

# Super Destiny High School Rumble!!

超縁高校ランブル!!



# The Twins student playbook

# Super Destiny High School Rumble!!

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This playbook is ready for you to print out to use in playing Super Destiny High School Rumble!! You can get a pdf or printed copy of the entire book, which you'll also need, at [DriveThruRPG.com](http://DriveThruRPG.com).



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# The Twins

DESIGNED BY KICKSTARTER BACKER IAN KENNY

There are two of you! You have a special connection that you use to your advantage. Decide whether you look identical or not. You share a single set of stats, moves, and heart boxes and possess a single destiny, but your classmates can form bonds with each of you individually.



## PROFILE

Names:

Pronouns:

Birthdate:

Likes:

## LOOK

Choose one each:

Absolutely identical fashion, Contrasting outfits,  
Easily switched clothes, Drastically different fashion

Hair parted in opposite directions, Trendy undercuts,  
Complementary hairstyles, Different colored hair

Blood type A, Blood type B, Blood type AB, Blood type O

## STATS

Choose one:

- CHARM +2, COOL +1, HOT -1, SMART O, SPIRIT +1
- CHARM +2, COOL -1, HOT +1, SMART +1, SPIRIT O
- CHARM +2, COOL +1, HOT O, SMART +1, SPIRIT -1
- CHARM O, COOL +2, HOT +1, SMART -1, SPIRIT +1
- CHARM +1, COOL +2, HOT +1, SMART -1, SPIRIT O

## MOVES

Choose two Twins moves:

- TWIN ESP*—The two of you have an uncanny ability to communicate without words. This could range from a true psychic bond to a perfect understanding of each other's body language.
- SEPARATION ANXIETY*—You are used to doing everything together. Take +1 ongoing when you are in the same place, and -1 ongoing when you are separated.
- COME PLAY WITH US*—You can act and speak in unison in a way that deeply unnerves people. Roll +COOL. On a 10+ your target will keep their distance from you and, if practicable, leave the area. On a 7-9 they keep their distance but also tell someone about how spooky you are. On a 6- your target is either so frightened that they do something erratic and unhelpful, or they find your antics amusing.
- YOU MUST HAVE US CONFUSED*—By switching places, twins who are identical can create alibis for each other, sow social confusion, and throw others off their guard. When you use a devious plan that relies on your identical looks, treat your BE CONVINCING roll as an automatic 10+.
- GEMINI*—You each have individual strengths and can compensate for the other's weaknesses. Once per session, you may increase a stat by 1 and decrease a different stat by 1.
- AND MAKE IT DOUBLE*—When someone gains a bond with one of you, they may also gain a bond with the other twin.
- MY OLDEST FRIEND*—The connection between the two of you gives you strength to accomplish things you otherwise couldn't. Each session you get 1 bond with yourself, which you can use in any of the usual ways. You cannot raise this bond through interactions, and it does not give you experience.

## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

When other students select bonds with you, they must pick one twin with whom to have the bond.

\_\_\_\_\_: One of you is friends with them, but they don't like the other twin. Ask them why that twin annoys them.

\_\_\_\_\_: One of you used to date them. Tell them how the other twin felt about the relationship.

\_\_\_\_\_: They can always tell the two of you apart. Ask them how they do it.

\_\_\_\_\_: They can never tell the two of you apart. Ask them what was the most awkward situation this caused.

\_\_\_\_\_: They always get you separate presents for your birthday. Tell them which of their presents was your favorite.

\_\_\_\_\_: In elementary school they went trick-or-treating/to a costume party with the two of you. Decide together what you dressed up as.

\_\_\_\_\_: They met one of you alone first. Ask them how long it took them to realize there were two of you.

\_\_\_\_\_: They confided a secret to one of you, which you immediately shared with the other twin. Ask them what the secret was.

## HARM

If you take harm, mark off one box for each harm.



Scuffed



Battered



Bruised



Bleeding



Broken



Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

Add +1 to one of your stats. (Max +3)

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Add +1 to one of your stats. (Max +3)

Take another move from your student playbook.

Take another move from your student playbook.

Take another move from your destiny playbook.

Take another move from your destiny playbook.

Take another move from your destiny playbook.

Take a move from any playbook.

Take a move from any playbook.