

Black Hole Girls

Kyawaii RPG #4

By Ewen Cluney (©2008)

“Come on, be just like us!” they say, “And change!”
“Grow up!” they shout, “into an alien!”
This violent lithography must end.
My friends have come apart, abducted by
Necessity, not human anymore.
“No! No! You can’t just quit!” they scream at me.
They’ve got the back hole genes, so what’s it for?
These hybrid children plan to change the world,
And I can’t fight. Their plan will be unfurled.

Introduction

You’re a 12-year-old girl. And you have a pet alien. Normal people are completely helpless against it, and the only thing that can stop it is other aliens, which belong to other 12-year-old girls. What happens next is up to you. Things could get ugly.

What the Hell?

This is an RPG where you compete against your friends. Ever heard of *The Shab-al-Hiri Roach*? It’s a lot like that, except not as good. You’ll need 4, 6, 8, 10, and 12-sided dice and stuff to write on and with. Having two different kinds of tokens is handy too, but you can just write stuff down instead.

Design Notes

I’ve been meaning to do a game inspired by *Alien Nine* and *Shadow Star* for ages. It was meant to have a board game-y thing rather than being a ripoff of *The Shab-al-Hiri Roach*, but this version just sort of came together all at once.

You and Your Alien

You are a 12-year-old girl from Japan (or some other post-industrial country). It's more or less the world you know, but your country is much closer to war, and perhaps a little closer to annihilation than anyone wants to admit. You're in middle school, and you have a more or less normal family. You can make up the details of your everyday life beforehand, or you can do it on the fly if you want.

One day, you found an alien. It isn't a man from outer space, or a cute pet. It's *alien*, not quite like anything from Earth. And it put a part of itself inside of your brain. It's like having another body that doesn't quite do what you want it to, and sometimes just ignores you. The extra sensory input sometimes makes you nauseous, and you always feel its pain, which sometimes makes you double over and scream. But it will *always* be there when you call for it, and any time you're in physical danger. It's present and reliable, in a way that people can't or won't. But sometimes you pick up on its alien thoughts, and that really and truly scares you

The Slider

In this game there's really only one thing that you need to figure out about your character rules-wise, and that's the position of the Slider. It determines the die types you roll for human things and for alien things. When one die type goes up, the other goes down, and the total

Influence and Gel

Influence is your standing in the human world. Gel is how much Gel your alien has. In order to win the game you'll need to get both of these as high as you possibly can, often at the expense of the other players' characters. Both

There are other girls (the other players' characters) who have aliens. They're all the same age as you, and they're all girls you know, though not necessarily well.

The aliens are very, very powerful. A fighter jet or a tank *might* be able to incapacitate one, but the time it did that much damage, the alien would have ripped it to shreds. When aliens do get severely damaged, they heal very quickly, so they're impossible to kill. They can't actually kill each other, but they can steal Gel from one another. Gel is a strange glowing pink substance that makes aliens stronger. They keep it deep inside of themselves, but they have to bring it closer to the surface—where it's in danger of being stolen—in order to make use of it.

If you show your alien to people, you'll quickly find that this is something you should only do with people you want to have it kill. Something about these aliens affects peoples' brains. They mostly forget, but some residue of horror remains, and makes them instinctively fear you.

sides should always be 14. At the start of the game, pick one of the middle two positions (d6/d8 or d8/d6).

Human	d4	d6	d8	d10
Alien	d10	d8	d6	d4

start at 3. If you think your character doesn't want to get as much as she can of at least one of these, you aren't making the right kind of character for this game.

Events and Scenes

In this game you go through a series of six “events,” during which each player will have the opportunity to do a scene.

The six events are as follows:

1. First Contact
2. Summer Vacation
3. Celestial Alignment
4. School Trip
5. Martial Law
6. Typhoon

You can interpret these pretty much however you want. Note that in Japan summer vacation is two weeks or so. The school trip involves everyone getting on a bus and going to Kyoto for a few days to see old temples.

After the typhoon comes a special seventh event, Ascension. More on that later.

Happenings

Before you begin each Event, roll a d4 and then a d12 to get a Happening from the table below. This is something going on in the world that may involve one or more of the characters.

There are three kinds of Happenings:

- **Environment** happenings affect everyone equally throughout the event.
- **Personal** happenings affect one particular player character, chosen randomly.
- **Situation** happenings present something that any character can choose to act on or ignore. However, you can't stop other characters from acting as well.

If you roll a Personal happening, any player may ask to roll for a second happening for that event.

Roll		Government Happening
1	1	<i>Environment:</i> The police are conducting an investigation, probably of the results of alien activity.
	2	<i>Environment:</i> Some kind of agents are snooping around the area. If your alien does anything without killing them, you'll lose Influence.
	3	<i>Personal:</i> You are being followed by strange men in suits. Lose one Influence.
	4	<i>Personal:</i> Men from the government beg you to carry out a mission for the good of the country. The task is trivial for your alien to accomplish, and if you do it you'll gain 1 Influence.
	5	<i>Personal:</i> A spy from another country is watching you.
	6	<i>Personal:</i> Someone makes an assassination attempt against you, but your alien annihilates them. You may shift your slider one step towards Alien.
	7	<i>Personal:</i> Government agents arrest your parents. You may shift your slider one step towards Alien.
	8	<i>Situation:</i> A meteor has crashed not far from where the characters live. Government men have cordoned off the area. Any character can attempt to take the Gel inside the meteor, but anyone who tries will lose 1 Influence.
	9	<i>Personal:</i> Scary government agents in suits come and question your friends. Your Human effectively goes down one die type for this event.
	10	<i>Situation:</i> The air force is doing lots of combat maneuvers. If you send your alien out into the air, fighter jets will attack it, equivalent to a d6 Alien, only without the ability to take away Gel.
	11	<i>Personal:</i> An ancient priestess from a cult that may have been involved in the founding of the country begs for help stopping the other aliens. If you defeat another character's alien during this event you'll gain 2 Influence.
	12	<i>Environment:</i> The government sets up a quarantine around the entire area. Any character that does anything with her alien effectively has her Human drop to a d4 for the rest of the event.
Roll		People Happening
2	1	<i>Personal:</i> You are on one side of a crush (sending or receiving; your choice). If you set up an Influence-based conflict around this and win, you can gain an extra point of Influence.
	2	<i>Personal:</i> Someone in your family dies.
	3	<i>Personal:</i> You are injured in some inconvenient but non-fatal way. You cannot participate in Human conflicts that involve anything physical for the rest of this event.
	4	<i>Personal:</i> Your family is having issues. Your human goes down one die type for the rest of this event, unless you have a conflict with your family to fix it.
	5	<i>Environment:</i> There is a cult active in the area that worships aliens. Characters may have a Human conflict to take control of this cult, in which case the winner gains an extra 2 Influence.
	6	<i>Personal:</i> A homeless man starts popping up in random places yelling at you about being a monster or something. You can dispose of him with your alien or with a Human-based conflict, but you'll lose 1 Influence if you don't.
	7	<i>Situation:</i> A cold-blooded murderer is killing people around town. If you do a Human conflict against his d8, you can find him.
	8	<i>Personal:</i> You are troubled by strange impulses that come from your alien. Your slider shifts one step towards Alien for the rest of this event, and you can make this change permanent if you wish.
	9	<i>Personal:</i> You're nearly hurt in a traffic accident, but your alien obliterates the vehicle that would've gotten you. Lose 1 Influence. You may shift your slider one step towards Alien if you wish.
	10	<i>Personal:</i> You won a drawing in the shopping district for something nice. Gain 1 Influence.
	11	<i>Personal:</i> A good friend (who doesn't have an alien) betrays you. You must engage them in a conflict or you will lose 1 Influence.
	12	<i>Personal:</i> Someone makes a show of friendship. You may shift your slider one step towards Human.

Roll		School Happening
3	1	<i>Personal:</i> You are subjected to vicious bullying from classmates. If you can win a Human conflict against the bullies' d6, you'll gain 1 Influence, but if you lose you'll also lose 1 Influence (you may wager Influence to gain/lose more). Or you can just kill them.
	2	<i>Personal:</i> You are on one side of a crush (sending or receiving; your choice). If you set up an Influence-based conflict around this and win, you can gain an extra point of Influence.
	3	<i>Personal:</i> A teacher starts harassing you. If you don't do something about it, you will lose 1 Influence.
	4	<i>Situation:</i> Someone digs up an alien egg on school grounds. If you have your alien eat it, you gain 1 Gel. If you keep the egg, it hatches into a baby alien, and you can roll a d4 in addition to your existing Alien die and take the highest for the rest of the game.
	5	<i>Environment:</i> The school is surrounded by unnatural weather. Everyone is on edge; if you lose any Influence during this event, you'll lose one extra point.
	6	<i>Personal:</i> You have accomplished something impressive at school (got a 100 on a difficult test, won a sports game, etc.). Gain 1 Influence.
	7	<i>Personal:</i> You fall ill, and you're not supposed to go to school. Your Human die type goes down by one step for any scenes that don't take place at your home.
	8	<i>Personal:</i> You are humiliated at school. Lose 1 Influence.
	9	<i>Environment:</i> The class pet dies for no apparent reason. Everyone is a bit on edge. If you lose any Influence, you'll lose one extra point.
	10	<i>Environment:</i> Government agents search the school. If your alien does anything without killing them, you'll lose Influence.
	11	<i>Situation:</i> A cold-blooded murderer comes into the school stabbing (shooting?) people at random. If you can stop him without using your alien you'll gain 2 Influence.
	12	<i>Personal:</i> Someone makes a show of friendship. You may shift your slider one step towards Human.
Roll		Space Happening
4	1	<i>Environment:</i> An alien queen floats through the sky at night. Throughout this event, aliens will not fight each other.
	2	<i>Personal:</i> You are afflicted by an unusually strong sympathetic connection to your alien. Your Human becomes a d4 for the rest of this event, and you will
	3	<i>Situation:</i> A meteor containing a deposit of Gel crashes on the outskirts of the town. All of the aliens sense it. Characters can visit the site to try to get the 2 points of Gel it contains.
	4	<i>Environment:</i> There is dangerous acid rain. The government tells people not to go outside. If your alien does anything outdoors, your Alien trait goes down one die type for the rest of this event.
	5	<i>Environment:</i> A meteor shower makes the aliens excitable. If anything even remotely threatening happens to one of the girls, her alien will act automatically.
	6	<i>Environment:</i> There is an unusual amount of cosmic ray activity. All alien actions use the next highest die type.
	7	<i>Environment:</i> A celestial alignment energizes all of the aliens. Everyone's Alien traits go up by one die type for this event.
	8	<i>Personal:</i> One player character is unusually affected by alien thoughts. Her slider shifts one step towards alien for the rest of this event. She may make this change permanent if she wishes.
	9	<i>Personal:</i> You discover people who were mutated by Gel. Your alien can take 1 point worth of Gel from them, but this will kill them.
	10	<i>Personal:</i> One player character's alien goes berserk. It must attack at least one random alien.
	11	<i>Environment:</i> Extra-terrestrial pollution makes people sick. Everyone's Human trait goes down by one die type for the rest of this event.
	12	<i>Situation:</i> Someone digs up an alien egg. If you have your alien eat it, you gain 1 Gel. If you keep the egg, it hatches into a baby alien, and you can roll a d4 in addition to your existing Alien die and take the highest for the rest of the game.

Your Scene

When it's your turn to do a scene, tell the other players when and where it takes place, and who you want to be there. You can have other players' characters taking part, and you can have other players take the part of non-player characters instead. You also need to decide whether the scene deals with alien stuff or human stuff. Alien stuff means you're going after one of the other players' aliens to try to take their Gel. Human stuff means you're doing something that will somehow increase your influence in the human world.

In both cases, you have to make a wager of Influence or Gel. You can wager anywhere from 1 to however many you currently have. Active Gel makes your alien stronger, but wagering more Influence just means you'll get more if you win. Only the player framing the scene makes a wager of Influence, but anyone who wants their alien to get involved must commit some Gel.

Start role-playing the scene. When things come to a head, roll dice. Players roll their characters' Human or Alien dice (add +1 for each active point of Gel), depending on the nature of the conflict at hand. Whoever gets the highest result wins. For an Influence-based scene, if you win you get new Influence equal to your wager, but if you lose you lose the amount you wagered. In a Gel-based scene, the winner can take as much of the loser's active Gel as she wishes.

- Non-player characters roll a d6 for human stuff.
- If a normal human winds up opposing an alien, the human rolls a d4 and the alien rolls a d12. If the human happens to a better result, they merely escape rather than winning per se.
- If a scene dealing with human stuff doesn't go how you like, you can choose to have your alien deal with the problem. If you're in physical danger, your alien will intervene automatically. However, you lose 1 Influence (instead of whatever you wagered). All of the normal human survivors forget what happened, but feel uneasy around you.
- If multiple characters take the same side, just use the single highest die from their side as the result.
- If multiple characters take part in a Gel-based scene, they must work out how to divvy up the loser's active Gel... or have a conflict of their own over it.
- If there's a tie, have one person from each side roll a d12 to break the tie.
- If you run out of Gel or Influence, you go back to one at the start of the next scene.

Ascension

“Ascension” is the special final Event of the game. The character with the most Gel will merge with her alien and become a new hybrid life form. If she also has the most Influence, she will automatically win the game. Otherwise, the government contacts the character with the most Influence, begging her to use a special anti-alien weapon to stop the hybrid before it destroys the world. If the Influence winner refuses, they’ll move on to the next lowest Influence, and so on. If no one accepts, the hybrid wins unopposed.

Being joined with the alien is a horrible, traumatic experience that strips away part of your soul. But it also gives you unimaginable power, and the determination to ready this world for its new inhabitants by wiping out the human race. If no one stops you, you get to narrate how you go about doing that.

If you accept the government’s offer, they will provide you with some kind of techno-spiritual super-weapon that will give you the strength to fight the hybrid on the strength of your connections to the rest of humanity. Merely equipping yourself with this weapon will kill your alien, but you won’t need it anymore.

Confrontation

Once you’ve narrated the pleasantries to your satisfaction, it’s time for the final battle for the fate of mankind. The hybrid and the government’s chosen both make a series of d12 rolls to see who comes out on top. The other players can use their aliens to intervene on either side if they wish, and they roll their Alien dice like usual (but with no bonuses for Gel). However, if their aliens lose a round against the government’s techno-spiritual weapon, the aliens die.