

TACTICAL WAIFU

YOU ARE STUDENTS AT THE PRESTIGIOUS **FORT BENNING HIGH SCHOOL**. Your days are filled with classes learning advanced tactics, running to class with toast in your mouth, and having slice of life adventures. Class sweetheart **SEMPAI**, the most handsome and eligible of your classmates, has been kidnapped by an unknown extranational military organization. You have to get him back at all costs.

PLAYERS: CREATE CHARACTERS

- 1 Choose a generic personality for your character using dumb anime tropes: **Tsudere, Yandere, Dojikko, Yamato Nadeshiko**, etc. Nerd.
- 2 Choose a hair colour for your character. This cannot be a natural colour. Try **Green, Blue, Pink, White** or **American**.
- 3 Choose your **number**, from 2 to 5. A high number means your better at **TACTICAL** (tactics, violence, gunplay, staying calm). A low number means your better at **WAIFU** (talking, being cute, deception, seduction and general anime bullshit).
- 4 Give your waifu a name befitting a Japanese schoolgirl, and try to pretend you didn't have one ready to go already.

You have: A school uniform (with a bulletproof vest, slim fit), a ridiculously tactical personal defense weapon, a flip phone with a good text plan, a variety of grenades, a high-powered flashlight, and access to airdrops and helicopters to anywhere in the world.

Player goal: Get involved in stupid globetrotting adventure/moe shenanigans and have a laugh.

Character goal: Choose one or create your own: **Win Sempai's Heart, See the World, Meet Interesting People** (and Kill Them), **Get Top Marks, Get Romantic with Classmates**, or **Keep Being Kawaii**.

PLAYERS: CREATE SEMPAI

As a group, pick two of Sempai's attractive traits: **Well-Spoken, Athletic, Musically Talented, Mysterious, Good Fashion Sense, Operator as Fuck**.

Also, pick a failing you'll all deny in public: **Clumsy** (You can't leave him unattended!) **Easily Distracted** (He'll wander off!) **Pacifist** (He won't defend himself!) **Might be Gay** (Maybe he's not into any of you!)

ROLLING THE DICE


When you do something risky, roll **1d6** to find out how it goes. roll **+1d** if you're prepared and **+1d** if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) **Roll your dice and compare each die result to your number.**

↓ If you're using **TACTICAL** (violence, forethought), you want to roll under your number.

↑ If you're using **WAIFU** (cute, social), you want to roll over your number.

0 **If none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

1 **If one die succeeds**, you barely manage it. The GM inflicts a complication, harm or cost.

2 **If two dice succeed**, you do it well.  Good job!

3 **If three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

! **If you roll your number exactly**, you have **KAWAII OPERATIONS**. You get special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions.

Do they know we're here? Whose responsible for this? Is he really dead? Where do I go from here? How can I disable them without killing them? Did Sempai notice me?

You can change your action if you want to, then roll again.

HELPING: If you want to help someone else when they roll, say how you try to help and make a roll. If you succeed, give them **+1d**.

GM: CREATE A CRISIS

Roll or choose on the tables below.

A THREAT...

- | | |
|------------------------------|-------------------------|
| 1. Russian Ultranationalists | 4. An Insane Cult |
| 2. Islamic Extremists | 5. Communist Rebels |
| 3. Right-Wing Militia | 6. A Rival SpecOps Unit |

WANTS TO...

- | | |
|-----------------|--------------|
| 1. Kidnap/Seize | 4. Safeguard |
| 2. Kill/Destroy | 5. Purchase |
| 3. Steal | 6. Suppress |

THE...

- | | |
|--------------------------|------------------------|
| 1. Nuclear Launch Codes | 4. Fort Knox |
| 2. POTUS/Class President | 5. An Airplane |
| 3. Crashed UFO | 6. Government Building |

WHICH WILL...

- | | |
|----------------------|----------------------------|
| 1. Crash the Economy | 4. Outlaw Operators |
| 2. Hurt Sempai | 5. Kill Billions |
| 3. Destroy Freedom | 6. Exterminate Bald Eagles |

GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by them kidnapping Sempai, thus revealing the plot to the characters when they set off to find him. Before the threat does something to the characters, show signs it is about to happen, then ask the players what they do. *"The insurgent raises an AK-47. What do you do?" "The spy bumps into you from around the corner and you fall into an embarrassing and mildly inappropriate pile. What do you do?"*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes - let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Have any of you encountered these terrorists before? Where? What happened?"*

TACTICAL WAIFU

is a hack of **LASERS & FEELINGS** by Derek Chappell. Sorry.

@open_sketchbook

LASERS & FEELINGS was written by John Harper. He deserves better than this.

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