

Kagegami High



Name: _____

Hair Color: _____

Age: _____

Eye Color: _____

▼ Draw Something Here ▼

Stats

Athletics

Brains

Charm

Moxie

Weird

Stress Limit (Moxie x 5)

Special Qualities

Stress Points

Awesome Points

Hobby

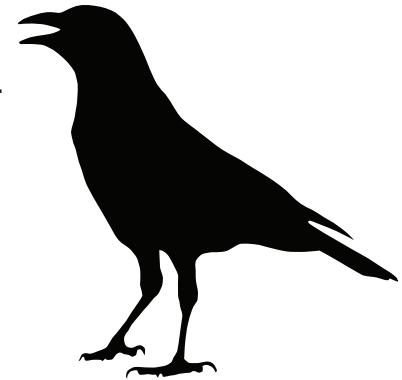
Stress Explosion

Protagonist Motivation

Notes

Principles

1. Keep Kagegami High weird.
2. Make normal things into strange things.
3. There are always more mysteries.
4. Life goes on.
5. Celebrate shared humanity.
6. Find the meaning in randomness.
7. When in doubt, roll on a table.
8. Reuse things.



Making Checks

Roll as many dice as your stat rank to get your Result. You will need to match or exceed the task's Difficulty rating (set by the GM) to succeed. Easy difficulty is 5, average difficulty is 10, hard difficulty is 16, and nigh-impossible difficulty is 24.

The Weird Die

Any time you make a check, roll a Weird Die in place of (not in addition to) one of the normal dice. It should be of a different color, and ideally should have a symbol of some kind in place of the 6. If that die comes up on the 6, it counts as zero points towards your Result, and regardless of whether you succeed, something Weird happens.

Conflicts

If two characters are competing or in conflict, they each make rolls as per the action resolution rules, and the one with the higher result wins. The loser takes Stress equal to the winner's result divided by the loser's attribute (round up). If you don't want to take Stress you can give in before you roll.

Stress Explosions

If you take Stress equal to or greater than your Stress Limit, you have to role-play your Stress Explosion for real-time minutes equal to the Stress points you have, after which your Stress goes down to zero.

Awesome Points

- Increase the result of a roll by 2d6
- Remove 2d6 Stress
- Make a Random Event happen
- Invoke a trait (1-3 Awesome Points)