

王子と灰姑娘の物語  
と魔法の杖の物語



ANDERSEN

# FUDGE 千見に太七S



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# *Fudge Treats: Shoujo Anime*

By William Andersen

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# CHAPTER ONE: ROLE PLAYING AND SHOUJO ANIME

A role-playing game is a grown-up version of the “let’s pretend” games that most of us played as children. If you ever played “cops and robbers” with your neighbors, hosted a tea party for your stuffed animals, or engaged in similar imaginative activities, you have played simple role-playing games. Some folks have realized that gathering with their friends to portray imaginary characters in dramatic situations is too much fun to be abandoned on reaching adulthood. Role-playing games like *Shoujo Anime* provide their players with an opportunity to play “let’s pretend” with their adult friends in a more sophisticated manner. In *Shoujo Anime*, each player assumes the role of one or more characters, imaginary people living in a fictional world. The game consists of the interactions between the characters and between the characters and their environment. Role-playing games are a form of open-ended storytelling or improvisational theater where the players respond to and build upon the ideas and actions of their companions to create a fictional world that seems lifelike because it constantly evolves with each player’s contributions.

Because the point of role-playing is pretending to be somebody else, characters are at the center of any role-playing game. Thus, it is important for the game to have guidelines to help the players define their characters’ abilities and personalities. Chapter One contains *Shoujo Anime*’s rules for character generation. *Shoujo manga* contain a wide variety of character types. *Shoujo Anime* allows players to simulate this diversity through a flexible character creation system that gives players a great deal of liberty in defining their characters. To get an idea of the kinds of characters you can create with *Shoujo Anime*, look at the Sample Characters we have provided in Chapter Twelve. These sample characters will also give you an idea of the variety of worlds that *Shoujo Anime* characters adventure in. This rule book also contains guidelines for creating your own milieu for shoujo manga style drama as well as introductions to three game settings developed by ComStar: “Sendai Academy,” “Ghost Tamer Miyaki,” and “Steel Heidi.”

One frustration that juvenile role-players run into is resolving conflicts between characters. Arguments that run, “Bang! You’re dead!” “Am not!” “Are too,”” practically define childish behavior. *Shoujo Anime* helps its players avoid this kind of bickering through the Combat rules in Chapter Four and the Task Resolution rules

in Chapter Three. *Shoujo Anime*’s combat and task resolution systems are designed to be easy to understand and use.

To play *Shoujo Anime*, you will need a few items in addition to this rulebook. First, you will want to find a few other players to play with. In most circumstances, five to seven players is an ideal number, although flexible players can find ways of accommodating as few as two players and as many as two or three dozen. One player in every group will act as the Game Master. The Game Master, or GM, acts as a combination of referee, playwright, theatrical director, and legion of extras. The GM is a referee because she is responsible for interpreting the rules as the game progresses. She is a playwright because she determines the game setting that the players’ characters will adventure in and the situations they will face. She acts as a director because she provides each player with an opportunity to act his or her character’s part. Finally, the GM provides a “cast of thousands,” portraying all of the characters encountered in the game world who are not portrayed by the other players.

You will also want to make sure that the following materials are available when you play *Shoujo Anime*: pencil and paper, dice (either FUDGE dice or using 3d6 as described as the alternate to using the Fudge Dice), comfortable chairs, a well lit table, a few snacks and drinks. You should plan on setting aside a few hours for play. Depending on the situation being simulated and the number of players present, it can take four hours of game play to resolve an adventure that would fit in a one-hour television episode. If possible, take some time before the scheduled start of the game to arrange administrative details such as character creation with the other players. Character creation in *Shoujo Anime* gives you many options; it will take some time to make the decisions that will help you get your character “just right.” Finally, don’t forget your imagination, sense of humor, and dramatic sensibilities—they’ll all come in handy as you enjoy *Shoujo Anime*.

## INTRODUCTION TO SHOUJO

Shoujo is Japanese for “girl”, and “shoujo manga” literally means “comics for girls”. In Japan, everyone reads comics, from children to housewives and factory workers. There are comics for every kind of audience, from teenagers to adults, and every level of maturity in subject matter from childish to perverted in the extreme.

Shoujo manga as we know it today began with the first great master of Japanese comics, Osamu Tezuka. There had been comics aimed at girls today, but Tezuka’s series Princess Knight revolutionized the field with its strong storytelling, broad appeal, and classic

## CHAPTER ONE: ROLE PLAYING AND SHOUJO ANIME

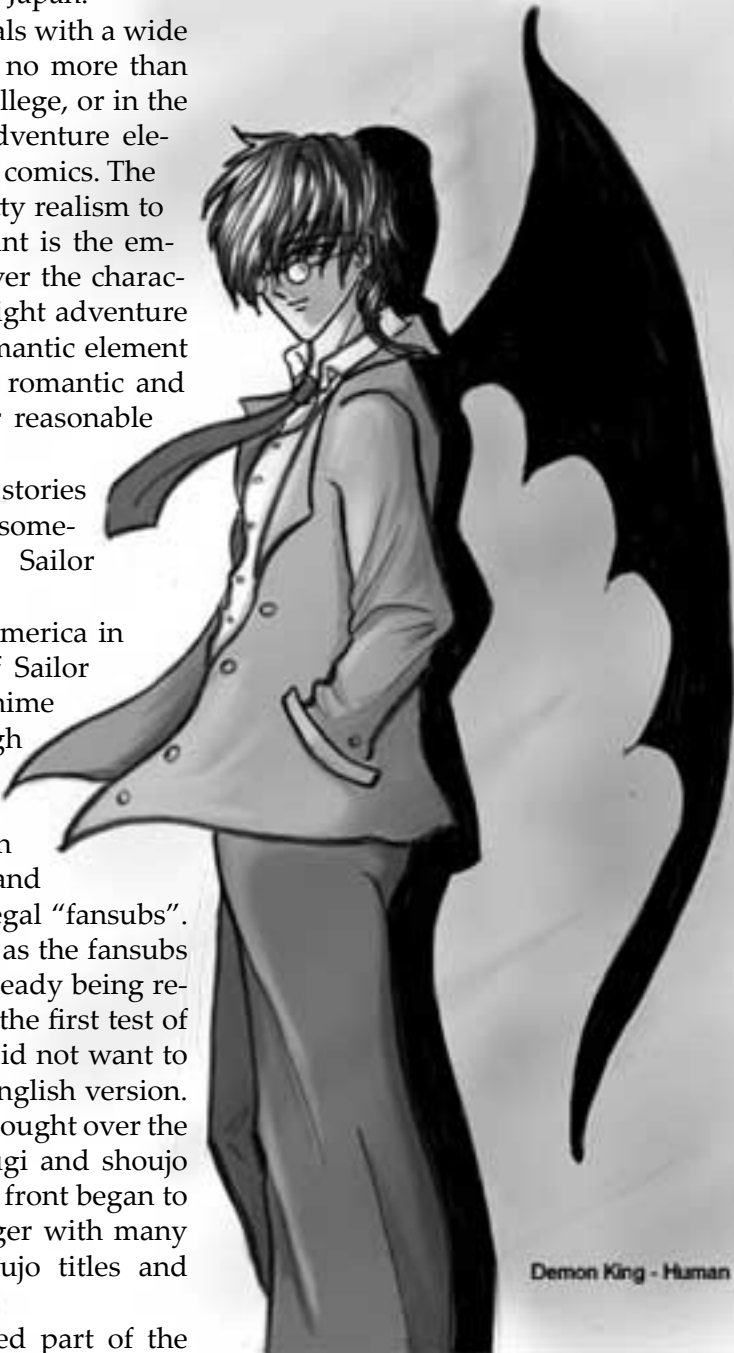
art style. It helped launch the girls' comic magazine Nakayosi into a powerhouse. Nakayosi would go on to host, over the next forty years, a diverse range of titles including Sailor Moon, Magic Knights Rayearth, Saint Tail and Card Captor Sakura. Tezuka in turn got his inspiration from the all-female theatrical troupes he had watched as a boy growing up in prewar Japan.

Shoujo manga, like manga itself, deals with a wide variety of subjects. Some of it consists no more than romance stories set in high school or college, or in the workplace. Others introduce all the adventure elements that are present in other Japanese comics. The mood of the comics can range from gritty realism to wild, romantic fantasy. The one constant is the emphasis on emotions and their power over the characters in the story. Even a seemingly straight adventure story like Sailor Moon has a strong romantic element – Usagi is driven by love and torn by romantic and emotional uncertainty as much by her reasonable fear of the power of her enemies.

Ever since Princess Knight, shoujo stories have been animated frequently, and sometimes adapted into live-action films. Sailor Moon ran for 200 episodes!

Shoujo first gained popularity in America in the early '90s when a horrible dub of Sailor Moon was released for syndication. Anime fans, of course, at least those lucky enough to be in clubs that could get their hands on it, had already seen the original. Fans began importing shoujo anime on their own, translating it themselves and distributing it among themselves as illegal "fansubs". Nonetheless, this was tolerated as long as the fansubs did not trespass on shows that were already being released commercially. Sailor Moon was the first test of this policy, as many fans of the series did not want to give up their fansubs after seeing the English version. Later in the 1990s, Pioneer Animation brought over the romantic adventure series Fushigi Yuugi and shoujo began to seriously take off. If the anime front began to expand, the manga front got even bigger with many comic book publishers acquiring shoujo titles and bringing them over to the States.

Today, shoujo manga is an accepted part of the comic book scene in America.



Demon King - Human Form

in a specific weapon for an extra skill.

**SWORDSMANSHIP:** The skill of using swords; the character must specify which type of swords (Japanese swords, western fencing swords, medieval broadswords, etc.) she has learned to use. This skill can be applied to other types of edged weapons with a -1 penalty. Melee Combat defaults to this at -1 for a roughly sword-shaped weapon (such as a wooden practice sword). If you want a multi-cultural swordswoman, equally comfortable with a katana and a saber, spending an extra skill level will gain efficient use of both types of weapon. Note this on the character sheet.

### C O V E R T   S K I L L S

**BREAKING AND ENTERING:** The skill of entering a residence or other building without altering security or the owners.

**DISGUISE:** The ability to use make-up and other items to impersonate a specific person or a general type of person (such as a student of another school or a police officer). The difficulty increases when trying to disguise as a specific person; it's easy to convince a person that you're a random bum, but it's a lot harder to convince Mrs. Sukino that you're her husband, though knowing the person being impersonated and successfully using the Acting skill can reduce the difficulty considerably.

**ELECTRONICS (H):** The character has a knack for playing around with electronic devices. He can modify or repair broken devices with the right equipment and tamper with electronic security devices such as cameras, alarms, etc.

**FORGERY:** the skill of copying a different person's penmanship and producing letters or other documents that *look* like the original. Surprisingly useful for forging love letters...

**LOCKPICKING:** The ability to pick locks or otherwise bypass methods of guarding valuables.

**PERCEPTION:** The ability to notice things that do not belong such as secret doors and less-than-obvious clues.

**PICKPOCKETING:** The skill of removing wallets and other valuables from a person without them noticing the items are gone. The difficulty increases based on the size of the objects stolen and the alertness of the victim.

**POISONING (H):** The ability to create and administer different types of poisons. The term poison covers toxins created from plants as well as from chemicals. Most poisons have a specific effect, determined by the GM, but this is not necessarily always deadly. This skill can, for example, be used to handle "food wars" between rival girls that mix different type of love potions into the food they offer their would-be boyfriend to make

the guy fall in love with them.

**SHADOWING:** The skill of following a person without being spotted. The difficulty may be increased depending on different situations such as the amount of light available, how many other people are around, etc.

**SLEIGHT OF HAND:** The ability to make items seem to vanish in much the same manner as seen in a stage magic show. This skill can also be used to move objects when the other person isn't looking. This can be very useful with games of Go, Chess (Western chess or Japanese *shougi*), or Checkers.

**STEALTH:** The ability to quietly get past a person without alerting them of your presence. The difficulty may be increased depending on the situations, including factors such as the amount of light and cover available. This skill can also be used to surprise/ambush a person or group.

**TRAPS (H):** The ability to find and deactivate any type of traps that might interfere with a would-be thief.

### E V E R Y D A Y   S K I L L S

**ANIMAL CARE:** The ability to take care of animals and raise them properly. A high skill may imply the character has a natural affinity for taking care of animals while a low skill might result in unruly pets.

**COOKING:** The skill to prepare edible food by following the appropriate directions. A high Cooking skill allows the character to create their own dishes or dishes from different countries (Chinese Food, American Food, Italian Food, or even Mexican Food or something even more exotic). Keep in mind that cooking is a very important genre convention of *Shoujo anime*, especially for girls. It is common for girls to attempt to impress boys they like by fixing them a special lunch, and thus a good Cooking skill is a considerable asset. On the other hand, a girl that can't cook rarely has a boyfriend or has one that she wishes she didn't have.

**DANCING (MODERN):** The ability to do all the latest moves that are all the rage in the local dance clubs and the knowledge of how to identify the moves being used by other dancers. This skill may also grant knowledge of the local favorite bands, DJs, and the local club scene.

**FASHION SENSE:** The ever-important skill of dressing fashionably and identifying which types of clothing are currently "in." This skill also determines how well the character can apply make-up and pick the right accessories to go with their clothes.

**GOSSIP:** The ability to pick up gossip from a variety of different sources – specifically *true* gossip and not false rumors. The Gossip skill can be used to spread rumors although the difficulty depends on how believ-

knocked off your feet, you have a knack for rolling your body so that manage to get back on your feet.

**PERFECT TIMING:** You have a long-standing relationship with father time and are always exactly where you want to be when you want to be there. If you have a date at 7:00, you'll be there by 6:59.

**POISON RESISTANCE:** You have developed a strong resistance to a specific type of poison (damage poison, sleeping poison, etc.) that makes it nearly impossible to infect the character with that type of poison. You also subtract 3 points from the potency modifier for any poison. See Chapter Two for details on using poison.

**POSITION OF AUTHORITY** \*: You have some sort of official capacity that gives you legitimate authority over a limited group of people. Examples could include a teacher that has authority over their students or the leader of a school club. Very high positions of power such as a principal, general, or something similar that grants authority over a large number of people should be worth at least 2 gifts. This gift can also be taken with the Membership gift to confer authority over a specific group.

**PROP:** You have in your position a significant item that grants some form of bonus. This can cover everything from a family heirloom quality katana, a magical girl's special item, and other similar items of power. The exact benefits of the prop are up to the GM and the player to discuss although they should grant a bonus equal to the number of gifts the Prop costs (i.e., a magic sword worth 1 gift grants a +1 bonus to its Offensive Damage Factor while a magic suit of armor might bestow a +1 Defensive Damage Factor bonus) or bestow a supernormal power of equal level. These, in fact, can be combined as long as the result isn't a horrendously powerful item. Keep in mind that if the item is stolen, damaged, destroyed, etc., the character no longer gets the benefits of the item.

**QUICK REFLEXES:** You have exceptionally fast reflexes and are thus hard to surprise. This gift grants a +1 bonus to the character's initiative.

**RAPID HEALING:** You heal quickly compared to normal people.

**STICK:** You have a particular trick or feat that you pull off regularly that

is a part of how you act. Examples include always having a rose handy for a girl, having thunder roar in the background when you do a dramatic pose, or a seemingly endless supply of rose petals appear when you exit the scene.

**SENSE OF EMPATHY** \*: You have a natural talent for knowing how people feel. Such characters tend to make friends easily.

**UNIQUE UPBRINGING/BACKGROUND:** You have access to skills that are outside what are available to most characters in the campaign. For example, people raised in mystic circles or ninja clans might have this unless the campaign was chock full of mystics and ninjas.

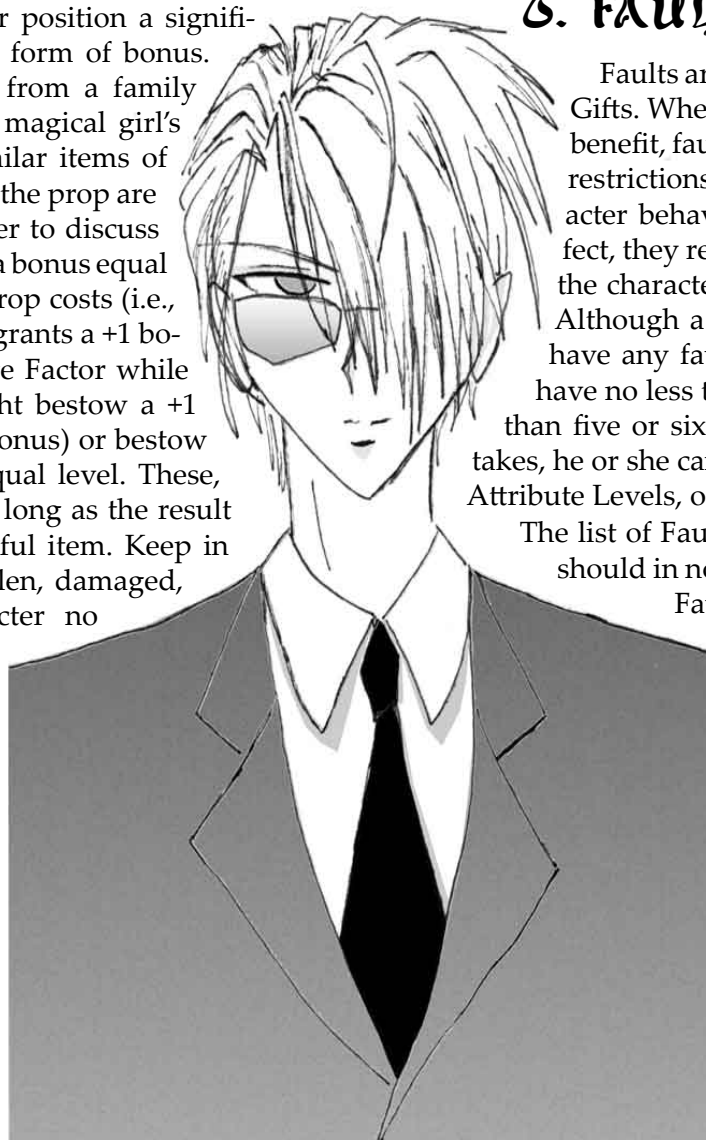
**WEALTH** : You or your family happens to be quite wealthy. Where other kids have to work hard for what they get, you can snap your fingers and it's yours. As a fringe benefit of the Gift, the character also gets a free supply of flunkies that will do whatever they are told to do. You may also increase your Wealth attribute by one level with this gift.

## 6. FAULTS

Faults are the negative counterpart of Gifts. Where a Gift may grant a specific benefit, faults represent hindrances and restrictions on the ways a player character behaves. Although a negative effect, they represent important aspects of the character's personality and attitude. Although a character is not required to have any faults, most characters should have no less than two Faults and no more than five or six. For each fault a character takes, he or she can choose between 1 Gift, or 2 Attribute Levels, or 6 Skill Levels.

The list of Faults included in *Shoujo Anime* should in no way be considered the only Faults available in the game.

Players are free to invent their own Faults as they see fit for their characters. The Faults listed in *Shoujo Anime* should be seen as a set of guidelines for many of the most common Faults found in shoujo manga and anime. The GM has the final say on whether or not the character's faults are acceptable. If you continuously ignore playing out your faults, the GM may penalize you during game-



his own dance routines. Everyone who works with him says he is simply a pleasure to be with, and he quietly refrains from performing the usual decadent relations with groupies like so many other teen stars do.

However, Ichiro is a troubled soul. When his career first started to take off two years ago when he was fifteen, he was everything you expect a pampered star to be: spoiled, rude and contemptuous. He refused to see tutors and the like, preferring the company of his many fans and groupie girlfriends.

However, one day after a concert, outside was a girl who wasn't from the usual crowd of adoring fans he was used to. She was a reporter for the local High-School newspaper, and simply wanted to ask him some questions. She was bright, funny, cute, strong-willed, and Ichiro was simply in love.

Eventually he had to go, but he sent her letter after letter, proclaiming his love of her and his desire to be near her again. He counted the days until the tour took him back to her town, and finally he arrived and sought her out, knowing for sure his witty charm and good looks would sweep her off her feet.

When he found her, and asked if she got the letters he sent, all she could do was giggle. "That was you?" she asked amusedly, "I thought you had a kid brother and he had a crush on me!" Confused, Ichiro demanded to know what she meant and she showed him.

For the first time, he saw what she meant: his letter looked like they had been done by a first-grader. In places where the scrawling handwriting could even be read, there were terrible syntax and grammar errors. And if this weren't enough, his love pointed out the places where he had misquoted, misread, or misinterpreted several historical or literary tidbits that he had inserted to woo her. "I mean, c'mon! 'If I were but a frog on the hand?' Give me a break!" Poor, poor Ichiro was crestfallen.

Ichiro's early release from school, coupled with a subtle learning disorder, gives him the educational equivalent of a third grade education. He is deeply shamed by this fact. Upon interrogating his staff as to their knowledge, they had always known, and laughed behind his back about his bragging of his own intelligence (Like he bragged about everything else). Ichiro decided it was time for a change.

A contract he had signed has him in concerts for years to come, but he fired all his staff and replaced them with new ones who had never known him. He changed his ways, becoming much more soft-spoken and humble around them. Late at night, on the bus or plane or in the hotel room, he crouches over elementary school readers and textbooks, trying desperately to catch up.

Ichiro knows that he should probably just quit the

music business and dedicate himself to his studies, but he is still too prideful to go back to school. Also, singing and dancing are the only two things Ichiro feels good about or good at. If he didn't have them, he would just be another way below average student out in the boon-docks. He just can't take that.

## MIYAKO HITOSHI

### Attributes

Physique: Good (+1)

Mind: Good (+1)

Willpower: Good (+1)

Wealth: Fair (+0)

Cool: Good (+1)

Appearance: Good (+0)

### Skills

Motorcycle: Good

Police Work: Good

Attack (Police Shield): Good

Interrogation: Good

Intimidate: Good

Military Lore: Great

Attack (Pistol): Poor

Gardening: Fair

Singing: Great

Gifts

Green Thumb

Commanding Presence

Faults

Jealous

On duty most of the time

**APPEARANCE:** The girl next door in a uniform. Miyako has brown eyes and fiery red hair that tumbles halfway down her back when she removes her motorcycle helmet. She wears her uniform on duty (Which shows off her curves in *just* such a way), and tends toward loose sweat suits when off.

**BACKGROUND:** Miyako's big sister Sakura might as well have been a goddess to her. Anything Sakura did, Miyako wanted to do, whether it was play with dolls, dress up or flirt with boys. If Sakura did it, Miyako immediately saw the benefits of such an activity, and considered it the only thing worthwhile until Sakura changed her mind. Sakura, for her part, decided that imitation was the most sincere form of flattery, and tolerated it with mountains of patience.

This trend continued on for years, all the way through Sakura's senior year (Miyako was still in middle school), when she decided she was going to go into the Officers' Program for the Japanese Self Defense

ment.” She has short violet hair with two long bangs hanging down the front, in front of two searing blue eyes and a mouth almost always in a snarl. She wears dirty, oil stained leather pants and jacket, with a white t-shirt. Around her arm are the colors of her gang, the Bullet Tremors.

**BACKGROUND:** Ariko has very little conscious memory of the time she and Jukiro spent wandering all over Japan. When he tries to remind her of cold nights and empty stomachs, she just shouts and turns away, insisting that it couldn’t have been that bad. In truth, it scarred her deeper than she is willing to admit: it takes almost nothing to set her on a rampage, and almost nothing can stop her after that.

She tried to get into temple life, but she just couldn’t seem to focus her mind, and the calm, condescending tone of her adopted grandmother set her teeth on edge (She loves her grandmother deeply, but is too tough to show it). Instead, she took to the streets and quickly joined up with one of the numerous hot-rod gangs operating discreetly in the city. She quickly earned the nickname Ohanabi (Fireworks) from her new family, and proceeded to wreak havoc on anyone who got in the way of her custom Chinese bike (Which she drives without a license, by the way).

She and her brother argue very, very often. He wants her to join the temple and be thankful for their new home, and she wants him to be a man and hit the road again. However, despite the heated, almost violent wordplays, the two are much closer than any

outsider could imagine. There are many times when Jukiro has been there for her when her gang couldn’t, and she makes sure that no other gang harasses Jukiro or the temple.

Ariko has some training as a Shinto Priestess, although she never went as far with it as her brother did. She was never good at meditating, her chores were slapdash, and her blessings seemed to scare away the “blessed.” However, there is one part of the job she is almost frighteningly good at: fire readings. Ariko is immensely intuitive, and could be a fortune-teller if she wasn’t so angry all the time. Many times she has insights for the future that are uncanny, but when she focuses her intuition into a Fire Reading, she becomes nearly pinpoint accurate. Truth be told, she rarely does such focused work. She may be rejecting it as she rejects most everything else, or she may be scared of her own ability. Or future.

She receives similar “feelings” and “vibes” from people, albeit rarely. Recently, one of her fellow students (If they could be considered fellows; Ariko is enrolled in Sendai, but rarely attends): a nerdy foreign exchange student named Richard. She is not quite sure why, but her special sense is starts tugging whenever she sees him. One thing she knows for absolutely certain: she does *not* like him. She has her pick of tough ganger guys, all of who are more suited to her lifestyle than a nerdy gaijin. So a love connection is silly to the point of absurdity! Right?



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