Maid Notes 1.01

Thank you for taking a look at these notes for Maid. Maid was created by Ryo Kamiya and translated by Ewen Cluney. It is my wish that these aides enhance the flow of your game.

Here are some tips:

Don’t just print this whole document. Use the table of contents on the right to determine what pages you need and in what quantities. I recommend printing on card stock, but paper works just fine. Seducer and Costume Change notes are separate so you don’t have to worry players with those rules until they come up.

Specifics of Maid/Butler Powers and Items can be written on the back of the Maid/Butler Notes. Some Costumes can be written on the back of the Costume Change Notes.

Finally, I’d like to note that this aide makes a few assumptions that I believe were intended, but not explicitly stated. Namely:

- NPC Masters have NPC-like Stress Explosions!
- PC Masters have a max of 4 Special Qualities
- Head Maids do not lose favor when Maids lose relationship Favor

This is an unofficial update of the Maid Notes

The original Maid Notes were created by Anthony Martins. I’m Daniel Oakley, and I decided to redesign them to look a little closer to the official rule book. I’ve kept Martin’s intro above intact as it’s pretty useful, and it’s the least I can do after updating these notes without his consent. I also sincerely hope these notes both help run your game better, and look pretty neat at the same time.

I’d like to thank Anthony Martins for producing the Maid Notes in the first place, and the Maid Team for allowing me to use several of their images.

If there are any issues with these notes, or things I’ve messed up, don’t hesitate to send an email to me at danneh@danneh.net

For any other enquiries, Anthony Martins can be reached on his gmail handle guizoid.
**Basic NPC Notes**

**When Stress > Spirit**
- The NPC flees, falls unconscious, or dies

**NPC Stats**

<table>
<thead>
<tr>
<th>Attr</th>
<th>Spir</th>
<th>Type of NPC</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>Zako, Mook or Regular Person</td>
</tr>
<tr>
<td>2</td>
<td>0-5</td>
<td>Minor Enemy or Master</td>
</tr>
<tr>
<td>3</td>
<td>0-15</td>
<td>Average Enemy</td>
</tr>
<tr>
<td>4</td>
<td>5-15</td>
<td>Scenario Boss</td>
</tr>
<tr>
<td>5</td>
<td>5-15</td>
<td>Super Boss</td>
</tr>
<tr>
<td>6</td>
<td>10-20</td>
<td>God?</td>
</tr>
</tbody>
</table>

**Basic Master Notes**

**When Stress > Spirit**
- The Master has a Stress Explosion

**When out of Power Sources**
- The Master becomes a Maid/Butler, Leaves, or Dies

**Power Source**
- Erase and issue a Session Order, relating to the Source
  (auto-succeed so long as no character sheets are altered)

**Being Seduced by favorite Maid Type**
- Maid rolls two dice and picks the highest

**Assigning Favor**
- 1d6 Successfully attending to the master
- 2d6 Achieving a nice, romantic atmosphere with the master
- 2d6-3d6 Completing a major difficult goal the master assigned to the group
- 3d6-4d6 Saved the master’s life
- 2d6-4d6 Getting physical with the master for the first time
- 1d6 For subsequent times (in new ways)

**Taking Favor**
- -?d6 Preventing an ‘Assigning Favor’ action
- -2d6 Failed seduction attempt

**May issue absolute orders to Maids and Butlers**

**Basic GM Notes**

**Difficulties**

| 4-6  | The minimum necessary to succeed at an action |
| 6-8  | Difficult for an amateur, but easy for a pro |
| 8-10 | Something only a pro can pull off             |
| 10+  | Difficult even for a pro                     |
Basic Maid Notes

When Stress > Spirit
The Maid has a stress explosion

When Favor < 0
The Maid is dismissed

Favor Points
- 1 Removes a point of Stress
- 1d6 Trigger a Random Event
- 1d6 Add one to a die roll or Attribute
- 10x Raise Attribute by one point to ‘x’

Attribute Points
- 1 Gain Favor equal to new Attribute value times 10
  (for use when Favor is negative)

Attribute Penalty Removal or Damage to Uniform
- 2 Headdress
- 1 Apron, Blouse, Skirt, Underwear, Stockings

Head Maid Notes

When Stress > Spirit
Head Maid has a Stress Explosion, may suppress it by
taking -1 to every attribute score for the duration

When Favor < 0
The Head Maid is Demoted

Maid loses non-relationship favor to Master
Lose half of any favor lost

Ordering a Maid to do housework
Gain half of any favor obtained as a result

Combat or Seduction vs Maid
+1 to die roll

Assigning Favor
May match Master’s non-relationship contribution to an Apprentice
**Apprentice Maid Notes**

**When Stress > Spirit**
The Apprentice has a stress explosion

**When Favor < 0**
The Apprentice is dismissed

- Remove a point of Stress
- 1d6 Add one to a die roll or Attribute
- 2d6 Attempt to seduce a Maid
- 4d6 Attempt to seduce the Master
- 10x Raise Attribute by one point to ‘x’

**Favor Points**

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Removes a point of Stress</td>
</tr>
<tr>
<td>1d6</td>
<td>Add one to a die roll or Attribute</td>
</tr>
<tr>
<td>2d6</td>
<td>Attempt to seduce a Maid</td>
</tr>
<tr>
<td>4d6</td>
<td>Attempt to seduce the Master</td>
</tr>
<tr>
<td>10x</td>
<td>Raise Attribute by one point to ‘x’</td>
</tr>
</tbody>
</table>

**Attribute Penalty**

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-2</td>
<td>Headdress</td>
</tr>
<tr>
<td>-1</td>
<td>All other articles</td>
</tr>
</tbody>
</table>

**Combat vs Master or Maid**
Automatic Loss unless directly ordered by the Master
(no limits on Seduction)

**Assigning Favor**
May match Master’s non-relationship contribution to an Apprentice

---

**Butler Notes**

**When Stress > Spirit**
Must spend Favor to bring Stress below Spirit

**When Favor < 0**
The Butler is dismissed

- Remove a point of Stress
- 1d6 Add one to a die roll or Attribute
- 2d6 Attempt to seduce a Maid
- 4d6 Attempt to seduce the Master
- 10x Raise Attribute by one point to ‘x’

**Favor Points**

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Removes a point of Stress</td>
</tr>
<tr>
<td>1d6</td>
<td>Trigger a Random Event</td>
</tr>
<tr>
<td>1d6</td>
<td>Add one to a die roll or Attribute</td>
</tr>
<tr>
<td>4d6</td>
<td>Attempt to seduce the Master</td>
</tr>
<tr>
<td>10x</td>
<td>Raise Attribute by one point to ‘x’</td>
</tr>
</tbody>
</table>

**Favor Points**

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Removes a point of Stress</td>
</tr>
<tr>
<td>1d6</td>
<td>Add one to a die roll or Attribute</td>
</tr>
<tr>
<td>2d6</td>
<td>Attempt to seduce a Maid</td>
</tr>
<tr>
<td>4d6</td>
<td>Attempt to seduce the Master</td>
</tr>
<tr>
<td>10x</td>
<td>Raise Attribute by one point to ‘x’</td>
</tr>
</tbody>
</table>

**Attribute Penalty**

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-2</td>
<td>Headdress</td>
</tr>
<tr>
<td>-1</td>
<td>All other articles</td>
</tr>
</tbody>
</table>

**Combat vs Master or Maid**
Automatic Loss unless directly ordered by the Master
(no limits on Seduction)

**Assigning Favor**
May match Master’s non-relationship contribution to an Apprentice
Costume Change Notes

While in Costume
The Wearer’s Stress Explosion is changed to Fainting
The Wearer cannot spend Favor to lower Stress
The Wearer does not take any disrobing penalties

Favor
10 Change back into Maid Outfit

If a maid is not in a Maid Outfit at end of session, they can no longer be used as a maid

Seducer Notes

Combat vs Seduced
Automatic win (if Seducer is a Butler, also lose 1d6 Favor as a result)

Assigning Favor
1d6 Successfully attending to the Seducer
2d6 Achieving a nice, romantic atmosphere with the Seducer
2d6-3d6 Completing a major difficult goal the Seducer assigned to the Seduced
3d6-4d6 Saved the Seducer’s life
2d6-4d6 Getting physical with the Seducer for the first time
1d6 For subsequent times (in new ways)