

Maid RPG 120%: Worlds and Moods

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Here are some more Worlds and Moods, with mansion types and event tables. Just below is a table you can roll on for each of these, provided you're willing to use a larger die type.

Roll	World (D12)	Mood (D8)
1	Fantasy (p. M115)	Romance (p. M112)
2	Early Modern (p. M116)	Light-Hearted (p. M112)
3	Contemporary (p. M117)	Action (p. M113)
4	Space (p. M118)	Hard Life (p. M113)
5	Cyber (p. M119)	Dark (p. M114)
6	Post-Apocalyptic (p. M120)	Horror (p. M114)
7	Wild Kingdom(p. M121)	Intrigue
8	Old West(p. M121)	Melodrama
9	Old Edo(p. M122)	
10	Gothic	
11	Supers	
12	Bizarro	

World: Bizarro

This is a world that appears to be normal on the surface, but is actually bursting at the seams with strangeness at every turn. This is not a setting for use with scenarios of any kind, and you might consider lowering the cost of causing Random Events to 1D3.

Mansion

Roll on the Contemporary mansion table, but then roll on the mansion table from a random World, and combine it with the Contemporary one.

Random Events

Roll	Event
11	Fantastic happening. Roll on the Fantasy Random Event Table (p. M115).
12	Classic happening. Roll on the Early Modern Random Event Table (p. M116).
13	Contemporary happening. Roll on the Contemporary Random Event Table (p. M117).
14	Space-related happening. Roll on the Space Random Event Table (p. M118).
15	Futuristic happening. Roll on the Cyber Random Event Table (p. M119).
16	Bleak future happening. Roll on the Post-Apocalyptic Random Event Table (p. M120).
21	Wilderness happening. Roll on the Wild Kingdom Random Event Table (p. M121).
22	Outlaw happening. Roll on the Old West Random Event Table (p. M121).
23	Jidaigeki happening. Roll on the Old Edo Random Event Table (p. M122).
24	Spooky happening. Roll on the Gothic Random Event Table.
25	Metahuman happening. Roll on the Supers Random Event Table.
26	A random maid's Maid Weapon becomes sentient and capable of speech. Roll for a random Personality Quirk.
31	Roll on the Encounter Table. A robot emerges from that character's forehead.
32	A random maid vomits out a random Item.
33	The walls start bleeding.
34	A random maid splits into 2D6+2 miniature versions of herself, which promptly run all around the mansion. If the other PCs care about fixing her, they'll have to catch all of the miniature ones and smoosh them together.
35	It is revealed that a random maid has a button embedded into her back. If someone presses it, she transforms into some kind of vehicle.
36	Satan (Attributes 4/Spirit 10) appears, proclaiming that the Master is his son. (He will say "son" even if the Master is female).
41	A random maid's reflection jumps out of the mirror (same stats as the maid), and tries to get intimate with her.
42	The mansion gets up and wanders off. Anyone inside the mansion gets carried off with it, while anyone outside will have to find it.
43	The maid with the highest Luck finds a copy of a replay of the current game session.
44	The maid with the highest Skill stumbles across a hidden room where it turns out the Master's brother has hidden a bunch of refugee illegal immigrants.
45	The player characters have wandered off the edge of the universe. They find themselves on a white plain marked with an endless expanse of hexagons, under a white sky.
46	Roll on the Encounter Table. That character is confronted with a swarm of floating eyeballs. They seem to be content to just watch, but they're definitely creepy.
51	The maids encounter a bunch of guys sitting around a table talking and rolling dice. If the PCs harm them, the universe will collapse and the game session will end.
52	The maid with the highest Will looks up into the sky and sees a colossal eye looking down at her. She starts seeing it all the time, and loses 10 points (to a minimum of 0) from her Spirit for the rest of the session.
53	The Grim Reaper (Attributes 6/Spirit ∞) appears in the mansion. He wishes to hire a maid to keep his house tidy.
54	The maid with the highest Affection discovers a small doorway on the mansion grounds that leads to a tunnel that leads into the Master's head. Characters who enter his head can take control of his body for 1D6+10 minutes of real time, whereupon they'll be spat out into the back yard.
55	Strange aliens put the brain of the maid with the highest Cunning into the heart of a massive computer system in the mansion's basement. Her body is left a lifeless drone that others can manipulate with a remote control. Putting her brain back will be difficult.
56	Part of the mansion collapses on the maid with the lowest Luck. When the dust clears, she is rendered two-dimensional. She gains "Flat" as a Special Quality, at least until someone blows hard into her mouth.
61	It briefly rains severed hands.
62	A strange little girl (Attributes 4/Spirit 15) arrives at the mansion. She has the power to swallow people with a successful Cunning attack. People she swallows are pulled into a strange magical world.
63	A random maid sprouts two bunny ears. Then proceeds to sprout 1D6 more bunny ears. She gains "Bunny Mutant" as a Special Quality.
64	A wall within the mansion cracks and collapses to reveal a wall of six-sided dice.
65	Roll twice and combine the results.
66	Roll for another random event. It happens twice.

World: Gothic

The land is covered in darkness, and there really are things that go bump in the night. Also, a lot of people wear black lace and are depressed. In such a setting, the comfort of maids is more necessary than ever.

Mansion

1	Castle	This place was originally built to be a stone fortress, but short of angry villagers coming to attack the Master, it hasn't seen battle in a long, long time. Today it's simply a rather spooky place to live.
2	Manor House	This large house out in the countryside is home to the gentry or low-ranking nobles.
3	Cathedral	This massive church has a certain grand, ornate beauty to it, but at night it has deep, dark shadows, and the way the moonlight shines through the stained-glass windows is unnerving.
4	Ruins	Any way you look at it, these decayed ruins of a mansion don't look inhabitable. And yet, someone might just live there.
5	Tower	This is a great tower that rises high above its surroundings. Many who live in such places wish to be apart from the world.
6	Mad Science Laboratory	Whatever it used to be, this dreadful stone building is now a place where a madman attempts perversions of science.

Random Events

Roll	Event
11-12	A strange girl (Pure and one random Type) comes to the mansion fleeing a mob with torches and pitchforks.
13-14	A vampire (Attributes 3/Spirit 10) sneaks into the mansion and tries to seduce the maid with the highest Affection.
15-16	A werewolf howls outside.
21-22	Something stirs in the depths of the mansion's dungeon.
23-24	Zombie outbreak! The mansion is surrounded by walking dead villagers!
25-26	Dark and stormy night.
31-32	A little dead girl shows up at the mansion. She smells terrible, but she just wants to play.
33-34	A flesh golem (Attributes 3/Spirit 10), a creature made of dead flesh and reanimated with lightning, breaks down the door.
35-36	A homicidal maniac (Attributes 3/Spirit 5) sneaks into the mansion.
41-42	Grave robbers (Attributes 1/Spirit 5) come to the mansion's grounds to dig up one or more of the graves.
43-44	The Master receives an invitation to a ball at the nearby castle.
45-46	A raven flutters outside the window, and caws, "Nevermore!" at inopportune times.
51-52	A monster hunter (Attributes 3/Spirit 10) infiltrates the mansion, intent on bringing out and destroying whatever monsters might reside there.
53-54	A succubus (Attributes 4/Spirit 15) attempts to seduce the Master and steal his soul.
55-56	A ghost causes all manner of creepy supernatural phenomena.
61-62	A Bible-toting exorcist (Attributes 2/Spirit 10) comes to the mansion, convinced that a random maid is possessed, and he must perform an exorcism to save her soul.
63-64	The maid with the lowest Luck falls under the curse of a black cat. She takes 2D6 Stress and sees unsettling images of the cat wherever she goes.
65-66	Cultists open a portal to another world, and the mansion is sucked through. Roll for a random World; the game now takes place in that World and uses its Random Event table.

World: Superheroes

This is a world where heroes and villains with special superhuman powers clash over the fate of the world.

Mansion

1	Super Base	A secret base from which superhumans make their plans to protect the world... or conquer it.
2	Palatial Residence	This home is gratuitously extravagant, but as far as anyone knows it's just a normal house.
3	Space Station	Whether to fight threats on a cosmic scale or simply to be free of ordinary humans, there are those superhumans who make their home in orbit.
4	Undersea Palace	Atlantis yet lives! And while they plot to destroy the surface dwellers, they reside in an underwater palace carved from coral and decorated with pearls and other undersea treasures.
5	Volcano Base	Truly bold supervillains will build their homes and secret bases into the side of a volcano. Some harness the geothermal power, some have a weapon ready to blow up the Earth's core, and some just like the atmosphere it provides for when the heroes inevitably confront them.
6	Arctic Hideout	In the endless, icy wastes few creatures can survive, but whether a high-tech base or an alien fortress of solitude there are those who find refuge here.

Random Events

Roll	Event
11-12	Aliens invade the planet! They send a squad of 1D6+3 soldiers (Attributes 3/Spirit 5) to deal with the mansion.
13-14	There is an incursion from a gritty parallel universe. Versions of the PCs (but each has a Trauma added; see p. M74) come to steal some special item from the mansion.
15-16	The superhero Invincible Man (Attributes 4/Spirit 15) comes to the mansion intent on punishing a random character for some crime.
21-22	A villain raids the mansion! The villain has Attributes 3/Spirit 10, and he brings along 2D6 minions with Attributes 1/Spirit 0.
23-24	Reality War! Take every <i>Maid RPG</i> character you have on hand and throw them into the mansion in a struggle to find some crazy MacGuffin.
25-26	A random maid is possessed by a powerful psionic entity. She gains "Psychic Power" as a Maid Weapon, +1 to all attributes, and starts attacking everything in sight for 2D6 minutes of real time before falling unconsciousness and returning to normal.
31-32	A meteorite crashes in the mansion. The first character to touch it gains a random Special Power.
33-34	The maid with the highest Affection discovers an ex-lover inside a stasis pod. This ex-lover has been modified (turned into a cyborg, mutated, or some such), and will attack everyone in sight (Attributes 3/Spirit 10) if awakened.
35-36	The Amazing Lick Man (Attributes 1/Spirit 15) pays a visit. He licks things.
41-42	An evil billionaire acquires the mansion through unscrupulous means. The Master and maids are left homeless, and while it's clearly unjust, there's nothing you can do about it.
43-44	A supervillain sends an evil clone of the Maid with the highest Athletics to attack the mansion as a test.
45-46	1D6+2 government agents in power armor (Attributes 3/Spirit 5) come to the mansion demanding all metahumans submit to registration.
51-52	A random character's special powers go out of control!
53-54	Universus (Attributes 6/Spirit 20) arrives to devour the world! If you can't beat him, you might have to change the World to Space.
55-56	The Knave and his henchmen announce plans to unleash lethal laughing gas in the heart of the city in one hour!
61-62	Remnants of Atlantis rise up from the oceans to conquer the surface world, starting with the mansion. The Atlantean Prince (Attributes 3/Spirit 10) comes to the mansion.
63-64	A dimensional vortex pulls the mansion into another world. Roll for a random World, and use that Random Event table from now on.
65-66	Supervillains have conquered the world, and heroes become a persecuted secret minority. The Mood of the game becomes Intrigue.

Mood: Intrigue

Your world revolves around people plotting and scheming (not quite the same thing, to the trained eye).

Roll	Event
11-12	The maid with the highest Cunning finds a random maid's diary.
13-14	Someone is watching from the shadows...
15-16	The Master gets an invitation to a party at his hated rival's home.
21-22	The maid with the highest Luck finds an empty bottle of poison in the kitchen just before a meal is served.
23-24	The maid with the highest Skill comes across documents suggesting that one of the Master's Power Sources is a fake.
25-26	Someone left a dead animal on someone's bed... A warning?
31-32	An everyday device sprays the maid with the lowest Luck with poison gas! She takes 2D6 Stress.
33-34	A random character is found tied up in the closet! Someone was taking her place...
35-36	The master's car explodes!
41-42	A random maid gets a package in the maid with a random item. There is no return address, only a note that says, "I remember. Do you?"
43-44	Grudge revealed! A random maid turns out to be an assassin sent to kill the Master!
45-46	A man comes to the mansion to make the Master an offer he can't refuse.
51-52	A sniper (Attributes 3/Spirit 5) attacks the mansion!
53-54	Bad guys kidnapped a love one of the maid with the highest Affection!
55-56	Special agents raid the mansion looking for something... But they came because of false information that someone planted.
61-62	An old man who is always smoking meets with the maid with the highest Cunning to provide her with cryptic information.
63-64	A police detective comes to the mansion and announces that one of the residents is a murderer.
65-66	The maid with the highest Skill found a mysterious book, and strange men (Attributes 2/Spirit 5) keep coming after her to make sure she can't reveal its secrets.

Mood: Melodrama

Everything is Very Serious Business, and everyone expresses their emotions to the fullest, and then some.

Roll	Event
11-12	The maid with the highest Affection is pregnant by the Master!
13-14	The Master has an incurable disease!
15-16	Something the Master did was actually done by his twin brother!
21-22	A random character gets hit on the head and develops amnesia!
23-24	A random maid turns out to be the Master's blood relative!
25-26	The Master loses one Power Source to a relative's trickery!
31-32	A random character is poisoned! (Takes 2D6 Stress).
33-34	A random character develops multiple personalities.
35-36	Two random maids get into a shouting match.
41-42	The Master scolds a random maid, and she breaks down and starts sobbing.
43-44	A random maid's secret is revealed! (Roll for a Secret Job).
45-46	The Master is in a coma! Can anything wake him up?!
51-52	A random character gets into a horrible accident!
53-54	A random maid is offered a dream job in another country!
55-56	Trickery is revealed! Any characters (PCs or NPCs) who were seduced take 10 Stress, and if that's enough to cause a Stress Explosion, a Tragedy results.
61-62	Twisted love! A maid who has been seduced engages in Affection Combat with her partner, and gains Favor equal to double the amount of Stress she causes.
63-64	An NPC guest has been murdered!
65-66	A random character regains lost memories!