



# ANIME 5E

FIFTH EDITION FANTASY ROLE-PLAYING ADVENTURES

TABLE 01 • CHARACTER BENCHMARKS

CHARACTER LEVEL	MAXIMUM ABILITY SCORES	MAXIMUM ATTRIBUTE RANKS	MAXIMUM PROFICIENCY BONUS	MAXIMUM ARMOUR CLASS	MAXIMUM NORMAL DAMAGE
Novice (1st Level)	1 @ 18   1 @ 17	4	+3	20	25
Capable (2nd - 4th Level)	1 @ 19   1 @ 18	5	+4	22	40
Seasoned (5th - 10th Level)	1 @ 20   1 @ 19	6	+5	24	60
Veteran (11th - 16th Level)	1 @ 22   2 @ 20	8	+7	26	100
Mythical (17th - 20th Level)	1 @ 24   2 @ 22	10	+10	30	200

TABLE 02 • ABILITY SCORE MODIFIERS

SCORE	MODIFIER	DESCRIPTION
1	-5	Inept
2-3	-4	Infant
4-5	-3	Child
6-7	-2	Significantly below adult human; youth
8-9	-1	Below adult human average; teenager
10-11	0	Adult human average
12-13	+1	Above adult human average
14-15	+2	Significantly above adult human average
16-17	+3	Highly capable
18-19	+4	Extremely capable; normal maximum
20-21	+5	Best in the region; adventurer maximum
22-23	+6	Best in the country
24-25	+7	World-class capability; human maximum
26-27	+8	Excessive capability
28-29	+9	Legendary capability
30	+10	Cosmic capability

TABLE 05 • SIZE MODIFIERS

SIZE	TYPICAL HEIGHT/LENGTH	TYPICAL WEIGHT	LIFT & CARRY CAPACITY	STRENGTH BONUS	STRENGTH CHECK	DAMAGE INFLECTED MODIFIER	DAMAGE RECEIVED MODIFIER	AC & ATTACK MODIFIER	RANGE & SPEED MULTIPLIER
Diminutive	6" to 1'	Up to 1 lb	÷125	-8	Disadvantage	-6	+6	+6	÷8
Tiny	1' to 2'	1 - 8 lb	+25	-4	Disadvantage	-4	+4	+4	+4
Small	2' to 4'	8 - 60 lb	+5	0	Disadvantage	-2	+2	+2	+2
Medium	4' to 8'	60 - 500 lb	—	—	—	—	—	—	—
Large	8' to 16'	500 lb - 2 tons	x5	0	Advantage	+2	-2	-2	x2
Huge	16' to 32'	2 - 16 tons	x25	+4	Advantage	+4	-4	-4	x4
Gargantuan	32' to 64'	16 - 125 tons	x125	+8	Advantage	+6	-6	-6	x8

TABLE 08 • LEVEL ADVANCEMENT

EXPERIENCE POINTS	LEVEL	PROFICIENCY BONUS
0	1st	+2
300	2nd	+2
900	3rd	+2
2,700	4th	+2
6,500	5th	+3
14,000	6th	+3
23,000	7th	+3
34,000	8th	+3
48,000	9th	+4
64,000	10th	+4
85,000	11th	+4
100,000	12th	+4
120,000	13th	+5
140,000	14th	+5
165,000	15th	+5
195,000	16th	+5
225,000	17th	+6
265,000	18th	+6
305,000	19th	+6
355,000	20th	+6

TABLE 10 • 1ST-LEVEL BASE POINTS

CLASS BENEFIT	POINT VALUE
Hit Dice – d4 (Points each Level)	2
Hit Dice – d6 (Points each Level)	3
Hit Dice – d8 (Points each Level)	4
Hit Dice – d10 (Points each Level)	5
Hit Dice – d12 (Points each Level)	6
Proficiency – Shields	1
Proficiency – Light Armour	1
Proficiency – Medium Armour	1
Proficiency – Heavy Armour	1
Proficiency – All Martial Weapons	4
Proficiency – 5-6 Martial Weapons	3
Proficiency – 3-4 Martial Weapons	2
Proficiency – 1-2 Martial Weapons	1
Proficiency – Simple Weapons (Any Number)	0
Proficiency – Saving Throw for Specific Ability	2
Proficiency – Skill (each)	1
Proficiency – Tool (each)	1
Proficiency Bonus (each +1 bonus)	2
Background Proficiencies and/or Languages	4

TABLE 14: WEAPON DAMAGE DICE

RANK	BASE DAMAGE	ALTERNATE DAMAGE DICE
1	1d4	—
2	2d4	1d6; 1d8
3	3d4	2d6; 1d10; 1d12
4	4d4	3d6; 2d8
5	5d4	2d10
6	6d4	4d6; 3d8; 2d12
7	7d4	5d6; 3d10
8	8d4	4d8
9	9d4	6d6; 3d12
10	10d4	7d6; 5d8; 4d10

TABLE 20: DIFFICULTY CLASS

DESCRIPTION	DC	INTERPRETATION
Very Easy	5	Characters will very rarely fail
Easy	10	Success often requires moderate talent or training
Medium	15	Success often requires above-average talent or training
Hard	20	Success often requires significant talent or training
Very Hard	25	Success requires exceptional talent or training
Nearly Impossible	30	Success requires unparalleled talent or training

TABLE 13: SKILL PROFICIENCIES

SKILL	ASSOCIATED ABILITY
Academia	Intelligence
Acrobatics	Dexterity
Agriculture	Wisdom
Alchemy	Intelligence
Animal Handling	Wisdom
Arcana	Intelligence
Architecture	Intelligence
Area Knowledge	Intelligence
Artisan	Dexterity
Athletics	Strength
Business	Intelligence
Climbing	Dexterity
Controlled Breathing	Constitution
Culture	Intelligence
Deception	Charisma
Disguise	Charisma
Domestic Arts	Wisdom
Empathy	Charisma
Engineering	Intelligence
Etiquette	Charisma
Focus	Wisdom
Forgery	Dexterity
Gaming	Wisdom
Helming	Dexterity
History	Intelligence
Insight	Wisdom
Interrogation	Wisdom
Intimidation	Charisma
Investigation	Intelligence
Law	Intelligence
Leadership	Charisma
Medicine	Wisdom
Mining	Intelligence
Nature	Intelligence
Navigation	Intelligence
Perception	Wisdom
Performance	Charisma
Persuasion	Charisma
Physics	Intelligence
Religion	Intelligence
Riding	Dexterity
Seduction	Charisma
Sleight of Hand	Dexterity
Stealth	Dexterity
Street Sense	Charisma
Survival	Wisdom
Swimming	Dexterity
Traps	Dexterity
Visual Arts	Wisdom
Warfare	Wisdom

TABLE 21: MARGIN OF SUCCESS

TOTAL ROLL RESULT VS. DC OR AC	MARGIN OF SUCCESS
Roll exceeds target by 15+	Outrageous success
Roll exceeds target by 11-14	Extreme success
Roll exceeds target by 8-10	Major success
Roll exceeds target by 5-7	Significant success
Roll exceeds target by 3-4	Moderate success
Roll exceeds target by 1-2	Slight success
Roll equals target	Tie or slim success
Roll misses target by 1-2	Slight failure
Roll misses target by 3-4	Moderate failure
Roll misses target by 5-7	Significant failure
Roll misses target by 8-10	Major failure
Roll misses target by 11-14	Extreme failure
Roll misses target by 15+	Outrageous failure

TABLE 22: CRITICAL FAILURE

DICE ROLL	CRITICAL FAILURE DESCRIPTION
2	Character overextends their reach and rips their clothing (perhaps even in a compromising location)
3	Character loses focus in combat and drops to Initiative 1 for the remainder of the battle
4	Character overexerts themselves and pulls a muscle, suffering a disadvantage on all Strength-related dice rolls during the next 24 hours
5	Character is off balance; opponents gain an advantage when attacking the character until the character's Initiative next round
6	Character stumbles and twists their ankle, cutting their movement speed in half until they rest for several hours or are otherwise healed
7	Character drops their weapon
8	Character's grip on their weapon weakens and they suffer a disadvantage on attack rolls during the next round
9	Character hits a nearby solid surface and damages or breaks their weapon (DM discretion)
10	Character hits a nearby ally instead of their intended target, automatically inflicting half damage
11	Character hits themselves instead, automatically inflicting half damage
12	Character trips and falls; opponents gain an advantage when attacking the character until the character's Initiative next round (character doesn't gain any positive Dexterity modifiers on their AC either)

TABLE 23: RANGE PENALTIES

RANGE RANK	EFFECTIVE RANGE	INTERMEDIATE RANGE	REMOTE RANGE
1	—	—	—
2	—	—	—
3	Up to 30'	30' - 50'	50' - 100'
4	Up to 300'	300' - 500'	500' - 1,000'
5	Up to 1,500'	1,500' - 2,500'	2,500' - 1 mile
6	Up to 3 miles	3 - 5 miles	5 - 10 miles
	<b>NO MODIFIER</b>	<b>DISADVANTAGE</b>	<b>NO DEXTERITY DAMAGE</b>

TABLE 24: ATTACK ROLL ADVANTAGES

Attacker has aimed a ranged weapon (page 162)
Attacker has been waiting for an opening in melee (page 162)
Attacker is flanking the opponent (page 161)
Attacker is only attempting to touch the target (page 168)
Attacker is Undetectable to sight (page 120)
Attacker or their opponent is using a total attack (page 167)
Attacker's Weapon has the Accurate Enhancement (page 125)
Opponent is surprised by the attack (page 168)

TABLE 25: ATTACK ROLL DISADVANTAGES

Attacker has been Tangled by a Weapon (page 128)
Attacker has been grabbed while grappling (page 161)
Attacker is prone or fighting from the ground (page 161)
Attacker has fewer than ¼ max Hit Points remaining (page 173)
Attacker is fighting with two weapons (each roll; page 167)
Attacker is firing a weapon beyond its effective range (page 171)
Attacker is moving at dash speed (page 163)
Attacker is on a fast-moving mount (page 168)
Attacker is throwing an unbalanced melee weapon (page 160)
Attacker is using a called shot (page 166)
Attacker is using one attack against multiple targets (page 167)
Attacker's Weapon has the Inaccurate Limiter (page 130)
Opponent is Undetectable to sight (page 120)
Opponent is using a total defence (page 162)

TABLE 26: DEPRIVATION

TYPE OF DEPRIVATION	HIT POINT LOSS INTERVAL
Starvation	1 per 8 hours
Hunger (minimal food)	1 per day
Inadequate Nutrition	1 per week
Total Dehydration	1 per 2 hours
Partial Dehydration	1 per 8 hours
Overheating	1 per 4 hours
Freezing Cold	1 per hour
Freezing Water	1 per minute
Drowning	1 per second

TABLE 27: CHALLENGE RATING XP

CR	POINTS	XP	CR	POINTS	XP
0	Up to 50	0 or 10	14	261-280	11,500
¼	51-65	25	15	281-300	13,000
½	66-80	50	16	301-320	15,000
¾	81-95	100	17	321-340	18,000
1	96-110	200	18	341-360	20,000
2	111-120	450	19	361-380	22,000
3	121-130	700	20	381-400	25,000
4	131-140	1,100	21	401-425	33,000
5	141-150	1,800	22	426-450	41,000
6	151-160	2,300	23	451-475	50,000
7	161-170	2,900	24	475-500	62,000
8	171-180	3,900	25	501-525	75,000
9	181-190	5,000	26	526-550	90,000
10	191-200	5,900	27	551-575	105,000
11	201-220	7,200	28	575-500	120,000
12	221-240	8,400	29	501-550	135,000
13	241-260	10,000	30	551-600	155,000

TABLE 28: ENCOUNTER THREAT

ENCOUNTER THREAT DIFFICULTY	AVERAGE CR DEVIATION FROM THREAT SCORE
Trivial	3+ CR lower than Threat Score
Simple	2 CR lower than Threat Score
Easy	1 CR lower than Threat Score
Medium	CR equal to Threat Score
Hard	1 CR higher than Threat Score
Excessive	2 CR higher than Threat Score
Deadly	3+ CR higher than Threat Score

TABLE 33: ALLIES AND ENEMIES

NPC	CLASS	STR	DEX	CON	INT	WIS	CHA	PROF	SAVES	AC	HP	DAM	CR
Apprentice	Wizard 1	10 (+0)	10 (+0)	11 (+0)	15 (+2)	13 (+1)	10 (+0)	+2	INT, WIS	10	6	1d6	1
Assassin	Rogue 3	11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)	+2	DEX, INT	15	22	1d6	3
Commoner	—	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	+1	—	10	4	1d4	¼
Cultist	—	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	+1	WIS	11	8	1d6	½
Elementalist	Spellbinder 1	10 (+0)	12 (+1)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	+2	INT	11	6	1d6	1
Guard	Fighter 1	14 (+2)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)	+2	STR, CON	16	11	1d6+2	1
Highway Bandit	Fighter 1, Rogue 1	14 (+2)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	10 (+0)	+2	STR, CON	13	28	1d8+2	2
Hired Sword	Fighter 3	14 (+2)	10 (+0)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	+2	STR, CON	15	26	1d10+2	3
Informant	—	10 (+0)	13 (+1)	10 (+0)	12 (+1)	14 (+2)	13 (+1)	+2	CHA	12	6	1d6	1
Knight	Samurai 4	16 (+3)	14 (+2)	10 (+0)	10 (+0)	13 (+1)	13 (+1)	+2	STR, WIS	16	25	1d8+3	4
Merchant	Broker 1	10 (+0)	10 (+0)	10 (+0)	13 (+1)	15 (+2)	14 (+2)	+2	WIS	10	6	1d4	1
Mind Spy	Psionicist 1	10 (+0)	10 (+0)	10 (+0)	16 (+3)	10 (+0)	16 (+3)	+2	INT, CHA	11	6	1d6	1
Noble	Adventurer 2	10 (+0)	13 (+1)	12 (+1)	12 (+1)	10 (+0)	16 (+3)	+2	DEX, CON, WIS	12	10	1d8	2
Protector	Magical Girl 1	10 (+0)	14 (+2)	10 (+0)	10 (+0)	14 (+2)	16 (+2)	+2	WIS, CHA	8	10	1d6	1
Scout	Hunter 1	14 (+1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)	10 (+0)	+2	STR, INT	13	10	1d6+2	1
Soldier	Fighter 3	14 (+2)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	+2	STR, CON	16	26	1d10+2	3
Street Urchin	—	6 (-2)	13 (+1)	6 (-2)	9 (-1)	14 (+2)	8 (-1)	+1	—	11	2	1d4-2	¼
Thug	Adventurer 3	15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	+2	DEX, CON, WIS	12	18	1d6+2	3
Village Guardian	Warder 2	12 (+1)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	+2	CON	13	9	1d8+2	2
Zombie	—	13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)	+2	WIS	8	22	1d4+1	¼