

Panty Explosion Cheat Sheet

Student Info

Godai: Roll elemental Dice to resolve conflicts. A result of 5 or more is a success! Use multiple dice of the same elemental type to increase your chance of success.

Earth: Use Earth dice to resolve conflicts by resisting physical force, standing your ground, refusing to change your mind or exerting physical strength.

Water: Use Water to resolve conflicts by expressing or controlling your emotions, effecting change, stretching and flexing your body and adapting to a situation.

Fire: Use Fire to resolve conflicts by attacking with words or force.

Air: Use Air to resolve conflicts through reasoning or rational discussion, by ignoring the problem, by running away or by dodging an attack.

Void: Use Void to resolve conflicts by communicating your ideas and getting your point across, by listening to and understanding others and by seeing that which is hidden. Use void to detect supernatural and psychic phenomena.

Popularity: Popularity determines what size dice you will roll.

Most popular Student rolls 10-sided dice.
Least popular Student rolls 6-sided dice.
All other Students roll 8-sided dice.

Traits: Each Student has several Traits. Traits are unique qualities that a Student can call on in a tough situation. A Trait lets you increase the size of the elemental dice you use when making an action related to that Trait. Each Trait can only be used once per conflict.

Agendas: Each Student has one or more Agendas, goals that she will work toward completing during the game. Students who successfully complete their Agendas can select a new Trait at the end of the game. Remember, the Demon gains an extra die for each Trait left uncompleted.

Playing the Game

Conflicts

1. **Announce the Conflict:** Tell us what the conflict is and who is involved.
2. **Take an action:** Tell us what you will do, and roll some dice to see if it works. Make sure to roll the appropriate elemental dice for the situation. A result of 5 or more on any of your dice is a success.
3. **Resolve the Action:** If you succeed your Best Friend will describe the results of your action. If you fail your Rival will get to describe the outcome.
4. **Respond to the Action:** Once your action has been resolved any other character can announce that they wish to take a response action. If more than one character wishes to respond to your action then a quick round of paper/rock/scissors can be used to decide which character gets to respond.
5. **Continue the Round:** Once your action is complete the character who you took your action against now takes their action. Once every character involved in the conflict has taken an action the round ends.
6. **See if the Conflict is resolved:** Once the first round is over the Student that started the Conflict can decide whether she wants to continue. If she does she will take another action as normal. If she decides that the conflict is over she must take an action that will remove her from the conflict. If the action is a success then she will be removed from the conflict, and the next Student will have to decide if she will continue the conflict or leave as well.

Creating Scenes: Both the Superintendent and players can announce a new scene. Each Scene has 5 elements. The first two (Location and People) are always described by the player who starts the scene. All players should work together to establish the rest of the scene's elements.

Earth/Location: Where does the scene take place? Describe the location in detail.

Air/People: Who is in the scene? Which players are in the scene? Are there other people there as well?

Water/Mood: What is the mood of the scene? Are the people hostile? Is the location creepy? Is there a nervous energy in the air?

Fire/Action: What's going on? What is happening when the Students enter the scene?

Void/Psychic: Are there any Psychic elements in this scene? A ghostly whisper or an unnatural chill?