

HENSHIN!

The Tokusatsu RPG

Version: So fucking alpha it's not even funny

Game system developed by the hivemind of suggestions and ideas that is /tg/
Original idea, suggestion compilation, and writing by Nikolai McKing (TerminusEst13)
All credit goes to the respective authors who helped bring this together

From Concept to Character

To come up with a character in order to play *Henshin!*, the first thing you're going to need is a character concept. This can be incredibly simple or incredibly difficult depending on the person, and sometimes it can take as little as five minutes or as long as an entire day. Your character could be a simple one-liner such as "a former prizefighter that now hunts for adventure", or it could be a paragraph-upon-paragraph epic that would make even published authors jealous. Either way, your objective is to create a character that is both fun to play and fits in a campaign.

If you have any confusion as to what could fit in a campaign, discuss it with your GM! If you have any confusion as to what would be an interesting concept or what wouldn't be, then take a break and watch some TV or play some video games—inspiration is likely to hit if you follow adventures you enjoy!

Creating a hero in *Henshin!* is really just a series of simple steps, using the information provided in this book. All you'll need is a character sheet, a pencil or a pen, and then you can get to work. Create life from nothing, and begin this hero or villain on their path to destiny!

STEP 1: Discussion with your GM

Before you can start developing your character, you need to talk things over with your GM to get an idea of the campaign so that you can figure out what will fit and what won't fit. If the campaign revolves around street-prowling villains, having a space-traversing hero won't really mesh at all and will only cause problems. Ask your GM questions about whether you will be playing a Hero or a Villain, ask what the starting character Levels will be, and the like.

STEP 2: Character Outline

Every character starts with a basic idea of who they are. What do they look like? What sort of things happened in their past? What cause do they fight for? What is their personality like? Are there any particular tics that they do/utter on a regular basis? You don't have to answer all of the questions right away, as some characters will develop as you write them up, but it's best to start at the very least with something in mind.

STEP 3: Select Character Origin

The first step in creating your character will be determining how they got their power. Do they carry an ancient and unknowable power inside their body? Or perhaps they transform with just a simple belt around their waist? While not as prominent as the other steps in character creation, a character's Origin is no less vital.

STEP 4: Assign Capabilities

Each character is defined by a series of core stats that lays a framework of what they can do and how well they can do it. Your starting Level will determine how many points you can distribute between your Capabilities.

STEP 5: Buy Skills

Skills define the sort of things your character is, well, skilled at. Every hero and villain can punch and kick, but what other talents lay in your repertoire? You will need to put points in both Vital Skills and Useful Skills in order to develop your character.

STEP 6: Take Afflictions

It seems that every character in tokusatsu has a backstory laden with issues, but how intense are they? What sorts of adversity has your character needed to overcome? These Afflictions will provide you with more role-playing opportunities and will also give you additional points to add in Skills or to buy Powers or Equipment with.

STEP 7: Grab Equipment

For almost every warrior, his or her own wits and abilities are never enough—they must bolster their power with equipment and items. For all the others that rely solely on what they have, well, they still need to get that stuff built up anyway.

STEP 8: Get Powers

No matter what problems you overcame and the skills you have outside of combat, if you can't properly do battle with enemies then you'll quickly go under! In this section you will use a pool of points determined by your starting Level and stats in order to develop your character's combat capabilities.

STEP 9: Develop Finisher

The finishing blow! The decisive technique! In tokusatsu, both heroes and villains usually end their battle with a sure-kill technique that flattens whatever enemy it hits. In this section, you will build your finishing technique piece by piece, using points determined by your starting Level.

STEP 10: GM Approval

After all that, all that's needed is to show your character to the GM for approval and to see if it fits in the campaign! The GM should check to make sure your points are spent and added correctly and that nothing will cause trouble later in the campaign. If everything goes through, however, then congratulations! Your new character is ready to play!

What's Your Starting Level?

Determining what Level your characters start at is a very vital and important question. As Levels provide the amount of points to sort into development, the very last thing that someone wants to happen in a campaign is to have people of wildly varying different levels of effectiveness.

In *Henshin!*, there are 10 Levels characters can reach, and 5 Sub-Levels. Levels determine the power of your Armored Form and are the main indicators of progress throughout the game. Sub-Levels determine the power of your character's unarmored Human Form and are only upgradeable through buying additional ranks in the Powers section. Characters in Human Form inherit the same powers, skills, and equipment as the Armored Form, though they cannot do Finishers of any kind and their abilities are still drastically weakened.

The Levels, and their benefits, are as follows:

LEVEL	CAPABILITY POINTS	SKILL POINTS BASE	EQUIPMENT POINTS BASE	POWER POINTS BASE	FINISHERS	FINISHER DEVELOP POINTS
1	12	5	5	6	1	3
2	15	7	6	7	1	4
3	18	10	7	8	1	5
4	21	12	8	9	2	8
5	24	15	9	10	2	9
6	27	17	10	11	2	10
7	30	20	11	12	3	13
8	33	22	12	13	3	14
9	36	25	13	14	3	15
10	39	30	15	15	4	18

The Sub-Levels, and their benefits, are as follows:

SUB-LEVEL	CAPABILITY POINTS	FINISHERS
1	6	0
2	9	0
3	12	0
4	15	0
5	18	0

EXAMPLE:

Alice and Bob are starting a game at Level 3 and Sub-Level 1. Bob wants to be able to fight out of his suit, so he makes a mental note to buy a Sub-Level later on during creation.

Alice, on the other hand, wants to stay in her suit as much as possible, and so will stay at Sub-Level 1.

Origins

The Origin of a character in tokusatsu is a wide and varied thing. Some heroes train to become worthy of their powers, others stumble across it by happenstance. Sometimes the powers are explainable entirely by reason and logic, other times you get strange powers that would make even a magician arch an eyebrow in confusion. Regardless, whenever a hero gets their powers the typical response is to go out and start distributing some justice. Likewise, whenever a villain gets their powers, the typical response is to go out and start causing some mayhem. Which path will you follow?

For the most part, Origins are primarily cosmetic and provide RP flavor. However, many tokusatsu heroes have a he-who-fights-monsters story and frequently go up against either the very same thing that they are or something intricately tied to their history. Because of this, when facing against kaijin with the same origin players get a +1 bonus to damage and attack rolls.

DEVELOPMENT NOTES: Should Origins have more of an impact on character build? Or should they be only cosmetic? Or should they retain a light impact, but have a different effect?

Ancient Magic

Mystical abilities from alternate dimensions, from the heavens, or from ancient civilizations...mysterious but powerful, possibly incapable of being understood, you nonetheless command these strange powers for your purposes.

Examples: Kamen Rider Agito, Erexion, Mystic Knights of Tir Na Nog

Artificial Creation

You aren't a living being at all, but rather a golem, or a robot, or an elemental of some kind. Maybe you've gotten a soul over time, or perhaps you're super-intelligent, or maybe you're just a dumb brute. Either way, you can interact personally with the humans and help them out... or dominate them.

Examples: Super Giant, Gridman, Metalder

Biological Enhancement

You were previously a normal human being, but DNA enhancement or a strange disease or just a sudden spurt in evolution has given you powers far beyond mortal comprehension. Or maybe you were never a normal human being, and were genetically engineered from the ground up.

Examples: Kamen Rider Shin, Kamen Rider Gills

Creature Bonding

You work with another being to help you out—alone the both of you are weak, but when working together you unleash fantastic power. Whether the being is fully alive or just barely there, either way it's a sentient being that has chosen you.

Examples: Ultraman Jack, Kamen Rider Kiva, Kamen Rider Ryuki, Ryukendo, Guyver

External Armor

You need to physically don your suit. Maybe it's too big or bulky to carry with you, or maybe you can whip it out in a flash, but either way it needs to be actually put on before you can go into action.

Examples: The FIRST/NEXT Kamen Riders, Kamen Rider G3/G4

Handheld Item

Maybe you have a cell-phone that summons things, or perhaps an ancient and enchanted armband, or maybe a simple belt that you wrap around your waist first. Either way, activating it summons powerful armor atop you.

Examples: Most Heisei-era Kamen Riders, Kamen Rider Amazon, Rescue Heroes, most Super Sentai

Internal Cybernetics

Human blood no longer fills your body. Or perhaps it does. Either way, your body is host to machinery that replaces many or all of your squishy internals. Many simple pleasures of the human world are something you will never again experience.

Examples: Most Showa-era Kamen Riders, Iron King

Natural Abilities

Be it because of your inhuman race, skill in mimicking human forms, extensive training, or sheer force of will, your transformations and abilities are entirely natural to you. The fact that others had such boons bestowed upon them while you worked for what you got could possibly be a point of contention.

Examples: Ultraman Leo, Kamen Rider Hibiki, Lion-Maru, Ambassador Magma

Who Knows

Have you had this all your life? Or maybe you just can't remember how you got it in the first place. Either way, it's yours and it seems yours for the keeping...but, well, some people still question you about it.

EXAMPLE:

Bob wants to build a simple Showa-era Kamen Rider style character and thus decides to go with Internal Cybernetics for his origin, given to him by an evil corporation that he defected from. He says his belt unfolds from inside his waist whenever he needs to transform, or just suddenly appears there.

Alice wants to play a more esoteric Guyver-esque concept, and decides to go with the idea of a character that was possessed by a benevolent cosmic horror and uses eldritch magic beyond human comprehension. This concept could fit both Creature Bonding and Ancient Magic—after a little bit of thinking, Alice decides to go with the Creature Bonding origin.

Capabilities

Much like in many other roleplay systems, *Henshin!* characters (be they hero, villain, civilian, or kaijin) rely on a set of core stats that defines their basic abilities. Stats range from Rank 1 to Rank 10, with Rank 1 being a typical and ordinary human and Rank 10 being beyond measurement. Characters start with a default of Rank 1 in each stat, and must buy up more with the stats allowed from their Level. For example, if you start at level 1 then you have 12 points to spend, which is enough to make every stat Rank 3. Alternatively, starting at level 3 gives you 18 points to spend, which is enough to make every stat Rank 4.

The ranks and their appropriate power levels are as follows:

Rank 1: Average Human

- **Rank 2-3:** Highly-Trained Human

-- **Rank 4-5:** Superhuman

--- **Rank 6-7:** Inhuman

---- **Rank 8-9:** Legendary

----- **Rank 10:** Godlike

How many points you decide to spend on Capabilities and upgrading them are entirely up to you, but it is not suggested you let any stat languish. All of the abilities are useful in some way, and treating one as a “dump” stat is liable to backfire horribly in the character’s face somewhere along the road.

Strength (STR)

Affects: Combat damage, combat accuracy, power-based non-combat rolls

Physical strength is the most common mark of a superpowered being; capable of hefting and carrying around things that most others wouldn’t even dream of, or punching with enough force to shatter skyscrapers, or stopping a train with their bare hands. How much can YOU do?

Agility (AGI)

Affects: Combat defenses, initiative, reflex-based non-combat rolls

Speed is a vital aspect of every tokusatsu character. Your powerful earth-shattering blows won’t matter if people keep dodging them, you can’t defend what you hold dear if you can’t react to what’s coming, and whatever cause you fight for is worthless if you can’t chase after it.

Toughness (TGH)

Affects: Total HP, endurance-based non-combat rolls

How well your armor can protect you, and how tough you are as a person. All your talk about heroism or villainy won’t really hold up well if just a couple punches end up flooring you, and you need to be able to act as a physical wall against opposition as well as a metaphorical.

Persistence (PRS)

Affects: Armor, mental/willpower-based non-combat rolls

Each hit hurts, and each hit hurts bad. But even through the pain, a warrior knows to grit his teeth and push through because what lies through is worth the entire struggle. Pick yourself up, shake yourself off, and push onwards.

Resourcefulness (RES)

Affects: Skill points, information/resource/-based non-combat rolls

Of course you can punch and kick, but what else can you do if the situation doesn't call for it? Be it something as simple as fixing up a broken-down vehicle transporting hazardous chemicals, or be it as complex as single-handedly defusing a murderous AI, not everything can be solved by punching or kicking it until it dies.

Heresy, I know.

Conviction (CNV)

Affects: Momentum gain/loss, honor/dishonor/social/interaction-based non-combat rolls

Whether you're trying to convince someone of their inner goodness or trying to corrupt someone into following a darker path, you won't get far if you don't have conviction. Are you a pure hero who can make things seem safer simply by walking in, or a villain who makes flowers wilt simply by staring at them?

EXAMPLE:

Bob wants his character to be very powerful in combat and an inspiring example of justice that can drop epic speeches on the fly, and so builds his stats as STR 6, AGI 3, TGH 4, PRS 4, RES 2, CNV 5.

Alice wants her character to be a speedster who can do a whole multitude of things other than fight, but isn't so hot on the whole "interacting with people" concept. She builds her stats as STR 4, AGI 6, TGH 3, PRS 3, RES 6, CNV 1. This adds up to 17 points instead of 18—Alice isn't sure where to put it now, and so she decides to hang on to that last point for now, and probably assign it later.

Skills

Skills are what define the character's non-combat abilities. Combat may be where the heart of tokusatsu lies, but it's hardly the only point of the genre and it's hardly the only point of the game. Your character's Skills represent what sort of training they've had in certain fields, or what hobbies they pursue, or simply what they're good at. When it comes to being outside

In *Henshin!*, skills are divided into two groups: *Vital Skills* and *Useful Skills*. Vital Skills are the sorts of things that seriously affect gameplay and should probably have the most use in the campaign. Useful Skills are bonus things that the character happens to know and provide various gameplay quirks. Both, however, are bought with two separate pools of Skill Points, both calculated by the same formula:

(Resourcefulness x 5) + Base Skill Points = Spendable Skill Points

If a character had a RES stat of 3, and a starting Level of 2, he would have 30 Skill Points ((3 x 5) + 15 = 30) to spend on Vital Skills and 30 Skill Points to spend on Useful Skills.

Just like with Capabilities, Skills come with a ranking system up to 10. Unlike Capabilities, however, it is possible to go beyond 10—but only with GM permission and with proper justification! Skills beyond 10 represent utmost mastery and that you are the unparalleled master of that skill.

The ranks and their appropriate skill levels are as follows:

Rank 1: Familiar With Subject

- **Rank 2-3:** Fairly Trained

-- **Rank 4-5:** Highly Trained

--- **Rank 6-7:** Exceptional

---- **Rank 8-9:** Masterful

----- **Rank 10+:** Unsurpassable

If you wish to create a new Skill for your character, simply run it by the GM for approval and then slot it in either Vital Skills or Useful Skills.

DEVELOPMENT NOTES: Basic tests so far seem to indicate that there are too many skill points and not enough skills. Possible options to alter this include A: Giving players less skill points, B: Creating more skills, C: Both, D: Some other option. If you come up with an idea as to how to fix this, or an idea expanding on one of the possible options, please feel free to provide.

- VITAL SKILLS -

Area Navigation

There are plenty of exotic areas to traverse--caverns, underwater, space, wilderness...the world is jam-packed full of strange locales difficult to wade through even on a vehicle. How well could you navigate through it? How well could you get through the hazards? How well could you guide others?

Discourse

You know the power of a few kind words more than anyone. You know how to perfectly debate your point, and you can argue others to a standstill. Whenever you lie it seems just as natural as a breath of fresh air. When you tell others to stand down, they do... quaking in fear. You can do it all, master debater.

Enemy Evaluation

Just the way they stand, the way they hold their weapons, or the fighting tactics they use—these things alone say so much about an enemy, and you can easily discern their strengths and status just by a couple quick telling details.

Enhanced Senses

Something's just the slightest bit out of place. Can you spot the hidden sights? Can you hear the quiet noises? Can you discern a faint smell? With Enhanced Senses, you can pick up even the tiniest details that give clues as to things or hint to danger.

Medical Ability

Pressure points. Chakra points. Blood vessel patterns. Organ placements. What the leg bone and the hip bone are connected to. All sorts of vital information on the systems of the human body lie in your head. As battle goes on people get wounded and injured, and it would be incredibly useful to know either where to hit the enemy or how to help people.

Stealth

Wars can sometimes be won not with fists and powers, but rather subterfuge. With this, you can hide behind enemy lines and move both quietly and secretly. They will never be aware of you until it's too late...

Sixth Sense

Sometimes you've just got a bad feeling about things, like something's about to go horribly wrong. Sometimes you've just got a good feeling about things, like everything's going to be all right in the end. Most of the time, you're right.

Trapworking

Set a trap, disable traps, pick up traps, dismantle traps, spot traps, understand traps, trappy trappy traps. A very common obstruction for characters is a trap just waiting to be set off through one thing or another. With this, you can work to defend yourself against them.

Vehicle Handling

Almost every tokusatsu hero/villain has a vehicle of some sort, but how well can you handle it in non-combat scenarios? Or how well can you handle strange vehicles that aren't your own? With this, you can put your hand at any vehicle, foreign or familiar.

Wealth

Some say that money makes the world go 'round. With you around, it's difficult to find proof to the contrary. This isn't simply about how well off you are, but how much you can blow on repairs, bribes, equipment, or more... all without raising any eyebrows.

- USEFUL SKILLS -

Ancient Languages

You've studied numerous languages from cultures long-removed from history.

Animal Empathy

Animals seem to be more at ease when you're around, even wild and feral ones.

Aura of Leadership

You're the one that generally seems to be in charge, and when you give orders people tend to obey.

Burglary

Doors are nothing. Safes are nothing. Locks are nothing. Whether you're a current or former thief, or simply studied it, you know all the tricks and tactics.

Cleaning

If places are a mess, it usually just takes just a couple minutes from your hand to make it right again.

Cooking

Hungry? Let me put a little something on the stove real quick, then, and see what I can do...

Drawing

Whoever said "Beauty is in the eye of the beholder" has clearly never seen any of your work.

Electronics

Hacking is easy enough, and you can make even Windows 95 run Crysis. The problem is those damn VCR clocks.

Mechanical Maintenance

Vehicles, robots, engines, machines of all kind; you've built them, you've broken them, you've fixed them.

Modern Languages

For most people, it's difficult to learn even a single extra language. For you... not so much.

Niche Knowledge

You know a lot about a bunch of various different subjects. You must take this multiple times for multiple subjects.

Performance

Whether it's singing, acting, dancing, or playing an instrument, you're naturally inclined to deliver excellent performances.

Sneaky Actions

With a simple movement, you can swipe something away from another person or dump something in their hand, and they'd never notice.

Sports

If it's got a ball and a goal, you're pretty good at it. Maybe you played professionally, or it was always just a hobby.

Writing

Prose goes from your fingertips to the paper effortlessly, and oftentimes you can make even Emily Dickenson blush. If she wasn't dead, that is.

Video Gaming

Why waste good money on medicine and science?

EXAMPLE:

Afflictions

It seems that nobody in tokusatsu has a normal backstory, and that there's always some sort of trauma or secret that torments characters. For villains, perhaps this is what turned them down their darker path. For heroes, perhaps it's what inspired them to take up the mantle. Or maybe it's just a stepping stone that they need to overcome with startling regularity. Either way, many characters have been cursed with tribulations in life that are likely to come up again during their adventures—how they react to it is yet to be seen.

DEVELOPMENT NOTES: Currently, Afflictions are entirely without any gameplay effect. People liked the idea of a Flaws/Defects system and it's perfectly thematic with the setting, but there are currently no ideas or suggestions as to how they would benefit the player other than being stumble fodder in roleplay. Please feel free to provide some ideas, there's definitely no shortage of things for them to affect. Or feel free to provide ideas for additional Afflictions, either works.

Dead Relative

A sister, a brother, a cousin, uncle, aunt, parents, or children...one of your blood relatives was forcibly removed from life. Did they fall to disease that nobody understood? Or perhaps they were murdered? Whichever way they died, the grief lingers with you.

Dead Significant Other

You are haunted by the memory of a long-lost love...separated not peacefully, but by death! Perhaps he or she was killed right in front of your eyes, or perhaps he or she committed suicide, but either way your heart never really healed.

Fits of Rage

There's something that really just pisses you off. Whether it was a traumatic experience or because you simply don't have much handle on your emotions, encountering things that remind you of it or associated with it sends you flying into a rage.

Greatest Failure

Something that you messed up in your past refuses to leave you be. Perhaps you snipped the wrong cables, or went ahead when you should have stayed behind, or something else. The resulting consequences have left a horrible emotional scar.

Hunted

Perhaps an entire corporation has their sights set on you. Or perhaps you have a single nemesis that you had brushes against in history. Or maybe there's someone you don't know stalking you. Either way, watch your back—you never know when someone will pop up...

Jobless

You are a drifter who had some hard times and couldn't keep anything permanent. Or perhaps you make your living off the land. Regardless, you are without a form of regular income and rely on the generosity of others to make a living.

Outcast

Your abilities are awe-inspiring and fearful, and that fear includes civilians who have banished you from their society. Or perhaps you did something in your past that caused them to banish you. Regardless, you are not welcome in one or more cities.

Sacrificial Powers

Maybe you sacrificed something in order to gain your powers. Or perhaps you sacrifice something every time you use them. Regardless, the burden weighs heavy on your shoulders.

Situational Weakness

Being put in a certain situation puts you in danger. Maybe you can't travel around in space, or perhaps being underwater puts your armor in danger, or maybe you have an alternate form that ticks away at your life. You can't stay in it for long!

Strange Upbringing

Human society is...different to you. Maybe you're a non-human trying to learn the culture, or maybe wolves in the wild nature raised you. Either way, the different cultures in human society confuses and sometimes alienates you.

Unable to Love

Almost everyone has someone that they can go to for support: Siblings, spouses, parents. ...but not you. For you, you're somehow incapable of or refuse to love, and so the only destiny you're entwined with is a path of loneliness until you die.

EXAMPLE:

Bob's character, as a former villain, picks up the Greatest Failure Affliction, as he bemoans his former affiliation with the evil corporation. Because of his cybernetics, he is "cursed with arms that cannot comfort another", and so also picks up Unable to Love. Bob considers taking more, but decides against it.

Alice's character, as a defected cosmic horror, is currently Hunted by all of the others that she defected from. The human the being is possessing is a bit contentious because of the inopportune moment of initial possession—causing a car wreck that killed the human's little sister. Alice picks up Dead Relative.

Equipment

What would a campaign be without the powerful weapons, the mighty vehicles, or the high-tech toys that so many other heroes and villains wield? There's a whole host of avenues for inflicting different types of pain or afflictions on people, or for traveling around, or for defending themselves, or for whatever.

Equipment will especially come to use in the next section, detailing Powers. Every character's Power must have a source, be it a character's own body or an object they hold, and so the characters will need to have Equipment before they can decide what Powers come from them.

Note that Equipment is capable of being stolen away, however. Being that they are simple items, even if they are in conjunction with the suit, enemies are quite capable of yanking them away and utilizing them for their own purpose. Even if the Equipment is a part of the body—it just tends to be a lot messier. If you're not careful, enemies could even take away your method of transformation!

Since Items rely both on the character's own ability to use them and the character's ability to get them in the first place, they are formulated through both Strength and Resourcefulness.

(Strength + Resourcefulness) + Base Equipment Points

If a person at Level 2 had 2 STR and 4 RES, they would have a total of 12 Equipment Points to buy Equipment with.

Equipment is separated into two classes: *Frameworks* and *Enhancements*. Frameworks are the actual items themselves, the basic thing to be used. Enhancements are what makes it even better and more useful for stopping or causing mayhem. Both of these classes are further broken down into four sub-classes: *Weapons*, *Armor*, *Vehicles*, and *Items*. Weapons are, unsurprisingly, used to cause damage. Armor is, also unsurprisingly, used to protect oneself from damage. Vehicles are, shockingly, used to go from one place to another at a quicker pace than one's own body could naturally do. Items are various extra knick-knacks that can give beneficial boosts to various skill rolls, or can just come in handy at different points through the campaign.

Frameworks cost two points to buy, while Enhancements cost one point to buy. With the aforementioned 12 points, one player could buy six items or he could be three and enhance them all twice.

DEVELOPMENT NOTES: Nowhere near a complete or balanced item list. Feel free to add more suggestions as to what you think would be good.

- WEAPONS -

Frameworks

Blade - Daggers, longswords, katanas, zweihandres, long considered the hero/villain's weapon of choice.

Blunt - Heavy bashing utensils. Maces, hammers, clubs, the like... perfect for making a statement.

Rod - Long and blunt pole weapons. Quarterstaves, oars, taiaha, etc.

Polearm - Lance, Spear, Trident, Scythes.

Bow - Both regular drawing bows and crossbows.

Martial Weapon - Strange, exotic weapons used in foreign martial arts. Sai, tonfas, etc.

Flexible Weapons - Flails, whips, nunchaku, meteor hammer, kusarigama, three-section staff, etc.

Improvised Weapon - Sometimes you don't carry weapons with you, but rather use what you pick up.

Gun - Pistols, Assault Rifles, SMGs, shotguns.

Body - You don't need a weapon. Your fists and feet suffice perfectly.

Enhancements

Bound - The weapon is more difficult to take away from you, and adds +2 to defense rolls against Burglary.

Changeable Weapon - Can turn into another weapon. You must buy the other weapon as well.

Improved Accuracy - Adds +1 to the attack roll made with the weapon.

Innocuous Disguise - The weapon doesn't actually look like a weapon at first; maybe a phone, or briefcase.

- VEHICLES -

Frameworks

Boat - You cruise at a great clip across the rivers and oceans of the world.

Body - Your own travel ability is appropriate enough, or the capabilities are installed inside you.

Car - Kickin' ass in a Pinto, comes with free explosion factory. Or a 2005 Ford GT, if you want speed.

Helicopter - The rotor blades are a little noisy, but it's maneuverable and you can get to amazing heights.

Hoverboard - Maneuverable and controllable, even in combat, but not really as impressive as the others.

Jet - Exactly how many other people can say they own their own personal jet of JUSTICE? Or villainy.

Motorcycle - Lean, mean, powerful but portable, the motorcycle is a good vehicle for tactical purposes.

Submarine - The sea is your haven, and the depths of the ocean are nothing foreign to you.

Enhancements

Bound - Your vehicle is more difficult to jack, and adds +2 to defense rolls against Burglary.

Improved Armor - Hiding behind your vehicle gives you additional defense against attacks, +1 per rank.

Improved Accuracy - Adds +1 to attack rolls made with the vehicle.

Innocuous Disguise - Your vehicle doesn't look like a vehicle until it's ready. Maybe a vending machine.

Multi-Functional - Your vehicle can copy the capability of another vehicle. Must buy other vehicle as well.

Mecha Form - Your vehicle can turn into a pilotable battle-mech. **Hah hah, rules for this shit not done.**

- ARMOR -

Frameworks

Layered Suit - Your transformed form is armored enough to absorb blows and blasts readily.

Shield - You have a physical shield on your arm(s) that protects you from harm.

Force Field - There is a field of energy that surrounds you, deflecting attacks away and keeping you safe.

Enhancements

Improved Armor - Each rank gives you an additional +1 to your armor roll.

- ITEMS -

Frameworks

Mechanical Tool Kit - Various tools to fix up machinery. Adds +4 to Mechanical rolls. Five uses.

Medical Kit - Items to help diagnose and fix up biological problems. Adds +4 to Medical rolls. Five uses.

Thievery Kit - Small picks, taps, keys, those sorts of things. Adds +4 to Burglary rolls. Five uses.

Trap Kit - Gears, a miniature saw, magnifying glass, etc. Adds +4 to Trapworking rolls. Five uses.

Translation Book - Detailing languages all around the world. Adds +4 to Language skill rolls. Five uses.

Enhancements

Great Quality - Adds another +2 to the respective skill roll.

Longer Lasting - Adds five more uses.

EXAMPLE:

Powers

Powers are arguably the most important part of a tokusatsu hero, as it dictates their abilities and potential in combat. Through Powers, you define your character's unique abilities compared to other people, and what separates them from others.

Powers need to have a source to come from, and so they are reliant on Equipment for that. For example, if someone wants to be able to shoot laser beams as a power, they would need to have the source as a Weapon—possibly either from a Gun or part of the Body*. Players cannot buy a Power if they cannot bind it to Equipment, and Equipment without a Power is just useless junk taking up space. Multiple Powers can be bound to a single piece of Equipment, so it is possible for a Gun to be able to shoot both laser beams, bullets, and energy blasts, while still being capable of melee pistol whipping.

Unlike Equipment, Powers are not separated into Frameworks and Enhancements. Once you buy a Power, the only Enhancement it can have is ranking it up to have more of an effect. Like Equipment, however, it is initially two points to buy a Power and then one point to Enhance it.

Power Points are determined much in the same way as Equipment Points, but this time is based off the Conviction of a character as well as their Strength.

(Strength + Conviction) + Base Power Points

If a person at Level 2 had 2 STR and 6 CNV, they would have a total of 15 Points to buy Powers with.

Powers are separated into five categories: *Movement*, *Offense*, *Defense*, *Forms*, and *Various*. Movement Powers dictate different ways to travel around in the air, land, and sea, and need to be bound to a Vehicle. Offense Powers are all about attacking and spreading the hurt in various ways, and need to be bound to a Weapon. Defense Powers define various additional bonuses you can defend yourself with, and need to be bound to armor. Forms and Various are special cases and do not need to be bound to Equipment—Forms mimic the modern tokusatsu tendency towards alternate forms, and Various is filled with various different quirks that may be useful.

DEVELOPMENT NOTES: Nowhere near a complete or balanced Powers list. Feel free to add more suggestions as to what you think would be good.

Movement

Flight - Up, up, and away! Gravity means nothing to you, and you can soar through the air!

Grapple-Swinging - You can swing quickly, either by utilizing natural ropelike things or throwing your own.

Super Speed - Be it via time slowing or sprinting fast, you can go from place to place in an instant.

Super Jumping - The default for every tokusatsu character, you can leap stories in a single bound.

* The dick is not considered a valid part of the Body to shoot laser beams from.

Super Swimming - The breast stroke is passé for you; you can move fast and dive deep in the water.
Teleport - Now you see him, now you don't. You can poof from one place to another in a blink of an eye.

Offense

Melee: Energy - Blazing beams of energy coat your limbs/weapon, causing major devastation.

Melee: Elemental - Control an element of choice through your body/weapon!

Melee: Normal - Who needs fancy stuff? Just your body/weapon by itself can wreak some havoc!

Melee: Vehicle - If you're already on your vehicle, no need to step off... use it against them!

Blast: Energy - Erupt beams of energy directly from your limbs or a weapon.

Blast: Elemental - Launch punishing elements stolen from nature through your limbs or a weapon.

Blast: Ki - Sheer force of will manifest in punishing attacks through your limbs or a weapon.

Blast: Vehicle - You have on-board weapons systems ready to fire at any time.

Defense

Regeneration - In combat, you heal 1d10 HP+Rank at the end of your turn and at the end of turns where you've been attacked. Outside of combat, the Momentum cost for healing yourself is reduced by the number of ranks this has.

Cover Another - You can position yourself to guard another, soaking 2 damage per rank they get.

Illusions - Splits yourself into multiple images, reducing the chance you'll be hit. For each attack, roll a 1d10 against the total ranks—if the roll is higher than the ranks, the attack hits.

Invisible - Enemies can't hurt you if they can't see you. For each rank, enemies roll a 1d10 against it—if the roll is higher than the rank, enemies see the character.

Forms

Human Form - For others, being in Human Form is a death wish. Not for you. Increases Sub-Level per rank.

Form Change - Putting ranks in this power gives your character an "alternate build", of sorts, with a Level corresponding with the rank—characters are not allowed to rank up their form more than their Level. The alternate build inherits Skills and Finishers, but the Capabilities, Powers, and Equipment are allowed to be different. **A slapshod system, to be sure. Until things get more solidified and settled, characters are only allowed to have up to three forms.**

Body Change - Changes specific parts/areas of your body separately, rather than the entire body. **Not sure how this would work just yet. No rules defined for now.**

Size Change - Everyone is, by default, size 4. Each rank lets you shift your size by increasing increments--each rank you shrink gives you +1 AGI and -1 STR, and each rank you grow gives you -1 AGI and +1 STR.

Various

Communication - Through whatever, you can keep speaking with your allies even at a lengthy distance.

Enhanced Finisher - Grants you another point to add another slot to your Finisher.

Perception - You can try to follow or track an opponent trying to deceive you.

Finishers

At the end of combat, there can be only one victor. Or multiple, if your character is on a team. Either way, combat in tokusatsu almost always ends in a climax, and one of the most frequent instigators of this climax are the Finishers.

A Finisher, as the name implies, finishes opponents off. While enemies need to be in the single-digit HP range and Momentum needs to be high (more on Momentum in a later chapter) before it can be used, when the Finisher is finally used it's always a glorious end to combat.

Be warned, however! If the plot calls for it, not every enemy will be destroyed by a Finisher—in those cases, your Momentum will have been wasted!

Unlike Powers and Equipment, there is no modifier to Finishers. Please refer to the Level table to determine how many points are available for you to construct your Finisher from.

Finishers are constructed from three different parts: The Build Up (which is the start sequence that activates it), the Action (what leads up to the actual finisher), and the Impact (when/how the blow connects). Each part must be bought separately, each part is optional, you can have multiples of a single part—but it **MUST** have at least one Impact to be a Finisher.

At level 1, characters only have one Finisher. As they advance, however, they can purchase more Finishers or expand on a single one. As you expand on a Finisher and add more parts to it, you reduce the cost of Momentum needed to use it—starting at a cost of 50 Momentum, each part reduces the cost by 2, to a cap of 40 Momentum at five Finisher parts.

This doesn't mean you have to stop adding parts to a Finisher at five points, however. You can continue adding parts to your Finisher in order to make it more extravagant as long as you have Points, but only the first five will count towards reducing Momentum.

For the most part, a Finisher is fairly cosmetic and for roleplay purposes. Aside from the Momentum, having only a single Finisher with two parts is no different than a person with three Finishers with five parts each.

DEVELOPMENT NOTES: There have been a couple people saying it should have more gameplay impact, and a couple people saying that it should be primarily cosmetic. Also, there have been plenty of people saying that Finishers should be useable outside of Momentum. What do you think?

Build Up

Charge Up - You charge up your weapon/body momentarily.

Utilize Device - There is a device that needs to be slotted/utilized before this shindig begins.

Summon Being - Your creature unbinds, you summon another, or you summon it to start it all.

Summon Item - An item/weapon/whatever pops into your hand.

Environmental Effect - The area explodes, gets windy, ground cracks, whatever.

Armor Tweaking - You need to hit a couple switches/buttons or twist some knobs on your armor first.

Body Change - Your form changes in some way to prepare for the ensuing asskickery.

Speed Up - You quickly speed up, now capable of moving faster than they can react.

Action

Jump - Leap! You jump up high into the air.

Lunge - A low, mostly horizontal leap forwards.

Sprint - You dash around, or up to, your opponent.

Teleport - Poof! Did you suddenly appear inside, around, or next to the enemy?

Fly - You soar around the air!

Reach - Your limbs/weapon stretch and extend, going at lengths they normally couldn't.

Weapon Brandish - Your weapon starts preparing itself ominously, or you start readying it up.

Dramatic Pose - It really does look pretty stylish.

Glow - You or parts of you start to light up.

Grab - You latch on to your opponent and hold him in place.

Throw - You fling your opponent away. Or maybe towards something.

Spin - It's a proven fact that everything becomes at least 10% more effective with spinning.

Flip - Flips, on the other hand, only make things 7% more effective.

Impact

Punch - You strike with your fist.

Chop - You karate chop your opponent.

Backfist - You strike with the back of your hand, either balled in a fist or in a slap.

Kick - You boot with your feet, heel, or shin.

Knee - Your knee gets driven into the opponent.

Elbow - Your elbow slams into your opponent.

Ram - You crash your entire body, your shoulder, your back, or your head into your opponent.

Lariat - Your forearm devastates the opponent.

Slam - Your opponent is thrown into the ground or against a solid object, be it via judo, wrestling, etc.

Weapon Blast - Your weapon fires and destroys your opponent from afar.

Weapon Strike - Up close, your weapon lands solid strikes that ruins shit pretty hard.

Power Blast - Either through elements or energy, you can launch barrages from a distance.

Power Strike - You coat your fists, legs, body, limbs, whatever in elements or energy and go to town.

Rapid Blasts - Machine guns have nothing on you. This speed of firing is absolutely dizzying.

Rapid Strikes - Your body works at a blur, striking hundreds of points with limbs or weapons in seconds.

CHARACTER BUILDS

Name: Blank character build

Player:

Level:

Sub-Level:

Origin:

Basic Concept:

HP:

Momentum:

STR:

AGI:

TGH:

PRS:

RES:

CNV:

AFFLICTIONS:

- ??????:

- ??????:

Total Skill Points:

VITAL SKILLS:

- ??????:

- ??????:

USEFUL SKILLS:

- ??????:

- ??????:

Total Equipment Points:

EQUIPMENT:

- ?????? ?????? (Enh: ?????)

- ?????? ?????? (Enh: ?????)

- ?????? ?????? (Enh: ?????)

- ?????? ?????? (Enh: ?????)

Total Power Points:

POWERS:

- ?????? ?????? - Rank X (Bound to ??????)

- ?????? ?????? - Rank X (Bound to ??????)

- ?????? ?????? - Rank X (Bound to ??????)

- ?????? ?????? - Rank X (Bound to ??????)

- ?????? ?????? - Rank X (Bound to ??????)

FINISHERS:

1:

2:

3:

4:

Name: Kamen Ranger Crimson

Player: Bob

Level: 3

Sub-Level: 2 (+1 from Human Form)

Origin: Internal Cybernetics

Basic Concept: A former scientist for an evil corporation, now seeks repentance for his evil deeds and swears to bring them down.

HP: 50?

Momentum: 35?

STR: 6

AGI: 3

TGH: 4

PRS: 4

RES: 2

CNV: 5

AFFLICTIONS:

- Greatest Failure: Working for the evil corporation.
- Unable to Love: "I have cursed myself with these arms that cannot comfort another."

Total Skill Points: 20

VITAL SKILLS:

- Discourse: 6
- Medical Ability: 4
- Trapworking: 2
- Vehicle Handling: 2
- Enhanced Senses: 6

USEFUL SKILLS:

- Mechanical Maintenance: 4
- Niche Knowledge (Cybernetics): 8
- Electronics: 8

Total Equipment Points: 15

EQUIPMENT:

- Vehicle: Motorcycle (Enh: Improved Accuracy (x2), Improved Armor)
- Weapons: Body (Enh: Improved Accuracy (x3))
- Armor: Layered Suit (Enh: Improved Armor (x3))

Total Power Points: 19

POWERS:

- Movement: Super Speed - Rank 1 (Bound to Vehicle: Motorcycle)
- Melee: Normal - Rank 4 (Bound to Weapons: Body)
- Melee: Vehicle - Rank 3 (Bound to Vehicle: Motorcycle)
- Defense: Cover Another - Rank 4 (Bound to Armor: Layered Suit)
- Form: Human Form - Rank 1

FINISHERS:

1: Red Kick (Jump > Flip > Kick > Environmental Effect): The Kamen Ranger leaps high into the air and flips twice, before diving down on his opponent with a dropkick so hard it cracks the ground.

2+: N/A

Name: Dark Mistress Th'Thgeen

Player: Alice

Level: 3

Sub-Level: 1

Origin: Creature Bonding

Basic Concept: A reformed monster merged with a hobby martial artist, utilizing the powers that once hunted humans now to help them.

HP: 35?

Momentum: 35?

STR: 4

AGI: 6

TGH: 3

PRS: 3

RES: 6

CNV: 1

(1 unspent point)

AFFLICTIONS:

- Hunted: By the cosmic horrors that Th'Thgeen defected from.
- Dead Relative: Little sister of Jane Darke was run over.

Total Skill Points: 40

VITAL SKILLS:

- Enemy Evaluation: 8
- Enhanced Sense: 6
- Stealth: 9
- Area Navigation: 8
- Sixth Sense: 9

USEFUL SKILLS:

- Niche Knowledge (Martial Arts): 8
- Niche Knowledge (Occult): 8
- Burglary: 6
- Ancient Languages: 5
- Sneaky Actions: 4
- Modern Languages: 5
- Drawing: 4

Total Equipment Points: 17

EQUIPMENT:

- Armor: Force Field (Enh: Improved Armor (x4))
- Weapon: Polearm (Enh: Bound, Improved Accuracy (x2))
- Vehicles: Body (Enh: None)
- Items: Translation Book (Enh: Longer Lasting, Great Quality)

Total Power Points: 13

POWERS:

- Movement: Flight - Rank 1 (Bound to Vehicles: Body)
- Melee: Energy - Rank 3 (Bound to Weapon: Polearm)
- Blast: Energy - Rank 3 (Bound to Weapon: Polearm)
- Defense: Regeneration - Rank 2 (Bound to Armor: Force Field)

FINISHERS:

1: Night Suffering (Body Change > Glow > Reach > Grab > Slam): Th'thgeen grows tentacles out of her backside while her arms start to grow. The tentacles lunge over, grabbing her opponent and raising them high before swinging them down into the ground full-force.

2+: N/A

Basic Overview

In most role-playing games, most characters or NPC actions do not require any particular rules. A player simply says his or her character walks across a room, picks up an object, punches a wall, talks to someone, etc, and if the GM agrees it is possible then it simply happens. Personal interaction between characters or NPCs normally consists of the players and GM talking “in character” and describing what their characters are doing—basic, typical roleplaying scenarios.

Over the course of a game, however, problematic scenarios may arise that require the outcome of an action to be uncertain. A character’s Capabilities, Skills, Equipment, and Powers help to resolve such situations—in many cases, dice rolls can add additional hazard and drama filler text.

DEVELOPMENT NOTES: The tl;dr of this is that this game system utilizes a roll-over system using both the d10 and the d20. (For those that don’t know what a “roll-over system” is, it’s where results are reliant on whether you can or can’t roll higher than a difficulty level) A d10 is primarily for situations where things are vaguely under control, while a d20 is for when things are highly chaotic and nobody really knows how it’s going to go.

Momentum

Tokusatsu heroes are generally all about action. In Kamen Rider, in Ultraman, in Super Sentai, things never remain at a standstill pace for long. The more they do things, the more tension ramps up and the more exciting things get until it reaches a tremendous climax. In *Henshin!*, this is represented by a character's *Momentum*.

Momentum is the general reward system of *Henshin!*, granted whenever a character does suitably awesome or righteous/villainous things appropriate with their alignment, or contributes to roleplay in the setting. **It was originally designed simply as a system to keep people from utilizing their Finisher right at the start of combat, but people really latched on to it and wanted to be able to use it outside of combat as well. Hopefully this doesn't dilute or overcomplicate the system.**

As a character's Momentum goes up, this is a sign of two things. For the GM, it's a sign to start throwing more over-the-top things at the characters, ramping situations up to become crazier and/or more dramatic. For the players, they can utilize this Momentum to spend it in a variety of beneficial ways for their characters, or they can let it gather.

How can Momentum be spent?

There are a couple ways to spend Momentum. These methods are *Self-Healing*, *Boosting Rolls*, and *Investing*.

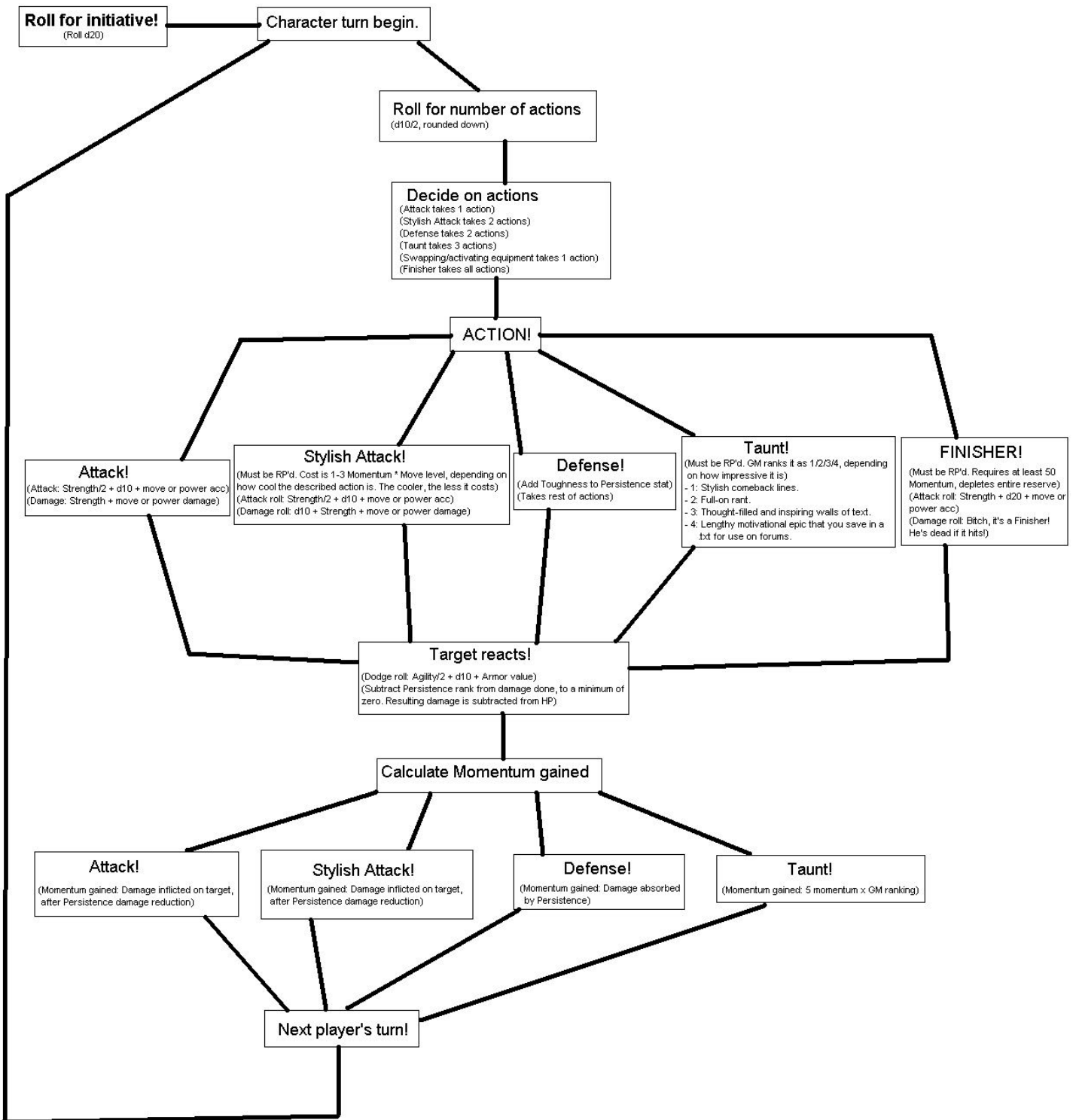
With *Self-Healing*, with a minor spending of **X** Momentum, you can roll a d10 or a d20—the resulting number is how much HP you're healed. With *Boosting Rolls*, if you spend **X** Momentum you can boost your Skill or Combat Rolls by **X** amount. *Investing* converts your Momentum into Form Points, stacking them away for your future Super Form midway through the campaign. **Details not cemented on this.**

DEVELOPMENT NOTES: There are probably more ways to make Momentum useful. Please feel free to suggest some.

Combat Play

Tokusatsu RPG Combat Flowchart

version alpha 2, aka "oh god please don't let this be shit"



DEVELOPMENT NOTES: Entirely, completely untested and without any idea of how it will work in action. There's no idea of how to make enemies, either, so the only way it'd go is against other characters. FUN.