

Maid RPG

The Nun-Approved File

Introduction

“I prefer the dirty version.”

– Nun, Monty Python’s Flying Circus, from the end of [The “Mr. And Mrs. Git” Sketch](#).

For the English version of *Maid RPG*, we wound up cutting out a lot of things that we felt were variously too obscurely Japanese or too perverted for the Western audience. The “Nun-Approved File” (named for the above Monty Python quote) lists off what we changed, and includes what we removed or replaced.

A Note on “Theme” and “Sexiness”

So, the author basically wrote this game as a huge dose of ironic humor at this whole Maid phenomenon. As such, he used a lot of references, gags and dialogue text that can be best described as “sexy funny”. Problem is, when we did a straight-up translation into English, some parts came out as “creepy sexy”.

Now, funny-sexy can be fun. It’s like the well-placed panty shot or uncomfortable exchanges between couples in the anime we watch. Turn up the juice, and you can play up “funny-sexy” without getting too deep into it, basically ironically playing off of anime stereotypes in an ironic way rather than turning it into an exciting fetish game.

“Creepy sexy”... it’s just not what the game is about, or what the author was meaning to write. Because of differences in cultural references, language, conversation and the like, we found that a lot of words, sentences, or even concepts that would be “funny sexy” in Japan, came out as simply “creepy sexy”. This is the kind of stuff that would, if dropped, bring uncomfortable silence to a game, perhaps shutting it down for good. Maid isn’t a fetish game to be used to get all aroused in front of other players. If you see someone playing it like that, please don’t get involved, just walk the fuck away: They’re doing it wrong.

Have you seen the anime *Elfen Lied*? If you have, that’s basically how a game that is meant to be “funny sexy” could quickly turn into “totally creepy sexy, and unfun”. If you haven’t seen *Elfen Lied*, don’t: [It’s shit](#). But look it up.

Anyway, the author meant to make the game silly, fun, and a game with which one could also do romantic or “funny sexy” comedy games. So that’s what we aimed for. Ryo Kamiya gave us a thumbs up after seeing our changes, so we’re all good. But, for the sake of completion, we decided to make the original material available as well.

From: Basic Rules

Character Creation

Maid Color Table

The version of the Maid Color Table in the English version is a simplified, compact form of the one from the original Japanese. Here’s the full version. You’re expected to roll 1D6 twice, and look at the Combination Chart below to determine what this “mix” produces:

Roll	Color	Roll	Color
1	Red	4	White
2	Blue	5	Black
3	Yellow	6	Noble

Color Combinations

- Red + Red = Red
- Red + Blue = Purple
- Red + Yellow = Orange
- Red + White = Pink
- Red + Black = Brown
- Red + Noble = Vermilion
- Blue + Blue = Blue
- Blue + Yellow = Green
- Blue + White = Sky Blue
- Blue + Black = Navy Blue
- Blue + Noble = Indigo
- Yellow + Yellow = Yellow
- Yellow + White = Cream
- Yellow + Black = Beige
- Yellow + Noble = Gold
- White + White = White
- White + Black = Gray
- White + Noble = Silver
- Black + Black = Black
- Black + Noble = Metallic
- Noble + Noble = Transparent or Rainbow-Colored

Special Qualities

Roll	Special Quality	Description
51/4	Lesbian	You’re only romantically attracted to members of the same sex.*
66/5	Hearth Spirit	
66/6	God of Poverty	

** So yeah, “Lesbian” has a far different connotation in Japanese than in English. Here, the author basically meant “womanizer” (and yet, who is a woman herself: You’ve seen enough anime to know the type), which was why it was listed under the “perversion” table. Since all characters in Maid have the opportunity to have lesbian relationships, we replaced the entry with something more accurate.*

Accent (44)

We pretty much rewrote the accent sub-table from scratch, not because it was icky, but because it just included a bunch of things that are specific to the Japanese language and hard to translate over well.

Also, in Japanese, one can do a “Fake Chinese Accent” by simply adding a few special word endings and sentence endings, and it’s totally not offensive. In the west, any way you cut it an outrageous fake Chinese accent is going to look like some old Jerry Lewis bullshit, and that’s just not good.

Roll	Special Quality	Description
1	Osaka Dialect	You speak in Osaka dialect. You don't have to always refer to yourself as <i>uchi</i> . If you're playing the game in English, some kind of southern accent would probably be a rough equivalent.
2	Regional Dialect	You speak in some other dialect, such as Kyoto, Nagoya, Hakata, or Tosa. If you're playing in English, some other dialect/accents will have to do.
3	Samurai Talk	You speak like a character out of an old samurai movie. In Japanese, this means saying <i>sessha</i> , <i>soregashi</i> , and <i>~gozaru</i> a whole lot. In English, try to sound like an equally stereotypical medieval knight or ren-faire reject.
4	Meow	You like to sprinkle cat sounds in your speech. In Japanese <i>nyaa</i> is the order of the day. If the GM allows, you can decide just how much you do this.
5	Fake Chinese	You talk like a fake Chinese character from an anime. If you're playing the game in Japanese say <i>watashi</i> and <i>aru</i> a lot. In English, try to sound like Shampoo from the dubbed version of <i>Ranma 1/2</i> .
6	Fake Foreigner	You talk like a stereotypical foreigner from an anime. If you're playing in Japanese, say <i>watashi</i> and <i>dehsu</i> a lot. In English, pick a nationality and be as un-PC as you can.

Dialogue

Some of the dialogue was rewritten to provide a clearer picture of what was happening. In Japanese, the events are vague, but you can totally picture what was happening in a lighthearted way if you've seen any romance/comedy anime. But when we brought it "as is" into English and read the dialogue, we were like "What the Fuck Is This???" The aforementioned "creepy sexy", without proper context.

Action Resolution

Yugami: Oh, sempai... There you are...

Hizumi: Um, Kamiya-sama, who is that girl who's peeking out from over there?

Kamiya: Oh, that's Yugami; she's a new maid here to help out with explaining the system.

Yugami: From here on we'll be together, sempai. Pleased to meet you.

Hizumi: N-Nice to meet you... Um... Uh... Yugami... chan?

Yugami: Yes?

Hizumi: Wh-Why are you so... close?

Yugami: Because you smell wonderful! Mmmm!

Hizumi: P-Please stop, okay?

Kamiya: Yes! Hizumi's shyness comes to the fore! Wonderful!

Hizumi: Um... I don't think shyness is really the issue, and... Kamiya-sama, what are you doing?

Kamiya: Hm? Oh, This is a video camera. I've gone to the trouble of employing you two, so I intend to enjoy it...

Hizumi: Y-You're not paying us though! Um... Eep!

Yugami: Sempai, your tail tastes funny...

Hizumi: Ah! Please leave my tail alone...

Kamiya: Hmm... Looks like bringing in a newcomer was the right thing to do. I'm getting some great footage...

Hizumi: Aah! P-Please stop filming this...

Kamiya: Heheheh. You're forgetting that this is all so our friends can understand the system! We can't turn back now!

Yugami: Teehee! Sempai, make more sounds!

Hizumi: S-Stop...

Kamiya: So, you seem to not like having your tail licked. This is proving to be most educational. I'm glad I'm getting this on tape.

Yugami: Sempai, do you like being watched? Teehee, I can feel the blood rushing through your tail, getting warmer...

Hizumi: N-No... I... I'm not... Aaah... Don't bite...

Yugami: Mmmm... Mmmm...

Kamiya: At this rate I'm worried some kind of fluid is going to come out of your tail. I'd better get a tripod for my camera.

Hizumi: K-Kamiya-sama, please help me!

Kamiya: Well, let's move on to the combat rules.

Items

The item table was the single most problematic part of the whole book. It includes some staggeringly obscure references, and blatant “creepy sexy” stuff. Here’s all the good stuff you missed from the English version.

132 The “Never Look Stupid” Maid Uniform (Maid Uniform/Curse)

This is a very mysterious maid uniform. For some reason, it makes it so that you are no longer influenced by disrobing, and you gain 10 points of Favor just for putting it on. However, once you put it on you lose 10 points of Favor if you change into a normal maid uniform or another outfit.

143 Decapitation Pot

This is a pot with chains attached. The inside of the pot is lined with sharp blades, and it will slice off the head of anyone whose head is stuck into it. If you equip this, you get “Decapitation Pot” as a weapon. If you get a better result than your opponent, it will cause instant death or a Stress Explosion (equivalent to being 10 points over their Spirit) regardless of the margin of success. However, this weapon does not actually cause Stress.

145 KKK Suit

This questionable outfit consists of a robe and pointy hat, and is worn by crazy racists. The wearer reeks of prejudice, and cannot seduce or be seduced by those who are different from herself (e.g. vampires, robots, etc.).

Translator Note: A friend of mine suggested adding something about wearing this causing monster hunters to mistake you for a ghost or something, but we went for replacing it instead.

146 Akumetsu Mask

This mask is more of a symbol of justice than a true mask. You can only equip it while an enemy NPC is watching. While it’s equipped, you gain +1 to all of your attributes, but because you’re covered in gunpowder, as soon as you defeat one enemy NPC you’ll die. Well, you’ll perish from having your head explode, but you can come back 15 minutes later as though nothing happened.

Translator Note: This comes from the “Akumetsu” manga, which exactly Zero People in the West have heard of.

215 Onionhead Gear*

This is a comical, silly kind of getup (including a large wig and glasses) that is only allowed to the elite warriors of a certain country. If you equip it, you gain “Onion” as a weapon. You can attach a remove it as you wish, and the shock of revealing a normal face after going around as an Onionhead gives you gain a +1 bonus to the die roll for seduction attempts.

245 Girl Punishment Rod

This is a *kokeshi* doll that is said to have been carved by a strange monk who caused a stir during the Edo Shogunate. If you equip it you gain [censored] as a weapon. The details are unknown, but by

* This is a reference to the Tamanegi Butai from *Patalliro!*

attacking with this weapon you can automatically seduce opponents that you have caused Stress to (you can use Athletics or Skill, and you can spend Favor).

Translator Note: A kokeshi doll looks kinda like a wooden phallus. It's also the name of a popular adult video studio. This was a play on that subject in the original Japanese, but in English no one knows what a kokeshi doll is. And if you do, without the context, it just sounds plain creepy.

266 Amazing Vessel (Technique)

A part of your body is just as the name implies. If you equip this, and you “Do that thing” with the Master or another PC, you can automatically seduce them, or if you've already seduce them you can gain an additional 1D6 Favor.

Translator Note: Vessel does not refer to a boat.

311 Small Vessel (Technique/Curse)

You have a small vessel for a human being. If you equip this, you get the Special Quality “Small Vessel.” Whenever other maids gain Favor, you take the same amount of Stress. However, when another maid has a Stress Explosion, you're a Stress drops to zero.

Translator Note: Ha ha ha ha FUCK NO.

323 Iron Cross

This was a medal once given to the most highly honored soldiers of the Third Reich. If you equip it you gain “Membership/Third Reich” as a Special Quality. Regardless of your personal views, you wind up with a small squad of SS troopers (Attributes 2) following you.

Translator Note: Holy fuck no. Although we did end up replacing this with its opposite, which actually might get the same reaction in Japan as an Iron Cross would in the West: Basically a right-wing loony Uyoku group, those crazy (but thankfully impotent) fucks who want to take the country back to the days of when everyone worshipped the Emporer, build up a huge offensive military force and invade China again and shit. They're also often tied to the yakuza. Check out [“Uyoku” on Wikipedia](#) to find out more.

325 Dog Tattoo (Technique/Pet)

This is a tattoo of a dog that somehow seems to move on your skin. It comforts you, and reduces any Stress you take by 1.

Translator Note: Comes from some manga no one has heard of.

342 Hair (Technique)

This is thick hair attached to a particular area. If a character who equips it is 15 years old or younger, she will become 16. Also, if she has Lolita or Pure as Maid Types, those will be replaced with Sexy. This also provides a bonus of +1 to Cunning.

Translator Note: This is an ironic play at Japan's bizarre system of censorship, pornography and pubic hair. But in the West, it just comes off as “Family Guy's Old Neighbor Guy” brands of creepy.

346 Meat Weapon (Technique)

Details unknown. Whatever it is, it combines with and alters the body. A female character who equips this item gets the “Actually A Guy” Special Quality. A male character who equips this item gets an “Even More of a Guy” Special Quality. Such characters gain double the usual Favor from “Doing that thing.”

Notes: Futanari. Yeah. Actually, we wanted to include this but couldn't think of a way to do it in the way intended. Also, we had a lot of other cool ideas for stuff to add into the English edition, so this one got the short straw.

431 Too-Fun Game

This game is like a kind of poison; once someone starts playing it they just can't stop. Maids who do try it the result of 9 or better on a Luck or Will roll or they'll play the game for the next 15 minutes of real time. For the duration they can do nothing but play the game. However, if the destruction of the mansion or some such makes it impossible to continue the game the player can resume role-playing like usual.

Notes: I forget what this is from. But the Western version might be “[Suckfunnel](#)” from the Star Trek: Next Generation episode “The Game”.

433 Widow-Killer

Details unknown. You can get a result of 8 or better on a Skill roll, you can seduce one female character.

Notes: This item isn't for literally killing a widow of course, but rather a device for curing a single woman's loneliness. In other words, it's a dildo. As it is, the word “Widow-Killer” is a fun play on words that shows up from time to time in J-Dramas and the like. But in English... just didn't make sense.

445 Basket Case

This basket case contains strange looking brothers or sisters. If you put it in an appropriate place, even if you're far away you can use it to cause “Death” to any NPCs in the area. If you don't come in and collect it again, enemy NPCs called “Strange Brothers” (attributes of 4) will come out. The owner of this item must have a Trauma, or she will gain one upon acquiring it.

455 Wedge of Love

A mysterious wedge. If you spend 1D6 Favor, you can use it to ignore a Tragedy resulting from a seduction.

Notes: Huh?

522 Busty Milk

As the name implies, this is a special kind of milk that makes breasts grow larger. If you use it, your breasts will grow by two full cup sizes. Breasts enlarged in this manner and do not return to normal. However, upon using it you must replace one of your Made Types with “Sexy” (unless one of them is already Sexy).

Notes: Replaced “Busty Milk” with “Fertility Goddess Milk”, for an overall curvier figure.

524 Maid Souvenir

This is a souvenir brought back by a maid who visited the family's main house. Only a maid who has in fact paid a visit to the main house can possess or use it. Also, even if you do acquire this item during a session, you can only use it during the next. If the owner gives this item to someone, whether a PC or NPC, they will die by the end of the session. If it is given as a gift, refusing it requires that you fail an Affection check with a difficulty of 8.

552 Three Billy Goats (Pet)

These terrifying goats use their horns to charge and maim. However, only the third one actually has such power. If you use this, you can cause an NPC target to die in 3 turns.

623 In the Glass

This bathroom was apparently made for use by maids. The walls and door are made of glass, and the floor and ceiling are mirrors. The toilet paper and the switch for flushing are located outside the door. Maids who live in a mansion with this bathroom are being trained and honed, and they must use it when they need to relieve themselves.

Notes: This is a device which has shown up in Japanese memes (it's like "tubgirl" in Japan's message boards), but isn't in the West, so it doesn't make any sense. Actually, it sounds like a Jackass (the TV Show/Movie) stunt or something.

635 Black Carpet (Pet)

This is a swarm of black ants. They appear at the owner's command, and attack the enemy. If the owner attacks an enemy NPC with a weapon, the enemy takes an additional 1D6 Stress, regardless of whether the attack succeeds or fails.

Q & A

This is a Q&A included in the first Japanese Maid RPG supplement, Koi Suru Maid RPG. We already integrated the clarifications and corrections in here into the rules, so it was hardly necessary for the English version, but you can read it here for your amusement anyway.

- Kamiya:** Well, we're just about done, but first I'd like to address some questions people have had about the rules.
- Hizumi:** Yes, it seems people have had a lot of problems.
- Kamiya:** I can of course answer those questions, but I'd rather you didn't say there were "a lot" of problems.
- Hizumi:** Um... (bad feeling about this)
- Kamiya:** So, Hizumi will provide answers to the most common questions we've received.
- Hizumi:** B-But... why me?! Kamiya-sama, these are your rules! Would you please be the one to explain them?!
- Kamiya:** Shut up! You and the others appeared in all of the examples! You have first-hand knowledge of how these things work! Handling a few questions should be no problem for you!
- Hizumi:** Are you sure you're not just trying to avoid doing work?!
- Kamiya:** Enough! Get to it! Anyway, I'll leave the rest to you. Explain things as clearly as you can! (dashes away)
- Hizumi:** Wh... How can he run away so fast when he's in such bad shape? ...Hey! Please, stop! Ohhh... um... Well, everyone... I don't really want to do this, but I guess I'll... do my best to answer your questions.

Q: When do you determine Maid Weapons?

A: You went right for that one... It's in the basic character creation rules, but then in the "Happy Birthday!" scenario it says you don't need any, and fight scenes in general are a bad thing for that one. So, the maid weapons are kind of... um... Well, think of them as an optional rule.

Q: Weapons 22 and 23 are weird.

A: Yes. They are weird. Um, sorry about that. They should be as follows:

22	Machinegun	You wield a machinegun. Feel free to decide what kind.
23	Rifle	You wield a rifle. Feel free to decide what kind.

Q: The Luck attribute isn't useful enough. Or, how do I use it?

A: You use it when you have no other options. Also, you can use it for things that are decided solely by luck, such as playing poker or rock-paper-scissors, as an opposed action. Let's see... It isn't necessarily limited to good luck either. Basically, it's up to the player to explain when and how it's appropriate to what attribute, and this includes luck. In my own case, I'd be trying to use Will since it's my highest attribute.

Q: Some maids start with their Favor at 0 because of their starting attributes. What should I do? Do they get taken out of the game?

A: Sorry; that's another error on our part. It should say "if a maid's Favor goes *below* zero." A maid with zero Favor needs to be careful, and can't spend any Favor points at first, but she can certainly be in the game.

Q: Can you take more Stress points even in the middle of a Stress Explosion? Also, can you gain Favor during a Stress Explosion?

A: Yes. You can take more Stress points during a Stress Explosion, but you can also gain Favor.

Q: The Stress Explosion lasts so long and I can't do anything...

A: If you run away from home, you shouldn't have to worry about whether someone comes looking for you, but... Well, the important thing is that you can't do anything outside of fulfilling your Stress Explosion. As long as you're not going against it, you can still make rolls normally and enter combat and such. If it's really a problem, try to avoid getting into combat in the first place, so you don't have a Stress Explosion.

Q: If a maid starts with her Spirit at 0, does she have a Stress Explosion at the start of the game?

A: Spirit isn't really like, say, Hit Points. You might have been misled by the character sheet, but this is how much Stress a maid can take and still be unaffected. So, if a maid has 0 Spirit but also 0 Stress, nothing happens.

Q: What happens if an attribute goes below 0?

A: Oh, sorry. That was an omission on our part. 0 is the lowest an attribute can go. If modifiers make it go to -1 or -2, please write down 0 instead. Sorry again.

Q: Does the Maid Power "Immune to Pain" only work in physical combat? Or does it apply to any kind of fight?

A: It applies to any kind of combat, but a maid with this power can still be sent flying like anyone else. In other words, if she fails at cooking or cleaning, she can still be sent flying into a wall. However, the GM has veto power if things get too far out of hand, and this invulnerability doesn't apply to Stress taken via the love rules included in the *Maid RPG In Love* sourcebook.

Q: Can the Maid Power "KKD" be used to purposely avoid recovering from Stress?

A: No. You have to recover normally.

Q: What is "KKD*" an abbreviation of anyway? Isn't it too powerful?

A: I'd prefer to avoid getting too much into the details, but it's short for "Kajiba no Kusoryoku" ("brute strength of the scene of a fire"). Please don't ask how it's an abbreviation. And sorry; it's actually supposed to cost 1D6 Favor. The "1 Favor" in the text was an error. That way it shouldn't be too powerful. I'm really sorry.

Q: Is there a limit to how much Favor can be used to boost a die roll?

A: No, there isn't. If you really want to use it all up at once, you can boost all you like.

Q: How do cooperative actions work?

A: Let's see... You announce your intention to do things cooperatively, and roll your dice like usual. There aren't any particular rules per se; rather, the GM looks at all of your die rolls in deciding the outcome.

Q: With the Maid Power "Weapon From Nowhere," how does the surprise attack work?

* Renamed to "Crisis Adrenaline" in the English version.

A: Sorry, we should have included that. It lets you attack once without the target being able to make an opposed roll.

Q: There's something weird about the "Power of Friendship" Maid Power...

A: Yes, you're right. It should read "you *take* 1D6 Stress."

Q: Is it okay if I pick my Maid Roots and Stress Explosion myself?

A: I don't really mind, but please ask your GM for permission.

Q: Is it wrong to play in a maid costume?

A: What? Uh... Um... The rules don't really say anything about the players' apparel. It should be fine, I suppose. (rolls eyes)