

Format

Rise of the Guild Master is about the titular Guild Master bringing a bunch of misfit girls together and changing the world with them. Using his powers of analysis and his big boi brain, he becomes a coach, a mentor and a lover to each of them. They all start off with a hilariously over the top flaw that makes them almost useless at their chosen RPG class that gets better over time thanks to him.

Small Note

Needless to say, all of these ideas are very early on rough drafts and I'm not guaranteeing all of these will show up, and I'm sharing them publicly so I can get a feel for everyone's interest and see what people think like the most. Ultimately I'll be doing what interests me, but it will still have some impact so please tell me which ones you like!

Suspiciously absent is the general witch/black mage class. That's on purpose, she'll be debuting in book 2 and thus is not listed here among potential rough drafty characters

Also the listed body stuff is subject to change when I'm actually designing the characters.

Monk

Body Type: Athletic
Bust Size: Above average

A young hand to hand shaolin type martial arts specialist who trained in a far off monastery her whole life. Tends to be naive about things because of her sheltered upbringing, but is a very laid back tomboy, not a genki girl like Sam but the chill type who calls you bro.

Her body is very hard when attacking because of the types of training she's done. Stuff similar to real life martial arts training like Qigong, breaking bricks and pouring boiling water over her hands to toughen them. She toughened her body by damaging it endlessly. It sounds messed up but it's a real thing with real results.

The thing is, this has made her a complete masochist. She's addicted to training and sees any source of incoming damage as a chance to

jump right in and soak up some training, often to the detriment of her adventuring companions and herself. Monks are not tanks, and while she can make her body hard to soak up SOME damage it's not built to absorb as much as this Monk eats up.

It excites her so much it becomes a sexual thing and she loves being 'trained' and punished by the Master.

Shield Maiden

Body Type: Petite

Bust Size: Big

Another barely legal girl, this gal has a very strong sense of justice and pledged herself to making the world a safer place. A noble goal, except she's extremely afraid of monsters and pain and has anxiety in general. And her class, Shield Maidens, are literal tanks who are meant to take as much damage as possible. They also use skills to draw in aggro. Battle cries, shield banging, flash grenades and other support items.

Every time she's supposed to jump in with her giant shield she hesitates and has trouble doing so. The thing is because of her armor and magic shield, even when she does tank damage it doesn't even hurt that much but she's still terrified of it.

Her family died in a monster raid on her town and it drove her to try and help others, so that's what drives her to continue so much even though she's in many ways not cut out for it.

She's a very simple peasant girl at heart. Extremely innocent and meek, trusting. She's a total sweetheart and loves the Master for being a total gentleman to her.

White Mage

Body Type: Curvy

Bust Size: Big

A classy, elegant lady with a knockout body and tired, bored eyes. Thing is she's a borderline serial killer- She's obsessed with causing pain to others and she became a White Mage solely so she could cure her victims and get away with her crimes.

She was eventually found out, though, but since she never officially killed anyone all she had to do was community service. It was either become an adventurer and start using her healing skills for good or refuse and rot in the dungeons. She chose Dewhurst knowing it's a shitty little town now with nothing going on thinking she could just put in a minimum effort over there, but was met by the Master and his growing harem and became very interested in sticking around long term.

But, she's an awful healer due to how uninterested she is in actually helping other people. When left to her own devices she's more keen to sit there and watch her party members suffer from poisoning for as long as possible before casting a detox spell, and she'll only heal fatal damage instantly.

She can be manipulated by promises of future violence in exchange for heals and status spells, but not many would be shown since I don't want to write torture porn and it'd be kind of a 'don't ask' thing.

Thief

Body Type: Shortstack

Bust Size: Big

A halfling girl who has a talent for burglary matched only by her apprehension to use it. The thing is, while she comes from a wealthy halfling community her family fell to ruin because of laziness and over indulgence. Deciding she didn't want to live in squalor she ended up stealing from other wealthy halflings and it was easy to trace back to her.

She was ousted from her community and with no other options, this sheltered halfling became an adventurer when she learned how profitable being a thief could be. Halflings live VERY lazy, VERY expensive lifestyles full with tons of food, tea and simple pleasures, and this one yearns for her old lifestyle.

But the thing is she was stealing from asshole hobbits before, actual adventuring and killing monsters is a very different thing. She's crazy good at it but it's a switch that needs to be flipped. When she's in the zone, though, she's practically a phantom thief. When she's not in the zone she's your standard halfling coward.

She's small but curvy from her diet, always hungry and her community was very conservative so she's inexperienced and prudish with sex but loves being defiled.

Cleric

Body Type: Normal, tiny chubb?

Bust Size: Above average

Coming from a religious family, this girl was always the black sheep. All the females become Clerics serving the goddess they worship and this specific girl was never cut out for it as she and her goddess don't get along at all. They constantly bicker at one another passively aggressively, and to perform any Cleric spells the goddess will force her to embarrass herself, or do demeaning things.

Often in retaliation, the Cleric will spitefully break core tenets of her religion and be punished by her goddess for doing so. From an outsider's perspective it's almost as if she and her goddess were in a worn out relationship that had some love in it a long time ago but should have ended already.

Every female in her family gets like a vision of their goddess when it's time to start their training. One of the core tenets of worshipping this goddess is never eating sweets, ESPECIALLY candy. On this cleric's 8th birthday the goddess was like 'shit that's today, I need to contact the new one' and her face is covered in chocolate. And there's clear evidence of other candies hiding on her person. The cleric at the age of like 8 is just like bitch are you fucking joking??

The goddess is like 'IT'S TOO GOOD AND ADDICTING SO YOU SHOULD NEVER HAVE IT@@' and the 8 year old Cleric is 'like MAYBE IT SHOULD BE MY DECISION ON WHETHER I CAN HANDLE IT OR NOT!!'.

This is what set the tone for their bizarre relationship.

Her weapon skills are strong, but not amazing so having to work with her goddess to be of use in combat is her main ongoing flaw and the Master would take on the odd task of serving as their couples councillor.

She can be very dirty at times which serves only to earn the wrath of her deity.

Summoner

Body Type: Average

Bust Size: Small

A bratty, spoiled gal who always relies on others to do her work. She can be bitchy and catty but isn't mean, just lazy. Her main problem is that she's stupid and doesn't think much about her magic when using it. Instead of thinking tactically and picking out the right summon for the job she just throws out whatever and hardly works together with it. She's also prone to summoning things with no regard for her companions, often bringing out monsters that invoke collateral damage.

She gets along poorly with other magic users of the guild, as she teases them for having to do all of their magic themselves instead of signing contracts with summons who can do anything she asks. The downside to this though is that she has no offensive magic of her own whatsoever, so without her staff she is a completely normal girl.

The Master would be pretty harsh on her and force her to bond with her spirits and she'd change a lot as a person under his guidance, but her laziness and spoiled attitude often lead to her earning his punishments, which she pretends not to enjoy.

Red Mage

Body Type: Normal

Bust Size: Above Average

Known for being the class that walks the middle path, Red Mages are able to use select spells from both white and black magic. But what happens when you pair a versatile class with a neurotic quadruple checker?

This girl is a mess, constantly talking to herself and over analyzing every single situation to the point where casting spells is difficult for her to do in most situations. She can never decide whether to attack or to support her party with a buff or rebuffing the enemy, and part of her worries about making the wrong decision.

The Master would work on getting her to chill the fuck out and slow down, and sexually, he'd focus on distracting her and keeping her centered on the moment instead of what could be.

Bard

Body Type: Thin

Bust Size: Above average

A cool, trendy art type girl who wields a short sword and a number of magical instruments. Her problem? She's a hipster who insists on doing things her own way. Constantly trying to reinvent the wheel. Her spell songs work when played certain ways, but she's always changing the tempo and pitch in ways she shouldn't be because she thinks it'd sound better. This causes her spells to randomly change effects and keeps her from being a very effective support class.

She's also pretty pushy in general outside of her music, too, and pushes her tastes onto the other members of the guild and doesn't see a problem with this. She doesn't listen to other people, being another one of her main flaws.

As for the Master he works on sorting out her interpersonal skills AND her need to constantly reinvent the wheel, trying to keep a reign on her boundless creativity and realize that keeping things simple is sometimes for the best, while also encouraging her to keep doing what she's doing because sometimes her creative instincts create beautiful songs with useful magical effects.

Archer

Body Type: Petite

Bust Size: Small

A petite elven archer who thinks she's superior to everyone else. Unlike most of the girls, she's sort of right. She's an amazing archer and can hit nearly any target flawlessly, but her personality forces her to show off constantly and do stupid, pointless shit mid battle that ends up costing her victories. Like bragging saying she could shoot an arrow and ricochet it off of 4 walls and hit the enemy's shield dead in the center. Sure, she can pull it off, but

it's useless and by the time she starts gloating about it the enemy has already moved in close enough to hit her.

Her attitude comes from living in a very, VERY closed off and practically racist elf village who teach their young that they're superior to every other race and that mingling is bad. This girl was adventurous enough to want to leave, but a lot of the upbringing stuck with her.

Or so it seems. After her first mating with the Master she'd find out she's addicted to being treated like an elven slave, and would demand rougher and rougher treatment from him and the other girls. She'd slowly start to ease up the longer she stays with the Guild, but it'd be a long way to go and the Master still has to teach her to be more humble.

Berserker

Body Type: Big and Muscled

Bust Size: Very big

A tribal warrior girl who comes from the cold, cold northern islands. She possesses the power to enter an incredibly strong rage state, but... well. She's trying to stop that. Her whole life she's had anger issues and was always considered a demon child, her family selling her to a group of raiders who made frequent use of her rage. An incident happened and in her late teens she killed all of her raiding crew, and while it's ok cause they were mostly all rapist asshole vikings, it still made her put her foot down and realise 'ok I need to get a handle on myself.'

With nowhere else to go, she decides to become an adventurer to make her living instead of pillaging. Ever since the incident she's been constantly trying to improve herself, practicing meditation, trying to invoke some sort of inner peace, but... her skills as a warrior are very middle of the ground if she's unable to draw from her supernatural rage. Average. And she feels like it's a slippery slope if she uses her powers on one thing she'll be tempted to use them again and again and again.

Like the mythical berserkers of old, at 100% power she transforms into a bear. She probably has a furry form in between this and that, too.

The Master will have to work through her guilt to make her realize that it's not her fault that she is the way she is and that while noble, trying to deny a very important part of herself causes more harm than good. She's never had people accept her for her strength, either, and she finds that in him and the Guild for the first time ever so she'd become more ok using her berserker powers for good while still trying to apply self control in her mundane life.

Sexually, let's just say she would break a lot of beds.

Gambler

Body Type: Curvy

Bust Size: Big

A tricky gal who just doesn't know when to stop. Having studied a very, very rare form of chance related magic her battle strength can range from godlike to, well, her own moves instantly knocking her out. She shuffles cards and deals damage based on the strength of her 5 card poker hand, can perform powerful damage by playing black jack, her dice rolls have different effects depending on the numbers, even or odd, and she can even perform minor miracles by betting on the outcome of a coin flip. For instance, saying, heads and my teammate's damage is healed, tails and it gets moved to me instead. On top of all this, she's an incredible, flashy show woman dressed to the 9's.

She's been kicked out of every casino town in the entire fantasy world, and no, it's not because she cleaned them all out. Depending on the day she'd get super lucky, or so unlucky that she'd end up wrecking the place. With no gambling hall left in the world that would take her, she decided to become an adventurer and gamble with her life in combat.

The Master would primarily focus on her Gambling addiction and work on getting her to realize when enough is enough. Not to make unnecessary moves when she just had a positive outcome. Her addiction comes from an early life of poverty and she took to gambling, and chance magic, as the quickest way she could get rich and stay rich. She's had many ups and downs through her entire life but until now she's never had a place she could call home and a people who try to be her safety net. Over time she would become more cautious as she realizes she doesn't have 'nothing to lose' anymore.

Blue Mage/Mime

Body Type: Petite

Bust Size: Above average

This is a JRPG archetype and does not have an analogue in western RPGs.

A strange girl who no one, not even the Guild Master, can get a read on. She's silent and never talks and is a bit of a prankster, and to everyone's usual annoyance she's always copying other Guild member's skills and powers thanks to her powerful mimicry.

Rather than having a fatal flaw that makes her useless in a fight without help, she's very competent and the only downside to having her around is she'll draw out battles and do pranks during them, and most annoying of all is she LOVES to copy monster skills so she will actively stop her party members from finishing an enemy off if it has a power power she wants to assimilate.

She can do some really weird shit with monster skills, and uses these most often in her pranking. Sometimes her party members rush to kill monsters before she can copy them, when the ability in question is something like spitting an aphrodisiac, clothing melting acid or growing a lot of tentacles.

As she's a total mystery, the Master is unable to do some mentoring bullshit to her like the other girls and mostly just works to minimize the damage she causes. She seems to enjoy being punished for being naughty, though, but is not subservient to the Master and is more of a cheeky brat who always defies him.

Fighter

Body Type: Athletic

Bust Size: Average

A girl who is really damn good at fighting, and otherwise laments her lack of talents when it comes to other things. All the other kinds of adventurers have awesome skills and magic abilities and shit, how's a girl with a sword and shield supposed to stand out among them? Even if she's like, REALLY good at fighting she still doesn't have any unbalanced bullshit to her. A fighter's special abilities are all

basically like, 'swing harder', 'swing even harder' and 'swing hardest'.

She has low self confidence and self worth because of how simplistic her skillset is and is always trying to do new things and pick up new weapons to augment what she sees as an underwhelming toolkit. A running gag would be her trying to acquire some sort of signature sword over and over again but each time it's cursed or not even worth using in the first place so the Guild confiscates it and sells it for spare gold, leaving the fighter to lament her woes and try again.

The Master would have to focus on making her come to terms with her role and skills while also balancing her desire to improve herself. You can't just tell someone 'you're a fighter and that's all you'll ever be', so he's faced with a weird impasse because pushing too hard on either side of the issue would lead to bad results.

Necromancer

Body Type: Slender

Bust Size: Above Average

A girl who seems creepy at first glance, but once you get to know her she's the most caring and sensitive lady imaginable. Born to a noble house, she had a fondness for animals at a young age and her father spoiled her by getting her every form of pet imaginable. Eventually, though, as all pets sadly must, one of her most beloved companions died. She was still young, but decided she was going to not let this happen again. You really have to hand it to her supportive, loving father. She was just like 'dad I want to learn Necromancy' and he was just like 'anything for my little girl'!

And so she was hired the best teachers of the dark arts that money could buy, and in just a few years she was able to reanimate the bones of her beloved pet- not just puppet them but bringing the original soul back and possessing the skeleton! Since then and now, all of her pets have since died and they are all skeletons. She typically only animates several of them at a time as reanimating her entire menagerie would wipe her out of mana very, very fast.

This victory was not without a cost, though, and the stupid fucking peasants who lived under her father's rule saw him raising an unholy necromancing daughter and encouraging this, so they revolted and she

and her father were stripped of their nobility. He was a good ruler, too, peasants are just fucking stupid.

He took up whatever job he could get, while she set off to make use of her dark arts by becoming an adventurer. She's an incredibly sweet girl and sends almost every piece of gold she gets to her father so they can one day regain their status.

You might be thinking she sounds strangely competent, though, and that she doesn't fit in with the rest of the Guild. Welllll...

Truthfully, she's an INCREDIBLY talented Necromancer. Super gifted, a prodigy, but except for her beloved pets... dead things terrify her. Not only that but she feels icky when she uses other Necromancy skills like draining the life force from others or summoning ghosts. She hates being constantly asked by everyone to summon their dead loved ones, as it's an intensive affair and the ghosts scare her.

The Master will have to work through her phobia and get her to better accept her gifts if she ever wants to improve.

Paladin

Body Type: Tall and firm
Bust Size: Above average

An extremely uptight crusader for justice who serves her goddess diligently. The thing is she worries so much about how strict and forceful she is to her friends that she worries if anyone even likes her or not or if they're just pretending to. This leads to a great fear of fitting in that she'll at times break her morality code out of peer pressure. This displeases her deity and sends her into a panic for redemption, bending over backwards to please any demands the goddess makes.

Furthermore, her power is strictly tied to how much good she's done for others that day. So if she wishes to use miracles it's not gonna happen right after she wakes up. Sometimes, her goddess is coy and teases the Paladin by counting pleasing the Master or her fellow guild girls as a good deed. Usually a very dominant and commanding knight, when commanded by her goddess she becomes meek and nervous.

Her greatest flaw is that she takes her goddess's word as law with no wiggle room, and does not defend her actions after the fact. The

Master seeks to get her to stand up to her deity, believing that if she respected her own judgment more often that the goddess would trust that her Paladin was doing what she believes is the right thing.

Druid

Body Type: Average

Bust Size: Average

Once a talented and hermetic child of nature, this Druid was sought out once by villagers who introduced her to the miracles of civilization. Having lived in the wilds her whole life, the Druid didn't know that people could like, live in houses and have safety and warmth. And money? That you can BUY things with? Hell, she could hardly believe there were stylish clothes outside of animal pelts and herb skirts.

This changed her worldview and she desired to live in society where she could discover all this cool non nature stuff she'd been missing out on. Naturally, her connection to the source of her nature magic had weakened a lot compared to how she used to be. Most days she scarcely wants to leave her room, let alone go out and meditate where all the bugs could crawl on her. But she decided to get a job as an adventurer so she could get the money thing so she could get more things in general.

The Master would have to work on her new found dependence to the comforts of society and get her back in touch with her roots. Like all good things, she needs to find a balance and is unable to do it on her own. She's probably been through some dark shit out there in the wilderness that made her so easily absorbed by civilization, so trying to help her balance the call of the wild is a difficult prospect.

Ninja

Body Type: Curvy

Bust Size: Big

A talented young mistress of shadows who is also a helpless pervert. The thing that ruins her abilities is very simple, her main kink is exhibitionism and I don't need to explain why a stealthy assassin

should never reveal herself. Rather than simple black garbs, she dresses in slutty black vaguely ninja looking lingerie, wears fishnets and other such things.

Her skills at combat are great and she has mastery over a number of magical jutsus, but it's all for nothing when announces her presence or flashes herself. To make matters worse, she knows that this will piss off the Master so she does it intentionally to earn his punishments.

Rather than help her through some of her problems, the Master learns she's more or less a lost cause but thankfully if she's given enough carrot and stick motivation by him she can be motivated sufficiently to do her damn job.