

OVA

OPEN VERSATILE ANIME
ROLE-PLAYING GAME



∴ CLAY GARDNER ∴

The background of the cover features a grayscale illustration of several anime-style characters. At the top center is a large, stylized red logo with a white outline, resembling the letters 'OVA'. Below the logo, the title 'OPEN VERSATILE ANIME ROLE-PLAYING GAME' is written in a red, outlined font. The characters in the background include a girl with long white hair and a cat-eared girl in a white dress, among others.

OVA

OPEN VERSATILE ANIME ROLE-PLAYING GAME

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*“ Our imagination
may be the most brilliant of all energy that humans
have ever possessed.”*

-OSAMU TEZUKA, FATHER OF JAPANESE ANIMATION



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INTRODUCTION

You hold in your hands the culmination of years of research, effort, and love. Within these pages, OVA endeavors to provide everything you need to play your very own anime inspired game. It's easy to learn, fun to play, and flexible enough for whatever your mind comes up with. So whether you're a die-hard anime fan, an avid gamer, or maybe just getting into both, we hope you find a little something in this book that's just right for you. (And hopefully your friends! We do want you to play, after all.)

TO THE OTAKU

Were you attracted by the anime artwork on the cover? Or did the pun in the title catch your attention? For whatever reason this book called to you, rest assured you did not pick it up in error. Within these pages you'll find a game that allows you to fulfill some of your greatest dreams and fantasies: to become the characters you have fallen in love with time and time again. The rules are easy to pick up, so you can begin creating and playing your perfect character in minutes. OVA is also teeming with high quality artwork from some of today's premier anime-style artists, so the game will prove to be a joy to read as well as play.

TO THE REST

You may be confused by anime, by role-playing games, or even by both. Still, something about this book caught your attention. A friend recommended it to you, or you just had an impulse to take a look. In any case, you will find that there are many good times to be had with this book. You might even enjoy it enough to expand, exploring the roots of the unique fandoms that inspired OVA. But for now, let's break you into what it all means.

TO THE GAMER

Like the otaku, you might have been attracted by the cover. Or maybe the rules highlights on the book's back intrigued you enough to take a further look. If so, OVA won't fail to deliver. The Ricochet rules system is simple and concise. This is not to cater to neophytes, but because it can, and *should* be. Actions, skill conflicts, and combat all resolve quickly and without fuss, unified by a simple, unchanging mechanic. The rules themselves are presented clearly with numerous entertaining examples for all the key concepts. And despite the heavy anime influence, the Ricochet rules are versatile enough to use with any campaign.

WHAT IS ANIME?

The simplest definition of anime would be “Japanese animation.” Yet this doesn’t seem to explain much at all. It is not the fact that anime is Japanese, or even that it’s animated, that gives it such an enduring worldwide appeal. To better define anime, let’s start with a short history.

HISTORY

It is largely agreed that anime began when Osamua Tezuka, inspired by the work of Walt Disney, created a comic book and cartoon series called *Tetsuwan Atom* (Astro Boy) in the early 1960s. Since that time, while Western animation leaned towards black and white stories geared to children, anime grew more complex and diversified. Eschewing the episodic structure of Western cartoons, anime was able to tell larger, more

intricate stories over the course of many episodes. They also took advantage of the medium to create big effects for comparatively small budgets.

Numerous genre-defining anime were produced throughout the 70s and 80s, including *Mobile Suit Gundam* (1979), *Rose of Versailles* (1979), and *Uresei Yatsura* (1981), but very few made it overseas in this time period. Those that did were often edited beyond recognition, removing the more complex elements that made them unique to begin with. Among a few notable exceptions was *Robotech* (1985). Despite being the combination of three separate series, *Super Dimension Fortress Macross* (1982), *Super Dimension Cavalry Southern Cross* (1984), and *Genesis Climber Mospeada* (1984), the TV series largely kept the stories intact. *Robotech*, and shows like it, developed a great fan base that would foster a more open



view on Japanese animation in America. "Fan-sub" (fan-subtitled videos) of the original anime became common, and led to the formation of many anime trading clubs.

Robotech was popular enough to inspire American game makers to produce several "giant robot" tabletop games and RPGs.

In the late 80s and early 90s, American companies began to produce direct-to-video anime releases. These found wide-spread popularity among anime fans, contributing to an already fast-growing niche in North America. Such series as *Bubblegum Crisis* (1987), *Record of Lodoss War* (1990), and *Neon Genesis Evangelion* (1995) are still popular today. The feature length films *Akira* (1988) and *Ghost in the Shell* (1995) even found limited theatrical release.

But when anime like *Dragon Ball Z* (1989) and *Sailor Moon* (1992) began airing on TV in the mid 90s, it spun into something much bigger. Anime had reached a larger audience than ever before, and people liked it. As time progressed, more and more anime found its way onto American airwaves. Shows like *The Big O* (1999), *Card Captor Sakura* (1998), *Cowboy Bebop* (1998), *Gundam Wing* (1995), *.hack//sign* (2002), and *Pokémon* (1997) became run-away successes.

More than ever, kids, adults, and long-term fans alike are discovering the world of anime. In addition to the influx of anime on television, DVD sales often top charts. Anime's influence can be seen in all matters of American pop culture, from advertisements, to music videos, and even to T-shirts. The Japanese culture invasion is definitely in full-force.

But what is it that makes these anime so captivating?

THEMES

A lot of anime's popularity can be attributed to its flashy disregard for expectations and sheer diversity. Japanese animation has the unparalleled capacity to combine dis-

parate genres into a unique new form of entertainment. Slapstick comedy in the vein of Silly Symphonies plays out side-by-side with tear-jerking drama; over-the-top gun-toting action meshes with artistic flair; and the line between fantasy and science-fiction ceases to exist. Using this versatility, anime crafts stories unlike anything else in the world.

Anime is also famous for its trademark visual style. Though large, expressive eyes and wild multicolor hair are immediately obvious, Japanese animation is also famous for its detailed and complex designs. These artistic creations often take center-stage, helping fuel an intense fanbase around not only the show, but the art itself.

There is really a little something, somewhere, for everyone. Anime tells stories that appeal to men, women, adults, children, art enthusiasts, action buffs, thinkers, escapists, and everything in between. Now with OVA, you can tell *your* story!

WHAT IS AN RPG?

A role-playing game is much like the make-believe games of our childhood. Popularized in the 1970's by Gary Gygax and Dave Arneson's *Dungeons and Dragons*, role-playing games take the simple concept of "let's pretend" and updates it for a more mature audience. By adding rules and impartial randomizers (like cards and dice), role-playing games make it possible to answer problematic questions without bias. Did the cop *really* shoot the robber? Could the robber *really* have robbed the bank to begin with?

When you play a role-playing game, you and your friends take part in creating a fictional world together. Unlike other games, there is no competition, no winners, and no losers. The point is simply to have a good time.

Everyone participates in one of two groups. Most of you will become "Players," while one person becomes the "Game Master."

PLAYERS

As a player, you get to make your own unique persona to play in the Game Master's world. With the rules in this book as a guide, you craft the character's past, personality, and talents. These statistics will aid you in portraying your character in the game. By describing actions, imitating speech, and doing whatever else comes to mind, the character can really come alive.

Depending on the chosen setting, you could be a fierce warrior, a geeky gadgeteer, a brooding ex-soldier, or even a high-school student. The possibilities are boundless.

After creating your fictional characters, you and your friends form a "party" to take on the challenges that the Game Master sets forth. But like any story, the characters are apt to disagree on how to handle them. What happens next is up to all of you!

GAME MASTERS

The Game Master's role is a little more complex than that of the players'. Somewhere between storyteller and referee, the Game Master (or "GM") creates the world the Player Characters (PCs) live in. Besides describing the world itself, it is a GM's job to portray all of the people the Players may meet, so-called Non-Player Characters (NPCs). He or she controls the flow of the story, dictates encounters and challenges, and creates the drama. The Game Master also serves as arbiter of the rules, determining the difficulty of tasks, the result of conflicts, and the answer to any rules quandaries.

More information on Game Mastering can be found in the Game Master's Section



PLAYING THE GAME

Together, the Players and the Game Master take part in an “adventure.” The term represents a cohesive segment, or episode, of the characters’ lives. Adventures are played in one or more sessions of several hours. Gaming groups often make a point of continuing the same plot over an extended “campaign” made up of many adventures. No way to play is better than another. You should find a balance that suits you.

- o **Pencil or Pen** or anything that writes, really. Besides using this to write down your character’s statistics before the game, it will also come in handy for jotting notes during the action.
- o **Paper** and optionally a copy of the the Character Record found in the back of this book.
- o **Six-Sided Dice** that you can probably find in any old board game. The more the better. We recommend the cool “dice blocks” from www.chessex.com.

WHAT YOU NEED

Obviously, you’ll need a few friends (at least one) and a copy of this rulebook. But here’s a quick rundown of the other things you need for the OVA Role Playing Game.

Though a modest list, your gaming group might very well spice it up with their own additions. Music, character miniatures, snacks and drinks, or even *gasp* costumes can all be staples of a gaming group.

SAMPLE OF PLAY

What follows is a sample of how a real gaming session might run. It is not a definitive guide to be followed to the letter, but rather, an example that will give you an idea of how role-playing games work. It may even give you a few ideas for what you want to do in your own game.

We join Alexis, Dahlia, Oreo, and the Game Master, Brett, in a session currently in progress. Their characters are in hot pursuit of a mysterious man in black across the rooftops of Tokyo.

Brett (GM): “As the chilly night wind blows ever stronger, pounding you with the otherwise gentle snowdrift, the man in black escapes through the roof access.”

Dahlia (as Karis): “Come on! We have to go down after him before he gets away!”

Alexis (as Raine): “Right. Let us go!”

GM: “You all hasten down the roof access stairs. The frantic, haphazard footfalls of the man echo up towards you, but before you reach the bottom, a door slams. The landing reveals a long sterile hallway lined with identical doors.”

Karis: “Great, what now?”

Oreo (as Shou): “Let’s just knock on all the doors and see which one answers?”

Raine: “Ugh. Why are you even here anyway? You’re such a child!”

Shou: “Yeah? You’re such a woman!”

Raine: "And what's *that* supposed to mean, you-"

Dahlia (to the GM): "While they're bickering, I want Karis to look around for clues."

(The Game Master sets a secret difficulty for the task)

GM: "Okay Dahlia. Because of your +1 Perceptive Bonus, you get to roll three dice for this."

Dahlia (rolling dice): "A four, a two...and another four! I add the doubles...That's eight, right?"

GM: "After looking around the hall, Karis easily spots small puddles of water in front of the second left door. Melted snow."

Oreo (to the GM): "Shou bursts through the door in an attempt to surprise whoever's behind it!"

Alexis: "Oh, that's subtle, Oreo."

Oreo: "Hey, I'm just playing the part."

GM: "The rapid entry reveals a blank, dark room. Whoever came in here made sure to turn the lights off. Even the light from the hallway fails to reveal much."

Oreo: "D'oh!"

Karis: "Where's Arasuni when you need him?"

Alexis: "There's probably a simple solution to this." (to the GM) "Brett, Raine feels by the door for a light switch."

GM: "After a moment of fumbling around, the florescent office lights flicker to life."

(Dahlia and Oreo slap their heads.)

GM: "However, the resulting view is less than bright. The back of the room remains partially dark, the overhead light there either broken or burned out. A desk lies on its side, and the man you have been chasing holds a female office worker at gunpoint. 'D...Don't do anything! I'll shoot!' His voice is shaky, but the black muzzle of his gun emphasizes his intent."

Oreo: "D'oh!"

Alexis: "Stop saying that!"

Karis: "What are we going to do?"

Raine (in a hushed tone): "Maybe you can try to disarm him with your boomerang?"

Dahlia: "Hey, that's a good idea. I'll go for it!"

GM: "This is going to be really risky. Even with his obviously unstable state, it doesn't take much time to pull a trigger. I'll set the difficulty at 12. With all your bonuses...you can roll 5 dice, Dahlia.

(Dahlia rolls 5 dice): "1...4...2...5...and 5! Drat, only 10! But I can't afford to miss this...I want to use some Drama Dice!"

GM: "Well, you have plenty of Endurance. Go for it."

(Dahlia keeps rolling additional dice until she gets another five.): "Yes!!"

GM (counting up the additional dice rolled): Okay, don't forget to mark off 5 Endurance for each of those. 15 total.

GM (to the players): The boomerang sails across the room, efficiently disarming the man in seconds. He clutches his hand as his hostage pushes past you and escapes into the hallway. The man shakes his head. "Okay, I give up! Just don't hurt me! I'll tell you anything you want! I-" Suddenly he stops speaking. As his eyes roll back in his head you realize a shining

yellow light pierces his chest. The light withdraws, and he falls limp to the floor. An immense figure appears from the shadows. Shrouded in a cape as black as night itself, only a sword made of pure yellow light and a single glowing red eye seem to give him any form at all. A deep voice booms, "How predictably useless."

Karis: "Shadowman!"

Shou: "Shadow-who?"

Shadowman: "I should've expected you, girl. I see you have some friends...but it's no matter. You should know I am far more dangerous than a simple man with a gun."

GM: "As if to exemplify his point, he lifts a single heavy gloved hand. Groaning noises grind against your ears before the entire roof shatters to pieces. Harsh wind sends flurries of snow spiralling around the room, along with the remaining pieces of shrapnel."

Shadowman: "Come! Let us play in the snow!"





CREATING A CHARACTER

Charged by your favorite anime and a little imagination, you're probably more than ready to start your own adventure. But before you can jump into the action of the O.V.A. Role-Playing Game, you need to write down a few things. So grab a pencil and a sheet of paper, and let's get cracking.

STEP 0: DISCUSSION

Although you are probably eager to get started, it would be a good idea to talk with the Game Master (and perhaps other players) before going on to the first step. You can find out the rules the Game Master is using and get a general feel for the kind of game being played. The Game Master can also help you throughout the process, assisting you with understanding the rules and any problems you might have.

Brett, a Game Master with a long-running gaming group, invites Jade to join in his latest OVA campaign. He tells her that it's a fairly light-hearted game, and he is open to any kind of character. Jade has never played the OVA Role Playing Game before, so she asks the Game Master for assistance making her character. Brett is more than happy to oblige.

STEP 1: THE CONCEPT

Before you delve into the rules, you will have to make some decisions on who your character might be. You don't have to make a complete detailed biography right now, but a general idea before you start will be helpful as you go through the process. Keep in mind that your character can be anyone you want. Don't feel restricted to certain archetypes or building a "combat-effective" character. The important thing is making the character you want to play.

After some thought, Jade decides to play a character similar to the heroines from her favorite magical girl anime. Fukiko, with the help of her flying feline companion, Azyrus, emulates her favorite shoujo comics and fights evil while trying to have a normal life. Although she only has the basics of a character idea, Brett assures her this is plenty to start the process.

STEP 2: THE ABILITIES

Likely among the most important decisions you will have, choosing Abilities decide what your character can and can't do. For now, ask yourself about what he or she can do. What is the character good at? What special attribute or power does he or she have? Run through the list and make a note of the Abilities that you think apply to your character. For each ability you write down, jot a number 1 to 5 next to it. This number is your "rank," representing your level of skill in that area. 1 means the character is competent or above average, while a 5 makes the character almighty in that area. Keep in mind most abilities should be 1 (Good) or 2 (Excellent). Level 3 is considered a masterful rank, and characters should have very few of these. Level 4 is incredible, a rank obtained only by a select few people in the world. This Level is very rare, and only characters who exhibit the extremes of a talent should have it. Level 5 is extraordinarily rare, a rank reserved for completely awing, supernatural abilities. Almost no character should start with an Ability at this level.

Since Fukiko has the ability to transform, Brett suggests that Jade try to list some of her "natural" abilities first. Keeping this in mind, Jade gives Fukiko "Hobby: Shoujo Manga" and "Quick" at +2, both fairly good rankings. Since Fukiko is young, Jade decides she has little other skills. She scribbles in "Animal Companion: Azyrus" which the Game Master helps her assign as +2. They can create his exact statistics later. Now it's time to handle her transformation ability. Jade gives her "Transformation" at +4, an astounding level to help make up for her shortcomings. Scanning the Abilities list, she gives Fukiko "Barrier" +3, "Combat Skill" +2, and "Heal" +2. She also gives her "Power Move" at +2, and with Brett's help, devises a suite of special combat moves. Jade notices that her Transformation Abilities are one point too many (9) for her level in Transformation. Brett assures her this is fine and to wait for the next step.

STEP 3: THE WEAKNESSES

Nobody's perfect, and that includes your character! All good characters have one or more flaws that make them unique, endearing, and believable. Theoretically, you *could* make a character without any Weaknesses at all, but she would be a very boring character indeed. Take a look at the Weaknesses list and write down any that apply to your character. Next to it, write a number ranging from -1 to -3. -1 is Moderate, -2 is Bad, and -3 is Awful!

Jade helps to define Fukiko's character by giving her various personality flaws fitting a young girl. Besides Ageism at -2, Fukiko gets Crybaby at -1 (only mildly annoying), and Easily Distracted, Frail and Naive at -2, all fairly significant flaws. Jade decides that Fukiko needs something to transform and gives her Focus: Neko Transformation Locket at -2. Jade realizes on her own that she can also give a flaw to her Transformation to make up the extra points. She writes down Bizarre Appearance: Cat Features at -1.

STEP 4: HEALTH & ENDURANCE

In all likelihood, your character is going to be (willingly or not) dragged into some kind of physical conflict. For these fights, it is important to know both your character's Health and Endurance. Health represents your character's toughness, the ability to take hard knocks and keep going. Endurance is your vitality, health, and energy, representing your ability to not tire or give up despite severe injury. Unless you take certain abilities or weaknesses that affect these, both Health and Endurance are assigned the number 40. Various actions and attacks can drain from both of these totals. (See Combat for more information)

Because of her Frail Weakness, Jade reduces Fukiko's Health to 20. Without any other Abilities and Weaknesses to modify it, her Endurance remains the default 40.

STEP 5: FINISHING TOUCHES

Okay, now that you have gotten all the basics down for your character, he's completely playable. You could join a session right now. However, you can (and should) go further with your character. Give him an appearance. Make a background that explains why he is who he is. Tell exactly what he is like to be around. In the long run, this information will make your character deeper, and possibly open up new avenues for you to role-play with. To organize this information, you might want to use the following form.

Jade spends some time and creates a detailed biography for her character, including her origin, goals, and personality traits. She also adds a "Shape Change" Ability and applies attributes to her companion, Azyrus. Now she is completely ready for a game of OVA. What adventures await for Lovely Savior Myu Myu?

Background: Who is your character? Where does he come from? What is the story behind her? What does your character hope to obtain?

Appearance: What does your character dress like? What is her build, hairstyle, and eye color?

Personality: What does your character act like? How does he react to different situations? Does she have any particular quirks or habits that make her distinctive?

Possessions: Does the character have any item that she holds particularly dear? Are there any important weapons or gadgets that are part of his profession?

Powers: Does your character have any special talents? A distinct fighting style? Can he do some thing most people cannot?

Schticks: Are there any habits that set your character apart from everyone else? Does her hair always blow dramatically in the wind, or does he always adhere to strict military code?

FLUFFING

If you have trouble creating or describing your character, or if you just want to go a step further, you may want to try filling out the following list. Of course, not all of the entries may apply to your character, and you may want to add some of your own. Filling out forms like this is known as “fluffing.”

All of the Sample Characters use this method.

Concept: A few words that describe your character

Age: How old your character is

Sex: Male or Female

Association: Factions or organizations the character is a part of

Height: How tall your character is

Weight: How much your character weighs

Hair Color: Color of your character's hair

Eye Color: Color of your character's eyes

Occupation: How your character makes a living

Hobbies: What your character likes to do

Favorite Food: Your character's favorite food

Allies: Your character's best friends

Rival(s): Other characters you have a bone to pick with (or vise versa)

Love interest(s): Who the character loves

Loved by: Who the character is loved by



LIMITING THE CHARACTER

This system is meant to be extremely flexible. You can create any character you would ever want to play without any restrictions or hassles. Sometimes though, you might want to limit yourself to keep from making a character too “good,” or your Game Master may want all the players to have similar levels of power. To do this, you and your Game Master must first decide on one of the following rules. Even if the Game Master has not mentioned it, makes sure to ask him if he plans to use any of these rules before making your character.

GROUND ZERO

This rule is based on keeping your character's total of Abilities and Weaknesses as close to zero as possible. Just add all Ability bonuses and subtract all Weakness penalties to see your Character Total. At most, your character should not be above or below zero by more than five points (or another number, at the Game Master's discretion).

Most of the sample characters in the OVA Role Playing Game favor the Ground Zero rule.

POWER CEILING

With this rule, every character starts with a default number of points to spend on Abilities but may gain more equivalent to the total level of Weaknesses they take. However, the points spent on Abilities can never exceed a Power Ceiling set by the GM. For example, if the Game Master gave each character 5 default points and a Power Ceiling of 20, you could spend 5 points on Abilities and increase this with up to 15 points of Weaknesses. Even if you take more Weaknesses, you cannot have more than 20 points of Abilities.

POINT SCALE

This third rule encourages players to keep their characters in the “middle ground”

rather than the extremes by applying prohibitive point costs to high levels in Abilities. A Level 1 Abilities costs one, 2 costs two, 3 costs four, 4 costs eight, and 5 costs an incredible fifteen points! Weaknesses apply the same costs as listed above, only they are subtracted from the total. The Game Master can either set a ceiling to the number of points that can be spent, like the Power Ceiling rule, or combine Point Scale with the Ground Zero rule.

COMBAT EFFECTIVENESS

It is usually appropriate to apply the following limitation on starting characters, regardless of what other rules that might be used: A character's basic Abilities should never give a total of more than +5 to any of the following: Attack Roll, Defense Roll, or Basic Damage (Not including Power Moves and similar Abilities.)





SAMPLE CHARACTERS

If you're still daunted by the character creation process, or you just want to see some of the many possibilities available, the following chapter contains ten completely detailed Sample Characters ready for use, study, and modification.

For the sake of simplicity and ease of use, all of the Sample Characters assume a modern or near-modern day setting. However, many of the characters can be easily applied to other more exotic settings with limited tinkering. Most also adhere to the Ground Zero rules.

USING THE CHARACTERS

From interstellar bounty hunters and magical girls to man-hating megamillionaires and ninja assassins, there's plenty to choose from here. But how will you use them?

As-Is

The characters described in this chapter are ready for use in your campaign. Players can pick and choose their favorites in the stead of generating their own, or the Game Master can use them as ready-made NPCs.

Besides being varied enough to placate almost any taste, many are predisposed to coordinate with each other. Could Fukiko see Auren as her Guardian Prince? What will happen when friends-turned-rivals Raine and Shou must work together? Can Ai's good spirit and uncanny psychic ability soften the shallow Daisuke?

As Example

Because the characters are so diverse, they work great as examples for OVA's many Abilities and Weaknesses. Not only do they clarify how the rules work, but also give insight to possible applications of the rules.

If your understanding of a particular rule isn't clear, try browsing the Sample Characters.

As a Starting Point

Complete as they may be, there's nothing stopping you from taking these characters and ripping only the parts that interest you. Steal tidbits of background, lift an ability you like, or simply tweak a character to better suit your needs.

If you're strapped for ideas, the Sample Characters can be just the spark you need to get on track. The only limit is your own imagination!

RAINE

BACKGROUND:

The Warrior of the Mist, the Storm, the Sword who can Cut the Wind...Raine has been known by all these names and more. His skill with his sword, like his beauty, is nearly unmatched. But for all his positive attributes, Raine's mind is ill at ease...riddled with the misdeeds of his past.

Raine was once a member of the infamous Clan Cave Fox, a group of skilled assassins for hire. His legendary ability was well-suited for the task, and he was content to supply it. That is, until his job hit too close to home. It was a simple job, kill a man who owed the Clan lots of money. It was an easy job, too. In the dark, the man never saw it coming. To Raine's ultimate regret, he never saw the man until it was too late. Clutching his wound, the man clasped onto Raine's clothes. The eyes that looked into his were not that of yet another job completed...but of his own father.

For the first time Raine truly questioned his life of killing. He realized life was more than just a thing you could take; that every life meant something to someone. Disgusted with himself, he wordlessly left the Clan, instead adopting the life of a wandering ronin. But no one left the Clan and lived...and Cave Fox dispatched another skilled assassin, Raine's old comrade Shou, to hunt him down.

Now Raine wanders, doing good when he can in hopes of repenting for his life of sin. He looks for the day when he can finally escape Clan Cave Fox...and the shadows of his past.

PERSONALITY:

Raine is a quiet person, usually only speaking when something significant must be said, or in reply to someone else. Even though he is skilled and a solid thinker, Raine's mind tends to wander. He often loses track of what a person is saying to him, a trait that may cause people to underestimate his intelligence. In his spare time, Raine can usually be found practicing his swordsmanship or quietly thinking, but he also has a passion for origami, the Japanese art of folding paper. He sometimes uses the paper to focus his thoughts.

NIGHTMARES:

Raine is regularly haunted by nightmares, usually containing his past victims, his father, and excessive amounts of blood. He rarely sleeps through the night, and his sudden awakenings may startle companions.

SWORD TECHNIQUES:

With his sword Kaze Satsujinsha (Wind Killer), Raine is capable of a variety of special sword techniques. Electrical Storm requires much preparation and leaves Raine vulnerable, but once unleashed a storm of electrical energy ravages effectively through large groups of opponents. Raging Thunder Strike is a quick, devastating sword blow charged with electrical power. Mist Touch is a strange technique where Raine focuses his mental self into an attack directly to his opponent's mind. Targets will often see a quick flash of a misty, translucent warrior before being overcome with an intense drain of energy and subdual pain.

Attributes

Agile	+1
Beautiful	+4
Combat Skill	+4
Defense	+2
Hobby	+2 (Origami)
Power Move	+2

Electrical Storm (Extra Damage, Area Affect x 2, Stun, Charge, Requirement (Must Be Outside), Affinity: Lightning; 20 Endurance)

Raging Thunder Slash (Extra Damage x 2, Affinity: Lightning; 20 Endurance)

Mist Touch (Armor Piercing x 2, Continued Damage, Will Attack, Endurance Drain, Decreased Damage x 2, Affinity: Spirit; 20 Endurance)

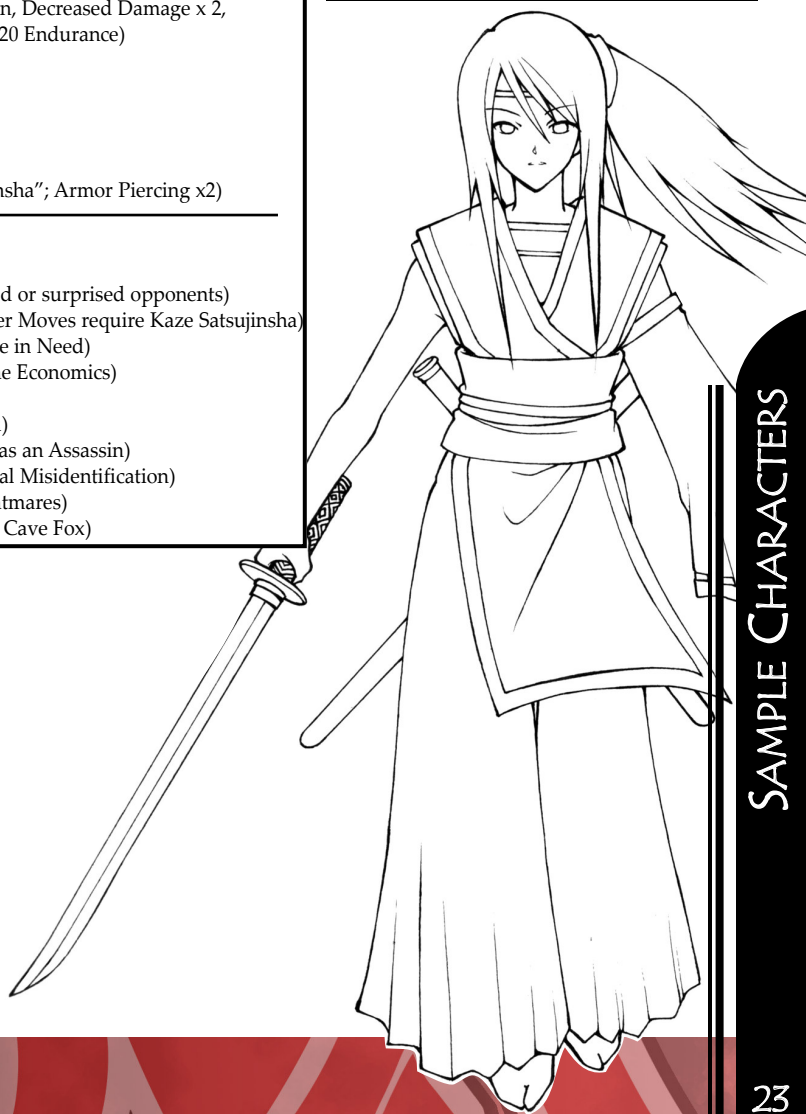
Quick	+2
Sixth Sense	+1
Tough	+1
Vitality	+2
Weapon	+3

(Katana "Kaze Satsujinsha"; Armor Piercing x2)

Airhead	-1
Code of Conduct	-2
(Will not fight unarmed or surprised opponents)	
Focus	-2 (Power Moves require Kaze Satsujinsha)
Guardian	-2 (Those in Need)
Ineptitude	-3 (Home Economics)
Pacifist	-1
Rival	-2 (Shou)
Secret	-1 (Past as an Assassin)
Sensitivity	-1 (Sexual Misidentification)
Special Weakness	-1 (Nightmares)
Wanted	-3 (Clan Cave Fox)

Basic Statistics

Concept:	Ambiguously Sexed Sword Master
Age:	22
Gender:	Male
Association:	Ex-member of Clan Cave Fox
Height:	5'9"
Weight:	156 lbs.
Hair:	Brown
Eyes:	Brown
Occupation:	Wandering Swordsman
Hobbies:	Origami
Fav. Food:	Miso Soup
Allies:	None
Enemies:	Shou, Clan Cave Fox



KARIS

BACKGROUND:

Though largely unproven on the planet Earth, life outside of the solar system does exist...Far more than easily imagined. Galactic trade and diplomacy has existed between alien races for millennia. Karis is from one of these races on the distant planet of Andaros. As a child, she enjoyed an easy life as the son of Dromar d'Ori, a successful and celebrated Bounty Hunter in the employ of the Galactic Peace Legion. Money was never short, and Karis was well spoiled. That is, until Shadowman came.

A criminal of insane proportions, the mysterious Shadowman has defied all means of identification and capture. Murderer, plunderer, mass destroyer, a sadistic fiend with power unmatched by even the greatest assets of GPL. Though Dromar had successfully cornered Shadowman, the resulting battle ended with the bounty hunter's death and Shadowman's escape.

In the years since, Karis has transformed from an innocent little girl into a hardened (and somewhat) respected bounty hunter. She is determined to follow in her fathers footsteps and end the reign of terror of Shadowman forever. Partnered with GPL's proprietary ARest ASsist UNIt (Or Arasuni), Karis has followed Shadowman to a distant undeveloped world...

Earth.

PERSONALITY:

Karis is quick on her feet and sharpwitted. However, her strong-willed personality often leads her to act without thinking. The new and strange world of Earth can also confuse her, and she sticks out like a sore thumb in many otherwise typical situations. Karis can be prone to anger when annoyed, confused, or taunted about her less than ample bustsize, an anger she sometimes exhibits with more than words.

BOOMERANG:

Karis's boomerang is a diverse weapon. Not only can it strike enemies at a distance, but in an altered configuration it can release a "Liquid Steel" cable to entangle opponents. Although it does not inflict any damage, this cable lives up to its name and is extremely difficult to neutralize. Those with sufficient strength or escape skills may be able to neutralize it versus a DN of 12, and can also be dissolved with a special solution carried by GPL personnel. When using this altered function, Karis has a -2 penalty. This liquid steel cable can also be engineered to use the boomerang as a grappling hook. Though not an intended function, it works quite well. It is also possible for Karis to use her boomerang to strike multiple targets in a single throw. For each addition target, Karis receives a -1 penalty to her attack. The boomerang is stored in, and automatically returns to, a device on her arm.

ARASUNI:

Arasuni is Karis's assistant supplied by the GPL. In addition to being able search any databases for information, he has a tendency to grab Earthian analects, sayings, quotes, and other words of wisdom and apply them to the task at hand. Despite his use of such human phrases, Arasuni has little, if any, real emotional capabilities.

Attributes

Acrobatics	+2
Agile	+1
Barrier	+2
Combat Skill	+2
Cute	+1
Defense	+2
Perceptive	+1
Quick	+2
Servant	+2
Weapon	+3
(Boomerang; Ranged, Special Perk: Steel Cable, Special Perk: Sweep Attack)	

Bizarre Appearance	-1 (Strange Ears)
Focus	-1 (Flash Shield: Barrier)
Impulsive	-1
Obsession	-2 (Being strong like her Father)
Obsession	-3 (Kill Shadowman)
Sensitivity	-2 (Chest)
Short Temper	-1
Special Weakness	-2 (Stranger in a Strange Land)

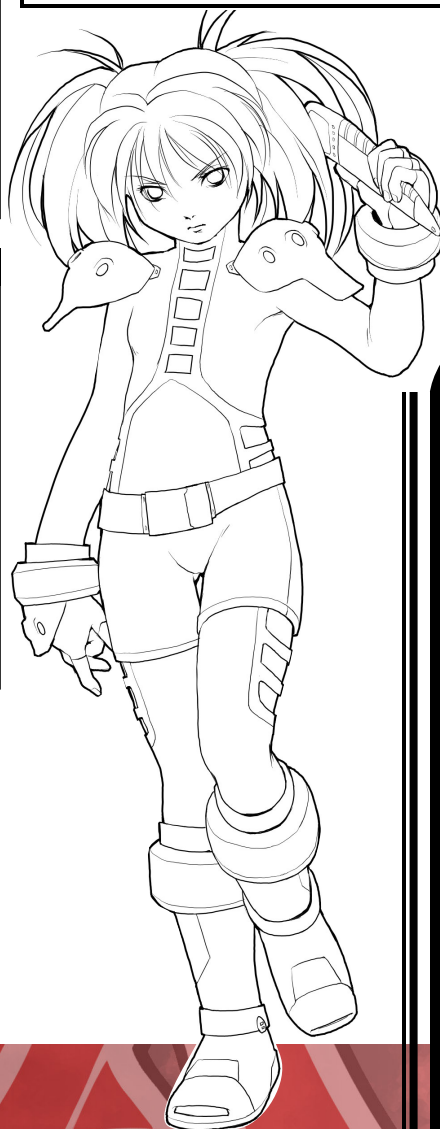
Arasuni

Armor	+2
Combat Skill	+2
Life Support	+4
Special Ability	+2 (Computer Link)
Special Ability	+1 (Thermal Scan)
Strong	+4
Tough	+3

Bizarre Appearance	-2 (Robot)
Emotionless	-2
Guardian	-2 (Karis)
Servitude	-3 (Karis, GPL)
Size	-1 (Large)
Slow	-1
Unnatural Weakness	-2 (Electricity)

Basic Statistics

Concept:	Hotheaded Intergalactic Bounty Hunter
Age:	18
Gender:	Female
Association:	Galactic Peace Legion
Height:	5'1"
Weight:	103 lbs.
Hair:	Red
Eyes:	Green
Occupation:	Bounty Hunter
Hobbies:	Collecting Stuffed Animals
Fav. Food:	Zegan Sea Snails (Tastes like Chicken!)
Allies:	Arasuni, GPL
Enemies:	Shadowman



MIHO

BACKGROUND:

Since man's earliest ventures in technology, people have strived to build a more powerful weapon of war. But they have all fallen prey to the limitations of humans themselves. Until now. Malicron Corp., a powerful producer of the latest military tech, was determined to create a better war machine, a machine that was completely self sufficient, a machine built to be the deadliest weapon of all: A human android. Capable not only of unmatched skill and power, the android would also be able to adapt to the world around it. The perfect mass-producible warrior.

Though openly ridiculed by the scientific community, Project MIHO (Military Intelligent Humanoid Operative) was a success. However, Miho exhibited qualities not intended by her creators, the ability to think for herself. Malicron intended their precious Miho to be highly adaptable, but factors like a conscience, emotions, and personal thoughts were not supposed to exist in her programming. One of the primary engineers of the MIHO project, Dr. Heiji Tomori, realized these special, very human, qualities. Unwilling to allow something so human be thrust into lifeless military servitude, he arranged for her escape. Unfortunately, Malicron quickly mobilized their in-house military personnel to reprocur their prize product. The fate of Dr. Tomori, and the exact circumstances of the events to follow, remain unknown. Malicron failed to apprehend Miho, but she was badly damaged. Finally, she simply collapsed into a dumpster many miles away.

By luck (or maybe fate), a young inventor named Braun decided to rummage through that trash. Though initially shocked and unsure what to do with his find, he hauled her battered remains to his penthouse apartment. It took time, but Miho was restored to near prime condition. Ever since, Miho has dedicated herself to three things: A) Protecting and helping her young savior, B) Learning more about this strange world around her, and C) Discovering her origins and the fate of the man who helped her escape. Well, that, avoiding Malicron Corp. pursuers, and destroying half of Tokyo with her well, but disastrous, intentions.

PERSONALITY:

Despite her vast military knowledge, Miho is an innocent, very kind-hearted spirit. She desires to learn as much as possible about her world, making reading (at inhuman speeds) one of her favorite pastimes. She also loves to cook, though her success is erratic at best. She also tries to help wherever she can, though her inherently destructive build is often more of a hindrance than an aid. Above all, Miho is hopelessly naive and trustful, and even if it might lead to her detriment, it is a part of her genuine good nature.

ROBOT CHARACTERISTICS:

Although Miho does not need to eat, breathe, or drink, she still requires something to continue operations. She is designed to get her energy from the sun, either in one hour "sun-baths" where her systems shut down, or gathered gradually over the course of the day. If deprived of sunlight for more than 48 hours, Miho's systems switch to an alternate, but much less effective power supply, resulting in a substantial penalty to actions. Her excessive density often poses a problem as well, straining weak floors, inhibiting attempts to swim, and making her *very* difficult to carry. Miho has a variety of lines, markings, ports, and other tell-tale signs of her robot origins.

Attributes

Agile	+3
Armor	+2
Combat Skill	+2
Defense	+2
Heightened Sense	+3 (Sight)
Human Arsenal	+3 (Military Weaponry)
Machine Guns	(Rapid Strikes, Ranged)
Missile Launcher	(Extra Damage x2, Extra Knockback, Ranged, Inaccurate x2)
Sniper Rifle	(Armor Piercing x2, Extra Accuracy x2, Ranged, Activation: Aiming)
Life Support	+4
Martial Arts	+1
Quick	+1
Special Ability	+2 (Computer Link)
Strong	+3
Super Speed	+2
Transformation	+2 (Self-Preservation Mode)
Combat Skill	+2
Defense	+2
Endurance Reserve	+2
Power Move	+3
Miho Explosion	(Area Effect x 3, Extra Knockback, Extra Damage, Slow; 40 Endurance)
Special Weakness	-3 (Loss of Control)
Special Weakness	-2 (Short-term Amnesia)
Weapon	+3 (Lock Gun; Extra Accuracy, Ranged)
Bizarre Appearance	-1 (Robot Features)
Dependency	-3 (Sun)
Guardian	-2 (Braun)
Ineptitude	-2 (Cooking)
Naive	-1
Obsession	-2 (Learning About the World)
Special Weakness	-1 (Excessive Density)
Special Weakness	-2 (Ignorant of Non-Military Life)
Unnatural Weakness	-3 (Electricity)
Trigger	-3 (Transformation Activated if Critical)
Wanted	-3 (Malicron Corporation)

SELF-PRESERVATION PROGRAM:

If Miho is reduced to a combined total of 10 from either Health or Endurance, a special self-preservation program activates. Miho's consciousness shuts down, instead focusing on eliminating the source of her danger, as well as anything that gets in the way, friend or foe. When the threat has been nullified, Miho returns to her normal self with no memory of any incidents during the self-preservation program.

Basic Statistics

Concept:	Missile Powered Mechanical Maiden
Age:	1 (Appears 19)
Gender:	Female
Association:	None
Height:	5'5"
Weight:	275 lbs.
Hair:	Blue
Eyes:	Yellow
Occupation:	Ex-Military Operative
Hobbies:	Reading Reference Books
Fav. Food:	N/A
Allies:	Braun
Enemies:	Malicron Corp.



BRAUN

BACKGROUND:

There's one in every school. The incredibly smart, socially inept, and most teased kid in the student body. Now on his own, Braun has changed very little from his school days. Still incredibly brilliant and driven by a fascination with technology, Braun opted out of a formal higher education to better pursue his passion for inventing. He lives alone in a penthouse apartment, a maze of reference, parts, and inventions in various stages of completion. Though income was sporadic, he made enough money to feed his mouth and his habits. But Braun craved for something more...to create a truly astounding innovation, something that would be heralded for generations to come.

But he never expected to find it in a dumpster.

Scrounging trash for parts, as he was prone to do, Braun was shocked to find a battered, but definitely humanoid, shape. Thinking he had found an injured, or even dead, woman, Braun was paralyzed with uncertainty. But upon closer inspection, the person's wounds revealed mechanical origins. But was this really possible? With much time, effort, and muscle strain, Braun managed to return to his apartment with the strange girl. Using his mechanical know-how, he restored the robot to near perfect working order. Immediately, the odd android felt an incredible debt of gratitude to him, swearing to remain by his side.

Ever since, he has had a dedicated and spirited companion, but Braun's reclusive nature had not prepared him for life with a female, even one of a mechanical nature. He also knew that Miho was running away from *something*, and he worried that something might want Miho back. His life would never be the same; he was sure of it....but maybe that wasn't such a bad thing after all.

PERSONALITY:

Braun is a mostly introverted individual, content to keep to himself. Despite his anti-social tendencies, he is genuinely good natured. Braun is naturally honest and a hopelessly bad liar, so it is difficult for him to hide his feelings and intentions. His unpopular childhood and his equally socially uneventful adulthood has left him ill-at-ease around women, as well as easy to bully. He is often embarrassed around Miho, but tries to curb his anxieties as best as he can. Despite his well-meaning attitude, Braun is a tad forgetful and can overlook things he should (or at least promised to) be doing.

INVENTIONS:

Although Braun is constantly scrapping and rebuilding his mish-mash of inventions, there are a few he keeps handy. He has a specially outfitted laptop computer with the processing power of a much larger unit, as well as built in hacking aids that provide a +3 bonus for such endeavors. Unless you count his haphazard kitchen appliances (that have a habit of not working as intended) and simple-tasked small robots, his only other kept invention is a pair of large glasses that fit over his own. This curious device is capable of numerous extra-sensory purposes, like heat vision, x-ray vision, and zoom. Detecting nerve impulses from the side of his head, Braun mustn't take any action to activate these functions. He is usually able to find these and other inventions on his person via his Hammerspace Ability.

Attributes

Hammerspace	+2
Hobby	+4 (Computers)
Invention	+3
Pilot	+1
Smart	+3
Special Ability	+1 (Contact with Black Market)
Weapon	+2 (Handgun; Ranged)

Absent Minded	-1
Clumsy	-2
Compulsion	-2 (Honesty)
Nosebleeder	-1
Shy	-1
Weak	-1
Weak-willed	-1

Basic Statistics

Concept:	Hopelessly Honest Inventor
Age:	19
Gender:	Male
Association:	None
Height:	5'8"
Weight:	126 lbs.
Hair:	Brown
Eyes:	Blue
Occupation:	Eclectic Inventor
Hobbies:	Video Games
Fav. Food:	Any Salty/Crunchy Snack Food
Allies:	Miho
Enemies:	Malicron Corporation

CONNECTIONS:

As honest as he is, Braun has dabbled in the black market for rare parts not available to the average consumer. Though he has very little weight, with enough money, he can gain access to many illegal items. As proof, he has a small caliber handgun, an item not available to Japanese citizens. Unfortunately, he has little to no skill using it.



Ai

BACKGROUND:

Reflective men and women throughout history have sometimes wished to begin anew...to be able to wash the canvas clean and start fresh. But rarely do they consider what a blessing it is to remember things, to know who you are, flaws and all. Ai awoke cold and alone in a dark alley without any recollection of herself. Not knowing where she was, *who* she was, or even how she got into this place, Ai was completely lost. With little other option, she roamed the streets of Tokyo, making a living by stealing what she could.

But that was just the beginning of her troubles.

Ai began to realize she "felt" things from people. Vague feelings and emotions seemed to bombard her in the busy Tokyo streets. Sometimes there was more. She would look at a man and know he was having marital troubles at home, see a boy and know he was skipping school to catch a concert in town with friends. The more she focused, the more she got from these strangers.

Even more frightening, she realized that sometimes her own thoughts became theirs, that she could in fact alter their perception. Even more, she could alter the world about her with her mind, move things from afar, perhaps even break things.

But even these strange powers were not the root of her anxiety. It turned out that she was being doggedly pursued by strange horrifying men. Men in black suits. They weren't normal. When they were around, all she could feel was void from them. So far she has eluded them, but what if it was only a matter of time before they got her? What did they want from her?

She hoped she would never find out.

PERSONALITY:

Ai is hopelessly shy, overwhelmed by a feeling of isolation, and even fear. She is slow to make friends, and has trouble articulating her feelings in words. She is also afraid of her own femineity, and tends to obscure it with heavy clothing, sometimes leading to the misdrawn conclusion she is, in fact, a boy. Ai would rather avoid adversity than to overcome it, and spends most of her life running away from her problems. The real problem lies in that she does not know where she can run to.

MEN IN BLACK:

The Men in Black are a mysterious and unknown people. Though at first glance, they seem little different from normal people, Ai can sense they *are* different somehow. Even so, she is often scared by any person in a black suit, which leads to more than a few social complications in the briefcase-tugging world of Japan.

Attributes

Art of Invisibility	+2
Barrier	+3
Incorporeal Form	+3
Psychic	+3
Sixth Sense	+4
Telekinesis	+3
<hr/>	
Amnesia	-2
Fear	-2 (Men in Black Suits)
Frail	-1
Shy	-3
Wanted	-3 (Men in Black)
Weak	-1

Basic Statistics

Concept:	Amnesiac ESPer
Age:	17
Gender:	Female
Association:	None
Height:	5'4"
Weight:	109 lbs.
Hair:	Dark Brown
Eyes:	Lavender
Occupation:	Unknown
Hobbies:	Reading
Fav. Food:	Noodles
Allies:	None
Enemies:	Men in Black



FUKIKO

BACKGROUND:

All little children dream of being like their most cherished heroes. Fukiko was no different. Every day, (except when there was schoolwork or chores to be done) she would throw herself into the fantastic imaginary worlds of her shoujo manga. Fighting Evil! Making Friends! And maybe catching the attention of a handsome male comrade...But that's all they were: imaginary two-dimensional illustrations trapped forever in the pages of her comic-books.

But sometimes, dreams come true. One night while looking out her window, as she was prone to do to see the stars, Fukiko was shocked to encounter a strange cat. Not just a cat, but a white cat with feathery wings. Though, finding a creature like this on her window sill was more than a little unusual, Fukiko's curiosity overcame her apprehension. She opened her window. The feline's curious avian nature was only the beginning of a slew of strange surprises. The cat spoke to her, revealing himself to be Azyrus. As if this wasn't enough, Azyrus continued to explain that her mother, who died when she was too young to remember well, was a magical crime fighter. The stories were so remarkably similar to her comic books that Fukiko could hardly believe her ears. Despite being overwhelmed, she listened attentively to Azyrus as he continued his explanations. Her locket, a keepsake from her mother, was also the key to her mother's power. Though Azyrus, as well as Fukiko's mother, had hoped this power would never be need again, that would not be the case. And so the young hero Lovely Savior Myu Myu was born. But the story had just begun...

PERSONALITY:

Fukiko is a rather typical girl of her age. She is strong-willed and naive, expecting the world to play by her definition of the rules. This blind faith is also her strength, giving her the ability to see the good in bad and to persevere against all odds. Even so, her childish nature can lead to a bit of whining from time to time.

LOVELY SAVIOR MYU MYU:

When Fukiko grabs her locket and shouts "Lovely Savior Transformation", she is able to become her super-hero crime fighting form. Her locket transforms into a collar with a bell, and the rest of her attire also changes into her Myu Myu uniform. Of course, even villains will wait through the lengthy and flashy transformation sequence to continue any battle. Must be the catchy music and pretty lights. She can also use this power to simply change her appearance. She cannot use this Shape Change ability and the Transformation power simultaneously.

AZYRUS:

Azyrus acts as Fukiko's guide and advisor. He can often be exasperated by Fukiko's childlike naivety, but his heart is in the right place—even when his mouth isn't. Despite his knowledge and good sense, he has few abilities of his own.

Attributes: Flight +3, Quick +1, Smart +2, Frail -2, Short Temper -1, and Size: (Small) -1.

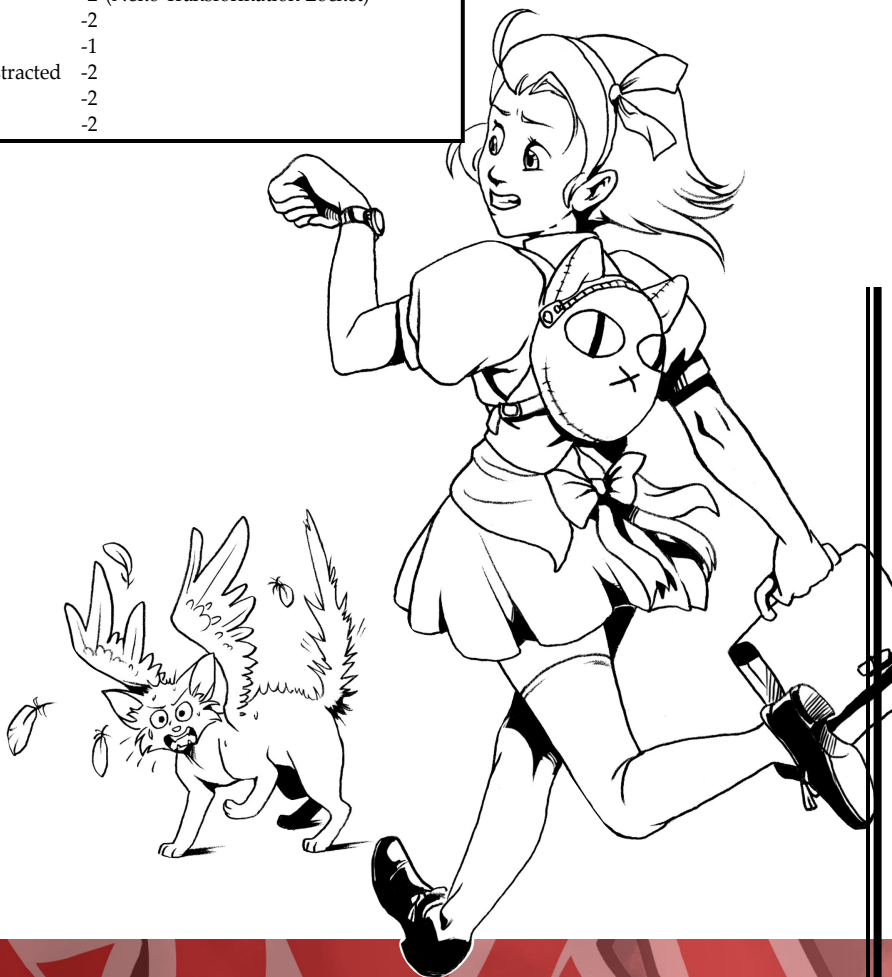
Attributes

Animal Companion +2 (Azyrus)
 Hobby +2 (Shoujo Manga)
 Quick +2
 Shape Change +2
 Transformation +4 (Lovely Savior Myu Myu)
 Barrier +3
 Combat Skill +2
 Heal +2
 Power Move +2
 Neko Neko Gatling (Extra Damage x2,
 Rapid Strikes, Inaccurate x2; 20 Endurance)
 Neko Neko Wave (Extra Damage; 15 Endurance)
 Neko Neko Yarn Entangle (Entangle,
 Decreased Damage x 2; 10 Endurance)
 Bizarre Appearance -1 (Cat Features)

Focus -2 (Neko Transformation Locket)
 Ageism -2
 Crybaby -1
 Easily Distracted -2
 Frail -2
 Naive -2

Basic Statistics

Concept: Magical Meow Meow Girl
 Age: 12
 Gender: Female
 Association: None
 Height: 4'5"
 Weight: 78 lbs.
 Hair: Blonde
 Eyes: Blue
 Occupation: Elementary School Student
 Hobbies: Shoujo Manga
 Fav. Food: Chocolate Bars
 Allies: Azyrus
 Enemies: Sinister Folk and their Minions™



AUREN

BACKGROUND:

In an ancient time, when marvelous magics and malicious monsters ruled the earth, the power of sorcerers reigned supreme. And among them were the elite, the greatly respected Order of the Fallen Star. This small, reclusive order of wizards ruled the lands as a council, and managed the affairs of the world from afar in their secluded secret chambers. Auren was the youngest of the Order, but his skill as a sorcerer was among the greatest.

But something was wrong. Tierus, the Great Seer of the Order, felt a dark portent coming from another time. It was a deep felt omen of impending doom...a danger for the very existence of Earth!

It was unclear what this vision meant, but Auren was not willing to take any chances. He offered to use his magical powers to scout out the future himself. Time Magic was an esoteric school, one largely forbidden and never talked about. But the words of Tierus hung heavy, and the Order could find little recourse. They could not simply sit idly by with knowledge of such danger. Permission was granted, breaking an unwritten rule that had lasted centuries. Auren was travelling into unfamiliar territory, with little knowledge of the craft and no knowledge of the place he was going. But he would do it. After heartfelt farewells, Auren cast the appropriate incantations and was thrown into a magical vortex through time...

Into Twenty-First Century Japan.

Besides the completely new and bewildering world around him, Auren also had another small problem. His travel through time seemed to adversely affect his age. His body now had now the appearance of a teenager. He also had another problem. No matter how hard he tried, the incantations to return him to his proper epoch *failed*. Stuck in a strange land with little direction, Auren had no choice but to pursue the unknown evil this time held...and defeat it himself, if necessary.

...that and explore the mysterious world of zit medication.

PERSONALITY:

Auren is a very serious, almost drab sort of character. Known for his stubbornness and strong will, he can be difficult to deal with in any conflict of opinions. He is both perplexed and constantly frustrated by his lack of authority in the world as a teenager. Despite this, he often acts as if in the position to order others around. His old fashioned background contributes to a obligation to protect women, much to his chagrin. Auren also has a curious distaste for animals, no matter how cute and cuddly.

ORION:

Auren's specially crafted blade is ornate and beautiful, but also deadly. It is able to cut many materials that would break any normal weapon. In fact, Orion is unbreakable.

Attributes

Armor	+1 (Medieval Armor)
Combat Skill	+2
Defense	+2
Hobby	+4 (Magic Knowledge)
Magic, Arcane	+3
Stone Skin	(Armor +2; 5 Endurance)
Mana Shield	(Barrier +2; 10+ Endurance)
Wings of Dezantis	(Flight +3; 10 Endurance)
Feeblemind	(Intimidate +3; 10 Endurance)
Breath	(Life Support +2; 5 Endurance)
Atlas Arm	(Strong +4; 20 Endurance)
Hasten	(Quick +3; 10 Endurance)
Power Move	+3
Fire Ball	(Continued Damage, Redirectable, Decreased Damage, Affinity: Fire; 20 Endurance)
Ice Spire Array	(Area Effect, Armor Piercing, Rapid Strikes, No Knockback; 30 Endurance)
Thunder Godspell	(Extra Accuracy x2, Stun, Slow; 25 Endurance)
Smart	+2
Vitality	+2
Weapon	+3
	(Sword "Orion"; Armor Piercing x2, Special Perk: Unbreakable)
Ageism	-1
Arrogant	-1
Bizarre Appearance	-1 (Esoteric Clothes and Tattoos)
Code of Conduct	-1 (Protecting Women...Begrudgingly)
Easily Distracted	-2
Hatred	-1 (Animals)
Ineptitude	-3 (Modern Technology)
Special Weakness	-1 (Not Used to Body)
Special Weakness	-2 (Stranger in a Strange Land)
Stubborn	-2
Strange Personal Habit	-1 (Antiquated Language)

Basic Statistics

Concept:	Time-Skipping Teen Sorcerer
Age:	43 (Appears 16)
Gender:	Male
Association:	Order of the Fallen Star
Height:	5'6"
Weight:	135 lbs.
Hair:	Grey-Blue
Eyes:	Grey
Occupation:	Sorcerer
Hobbies:	Meditating
Fav. Food:	Mutton
Allies:	None
Enemies:	None



DAISUKE

BACKGROUND:

Possibly never has a man so shallow and spoiled as Daisuke ever existed. Already from a well-to-do family, his rise into superstardom only increased his spoiled rich-boy attitude to the world. More so than his fondness for things expensive, Daisuke is a hopeless pervert whose mind is usually on girls and nothing but. And as one of the most popular male idol singers, fangirls are far from being in shortage.

His ideal, girl chasing existence was soon to be turned around. At one of his concerts, an elderly lady requested his autograph. Daisuke not only ignored the request, but told the lady off with a variety of insults. He had sexier girls to attend to, after all! Displeased at Daisuke's shallowness, the old woman started chanting a curse: "May no woman touch you until you discover the true meaning of love and compassion!" Of course, Daisuke didn't pay any attention to the mad ravings of the woman at the time. It wasn't until a crowd of fangirls tackled him that he realized his mistake.

The curse was no mere babble of a mad woman. Any time a woman touched him in a remotely amorous way, he would turn...

Into a black bunny rabbit.

Thusly, the easy, shallow, girl-filled life of Daisuke took a most unfortunate turn...leaving him with little choice but to seek out the old woman and get rid of this awful curse!

PERSONALITY:

Daisuke has three major problems: He's lecherous, he's rudely eccentric, and too popular to care about either. Besides being a helpless woman-chaser, Daisuke is known for his oddball food demands and spoiled rich-boy attitude when he can't get them.

BLACK BUNNY!:

As previously mentioned, when touched by the opposite sex in a remotely amorous way, Daisuke turns into a black bunny rabbit. This form reverts when he escapes sight from the afflicting women. Unfortunately, his clothes are left behind.

MOTORCYCLES:

Among other luxuries, Daisuke has used his fame and wealth to fund an interest in motorcycles. He shies away from the typical limousine rides in favor of his top-of-the-line red and black Kawasaki Ninja sportbike. With its devilish speed and maneuverability, it has recently become useful for quick get-aways from adoring female mobs.

Attributes

Agile	+2
Beauty	+2
Combat Skill	+1
Filthy Rich	+2
Hobby	+2 (Motorcycles)
Hobby	+3 (Guitar)
Hobby	+3 (Music)
Hobby	+4 (Singing)
Martial Arts	+1 (Brawling)
Special Ability	+2 (Fame)
Vitality	+2
<hr/>	
Accidental	
Transformation	-3 (Black Bunny)
Boorish	-1
Girl Magnet	-3
Lecherous	-2
Overconfident	-1
Strange Personal	
Habit	-1 (Odd Food Combos)
Weak-Willed	-1

Basic Statistics

Concept:	Cursed, Lecherous Idol Singer
Age:	18
Gender:	Male
Association:	Soh-nii Records
Height:	5'8"
Weight:	146 lbs.
Hair:	Black
Eyes:	Red
Occupation:	Singer
Hobbies:	Chasing Girls
Fav. Food:	Strawberries and Cheddar Sauce
Allies:	He, Himself, and Him
Enemies:	One Mean Ol' Bag



NATSUKI

BACKGROUND:

Natsuki was once a simple woman. Hardworking and determined, she entered the often man-dominated business world of Japan. The success she found there was welcomed...Natsuki was on top of the world. That is, until one of her superiors made a pass at her. It soon became clear that Natsuki was considered a trophy piece and not a valued employee. The situation only got worse, resulting in years of abuse. But she'd be damned if she would give up now.

Although her commitment to appeasing her superiors got her to the top, her mind suffered permanently as result. Her life became dedicated to being better than all men, no matter who they were. After gaining control of the corporation through various quick deals, the entire male personnel was eradicated. Armed with a new all female staff, Natsuki's sharp business skills turned Malicron Corporation into one of the hottest properties in the Japanese business scene. And she liked it that way.

In addition to being mentally and monetarily superior, Natsuki has spent time honing her body as well. She is a dangerous fighter in her own right, ready to defend her position mentally *and* physically.

PERSONALITY:

Natsuki is a demanding woman with an air of intense intimidation about her. Both charismatic and frightening in her speech, Natsuki seemed born to command. She has no interest in dealing with men, and treats them with little civility, if any at all.

MALICRON CORPORATION:

Natsuki is the head of Malicron, a successful organization dedicated to new technology, especially in the military sector. In addition to having possible access to a variety of military vehicles, Natsuki also has the ability to summon trained "flunkies" to her side. These flunkies have Weapon: Gun (Ranged, Inaccurate) +1. Recently, Malicron has also delved into the experimental field of sentient android robotics...

MALICRON GARDENS:

On top of the flagship building of the Malicron Corporate Empire, Natsuki keeps a secret flower garden that covers the entire rooftop. A beautiful place indeed, it serves as her sanctuary from the working world. Very few people know of the garden's existence, a situation unlikely to ever change.

Attributes

Acrobatics	+2
Beauty	+2
Combat Skill	+2
Defense	+2
Filthy Rich	+5
Flunkies	+2
Hobby	+4 (Business Management)
Hobby	+2 (Flowers)
Intimidation	+1
Martial Arts	+2
Position of Power	+3
Quick	+1
<hr/>	
Arrogant	-2
Bad Reputation	-2 (Ruthless Manhater)
Fear	-2 (Being Held Against Will)
Compulsion	-2 (Exercising Power)
Hatred	-2 (Men)
Obsession	-2 (Being Better Than Men at Everything)
Overconfident	-2
Short Temper	-2
Soft Spot	-2 (Flowers)
Stubborn	-1
Strange Personal Habit	-1 (Obnoxious Laugh)

Basic Statistics

Concept: Manipulative Manhating Millionaire
 Age: 27
 Gender: Female
 Association: Malicron Corporation
 Height: 5'10"
 Weight: 122 lbs.
 Hair: Blonde
 Eyes: Grey-Blue
 Occupation: CEO
 Hobbies: Working, Flowers
 Fav. Food: Filet Au Poivre
 Allies: None
 Enemies: Men



SHOU

BACKGROUND:

Shou was orphaned at a young age by unknown circumstances. Soon after, he was adopted by Clan Cave Fox, an assassin organization that proceeded to train him in the ways of their kind. Despite, or maybe because of, his rigorous training, Shou never learned how to grow up. His incredible skill made him able to get what he wanted, and the freelance nature of the group left him to do as he pleased.

Deviously playful, Shou is well known for inventing games to play with his targets. The fairness of the rules vary with his moods. Sometimes the odds would be in his favor, others his opponent's favor, and sometimes roughly equal. It didn't really matter to him, as long as it was fun. After all, he never lost.

Shou spent most of his later years as a companion to Raine, a serious, but still "fun," friend. Raine was a fighter worthy of being a truly challenging opponent, no equalizers needed. They'd often talk together for hours, hidden away in the high places of the world. But when Raine left Clan Cave Fox, Shou was not very happy about it. Neither, it seemed, was Clan Cave Fox. They wanted him found. Shou was more than glad to oblige.

This may be the best game of them all.

PERSONALITY:

Shou is in ways a truly frightening individual. Despite his life as an assassin, he is passionate and lively. Without any true father figure or role model, he acts much as he acted as child. His youthful nature makes a startling contrast to his occupation, and often makes him even more imposing. Shou also loves to eat, and can be easily swayed with food. Temporarily anyway.

DARK WORLD:

For a short time before his death several years ago, Shou was often found in the company of a strange elder member of Clan Cave Fox. From him he learned to contact the demon world. Shou is capable of summoning spirits to aid him in battle, but he is more likely to use them to instill fear or distract than to actually combat his opponents. Despite being a chronic risk taker, Shou is not stupid. He rarely attempts to summon truly powerful creatures. To do so with his limited training would be asking for trouble. However, the ability to connect to this world comes at a price...Shou's soul is permanently imbued with darkness, and is susceptible to damage of holy and good nature.

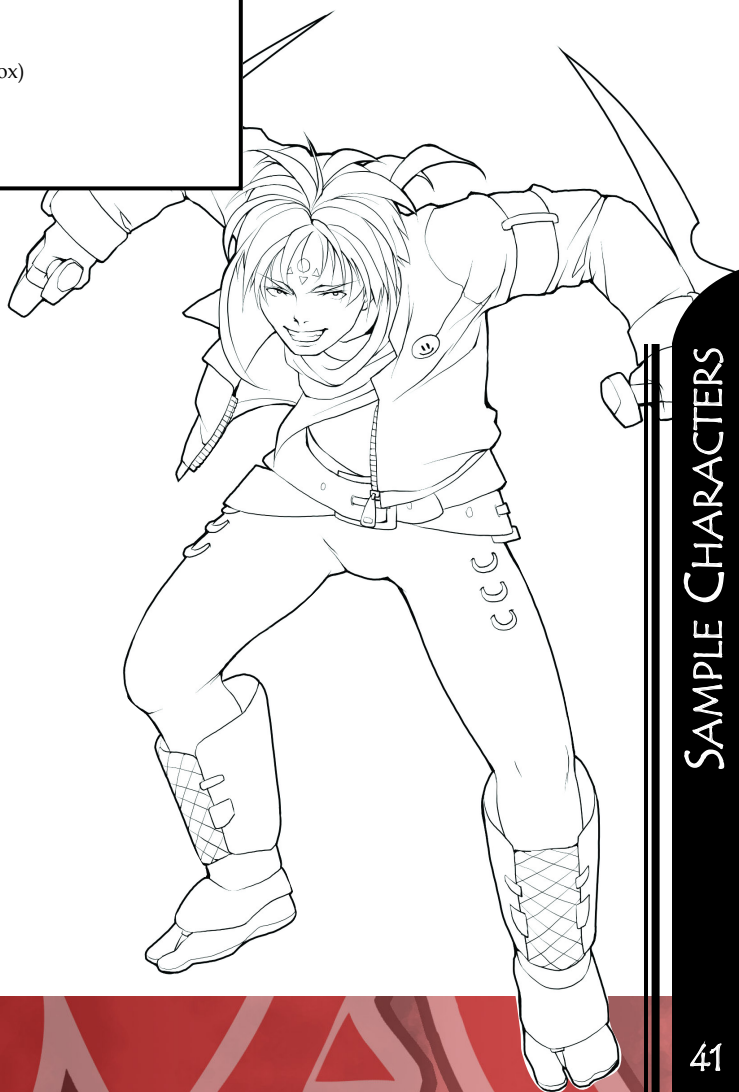
Attributes

Acrobatics	+3
Art of Invisibility	+3
Combat Skill	+3
Defense	+2
Martial Arts	+2
Occult Knowledge	+2
Perceptive	+2
Quick	+3
Weapon	+2 (Tonfas)

Bad Reputation	-2 (Assassin)
Boorish	-1
Easily Distracted	-1
Hatred	-2 (Those Who Ruin His Fun)
Impulsive	-2
Overconfident	-2
Rival	-2 (Raine)
Servitude	-1 (Clan Cave Fox)
Soft Spot	-2 (Food)
Strange Personal Habit	-2 (Playfulness)
Unnatural Weakness	-2 (Holy)

Basic Statistics

Concept:	Scarily Playful Ninja Hitman
Age:	22
Gender:	Male
Association:	Clan Cave Fox
Height:	6'1"
Weight:	159 lbs.
Hair:	White
Eyes:	Indigo
Occupation:	Assassin
Hobbies:	Eating
Fav. Food:	Bento Boxes
Allies:	Clan Cave Fox
Enemies:	Numerous





ABILITIES AND WEAKNESSES

It has been said that a person is defined by what he or she does. If this is true, it might help to know what you can (and can't) do. What follows is a list of the many attributes, both good and bad, that you can assign your character. Under Abilities, you'll find skills, talents, areas of physical prowess, and even supernatural powers. Under weaknesses, you'll find disabilities, undesirable mental characteristics, and responsibilities, among other things that can foul up your day.

But keep in mind that weaknesses are not horrible things you never want to assign your character. These Weaknesses may make things more difficult (They are called weaknesses for a reason), but they will make your character much more interesting...and real.

Even a Superman needs his Kryptonite.

ABILITIES

Acrobatics - You are well practiced in a variety of physical maneuvers. You can add your Acrobatics bonus to gymnastic feats, balancing, and attempts to tumble to avoid falling damage. It may also be added to Defense rolls in difficult or cluttered terrain.

Agile - You are naturally adept at moving skillfully. You can add your Agile bonus to melee attacks, gymnastics, dancing, sleight of hand, or other activities that test your coordination and manual dexterity.

Animal Companion - You have a loyal animal friend. When creating the animal, you may give it as many powers or weaknesses as you want, as long as its positive total does not exceed your Animal Companion level. Such companions often have the ability to

think and speak, but this has no extra cost.

Armor - You have managed to obtain some useful protective gear. The exact form of this is up to you. It could be anything from a combat suit, to an electric force shield, to a really thick hide. For every point of Armor you have, you may subtract the following amount of damage from attacks.

Armor Level	Damage Reduction
1	2
2	4
3	6
4	10
5	20

Art of Invisibility - You have the remarkable ability to move silently and blend into the shadows. You can add your Art of Invisibility bonus when hiding, sneaking, shadowing others, or at any time when remaining unnoticed is desirable.

Barrier - You have the ability to protect yourself with a barrier of some kind. This could be a magical shield, an electronic device, or anything else that can protect you from harm. Instead of rolling a normal defense in combat, you may spend five Endurance and roll your Barrier Ability instead. In addition, if your opponent's attack still connects, you may burn endurance to "buy off" damage on a one for one basis. With enough Endurance, you can theoretically nullify any attack! If you do not wish to spend the activation cost with each use, you may also keep the barrier "up." You only roll once, and this

total is used as long as the barrier remains up. While the barrier is up, you can still spend Endurance to cover any extra damage, but you may not perform any other action, not even moving. You may also choose from the Power Perks and Flaws to individualize your power. However, you may not take any attack-specific perks or flaws. (See Power Move and Power Perks and Flaws). The altered Endurance cost only affects the activation cost. Additional Endurance spent to negate damage remains one for one.

Barrier, Offensive - This is similar to the ability above, but you may use it offensively. In addition to blocking damage from other attacks, your Barrier causes damage to opponents who try to attack you without the Ranged Perk. The Damage Total is equal to the Ability's level, and is always compared to a defense of zero. You may also take Ability Perks and Flaws that normally only apply to attacks. The Endurance cost for an Offensive Barrier is 10 instead of five, but extra endurance used to block damage is still one for one.

Beauty - You've got the look that others would kill for. Your general appearance is remarkable enough to draw the attention of others, especially at higher Levels. Through your good looks, you may be able to achieve things not available to normal people, have an easier time convincing persons of the opposite sex to do what you want, and be sufficiently distracting when you want to be. Whenever using your appearance to help you in the task at hand, roll your Beautiful dice.

Charisma - You are incredibly influential. Your manner, attitude, and appearance make people acknowledge you and listen to what you have to say. You are also especially good at making people see it "your way." You may roll your Charisma dice when trying to convince others, make others listen to you, distract, bribe, or in any other scenario where your charm comes into play.



Combat Skill - You have trained yourself to be particularly skilled in offensive tactics. With this Ability, you have the capability to strike your opponent where it will be most accurate and damaging. When making an attack roll, add your Combat Skill dice..

This Ability covers the method of attack in general, rather than skill in any weapon or fighting style. To specialize in a specific weapon, martial art, or power move, choose it as a hobby. Unless your Game Master says otherwise, this Hobby and the Combat Skill Ability are not cumulative. You can only use the highest one.

Cute! - You are every grandparent's dream come true. In addition to being an easy target for cheek pinches, many find it hard to be angry, mean, or in any way aggressive towards you. However, some may not take you seriously either. You may add your Cute dice whenever you wish to abuse your cuteness to get something you want, or to calm an angered person to keep him or her from taking their aggression out on you (or anyone else).

Defense - You have learned that getting out of the way of danger is a useful skill indeed. You may add your Defense bonus whenever trying to outmaneuver or block punches, stabs, energy blasts, pillars of flame, massive explosions, heat seeking missiles, or anything else intent on doing you bodily harm.

Endurance Reserve - Through some item, you have an extra store of Endurance for use with your powers. It could be an ancient magical amulet, an electronic power pack, or any object capable of storing energy. Although having this extra Endurance is useful, unlike real Endurance, it cannot be regained during combat, nor is it automatically restored between high-tension situations. Endurance for this item can only be restored over a period of time, through rest or recharging over a 24 hour period. Also,

Endurance Reserve cannot be used for damage taken in combat. If the character's normal Health and Endurance is reduced to zero, he or she still falls unconscious, regardless of the amount of Endurance remaining in Endurance Reserve.

It is typical for Endurance Reserve to be linked to another Ability through the Focus Weakness. For example, a Power Move that uses Endurance Reserve and has a Focus of Magic Staff or Blaster Rifle. Essentially, only this Power Move uses the Endurance Reserve, and not other Abilities.

To determine the Endurance granted, refer to the following chart:

Endurance Reserve	Endurance
1	20
2	40
3	60
4	100
5	200

Filthy Rich - Your wallet is the envy of all that gaze upon it. At Level 1, you are mildly wealthy and can afford to be extravagant with fancy clothes and expensive dinners; Level 2, you can afford buying expensive items on a regular basis, including state-of-the-art electronic set ups, computers, and designer suits or gowns; Level 3, you can afford expensive cars, personal servants, and other such luxuries; Level 4, you live in a mansion, drive in limousines, own a vast collection of cars and personal aircraft, and are easily the richest person in the area; Level 5, You can buy anything. Anything.

Flight - You have the miraculous ability to fly. How you do it can vary from simply levitating to having a majestic pair of wings. At Level 1, you can only hover or glide, not gain

altitude. You may apply normal speed bonuses while hovering. At Level 2, you can fly, but your flight is erratic and unsteady, or you can hover up to a foot off the ground. You receive a -1 Penalty to Speed if you can fly, no penalty if you hover or glide. At Level 3, you can fly easily. At level 4, you can not only fly, but move faster than you could on foot. Add a +1 Bonus to Speed related abilities while flying. At Level 5, you can fly, and add a +3 bonus to Speed.

Flunkies - Whether by charisma or fear, you have the ability to call upon a sizable troupe of allies. Each of these allies have 10 Health and Endurance and, when the total of their Abilities and Weaknesses are combined, cannot have a sum of levels greater than +1.

Flunkies Level	# of Flunkies
1	2
2	4
3	8
4	12
5	20

At the player's option, flunkies may be "combined" in order to have more powerful flunkies. For instance, a character with +2 in Flunkies could instead summon 2 flunkies with 20 base Health and Endurance, and +2 in Abilities.

Hammerspace - A strange fluke in the anime universe, hammerspace is a curious dimension where items of any size can be placed and recalled at will. It is so named for the tendency of females to put away hammers and mallets for use with their Angry Female Strikes. (All females automatically have the Hammerspace ability for this purpose, and do not need to make any rolls to do so. See "Other Ways to Get Hurt" in the Combat chapter for more information). Only items that are relatively common and of liftable

weight can be "pulled" from hammerspace. You could pull a rose, a canvas and easel, or maybe even a gun, but you could not retrieve one of the legendary swords of Masamune, a magic cure for any disease, or a 1985 Chevrolet Camaro (unless you also had the Strength Ability at Level 3). When you wish to pull an item, roll your Hammerspace dice and compare it to the appropriate difficulty. If you succeed, you now have the desired item in your possession. If you fail, you cannot find the object, it won't work, or you pull a completely different (and usually quite useless) item altogether. For example, if you were being attacked by an irate Natsuki...

Trying to Pull Something...	DN
Not Very Useful (Rubber Ducky)	2
Theoretically Useful (Dinner Plate)	4
Sort of Useful (Letter Opener)	6
Useful (Bamboo Practice Sword)	8
Very Useful (Saber)	10
Incredibly Useful (Auto Rifle)	12
Amazing (Missile Launcher)	15

Heal - You have the remarkable skill to heal others from the worst injuries. You may have some special power, divine influence, or just a really big box of Band-Aids. For every 2 points of Endurance you spend, you may heal up to your level in Heal the Health of yourself or another. This takes a full round to perform while in combat, and you cannot make any other rolls. If you are required to perform a defense roll or action, your attempt at healing is aborted, and you must try again. If a full round passes without intervention, you succeed and the appropriate Health is regained. If appropriate to your Ability, you may also spread your healed Health across multiple targets.

Heightened Sense - You have a sense beyond what is normal. You can add your Heightened Sense bonus whenever you are

using that sense to notice, differentiate, or scrutinize something.

Hobby - You have an interest or training in a particular area. This could range anywhere from Programming and Cooking to Japanese Literature and Italian Opera. When you are performing an action that applies to your Hobby, add your Hobby Skill Bonus.

If Players and the Game Master are using the Ground Zero, Power Ceiling, or Point Scale rules, they are advised to make Hobbies cost half normal. If this leaves you with a fraction total, round up.

Human Arsenal - You are a walking warehouse. Your enthusiasm for a certain kind of item (usually kinds of weapons or vehicles) is so great that you own nearly every specimen of it. With the Human Arsenal Ability, you must pick another appropriate Ability as its focus (such as Weapon: Gun or Vehicle: Military Ground). You may now alter its attributes at will (essentially, draw another gun; get another vehicle from the hangar). You may not retrieve an item of an Ability level greater than your Human Arsenal Ability or the focused Ability, nor can you retrieve an item that is substantially different from the focus of your Human Arsenal Ability. (You could not retrieve a sword if your focus is gun-like weapons...unless, of course, it is a bayonet...)

Incorporeal Form - You can "phase out" of the physical world and can pass through solid objects as if they were air. While you are incorporeal, no one can touch or attack you, but likewise, you cannot do the same to them. All belongings of the character are assumed to become incorporeal as well. For every round in combat (or about every 5 seconds) that you are in an Incorporeal Form, you must burn Endurance. The amount of Endurance you must burn is decided by your level in "Incorporeal Form."

Incorporeal Level	Endurance
1	30
2	20
3	10
4	5
5	2

You may also do an "instant phase" that allows you to use your incorporeal form as if Defending to make any attack automatically miss. Although it does not cost an action, the full Endurance cost is still spent, and the effect only lasts a moment. (Consequently, it would not work for other attacks made in the same round). During combat, it is possible to quickly pass through walls, desks, etc. without spending any Endurance at all. When not in combat or other high-tension situations, no expenditure of Endurance is required.

Intimidation - You know how to scare, bully, and overpower others through sheer presence. You may add your Intimidation dice whenever trying to force someone to do something you want or to cause fear.

Some characters may have other Abilities or Weaknesses that will add to Intimidation rolls. Abilities like "Strength" and Weaknesses like "Size" and "Bizarre Appearance" may be appropriate. Likewise, some Abilities and Weaknesses could result in penalties, such as "Cute", "Size" (Again), and "Weak." This is one of the rare cases Weaknesses may add to a roll and Abilities subtract!

Invention - You have a natural talent with creating machines and gadgets. You can use this ability to create inventions to serve your purposes. However, attempts to build are not automatically successful. You must roll your Invention Dice (as well as any other abilities that apply, like Smart) and compare it to the difficulty listed below that is appro-

priate to the usefulness of your invention. Some inventions may also require special parts and long periods of time to build, at the Game Master's Discretion.

Usefulness	DN
Not Very Useful(Turbo Toothbrush)	2
Theoretically Useful (Miracle Glue)	4
Sort of Useful (Parachute,+1)	6
Useful (Land Vehicle,+2)	8
Very Useful (Air Ship,+3)	10
Incredibly Useful(Super Weapon,+4)	12
Amazing (Dimensional Portal,+5)	15

These inventions may also mimic other Abilities and Weaknesses. Compare the total (Abilities minus Weaknesses) to the table to discover their usefulness. Failed attempts produce nothing useful, or something that will break (or explode) later on. New characters may start play with one invention of usefulness equal to their Ability in Invention. For example, a character with +3 in Invention may have a Greatly Useful invention to start.

Although characters can theoretically have as many inventions as they want, it is unlikely that they will be able to keep up with more than one or two. Excess Inventions are probably stored away in garages, or maybe scrapped for parts. It is possible however that some characters might couple this Ability with Hammerspace...

Invention, Focused - Focused Invention is identical to its basic counterpart, except that you specialize in a specific kind of invention. Within this small range, you can create items versus half the normal difficulty. However, everything outside your range requires double the difficulty to create. You may, however, take multiple Focused Inventions, or even basic Invention, to eliminate the penalty.

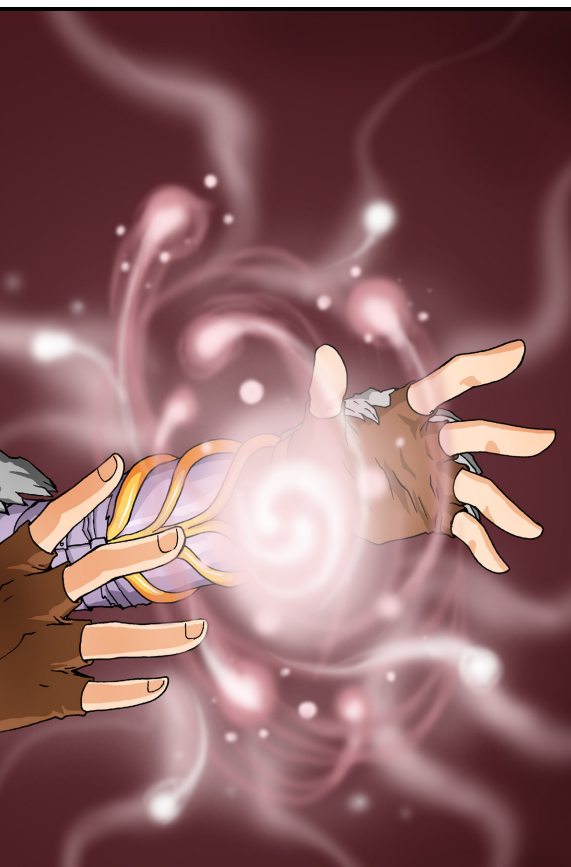
Invisibility - Now you see you, now you don't. You have the ability to make yourself literally disappear at will. No one can see you, but you may still be felt, heard, or sensed by any other means besides sight. For every round of combat (or about five seconds) you remain invisible, you must burn Endurance. The amount of Endurance you must burn is decided by your level in "Invisibility."

Invisibility Level	Endurance
1	30
2	20
3	10
4	5
5	2



When not in combat or other high-tension situations, no Endurance loss is necessary.

Life Support - You can survive without a certain necessity of life for an extended period of time. At Level 1, you can hold your breath for a very long time, up to an hour. At Level 2, you can breathe in another environment that humans normally cannot, such as water or methane. You are also not affected by environmental changes, like pressure, in this environment. At Level 3, you can breathe in any environment, including a vacuum. However, certain environments may remain harmful to you, at the Game Master's discretion. At Level 4, you do not need to breathe at all, and thus are not affected by toxins of any kind. At Level 5, you require nothing to live. No energy source, no air, no rest. You are completely self-sufficient.



Lucky - Lady Luck is on your side. Good things continually happen to you, and somehow even the worst of situations have a good side to them. (For example, if your house were blown up, you would discover a natural oil well under it.) The higher your level in Lucky, the more often it has an effect and to greater results. In addition to your natural luckiness, you also get a number of free Drama Dice equal to your level in Lucky. These free dice are replenished only between adventures or at the Game Master's discretion.

Magic, Arcane - You have been gifted with the confounding ability to use magic. You can harness little understood "Mana" to reproduce the affect of any other Ability for yourself or others. (Within reason, of course. Game Master has final say on the plausibility of a spell.) However, in order to do so, you must spend Endurance. The exact amount varies according to your level in Arcane Magic and that of the Ability you wish to mimic. Keep in mind this is in addition to any costs the Ability possesses.

Level of Caster	Level of Ability				
	1	2	3	4	5
1	10	20	40	80	120
2	5	10	20	40	80
3	2	5	10	20	40
4	1	2	5	10	20
5	0	1	2	5	10

You must also make a "Casting" roll to successfully cast the spell. This is against a difficulty equal to 2 + double the level of the spell. Abilities like Arcane Magic, Hobby (Magic Knowledge), and Smart will act as a bonus for this roll. If failed, the spell does not work, or does not work as intended. Endurance is lost regardless (although only for casting. Any endurance required by the mimicked Ability are not spent). Casting spells also requires you to both speak and perform elaborate gestures, so if you cannot

do one or the other, double the difficulty. If you cannot do either, *quadruple*. All effects last one round, but may be kept in effect, where appropriate, by spending half the casting cost for each extra round. (However, some Abilities, like barrier, can have longer effects with just one casting, and instead follow those rules.) It requires an available action to cast a spell, but, unless otherwise noted, does not to keep it in effect. Players may wish to list their favorite spells before the game to keep from halting play.

Abilities like Power Move are cast on one's self, and then the power is used on another. If you tried to cast Power Move itself on another person, you would be giving them the ability, not targeting them with it!

Magic, Witchcraft - You have dabbled into the mysterious realm of witchcraft. You can harness "Mana" to bewitch objects and others, or in other words, cast Weaknesses on others equal to your level in Witchcraft. This magic follows the same rules as Arcane Magic except as follows: All effects last one round, but the duration may be made longer by spending half the Endurance again for each extra round *at the time of casting*. It may also be made "permanent" by tripling the casting cost. Although Weaknesses still may not exceed -3, additional levels in Witchcraft affect the "strength" of the curse, requiring a witch with Witchcraft equal in level to that of the curse to remove it. Only witches may remove curses. Arcane Wizards cannot alter the affects of Witches' spells except by temporarily boosting affected areas. At the Game Master's discretion, items may be required to add or remove certain curses.

Unlike Arcane Magic, it is very likely that targets will want to resist your curse. They may make a resistance check, using Abilities like Willpower and Unnatural Resistance. Unfortunately for them, this is also affected by appropriate Weaknesses.

Martial Arts - You have the incredible skill necessary to make strikes do maximum damage. You may add your Martial Arts bonus to your damage total when attacking barehanded, regardless of exact style. This ability does not apply to accuracy; you must obtain Combat Skill or Hobby: Martial Arts to become more accurate.

Occult Knowledge - You have a deep knowledge of the spirit world and how to interact with it. You can talk with various spirits (with or without extravagant ceremonies, if you prefer), as well as summon, banish, and control them. When attempting to banish a spirit, You must make an opposed roll with their highest ability (regardless of what it is) with your Occult Knowledge dice. If you win, the spirit is banished to its realm, and if you fail, the spirit may become angry, among other things. You may also try to control a spirit, but you receive a -2 Penalty to do so. To summon a spirit is a little bit trickier. You receive the same -2 Penalty, and if you succeed, it is summoned and under your control. However, if you fail, the spirit may be summoned anyway (Game Master's discretion), but will not be under your control. Beware, some spirits may feign servitude to get the upper hand on their would-be masters.

Passion - There is a particular thing in life that drives you, so much that you feel yourself become more competent and powerful when in its presence. This can be a particular thing (Race cars, classical music) or an emotion (Love, cowardice). When in a situation that applies to your passion, you may add your Passion bonus to all actions.

Perceptive - You spot things that most people fail to notice. You can add your Perceptive bonus to any attempts to notice things out of the ordinary, to sense your surroundings, or to search an area for an item. It should be noted the Perceptive Ability is not necessarily limited to sight.



Pilot - You have a knack for piloting any kind of machinery, no matter how strange or complicated. You may add your Pilot bonus when attempting drive cars, pilot planes, steer boats, or even control space ships. If you want your character to be able to pilot a single kind of vehicle, get the appropriate Hobby ability.

Position of Power - You are in a respected position that grants you power and influence. At Level 1, your power is limited and you only hold influence over a small group of people; Level 2, you control a small group and have minor influence over others; Level 3, you control an important group whose influence is felt by many; Level 4, you are in control of a major organization and have many resources at your disposal, as well as a significant amount of influence; Level 5,

your control is unquestioned, your power is incredible, and you hold influence over almost everyone.

Power Move - This is your most powerful attack, a concentration of your inner-energies into an overt force. Such an attack is usually very flashy and dynamic, making it a trademark for the fighter who uses it. Though much more powerful than Abilities like Weapon and Martial Arts, Using your Power Move requires an expenditure of 10 Endurance. Power Move itself is not actually a single move, but a general "power level" for a possible variety of attacks. You may devise your own suite of powers, or stick to a single move. To create your powers, consider their appearance and what you want them to do. Use this general idea to pick "perks" and "flaws" from the list at the end of the chapter. Each perk will make the Power Move more useful, but will also increase the amount of Endurance drained. Likewise, flaws will lessen the expenditure. Regardless of flaws taken, the Endurance cost may not be reduced below 5. Each attack may also have an Affinity (see the Perks and Flaws section).

By default, Power Moves are melee attacks and not ranged. They also require some kind of gesture.. If you want a ranged attack, buy the Ranged perk; if you don't wish to have the need for attack gestures, buy the "No Attack Gesture" perk.

To determine the base Damage Total of your Power Move Suite, refer to this table:

Power Level	Damage Total
1	4
2	5
3	7
4	10
5	15



Uses of Psychic ability with a bonus may be done casually and do not require the use of an action in combat or a significant amount of concentration. Psychic abilities without a bonus or penalty require the use of an action and a good deal of concentration. All uses of Psychic ability with a penalty require undivided attention. Contact (and control) is lost with the target if you are distracted or focus your attention elsewhere. You may make no other actions while performing these powers. In addition to the uses above, you may also talk to others telepathically. This does not require a roll or significant concentration unless the target wants to resist your communication.

Quick - You are particularly fast and have quick reflexes. You can add your Quick bonus to dodge attempts, running, driving, Initiative rolls, or anything else that challenges your speed and reflexes.

Servant - You have complete command over another individual. This person is willing to do almost any task you request. He or she has a total of Abilities and Weaknesses equivalent to double your rank in Servant.

Psychic - You have the mysterious ability to enter others' minds and read their thoughts, or even change those thoughts and implant your own. Roll with your Psychic (And Willpower, if you have it) Bonus versus your target's Default Dice and Willpower Bonus. You will also get a bonus or penalty, pending on how you try to affect your target's mind.

Usefulness	Modifier
Read Surface Thoughts; Implant an Idea	+1
Read Deep Thoughts; Force an Action	0
Read Memories; Force Continued Action/Emotion	-1
Read Suppressed Memories; Control Mind	-2

Shape Change - You can change your appearance in various ways. Each Level in this ability grants ways you can change yourself, but also includes changes possible in each level below it. At Level 1, you may change your clothes. At Level 2, you may alter your age by up to ten years, as well as make slight changes to eye, hair, and skin color. At Level 3, you may change your physical appearance to a moderate extent, and can make drastic changes to eye, hair, and skin color. You can even assume the appearance of the opposite sex, although you remain looking very "girlish" for a boy or "boyish" for a girl. You can also mimic the appearance of those who already look somewhat similar to you. If you were a girl, you could mimic another girl, but you could not mimic a big black male boxer. At Level 4, you can change your appearance

drastically, able to assume the appearance of nearly anyone, as long as they share the same basic biological characteristics. (ie. If you were human, you could mimic the appearance of other at least human-like life-forms). At Level 5, you can assume the appearance of anyone or anything.

Sixth Sense - You have a peculiar sense that few have, an ability to see and know things that others do not. Just a kind of feeling that you can't explain that warns when you, or someone important to you, is in danger. You may add your Sixth Sense bonus when trying to notice something "fishy" or "out of place" in addition to attempts to notice ambushes, traps and other possible unforeseen dangers.

Smart - You have a significant helping in the brains department. You can add your Smart bonus to knowledge based Hobbies, Invention creation, passing that midterm, or anything that challenges your IQ.

Special Ability - If you cannot find an ability in the rules to cover the power you wish to have, discuss it with your Game Master. Together, you can give your character a "Special Ability" appropriate to what you want. The Game Master will help you decide the actual rules behind your Ability, as well as the appropriate Level for it.

Strong - You have a lot of raw physical power at your disposal. You can add your Strength bonus to lifting, breaking, climbing, or any other action that tests your natural strength. Strength also adds to the damage you can do bare-handed, with melee weapons, and Martial Arts.

What follows is a list of various heavy objects and the difficulty to lift them. Objects with a difficulty of 10, 12, and 15 require a Strength Level of 3, 4, and 5 respectively. The character may make a lift roll as many times as he wish, but each time will count as an action, if in combat. Note that

these Difficulty Numbers are based on actually lifting and carrying the object around. If the intention is to just lift the object a few inches off the ground for a short period of time, the difficulty might be a little lower.

Trying to Lift...	DN
A Small Appliance	2
A Cumbersome Crate	4
Another Person	6
Refrigerator	8
A 4-Door Sedan	10
Uproot a Telephone Pole	12
An Eighteen-Wheeler, Bus	15

After picking up an item, the character may attack with it. The Damage Total is equivalent one-third the DN required to lift it, rounded to the nearest whole number, plus your Strength bonus. The item may also be thrown. Thrown items halve the damage necessary to cause knockback.

It should be noted that many heavy items are awkward at best when used as weapons. The Game Master may apply a penalty to attack rolls, depending on the size and overall awkwardness of the weapon. This goes for throwing these things as well.

Super Speed - You can run. You can run fast. You can run really, really fast. With the Super Speed ability, you can exceed speeds that are impossible for most. For each level of Super Speed, add a +2 bonus to any actions that require you to travel. While in this state, others will have little time to react to your presence. Only if they are prepared for you can they try to stop or attack you, but even then it requires an opposed Speed check. (You include your Super Speed bonus). As a downfall, you are unable to perform any other actions while in Super Speed state.

Teleport - Need to get somewhere? In a blink of an eye, you're there. Of course, you may have more difficulty teleporting long distances. Below is a quick table of difficulty numbers for different distances. You must roll your Teleport dice versus this number. If you fail, you may not teleport at all or teleport completely somewhere else than you intended (possibly ten feet in the air or another country entirely).

Trying to Teleport..	DN
Within Sight	2
Out of Sight	4
Across the City	6
Across the Country	8
Across the Continent	10
Around the World	12
Out of This World	15

You may also use Teleport as a defense in combat. Instead of dodging or parrying, roll your Teleport dice. If you roll higher than your opponents attack roll, you teleport far enough away to avoid his blow. If you fail, you do not teleport far enough away or not soon enough, and are subject to damage as if you made a normal Defense roll.

Telekinesis - You have the curious ability to move objects with your mind. You can use this power to lift items, push buttons, throw things, and more. Although no roll is required for small objects, you are required to make a Telekinesis roll for manipulating heavier objects, much like as if you were using the Strong Ability. You should even use the same difficulty table. You can also use Telekinesis as an attack, where the Ability acts as a bonus to your Damage Total, just like Strong.

Time Freeze - Time is constant...or was until you came along. You have the ability to freeze the flow of time, while allowing yourself to move freely in a halted world.

Every time you use this Ability, you gain an extra action in addition to your normal action. You can use this Ability multiple times in one round, and it can also be used as an automatically successful Defense roll. For each use, you must spend Endurance. The amount of Endurance you must burn is decided by your level in "Time Freeze."

Time-Freeze Level	Endurance
1	30
2	20
3	10
4	5
5	2

Outside of combat and other high-tension situations, no expenditure of Endurance is necessary.



Tough - Simply put, you're made of tougher stuff. You gain a bonus to Health equivalent to the following table:

Toughness	Health Bonus
1	10
2	20
3	40
4	80
5	160

Transformation - You have the incredible ability to change into a more powerful form. You change your appearance as well, even though it may be as little as a costume change. Unless you have revealed your "other" identity, or someone sees you transform, no one will recognize you, regardless of any similarities. For each level in Transformation, you may spend 2 points on Abilities. You may also get Weaknesses to raise the amount of points you can spend. The exact length of the transformation depends on your character, and should be discussed this with your Game Master.

If you take an Ability you have normally, add the Levels you gain from the transformation to your normal Level. Likewise if you have two of the same Weakness. If you have an Ability and Weakness that contradict one another (Like Quick and Slow) subtract the Weakness from the Ability to get your final Level. If it is 0, you have neither an Ability nor Weakness. Through this, it is possible to get higher than a +5 Bonus or less than -3 Penalty. You may want to consider lowering your gained Abilities or Weaknesses, or at least discuss the affects of these with your Game Master.

Unnatural Resistance - Your body is especially resilient to a specific kind of damage, such as fire, electricity, or chi. At Level 1, for every five points of damage you receive from this source, ignore one point. For each

successive level, reduce the damage taken by one. (Level 2 would be four points of damage, ignore one.) Level 5 would be 1 for 1, essentially invulnerable to that source of damage.

Vehicle (Mecha) - Give your feet a break a while and go cruising in your very own vehicle. This can be anything from a motorcycle to a fighter spacecraft. Your level in Vehicle may be an abstract representation of its overall usefulness, or it can be used to create a vehicle with specific Abilities. For every level that you have in Vehicle, you may spend an equal number of points to "build" it from other Abilities. You may also choose Weaknesses to increase the number of points available to craft your machine. Abilities and Weaknesses are not cumulative with your character's natural advantages and faults. Your vehicle also has a separate Health and Endurance total, which its damage received and Endurance draining abilities (should it have any) draw from. The same rules apply to both as normal with a few exceptions: That it may be destroyed when only Health is depleted, and that it can become incapacitated and unusable when Endurance is depleted. Like a normal character, both totals default to 40. Depending on the design of the vehicle, it may be difficult or impossible to attack the pilot without first incapacitating the vehicle. Modifiers to strike the pilot (if this is indeed possible at all) are left up to the Game Master's discretion.

Most characters are assumed to own or have access to vehicles within their own income. Students would have bicycles; working adults, cars; and very rich folk, personal jets. If the vehicle in question is nothing special for the character, then it probably should not be bought. Consult with your Game Master if you have a question regarding this.



Vitality - You have an abundance of energy. You receive a bonus to Endurance equivalent to the following table:

Vitality Level	Endurance Bonus
1	10
2	20
3	40
4	80
5	160

Weapon - When words aren't enough, sometimes it pays to carry a big stick. Or a big sword, a big gun, or anything else that really, really smarts. For each level in Weapon, you may add 1 to your Damage Total when attacking with this weapon. This only applies to one weapon, and you must buy the Ability again for multiple weapons. You may also apply Perks and Flaws to your weapon, as detailed in the Perks and Flaws section. You may only spend as much "Endurance" for Perks and Flaws as 5 times your Level in your Weapon. You may not use Perks to increase the damage of your weapon. Regardless of what Perks or Flaws you apply, you will never spend Endurance to use this Ability

Willpower - You have a will of iron. You can add your Willpower bonus to resisting mind control, ESP, fear, or anything that tests your conviction and mental stamina.

WEAKNESSES

Absent Minded - You have the darnedest tendency to forget things. At Level 1, you tend to forget to do things you're supposed to, such as attend important meetings or do your homework. At Level 2, you forget things you were just recently told, or have trouble recalling recent conversations. At Level 3, your world is a blank past 5 minutes ago. You usually don't remember anything very long, and sometimes get lost while you're speaking or forget what you are doing while you're doing it.

Accidental Transformation - You have a condition that forces you to transform when you come into contact with a certain substance or event. This transformation is detrimental to you in some way or another. At Level 1, you gain one or two points of Weaknesses, or are otherwise inconvenienced. At Level 2, you gain 3-5 points of Weaknesses, or are otherwise majorly inconvenienced. At Level 3, you gain 6 points or more of Weaknesses, or are otherwise terribly inconvenienced. Even complete loss of control of your character is a possibility! In this case, the Game Master controls your character until he or she is reverted. You can always "suggest" things to the Game Master as a sort of "inner voice" but your character may not listen. You can also gain Abilities through this Weakness, but your total gained Weaknesses must exceed the gained Abilities by at least as many ranks dictated by your level in Accidental Transformation.

Players who want their characters to become stronger through Accidental Transformation may want to buy appropriate Abilities (or the Transformation Ability itself) and give them a Trigger of whatever causes the Accidental Transformation.

Ageism - You are easily dismissed by others as useless or a bother because of your apparent age. This may or may not be your actual

age. At Level 1, you appear to be around 12-16 years old or over 50. You are not completely ignored, but you are often forgotten or unwanted. At Level 2, you look 7-11 years of age or elderly. No one takes you seriously, and you find it hard to gain respect from anyone. At Level 3, you appear to be under 7 years old or ancient. You are completely unrespected, and the thought of having you around is immediately thought of as "babysitting" even if you're the old variety.

Characters with Reputation Abilities and Weaknesses, Position of Power, and other attributes may not be applicable for this Weakness. For example, a respected elder of a community may not have to deal with the same hardships as others of that age.



Airhead - Anybody home? The answer to this question is quite debatable in your case. You may not be stupid or naïve, but come off as both through your sheer ability at not understanding, misinterpreting, and forgetting anything you are told. You are likely the first person to go “huh?” in any situation, and may find it hard to follow all but the simplest instructions correctly. The level in Airhead decides the seriousness of the Weakness. At Level 1, when people get long winded you tend to lose track, but can be quickly brought back to attention by a quick reminder. At level 2 you have a short attention span that gives you a tendency to ignore and even wander away from things that bore you. At level 3 you have the attention span of a 3 year old, but without the patience to sort building blocks by color.

Amnesia - Due to a freak accident, strange illness, or simply some kind of foul play, you have lost your memory. At Level 1, the beginning of your illness was long ago, and you have many more recent memories. However, you may still long to know your forgotten beginnings. At Level 2, your amnesia is fairly recent. You have had time to readjust to where you are, but much of your life is a blank slate. At Level 3, your amnesia is very recent, and you have almost no memories at all. You may be completely lost and confused by your surroundings, and filled with a dire need to know who you are.

Arrogant - You are the most important person ever to live...in your mind anyway. You believe in your own superiority to a fault, and may offend others with your haughtiness, not to mention get into dangerous situations. At Level 1, you think you are superior to most around you, but respect a select few, and those “below” you are treated with at least mild civility. At Level 2, you are above almost everyone, and only a few are worthy “equals.” You often treat those who are unworthy with hostility or a cold pompous attitude. At Level 3, you are the

sole reason for the world to be, and you are quite annoyed by the fact others do not see this. You treat everyone, regardless of who they are, as if they were little better than the bubble gum stuck to your shoe. This is not to say you cannot hold your tongue, but in your mind the distasteful feeling is always there.

Bad Reputation - Your reputation precedes you...in a very bad way. People may distrust you or even hate you, regardless of whether your reputation is deserved. At Level 1, your reputation is more gossip than a true stigma, though some people may still keep their distance from you. At Level 2, your reputation is more renown, and may cause fear, mistrust, or even disgust in those who know about you. However, you might be able to overcome their convictions through your actions. At Level 3, your repu-



tation is known by nearly everyone, and nearly everyone keeps their distance out of fear or hatred. Although it might be possible to overcome your reputation through your actions, most will simply ignore what you do good and only remember what you have (or at least, said to have) done.

Bizarre Appearance - You have an appearance that is completely different from those around you. At Level 1, you have a few noticeable distinguishing features that, though odd, do not cause alarm or hatred in most people. You may be able to hide these features as well. At Level 2, you have many traits that single you out. You may not be hideous, but your appearance could cause alarm or distrust in those around you. You could never blend in as a "normal" human being. At Level 3, you are a monster. Children get scared and run from you, and others are greatly alarmed and try to avoid your company.

Boorish - You do not really see the point in good manners or being particularly well-behaved in general. At Level 1, you may be seen as rude, and you often are discourteous to others. At Level 2, you are seen as rude and unmannered to the point of being blatantly offensive. Some of your actions may be considered crude or disgusting. At Level 3, you have no sense of behaving whatsoever. You do whatever pleases you and say whatever you feel like, regardless of any social repercussions. Also, subtract your Boorish Penalty when making any rolls involving charisma, charm, or manners.

Clumsy - You, put simply, are a klutz. You are known to easily lose your balance, drop various items, wield melee weapons poorly, and be all-around inaccurate in any coordination based activity. When attempting these activities, you must subtract your Clumsy penalty.

Code of Conduct - You have restricted your manner and actions by a strict code. At

Level 1, this code is simple, usually with one major facet, such as honesty, gentlemanship, or a sense of fairness. At Level 2, your code may have many rules, such as the rules of a major organization or a series of established traditions. On the other hand, your code may be simplistic but highly inhibiting. At Level 3, your Code of Conduct dictates every detail of your life, like an organization sworn to secrecy, a secluded temple with a strict moral code and rituals, or even the Yakuza.

Compulsion - You have an intense need to perform or do something, even when doing so could jeopardize your well being. At Level 1, you have a deep desire for something, but you can manage to resist it, and it isn't that major a problem. You may always want to grab the last piece of sushi or have to make a conscious effort to resist stopping for a few hands when you pass a card game. At Level 2, your problem is a difficulty for you and adversely affects your life. You can resist it, but only with extreme difficulty. Some examples would be an uncontrollable urge to hit on every girl you meet or to gamble your paycheck on a few rolls. At Level 3, You can't resist it and you probably resent anyone even telling you that you have a problem. You may be a hopeless drunk, a kleptomaniac, or otherwise have a compulsion so bad that it can seriously harm your wellbeing.

Coward - He who fights and runs away lives to fight another day. With just a little tweaking to simply "run away," this is your mantra. You are usually the first to jet at the sign of trouble. At Level 1, you can hold your own for a while, but as soon as the tide of any situation turns against you, you are likely to make a convenient exit. At Level 2, you are frightened by danger, and try to avoid it whenever possible, including hiding from time to time. If forced to confront this danger, you will usually run away at the first opportunity. Depending on your character, you may even use others as a means for your escape. At Level 3, self-preservation is the

word, and you avoid any kind of danger, no matter how slight, with all your being. If forced into a sticky situation, you will escape by any means possible. It is not beyond you to divert attention to anyone around to help your flight, even as far as to cause him or her serious harm. If by some bizarre chance you stick around, you are usually not very useful at all, since you're instead finding some shallow place to hide under.

Crybaby - You are quite easily upset and have the annoying tendency to whine when things don't go your way. At Level 1, you are a little more sensitive than the average person, and people don't have a hard time upsetting you. Luckily, it does take some probing to set you off, but you may still be seen as annoying. At Level 2, you tend to cry a lot when others talk meanly to you, as well as when things don't go your way. You also tend to whine when told to do something you don't want to do. At Level 3, even the lightest provocation will send you into a crying fit, and you refuse to do anything that doesn't directly benefit you without whining a lot first. Even when they do, you usually whine anyway.

Damage Magnet - Is it in any way dangerous and could cause bodily harm? If so, you have found what you come in contact with on a daily basis. Through some incredible bad karma (or just bad luck), you have an amazing tendency to be in the wrong place at the wrong time and get hurt because of it. If in a crowd of a million people, one person was struck by lightning, that person, my friend, would be you. The Level in this Weakness determines the seriousness. At Level 1, you may be seen as accident-prone or something similar, and though you get hurt occasionally, it's never too serious. While at Level 2, you get hurt often enough that it is exceptional, and you are often used as a guinea pig, trap tester, human shield, or other potentially dangerous occupation. At Level 3, you are constantly getting injured, participate unwillingly in the previous occu-

pations on a chronic basis, and are a primary target in combat for no plausible reason.

Dependency - You have a deeply ingrained need for something, whether it is a true addiction, like alcoholism, or something more psychological, like a lucky rabbit's foot. If you are without the object of your dependency for too long (or at all, perhaps), you receive a penalty to all actions until you can again have it. You may also become depressed or unwilling to take action in certain situations.

Dumb - You are not known for your sharp wit or book smarts. When trying to perform any academic or reasoning actions, subtract your Dumb penalty.

Easily Distracted - If someone told you, "Hey, look that way!" you would indeed look that way. You're not necessarily gullible, but you are very easily distracted by just about darned near anything. At Level 1, sounds, bright lights, voices, fakes used to distract you, and other attention getters easily attract your notice. You may be taken by these quick diversions of interest, but will quickly refocus on the task at hand, especially if you were taken by a "fake." At Level 2, you will not only divert your attention, but you may spend significant time studying the object of distraction. At Level 3, not only will you divert from your current course of action, you will focus your efforts on studying this distraction. Even obvious fakes like "There's a dragon behind you!" would keep you looking for quite some time.

Emotionless - You have somehow deadened emotions, whether by forcefully suppressing them or never having them to begin with. At Level 1, you do have feelings, but you rarely express them, and when you do, to a very limited extent. At Level 2, your emotions are buried so deeply that you may not have recalled ever feeling anything, and only the most dramatic stimuli will elicit anger, fear, sadness or any other emotion from you. At



Level 3, you not only have no emotions, but you also lack other human mental characteristics, such as the concept of right and wrong, selflessness and selfishness, good and bad, and anything else beyond straight comprehension and reaction to your surroundings.

Fear - You have an unnatural fear of an everyday object or situation, such as spiders or heights. At Level 1, you are uncomfortable in the presence of your Fear and will try to get away from it as soon as possible. You receive a -1 Penalty to all actions while in fear. At Level 2, your phobia is more severe, and you receive a -2 Penalty to all actions. You are quite scared and will do everything possible to get away. At Level 3, you are so terrified by the object of your fear that if you cannot run away from it immediately, you will freeze, curl up in a ball, or assume some

other useless state. If you can actually manage to perform any actions, you receive a -3 Penalty.

Focus - One or more of your Abilities require a special item to use. The ability may need the item as a focusing point of sorts, or the item itself may actually generate the power. If the item is taken away from you or lost, you can no longer use the Ability. At Level 1, you lose a single ability without your focus. At Level 2, you may lose multiple abilities, or lose one or two of your core strengths. With Level 3, nearly all of your Abilities are lost, or you lose powers and skills that are vital to your existence.

Frail - You are easily injured and possibly unhealthy. For each level in Frail, subtract 10 from your Health.

Fussy - You are very particular about everything. You are neat and tidy, and are quite perturbed when things are out of place or something is amiss. As a result of your need for order, you worry about anything you can. At Level 1, you are very concerned for your own tidiness of yourself and your belongings, but can forgive the sloppiness of those you know. Though you may worry quite a bit, it does not dominate your actions. At Level 2, you want everything around you to be well-kept and organized. If unable to convince others to do such, you will often take it upon yourself to remedy the situation. You are also constantly worried about something, and will take every precaution against these worries. At Level 3, you are obsessive. Everything has its place, and it must be in it. If anything is out of order or wrong, you are drawn to remedy it immediately, without any thought of repercussions for your timing. Your obsession causes you to worry about everything all the time. Your life is dominated by trying to fix these problems while inventing more.

Girl/Guy Magnet - Whether you like it or not, you are one of the most eligible guys or

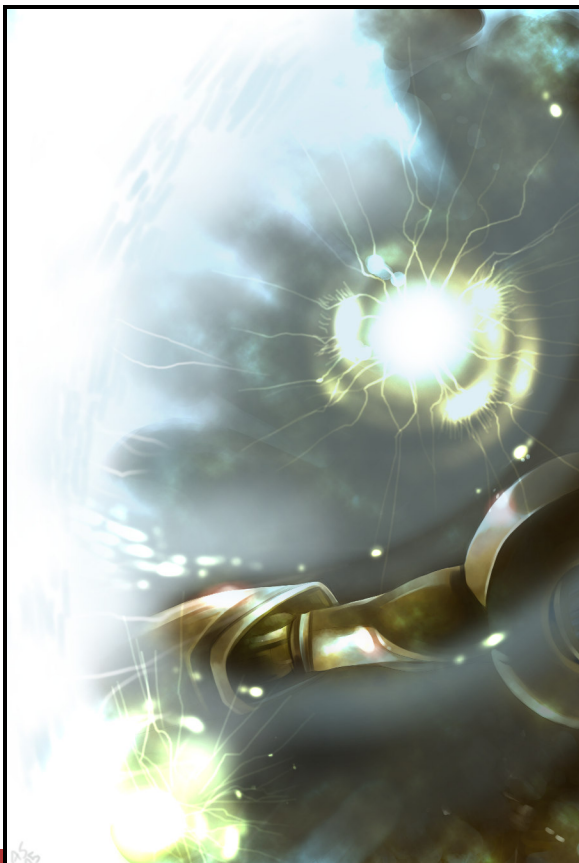
girls around. At Level 1, Many are attracted to you, and may hit on you from time to time, but few are interested in a serious relationship. At Level 2, you often have a number of “groupies” who fawn over you, as well as several other more serious (yet possibly unwanted) relationships that pop up regularly. At Level 3, you are a literal love magnet, and cannot go anywhere without being swarmed by a variety of paramours, many of whom have vowed their undying love for you. New serious love interests may pop up regularly!

Guardian - You have someone that you must protect from harm as best you can. This could be for personal reasons (because you love your sister dearly) or a specific duty (because you are a bodyguard). At Level 1, the person you must protect is rarely in danger and certainly doesn't have anyone in specific to be defended from. At Level 2, the person is moderately well known and may get into trouble because of it, or they may have deep disagreements or rivalries with another party, causing possible action or violence towards them. It is also possible that they just manage to get themselves into the darnedest of bad situations and require your intervention. At Level 3, the person is a major celebrity who may be in constant danger, is actively sought after by some large organization, or may be a common outlet to get to you. On the other hand, they could be inherently self-destructive, constantly getting themselves into highly dangerous situations that require you to rescue them.

Hatred - You have a completely irrational hate of something. This thing may cause you to become angry or even invoke violence. At Level 1, you can curb your hatred. However, you will avoid the object in question, or if a person, might act cold or mean. At Level 2, you can hardly keep your distaste in check. You will want to harm or dispose of the object in question, or if a person, be extremely harsh or even violent towards them. At Level 3, you become engulfed in

rage. You must destroy or kill the thing of your hatred, and will risk everything to do so. Little, if anything at all, will keep you from carrying out your anger.

Impulsive - The old saying, “Look before you leap” never really penetrated your thoughts very far. To put it simply, you tend to jump into situations without thinking through the possible consequences...or really thinking that much at all. At Level 1, even though you are impulsive, you can be somewhat rational, especially if others are trying to talk you out of whatever crazy stunt you are considering. At Level 2, you do not think about any course of action for long. You easily get yourself into a mess, and only the direst of situations have a remote possibility of making you think twice. At Level 3, you think it, you do it. That simple.



Ineptitude - No matter how hard you try or how much you practice, you are just really bad at a certain skill or craft. When attempting to perform the object of your ineptitude, subtract your Ineptitude Penalty.

Like the Hobby Ability, those who use the Ground Zero rule and others similar to it may wish to make Ineptitudes worth half. If this leaves your character's total points as a fraction, round up.

Jittery - Although not necessarily a coward, you are easily startled or frightened by sudden or unexpected occurrences. At Level 1, unexpected sights, sounds, and feelings easily surprise you. You may flinch or make other sudden movements, but the consequences are generally more embarrassing

than dangerous. At Level 2, if you don't see or hear it coming, it is likely to startle you quite badly. You may jump and yell in fright, but you generally recover once you discover what startled you. At Level 3, your world is a world of dangers lurking just out of sight. When startled, you may scream and run away or blindly attack the source of your fright.

Languorous - You lack the energy and pep of most other people. You are easily tired, and try to avoid strenuous activity. For each level in Languorous, subtract 10 from your Endurance.

Lecherous - Although most of us have some sort of desire for companionship, we can also keep our urges in check. Unfortunately for you, you can't. At Level 1, you are a sucker for "naughty things" and will make attempts to get a hold of them, as well as sneak revealing peeks at attractive members of the opposite sex when possible. At Level 2, you are obsessed with the other sex, and regularly buy various naughty articles, take considerable risks to get revealing looks, and take the opportunity to glomp, goose, or otherwise handle the opposite sex. At Level 3, your sex hormones are completely out of control, and you will glomp, stare at, or otherwise harass anyone of the opposite sex. You spend most of your free time patrolling "girl/boy places" in hopes of getting a look-see, and you often raid them for "personal" articles.

At the GM's discretion, "ugly" or otherwise sexually unattractive characters may be exempt from a lecher's attention.

Love Interest - Ah, the beauty of love. Whether you like it or not, there is someone you hold a special place for in your heart, or perhaps vice versa. At Level 1, you have a caring, mutual relationship with someone. Although there are no special complications, such a relation still requires a substantial





Naïve - Most people are well aware of the fact that the moon is made of rock, but you are among the small number of people that still believe it is made out of cheese. To put it simply, you are rather unknowledgeable about the nature of the world in general, and you often believe things that rational people would know as false. At level 1, you may fall for relatively small tugs on the truth and gossip, like "The Malicron Corp. plans on buying out a small business," or "Daisuke likes Karis." At Level 2, you may fall for some outrageous stories and flat lies, like "The Malicron Corp. owns Soh-nii Electronics," or "Daisuke likes Natsuki." At Level 3, you are so gullible and naïve that you may very well believe anything! For example, "The Malicron Corp. owns *you*," or "Daisuke likes Braun."

Nosebleeder - Due to bizarre anime medical law, your nose has the tendency to bleed whenever you catch site of the nude form of the opposite sex (or at least a revealing glimpse), as well as when you have particularly naughty thoughts. At Level 1, you spawn a small trickle, which really causes no harm but to reveal yourself to others. At Level 2, the nosebleed is more serious, but easily stopped if you follow the correct medical procedure. If in combat, you will have to sit out the rest of the fight before you can recover. If you choose to ignore it, you receive a -1 Penalty to all actions. At Level 3, you spout a near waterfall of blood and soon lose consciousness. The time for you to regain your consciousness is left to the Game Master's discretion.

Obsession - You have an intense desire to have or achieve something. You often base your life around this desire, and will go out of your way to succeed in getting it. At Level 1, you feel the urge often, but your obsession does not monopolize your life. You may even turn down achieving or obtaining your obsession if much bigger things are at stake. At Level 2, the obsession is terribly important to you, and you often push aside other

commitment. On the other hand, you may have an unwanted love interest that simply can't take a hint, insisting on being a constant annoyance. At Level 2, you might have a strong love for someone else, but sadly it is unreturned. You may devote much of your energy and time to this pointless chase. If this is not the case, your love life is at least somewhat complicated. At Level 3, you may have any of the above relationships, but the romance is forbidden or otherwise socially unacceptable. Your respective families may refuse to allow you to be together, or you might be of incompatible backgrounds. In any case, your relationship is complicated and difficult, if not impossible.

If you have three or more unwanted love interests, you are required to take Girl/Guy Magnet at Level 2 or higher instead.

interests to better pursue it. You may even choose it over things that would logically be much more important. It would be a moral crisis to choose between your obsession and a friend, or maybe even your own life. At Level 3, your obsession is your sole reason for existence. Nothing is comparable, and nothing can stand in your way. You may even choose your obsession over things incredibly important to you, like friends and family, or your personal well being.

Overconfident - Although a good helping of self-confidence can be a good thing, you went back for seconds. You have a bloated sense of what you can accomplish and of your importance in general. At Level 1, you still have a (relatively) level head, but you overstate your abilities enough to get into situations you truly aren't well equipped for. You don't like to give up, but you will eventually figure out when you are outmatched. At Level 2, only the largest obstacles are considered too big for you to take on. You often jump into situations way out of your league and find it hard to reconsider your course of action, even when it's apparent you cannot handle it. At Level 3, you think you can take on the world...with one arm tied behind your back. You will never concede that any situation is too tough for you to handle, and will be hard pressed to ever give up, whatever the circumstances may be.

Pacifist - A deep part of you does not believe in the necessity of violence, and you try to avoid it when possible. At Level 1, you try to avoid confrontations, but will fight if it really is the most logical option. At Level 2, you will never attack anyone except in self-defense, to keep someone you care about from coming to great harm, or your very life is on the line. At Level 3, you will never raise a hand to anyone, no matter what happens.

Pariah - For whatever reason, you have been branded an outcast by some group or organization. You may be a threat or annoyance to the group, or were kicked out due to your

actions. Members of this group may be hostile towards you, and you cannot participate with the group. At Level 1, you are discriminated against by a small group, such as a minor club or clique of friends in high school. At Level 2, you are an outsider to a large group or organization, such as a major faction, company, or organization. At Level 3, your presence is largely questioned by almost everyone around you. A huge group or organization, such as the entirety of a district or small city, thinks of you as an outcast.

Poor - Some people have all the money they could ever want, and there are others who have to fight tooth and nail to make ends meet. Unfortunately, you are of the latter. At Level 1, you live in a small, crowded house and rarely have money to spend on anything beyond the basic needs (food, bus money, etc). At Level 2, you live in a run-down apartment building or other cheap accommodation and have to maintain multiple jobs in order to support you and your family (if any). At level 3, you are dead broke and homeless.

Rival - You have someone you feel the need to best...or they feel the need to best you...or both. This could be anything from a simple skill rivalry, competing for a girl's love, or even combat! At Level 1, your rival is less skillful than you or has a significant disadvantage, at Level 2, he is just as skilled as you, and at Level 3, he is more skilled or has a significant advantage.

Room for Two - They say two's company, but you might disagree. Due to some bizarre happening or mishap, you have another voice in your head that isn't yours. Perhaps it is a mischievous spirit, or maybe you're just plain crazy. At Level 1, this voice is supportive, maybe sometimes helpful. However, you will probably be coaxed into a conversation with it, which will get more than a few odd looks. At Level 2, the voice isn't particularly helpful, but it's not exactly a hindrance either. The voice may be rude

and sarcastic, but usually doesn't attack you personally unless you really botch something up. At Level 3, the voice is harmful to your wellbeing, whether by being constantly abusive or coaxing you into performing wrong or evil acts. The voice may be extremely persuasive, and you might do things you'll regret later, especially things that fill inner desires.

Secret - There is something that you wish to keep secret. You could be a crime fighter by night and want to remain anonymous to keep friends and family from harm. On the other hand, you may have a dark past that would destroy your life as you know it if revealed. At Level 1, you protect your secret, but there are few serious consequences should it be discovered, possibly mild embarrassment, an unwanted celebrity status, or other social complications. At Level 2, you try to conceal your secret as best as you can, but should it be "unmasked," the secret could cause many complications, such as the endangerment of yourself and others, the loss of your livelihood, or perhaps even incarceration. At Level 3, your secret must be kept at all costs. Your feeling of this may be so strong that you would choose death or severe loss over its discovery. The revelation of your secret would completely wreck your life.

Sensitive - Everyone gets at least a little annoyed when they're jeered at, but you take it to a whole new level. You have a particular facet (hair, clothes, muscle tone, chest size) that you are incredibly sensitive about. At Level 1, any insults or jeers to your sensitive area will immediately cause you to be very angry and hostile to the offender. At Level 2, any jeers will be met not only with hostility, but you will make all attempts possible to physically maim or at least "get back at" the offender as soon as possible. At Level 3, you will hold a grudge against the offender until the day you die, or failing that, hate his or her guts until something happens to change your mind. Oh, and you will proba-

bly attempt to cause serious harm to this person at every available opportunity too.

Servitude - You are in the service of a person or organization. You are required to perform tasks for and take orders from this person or group. It might be because of your occupation, your lifestyle, or may even be self-imposed. At Level 1, your servitude is mostly voluntary, and although you feel obligated to perform your duties, you can weasel out of them when need be. At Level 2, you are devoted to your service and do your work generally as best as you can. You may sacrifice your duties if something very important to you comes up, but you may have to face repercussions for "falling out of line" or feel strong pangs of guilt. At Level 3, your servitude is your life, and little, if anything, comes between you and your duties. You comply with your tasks and orders without question, and not doing so could result in terrible consequences, or you may never forgive yourself for your disobedience.

Short Temper - If you were dynamite, you would have a frighteningly short fuse. It doesn't take much at all to get you angry, and you may lash out even when nothing negative was really said or done to you. At Level 1, you tend to be irritable and easily annoyed. You may grumble and yell at others, but you rarely get downright angry unless you're justifiably ticked off. At Level 2, you are prone to anger, and it doesn't take much provocation to set you off on a yelling tangent. You may even resort to violence, if anyone is dumb enough to keep antagonizing you. At Level 3, you are angered by the slightest discretion against you, even if they were accidents. You may even view things that aren't negative to you at all as if they were, and react accordingly with loud tantrums and brutal attacks.

Shy - You are uncomfortable dealing with other people. You are slow to make friends, and generally make few of them. You are

also easily embarrassed, and find it hard to act in public. At Level 1, you are a bit reclusive, preferring the company of a select few friends. Though not exactly anti-social, you tend to be quiet to those outside your circle. At Level 2, You have a reputation for being shy. You are probably a social misfit or a reclusive bookworm, more comfortable in your own company than that of others. You only attend parties or other social gatherings if forced, and have one or two close friends at best. At Level 3, any interactions with people are like Hell for you. You avoid contact whenever possible, just barely interacting enough to get by with your life.

Size - You are of curious stature. You are either much smaller than normal, or much larger. At Level 1, you sometimes find it hard to use items and be in places meant for normal people, but you can still function in

society. At Level 2, you cannot use many items meant for normal people. You may be so large that you can only fit in the very largest of buildings, and even then, you could not get through the door. If you are small, you are around a foot tall, and you may have problems making it around due to things being built higher and larger than you are. Many normal obstacles may become significant challenges. At Level 3, you may be simply huge, and cannot use anything meant for normal sized people, nor can you really function in any normal sized environment without destroying pieces of it regularly (like knocking over trees while walking through a park.) On the other hand, you can be extremely small, four or five inches tall, and cannot get around this "big" world easily at all. Every day items become "mountains" and other insurmountable things.

Although not included within the Size Weakness itself, Players should consider other possible effects of this trait. Unusual sizes may impact the ease in which a character is hit or the strength a character has.

Slow - You are exceptionally slow in both speed and reflexes. You tend to react to something after it has happened, and the Turtle could take naps in a race with you. When trying to do anything that requires a sizable helping of speed, like running, dodging, or Initiative, subtract your Slow penalty.

Soft Spot - There is something in this world that you can't help but enjoy far too much. This could be anything: a good steak, motorcycles, liquor, or even stuffed animals. At Level 1, you may be influenced by your Soft Spot, but you won't intentionally put yourself into harm's way for it. At Level 2, you are heavily influenced by your Soft Spot, and may be bribed into poor decisions or coaxed into dangerous situations with it. At Level 3, you cannot resist the object of your obsession, and it is horribly easy to take advantage of you. You will often be completely



absorbed with your Soft Spot, and will ignore obvious dangers. You will also not allow it to go to waste or come to harm in any way.

Special Weakness - If you cannot find a Weakness in the rules to cover the disadvantage you wish to have, discuss it with your Game Master. Together, you can give your character a "Special Weakness" appropriate to what you want. The Game Master will help you decide the actual rules behind your ability, as well as the appropriate Level for it.

Split Personality - They say two heads are better than one. Unfortunately for you, it doesn't say anything about two minds. Or three, or four...or ten. Either through illness, some traumatizing incident, or some other means, you have developed another distinct personality (or personalities!) besides your own. You may switch personalities when stressed, or confronted with a certain trigger that sets off the "other" you. At Level 1, you have another personality, but it is not particularly harmful, and may possibly be even good. At Level 2, you have another personality that is particularly annoying or embarrassing but isn't capable of too permanent of harm. At Level 3, however, your other self is particularly dangerous, maybe even evil. You may turn on friends, become deceitful, or do other particularly nasty things. You unfortunately have no control of this persona, so you must take the consequences in full whenever you revert to your normal self.

Strange Personal Habit - You have a curious habit or quirk that may affect how others think about you or treat you. At Level 1, the habit is odd, but would more likely be thought of as strange or eccentric than offensive. At Level 2, the habit may offend some people, but would be unlikely to incur violence or hatred. At Level 3, the habit is terribly offensive, and may cause others to have a deep hatred for you, or even cause them to attack you.



Stubborn - You're not an unreasonable person. At least, not until anyone disagrees with you in the slightest fashion. You hold steadfast to your ideals and take offense to anyone trying to convince you that these ideals, or your course of action based on them, is wrong. At Level 1, you are not beyond the realm of reason. If someone can provide a sufficient argument, you may be willing to back down. With Level 2, you are very stubborn, and will keep to your mind-set unless provided with an incredibly blunt and forceful reason to change your mind. However, at Level 3, almost nothing will change your mind. If you believe something, you will likely believe it to the day you die, even if your stubbornness will cause harm to yourself and others.

Suppressed Power - One or more of your Abilities does not normally work at full power. To work properly, the power requires a special item, emotion, or event that you normally do not have access to. Unless you are in the presence of this special thing, subtract your Level in Suppressed Power from your Ability.

Trigger - One or more of your Abilities require a special trigger to become functional. This trigger might be an emotion, a specific event, a potion, or even a can of vegetables. Once this trigger has been set off, you may use your Ability until the trigger is gone or until the effect wears off, whichever is appropriate. The level in this Weakness affects the rarity of the trigger, Level 1 being easily accessible, to Level 3, being exceedingly rare.

Unnatural Weakness - Your body is especially vulnerable to a specific kind of damage, such as fire, electric, or chi. At Level 1, for every two points of damage you receive from this source, add an additional point. At Level 2, you receive an additional point for every point of damage, and at Level 3, you receive 2 additional points for each point of damage.

Unperceptive - If the sky were falling, you'd be the last to notice. Sometimes even the most obvious things seem to escape you. When making attempts to notice things out of the ordinary, or notice anything period, subtract your Unperceptive penalty.

Wanted - Wanted alive, or maybe even dead! You have acquired the ire (or at least interest) of another person or organization. They are actively hunting you, and you are actively avoiding them, for whatever reason. At Level 1, your hunter doesn't intend to do you any harm, isn't very persistent in the search, or isn't powerful enough to carry out their threats when they find you. At Level 2, the hunter wants to give you a little payback for something, take something from you, or is very capable of getting what they want. At Level 3, the hunter wants you severely punished, possibly even killed, or wants to take something of incredible significance to you and will do anything, even kill you, to get it. They may not only be very capable of doing so, but they could be much more powerful than you are!

Weak - You have the muscle tone of a cabbage leaf. You find it hard to lift heavy objects, create significant pressure, or do anything that involves feats of strength. Weak also subtracts from the damage you can do bare-handed, with melee weapons, and Martial Arts. If this reduces your Damage Total below 1, you will use a fraction. If your Damage Total is 0, you do one point of damage for every two points you hit by. At -1, one for every three, -2, one for every four, and so on.

Weak-Willed - You find it hard to resist temptation or withstand pain. You are easily influenced and commanded, as well as unreliable under fire. Whenever the fortitude of your will is at stake, subtract your Weak-Willed penalty.

POWER PERKS AND FLAWS

There are several abilities that can be individualized through Perks and Flaws. Simply assign those that fit your mental image of the power. Remember to add or subtract the number in parenthesis to the Endurance cost. Many Perks and Flaws may be purchased multiple times to increase their effect.

PERK (ENDURANCE)

Area Effect (+10) - Your Ability can affect multiple targets by spreading itself over a wide area. This can be represented as a cone blast, a circular explosion, or simply a multi-target effect. For each time you purchase Area Effect, you can attack three relatively close combatants, as deemed by the Game Master. If an attack, those caught in the trajectory receive a -1 Penalty to their defense for each level of Area Effect. This represents the difficulty to avoid an attack of such magnitude. This can affect both your allies and

your enemies, so be careful when applying this Perk!

Armor Piercing (+5) - Your attack has the ability to bypass your opponent's armor. Perhaps it is extremely sharp, hits with incredible impact, does damage through non-physical means, or has some other way of negating protection. For each time you purchase Armor Piercing, you may act as if your opponent's Armor Ability were a level less.

Blinding (+10) - Your Ability has the ability to hinder the vision of others. It might be a dark, blinding substance over the eyes, a brilliant flash, or some kind of effect on the mind. Characters who are blinded have a -3 Penalty to all vision-reliant actions until the effect wears off or otherwise neutralized. The blindness wears off naturally in twice the level of your Ability rounds.

Continued Damage (+10) - Your Ability has a continued effect after it hits. This can be represented as burning, freezing, poisoning, or any other effect that can last after the initial Ability is performed. Until the effect is somehow neutralized, or a number of rounds equal to twice the Ability level pass, this attack will continue dealing a fourth of the damage each round (rounded up). If this perk is taken twice, increase the afflicted damage to half.

Endurance Drain (+0) - Your attack works as normal, but instead of dealing damage to Health, it takes away from your opponent's Endurance. If their Endurance is zero, this attack will begin to take from Health.



Entangle (+10) - You can use your Ability to entangle opponents. To entangle your opponent, you must state that you are trying to do so. Any successful attack entangles, but no damage is dealt. However, if you ever succeed in a normal attack roll by 7 points or more, your opponent is entangled in addition to any damage. When entangled, an opponent cannot make any actions or defense rolls. To break free of an entangle, the opponent must roll any appropriate dice (Agile, Hobby: Escape Artist, Strength, etc.) against your Power Move dice, plus any appropriate dice (like Strength) and succeed. Otherwise, they remain entangled. This attempt counts as an action. Future attacks with this weapon or ability while the opponent is entangled are compared to a Defense of zero.

Creative players may find other ways to disable an entangle. Possibly, another character can make an "attack" roll versus the opponent's Entangle ability. The entangle may also be broken if the attacker is ever knocked back. The effectiveness of these and other attempts depend on the exact method of entanglement. Players and Game Masters should use common sense in any scenario.

Extra Accuracy (+5) - Your attack can hit opponents with more ease than normal. This can be represented by a homing function or just higher accuracy when attacking. This Perk can be taken multiple times, and for each time it is taken, add one die to your attack roll.

Extra Damage (+5) - Your attack does more damage than other Power Moves of the same level. This perk can be taken multiple times, and for each time it is taken, add one to your Damage Total.

Extra Knockback (+10) - Your attack has such force behind it that it only needs to do half as much damage as normal to knockback your opponent.

Multiple Targets (+10) - Your Ability may affect multiple targets by splitting apart, selectively affecting certain targets, or by other means. For each time you purchase Multiple Targets, you may select up to one additional target. Unlike Area affect, the targets do not have to be in a close area to each other, nor do you have to worry about affecting unintended targets. If an attack is being made, an Attack roll must be made for each target individually.

No Attack Gesture (+5) - Normally, attacks require some kind of gesture, whether it is just pointing your hand or actually dealing some physical blow. With this perk, you need to make no movements at all to perform the attack.

Ranged (+5) - Your attack can hit targets at a range, allowing you to take down opponent from great distances or heights.

Rapid Strikes (+10) - Your attack is actually not one strike, but many in the span of a second. These attacks come so fast that your opponent must spend his action to even be eligible for a defense roll. If he has already acted this round, he loses his next action.

Redirectable (+5) - You may only have this perk if you also have the Ranged perk. Even if your attack misses, it can still have a chance to hit the target. Should an attack miss, you may "redirect" your attack next round by simply rolling your attack dice again. No further expenditure of Endurance is required. If you ever take another action (besides free defense actions) you lose control of your attack and no more redirecting can be made. You will also lose control if you are hit, injured, or otherwise severely distracted in combat.

Special Perk (+?) - If you do not see a Perk here that reflects the one you want for your Ability, get with your Game Master. Together, you can create a new Perk with the appropriate Endurance cost.

Stun (+10) - Your attack can temporarily paralyze opponents through some means, such as shock. If the character receives knockback through this attack, he is stunned instead. In addition to losing his or her next action, the opponent cannot make any defense rolls until he or she can act again. Stun is affected by the "Extra Knockback" perk.

FLAW (ENDURANCE)

Activation (-10) - Your Ability requires an action to activate it before each use. This could be cocking, reloading, recharging, or one of many other reasons. You must spend one round to activate your Ability, but are still entitled to defense rolls and other free actions. Next round (or any round thereafter), you may use your ability as normal. Once the ability is used, time must be spent to activate it again.

Cancel (-0 to -20) - Your Ability does not work on some targets. If the target is fairly rare (Really, really short guys), you receive -5 Endurance, while if it's incredibly common (humans) you can get up to -20. If the Cancel is something that is ridiculously uncommon as a target (hippopotamus), you get no subtraction to Endurance.

Charge (-20) - This Ability requires a round of preparation to use. You must give up your action, defense rolls, and any free actions until your next combat turn. If injured or severely distracted, the Ability does not work, and endurance is expended. Otherwise, at the beginning of your next combat turn, you may make your roll as normal.

Decreased Damage (-5) - This attack does less damage than other Power Moves of the same level. For each time you take this flaw, reduce your damage total by 1. You may reduce your damage to zero with this flaw, but not below zero. (That wouldn't make sense, now would it?)

Will Attack (+0) - Your attack is inherently different from others in that it is not physical in form. The attack affects your opponent's mind directly. Your attack roll now consists of your Power Move (or Weapon) dice and Abilities like Willpower. Your opponent can only use Willpower and related Abilities to defend. Weak-willed creates a penalty.

Empty Hands (-5) - In order to use this Ability, both of your hands must be completely free. You cannot be holding items, pulling things, or otherwise occupying either hand.

Inaccurate (-5) - Your attack is particularly inaccurate. Maybe you have little control of it, or it is simply inaccurate by nature. Regardless of the cause, you receive a -1 Penalty to your attack for each time you purchase Inaccurate.

No Knockback (-5) - Your attack is of such a nature that it cannot be used to knockback the target. There is no additional effect if the target loses more than half his or her health.

Open to Attack (-15) - After completing your Ability, you may not make any defense rolls until your next combat turn.

Requirement (-5 to -20) - Your Ability may only be used if a certain condition is met. If the requirement is easily accessible (Must be Outside), it is worth -5 Endurance, while an extremely rare and specific requirement (Must be the 12th day of the 4th month of the ancient Galbelzan calendar and a full blue moon) can be worth up to -20. Well, okay, maybe not *that* precise, but you get the idea.

Special Flaw (-?) - If you do not see a Flaw here that reflects the one you want for your Ability, get with your Game Master. Together, you can create a new Flaw with the appropriate Endurance cost.



Slow (-5) - Regardless of your initiative, this Ability takes place last in the combat round. If the character receives knockback or is stunned, entangled, or otherwise compromised before the end of the round, the Ability does not work, and Endurance is lost. Making defense rolls, or even being hit, will not affect this Ability.

Affinity - All Power Moves have one or more affinities. These affinities describe the source of the Power Move's damaging strength. Affinities are in general a cosmetic decision. However, some targets, like characters with Unnatural Defense or Unnatural Weakness, might be affected differently. Affinities can range from Fire and Ice to Energy and Chi. By default, most Power Moves default to Chi, or one's natural spirit

fighting certain kinds of targets. Such an affinity should be discussed with your Game Master to ensure fairness and balance. ("Mecha Mashing" might be a good affinity, while "Against All Human Targets" would not).



TAKING ACTION

Okay, now you have a living, breathing human (or some other kind of) being. Although he might do tons of mundane things every day, sometimes the character is going to do something special, something that has genuine consequences if he fails, or something where the outcome is uncertain. Such things are decided with the rolling of dice. The dice provide a random element that no amount of role playing expertise or complexity of rules can mimic.

ACTIONS

So how do you take an action? All you have to do is roll two dice and take the highest. If the dice come up as the same number, add them together. The Game Master then compares your roll to either another PC's, an NPC's, or a difficulty number he sets for the task.

Daisuke is in a jam. Caught off guard by a pack of very determined female fans, he attempted to escape without much idea where he was going. Now he is stuck in a dead-end with a tall chain link fence. If he doesn't try to go over it, the fan girls are going to catch up. Daisuke takes a deep breath and attempts to scale the fence. His player rolls two dice, both coming up fives! They are added together for a total of 10, which exceeds the difficulty of 6 the Game Master set for the task. Daisuke gets over the fence without a hitch.

Simple enough, right?

MODIFIERS

But what if your character is particularly good at what she is trying to do, or if the odds are stacked against his favor? These things are represented by modifiers. Modifiers are added or subtracted from the number of dice you roll.

Add to your dice when...

- o You have an Ability that affects what you are trying to do. Add the number of dice equal to your Ability Level.
- o You have something working in your favor. Bonus is decided by the Game Master.

Subtract from your dice when...

- o You have a Weakness that affects what you are trying to do. Subtract the number of dice equal to your Weakness Level.
- o You have something working to your disfavor. Penalty is decided by the Game Master.

The mechanics remain the same for any positive number of dice rolled. Roll them and take the highest. If doubles are rolled, add them together and compare to any other number rolled. If the added dice are highest, use them. If they are not, use the other highest die. Triples, Quadruples, and so on are all added together.

Determined to discover the truth behind Miho's origins, Braun is attempting to hack the Malicron Corporation main computer network. As home to top secret strategies of one of Japan's wealthiest companies, the system is protected with top of the line security measures. (The Game Master understandably assigns the task as "Nigh Impossible" with a DN of 15). Not deterred, Braun gets cracking. With bonuses from his intelligence (Smart +3) his computer know-how (Hobby: Computers +4) and his super-computer powered laptop (+3), Braun gets a whopping 12 dice to roll, resulting in two 1s, two 2s (4), three 3s (9), a four, three 5s (15), and two 6s (12). Ignoring all but the fives, 15, Braun manages to crack the system. Page after page of secure data flashes in front of his eyes. What secrets await?

Remember that no matter what you are trying to do, you will always add to or subtract from your two dice default. Even Abilities that normal characters cannot attempt at all (such as Teleport) are added to the two dice default.

NEGATIVE DICE

Going by the rules above, you may soon realize it is quite possible to have fewer than one die. Don't panic; all is not lost for your character. When dice are reduced to 0 or lower, you roll "Negative Dice." At 0, roll two dice and take the lowest. For each number below 0, roll an additional die and again take the lowest. Dice are never added.

Japan's rainy season is in full force. The sun hasn't shown in Tokyo for days, and Miho is feeling the repercussions because of her Dependency: Sunlight -3 Weakness. Though weary, Miho decides to try out a new recipe she saw in a magazine. Coupled with her Ineptitude: Cooking -2, Miho ends up with a -5 Penalty. Her player rolls five dice (a 1, two 3s, a 5, and a 6.) and takes the lowest (1). Her new recipe goes up in flames...quite literally.

ONE IS THE LONELIEST NUMBER

The number one has several special characteristics. No matter how many ones are rolled, they are never added. A roll of all ones fails without exception. In addition, this failure may be particularly embarrassing or endangering. With Negative Dice, any roll of one may count as all ones.



DIFFICULTY

So now you know how to roll dice: how many to roll and how to determine the result. But how do you know if you succeed? There are two ways to determine the outcome.

OPPOSED ROLLS

When making an action against or in competition with another character, the players make opposed rolls. This means that both players roll dice appropriate to their characters' abilities, then compare them to determine the highest result. Of course, the greatest roll wins.

"Get out of my way!" Karis yells as she struggles against Arasuni, her robot assistant, but his firm grip on her fails to slacken. The course of action Karis is trying to take is reckless and above-all dangerous, and as much as it pains Arasuni to disobey her, Karis's continued well-being is a priority. To determine who gets the upper hand, Karis's player and Arasuni make opposing strength rolls. Karis has no bonuses, so she rolls the two-dice default (a 2 and a 5). Arasuni's immense strength gives him a +4 bonus for 6 dice (resulting in 1, 2, 3, 3, 3, 6). Karis finally submits, realizing that there is little use in fighting against him. His level head usually knows best, anyway.

DIFFICULTY NUMBER

Sometimes, you are not trying to best another character but the world itself. It could be a door, a difficult to remember fact, or just a video game. Since these things logically make no effort against the character, the Game Master assigns them a difficulty number. This number is based on how hard the task is to perform. To aid the Game Master in this decision, what follows is a list of difficulties and the appropriate number for each.

Difficulty	DN
Easy	2
Moderate	4
Challenging	6
Difficult	8
Very Difficult	10
Extremely Difficult	12
Nigh Impossible	15

As a final note to potential Game Masters, you should be careful not to make certain factors count "twice." If you give one party a bonus for hiding in the dark, or raise the DN, you should not also give another party a penalty for searching in it.

DRAMA DICE

Oh no! You just botched that roll, and now you are in one heck of a mess.

Or are you? If you are really in a jam, you may spend Endurance to help improve your roll. For every 5 points of Endurance you spend, you may roll one additional die. Drama Dice can be gained even after you have made your action roll. Characters with the "Lucky" advantage also get "free" Drama Dice to use. (See the Abilities and Weaknesses Chapter).

MIRACLES

In especially dramatic situations, where the line between success and failure can change the characters' lives, it is possible to have a "Miracle." By expending 30 Endurance, a character may guarantee the success of a single action. The Game Master may refuse this use of Endurance if the scenario is not appropriate.



COMBAT! (AND OTHER DANGEROUS THINGS)

To the dismay of many Japanese citizens, fights are all too common in anime campaigns. Whether you are looking for a fight or not, you are likely to find one. Various gangs and corporations are always at each other's throats, not to mention the many personal vendettas and rivalries. When you add in volatile inventions, rips in time and space, and demons running amuck, you have a perpetual battleground. Whenever a battle breaks out, time begins to matter and gameplay is separated into Rounds. Every character may move (or another equivalent action) and attack once a round, but the order is decided by Initiative.

INITIATIVE

At the beginning of the first combat round, everyone involved rolls their Initiative. Initiative is two dice, plus any bonuses or penalties from Abilities (Quick) and Weaknesses (Slow). Players and NPCs act from highest to lowest Initiative. Should two Initiatives tie, the next highest die determines who goes first. In case of further ties, refer to the next highest die. If one side has no more dice to compare, success defaults to the character with the most dice. In the rare scenario of complete ties, have the two sides roll one die until a player has a winning number.

"Finally we get to play, again, Warrior of the Mist!"

Raine looked up from his partially complete origami crane to see Shou perched on a nearby awning. "Oh, it's you."

With an eerie silence to be expected from an assassin, Shou dropped down to the ground below. "Are you ready?"

Raine immediately drew his sword, simultaneously slicing the crane in half.

"Always."

"Then let's go!"

They both roll their initiative. Raine gets 4 dice from his Quick Bonus and rolls a 1, two 2s, and a 6.

Even though Shou has more dice (five) his result fails to beat Raine's initiative. Raine gets to go first.

REFOOTING

At the beginning of every future round, any character may reroll their initiative in an attempt to improve it. However, they must keep the new result, regardless if it was higher or lower than before. This is known as "refooting."

Unhappy with the tide of the battle, Shou is determined to get the upper hand on his opponent. Taking the opportunity next round to refoot, he rerolls his initiative. Much to his dismay, however, the results are even worse. Two 1s, a 2, a 3, and a 4 give him a total of only 4. Shou is still stuck going last every round.

TAKING ACTION

Finally! Your initiative has come up, and it's time to make a move. At this point you may wonder what exactly you *can* do. You may make one action every round, whether it is attacking, running away, helping a fallen comrade, or making emergency repairs on your mecha. Defense rolls, as described later, do not count as actions, and are instead considered "free actions."

ATTACK!

You've got your wits about you, your fists (or weapon) up, and your feet in an imposing battle stance. Now what? After picking a target, let loose with an attack roll. Normally, this is 2 dice, but keep in mind certain abilities (like Agile and Combat Skill) and certain weaknesses (Clumsy) may alter this number. The defender then rolls 2 dice as well, along with any modifiers. If the attacker rolls higher, he hits. If the attacker rolls less than or ties the defender, he misses.

RANGE

Exact distances are not important in the OVA Role-Playing Game. It is assumed that any character can close the gap enough to hit any opponent within a combat round. However, there will be cases where this simply does not work. Characters in flying vehicles, on tops of buildings, or in other far away places are simply not in range. Unless the character has a convenient way of getting to them, such distant opponents can only be hit with ranged attacks and Power Moves.

Tired of fooling around with Shou, Raine clasps his sword near him. Whispering, the words "Raging Thunder" across the blade, then shouting "Slash!" he strikes forward with his sword, sending forth a beam of crackling energy. Raine's overwhelming skill with a sword gives him seven dice to roll. He easily rolls two 6s, giving him a total of twelve. But is it enough?

DEFEND!

As you saw above, Attacks are done against an opposed Defense roll. But what is defense? What applies to it?

DEFENDING

Most often, you will be evading or blocking your opponent's attacks. When rolling defense rolls, abilities like Quick and Defense apply. Defending covers any action that avoids or blocks an incoming attack. Be



as flashy or boring as you like. Keep in mind certain maneuvers will affect how well you can defend yourself. (See Other Combat Actions below)

Shou quickly rolls his defense dice. Though Raine is definitely skilled, Shou's pure speed gives him an equal edge. Rolling seven dice, he gets a miraculous three 5s. Through an impressive series of backwards summersaults, Shou evades the wave of electric energy completely. Shou waves his finger "Nuh uh. Much too slow, Raine-chan. But now it's my turn!"

Unless stated elsewhere or rendered impossible, all characters may defend against an attack, whether they have already attacked, moved, fallen down, or performed some other action this round.

COUNTERING

If the old saying "The best defense is a good offense" reflects your combat style, you may consider Countering instead of Defending. Countering is a tricky business, with both great possible risk and reward. When you Counter, you actually make a new attack of your own. The highest attack roll is the only attack to have any effect, and it is compared to a Defense roll of zero! Countering allows you to make an extremely effective attack, but it can also get you seriously injured. Appearance wise, this can be represented by overpowering the other attack, redirecting it, dodging it and striking, or simply managing to attack before the opponent can. In addition to the previous risks, countering characters also lose their next action.

DAMAGE

Once a successful hit is landed on an opponent, damage is calculated. For every point you exceed your opponent's, you deal your Damage Total. This total depends on

several factors: the kind of attack made, bonuses from Abilities like Strength and Martial Arts, and the weapon used. This is subtracted from your opponent's Health.

Remember that some combatants have the Armor ability, which subtracts points from damage dealt.

DEFAULT DAMAGE

Without any Abilities or Weaknesses, all characters have a Damage Total of one. Abilities like Strength or Weapon will add to this, not replace it. This default does not apply to Power Moves. Power Moves have a set Damage Total, rather than being a bonus to the character's default damage.

Now his turn, Shou plans to deliver on his promise and retaliates with a strong result of 8. Though competent with his sword, Raine does not quite have the defensive prowess of the ninja, and only shows a 6. Shou's DT with his tonfas is 3 (+2 is added to the Default of 1). Since the difference between the rolls is 2, Raine takes 6 points from his Health (2 x 3). Raine grunts with annoyance, but raises Kaze Satsujinsha to the ready for the next round.

KNOCKBACK

If characters should take more than half their *maximum* Health in damage, they are knocked back. This can be represented as being knocked down, sent flying through the air, or even flung into the wall of a nearby building. Regardless of the exact scenario, knocked back characters are stunned and lose their next action. If a character is already losing his or her next turn through another knockback, Ability, or condition there is no effect.

Some Power Moves have the "Extra Knockback" perk, which only requires 1/4 of the character's Health to be drained.

COLLATERAL DAMAGE

Put simply, most things on or near a battleground will be either severely damaged or destroyed completely. Missed attacks will often hit something, and characters knocked back can also destroy the scenery. What follows is a list of every day structures and how much damage it takes to destroy them. (Compare the attack to a Defense of 0). Characters knocked back use the damage they received to determine collateral damage. Even if the characters do not exceed the threshold to destroy their surroundings, obvious physical damage will probably be apparent.

Structure	Damage
Sign, Small Furniture, Dustbin	5
Standard Door, Flimsy Wall	10
Reinforced Door, Sturdy Wall	20
Thick Stone Wall, Small Cliffside	30
Typical Car, Knock Down a Tree	40
Heavyweight Truck	60
Steel Wall, Armored Military	80

HEALTH

The battle is not over once Health is depleted. Although you receive a -1 modifier to all actions, you can keep fighting until your Endurance is used up as well. Further damage you take in the battle is subtracted from Endurance instead of Health. Once both are used up, you will fall to the ground unconscious.

ENDURANCE

Some actions, especially certain attacks, will drain your Endurance. If your Endurance reaches 0, you receive a -1 modifier to all actions. Further Endurance drains are then subtracted from Health. As described under Health, if both Health and Endurance reach 0, you fall unconscious.

RECOVERING

On your turn, you may choose to let your character "recover" instead of taking an action. This maneuver replenishes five Endurance every time it is used, not exceeding the character's maximum. The actual action the character performs is up to you, whether it's simply resting, quoting lines from a favorite book, or popping an energy pill. After combat has ended, all Endurance is regained. An exception is unconscious characters, who do not regain Endurance until they have been sufficiently revived.

OTHER COMBAT ACTIONS

What follows is a short list of other actions that are potentially useful in combat.

MULTIPLE ACTIONS

Normally, you are limited to making one action in a combat round. You can, however, take a penalty to your rolls to make two (or more!) actions. A Penalty equivalent to the *total* number of actions being made is applied to all actions. Although Defense rolls do not count, since they are free actions, they are subject to the same penalties. If you have lost an action to a reason other than knockback, and consequently Stun, you may act "twice" to act once, incurring the previous penalties.

KAMIKAZE STRIKE

By forgoing all defense rolls until your next turn, you may double your attack dice. Although a very powerful maneuver indeed, it is also very dangerous. Without a defense roll, all attacks directed at the character will be compared to 0.

MARK

Any successful strike in combat that would ordinarily damage an opponent may be turned into a "Mark", a non-damaging but potentially embarrassing attack. At the attacker's discretion, a mark can represent a taunting slap, a shot-off hat, or even a carved

letter in clothing. This technique is useful when you do not want to harm the opponent, or adversely, wants to enrage the foe into a state of carelessness.

SUBMISSION ATTACK

If any attack deals enough damage to reduce both Health and Endurance to zero, the striking character may instead opt to make a "Submission Attack." This move puts the opponent in a very undesirable position, such as a choke hold, a sharp blade to the throat, or anything else that guarantees a measure of obedience. This technique is useful to gain information out of an opponent, use him as a hostage, or just as a taunting game for less savory combatants. However, it may be possible for characters held by a Submission Attack to turn the tables, pending on circumstances and ultimately the Game Master's discretion.

DON'T HURT ME!

You may forfeit your action to increase your ability to avoid injury. Until your next turn, double your Defense dice.

PROTECT

Sometimes, the well-being of another is more important to you than your own. Risking life and limb, you can help a character who has failed his or her Defense roll. By forfeiting your next action, you may make a Defense roll against the attack as if it were made against you (and take any damage received as well.)

RUN FOR COVER

Characters under fire may use their action to duck for cover. This, of course, can only be used when there is cover to duck behind. While behind cover, you get a bonus to your Defense rolls, but also a penalty to your Attack Rolls. Melee attacks are also rendered impossible from the opposite side of this cover. (Though under many circumstances, melee combatants can simply walk around...) The amount of bonus/penalties acquired depends on the cover's size.

Cover	Bonus/Penalty
Half Character's Size	+1/-1
3/4 Character's Size	+2/-2
Characters's Size	+4/-3
Bigger than Character	Can't Hit/Be Hit

Of course, enemies may simply destroy the cover. (See Collateral Damage)

OTHER WAYS TO GET HURT

Like in real life, there are many other ways to get hurt than being party to outright combat. This is especially true in many anime settings, where potential harm can lurk around every street corner...or at the street corner...or right before the street corner...





GAG DAMAGE

Often in the anime genre, the characters have the remarkable ability to survive the most dreadful of injuries for the sake of humor. In cases where characters are seriously maimed in very funny ways, they usually take "gag damage" instead of normal damage. For all intents and purposes, gag damage works normally, but the effects wear off in a very short amount of time (often two or three rounds, at the Game Master's discretion). Gag damage can also be used to represent any short-lived damage, humorous or not. However, if a character receives enough gag damage, or enough normal damage in addition to gag damage, to reduce Health and Endurance to zero, the character falls unconscious.

ANGRY FEMALE STRIKE

Known all too well by many unfortunate males, the Angry Female Strike is a very dangerous feat indeed. When sufficiently angered by another male, especially boyfriends and potential ones thereof, those of the feminine persuasion may perform the Angry Female Strike. Targets can usually see this coming by looking for such signs as bulging blood vessels, heavy breathing, glowing auras, and rising walls of flame. Any attack may be used for the Angry Female Strike, but it is now completely and utterly impossible to dodge. It also deals an incredible five times the damage that it would normally inflict. Luckily, this is all gag damage, but even so, it will still smart for sure!

FALLING

Falling from great heights is a danger all too real for adventurous (and even not so adventurous) characters, often following being blown several stories in the air by a random mishap. Luckily, many cases of falling are gag damage. For whatever reason, even the worst falls are easily survived in light-hearted anime. To decide damage, compare a roll of the character's Agile and Acrobatics (or other applicable abilities) Bonus to the DN listed on the table below. Use the degree of failure as if you were defending in combat to determine damage. Falls have a Damage Total of 5.

Distance Fallen	DN
10 Feet	2
15 Feet	4
20 Feet	6
30 Feet	8
50 Feet	10
75 Feet	12
100 Feet +	15

Pursuing a bounty across the rooftops of the city streets, Karis is momentarily at a loss when he plunges into the alleyway below. Determined not to lose him, she takes the nearly 50 foot drop herself. With a +3 bonus from her Agile and Acrobatics Abilities, Karis rolls five dice. She manages to roll three 3s, but a 9 is not quite enough to meet the DN of 10. Brushing off the 5 damage to her Health (5 x 1), she continues the pursuit unfazed.

CRASHING, COLLIDING, AND RAMMING

Often, characters are not hurt directly, but as a result of damage to surrounding structures, like vehicles or buildings.

Should a vehicle come abruptly into contact with another object (whether by accident or an intentional ramming maneuver),

it will receive damage based on a variety of factors. Much like if attacked, the character must make a defense roll versus the appropriate DN.

Speed of Impact	DN
10 mph	2
25 mph	4
50 mph	6
75 mph	8
100 mph	10
250 mph	12
500+ mph	15

If two vehicles collide head on, add their combined speed to determine the DN. Likewise, if they are going the same direction, subtract the smaller speed from the larger for a result.

Characters in the crash must now make a defense roll (including any bonuses for piloting their current vehicle) against the DN. However, even if the player exceeds the DN, crashes always act as if they better the player by one.

After this roll, the character's vehicle then receives damage. The DT is decided by a variety of factors. Compare to the following chart, adding bonuses and penalties to a DT of one.

Collides With...	Bonus/Penalty
A Permanent Structure	+4
A Smaller/Weaker Object	-1
A Larger/Tougher Object	+1 to +3
Other Modifiers	-1 to +3

Because of the violent nature of impacts, passengers receive half of this damage.

Braun, while trying to lose a tailing black vehicle (of unknown intent and origin), fails his driving roll. In the dense and often convoluted city streets, it is very possible to collide into the surrounding buildings. Going at a speedy (well, for his car anyway) 75 mph, Braun has to beat a DN of 8 to avoid the crash. With his Pilot +1 Ability, he rolls three dice. Sadly, his result of 5 is not enough.

The Game Master gives the Crash DT a +4 Bonus for being against a permanent structure and another +1 Modifier because Braun's car is so shoddy and cheap. With a total DT of 6. Braun car takes a mighty wallop with 18 Damage (6 x3), but a quick glance at the Collateral Damage table reveals that a typical car can take 40 damage before being destroyed. Dazed for a moment after hitting his head against the steering wheel (half the total damage, 9, is inflicted), Braun then puts the car in reverse. Tires screech as he tries to resume his getaway.

DROWNING AND SUFFOCATION

Normally, the fear of drowning would be an unlikely thought in the urban jungle of Japan, but like everything else in anime, the unexpected is to be expected. Should you find yourself trapped, forced, or stuck under water, in a giant gelatinous mass, or another airless space, you run the risk of drowning (or suffocating). Your Endurance divided by 5 is the number of rounds you can function without air. In a non-stressful/dangerous situation (such as willingly taking a dive), your Endurance divided by ten is the number of minutes you can last without air. After this point, you will fall unconscious. In general, characters never die from drowning or suffocating, but may be inconvenienced in a major way. Washing ashore an isolated place, being out of action for the rest of the adventure, or catching a cold when you eventually make it out of the mess are just a few of the possibilities.

RECOVERING FROM INJURY

With so many things out there to cause pain, one might lose hope surviving at all. Luckily, there are many ways to recover from the injuries and ills suffered during the course of adventures.

- o **Hospital Stay** - Probably the most accessible way to get treatment, the local medical facilities are skilled in making you feel better and curing whatever traumas you have. Pending on the severeness of injuries, this stay may last a few hours, several days, or even whole story arcs.

- o **Wizards, Witches, and Others** - In many settings, there are other unorthodox ways to get healed ...often for a price. You should carefully weigh the benefits of such encounters, since not everyone is incredibly trustworthy...

- o **A Good Night's Sleep** - Due to the amazing physics of the anime world, almost all injuries can be cured with a full night's rest. For particularly traumatic injuries, or in more realistic campaigns, this may not be applicable.

- o **Recovering Through the Day** - If none of these other methods are available to you, you can still recover lost health. For every hour of game time you will gain back health equivalent to two plus your Vitality bonus. Should you do nothing but rest during this hour, you can regain five plus two times your Vitality bonus.



CHARACTER GROWTH

Over the course of time, your character and those around him will change. The adventures, confrontations, friendships, mistakes, and lessons the character - and the population at large - encounter affect who they are, and how they act. Perhaps even more importantly, it helps them grow and reach new potential.

GAINING EXPERIENCE

This experience is represented in the rules as "Experience Points." The Game Master may give characters Experience Points after a few sessions, after a single adventure, or even during the course of play. These points are used to make your character "grow," and there are several ways to earn them:

- o **Be There.** By simply taking part in the action, you will gain Experience Points. The Game Master will give experience points every few gaming sessions for simply taking part in the adventure.
- o **Be Inventive** - Sometimes, you will come up with a really great idea, a strategy, or even just a potentially good plan. When it is apparent that extra effort has been made, the Game Master will often award a "bonus" Experience Point to players, even when their brilliant ideas do not work.
- o **Be Involved** - Don't just play, role-play! If your interaction with other players,

characters, the Game Master, and even the world itself really improve the quality of the game, the Game Master might reward you with an Experience Point.

Game Masters can find more information on Experience and running the game in the Game Master's Section

SPENDING EXPERIENCE

So, what can you do with these Experience Points? Why spend them! You can use Experience Points to raise your current Abilities...or even to gain new ones!

To raise an Ability, you must spend as many Experience Points as the level you wish to achieve. Keep in mind you have to buy each level individually! If your Ability is currently at Level 2, you must purchase Level 3 before buying 4. You can gain new Abilities in the same manner.

Any limiting rules used during character creation no longer apply.

CHARACTER ADVANCEMENT

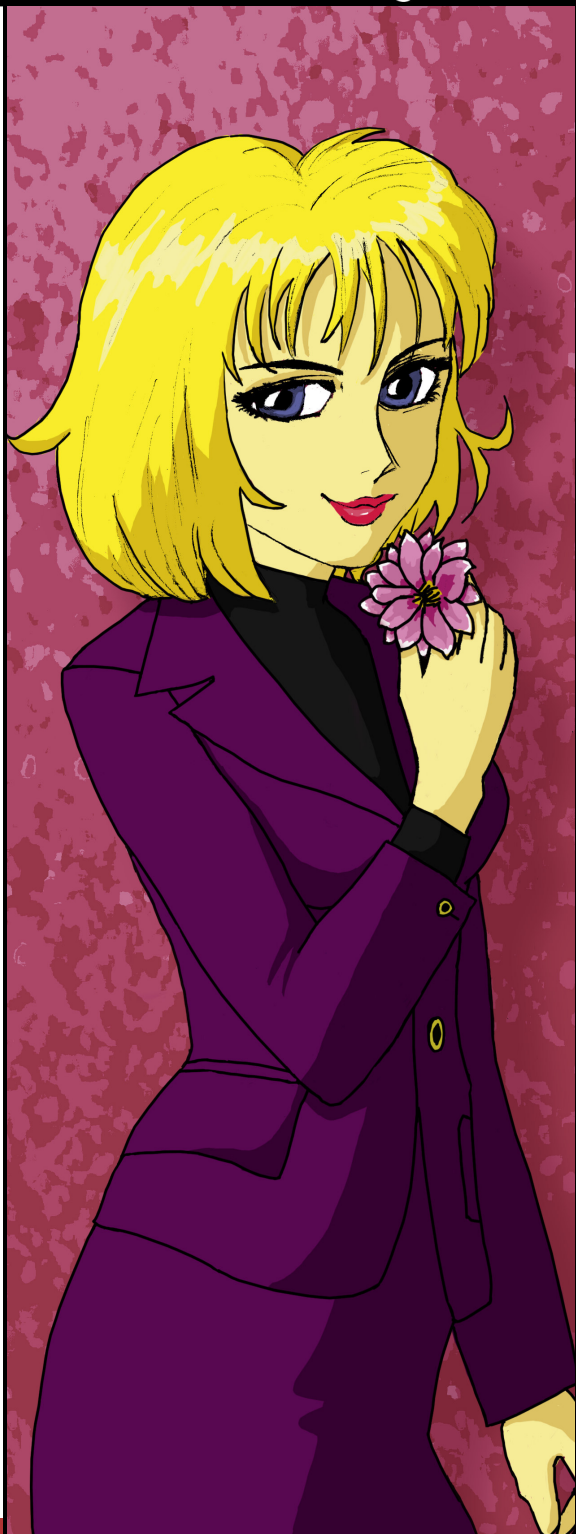
As said before, characters will change over time through their interactions with the world. If a character should meet a skilled teacher and train, she will either become more skilled or gain a new Ability altogether. A once easily frightened character may become brave through his adventures. Some characters may just “grow up,” getting over what once seemed important to them. Still others will confront intense traumas that may give new fears and doubts. When these things happen, the character’s Abilities and Weaknesses will change and disappear. There is no spending of Experience.

RETIRING CHARACTERS

As time passes, you may feel you need a change of pace. Some characters, once they have achieved all their major goals, seem to lack purpose. Other characters may simply become boring over continuous play. For these, and other reasons, You may want to retire your character.

This “retirement” can be handled in several ways.

- o **The character can simply retire** from their adventurous exploits. They may go home or settle down and start a family. Such characters can either disappear from the story completely, or remain available as an advisor or other non-active participant.
- o **The character may die.** Players can discuss with the Game Master on how to make an appropriately heroic scenario for such a death. This can even be done without other players being aware!
- o **The character may become an NPC.** This is often best for characters that have become intrinsic to the current storyline. The character remains much the same, only now under Game Master control. This can also be appropriate for players who simply want a break and will resume play of the character later.







GAME MASTER'S SECTION

So you want to be a Game Master? The job you've chosen for yourself is far from a simple one. The responsibility for the entire game rests on your shoulders. Handling the rules and settling the results of the player's actions require a great deal of quick thinking. And creating the world itself! Meticulously plotting out the adventures and personifying a plethora of characters will take more than a little creativity. If it seems like a lot of work, you're right. But therein lies the beauty of Game Mastering. Through all your toils, you have an entire universe under your fingertips. The only limit is your imagination!

PLAYERS TAKE NOTE!

Within this chapter, and the Sample NPCs section that follows, many secrets of the Game Master are revealed. If you have plans to become the Game Master of your gaming group, or you intend to take turns as the GM, then read onward. Otherwise, Players are discouraged from continuing any further.

WHAT DOES A GM DO?

The Game Master is a unique entity. Unlike the Players, whose sole responsibility is to play their characters, the GM has to juggle numerous roles at the same time.

THE GM IS A STORYTELLER

Arguably the most essential of all of a Game Master's roles is that of a storyteller. Not only must a GM be able to create gripping stories that enthrall the players with wonder, but he or she must also be able to visualize this story in words, to describe the Player Character's surroundings, and make quick decisions based on the often unpredictable actions of the Player Characters.

Before each session, the Game Master prepares an adventure for the Players to take part in. This involves making a few notes. What does the Game Master expect to happen? Who will the Player Characters (PCs) meet? Where will they go? What will the PCs goals be for the adventure? The Game Master has to answer all these questions while keeping the Players in mind.

Should the Players go astray from this intended flow of events, the Game Master must be able to gently guide them back without resorting to blatant force. More adventurous GMs may even wing it, taking this new path to whatever places that it may lead.



THE GM IS A REFEREE

Like any game, the OVA Role-Playing Game adheres to a set of rules. Similar to a referee or judge, the Game Master is the final say on how these rules are interpreted and applied during the game.

Because the rules so often have to be referenced, a good Game Master must be familiar with the rules and all their uses. An unprepared Game Master can bog down the game as he or she thumbs through the rulebook.

Many times, the players will try to do things not directly covered within the rules, or they will find new uses for previously mundane skills and abilities. It is up to the Game Master to apply the rules not only sensibly and fairly, but also quickly. An indecisive Game Master can bring an otherwise dynamic adventure to a halt.

THE GM IS A PLAYER

Despite his other responsibilities, the Game Master is still a Player who must role-play as the many NPCs he introduces into the story.

Because the Game Master knows everything about the game's world, (even all the PCs' secrets) the ability to roleplay honestly can be difficult. But the Game Master can use this knowledge as an advantage, molding NPCs to complement the Players and the the plot.

And like the word "Player" suggests, the Game Master is here for the same reason as everyone else: to have a good time.

DO'S AND DON'TS OF GMING

There is no one way to Game Master, nor is there a special rulebook for you to follow. Game Mastering is like an art form unique to each who take on the task. That said, there *are* a few guidelines that, if followed, will improve the quality of the game.

KNOW YOUR STUFF!

It can hardly be stressed enough that you be prepared for your game. While knowledge of the rules is essential, it should not mark the end of your preparation.

Make sure you are familiar with your adventure. All your notes should not only be handy, but organized. Whenever possible, try to account for different actions the Player Characters might take. You will never be able to foresee all the possibilities, but looking for some of the most obvious choices will provide a basic idea of what to expect.

Major NPCs should have their statistics written up ahead of time. Keep them together in a handy "at-a-glance" type list. If they have any special abilities, make sure you know how they work. (This goes for the PCs too!) You should make notes of their allegiances, personalities, and goals. This will be useful for gauging their reaction to the Player Characters later on.

In a worst case scenario where preparation fails, improvise. Instead of wasting valuable gaming time with your nose in a bunch of papers, you can keep the game running smoothly. Don't remember how car crashes work? Make up something. Lost the stats to a major NPC? Assign numbers as they're needed. Your Players will probably never notice the difference—unlike snorting the rulebook.

GET IN CHARACTER

As you approach the front desk, you are greeted by the attending clerk. She informs you your wishes to see the President of the Malicron Corporation are impossible and advises you to leave.

Who was that? Why should we care? If you don't make encounters like this compelling, the PCs *won't* care. This may be all right for a one-time extra, but often you miss out on the opportunity to add depth to the setting, or even to other more important NPCs. Try to give these extras personality, quirks that not only make the NPC stick in the players mind but draw them into the world you've crafted.

As you approach the front desk, the attending clerk glances at the male members of your party with a distasteful glare. Your presence is ignored until you tap the desk to gain her attention, inquiring about seeing the President of the Malicron Corporation.

"She would have no business with the crude likes of you. Think you can come in and get what you want? It's just like you men to be so pompous."

Any further interaction is quickly discouraged as two female guards see your way out of the building.

Better, right? Not only is the entire encounter more memorable, it gives the Players insight into what kind of business Malicron Corporation runs. Plus, you probably riled them into trying *that much* harder to get what they want.

ENCOURAGE ROLE-PLAYING

Even with thrilling combat and suspenseful skill tests, role-playing games are still *role*-playing games, not *roll*-playing games. Be careful not to get in the habit of treating OVA like a board game, simply moving from one number to the next.

Playing your own NPCs to their fullest certainly helps, but if the Players have no reason to role-play, even the most enthusiastic Game Master may be left with a rather dull party.

The easiest solution is to provide opportunities to roleplay. Plan encounters that can only be resolved through conversation. Don't just let the dice do the talking! When the players want their characters to bribe, fast-talk, interrogate, convince, or otherwise interact with an NPC, make them actually do it. Sometimes, this can eliminate die-rolling altogether. (See *Don't Sweat the Small Stuff* below).

As advised in Character Advancement, good role-playing should be rewarded with an Experience Point or two.

BE DESCRIPTIVE

Like playing NPCs with gusto (as recommended under *Get in Character*) it is important for you to be enthusiastic about the storytelling aspect of Game Mastering. Without anything but your words, the Players have to create a mental image of their surroundings. If your description is bland, their view of your world will also be bland, regardless of how it really is.

After that burst of light, you mysteriously find yourselves in a strange place. Everything's metal; it looks like the inside of a space ship of some sort.

Despite the potential interest of such a wild setting, the deadpan factual description gives the essential but none of the atmosphere. The feeling of awe you wanted to share with your Players is nonexistent. Even though all you have is words, try to appeal to *all* of your player's senses. Give details. Rich images will bring the Players into your world.

As the blinding light fades, your bodies are overcome with a chilly tingling sensation. This feeling too fades away as the ability to see your surroundings return. The glossy shine of metal is everywhere, punctuated by small points of light. Screens displaying incomprehensible data float near the walls without support. The hum of countless mechanisms fill your ears and your footsteps echo about the small room. Wherever you are, it is not of this Earth!

If you're not comfortable making such things on the fly, many Game Masters write the descriptions for locations and events before the game. Just be careful not to railroad your Players to ensure their usage.

GIVE EVERYONE THEIR TIME TO SHINE

In any gaming group, certain PCs will stand out more than the rest. Some will have more dynamic personalities. Others will simply be more "effective", armed with a plethora of useful Abilities. This can become a problem when one or more Players opt to play "non-effective" characters. If you're not careful, they can easily be overlooked and have little to do throughout your adventures. Bored Players quickly become unhappy Players, which isn't good for anyone.

It is your responsibility as Game Master to take advantage of any attributes that a PC possesses and involve them in your story. Even if a character has no skills to contribute, they can prove useful in other ways. An immature kid among a group of powerful martial artists may seem useless at first blush, but what if the Players need someone

to navigate an extremely small place? A little creative thinking will give everyone their time in the lime-light. More importantly, everyone will have fun.

KEEP THE GAME GOING

It happens. Deep into the game, the action suddenly slows to a crawl. The PCs are unsure what to do next, or they take a course of action that simply isn't that exciting. The result is a dangerous tedium that can quickly kill even the best of games.

As a Game Master, it is up to you to make sure this lagging is minimized. If the Players are confused or lost, arrange for something to push them in the right direction. Have a PC make a perception die-roll to notice a useful clue. Make NPCs arrive to force them along a course of action. This might not be a good one either!

Whatever you do, don't let your Players just sit there for very long. Have things happen that force a decision, or if all else fails, have the bad guys show up. Nothing breaks up boredom like a good encounter, even if the PCs run away.

Many Game Masters like to make certain rolls for the PCs. Perception and other sensory rolls are an obvious choice. The Game Master can make these rolls without alerting the Players that something is amiss, and not waste valuable time asking for individual die-rolls. Adversely, less scrupulous Game Masters may make a few meaningless die-rolls to let the Players sweat a little.

DON'T SWEAT THE SMALL STUFF

Too often, Game Masters feel the need to apply the rules to even the tiniest of situations. Instead, do your best to keep die-rolling to a minimum. The dice are meant to add drama and suspense to role-playing. Abuse of this random element will only result in prolonging the less interesting portions of your game and, worse, steal the emphasis from more important conflicts.

Before you want to apply a die-roll to the current situation, consider the following criteria:

- o Is it routine for the character? If the character can complete the task easily, there's no need for a die-roll. A world-class weightlifter would have no trouble moving televisions. The marginal chance of failure provided by the die-roll makes it dull and even ludicrous, not dramatic.
- o Is there any consequence for failure? A die-roll is not necessary when failing causes no repercussions or loss. Don't make characters roll to jump a ditch. Even if it may be difficult for less able characters, there is no suspense or drama without tangible risk. Now, if the ditch were a 10 foot wide chasm, or they were being chased by ninjas...

On the other hand, you should always let the Players attempt a task, even if it seems impossible. (Well, unless it truly is impossible, like suddenly taking flight without the Flight ability). The "Nigh Impossible" Difficulty is there for a reason.

DON'T RAILROAD THE CHARACTERS

Because of the strong narrative element in Game Mastering, you can easily get attached to an ideal course of events. You have a great story to tell and assume the Players will come along for the ride.

The problem lies in the fact that they *don't*. Players have their own ideas of what their characters will do. Even if you have the good tendency to plot out several possible outcomes for any situation, at some point the Players will do something you never expected.

If you have not considered other possibilities at all, you may panic, rapidly closing any opportunity that doesn't match up to your preconceived plan. Doors will be mysteriously locked, paths will collapse, magic barriers or ludicrously tough enemies appear to bar the Players' path.

This kind of "You can't do that" gameplay gets tiresome fast. Part of the enjoyment of role-playing games is (the illusion of) free-will. By openly denying this ability to make choices, you violate a basic premise of role-playing.

This doesn't mean you should completely fall prostrate to the whims of your Players. There are other ways to control the flow of an adventure without blunt railroad-ing.

If Players unexpectedly take a train to get to a destination sooner than you expected, have a problem arise. The train breaks down or is even attacked by monsters or criminals. Should PCs solve your great puzzle by looking up the solution instead of thinking it out, have them be misinformed. If the players shirk their commitments to more easily complete a task, have this come back to haunt them with angry NPCs.

Not only do you compromise the Players' plan, you add an entirely different element to the adventure. The excitement is maintained, and the "great scheme" actually makes the situation more difficult. Sometimes your on the fly tweaking will seem more right than what you had in mind. Good handling makes it appear like part of your plan, not a half-hearted attempt to thwart the PCs.

As a general rule, do not manipulate the characters, manipulate their environment. The Players may feel they are the masters of their own fate, but they can have little claim on the world itself. If a choice is truly integral to your adventure, make the "right" choices more attractive, or give the players numerous opportunities to take the right path.

DON'T MAKE FLAT SUPER VILLAINS

With all the free rein a Game Master has, it's disturbingly easy to fall into a dull trap: that of the Flat Super Villain. You try to cram every cool ability into him you can, then throw him at your Players with little reasoning or thought beyond "he wants to do something *bad!*"

Sure, it works on some level. Most Players will go along with the ride and trash the baddie of the week. But why leave it at that? Involve the PCs! Make them *want* to trash the villain. Look at your Player's characters and find reasons for them to care. The villain should threaten their goals and ideals. Maybe they want to take something important from them, or to destroy something they care about.

Keep in mind that no one is evil for the sake of being evil. They have *some* motivation for being who they are. Some of the best villains are really not so evil at all. They may even join the Players with the right persuasion. (Or if it suits their purpose. There's always time for betrayal later.)

Few villains are without weaknesses either. Just because the villain is not the definition of moral does not mean the character lacks...well...character. Something is important to this character, and something hurts this character. Considering these weaknesses can provide openings for role-playing. Violence and conflict are not always the answer, even in the often action-packed world of anime.

For a few ideas, browse the Sample NPCs section directly after this chapter.

DON'T FORGET WHO THE HEROES ARE

Remember that you and your friends are creating a story, and that this story is about the heroes. You have to be careful to not forget this while running your game.

After creating complex villains, you may get the idea to create deep NPCs to fit into any role — so much so that they begin to overshadow the PCs. Throwing the Players into impossible scenarios just to save them with your latest “cool” NPC not only gets old fast but cheapens the experience. This is little, if any, better than railroading.

On the flipside, you may not save the PCs at all. It is a natural tendency to be competitive, and even the most basic of games center around “beating” the other players.

It's all too easy to forget while playing an RPG that it is *not* a competitive game. You are not against the Players, and you shouldn't act that way. Intentionally annihilating the PCs may give you a buzz at first, but your players will quickly become unhappy with the situation. The Players are not just the heroes, but people that expect you to show them a good time.

This leads into one final problem: When the rules get in the way. The rules are great for what they're supposed to do, fairly and impartially settle conflicts. What they're *not* terribly good at is story-telling.

Imagine the following scenario.

After an exhilarating chase and a grueling long-fought battle, the Players are finally getting the upper hand over Shadowman's immense power. Refusing to make it so easy, Shadowman unleashes a desperate final attack. You thought this would make this battle a little more interesting.

But you had no idea it would be so deadly. The dice fall, one six after another. With these numbers, the entire party will be decimated in a single blow.

What do you do? If you follow the dice, the entire party's efforts will be nullified. The resounding climax the adventure has built to has been suddenly cut short and meets a boring and undynamic end.

The solution?

Cheat.

THE ART OF CONSTRUCTIVE CHEATING

Yeah, you heard right. Though most have adopted the term “fudging” for this good-natured cheating, you are in fact bending the rules. Fudging's purpose is to repair fatal flaws in the Game Master's adventure or to prevent single die-rolls from affecting the entire course of a game. Fudging can even be done in the middle of combat to fine-tune a opponent that's a little too tough...or too weak!

But fudging should not be done casually. Constructive cheating does not solely benefit the players *or* your own desired outcome for the adventure. If the game becomes too easy, then the element of risk that makes gaming so compelling is lost. If you bend the rules to follow your ideal gameplan, you come dangerously close to railroading. Copious fudging will eventually become obvious to Players, who will be sorely disappointed. Picture winning a game, only to be told your opponent threw the competition. Trivializing the Players' triumphs is never a good thing.

The solution? Don't let the players get away scott-free. To balance the generous good-fortune you are providing them, have something else go wrong. Have parts of the surroundings collapse, trapping a key fighter for the next few rounds. Be creative. You make the entire encounter that much better.

TYPES OF GAMES

Like so many other facets of role-playing games, there is no one right way to play and structure your adventures. Even so, here are some of the more typical set-ups:

- o **One-shots** are an RPG at its most basic. Adventures run their course in one or two sessions. Plotlines are introduced quickly and resolved by the adventure's end. Because there is so little time for character development and plot progression, One-Shots are best suited for fast-paced, exciting games, with very little carrying over from adventure to adventure. The episodic nature of One-Shots make them ideal for gaming groups that meet infrequently or are constantly swapping participants.



- o **The Story-Arc** is a group of adventures united by a common goal or story element. With a less defined length, plots can be slower and more deliberate. Antagonists and dilemmas may appear in any of these adventures, but most will only find resolution at the Story-Arc's end. The Players can take advantage of the looser time frame for role-playing, but characters will likely change little during the Story-Arc. If you and the Players continue to explore their characters and the world they live in, Story-Arcs may inadvertently evolve into the type of game known as...
- o **Campaigns** are the most epic kind of game. With a broader scope, the world is very open to the actions of the players. Antagonists will come and go, Story-Arcs will begin and draw to a close, and as time passes, the characters will grow and change as a result of their adventures. Some campaigns may have no defined "ending" at all, going in directions the Players, and even you, never expected. Because they can stretch across many sessions and weave so many intricate connections into the world itself, campaigns are best for groups that meet often and change very little in their members.

MAKING AN ADVENTURE

Making an adventure is much like setting up a sort of play. Only by bringing the stage, the actors, the script, and the cast together can you create a well-conceived adventure.

THE STAGE

First off, and potentially most importantly, you have to decide on what kind of world (or worlds) your Players will become a part of. A modern-day high school, a battle cruiser in the Galactic Empire, and Feudal Japan all have very different implications and expectations.

Maybe you already know. Sparked by a favorite anime or idea, it's easy to take off in creating. But you probably should confer with your Players before setting, well, a *setting* in stone. No matter how much work you put into the world of Alivar and its feuding nations, if your players are not interested, then little fun will be had.

The amount of detail needed very much depends on what you want to accomplish. Modern day settings usually require very little preparation beyond the typical locations the PCs will visit day to day. Even more outlandish worlds of high technology or magic may not require any extensive level of detail. A brief description of the way things are and again the typical destinations should suffice.

But many Game Masters thrive on this stage of preparation. You have the ability to devise a new world completely of your own design. This effort will likely translate into



opportunities for games as well. Intricate politics provide the background for intrigue and strife, and locales may become the basis for many an adventure. How far you take the “Stage” is purely up to you and your Players’ expectations for the adventure.

THE ACTORS

What is a stage with no actors on it? Once you have created the world to your satisfaction, you should move on to assisting the Players in creating their characters. After all, this is their story you are telling. Wouldn’t it help to know their goals and weaknesses?

THE SCRIPT

The script of your adventure is a basic guideline of what you expect to happen, what people will be met, and what problems will arise and be resolved. Unlike a script, though, your Players are not limited to simple lines on paper. They have the ability to write their own lines. You will have to resort to more creative means to encourage them to go along with your adventure.

The key to any good story (especially an adventure like yours) lies in conflict. By upsetting the way things are, it is up to your Players to take action and restore order. A villain may be running amuck, a powerful artifact stolen, or even a new pretty boy enrolling in the PCs’ high school!

But why should they act? If they have no reason to make a change, they probably won’t. You have to get them involved. Look at your Player’s Characters and find what they care about. By carefully considering their motives, be it money, love, or their own skins, you can make the Players act without blatantly forcing them to do so.

Once you have decided the source of conflict, you have to complicate its resolution. How exciting would it be if the Players could simply knock on the villain’s door and request to make sushi out of him? In every adventure, there should be three or four major complications. Some ideas could be:

- o **Don’t reveal the whereabouts** or source of the problem. Leave it up to the PCs to discover where to find it. You can even set up a complex trail of clues to lengthen an adventure.
- o **Misinform the PCs.** Present several false leads, only for them to point in another direction.
- o **Henchmen** make instantly gratifying roadblocks. Not only do they keep the game exciting, but it’s a good excuse to reveal more information about the source of the problem.
- o **He who fights and runs away**, lives to fight another day. Particularly useful for story-arcs and campaigns, allowing the problem a quick escape keeps a full resolution from happening. Even if the villain’s current plot is stopped, there will be a next time!
- o **Change the rules.** Force the PCs to go about resolving the problem in a different way. If a situation would normally be resolved with fighting, put the characters in a situation where they can’t engage their opponent. Appeal to the PCs other talents.
- o **Make a dilemma** and you put your Players in an instant bind. It’s especially fun to present a solution to the conflict, but take advantage of the Players moral (or at least self-preserving) sensibilities and force them to do something else.

All of the twists and turns lead to one final point. This climax is the single most exciting event of the story, and more often than not, where the characters face a very powerful foe. Many questions raised thus far are answered, and the source of the problem is revealed. Now it’s time for your Players to do something about it! They may put together clues to solve the problem or simply destroy what stands in their way. But even completing the adventure may not resolve everything. Questions of who, why, and how can persist. Use them to draw the PCs into a Story-Arc, or even a Campaign!

THE CAST

As you plot out your adventures, you may come to the conclusion that the best way to move your plot is by letting NPCs do the work for you. After all, there are few more direct and tangible ways to interact with PCs than the words and actions of other denizens in their world.

But how does one go about populating an adventure with these Non-Player Characters?

CREATING NPCs

Creating an NPC is not all that different from creating a normal character. If you've followed the advice already given in this chapter, you are well on your way to creating believable and interesting NPCs.

However, unlike the heroes, who are meant to be dynamic and heroic, not all NPCs are created equal. Based on their capabilities, importance, and staying power, NPCs fall under one of three categories.

- o **Extras** - These are the most basic NPCs you will use. They are the shop clerks, the teachers, the security guards, and the stock ninja. Many of these NPCs will not even warrant applying statistics. When you do however, you should note a few important differences from heroic PCs. Extras only have a base 10 Health and Endurance, and if using the Ground Zero rule, there should only be a gap of 1 or 2 between Abilities and Weaknesses.
- o **Secondary** - Unlike the extras, who the PCs will likely never meet again, secondary NPCs have some plot significance. Even if they do not appear directly to the PCs, their actions still have impact. They are the parents and family, the political officials, the well-ranked soldiers, and the established (if mad) scientists. Though not as easily dealt with as extras, Secondary NPCs only have a base 20 Health and

Endurance. If using the Ground Zero rule, the gap should be 3 or so.

- o **Heroic** - These are the big boys. NPCs of Heroic caliber are integral to your story. These characters advance the plot, are a large part of the PC's motives, or are even the source of their troubles. Such NPCs are not easily dealt with, using the same creation rules as any other Player Character. Heroic NPCs can even exceed the PCs in power!

CREATING CONFLICT

An intrinsic part of any adventure, the antagonists that test the skill and fortitude of the characters are not to be constructed lightly. It is important to make them balanced appropriately. But how is it done? When a party of characters can vary so much, with so many powers and strengths, it can be hard to determine what is too hard and what is not hard enough.

To help you on your way, the Threat Value system can be used. By assigning this Threat Value to characters, Game Masters have an easier time creating appropriately challenging villains.

Simply add the following: The highest Damage Total the character can achieve, the highest Defense Roll the character can make, the highest Attack Roll, and any Bonuses or Penalties to Health and Endurance. This includes Power Moves, Abilities like Teleport and Barrier, and even Weaknesses! If there are multiple players that are fighting together, combine their TVs.

For Secondary NPCs, halve their threat value. Quarter Extra type NPCs.

This total is not rocket science, really, and should not be treated as a magic number. It's a vary vague estimation of power at best, and the Game Master may raise or lower it if he feels certain Abilities or Weaknesses warrant a change.

With this Threat Value handy, you can now create an appropriate encounter.

Conflict Difficulty	x	PC's TV
Easy		.25
Moderate		.50
Challenging		.75
Deadlock		1
Unlikely Victory		1.5
Nigh Impossible		2

AFTER THE ADVENTURE

So the heroes have saved the day, put the bad guys in their place, and somehow brought things back to some sort of normality. For now, the adventure is over. It's time to pick up the corn chips, papers, pens, and dice and go home. Well, it could be. What happens after an adventure is ultimately up to you and your Players. You could spend time discussing the adventure's events and the possible repercussions, reminisce over particularly cool moments, or just chat a little before everyone heads out. Then again...you might be daring enough to hop right back into the action, ready for another trip into this fanciful world. Just make sure you have enough soda pop handy.

EXPERIENCE

There's one last responsibility for the Game Master when the adventure is over: determining experience gained through the day's hijinx. What follows is an easy chart to help you determine how to reward your Players.

The Player...	XP
Showed Up Varies pending on length and difficulty of adventure	0-2
Was Inventive The Player came up with a great idea (success is irrelevant)	1-2
Role-Played Well The Player was involved and entertaining	1-2

Players should gain at least 1 or 2 experience points over the course of several gaming sessions. Conversely, giving more than 4 points in a single session would require one incredible session and one incredible player!

As mentioned in *Character Growth*, characters can spontaneously gain Abilities and Weaknesses through play. It is up to you to decide exactly what they gain and how much. You may want to discuss such changes with the Player. As a general guideline, no character should ever gain more than two levels through this method. Even if the Magical Supreme Power of the Universe had been bestowed upon them, they *still* have to learn how to use it.

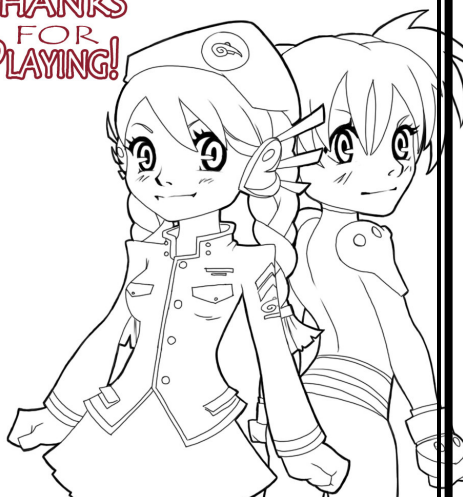
A BRAVE NEW WORLD

With the exception of the Sample NPCs and indexes, this marks the end of your journey with the OVA Role-Playing Game. But the end of this book is only the beginning for the adventures that lie in wait! With these rules and guidelines at your side, we hope you have many great experiences in role-playing.

So get going! These rules are no use if you stop at reading them. Have fun.

And in traditional Japanese gaming-style...

**THANKS
FOR
PLAYING!**





SAMPLE NON-PLAYER CHARACTERS

What is a hero without his foil? Where would the Players be without the guidance of secondary characters? Who would they strive to protect—or to destroy? Without NPCs, a role-playing game would be a rather boring sort of game!

Though you're probably quite capable of making these dastardly villains and whatnot on your own...*just is case*, this chapter provides all kinds of sample NPCs to sprinkle into your campaign. Use them as-is, or modify them to fit your needs.

PLAYERS TAKE NOTE!

Within this chapter, and the Game Master's Section before it, many secrets of the Game Master are revealed. If you have plans to become the Game Master of your gaming group, or you intend to take turns as the GM, then read onward. Otherwise, Players are discouraged from continuing any further.

HOW TO USE NPCs

These Non-Player Characters can be used in many of the same ways as the Sample Characters. You can reference that chapter for more ideas on employing the NPCs. However, there are a few differences you should keep in mind.

USING NPC TYPE

In the upper-right of each NPC's bio, you'll find a black box. The first part inside is the NPC's "type." This type not only determines the NPC's Health and Endurance but gives you an idea of how important these characters should be to your plot.

Heroic NPCs can easily become the main antagonists of your story or even strong allies. Secondary NPCs may appear now and again, but will never compare to the PCs in importance. Extras are to be used once and never seen again.

USING THREAT VALUE

The number beside the NPC type is the Threat Value. This number can help you gauge encounters so that they are not too weak or too strong. But be careful! These values are only estimates. You should thoroughly look over both the NPCs, and your players, Abilities and Weaknesses before planning an encounter.

ACACIA

BACKGROUND:

Acacia is a member of the Order of Chaos, an organization dedicated to reviving the ancient discipline of magic and witchcraft to bring forth a new epoch of chaos. Only through this chaos can a true revolution begin. With her partner Saspar, Acacia carries out the commands of their leader, Carbon. Her specialty is witchcraft, wielding a diverse array of spells and the ability to summon otherworldly creatures. Despite outward appearances, Acacia has little care for the goals of Chaos. Her true allegiance lies with her partner Saspar. Her commitments to her tasks are only to appeal to him and his own dedication. So far, her efforts have proved without merit, but still she longs for the day when they are more than just partners in work.

SAZZA, FRAZ, AND HIGH FRUCTO CEZAR:

In addition to her raw magical ability, Acacia can summon a variety of demons and spirits. Though the possibilities are quite vast, Acacia remains faithful to a small core-group of demons. What they lack in power, they make up for in loyalty. No roll to summon required.

Sazza and Fraz, twin lesser demons of mischief, are never seen apart. Individually weak, together they perform "Twin Techniques" that are surprisingly devastating. When not pursuing one of Acacia's tasks, they seek to cause as much fun (read "havoc") as possible.

Attributes: Heroic; Agile +2, Power Move +3; Twin Strike, Quick +3, Weak -1, Frail -2

High Fructo Cezar was once a powerful and important demon in the hierarchy of the underworld. However, a moment of soft-heartedness resulted in the strip of his rank and the sealing of much of his power. Though at times reflective and bitter, he seems content to lend his still recognizable strength to Acacia.

Attributes: Heroic; Strength +4, Tough +3, Slow -2, Clumsy -1

If a demon is defeated in battle, they are simply "sent back" to the netherworld. They may be summoned again after a length of time decided by the Game Master.

HEROIC | 13

SASPAR

BACKGROUND:

On the surface, Saspar seems to be an emotionless man dedicated only to his work. But at heart, he's just a man indifferent to his own existence. He does the only thing he knows how to do: Follow Orders. Like Acacia, his power lies in magical ability, but with very different applications. He wields a strange magical gun, capable of firing bursts of spells, and carries a strange pocket watch capable of stopping time. In secret, he longs for the day to finally fail in his task and have his excuse for a life to end. Although it is unknown if Saspar is truly blind, he always wears a sash over his eyes.

MAGIC GUN:

Saspar's Magic Gun is a powerful, but slow weapon. Arming it requires Saspar to load the proper bullet and speak the required incantations. After the gun is successfully activated (requires one round's action), it may be fired at any time. However, the kind of shot fired cannot be changed until the gun is either shot, or unloaded (also one round's action).

CHARACTER HOOKS:

Because of their obviously sinister ends, Acacia and Saspar can be a foe for anyone who wants to protect the common good. Characters like Fukiko and Auren are especially well-suited candidates, because this Order of Chaos fits the "ambiguous dark evil that must be fought" facet of their backgrounds. Acacia and Saspar also work as magical rivals in a pinch.

HEROIC | 20

Acacia

Agile	+1
Barrier, Offensive	+2
Beautiful	+2
Charisma	+1
Flight	+3
Hobby	+2 (Magic Knowledge)
Incorporeal Form	+2
Magic, Witchcraft	+3
Impede	(Slow -2; 5 Endurance)
Break	(Frail -2; 5 Endurance)
Wither	(Weak -3; 10 Endurance)
Occult Knowledge	+3
Power Move	+2
Lock Heaven's Door (Endurance Drain, Special Perk: Prevents Healing & Recovering till Battle Ends, Affinity: Dark; 20 Endurance)	
Devil's Breath (Blinding, No Knockback, Affinity: Dark; 15 Endurance)	

Vitality +1

Arrogant	-1
Focus	-2 (Flight and Incorporeal Require Hat)
Impulsive	-1
Love Interest	-2 (Unrequited, Saspar)
Overconfident	-2
Servitude	-3 (Order of Chaos)
Short Temper	-1
Unnatural Weakness	-2 (Light/Holy)



Saspar

Art of Invisibility	+3
Combat Skill	+2
Heightened Sense	+3 (Hearing)
Hobby	+2 (Violin)
Power Move	+4
Brim Shot (Ranged, Redirectable, Activation, Affinity: Fire; 10 Endurance)	
Ise Shot (Armor Piercing x 2, Ranged, Activation Affinity: Ice; 15 Endurance)	
Lode Shot (Extra Knockback, Ranged, Activation Affinity: Earth; 15 Endurance)	
Quick	+4
Sixth Sense	+2
Time Freeze	+2

Emotionless	-2
Focus	-2 (Power Moves Require Magic Gun)
Focus	-1 (Time Freeze Requires Watch)
Hatred	-2 (Excessive Noise or Din)
Servitude	-3 (Order of Chaos)
Special Weakness	-2 (Cannot Detect Things Present Only to Sight, Like Colors, Words, etc.)
Stubborn	-1
Unnatural Weakness	-3 (Light/Holy)



SHADOWMAN

HEROIC | 29

BACKGROUND:

His origins may be unknown, but his ambitions are clear. Shadowman seems to thrive on destruction. His wave of fear spreads galaxies, and despite numerous attempts by the Galactic Peace Legion, an organization dedicated to keeping the safety of the known universe, he remains at large. But perhaps the havoc of Shadowman is not as random as it appears. He began his life as Har Grimoire. He was a scientist at the top of his field, famous and celebrated. Though his wife had long since passed on, he retained a special kind of bond with his daughter, Elle. That all changed when a drastic lab accident took his daughter's life and nearly his own. Har Grimoire disappeared from the world, presumed dead by many. In truth, he was rebuilding himself. Years before, research was being made to reconstruct a human being from a single sample of DNA. The project, Ova, was abruptly halted and banned by the government. But Grimoire knew better. He knew it still existed somewhere. With his custom designed armor, built not only to sustain his ravaged body, but to improve it beyond human capability, he set forth to find it, allowing nothing to get in his way.

Nothing.

CHARACTER HOOKS:

Although Karis is already involved, Shadowman can easily prove an adversary for anyone interested in protecting the common good. It should be noted that Shadowman is absurdly powerful and would be too difficult for most characters to confront alone. An interesting footnote is that Karis and Elle bare a startling resemblance...

GRANT ZURKRIEG

HEROIC | 18

BACKGROUND:

A cold man, Grant Zurkrieg has been obsessed with power since his impoverished childhood in Europe. Even then, he was plotting his rise in the financial world. With his brilliant grasp of economics, he became a self-made millionaire by his mid-twenties. But money was not enough. He toned his body into a hulking, fighting machine. But that was not enough either. He had to have more power, and to be able to measure his own. With his Men in Black, he searches the world for the most powerful people...to make them join him...or to destroy them.

CANE:

Zurkrieg's cane is not a particularly damaging weapon, but it is uniquely manufactured to drastically increase its length. Among other applications, its increased accuracy combined with his strength makes it deadly.

MEN IN BLACK:

The Men in Black, are, in fact, cyborgs. Created from the bodies of the terminally ill, the brain dead, and even from corpses, they are an unholy combination of man and machine. Though slow, they are determined and strong, capable of fulfilling Zurkrieg's orders to the letter.

Attributes: Extra, Strong +2, Tough +2, Dumb -3, Emotionless -3, Servitude -3, Slow -2

CHARACTER HOOKS:

It is fairly easy to incorporate Grant Zurkrieg into any campaign with characters of noteworthy skill or power. Ai is obviously well suited; it is even possible that she is the result of Zurkrieg funding!

Shadowman

Armor	+2
Barrier, Offensive	+3
Combat Skill	+3
Defense	+2
Flight	+3
Invention	+4
Life Support	+3
Pilot	+2
Smart	+3
Strong	+3
Telekinesis	+4
Tough	+4
Vitality	+2
Weapon	+3 (Lightsword; Armor Piercing x3)

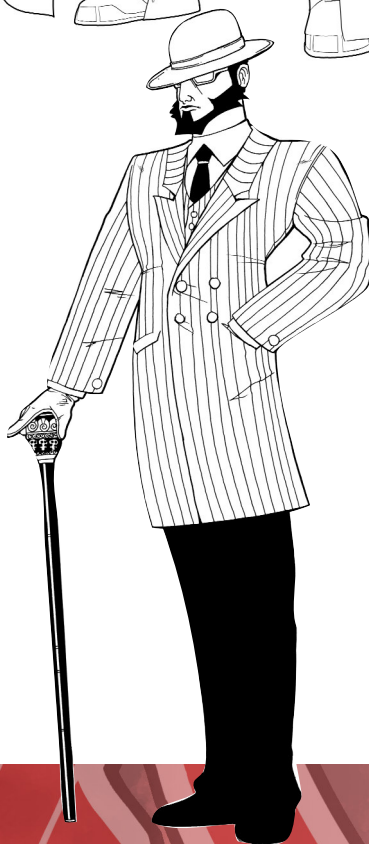
Bad Reputation	-3 (Ruthless Criminal)
Bizarre Appearance	-2 (Mask and Clothing)
Dependency	-3 (Suit)
Focus	-3 (Most Abilities Powered by Suit)
Obsession	-3 (Finding Ova)
Secret	-2 (Identity as Har Grimoire)
Wanted	-3 (Galactic Peace Legion)



Grant Zurkrieg

Combat Skill	+3
Defense	+2
Filthy Rich	+5
Flunkies	+4 (Men in Black)
Intimidation	+3
Hobby	+5 (Finances)
Smart	+2
Strong	+3
Tough	+2
Weapon	+2 (Cane; Extra Accuracy, Special Perk: Length Change, Decreased Damage)
Willpower	+2

Arrogant	-2
Bad Reputation	-1 (Unfeeling Capitalist)
Code of Conduct	-1 (Must Have "Fair" Duels to Test Power)
Fear	-3 (Drowning, from Childhood Accident)
Hatred	-3 (Weakness of any Kind)
Obsession	-3 (Power)
Secret	-3 (Illegal Research)
Strange Personal	
Habit	-1 (Lacks Pity or Compassion)
Stubborn	-3



NAZO

BACKGROUND:

Kitsune are infamous Japanese fox spirits known for their skillful chicanery. They often prey on hapless mortals for their games of deceit and foolishness.

Nazo is one such kitsune. Constantly eschewing an unwritten law that one should never reveal ones presence as a kitsune, Nazo spends most of her time estranged from her family and elder spirits. Much of the reason Nazo is constantly in trouble is her unusual interest in mankind. While most kitsune are content to trick and confuse, Nazo genuinely wants to learn more about them. Some whisper that she is even envious of them. Whatever the cause, simple peer pressure is not enough to curb Nazo's lust for experiments. Using her kind's ability to change shape, she concocts elaborate plans to test the fortitude and ideals of the targets she chooses. Only when her curiosity is satiated will she leave them alone.

KITSUNE MAGIC:

Nazo is a three-tailed kitsune, making her a far cry from the terrifyingly powerful nine-tailed elders. Even so, she is quite capable with kitsune magic. Among other less understood skills, kitsune have the power to read and control thoughts or dreams, the ability to change shape of themselves or their surroundings, and even place mild curses. Despite the ability to take any shape at will, Nazo is most at home in the form of a three-tailed fox, a young girl with fox tails, and a woman with similar tell-tale characteristics.

CHARACTER HOOKS:

Nazo could easily take interest in any of the PCs for any reason. Because of her extensive spiritual power, an entire adventure could be based around one of her carefully scripted plans. The "old bag" in Daisuke's background could easily be one of Nazo's tricks.

HEROIC | 20

ANCEL

BACKGROUND:

At first blush, Ancel appears much like any other 12 year old boy. But more than a momentary acquaintance reveals a hidden and mysterious depth. His collected demeanor, intuition, and apparently self-supporting lifestyle as a piano-player all seem alien when compared to his youthful frame. But this is far from the most bizarre facet of his lifestyle. In reality, he only moonlights as a pianist; his true calling is that of a hitman. Armed with all matters of small-arms and gadgets, Ancel does the job, and he does it well. Those who hire him never see him face-to-face, and those that are his target don't live to tell. His appearance makes the perfect disguise. As for his past...no one may ever know.

CHARACTER HOOKS:

Obviously, anyone who has rubbed the wrong person the wrong way could end up encountering Ancel. On the flipside, he may simply become a pleasant face at a local cafe or bar.

HEROIC | 15

Nazo

Charisma	+3
Flight	+3
Hammer Space	+3
Incorporeal Form	+4
Invisibility	+3
Life Support	+5
Magic, Arcane	+3
Fox Fire	(Power Move +3; Continued, Ranged, Empty Hands; 30 Endurance)
Magic, Witchcraft	+3
Psychic	+3
Shape Change	+5
Special Ability	+5 (Illusions)
Teleport	+3
Telekinesis	+3
Unnatural Resistance	+2 (Physical Attacks)
Vitality	+3
<hr/>	
Code of Conduct	-2 (Will Not Break a Promise)
Compulsion	-2 (Curiosity)
Impulsive	-1
Obsession	-2 (Human Nature)
Overconfident	-1
Pariah	-2 (Other Kitsune)
Soft Spot	-1 (Green Tea)
Special Weakness	-3 (Priests/Holy Men see through Illusions)



Ancel

Agile	+3
Art of Invisibility	+3
Combat Skill	+3
Defense	+2
Filthy Rich	+2
Hammerspace	+3
Hobby	+2 (Disguise)
Hobby	+2 (Forensics)
Hobby	+4 (Piano)
Hobby	+3 (Surveillance)
Martial Arts	+1
Perceptive	+2
Quick	+1
Smart	+1
Weapon	+3 (Silenced Pistol)
<hr/>	
Ageism	-1
Emotionless	-1
Ineptitude	-2 (Speaking Face to Face)
Secret	-3 (Hired Gun)
Frail	-2
Soft Spot	-2 (Beautiful Music)
Strange Personal	
Habit	-1 (Fastidious Neatness)
Wanted	-3 (Law)
Weak	-1



DOCTOR TOMORI

SECONDARY 10

BACKGROUND:

A brilliant man and revolutionary scientist concerning all matters of artificial intelligence, Dr. Tomori was drafted to work for the previously female-only Malicron Corporation. With his expertise, he was able to make the Malicron pipe-dream, Project MIHO, a reality. Unfortunately, Tomori died in a fatal accident soon afterwards. Or so everyone thought. Using his skill with artificial brains, he managed to upload a complete version of his own mind into the Malicron Corporation network. Although his presence is unknown, he often influences the work of the business behind the scenes and scouts the worldwide information network in hopes of finding a trace of his beloved Miho.

CHARACTER HOOKS:

Although Tomori will most often appear in campaigns centering around Malicron (and thus, PCs like Natsuki, Braun, and Miho), he could theoretically show up in any computer system.

CAPTAIN JIRO

SECONDARY 15

BACKGROUND:

As captain of the local Police Force, Jiro is in charge of making sure all the peace-keeping goes as it should. This may lend to his constantly stressed demeanor. Jiro is jumpy, short tempered, and constantly juggling at least three or four wholly separate tasks. It's not uncommon to find him simultaneously answering the phone, giving orders, organizing files, and filling out forms...with his feet. Despite constant encouragement from his colleagues to take a holiday, Jiro has yet to miss a day of work. (Some even speculate he has vacation time built up from the late 1970s.) Whether because of his ready-to-boil-over mental condition or something much more psychotic, Captain Jiro has a bad habit of pointing his gun at any and everything that he deems an unwelcome intrusion.

THE POLICE:

A common sight in almost every society, these keepers of the peace do their best to accomplish their job. Unfortunately, circumstances may put the Player Characters under their scrutiny. (See "Soldier" for statistics)

CHARACTER HOOKS:

Despite (or maybe because of) Jiro's borderline psychopathic work ethic, you can usually count on him to do a good job. However, this doesn't mean circumstances can't conspire to put even the most good-hearted PCs under the watchful eye of the Police.

Dr. Tomori

Hobby	+5 (Artificial Intelligence)
Hobby	+4 (Robotics)
Smart	+4
Special Ability	+3 (Instant Computer Research)

Special Weakness	-3 (No Physical Form)
Special Weakness	-3 (Can Only Travel in Cyberspace)



Captain Jiro

Armor	+1
Combat Skill	+2
Defense	+1
Flunkies	+3 (Police)
Intimidation	+2
Perceptive	+1
Position of Power	+3 (Police Captain)
Strong	+1
Tough	+1
Weapon	+2 (Revolver, Armor Piercing, Ranged, Special Weakness: Six Shots)

Boorish	-1
Compulsion	-2 (Pointing Gun Recklessly)
Dependency	-1 (Coffee)
Jittery	-2
Obsession	-3 (Work)
Servitude	-2 (Police Force)
Short Temper	-3
Stubborn	-1



GRUNTS, BYSTANDERS, AND OTHERS

Besides some of the more fleshed out NPCs mentioned above, you may find a handful of extras useful. Simple and generic as they are, it's easy to grab a basic collection of statistics for quick encounters.

THUG:

Unscrupulous denizens of dark alleyways, thugs are *the* quintessential quick encounter. Whether hired by someone else, as part of a gang, or simply out to snatch a wallet or two, thugs make it difficult to watch your back *too* closely in the city.

Attributes: Combat Skill +1, Strong +1, Dumb -1

SOLDIER:

Employed by the government or other organizations, soldiers have both above average equipment and loyalty to their superiors...and their superiors' interests. Donning armor and whatever weapon is appropriate for the task, soldiers can easily prove substantial foes alone or in squads.

Attributes: Armor +1, Combat Skill +1, Weapon +2 (Gun; Ranged), Servitude -2

NINJA:

Without regard to time, setting, or practicality, there seems to be an inexhaustible supply of these nimble fighters ready to go toe-to-toe with the Player Characters. Although a select few are incredible warriors that instill fear into people's hearts, your average ninja is a quick, dextrous, but easily disposable encounter.

Attributes: Acrobatics +1, Art of Invisibility +1, Combat Skill +1, Quick +1, Weapon +1 (Katana), Code of Conduct -3 (Will die before revealing information)

STUDENT:

Young and carefree, students are most typically found in schools or friendly hotspots. They can be easily drawn into adventures because their classmates are often the PCs! What students lack in skill, they make up for in their youthful vitality.

Attributes: 2 Hobbies (of Choice) +1, Quick +1, Ageism -1

BUSINESS PERSON:

A typical head of household in Japan, these busy hard workers can be found at desks and offices throughout the day. Rarely having time for anything else, they are nonetheless skilled at their profession, be it money, medicine, or management.

Attributes: Filthy Rich +1, Hobby (Job) +2, Languorous -1

PILOT:

Even when technology has advanced so far that massive machines of war dominate the battlefield, it is up to brave men and women to actually control them. Whether on ground, in the sea, or in the air, pilots are capable users of their machine and any armaments that go on them.

Attributes: Combat Skill +1, Pilot +2, Servitude -2





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	Background	Appearance	Personality	Other
Character Notes				



AFTERWORD

One particularly boring afternoon during a childhood class, I scribbled into my three-ring Garfield binder notes for an RPG. It was little more than a bare-bones solo dungeon crawl but a perfectly good little time-waster. The only goal was to get through the dungeon with as much treasure as possible. I've been writing RPGs in one form or another ever since.

This entire notion could be best attributed to my brother's influence. Besides introducing me to role-playing games, Brett was infamous for changing RPGs like his shirt. Whether we were using the latest edition of Wastelands and Wyverns or a homebrew system of his own machinations, my characters were counted as very lucky if they lasted more than a single gaming session. But even if Cyrus the warrior never saw level 5, I was introduced to more ways to play a role-playing game than you could find at the local comic shop.

Sometime in the latter half of the 90s, I fell into an online RPG called Battlemaster High. BMH was a freeform (that means no rules) anime campaign centered around a very odd high school. At the time my anime knowledge of the subject was so non-existent that I thought "sweat drop" referred to some sort of exercise. But BMH, with its clubs vying for control of the school and random anime craziness, drew me in.

My time as an anime neophyte didn't last long. The DVD format was just coming into its own, and my brother invested in a DVD player and the start of a sizable anime collection. Outside of a handful of kids shows and one episode of Nuku Nuku, this was my first direct encounter with anime. I quickly became addicted to the hijinks of Tenchi Muyo!, the sprawling epic fantasy of Lodoss War, and other anime greats. I began to understand what anime was about.

That's when BMH's creator, Robert Pool, decided to take the game to the next level. Gold Rush Games wanted to publish Battlemaster High as an full-fledged RPG. However, the many authors, iffy contracts, and general indecision caused the deal to break down.

So I had a crazy idea. I decided to create and publish the BMH RPG myself. I got to work on a new system. Borrowing a dice mechanic I had created for another defunct game, the rudiments of Ricochet were born.

Then in 1999, a role-playing game milestone appeared as Dungeons and Dragons Third Edition. Despite skepticism from both my brother and me, the "d20" system quickly grew on us. In truth, it was a brilliantly revised game. But one new rule in particular struck a chord with me. The d20 system did something I had never seen an RPG do: substantially revise the initiative mechanic. At first I was appalled, but then I realized how much simpler, and *better*, it was.

It got me to thinking. What other things in RPGs have never changed, but should? I looked at my game with its four main statistics, Strength, Mind, Speed, and Will. What made these four statistics more important than others? Why should they apply to every game? Why must I rate statistics that, in essence, have nothing to do with my character? It was a daring move, but I promptly dropped hard coded stats from the game.

Eventually, the built-in BMH setting was also dropped from the game, due both to computer problems and some second thoughts from the original creator. What was left evolved into the book you hold in your hands. Is it perfect? Maybe not. But one thing I can say is it is unique. It's an RPG aimed at new breed of gamer. People young and old, veterans and newbies alike. Playing a game side by side. And having fun.



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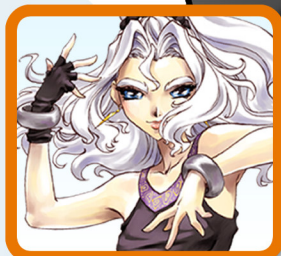
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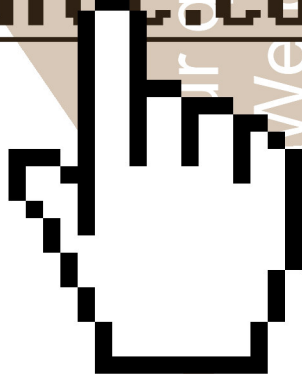
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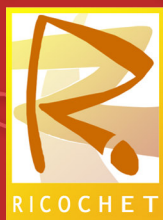
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