

Retsuko from 3d6 and Go!

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Requirements

- 2–3 players (1–2 GMs, 1 player)
- **GURPS** rules (*GURPS Lite* should be fine)
- Retsuko 🐱 character card (see pdf below)
- Aggretsuko NPC cards (see pdf below)
- 10 Tokens representing stress (a Google spreadsheet should be fine)
- 3 Tokens representing character points (for use as *GURPS Power-Ups 5: Impulse Buys*)

The Aim

Poor Retsuko 🐱 is having a hard time of life! Every day she has two goals:

NOT reveal her metal alter-ego to the world
???

Every day, her second goal changes. Does she need to 'Fall in love'? Or maybe she feels the need to 'Quash rumours of her pregnancy'? Whatever the goal, she must achieve these by the end of the day, or else!

5 story rounds

The game is played in five story rounds. At the beginning of each round, the GMs roll to see which of Retsuko's 🐱 allies and enemies appear. Each NPC may take a single, quick contest, action (e.g. giving Retsuko 🐱 more work, taking her to a mixer, etc.). This action may lead to more rolls on Retsuko's 🐱 part, e.g. completing given work or impressing someone at the mixer.

Stress!

Life is stressful! When Retsuko 🐱 fails any roll or quick contest, she gains a stress token which reduces her Will by 1. If someone wins a quick contest against her, she must immediately roll Will to not burst out into death metal screaming.

If she wishes, Retsuko can spend a character point to change a failure to success. In doing so, the player

should narrate the way she takes it (usually heading to the bathroom and screaming to death metal). There are only 3 character points per game, so they should be used wisely!

When Retsuko's 🐱 stress hits 10 (i.e. Will-10) any failure automatically triggers her death metal singing.

Example game

Alice, Bob and Charles set up a game. Alice is the ally GM, Bob is the enemy GM and Charles is playing Retsuko. Together, they agree that Retsuko's 🐱 second goal should be 'Finding another job without Ton 🐱, her boss, finding out.'

They roll their first round with the following results:

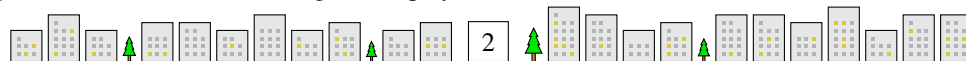
- Alice rolls Fenneko 🐱
- Bob rolls Ton 🐱 and Tsubone 🐱

Alice and Bob decide that Ton 🐱 takes the first action. He gives Retsuko 🐱 an unreasonable stack of work! This is a quick contest between Ton's 🐱 Intimidation (12) and Retsuko's Will (14). Retsuko 🐱 wins by 3 and politely takes the work without screaming.

Since Alice is worried about what Bob will do, she lets Bob go next with Tsubone 🐱. Tsubone 🐱 then tries to give Retsuko 🐱 even more work but Alice steps in with Fenneko 🐱 uses her action to make an excuse! A quick contest of Fenneko's 🐱 Fast Talk with Tsubone's 🐱 Will and Fenneko 🐱 wins. Fenneko 🐱 tells a tale of how Retsuko has a serious doctor's appointment and couldn't possibly have more on her plate right now. Tsubone 🐱 believes her, so leaves Retsuko 🐱 alone!

Charles then rolls to see if Retsuko 🐱 completes the task using Finance (12), but fails! This adds a stress token and means Retsuko's 🐱 next Will roll will be at 13.

A couple of rounds later, Retsuko's 🐱 Will is at 10, and Kabae 🐱 appears asking if it's true that Retsuko 🐱 is looking for a new job. If Kabae 🐱 finds out, it's only a matter of time before Ton 🐱 knows. If Retsuko 🐱 is going to get through today, she needs to win this. A quick contest between Kabae's 🐱 Fast Talk (13) and Retsuko's 🐱 Will (10), and Retsuko 🐱



fails! This triggers a concentration roll not to sing . . . *WHY DO YOU KNOW HOW TO PERSUADE! YOUR STUPID HEAD LOOKS LIKE A SPADE!!!*

cue music

Retsuko 🍌 reveals herself as a death metal singer and loses! Oh well, better luck next time Retsuko 🍌!

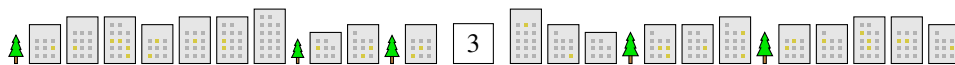
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What is 'GURPS'?

GURPS is the Generic Universal Role-Playing System.

Roll against Roll 3d6 against a target number. If the 3d6 is equal to or less than the target number, you pass. If not, you fail!

Roll vs When two characters must roll at the same time, you roll a *quick contest*. Each character rolls 3d6 and quotes how much they won by (i.e. their *margin of success*). If the attacking player fails the roll, the action fails. Otherwise, the player with the greatest margin of success wins the contest!



Fenneko



Occurence: 12 or less

Relationship: Friend

Will: 10 **ST:** 10
IQ: 10 **DX:** 10
HT: 10 **Per:** 10

Traits: Disturbing Voice

Skills: Fast Talk 12; Finance 12

Action: Use Fast Talk vs. enemy Will to make an excuse for Retsuko.

Tsunoda



Occurence: 6 or less

Relationship: Co-worker

Will: 10 **ST:** 10
IQ: 10 **DX:** 10
HT: 10 **Per:** 10

Traits: Flirts with the boss

Skills: Carousing 14; Fast Talk 12

Action: Introduces Retsuko to new people with Carousing (14) vs. Retsuko's Will. (On failure, Retsuko freaks out and leaves.)

Washimi



Occurence: 6 or less

Relationship: Friend from Yoga; secretary to company president

Will: 16 **ST:** 18
IQ: 12 **DX:** 10
HT: 10 **Per:** 12

Traits: Tells it like it is

Skills: ...

Action: Roll Will (16) vs. 10. On success, the company boss does *whatever* Washimi wants (including intimidating Ton 🐶)!

Gori



Occurence: 6 or less

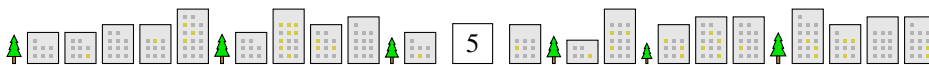
Relationship: Friend from Yoga; Director of Marketing

Will: 12 **ST:** 18
IQ: 12 **DX:** 10
HT: 10 **Per:** 12

Traits: Tells it like it is

Skills: ...

Action: When paired with Washimi, takes Retsuko to the karaoke place and erases all stress tokens.



Tsubone



Occurence: 9 or less
Relationship: Manager, but under Ton 🐷

Will:	11	ST:	10
IQ:	11	DX:	10
HT:	10	Per:	11

Traits: Lizard tongue
Skills: Intimidation 12

Action: Use Intimidation vs. Will to give additional *pointless* work. Must specify an attribute for the task (e.g. ST for opening a jar!)

Tsunoda



Occurence: 9 or less
Relationship: Co-worker

Will:	10	ST:	10
IQ:	10	DX:	10
HT:	10	Per:	10

Traits: Flirts with the boss
Skills: Carousing 14; Fast Talk 12

Action: Sucks up to Ton 🐷 with Fast Talk (12) vs. Ton's Will (11) to give Retsuko *additional* work.

Ton



Occurence: 15 or less
Relationship: Manager

Will:	11	ST:	15
IQ:	10	DX:	8
HT:	8	Per:	10

Traits: Lightning Calculator; Literally a pig; Red eyes
Skills: Intimidation 12

Action: Use Intimidation vs. Will to give a difficult job using the Finance skill.

Kabae



Occurence: 9 or less
Relationship: Co-worker

Will:	12	ST:	12
IQ:	12	DX:	10
HT:	10	Per:	12

Traits: Loves gossip
Skills: Detect Lies 12; Fast Talk 13

Action: Fast Talk vs. Retsuko's Will to find out a secret about Retsuko.