

Mascot-ton

Athletics

Affection

Cunning

Guts

Luck

Performance

Girl Types

Mascot Special Qualities

Mascot Weapon

Stress Explosion

Mascot Colors

Hair:

Eyes:

Outfit:

Outfit:

Name: -tan

Thoughts

Stress

Stress Limit (Guts x 10):

Moé Points

Rules Reference

Action Resolution

Roll 1d6 x Attribute

Conflict

Make opposed actions; loser takes Stress equal to winner's result divided by loser's attribute.

Spending Moé

- **Remove Stress:** You can remove as many points of Stress as you want by spending 1 moé per point of Stress.
- **Increase an Attribute:** You can raise an attribute by 1 by spending moé equal to 10 times the new attribute rank (e.g., raising an attribute from 1 to 2 costs 20 moé).
- **Enhance a Roll:** Spend 1d6 moé to add +1 to either your attribute or your effective die roll.
- **Invoke a Random Event:** You can spend 1d6 moé to have a Random Event occur.

Notes