter.
53	The manager sends a random PC on an errand to buy Something.
54	The mascot girls are offered a chance to become idol singers. If they accept, start using the Performance random event table instead.
55	The power goes out. How long before people in the area resort to looting?
56	The store has a special sale that attracts a giant horde of customers.
61	The store is forced to close! Start using the Lifestyle random event table instead.
62	The usual merchandise delivery included an extra package. And something is stirring inside...
63	There's a fire in the store!
64	There's a protest going on outside the store.
65	Two random characters suddenly swap bodies.
66	Upgrade! The PC with the most moé points can trade one Special Quality for a new one of her choice!

Surreal

Roll	Surreal Random Event
11	A bunch of floating eyeballs just appear in the air. They don't seem to be doing anything.
12	A bunch of panties take flight, and fly off in a flock.
13	A Dimensional Panda strolls up to the PCs and swallows them, depositing them in another world.
14	A new mascot girl shows up, and she's a personification of a random PC's future.
15	A race of tiny aliens lands on earth, and they proclaim a random PC their new empress.
16	A random PC grows to 10 times her normal size!
21	A random PC looks up into the sky and sees a colossal eye staring down at her. She starts seeing it all the time and loses 10 points (to a minimum of 0) from her Stress Limit for the rest of the session.
22	A random PC starts turning into whatever she's a mascot and back again at random intervals.
23	A random PC stumbles across a copy of this game. If she reads it, she takes 3d6 Stress.
24	A random PC turns out to have a dove in her bag.
25	A random PC vomits up a random object; roll on the Mascot Weapon table to determine what it is.
26	A random PC's hair turns into an afro. She gains "Hair: Afro" as a Special Quality for as long as it's funny.
31	A random PC's reflection jumps out of a mirror and tries to get intimate with her.
32	A robot emerges from a random PC's forehead.
33	A strange disease is spreading through the city that makes people sprout cat ears.
34	A strange phenomenon starts turning tons of random objects into mascot girls, who then run amok.
35	A strange yellow creature starts following one of the PCs around, always staring at her from behind.
36	A tear in the fabric of space and time unleashes Cthulhu-tan (Attributes 5/Stress Limit 10) on the world.
41	A wall cracks open to reveal a wall of six-sided dice.
42	An NPC suddenly transforms into a jet and flies away!
43	Cute, cuddly aliens invade, with the intent of bringing a cruel, tyrannical rule to earth.
44	It briefly rains some kind of small animal.
45	It turns out the moon is awfully close, and made of delicious cheese.
46	Mascot-tan-tan (see p. 30) shows up out of nowhere and apologizes profusely.
51	Roll another random event. That one happens twice.
52	Roll twice and combine the results.
53	Some strange phenomenon makes a random character grow to an enormous size. (+1 to the die roll where it could be an advantage, -1 to the die roll where it would hinder her.)
54	Someone made 2d6+2 clones of one of the PCs. The clones will disappear eventually, and they have super-exaggerated versions of that character's personality.
55	Something collapses on a random PC. When the dust settles she has become two-dimensional and has "Flat" as a Special Quality, at least until someone blows hard into her mouth.
56	Technicolor mushrooms start sprouting up everywhere and creeping towards you...
61	The PCs have wandered off the edge of the universe. They see a white plain with a hex grid on it.
62	The PCs stumble across a room where a group of gamers are playing <i>Mascot-tan</i> . If the PCs harm them, the universe collapses and the game ends.
63	The walls start bleeding.
64	There's a zombie outbreak! Except the zombies kind of suck (Attributes 1/Stress Limit 0). The rest of the game will be a romantic comedy.
65	Three words: Purple. Hairy. Spiders.
66	What lies through a door turns out to be bigger on the inside than on the outside.

Styles of Play

There are three main styles of play for *Mascot-tan*, ranging from a fairly traditional RPG setup to the competitive moé race. If you're doing a one-shot game you can just pick one, but if you're doing a longer campaign you can switch around from one session to the next.

Random Event Driven Play

We think of this as the default mode of play for *Mascot-tan*. It's certain the style that provides the most unique experience. The idea is pretty simple. You start out with the players role-playing their characters having a normal day (or whatever passes for that for a group of mascot girls) and go from there. Let the players spend Moe points to trigger random events, and throw them in yourself whenever you feel like the game is going too slowly. It won't take long for the random events to give you a trip into utter insanity.

Scenario-Based Play

Most role-playing games go by what might be called "scenario-based" play. Rather than a process that provides events on the fly, the game is based on a pre-made outline. There aren't many hard and fast rules for creating a scenario, except of course that the PCs should have a central role and the ability to make choices that affect the outcome.

This book includes an introductory scenario (see p. 35) designed for starting from zero and making new characters, though you can of course create scenarios for existing characters. If anything, making scenarios to fit characters you already know is much easier.

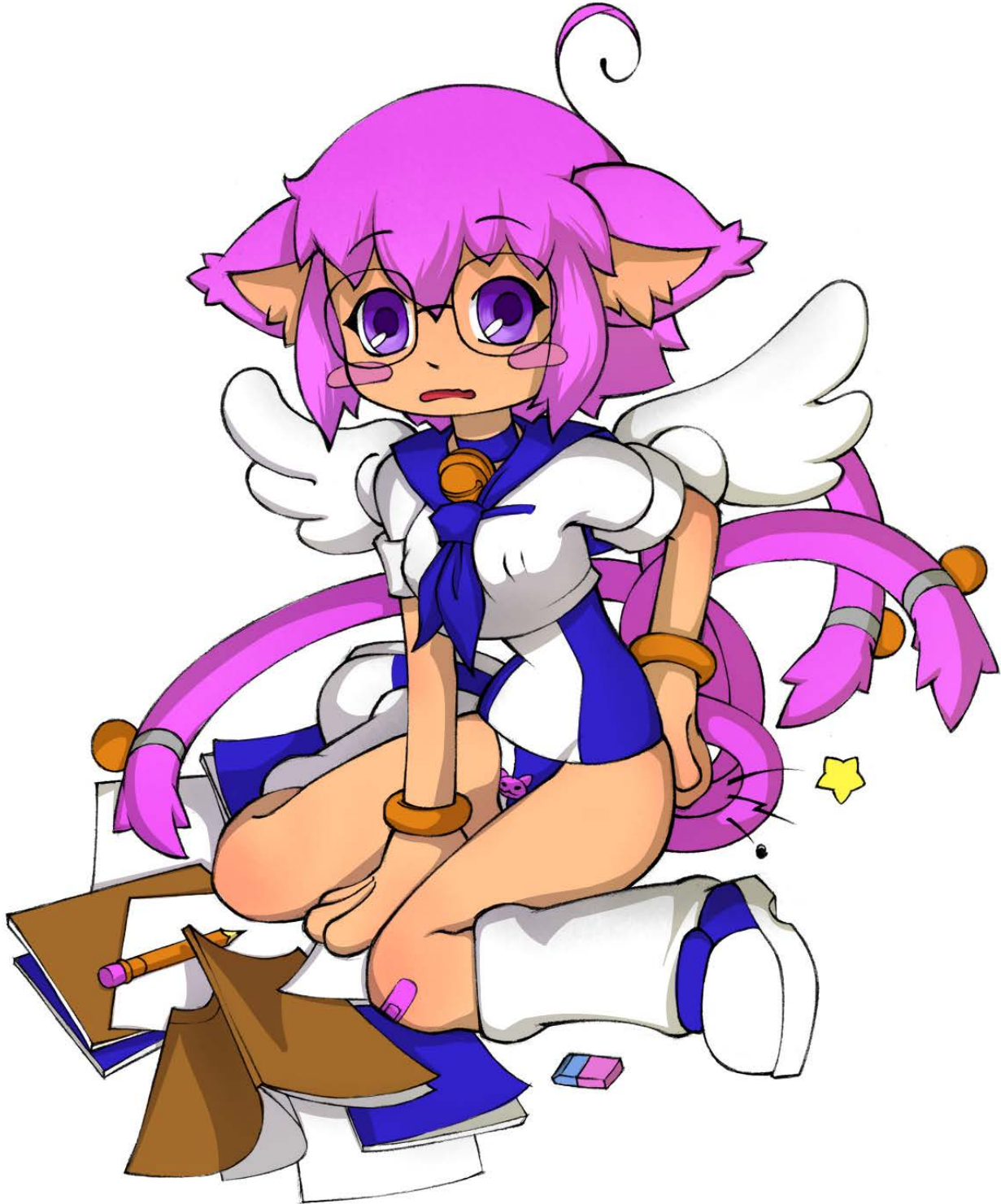
Scenarios can change what rules are being used in the game too. It's usually necessary to leave out or at least limit Random Events if you want the scenario to even survive, and for a non-violent scenario you can leave out the Mascot Weapons. Scenarios can also add bits of new rules too, for pretty much any part of the game. You might add new character creation options if it fits particularly well, or rules to determine how good of a cake the PCs can bake.

Moé Race

With the PCs being mascot girls earning "moé" points from a hypothetical audience of otaku on the internet, it's natural to consider a style of play where the PCs are competing to be the most moé. That's the moé race. This works essentially like one of the other styles of play, except that the players have the objective of trying to earn the most moé. I recommend basing the winner off of who gets awarded the most dice of moé rather than who has the most points left, since the game is usually more fun if the players feel free to spend their points. You might even set up a scoreboard.

When the game comes to a close, figure out a winner. What they get in terms of a prize is up to you. If you happen to have some actual thing to give away as a prize that can be great (especially for a convention game), but regardless it can be nice to give that player's character some special epilogue scene where they come out ahead in some way.

RPG Idols



This chapter outlines a sample campaign, complete with player characters, NPCs, and a custom random event table laced with adventure ideas. The whole thing is intended to play a dual role as an example and an excuse to throw a bunch of stupid in-jokes into the book.

Gamings is a small but popular and well-liked gaming store in the mall. What keeps people coming back? The fact that Jim, the manager, is a really nice guy helps, not to mention the convenient location and good selection of games, but there's more to it than that. Apart from Jim himself, all of the employees are cute girls. They're kind of strange and quirky, but most people find their faults amusing.

What only a few of the customers realize is that these girls are anthropomorphic personifications of different game system. Four of them represent major systems, and there's also this fifth girl who's really strange and hardly anyone likes. They spend their days trying to keep the store clean and well-stocked, organizing demos of games, and doing whatever strange promotions Jim has thought up that day.

The RPG Idols

Dungeons & Dragons-tan

Attributes: Athletics 17 (+3), Affection 14 (+2), Cunning 15 (+2), Guts 14 (+2), Luck 12 (+1), Performance 16 (+3), Stress Limit 20, Starting Moé 8

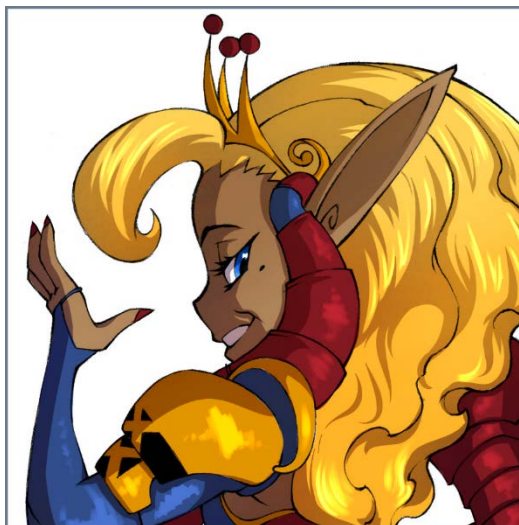
Girl Types: Cool, Sexy

Mascot Special Qualities: Armor, Elf Ears, Jewelry: Crown

Mascot Weapon: Mace; this is a mace with a red d20 as its head, named "Moderator."

Stress Explosion: Indiscriminate Violence

Mascot Colors: Golden Hair, Blue Eyes, Navy Blue and Maroon Outfit



Looks: An elf-girl with long blond hair. She wears a very revealing suit of armor, and wields a mace with a red isocahedral gem as its head.

Thoughts: Listen, I'm still #1, and the rest of you? Not even close. I was the first, and I'm still the best.

Notes: D&D-tan represents the first RPG ever, and still the most popular. She likes to lord over the other RPG idols, and never lets them forget for a moment that she's #1. Even so, she has a way of reinventing herself every few years, though she hotly denies the particularly major image change she did back in 2008 even happened, and tends to get angry when people show pictures.

GURPS-tan

Attributes: AT 1, AF 1, CN 3, GT 2, LU 2, PF 2, Stress Limit 20, Starting Moé 4

Girl Types: Cool, Sexy

Mascot Special Qualities: Glasses, Logo (All-Seeing Pyramid), Office Lady

Mascot Weapon: Dice

Stress Explosion: Making Corny Jokes

Mascot Colors: Red Hair, Blue Eyes, Black Outfit with Red and Blue Highlights

Looks: Prim and proper and bespectacled. Short red hair, an office lady dress in black with red and blue highlights. Wears two six-sided dice in her head. Always carrying some books.



Thoughts: There's a proper way of doing things... and then there's the way most of the girls like to do things. But I won't let it get to me. I'm too smart for that. Why is that, you ask? Fnord.

Notes: An emissary of the first major universal RPG, GURPS-tan is the most intellectual of the girls. Although she's not without a fun side, she likes intelligence and realism, and the faults of the other girls grate on her more than most.

Mascot-tan-tan

Attributes: Athletics 1, Affection 3, Cunning 0, Guts 1, Luck 2, Performance 2, Stress Limit 10, Starting Moé 12

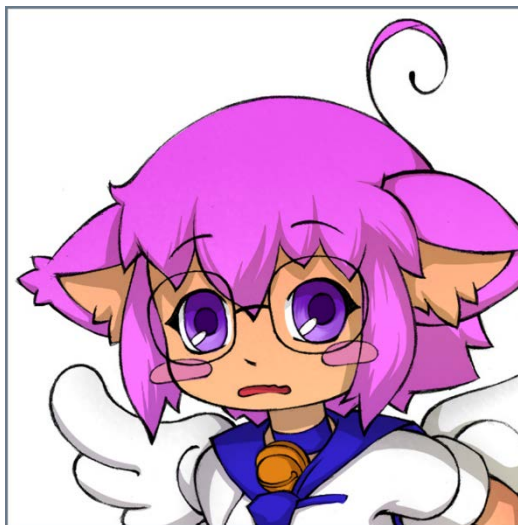
Girl Types: Cute, Innocent

Mascot Special Qualities: Ahoge, Catgirl, Glasses, Klutz, School Swimsuit, School Uniform, Wings

Mascot Weapon: Office Supplies

Stress Explosion: Crying

Mascot Colors: Pink Hair, Purple Eyes, White and Blue Outfit



Looks: Mascot-tan-tan's appearance shows how efforts at being moé can go too far. She has pink hair, cat ears, glasses (not an affectation; she's practically blind without them), and angel wings. She also has three cat tails, which are always whipping around and knocking things over. She wears a school swimsuit, a sailor fuku top, and knee socks.

Thoughts: No one likes me. Why am I even here? I'll just do my best and try to keep out of the way. I don't suppose anyone wants to roll up a character? No? Okay. I'll just be over here if you need me...

Notes: A strange and unlikely addition to the RPG Idols is the girl version of *Mascot-tan*, the very game you have in front of you. Not only is she the mascot of a weird little indie game, but her odd, recursive nature, not to mention the fact that she has *-tan* in her name twice, has made her become... strange. Most of the customers seem to want to avoid her, but there are a few with peculiar tastes for whom she's the favorite of the bunch. She recently tried to reinvent herself, but it's only made her weirder.

Palladium-tan

Attributes: Athletics 4, Affection 1, Cunning 1, Guts 3, Luck 2, Performance 1, Stress Limit 30, Starting Moé 4

Girl Types: Tomboy x 2

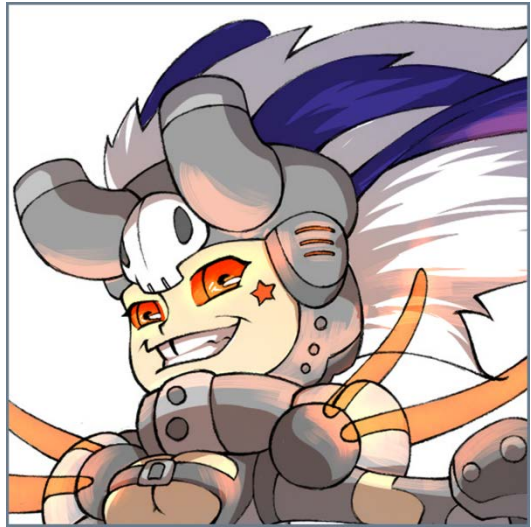
Mascot Special Qualities: Arrogant, Armor, Bunny Girl, Star Mark on Face

Mascot Weapon: Rail Gun

Stress Explosion: Whining

Mascot Colors: Blue and White Hair, Red Eyes, Silver Outfit

Looks: Messy blue and white hair and glowing red eyes. Wears silvery high-tech body armor at ALL times and wields a gigantic rail gun and a fairly large plasma rifle.



Thoughts: Rock on! It's time to kick some MAJOR ass!® Shut up, I'm talking here! I'M NOT OVERREACT-ING!™

Notes: Palladium-tan comes from a gritty game of post-apocalyptic science fantasy horror, with ninjas and giant robots thrown in for good measure. She's the kind of person some people find really fun to hang out with and others find really annoying. She likes to have fun, but tends to overreact to criticism.

Storyteller-tan

Attributes: Athletics •••, Affection ••, Cunning •, Guts ••, Luck •, Performance ••, Stress Limit 20, Starting Moé 8

Girl Types: Heroine, Tomboy

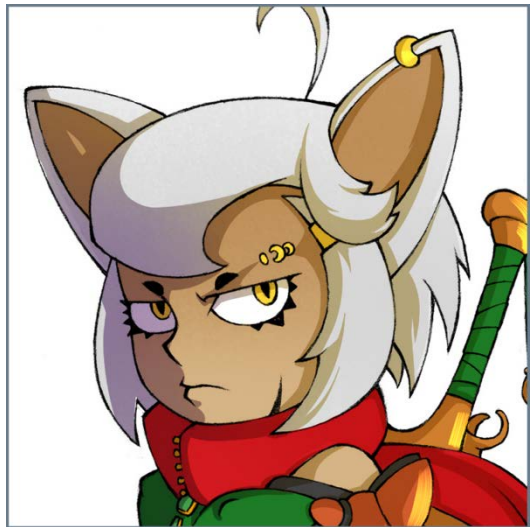
Mascot Special Qualities: Ahoge, Scarf, Earrings (and other piercings), Wolf Girl

Mascot Weapon: Daiklaive

Stress Explosion: Holing Up in Your Room

Mascot Colors: White Hair, Yellow Eyes, Black and Green Outfit, Red Scarf

Looks: Has the ears and tail of a wolf (white of course). Dresses in a gothic-punk-action-anime style, with lots of piercings, wooden sandals, eye makeup, a hero scarf, and an enormous sword strapped to her back.



Thoughts: You know what the problem with this hobby is? Too many numbers, not enough story. Well, I'm here to fix that, with my daiklaive if need be!

Notes: Storyteller-tan comes from a modern punk-gothic horror game that revolutionized the industry with an emphasis on role-playing over hack and slash. Or at least that's what she'll tell anyone who'll listen, in spite of the fact that she's seldom without her enormous sword. She used to carry a pair of katanas, but a while back she discovered anime and video games, and switched to what she insists is an "orihalcum daiklaive."

Other RPG-tan Characters

There are hundreds or thousands of other possible RPG mascot girl characters, but here are a few that might show up.

- **Apocalypse World-tan:** AW-tan is a very intense girl in a gas mask, accompanied by an ever-growing horde of other Powered by the Apocalypse Girls.
- **Call of Cthulhu-tan:** A pale, sickly looking girl in gothic clothes, clutching an eldritch-looking book.
- **Fate Core-tan:** An athletic girl in blue, wearing steampunk goggles and Fate dice hair ornaments. Often accompanied by her little sister, Fate Accelerated-tan.
- **Maid-tan:** The emissary of *Maid: The Role-Playing Game* wears a maid uniform of course, and has a pair of dice in her hair. Every other detail about her periodically changes at random. She still doesn't know what to make of Mascot-tan-tan.
- **Pathfinder-tan:** She looks an awful lot like D&D-tan, to the point where they could be sisters, but they have a frosty relationship and are constantly criticizing each other.

Gamings NPCs

Jim

Jim (Attributes 2/Stress Limit 10) is a veteran gamer who opened up Gamings a decade ago and has continued running it as a labor of love. He's chummy and single and thirty-something, so even though he knows better he can't help but feel a bit tempted by the presence of five cute girls in his store. For the most part he's pretty laid-back, but when he does finally get ticked off Gamings is not a good place to be.

The Customers

Gamings is in a mall, but it also attracts a lot of hardcore gamers. If you don't know what hardcore gamers are like, go find a message board on the internet, preferably one that's only about one of the really popular games, and look for threads where the page count goes into the double digits and it's all flaming death vitriol. It won't give you an accurate picture of what gamers are like in person, but at least it'll make you feel better about yourself for not getting into that kind of crap.

The other customers are a mix of more casual gamers, mallrats, and other people who wandered in but don't know what the store is about. Since these people usually aren't very interesting, the GM is encouraged to come up with the most irrational weirdoes he can devise. Here are some examples:

- **Alice** (Attributes 2/Stress Limit 10) is a serious gamer who is frankly getting sick of having guys ask her if she's at Gamings with her boyfriend. (In reality it's more that he's there with her.) She frequently gets into arguments with D&D-tan.
- **Bob** (Attributes 1/Stress Limit 15) is an older guy who always comes in wearing a smelly trench coat. He never offers conversation to anyone, and tends to go and hide whenever a person of the female persuasion is brave enough to try to talk to him.
- **Phil** (Attributes 1/Stress Limit 10) actually runs the Warslammer store at the other side of the mall by himself, but because of increasing demands for company loyalty he's been forced to go to ever greater lengths to come to Gamings secretly.
- **Ryan** (Attributes 1/Stress Limit 5), a guy who, as far as anyone can tell, lives in the air ducts in the store's ceiling. Supposedly he's gotten a bit messed up in the head and is in the habit of stopping by his parents' house to buy CCG booster packs. Rumor has it his parents have started stocking them just so they get to see him once in a while.

Gamings Random Events

This is a special random event table specifically designed for a game that takes place at the Gamings store.

Roll	Gamings Random Event
11	A customer collapses in front of the store, having arrived after a long journey.
12	A customer wanders around the store, picking up random items and leaving them in random places.
13	A drunk stumbles in from a nearby bar.
14	A game designer comes to the store to hang out and work on his new game without really buying anything.
15	A ghost dragon possesses one of the PCs!
16	A huge storm strands everyone in the mall.
21	A lady with a flower growing out of her head comes in and talks at length about UFOs.
22	A pushy salesman comes by the store trying to sell Warslammer miniatures to the employees.
23	A random PC catches a bad cold.
24	A random PC finds a worrisome memo from mall management.
25	A random PC's mother shows up at the shop.
26	A rival store called Black Gamings starts taking away all of Gamings' customers.
31	A stray cat wanders into the store.
32	A very old RPG book in the store turns out to contain a genie, who will grant one wish.
33	Aliens come to the store! They're trying to blend in, but doing a very poor job of it.
34	An angry, utterly irrational customer shows up and demands a refund for something.
35	Another mascot girl shows up and tries to steal one of the PCs' jobs.
36	D&D-tan's mother, Chainmail-san, shows up and expresses her disapproval of, well, everything.
41	Edition war! A younger version of one of the PCs show up to cause trouble!
42	In the back of the store Mournbringer, an ancient rune sword with the power to shatter worlds, awakens.
43	It's a random PC's birthday/publication date!
44	It's Free RPG Day! A huge mob of gamers wanting free stuff shows up at the store!
45	Jim has an identical twin who claims to be the real owner of the store!
46	Jim sends a random PC on an errand to buy something.
51	Kevin (Attributes 2/Stress Limit 5), a particularly handsome and trendy yet hardcore gamer, just got a girlfriend who hates gaming.
52	New edition! The PC with the most moé points can trade one Special Quality for a new one of her choice!
53	Ninjas attack the store! (Or possibly <i>Naruto</i> cosplayers?)
54	One of the girls receives an anonymous love letter.
55	Regardless of what the situation is or how impossible it should be, <i>Bob is right behind you</i> .
56	Santa Claus stops by the store! Have you been naughty or nice?
61	Some hoboes start hanging around the store, trying to sell lint scarves and threatening to summon a dust storm if they're kicked out.
62	The Diceman (Attributes 3/Stress Limit 15) shows up, wearing an icosahedron on his head, and demands dice. Lots and lots of dice.
63	The ghost of Gary Gygax appears to critique the lack of polearms here.
64	The mall is having a swimsuit contest to drum up business, and they want all of the RPG idols to enter.
65	The usual merchandise delivery included an extra package. And something is stirring inside...
66	There are strange sounds from the Jim's office.

Scenario



Merry Christmas!

Number of Players: 2-4

Play Time: 2-3 hours

Game Rules Used: This scenario uses the basic rules, but does not use random events. Also, it should be a non-violent session, so don't bother with Mascot Weapons.

Introduction

This is a non-violent, heartwarming scenario about role-playing a day that could happen in normal life except for the spark of magic from the mascot girls.

Alex is a nice, well-meaning guy who had to move far away from home to start a new life. He lives in a little apartment by himself, and his work keeps him so busy that he hasn't been able to make any friends. The day before Christmas he cried himself to sleep and wished that he didn't have to spend this Christmas alone. A passing fairy heard his wish, and decided to make it come true as best she could. With a wave of her magic wand she turned a bunch of the things in his apartment into girls, and told them to do whatever they could to give him the best Christmas ever.

Player Characters

All of the PCs are personifications of various objects around Alex's apartment. These can be pretty much anything as long as they're things he could reasonably own, preferably things that have some kind of sentimental value to him. By picking out what their characters are going to be, the players will be helping define Alex's character. If one of the PCs is a game console, he obviously likes video games, a guitar girl would indicate he plays guitar, and so on.

Setting

This scenario takes place in a large but impersonal present-day city, preferably one the people playing are reasonably familiar with. The world is a bit idealized and silly, but basically realistic apart from the bit about a fairy showing up and turning a guy's possessions into girls.

Notable NPCs

The Fairy

The fairy is something of a plot device, and only appears at the very beginning. She is a benevolent little creature that tries to use her magic to give Alex a joyful Christmas to remember. You can describe her however you like, though I like to think of her as a cute pixie wearing a Santa cap.

Alex

Alex (Attributes 2/Stress Limit 20) is a young man living in an unfamiliar city, whose obligations keep him so busy he hardly has time to enjoy life or make friends. You'll learn a bit about him based on the things the PCs are mascots of, but he is fundamentally a good-natured, lonely guy. You can further define him how you like (or even change him into a really different character), but he absolutely has to be likeable. This whole scenario depends on the PCs wanting to make him happy.

Scene 1: Awakening

We begin with the mascot girls awakening in human form for the first time. The fairy happened by very late at night, while Alex was fast asleep. They instinctively know who Alex is and deeply care about him (he took very good care of them), and the fairy instructs them to make sure he enjoys Christmas tomorrow before disappearing.

The rest of this scene is purely role-playing what happens when Alex wakes up to find a bunch of oddly familiar girls in his apartment. Have the players describe their characters so that everyone understands what the other PCs are like. Let them role-play for a while (and award some moé points where appropriate), but at a certain point Alex will need to go to sleep so he can go to work in the morning.

Scene 2: Preparations

In the morning Alex has to go off to work by himself. He reassures the girls that he'll be back as soon as he's done working, but he really can't afford to miss a day of work.

The mascot girls have now been left to their own devices, and they have to figure out how to prepare a great Christmas party with what they have. Alex's apartment has relatively scarce resources, so they're going to have to improvise, get work to make money, and generally do whatever they can. To keep things simple, each PC gets to do three things.

Working

Alex lives near downtown, and there are lots of stores and such looking for quick temporary help.

Each PC starts with a -1 penalty for her die rolls to prepare things. Successfully completing one job provides enough money to buy resources to provide a +1 bonus to one roll.

Each job suggests what attributes to use for the roll to complete it, though creative players can figure out other approaches. Regardless, they need a result of 6 or higher to successfully complete a job, and on a result of 12 or higher they do so well that the boss gives them a bonus, and the job counts as being paid twice.

Roll	Job	Description
1	Santa's Helper	You get to wear an elf costume and help kids get their pictures taken on Santa's lap. (Affection)
2	Selling Dinners	You work at a grocery store or restaurant, selling last-minute take-out dinners. (Performance or Affection)
3	Selling Cakes	You work at a bakery that's selling cakes and other treats for Christmas. (Performance or Cunning)
4	Toy Store	The store is in absolute pandemonium as last-minute shoppers scramble to get presents for their kids. (Athletics or Guts)
5	Handing Out Fliers	Your job is to hand out a stack of promotional fliers to people passing by. (Affection or Luck)
6	Selling Treats	You end up selling things like funnel cakes and kettle corn at a booth downtown. (Performance or Cunning)

Preparing Stuff

The three things the mascot girls can do to try to make this Christmas great are cooking, decorating, and getting presents. As noted above, each roll defaults to having a -1 penalty to the die roll, and spending one job's worth of pay adds a +1 bonus to the die roll for one roll. PCs can work together, adding the results of their rolls together, but they can't share bonuses from spending their pay. Note down their results for each of these things.

Scene 3: Christmas!

This is the big climax, and honestly it's very unlikely that the PCs will make Alex unhappy as long as they tried. If they do particularly well he could wind up shedding tears of joy just walking into the apartment, but unless the players are going out of their way to not be in the spirit of the scenario, the worst result will be Alex appreciating them for trying even if they messed things up.

Total	Cooking Result
5 or Less	The results of your attempt at cooking are outright inedible. Alex tries to choke it down anyway, but you'd better stop him before he hurts himself.
6-10	It turns out fine, but nothing to write home about. Alex is pleased; everyone gets 1d6 moé.
11-20	It turns out really well, and Alex is delighted to be able to eat so well. Everyone gets 2d6 moé.
30+	The meal is so good that Alex is moved to tears. Everyone gets 3d6 moé.

Total	Decorating Result
5 or Less	It looks kind of lame, frankly. Alex doesn't say anything about it.
6-10	You manage to set a nice atmosphere. Everyone gets 1d6 moé.
11-20	The decorations are really nice. Everyone gets 2d6 moé.
30+	When Alex first walks into the apartment he bursts into tears, and it reminds him of Christmas at home. Everyone gets 3d6 moé.

Total	Present Result
5 or Less	Alex thanks you for the gift, but you can tell he's being polite.
6-10	You've managed to figure out a gift he likes. You get 1d6 moé.
11-20	Your gift is something he really likes, and he breaks into a wide grin. You get 2d6 moé.
30+	Your gift is so intensely sentimental that Alex struggles to hold back his tears. You get 3d6 moé.

Continuation?

If you decide you like Alex and the mascot characters you've created, you can use this scenario as the start of a campaign about the characters' daily lives. The fairy can become a recurring character as she comes back to check on everyone, and other fairies can occasionally cause trouble as well, particularly if they get into the habit of turning objects into girls. Alex will hopefully make some new friends as well, though having a bunch of mascot girls hanging around will make things more complicated too.

Appendix

This section has a couple of things that don't fit anywhere else in the book. If I had more money I'd probably commission "Appendix-tan" art or something.

Mascot-kun

There's a long tradition of doing male versions of mascot characters, either as an alternative to female ones or just for their own sake. Although you'd need to name your character <something>-kun instead of <something>-tan, the rules aren't different. Mascot-kun characters will potentially need some different Special Qualities though; below are some more masculine SQs, though of course female characters can potentially have some of these and vice versa.

Special Quality	Description
Athletic Wear	You wear some kind of athletic wear, such as a track suit, swimming trunks, a sports jersey, etc.
Bowl Cut Hair	Your hair is cut short, forming a sort of dome on top of your head.
Butler Uniform	You're dressed like a butler, with slacks, a dress shirt, a vest, and possibly a coat.
Doctor/Scientist	You're a doctor or scientist, or you dress like one, with a lab coat and such.
Merman	You're a fish from the waist down. This seems rather inconvenient.
Muscular Build	You don't necessarily look like a weightlifter or anything, but you're pretty muscular.
Plumber	You're a plumber, or at least you dress like one, with overalls and such.
Priest	You wear the vestments of a clergyman of some sort.
Rich Brat	You're the rich kid, and your parents give you most anything you want.
Short Spiky Hair	Your hair is short and spiky. Be sure to keep some hair gel on hand.
Short Stature	You're short enough to be sensitive about it.
Suit	Apparently you took Barney Stinson's advice and decided to wear a suit.
Sunglasses	You wear shades.
T-Shirt	You must like to dress casual, because you wear a T-shirt. You can decide what style and what (if anything) is printed on it.
Waiter	You're a waiter, or at least you dress like one. You can decide what kind of waiter.

Design Notes

The original version of *Mascot-tan* dates all the way back to 2005, and was a result of the shock of encountering tiny, innovative indie RPGs at what wound up being the last Gen Con SoCal. (That was also the one where Nathan Fillion stopped by the *Firefly* GURPS game I was playing in.) I saw games like *octaNe*, *Run Robot Red*, *Enemy Gods*, and *InSpectres*, and they were a major challenge to my previous notions of what an RPG could be like. In my hotel room I scribbled a list of possible things to make games about, and one of those was the *gijinka* phenomenon that was so big on the internet at the time. I've since learned a great deal more about it (including what it's actually called), and even bought a Japanese book called *The Gijinka-tan White Paper*.



The previous *Mascot-tan* game was a very simple, vague thing that made extensive use of rock-paper-scissors. A lot of amazing games have come into my life since then, but especially *Maid: The Role-Playing Game*. *Maid* taught me the joys of randomness in a way no other game has before or since, and there's really nothing quite like it. On occasion I've been watching an anime and thought to myself, "This is running on the *Maid* RPG physics engine," which led me to toy with the idea of using the game's basic rules for other things. I've since made *Retail Magic* and *Schoolgirl RPG*, but before that I tried to use it for a new and improved *Mascot-tan*. The gameplay worked just fine, but the character creation definitely didn't. Although the random chargen rules are one of the best things about *Maid*, that approach just doesn't work well for making *gijinka* type characters. You really need to be able to pick traits to suit the character's overall theme; the whole point is finding ways to personify what the character represents. For that reason *Mascot-tan* has non-random character creation rules, which is the one place where it really parts ways with *Maid* RPG.

My recent drive to design and publish games has led me to dust off a bunch of projects that I've been neglecting, some going back the better part of a decade. If I keep up this pace I might just clear out my backlog, which would be really weird. *Mascot-tan* originated with a turning point, when I realized that an RPG didn't have to be a giant production, and *Maid* RPG was another turning point in many different ways. *Gijinka* characters were also part of a turning point in anime fandom, when Japanese stuff started to be really accessible on the internet and 4chan came into being. *Gijinka* is such a fun and fascinating concept, all the more so for how organic it is, and I hope I've brought you some of that in game form.

Inspirations: Afghanis-tan, Binchou-tan, Di Gi Charat, Galaxy Fraulein Yuna, Hetalia: Axis Powers, His Cool Seha Girls, Hyperdimension Neptunia, Kancolle: Kantai Collection, MS Girls, OS-tans, PS Triple, Strike Witches, Vocaloid

Mascot-ton

Athletics

Affection

Cunning

Guts

Luck

Performance

Girl Types

Mascot Special Qualities

Mascot Weapon

Stress Explosion

Mascot Colors

Hair:

Eyes:

Outfit:

Outfit:

Name:

-tan

Thoughts

Stress

Stress Limit (Guts x 10):

Moé Points

Rules Reference

Action Resolution

Roll 1d6 x Attribute

Conflict

Make opposed actions; loser takes Stress equal to winner's result divided by loser's attribute.

Spending Moé

- **Remove Stress:** You can remove as many points of Stress as you want by spending 1 moé per point of Stress.
- **Increase an Attribute:** You can raise an attribute by 1 by spending moé equal to 10 times the new attribute rank (e.g., raising an attribute from 1 to 2 costs 20 moé).
- **Enhance a Roll:** Spend 1d6 moé to add +1 to either your attribute or your effective die roll.
- **Invoke a Random Event:** You can spend 1d6 moé to have a Random Event occur.

Notes

