

PEERLESS FOOD FIGHTERS!

Kyawaii RPG #1

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INTRODUCTION!

Your family has a restaurant in the Sakuraba Shopping Arcade. The sad state of the economy means that they need a hook to stay afloat. That's you: a beautiful daughter who makes deliveries, draws in customers, and kicks ass. Except the other places in the shopping district have their own poster girls. Competition is fierce, and you will have to fight for customers. Literally.

What the Hell?

This is an RPG. But about girls and food and stuff. I don't have room or patience to explain. You need some square dice and 10 or so tokens. (PROTIP: Tokens can be pretty much anything). 4 or 5 players is about right.

"Kyawaii RPGs" are tiny and use Japanese stuff. Try Wikipedia before you whine about not knowing what stuff is.

Design Notes

I make things too long. This game is like *Noodle Fighter Miki* but not. It's got bits of *XXXXtreme Street Luge*, *Maid RPG*, *The Shab-al-Hiri Roach*, and *Yuuyake Koyake* in it. Some day I'll make a game where the characters are all guys.

CHARACTERS!

Everyone playing—no GM—makes a character. Your character is a girl who works at her parents' restaurant.

Attributes

For each attribute roll 2d6, divide by 2, and round down.

- **Blood:** Boiling blood, brutal power.
- **Charm:** How cute, sexy, or otherwise appealing you are.
- **Cooking:** Ability to cook palatable food. Also, coordination and grace.
- **Madness:** Bloody-minded determination that flies in the face of common sense.

Archetype

Roll 1d6 to figure out an archetype. If someone else has it, you can re-roll. Apply the modifiers listed to your attributes.

1. **Plucky Heroine:** Likeable and seemingly average girl. +1 Charm, -1 Madness
2. **Calculating Bitch:** Outwardly calm, inwardly a schemer and bad person. +1 Madness, -1 Blood
3. **Adorable Loli:** Exceedingly cute and small, and probably very underage. +1 Charm, -1 Blood
4. **Tsundere Tomboy:** Outwardly boyish and rough, inwardly wants to be cute. +1 Blood, -1 Charm
5. **China Doll:** Psychotic little Chinese girl who knows kung fu. +1 Blood, -1 Cooking
6. **Yamato Nadeshiko:** Calm and serene, the epitome of Japanese beauty. +1 Cooking, -1 Blood

Details

Your Name: What's your name? Come on, tell us!

Your Age: Pick an age, between, say, 12 and 18.

Restaurant Type: What kind of restaurant? Café, ramen shop, bakery, okonomiyaki cart, etc.

Restaurant Name: What's the restaurant called? Maybe use your family name.

Fighting Style: How do you fight? Karate with noodles, ninja-like throwing with skewers, dim sum kung fu, sandwich boxing, etc.

Now You Can Play!

When you play this game, you play through six scenes that I made up ahead of time. Most of the scenes go like this:

1. **Read the Situation:** Each scene has a description of what's going on.
2. **Pick a Strategy:** Decide how you want to do it, and pick what attribute to use.
3. **Roll for Random Event:** Most scenes have a table where you roll 1d6 to see what's specifically going on. It changes how effective different things are.
4. **Role-Play:** Do a scene. Get other players to fill in other roles if you need to.
5. **Give Applause:** Each player has to give one applause token to one player other than themselves. Give it to whoever role-played the scene in an entertaining way.
6. **Make a Roll:** Roll 1d6 and add your attribute, plus 1 per applause token you got. If no one is trying to stop you or compete with you, you need a 7. Otherwise you need to get higher than them. If you have a tie, both sides roll a die and add it to the result until someone gets ahead.
7. **Finish the Scene:** Role-play a bit more to show who won.
8. **Award a Star:** Whoever won the scene gets a Star. You want Stars so you can win in the end.

Scene 1: Morning Prep

This scene doesn't work like normal. Go around the table taking turns. Each player gets to role-play a scene at the family's restaurant where they get ready for the day. The player to your left plays your mother, and the player to your right plays your father. When everyone has gone, each player assigns two applause tokens. Whoever got the most tokens gets a Star. If it's a tie, everyone who tied rolls dice to break it.

Scene 2: Delivery Scramble

This scene doesn't work like normal. All of the girls get sent out on deliveries. Each player rolls a die to see what part of town they're delivering to. If you want, you can try to stop one of the other characters.

- If you don't try to stop someone else and no one tries to stop you, you have to fail a Madness roll to not get distracted.
- If you rolled the same part of town as another character you can try to stop them and still make your own delivery. If you rolled a different part of town, you have to abandon your own delivery if you want to interfere.
- If two (or more) characters are interfering with each other, roll against each other on Blood or Madness to win the confrontation, and then try to make a Cooking roll to keep your food safe and get there on time.

If you successfully make your delivery, you get a Star.

Scene 3: Lunch Rush

Lots of people start coming to the shopping district. Now's the time to try to attract lots of customers. Each player comes up with a scheme to attract customers.

1	Salarymen on lunch break. Nothing weird.
2	The elementary school is touring the area. Charm doesn't work.
3	A band of delinquents is causing trouble in the district. Add 3 if you used Charm or Blood.
4	American tourists. Add 2 if you used Cooking or Madness.
5	A heavy metal concert just ended. Add an extra 1d6 if you used Madness.
6	A famous food critic comes. Subtract 3 if you used anything other than Cooking.

Scene 4: Ingredients Rumble

Everyone's restaurants are running out of ingredients. Unfortunately, Mr. Yagami at the vegetable shop is running low, so there's not enough for everyone.

1	The shop seems empty, but there's just enough stuff to get by if you can find it. Add 1d6 if you used Cooking.
2	Mr. Yagami's girlfriend just left him. Add an extra 1d6 if you used Charm.
3	Mr. Yagami is being held hostage by a robber. Add 3 if you used Madness or Charm.
4	The store's swamped by housewives looking for bargains. Add 1d6 if you used Madness or Blood.
5	Mr. Yagami sympathizes with the underdog. Whoever got the <i>lowest</i> result wins.
6	Mr. Yagami's wife is minding the store. Subtract 1d6 if you used Charm.

Scene 5: Keisuke is Hungry

Keisuke is a really handsome guy who all the girls like. He comes by the shopping arcade to have a late lunch. Each girl can try to appeal to him however she wants. Whoever gets the second lowest result role-plays Keisuke's part.

1	Keisuke is just plain hungry. Add 1d6 if you used Cooking.
2	Keisuke wants to meet a girl he can relate to. Add 1d6 if you used Blood.
3	Keisuke's crazy ex-girlfriend is after him. Add 1d6 if you used Madness.
4	Keisuke is in a happy mood. Add 1d6 if you used Charm.
5	Keisuke is high-strung. Auto-fail if you used Madness or Blood.
6	Keisuke is actually gay. Auto-fail if you used Charm.

Scene 6: Miss Sakuraba Competition

The shopping arcade's business association holds a beauty contest, and all the PCs enter. It has three parts: a swimsuit contest, an interview, and a talent competition. Do each part as a standard scene, and roll 2d6 on the table for a Random Event (re-roll if you get the same thing twice). Oh, and for the interview, the player to your left plays the interviewer.

2	Snakes! Subtract 2 if your Madness is less than 4.
3	The crowd objects to racism. Subtract 2 if your Archetype is China Doll.
4	The crowd is pretty psychotic. Add 1d6 if you used Madness.
5	Technical difficulties. Everyone rolls twice and takes the lower result.
6	The crowd has lots of rowdy guys who do catcalls. Add 1d6 if you used Charm.
7	The crowd is really riled up. Everyone gives out an extra applause token.
8	The crowd is bored. Whoever gets the most applause tokens also gets +3.
9	Keisuke influences the judges. Whoever got a Star in Scene 5 gets +3.
10	The crowd is apathetic. Don't do applause tokens for this part.
11	The crowd is playing favorites. The player with the most Stars gets +2.
12	Tim influences the judges. Add 4 if your Archetype is Adorable Loli.

The End

See who has the most Stars. She wins the Miss Sakuraba Competition and her restaurant is prosperous for years to come. That player can narrate/role-play whatever kind of epilogue he or she wants.

Did you have fun?

OMG OPTIONAL RULE!

This is a quick and easy way to make up new scenes. Make up something where the girls are competing. Do the scene like usual. For the Random Event roll 1d8 to see what attribute is being modified and how, and roll 1d6 to see by how much. Do this twice if you want. Make up something that fits.

1d8	Modifier
1	Bonus to Blood
2	Penalty to Blood
3	Bonus to Charm
4	Penalty to Charm
5	Bonus to Cooking
6	Penalty to Cooking
7	Bonus to Madness
8	Penalty to Madness

1d6	Modifier
1-2	±2
3	±3
4-5	±1d6
6	±4