

Playing The Bakeneko

Awkward, counterculture, confusing, and idiosyncratic. The Bakeneko is about not fitting into the mold and not really trying to. They have their own interests and perspectives, and won't abandon them even if it ostracizes them from their supposed peers. It could be the kid who learned another language to better keep up with their shows or games, the goth who can quote Nietzsche by heart, the freshman who reads at a college senior level. Whoever they are, they follow their own path and prefer to walk it alone if others aren't going to respect them.

Both stats support an individualistic streak. With a high Cold and a high Volatile, they're good at staying above it all, convincing people to leave them alone or just walking out if they have to. Some Bakeneko have an especially feisty, unpredictable nature, (Cold 1 & Volatile 2), while others dabble in quiet observation and figuring out what makes others tick (Volatile 1, & Dark 2). Either way, their oddball natures tend to hinder their social skills (Hot -1).

Just because the Bakeneko has odd tastes doesn't mean they have to be completely alien, or a total loner. Your quirky behavior shines the brightest in contrast to the "ordinary" teens around you, so while it can be fun to wander off on your own like an aloof stray, make sure you build up a few solid reasons to keep sauntering back to the rest of the main characters. Maybe you were friends before everyone became so obsessed with being normal, or maybe you just love to tease them for their drama and bad taste in music.

Credits

This skin designed by Sawyer Rankin



The Bakeneko

They think it's an insult when they call you a weirdo, but it sustains you. What's the alternative? Being like them? Trying to be popular, spending more time trying to look happy than finding out what actually makes you happy? You have no energy for that, or at least not enough to compete with what everyone wants. You have your niches, your obscure joys that empower you. Let the rest of them mistake your clever in-jokes for awkward nonsense. You know who the real fools are, who's really missing out.

Identity

Name: Bettie, Chen, Esmeralda, Fisher, Gogo, Jiro, Mamoru, Percy, Rachel, Sophie, Travis

Look: immaculate, fringe style, covered in cat hair, humidity struck, adorkable

Eyes: golden eyes, cat eyes, devious eyes, half-lidded eyes, darting eyes

Origin: hipster, split tail, turned 16 as a cat, martial artist, oddball

Your Backstory

Choose whether each character is a boring or fun:

If they are boring, take a String on them—you have them all figured out.

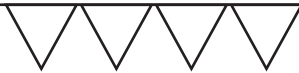
If they are fun, give them a String—you want their attention.

Strings

Darkest Self

Everyone's always getting on your case about how weird you are. It's time to push back, turn the tables. Tear down and mock the popular trends and the zombies who follow them. Expose them for the soulless arbitrary trash that they are. You escape your Darkest Self when you discover someone who appreciates your interests, or when you make someone feel like more of a freak than you are.

Harm



Experience



- Add +1 to one of your stats.
- Take another Bakeneko move.
- Take another Bakeneko move.
- Take a move from any Skin.
- Take a move from any Skin.
- You've found your **Pride of Freaks**.

Conditions

Hot -1	Cold 1	Volatile 2	Dark -1
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Hot -1	Cold -1	Volatile 1	Dark 2
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Bakeneko Moves

Choose three:

Alleycat

When you're backed into a corner mark xp.

Prowler

You can see perfectly in the dark.

Cat and Mouse

When you roll a 7-9 to *Lash Out Physically* and the MC decides how bad it is, the Harm cannot be greater than your Volatile stat.

Cross My Path

You can spend a String to subtract 1 from a main character's roll against you.

Claws Out

You can give someone a String on you to add 3 to your attempt to *Shut Them Down*.

Lap Cat

When you make a big show about choosing one person over another, the person you favor marks experience and you gain a String on them.

On Your Feet

You can leap your height from a standing position and take no Harm from falls.

Sex Move

Your partner gains one re-roll for the Session.
