

# The KwaiTana Anime RPG System

(V 2.3)

By Corey Bass and James Madden

Thanks to: Every Anime producer, Artist, Seiyuu, Creator in Existence. (Well we can leave a few out , but I certainly ain't naming any ^\_^)

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Playtesters: <Hopefully> Corey, James, (^\_^), Mortis, BakaNeko, Ulexes and Kioten

**Both James and I would be very happy if you would contact one of us and tell us what you think of our books, or have any kinds of suggestions to give us  
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## What the Hell is all this About?

The KwaiTana (KT) system was made to be a multi genre anime system able to be used in many campaign settings with minimal complications. It is a quick and easy system which *tries* to not let rules get in the way of roleplaying. The only dice this system needs are 6 sided ones. Anytime it a roll is needed, it will usually be an Attribute + Skill with either the highest winning or meeting a designated difficulty level.

## Reality Levels

The reality level (RL) of a campaign governs the style and genre the Anime Master (AM) is trying to capture in their game. It also gives a general rule of how many Character Points (CP) a beginning has to start with but the amount of CP for a certain RL can change if the Anime Master so wishes, this is also true for the maximum amount points allowable for disadvantages. The higher the level of reality, the more “unreal” the campaign is. The reality level has no effect on the technology the campaign setting has.

### Competent [semi-realistic.] Reality 1

This is the standard basic reality that we live in; the closest thing to a hero is a good cop, fireman, soldier, or other dedicated citizen. Campaigns in this kind of reality rarely encounter supernatural powers or feats; when something strange of this sort happens it is a major campaign point.

AM Notes: 50 Character points for each character, up to -10 points in disadvantages. Up to 5 actions per combat round (Base of 3). Each dodge counts as an action, but full Defence skill for each dodge.

#### Examples of Reality Level 1:

Patlabor, Irresponsible Captain Tylor, Your Under Arrest / Taiho Shichauzo

### Heroic [Elite] Reality 2

This is the reality that only a few of us see. Green Beret combat specialists, SWAT team members, FBI agents and spies. Most people in this kind of campaign are equivalent to TV heroes; better looking, more competent, and with stuntmen.

AM Notes: 75 character points for each character, up to -15 points in disadvantages, up to 8 actions per round (Standard of 4). Dodging is free, but must split Defence skill between each dodge, and can only dodge if at least one action is left free. Maximum amount of dodges are limited to skill level in Defence.

### Examples of Reality Level 2:

Neon Genesis Evangelion, Macross / Robotech, Macross Plus, Macross 7, Fushigi Yugi, Project Ako, El Hazard, Gundam, Pokemon, Dominion Tank Police, Guyver, Cowboy Bebop, Bubblegum Crisis, Moldiver, Serial Experiments Lain, Hand Maid May, Love Hina, Vision of Escaflowne, Kazemakase Tsukikage Ran.

### Legendary [Action anime] Reality 3

This is the realm of the big style action anime, where characters fight aliens, and run around in mecha and battlesuits, fighting for and saving the world almost every other day.

AM Notes: 100 character points for each character, up to -20 points in disadvantages, up to 10 actions per round (Standard of 4). Can dodge every attack free of charge and have a full Defence skill.

### Examples of Reality Level 3:

Ranma Half, Tenchi TV, Sabre Marionette series, Sailor Moon, Ghost In The Shell (Only just), Oh My Goddess / Aa Megami sama, Just about any Jackie Chan movie ^\_^

### Superheroic [Superheros, myths] Reality 4

This is the level of most super high powered manga or mythology. Superpowers or superhuman skills are common, and adventurers regularly save entire Empires and thwart demigods.

AM Notes: 150 character points for each character, up to -30 character points in disadvantages, up to 12 actions per round (Standard of 5). Can dodge every attack free of charge plus have a single free extra other defence (Parry, block etc). No limit on defence skill / amount of dodges.

### Examples of Reality Level 4:

Tenchi OVA, Dragon Ball Z (but with the characters definitely having a lot more Character points), Legend of the Four Kings

## Character Creation

Step 0: Bug your Anime Master to run a campaign of KwaiTana and NOTHING ELSE !

^\_^

Step 1: Come up with an idea for a character, ask Anime Mast er about Reality Level and special things about campaign, then name the character and define it (Name and Concept)

Step 2: Come up with a character background story and Personality

Step 3: Start to define the character via Attributes, (Spend character points)

Step 4: Get Skills, Advantages and Disadvantages that are suitable to the character

Step 5: Talk with the Anime Master over powers (If applicable ) and choose suitable ones.

Step 6: Calculate up total points and make sure it is within the limits set by the campaign ( or AM).

Step 7: Get equipment /Weapons, Finish background and do a general polish, noting combat skills and damage etc.

Step 8: Make sure everything is right by Mr Anime Master and then get ready to play !

### Example of character creation:

James wants to make a character for Kwai's campaign, War Between Kichigai and Gyakufunsha Highs, so he first asks how many points and if there is anything special that he can and cant do in a character for it.

Kwai says that it is a Reality Level 4 campaign and that it has a flavour similar to Project Ako, but with a lot more weirdness in it. Thinking hard he comes up with an idea. He has been watching a bit of Dragonball Z and Ranma Half lately(Kwai flinches thinking of the overpowered martial arts and chi attacks in DBZ ! ^\_^) and says he wants a bad tempered martial artist with some sort of chi attacks. Flicking through the rules he notices the advantage 'Transformation' and decides that he might just have that in it too !

Kwai says that the point total for a character in his campaign is 100 points and that he can have up to -12 points in disadvantages. James, (Looking up a Japanese dictionary) decides to call his character Ittari Kitari, and the concept as Mixed up transforming bad tempered Martial artist. He spends points in attributes the following way....

Brawns 8 points, Brains 0 points, Agility 8 points, Toughness 12 points and Appearance 8 points. So now Itarri has the following Statistics, Brawns 3 (Good, above average by a fair amount, but still not super strong), Brains 1 (As smart as an average person), Agility 3 (much the same as Brawns, fairly dexterous, and quite a bit better than a normal person), Toughness of 4 (Very good, should be able to take a fair amount of damage before dropping), and an Appearance of 3 (Which should get the notice of a few of the schoolgirls !)

Looking at the advantages list he jots down some interesting ones. Ambidextrous (+2 points), Combat Sense looks good (+2), Pain Resistant (2 levels for +4 points), he isn't sure between Charisma and Coolness at first but then

chooses the latter because it could be good to roleplay (+3 points), and then the major character idea he came up with, Transformation.

He chats a bit with Kwai about it, Itarri will change into a female form whenever he gets hurt, and since this might just be most of the time Kwai decides that the Transformation cost should be at base level. (2 points). He also wants Itarris Agility to go up by one when in female form, Kwai stops and thinks for a bit and says that would cost an extra 4 points. All the advantages add up to a total of 17 points, leaving James with 47 points left to spend, not counting in any disadvantages yet. Looking at Disadvantages, James notes down the following... Bad Temper (-2 points), Compulsive Acts: Continually Challenging others to fights (-2 points), Romantically Irresistible (-6 points - The girls just go for him ! And the boys when he transforms ! ^\_^), Intolerance of Girls: They are always silly and flighty (-2 points, and this character is a bit of a sexist pig !) All the disadvantages come to a total of -12 points, right on the limit specified by Kwai, now his character has 59 points to spend on other stuff.

Since Itarri is going to be basically a fighter, James notes the following Skills and how much points he puts into them. Acrobatics, 1 points for a skill of 1, Defence 6 points for a skill of 3, Martial Arts (Hard Style) 6 points for a skill of 3, First Aid 3 points for a skill of 2, Swords 3 points for a skill of 2, Spiritual Knowledge 1 point for a skill of 1, Theology 1 point for a skill of 1, and lastly Stealth 3 points for a skill of 2. All the skills came to a total of 24 points, leaving 35 points .

Looking through powers James decides to get an Energy blast. Figuring out some of the uppers and downers he decides to take only downers so he can afford a higher level of power. He gets Recoil -0.5 (1 metre recoil after use) and Takes more time -0.5 (Lowers the Initiative Modifier from 0d to -1d ,making the power take longer to use) for a level cost of 5 points. He can only afford four levels (He is after something else as well), so he decides to leave it at that and use experience to increase it later. Now he has a Energy Blast of Level 4 that does 4 dice of damage ! (Equal to an energy pistol ) He also looks at Regeneration. He then gets the upper, 'heals every 30 minutes'. He can afford to get two levels, so he now can heal 2 hurt points every 30 minutes.

James has 1 unspent point left. He gets equipment and writes up the character background and personality noting weapons and armour, including their damage and Initiative Modifiers and weight and such. After figuring out combat modifiers, such as Martial arts, (Damage bonus from Martial Arts (Hard Style) of 1 extra dice - doing a total punch of Brawns +1d) he then figures out the character amount of hurt points (Brawns plus Toughness times by 4 plus Campaign Reality Level --  $3 + 4 \times 4 + 3 = 49$  Hurt Points. He now checks everything over and then states he is finished and gets ready to play !

## Attributes

There are five statistics which govern the natural talent the character has. These attributes are Brawn, Brains, Agility, Toughness and Appearance. The attributes range between 1 (A normal person) to 6 (A superhuman).

**Brawn:** The general strength and damage dealing capacity of the character.

**Brains:** The amount of smarts and willpower of the person.

**Agility:** The physical and manual dexterity and also general speed of the character

**Toughness:** The rating of how much physical damage and fatigue that the person can withstand.

**Appearance:** The physical beauty and personal attractiveness that is shown to others.

Attribute	Cost	Ratings	Lifting Capacity	Attractiveness
0	+3 points	Poor	25 kilograms	Ugly
1	0 points	Average	50 kilograms	Average
2	4 points	Fair	100 kilograms	Attractive
3	8 points	Good	150 kilograms	Beautiful
4	12 points	Great	200 kilograms	Very Beautiful
5	16 points	Superb	250 kilograms	Incredible
6	20 points	Excellent	300 kilograms	Unbelievable

## Hurt Points

During the course of a game, it is expected that the character will get hurt by someone and somehow during the course of it. When taking damage, the number is taken off the characters current amount of Hurt Points. When the character reaches zero (0) Hurt Points, they are dead unless something strange happens to save that character in time. The maximum amount of Hurt Points a character has is equal to (Brains + Toughness x (4 + Reality Level)).

Optional Rule: Death Save - You must roll Toughness + Level of Pain Resistant whenever you fall below 0 Hurt Points. For every level equal to your characters Toughness taken in damage you must make a roll. For the first level of damage you must make an Average Difficulty to stay alive. For each subsequent level of damage you must beat an additional level.

For Example: Some one with a Toughness of 4 drops to -3 Hurt points, he must make a Standard Toughness Test and add Pain Resistant trying to beat an average difficulty. he then takes an additional 12 points of damage, he then must make another roll this time at a difficulty of Hard or the character will die !

## Chi/Ki

There are a few definitions of what chi (Ki in Japan) is. In KT, it will merely be the amount of inner strength the character has to affect the nature of things inside themselves as well as outside.

In game mechanics, the amount a chi a character has is equal to (Brains + Toughness) x 2 x RL. All martial arts powers will need to be fuelled by this chi. Regaining lost chi is a simple matter, merely being alive and not doing hard physical labour gives back the character 1 chi point per hour, total meditation will give back 2 chi per hour.

Another thing that also affects regaining chi is a Dragon Line. A dragon line is a flow of mystical natural forces typically unseen by the eye, if a character spends any time at or nearby a dragon line, their chi regeneration rate doubles i.e. walking around will become 2 per hour, meditation will become 4 per hour. (See KT Magic for a proper explanation)

$$\text{Chi} = (\text{Brains} + \text{Toughness}) \times 2 \times \text{RL}$$

## Movement

How fast a character can run is almost solely up to how good their Agility is. In one round (5 seconds), the character can travel a distance equal to their Agility x 5 in metres. This counts as a full move and no other actions can take place that round. A character can, however, move half their movement in one round (total) and still use their allotment of actions. The running skill increases the distance a character can run per a round by 2 metres per every Running skill point the character has.

## Experience

The Anime Master will give experience in blocks of .5 CP. The maximum amount a character should get in a game is about 3 - 4 points and that should be for exceedingly great roleplaying and participation. The experience can then be used like normal CP to increase abilities and skills or buy new abilities.

Experience can only be spent during times of great stress in the game (as an emergency) or when the anime master deems the character has possibly enough time to train the attribute / skill / power etc to the wanted level.

The availability of spending experience on gaining new advantages / disadvantages / powers during game play is entirely up to the campaign and the anime master. If the AM says it is not possible to get the ability out of nowhere, then it isn't possible. But depending upon the actual campaign, the Anime master may attempt to make the acquisition of the new ability part of the storyline.

The only exceptions to the above rules are the advantages More Hurt Points, More Chi and More Magical Energy Points. (For the last two see Martial Arts and Magic ) These advantages can be bought at any time if there is sufficient Experience, but as usual this is entirely up to the will of the Anime Master.

<u>Reality Level</u>	<u>Attribute Cost Modifiers</u>
1	Next Level x 4
2	Next Level x 3
3	Next Level x 2
4	Next Level x 1.5

<u>Skill Level</u>	<u>Cost to increase with Experience Points</u>
Buy New Skill	2 points
From 1 to 2	2 points
From 2 to 3	3 points
From 3 to 4	4 points
From 4 to 5	5 points
From 5 to 6	6 points

## Healing

A person who has been hurt and who doesn't have any form of regeneration normally heals Half their toughness (Rounded to nearest number) Times the Reality Level of the Campaign per day.

Expert Healing attention , eg a doctor (Or a quack of any sort will do fine ! ) allows for an extra hurt point per half of the docs skill to be regained per day. (E a Doc with a skill of 6 allows 3 hurt points to be regained.)

Of course this is also modified according to Reality Level and of course just how Technologically inept the campaign is ! <also the main factor, just how long the AM says your character is out of business !>

Rapid Healing advantage allows for an extra hurt point per day to be regained.



## Base Difficulty

To complete any skill, a difficulty must be equalled to or bettered on a Attribute + Skill roll.

The rating of the complexity of the task, based solely on the task and no other factors.

<u>Easy</u>	<u>5</u>
<u>Average</u>	<u>10</u>
<u>Fair</u>	<u>15</u>
<u>Good</u>	<u>20</u>
<u>Hard</u>	<u>25</u>
<u>Great</u>	<u>30</u>
<u>Impossible</u>	<u>35</u>

### Easy 5

Driving Down a Road  
Remembering your Name, or the Year  
Getting Someone to lend you 20 cents  
Picking up a Notebook

### Fair 15

Getting a Date  
Driving in Heavy Traffic  
Remembering something from High School  
Picking up a Small Heavy Box  
a Long Distance Number  
Getting a Cigarette from a friend

### Hard 25

Getting a Date with a Model  
Winning a Car Race  
Win an Argument about Politics  
Getting a last cigarette from a friend

### Great 30

Picking up a 3 door Refrigerator  
Winning an Argument about  
Religion  
Getting a sober total stranger to  
pay for a round of beers  
at the local pub when its  
packed.

### Average 10

Driving in Traffic  
Remember a Phone Number, Using  
a Pay Phone  
Starting an Argument  
Talking Someone into Loaning  
you 1 \$

### Good 20

Getting a Date with someone  
Attractive  
Hitting an Object at a distance  
Driving Fast Through Heavy Calling  
Traffic  
Getting Someone to lend you  
over \$20  
Winning an Argument  
Calling an Overseas Phone  
Number

### Impossible 35

Convincing a world famous  
Supermodel that you are the only  
man for her and she believes you!  
Becoming the heir to Bill Gates  
Billions  
Picking up a car one handed  
Surviving appoint blank mecha shot

### Other Factors that will affect the rate of difficulty

+4 Rushed for time, +1 You Have Never Done It Before, +2 to +3 Continuous Failing after Continuous Trying, +5 You haven't done it before and you don't have the skill, +6 No Ones Ever Done It Before +2 You Don't have all the Right Tools, +3 Don't have all the Right Parts, +4 Under Attack, +4 Under Stress, +3 Drunk or Drugged +1 through to ? Wounded (But is modified by the Pain Resistant Advantage)

### Critical Successes

A critical success is one where the skill or action has been done to such a great skill that a more profound effect has happened than one expected. This rule works for not only damaging an enemy but also doing other skills.

Critical success is a roll succeeded by 10 points or two levels.

A Superb success is a roll made by 20 points or 4 levels.

Getting a critical success in combat allows for x1.5 damage (Not dice, but total damage), a Superb Critical gives you x3 damage.

For other skills, the effect of doing something is 50% improved on a critical success and 100% better on a superb.

### Reaction Tests

Anime Master comes up with a suitable difficulty number, depending on status of social situation. Generally Average to Good (10 -20). Contest between Appearance and Brains of opponents, the Anime Master States applicable modifying statistics, plus any applicable modifiers (Kawaii, Go SD, Coolness etc) and basically figures out reactions from resulting rolls. (Basically who won or failed by the most)

Whoever wins by most wins contest.

<u>Reaction</u>	<u>How much made the roll by</u>	<u>Possible Result</u>
Bad	- 10	Stoning, Malleting, Kicked out of town
Neutral	- 5	Snubbing, Cold Silence, Ignoring
Normal	0	Just on speaking terms
Fair	5	Politeness, Expressions of interest
Good	10	Helpful, Pleasant, Friendly
Great	15	Impressed, Opponent has PC's interest at heart
Excellent	20	Extremely Impressed, Droool, Worships PC

### Poisons

Poisons are used by creatures as a defence or by unscrupulous people trying to kill others. They can be seen in at least three forms, *Ingested*, *Inhaled*, and *Contact* poisons. The types are virtually self explanatory. Ingested is when they have to be taken into the body, via eating or some similar way. Inhaled works upon the lungs and others systems via respiration, and contact is directly upon the skin and outside of the body, via either weapons or a bite.

Poisons take the following description in this system.

**Poison Name Difficulty, Damage (Damage) / rate, Duration**

The Difficulty is the amount you need to make on a Toughness Save to halve the amount of total damage caused by the poison.

Damage and Rate are the amount of damage the inflicted one takes, and if saved the amount of damage is listed in the brackets, and the last is just how often the inflicted person actually takes the damage.

Finally duration is how long the poison lasts (Doing damage) in the infected persons body.

Cobra Venom, Hard, 4d (2d) / 30 minutes, 1 hour

### Attacking inanimate objects

When attacking inanimate objects such as doors, Walls, and brick walls, there is not really any difference in attacking and dealing damage as with normal combat.

Inanimate objects also have a Soak and Hurt Point rating. When the Hurt Point rating reaches 0 though, the object is generally smashed beyond use, anything lower than 0 and it is smashed beyond recognition.

When applying damage and stuff to inanimate objects the Anime Master should gauge the rating of the object by the following examples listed below.

Some of the objects have a listing of a number plus a dice. The number rating is the base of the soak. This is the absolute minimum that the object soaks. You roll the amount in dice, then add the first number. EG, a thick wooden door soaks with 1d plus 6, eg a 5 on the dice and the base 6 for a total of 11.

Wooden door = Soak of 3+ 1d, Hurt Points of 15

Thick wooden door = Soak of 6 +1d, Hurt Points of 20

Brick wall = Soak of 10+2d, Hurt points of 30

Wooden Wall = Soak of 5+5d, Hurt Points of 15

Glass Window = Soak of 1+1d, Hurt Points of 5

### Advantages/Disadvantages

These traits often encompass the background and personality of the character, and are generally used to describe the positive and negative parts of its personality, mental and physical structure.

The actual amount of points that can come from disadvantages all depends upon the Campaigns Reality Level (see above) and the Anime Master .

Disadvantages may be taken above (by at the most a point or two) the proscribed limit for the Campaigns Reality Level, but these points do not count towards the point total of the character.

## Advantages

Access to Shit Hot Tech TM	
Acute Senses	(+1 / +3)
Alertness	(+1 to +3)
Allies	(+1 to +7)
Ambidextrous	(+2)
Aura Of Power	(+3)
Bishonen/ Bishoujo	(+1)
Charisma	(+3 Max Lv 3)
Combat Sense	(+2)
Common Sense	(+1)
Cool Breeze	(+1)
Coolness	(+3)
Concentration	(+1)
Danger Sense	(+3)
Destiny	(+5)
Disease Resistance	(+2)
Double Jointed	(+2)
Eternally Youthful	(+4 RL 3+)
Extra Actions	(+5 per Lv)
Extra Dimensional Access	(+4 RL 3+)
Extra Hurt Points	(+1 per 1 HP)
Extra Physical Toughness	(+2 to +8)
Fitness	(+2)
Go SD	(+2)
Higher Purpose	(+2)
Immortal	(+20 RL 3+)
Inventiveness	(+8)
Item Grabber	(+3 RL 2+)
Kawaii	(+2)
Long Memory	(+5 / +10)
Luck: (4 Levels)	(+2 to +5)
Pain Resistant	(+2 to +8)
Rapid Healing	(+2)
Shoujo Mallet	(+1)
Single Minded	(+1)
Transformation	(Varies)
Wealth (8 Levels)	(+0 to +24)

## Disadvantages

Absent Minded	(-2)
Addiction	(-1 to -5)
Alcoholic	(-3)
Amnesia	(-3)
Anachronism	(-2)
Annoying Teenaged Girl	(-1)
Bad Reputation	(-3)
Bad Senses	(-2 / -10)
Bad Temper	(-2)
Chaos Attractor	(-5)
Combat Paralysis	(-3)
Complete Misdirection	(-2)
Compulsive Acts	(-1 to -3)
Cosmic Target	(-10)
Cowardice	(-3)
Curious	(-1, -2, or -3)
Delusions	(-1 to -3)
Dependent	(-1 to -3 & Higher)
Ecchi (lesser Pervert)	(-2)
Enemies	(-1 to -10)
Fanatic	(-2 to -3)
Flashbacks	(-4)
Frightens Animals	(-2 or -3)
Greed	(-3)
Hentai (Great Pervert)	(-4)
Hides Emotions	(-1)
Honesty	(-2)
Incompetence (At a skill)	(-1 / -2)
Impulsive	(-2)
Intolerance	(-2)
Jealous	(-2)
Jinxed	(-4)
Kind Hearted	(-1 to -2)
Klutz	(-3)
Lazy	(-1)
Low Self Image	(-2)
Nose Bleeder / Chronic Blusher	(-3)
Nightmares	(-1)
Oblivious	(-2)
Obsessions	(-1 to -4)
Old Aged	(-1 per 2 years)
On the Edge	(-4)
Overconfident	(-2)
Owes A Debt	(-1 to -4)
Pacifist	(-2 / -4)
Paranoid	(-2)
Phobias	(-1 to -4)
Rival	(-1 to -3)
Romantically Irresistible	(-5)
Secret	(-1 top -4)
Selfish	(-1)
Selfless	(-2)
Sense Of Duty	(-1 to -3)
Shy	(-1 to -2)
Slutty / Daggy Dresser	(-2)
Split Personality	(-5)
Superstitious	(-2 or -3)
Truthful	(-1 to -2)
Unlucky	(-2)
Un-Pain Resistant	(-2 up to RL limit)
Vengeful	(-1 to -4)
Vow / Code Of Honour	(-1 to -4)
Whiny	(-1)

## Advantages:

### Access to Shit Hot Tech TM

Your character has access to an object (or Objects) that are most definitely not available to the average run of the mill people. This could take the form of a laser rifle, a powersuit or a mecha for example. The Anime Master must decide just how different this Shit Hot Tech TM is and rate an equivalent cost. Also the advantage is modified by how many times or just how advantageous this object is. Note: You don't charge for a mecha in a mecha campaign, unless that mecha is using highly advanced materials or technology or some such thing. A good rule of thumb is that if the object can be classed as a Reality Level or higher it should be classed as Shit Hot Tech TM.

A small or not very useful object 2 points. An average sized or slightly useful object 4 points. A medium or more useful object 6 points. A large or extremely useful object 8 points

One Reality level Higher, cost times 2. Two Reality Levels Higher, cost times 3. Three Reality Levels Higher, costs times 5.

(EG> Campaign Reality Level of 1, player wants a type of mecha that the Anime Master deems is RL 3. The Mecha is a Medium sized useful object (At least, but most usually higher !), so cost would be worth 18 points.)

### Acute Senses \_\_\_\_\_ +1 points / +3 points per level

Adds +1d to a Sense roll (Brains +1d) to sense something. The player must choose one of the active senses for this advantage. At a special discount all senses can be bought for only +3 points for a single level..

The level of Acute Senses can be bought up to a maximum total of 6d.

### Alertness: \_\_\_\_\_ +1 point, up to +3 points

The character is naturally alert and tends to react quickly. For the first round where there is a surprise attack, you can add the level of Alertness to the initiative roll.

### Allies : \_\_\_\_\_ From between +1 point up to +7 points.

You have a loyal group of followers. None of them are equivalent in points as a normal player, but as a group they can be of significant benefit. Allies are controlled by the AM. These allies are not to be considered 'Mallet Fodder'. If the players treat them with disrespect then they may become unfriendly and possibly become unreliable. It up to the Anime Master to decide on how well the player has treated these NPC's and just how those NPC's react.

The point value of these Allies are equal the Reality Level of the campaign by Five.(RL x 5).

For 1 point a 1 ally can be had, for 2 you can have up to 3 allies, for 3 points up to 5 allies, for 4 points up to 8.

For an extra 3 points the point value of these allies can be doubled

Ambidextrous: 2 points

This advantage allows you to, in combat or any other important time, use either hand. You can do things equally well with the use of either hand. This does not allow you to get an extra attack in combat, it just allows you to be able to use either hand !

Those who attempt to use their off hand in combat find the difficulty of the weapon go up by one level (At least !)

Aura of Power: +3 points

The character is surrounded by an invisible aura of power. People looking at a character will get strong "vibes" from such an individual and will be easier to intimidate or impress. By spending chi, 1 chi a round, a character can make the aura visible, lighting up with impressive power. Intimidation attempts are 2 levels easier, other social rolls are 1 level easier to do.

Bishonen: +1 point

The person with this advantage tends to be very feminine in appearance, and most usually very good looking as well. The thing is that the character is male ! This tends to be very hard to discern unless a physical examination is performed, which can be very rude ! This advantage gives a +1d bonus to appearance reaction rolls to impressionable young girls and at least a +2d bonus to Hentai or ecchi perverts !

The female version is called Bishoujo, but this is very rarely used unless the woman looks a little manlike as well.

Bishonen / Bishoujo should have an appearance statistic of at least 2, but usually they would have 3+

Charisma (+1 to +3) cost of 3 points per level

For every level of charisma, difficulties in social settings are lowered by one level per level of this advantage.... A Great difficulty becomes a Good difficulty to someone with Charisma of +2. This can also be modified according to how the player specifies the social actions of his character. (If the player specifies something bad, difficulty may be increased.....)

Combat Sense. 2 points

This advantage allows the character fast reflexes in account to combat. This person is rarely surprised and is usually the first to jump when combat occurs.

When Initiative is rolled, this person rolls an extra two dice and can use them to replace any other two lower rolling dice.... (Eg combat Sense , Agi 4, rolls 1, 2 4 5, and two extra combat sense dice roll 4, 4. the player drops the 1 and 2 and replaces them with the 2 fours, then getting a total initiative of 17)

Combat sense also affects defenses. One extra dice can be rolled and used in the same way as for initiative described above. This means combat Sense can affect Parrying, dodging blocking etc.. It is also up to the AM to adjudicate on a case basis if Combat Sense is applicable .

Common Sense: +1 point

You have a good amount of practical wisdom. Whenever the character is about to do something contrary to common sense, the AM should alert them to how this action might break practicality.

Cool Breeze: \_\_\_\_\_ +1 point

Whenever the character wins a fight or says something with strong meaning, a cool breeze springs up from nowhere whipping the characters hair and clothes lightly.

Coolness : \_\_\_\_\_ 3 points

There is an aura around you, one that seems to show off that you are so great ! Over time , when you fail to do something, you never fail disastrously. When you do fail, it turn outs to look like you did it that way on purpose. This can boost reaction rolls to the naive and simply stupid people around you by at least one dice. Of course when you succeed you look like you succeed really well (Although it just seems like it) When everyone else is hot, you stay cool , Nothing seems to worry you... (At least to everyone's else's perceptions)

Concentration: \_\_\_\_\_ +1 point

You have the ability to focus your mind and shut out and distractions or annoyances. Any penalty imposed because of distraction is limited to just 1 level.

Danger Sense: \_\_\_\_\_ +3 points

You can an uncanny form of intuition , that tells you when danger or hazardous things might be near to you. Whenever the Anime Master deems that something threatens your character he will make a Brains roll for your character at a difficulty of Fair to Hard (15 -25), all depending on just how close and terminal the Danger is. A success tells you that something is about to happen, but not exactly when. A critical (10 points or 2 levels ) will tell the general direction , time and what the danger MAY be. A Superb critical (20 points or 4 levels ) higher will tell just about everything (within reason) about the possible threat.

Destiny: \_\_\_\_\_ +5 points

You are fated to do something very important with your life. Nothing can happen to you before this event occurs, and so when anything threatens th e life of your character the AM has to allow some small way for an 'escape' to happen. This escape may be a very close shave, but it must still be allowed. Even death is kept away, but only until the fated destiny occurs. Then watch out.!

AMs: This must be very carefully controlled to not radically affect the campaign, or be an escape valve for a stupid player. The Anime Master and the player must work out exactly the terms of the destiny, and just how it will affect the campaign.

Disease Resistant: \_\_\_\_\_ 2 points

You are supremely or unnaturally resistant to diseases. You hardly, if ever, catch colds or minor illnesses at all. And if you are exposed to some life threatening disease you Roll Toughness at 1 Difficulty less (EG, , To not catch the latest Hokey Pokey Pox virus going around the standard difficulty would be to Roll Toughness at a difficulty of Good, A disease resistant person would only need to beat a difficulty of Fair)

Double Jointed: \_\_\_\_\_ +2 points

You are unusually supple. Mainly useful for e scaping bonds but can be effective

where body flexibility is important. It lowers difficulty by 1 level for and applicable situation.

Eternally Youthful : \_\_\_\_\_ 4 points ( Minimum Reality Level 3 !)

With this advantage you never age past a certain limit. You stay looking that way till the day you die. You can never die of old age, and don't have to worry about it. (See Old Age Disadvantage)

For an extra 2 points you can add the fact that you can change the apparent age, between two set ages, up and down.

Note To AM's: This advantage might upset you if every player character wants it. Please feel free to disallow it for some or all of your characters. (Minimum RL of 2 for NPC's) Players may be able to get around this RL limit by using the Access To Shit Hot Tech TM advantage to get it. Remember the Golden Rule ! There must be an explanation for the character to have it though ! (No matter how strange or weird, this is anime after all !)

Extra Actions: \_\_\_\_\_ 5 points per level

This advantage allows you to generally react more often and in most cases faster in combat than anyone else. Every time this advantage is bought your character can have one more action more than his base amount (This depends on Reality Level and Anime Master) per 5 second combat round.

This advantage is basically High Speed, but only allowing extra actions per round, not increased speed and all the other benefits that that power gives.

The total amount of Extra Actions cannot exceed the proscribed limited amount for the Campaign Reality Level though.

Extra Dimensional Access : \_\_\_\_\_ 4 points (+2) (Reality Level 3+)

This advantage generally means you can create holes to other places, in other universes, or can either be like a wormhole to other places in this universe, but so far away it might just well be another universe.

Basically the hole you create, whether it be made by machine, your own brain or some strange arcane ritual ,is not permanent. Permanent connections cost more !

If the access / Dimension is large or extremely useful Anime Masters should feel free to charge more on account.... ^\_^ (up to 2 points at least : -} )

Per each hole / Dimension the cost is 4 points. For an extra two points the connection can be made slightly more permanent. It can last for hours, days , years or millennia. Depends on good will of the AM. But remember once the time limit is up, the hole must be replaced some other way. AM's you cannot rip the player off !. He paid for the advantage, fairs fair.

Note to AM's: Once again the players may be able to get around the RL limit, by using either Access To Shit Hot Tech TM or Inventiveness. Feel free to charge em for it.... ^\_^

Extra Hurt Points: \_\_\_\_\_ 1 point per 1 Hurt Point (Suggested Max : RL x 20)

This advantage allows you to withstand more damage. For every 1 point spent on this you get 1 extra Hurt Point to add to your base total. If your Brawns and Toughness increase just add the difference on. A good suggestion is to write on the



character sheet in the Hurt Points space that the Extra ones are separate . Eg: Hurt Points <Base> 35 <max> 65

AM Note: You can disregard the suggested limit on Maximum Hurt points if you really wish. The limit was there only as a suggestion, your campaign may just need more Hurt Points.... ^\_^

Extra Physical Toughness 2 points per level (Max of 4 or RL times 2 - AM's choice)

This advantage shows that you have an innate form of 'armour'. This can be scales, super tough skin, or just about anything of this sort. This advantage allows you extra points on the 'soak' roll when taking damage. It doesn't affect falling damage though.

For every level of EPT, you get to add the equivalent level in points on the Damage vs Toughness 'soak roll'

EG: Toughness of 4 and 3 levels of EPT means that when rolling to soak you roll 4 Dice and add 3 points to the total.(4d+3)

Fitness: \_\_\_\_\_ +2 points

A character with this advantage has almost supernatural endurance. Anyone with Fitness has twice as much Toughness when considering anything with endurance and as such can generally last twice as long as the average person in things where endurance is important.

Go SD : \_\_\_\_\_ 2 points

You , when under stress or excited, change form from your natural size to a small and generally cute 'Super Deformed / Squashed Down' version of yourself.

Go SD adds 2 dice to an already existing Appearance bonus, This doesn't modify any reaction bonus according to umm.... Sexual interest, unless the other person has a perversion. If the appearance is lower than 1 - Average Appearance, this doesn't add any extra dice to Reaction rolls, unless they cause pity....

Bad guys are generally immune to the advantages of Go SD..

Higher Purpose: \_\_\_\_\_ +2 points

The characters chosen goal drives and directs them in everything. Petty things do not easily distract them especially when if their Higher Purpose is concerned.

Pursuing your Higher Purpose might put you into dangerous situations but once per session, a character can call on 2 extra dice for an action that has something to do with your Higher Purpose.

Immortal : \_\_\_\_\_ 20 points (Minimum Reality Level of 3 !)

With this advantage you are immortal . You have the joys of fast healing, Eternal youth and resistance to disease. Not much can kill you, but it sure takes a lot to do it !

Immortality Package consists of: Disease Re sistant, Eternally Youthful, and Regeneration Power: 2 Hurt Points regained every 30 secs.

Am's Note: Please read the AM's note for Eternally Youthful. The same thing can apply to this if you feel is a little overpowering, although the cost is a good limi ter !

Inventiveness: \_\_\_\_\_ 8 points (+1 point / 5 points)

You have a great skill in coming up with all sorts of weird and wonderful new inventions. You can just about make anything with a fork a computer chip and a mass of wires. AM's must use common sense with this advantage and modify what kind of stuff is needed to make the invention depending on the Reality Level of the campaign.

The difficulty to make an invention is rated by difference in Reality Levels of the campaign and the potential invention. No level difference Good Difficulty (20), One level Difference Hard (25), two levels difference Great (30), and three levels difference Impossible (35).

The test is done using Brains and any applicable skill. (EG Mechanics, Electrical, computers etc) A critical (Succeeded by at least 10 points or 2 levels) should expand the duration of the existence of the object a certain amount, a superb critical (20 or more) can make it effectively permanent !

For the base 8 points you get a 30 point pool of Inventiveness points roughly equivalent to character points, and for extra 1 character point added, you get 5 Inventiveness pool points (EG: Bought inventiveness at 8 points and spent another 3 into it for a total of 11 points. the Inventiveness pool would be at 45 points. Enough to get a laser gun that does Energy blast 7d ! ^\_^)

Maximum total amount of objects or inventions can't exceed your Brains +2, and most definitely cannot exceed the total amount of points in Your inventiveness pool. To make something new, an old object must be destroyed first to make way for the new one.

AM's: Get the player to describe the invention and build it using the powers that are closest, remembering not to go over the available point and invention limit !

Item Grabber: 3 points (Reality Level 2+)

This advantage can also be known as 'Guns from Nowhere'. The person who has this advantage has the ability to pull anything, usually only one thing specified at character creation, from somewhere else. Whether it be from Pan Dimensional space, Hyper space, or even just your underpants !

The item, or items if bought more than once, must be pre-specified at creation, and can only be of a limited size, anything from a walkie talkie to a small rifle can be possible.

Kawaii: 2 points

This advantage doubles the effect of an Appearance roll during a Reaction roll test. The actual 'cuteness' of the character shines through.

EG Two characters both Beautiful Appearance (App 3) , but the second has Kawaii. The first rolls a 15, the second rolls only 10. The Second wins thanks to the Kawaii / cuteness. (A modified roll of 20)

Kawaii cannot be bought if Appearance is below Attractive. This can also affect others in a more advanced way. (See Ecchi and Hentai )

Note: Someone with Kawaii, Charisma and Go SD can be truly frightening !  
^\_^

Long Memory: 5 points / 10 points

You have a fantastic memory, you can remember almost everything that you have seen or heard, no matter when during your life. This comes in two levels, the first

shows that you remember everything that you concentrate upon, the second, is true photographic memory, you remember everything that has ever happened to you.

In the first case you can get a 'free' level on all mental skills, only normal mental skills, not strange supernormal things like psionics or spells.

In the second case you get 2 'free' levels on the same type of skills mentioned before.

Every time you forget something that the character should know or remember from the past, the AM and other players must truthfully remind you.

Note: This can take a skill above the level 6 limit, but this is only 'phantom' levels, and must be carefully adjudicated by the Anime Master on a case by case basis.

Luck: Good , Really Good, Great, Blessed :+2 / +3 / +4 / +5 points

You are almost unbearably lucky. The gods seem to take notice of you, and almost care for you every second of the day.

Luck: Good, allows you to reroll a single roll every game hour of play +2 points

Luck: Really Good. You can roll two times extra for one thing every half hour of game play, +3 Points

Luck: Great, as above but once every game session you can State the results of a single dice roll. Wholly impossible things can still not happen, but this is up to the designs of the AM. +4 Points

Luck: Blessed, As above, but Almost everything seems to go your way. If something is hidden you are the one most likely to find it. If the world is about to end you find a way to Get off of it in time.. This means that you can make an almost impossible thing happen once per game session. Although this in itself is under the control of the AM. +5 points

Pain Resistant: \_\_\_\_\_ 2 points per level (Up to a max of Reality Level)

This advantage shows that you are either physically or mentally(Or both)strong enough to withstand pain. for every level of Pain Resistance you have counteracts a level of damage penalty delivered against you in combat.

(EG: Toughness / HP 3 / 25 and 1 level of Pain Resistance takes 13 points of damage, normally this would have the player at-2d to all actions from then on until healed, but the pain Resistance of 1 lowers this to only 1d penalty)

Rapid Healing: \_\_\_\_\_ (+2 points)

You tend to heal a bit more faster than normal run of the mill people. You are also less likely to get permanent scars when you are badly hurt, and when you do, they tend to turn out looking less severe than what it would to a normal person. You can heal an extra hurt point per day when recovering from damage.

Shoujo Mallet: \_\_\_\_\_ 1 point

This advantage (Generally only open to females, and usually young ones at that) allows you to pull out of some hyper-dimensional space a large mallet, much like those seen in carnivals for testing your strength. This Shoujo Mallet is then usually used to bring 'justice' to the offending person.

The Shoujo Mallet advantage is usually owned by bad tempered girls with boyfriends or hanger ons that are extremely obnoxious.

When attacking with this Shoujo Mallet (It must fit in with 'anime humour') the User must make a single attack roll, which the opponent usually can't defend against. A successful hit (Usual difficulty of about Average to Fair - 10 to 15) deals out the user's Brawn dice x3 in damage. But this is mainly just imaginary damage which heals within minutes. (But leaves the victim pounded into the ground/ crushed, etc.) A failed roll to hit just tends to seem like the attack never happened.

The weapon is not necessarily always a Mallet, anything close to hand can be used, Tables, oversized chairs, school desks, Small mecha, mallets are just the usual weapons.

#### Single Minded +1 point

A character with this advantage has the ability to focus upon one thing above all others, and in so doing the difficulty with this task is one level lower. The catch to this is, any other task or test that must be done while this case of single-mindedness is going on is at TWO levels of difficulty higher.

When this single-mindedness hits, the character will attempt to do this one task completely and absolutely before anything else is attempted.

#### Transformation Sequence (+2 points plus an extra options below)

You have the ability to transform into a costumed alter-ego (Magical Girl, Superhero). In order to activate, the sequence will require some sort of code word or phrase and possibly a stance or movement (work it out with the Anime master, but bold statements against evil and who the enemies are now facing are always a favourite). The sequence can be modest or voyeuristic (either your clothes transform with you, or they rip apart and fly off, as you spin about, affording viewers a very brief moment of nudity before your costume forms around you out of nothing). Please note that the main portion of this power only grants you the ability to change your costume. To affect a physical change as well, see the options below. An unfortunate side effect is that the costume does not transform back to your regular clothing when you're done. If you do this often you will destroy a lot of your normal clothing and wind up with a lot of extra costumes lying around! Note you can also mix and match the following Options together to make one great designer Transformation sequence! Each one doesn't have to remain separate, but it is up to the Anime Master on what he wishes to limit in his own campaign.

#### Option One --

Guide You gain a guide/sidekick who can be quite helpful at times but usually isn't. Work out with the Anime master exactly what form your guide takes (cute animal, disembodied spirit, your younger cousin, etc.). (Worth +2 points)

#### Option Two --

Physical Transformation Your transformation not only includes a costume change but an actual physical transformation. You become a muscle-bound superhero or an extremely cute magical girl when you transform. Please note, this can involve a sex change!  
(Worth +2 points -but any modifications to Brawns etc are paid for separately, and must be noted on the character sheet somewhere !)

### Option Three --

Multiple Costumes As with Cutey Honey , you may "program" up to six different costumes into your transformation sequence and then select the one that is appropriate for the situation. Unless you can sweet-talk the Anime master, these costumes must be "programmed" ahead of time -- this does not let you generate costumes instantly and on the fly! Whether the costumes come with useful accessories like jet boots or nifty weapons is something you should discuss with the AM; as a rule, anything you can purchase and carry on your person can be part of the costume, but you must purchase it first. Also, unlike the costume itself, these special items disappear when you revert back to normal, so you won't be collecting spare jet boots!

(Worth +2 points, and once again any other new things are to be paid for separately - see powers and especially 'upper' Focus)

### Option Four --

Magical Girl (Limited) As one of your options, you may choose to have the magical girl power in a limited form -- only once per day. The AM may choose to limit this ability in other ways in the name of game balance or in the name of making a bigger mess of things. For example, he may rate the change on an arbitrary scale and deduct Hurt points from your character, in order to represent the level of power required to bring that change about. (This is only an example, it is not standard for hurt point loss !) Too powerful of a Transformation, and you fall unconscious from the strain!

(+2 points. +1 extra point per extra change per day, -1 point for 1d Hurt point (Fatigue) loss, -2 for 2 hurt point loss, +0 points for being unrecognisable in Magical Girl form, -1 if it is a Brains Hard (25) Difficulty to recognise in Magical Girl Form )

### Option Five --

Your gender occasionally (or frequently) changes back and forth between male and female. This could be due to magical curses, genetic quirks, or weird technological experiments. In any event, you will occasionally transform from a person of one gender to a person of the other.

You must choose an original gender for the character. Whenever you change, you are "anatomically correct" for your new gender. Questions such as fertility are best left to those twisted enough to want to know. (Ecchi !) It is possible for some physical abilities to change due to the switch, if any get higher then they must be paid for separately. Mental skills and disadvantages do NOT change when genders are switched.

The point value of the advantage depends on when or how often you switch genders, and is best determined in discussion with the AM. If only a single circumstance causes the switch, but it is present frequently, that's worth more points than a single cause that happens rarely. If you can change genders AT WILL, it's worth lots More!. And if you just switch genders at random, the advantage value depends on how frequently the switch takes place.

(From between +2 to up to +4 points extra. All depending on how frequent the actual change and just how advantageous it is to the character)

### Wealth: Poor / Average / Well Off / Rich / Very Rich / Filthy Rich (4 points per level)

This shows just how much money that your character, or if your character is a child, its parents bring in. The standard level at no cost is Average of course, and it all

depends on what the campaigns base level of starting money is, and wage per month. Each level of this advantage modifies the amount per month by a certain amount.

Poor (- 4 points), Starting money 1/3, and wage is 1/2.

Average: (0 points) Standard Normal, Wage normal.

Well Off (4 points) Standard +50%, Wage +50%

Rich: (8 points) Standard +100%, Wage +100%

Very Rich: (12 points) Standard +200% , Wage +200%

Filthy Rich: (16 points) Standard +400%, Wage +400%

Mega Rich:(20 Points) Standard +1000%, Wage +1000%

Mega Stinking Rich (24) Standard +2000%, Wage +2000%

## Disadvantages:

### Absent Minded (-2 points)

You tend to forget things, and lose concentration and focus on things at times. To keep your mind on one thing for more than five minutes you must make a Good Brains roll, a failure shows that you have changed to some other random subject and lost any interest in the original.

### Addiction: -1 to -5 points

You are addicted to a drug or substance that is either illegal or hard to get access to. You must have some of this substance at least once per day. The point value of the addiction goes up according to just how hard the addictive substance is to get, and how costly / illegal it is.

Cheap (Average) to get: -1 point, Costly (Good): -3, Very Costly (Great): -5

The difficulty levels stated above are what the player needs to get on either a Brains or Brawn check to actually get the inhibited substance. Of course the difficulties can come down depending on how the roleplayed effects in the game are done. (This is of course decided upon by the AM)

### Alcoholic: -3 points

You are addicted to drinking alcoholic substances. Any time an alcoholic is in the presence of alcohol he must make a Brains test at a difficulty of at least Good to Hard (20 - 25). Failure means that he goes on a binge. All statistics are dropped by at least 1d and all difficulties for tests are at least one level higher (Most likely 2 !). This binge lasts for approximately 1d+1 hours or more and a hangover period lasting for twice that directly afterwards.

### Amnesia: -3 points

You have lost your memory, you cant remember anything about your past life, who you are and what you can do. The Anime Master can choose up to half of your allotted Disadvantage points without you knowing what he has chosen. He is also allowed to choose up to 5 points worth of skills or advantages that you have no knowledge of. These disadvantages and abilities will come out during game play.

### Anachronism: -2 points

The character is ill at ease with the modern world be either from growing up in a

monastery or other strange place to the character having just a general dislike of how the world is. As such, the character will act and dress differently to most people and therefore can attract unwanted attention.

Annoying Teenaged Girl -1 point

You are one of a breed of two-faced teen-aged girls who fake interest in things, tend to have high pitch nasal voices, change their minds and plans on a whim, and just generally upset the mental livelihood of everyone else.

You get a -1 d Brains reaction from everyone except those with the same disadvantage.

Full perverts react to you at +1d.

Bad Reputation: -3 points

The character is known around the place for some infamous deed or of a certain personality trait. This reputation can bring attention to the character most of which they wouldn't like to have e.g. Police, local mobsters etc.

Bad Senses: -2 points per level, or for all senses -10 per level.

This is the direct opposite of Acute Senses, wherein, the senses, or a single sense is in a bad condition and can be harder to use. This takes the form of bad sense of taste or smell or something.

The effect is that for every level of this disadvantage the difficulty to use that sense is raised by one level (5 points of difficulty) for a test. (EG, Seeing a sneak thief taking off with his precious manga collection, BlindEye Bill (2 levels of Bad Sense: Vision) would instead have a Hard Difficulty instead of the original Fair Difficulty)

To get multiple versions of this disadvantage for each sense just multiply the cost by the amount of Bad Senses. (E 1 level of Bad Sense for Vision, Smell, Taste is -6 points)

Bad Temper: -2 points

You have a severe problem controlling your temper. When under stress you must make at least a Fair to Hard Brains Test to overcome and control your temper (Difficulty must be gauged by the AM), or just go and either insult, attack or otherwise harm the cause of your upset.

Chaos Attractor: -5 points

No matter what you do, you always seem to be in the center of world shaking problems that you know nothing about. This makes your life VERY interesting( Which you can say is an understatement !)

The lady you stop to ask directions from is accompanied by a jealous bodybuilder boyfriend who automatically assumes that you were trying to seduce her. The Criminal boss the FBI has been tracking for months looks just like you. The horde of alien shapeshifters trying to take over the world start with your place. You are followed by men in dark suits all the time that disappear when you turn to look at them.

Unlike the Unluckiness disadvantage, these problems aren't immediately harmful and could even work out to the character's advantage, but they will always make the character's life interesting.

Combat Paralysis: -3 points

A character with this disadvantage finds that it is difficult for them to go into combat, so much so that sometimes they will just freeze up and not move. The character must pass a Good Brains roll to go into combat.

Complete Misdirection -2 points

The poor person who has this problem is one that is continually lost, follows maps as if they were held upside down and in another language, but happens to appear in different places as if teleported there !

Even following simple directions is almost beyond this person. A Brains roll of at least Hard (25) is needed to follow directions or even just go anywhere correctly. The more complex the destination the higher the difficulty. at least 2 more levels (Impossible 35) or more to go somewhere you have never been before !

A failure means you are lost , at a distance in kilometres at least equal to amount failed x10. On a critical failure (Or missed by at least 15 points) you are randomly wandering for up to 3d in weeks. (And most probably in another country !)

This disadvantage also includes an unconscious ability to teleport the character over open bodies of water or continents without the character noticing the change !

Compulsive Acts: -1 to -3 points

You have a compulsive habit of some sort that you continually want to do. This could be anything from swearing, continual joking or teasing or even attraction or making passes at someone. To try and fight the compulsion needs a Good(20) Brains roll. The actual value of the compulsive act must be determined by the Anime Master when this disadvantage is first chosen.

Cosmic Target: -10 points

A character with this semi mystic disadvantage (some say curse), finds themselves head long in world conquests, alien invasions and other general bad news. For some reason, all the villains in the world (maybe universe) know that you can foil their plans and send thugs and other baddies after you.

Cowardice: -3 points

The character with Cowardice will try to avoid conflict at almost any cost sometimes even to the detriment of their friends. To go against their self-preservation trait, a character has to roll an Average Brains roll.

Curious: (-1, -2 or -3 points)

You are innately curious about strange and unknown things that you have never seen or had any experience with before. You will do your hardest to go out of your way to see what is going on, and to see how things are made up. You are continually prodding your nose and sticky fingers into places they shouldn't be, which can be dangerous to you and the people around you.

-1 point. You need to make a Good (20) Brains roll to hold back on your curiosity for a while

-2 points: To control your inquisitiveness you need to make a Hard (25) Brains roll.

-3 points: To control your innate and instinctive curiosity you have to make a Great (30)



Brains roll

Delusions: -1 to -3 points

You believe something or several things that just aren't true. This may lead others to doubt your grip on reality. The amount of the delusion depends on just how 'bad' it is. This should be rated by the anime Master depending on just how strange the delusion is.

A minor Delusion is worth 1 point, an average one is worth 2 points and a major one is worth 3 points.

The worth of the delusion also depends on just how well and how often the delusion is played in the campaign.

Dependent -1 to -3 (And higher)

The player has either a follower of less power, or someone who they have to look after, that they feel they need to care and protect. If anything happens to this person, the character will feel great remorse, and they will attempt to rectify the situation in almost any way possible. (Although just how is up to the AM and player)

A dependent that has between 0 and 15 points is worth -3 points

A dependant that has between 15 and 30 points is worth -2 points

A dependant that has 31 or more points is worth -1 points.

Rate of Appearance:

If the dependant only shows up rarely, or gets in trouble rarely (perhaps once in every 3 or 4 games) the cost is halved

If the dependant affects the game every two or three episodes the cost is as normal.

If the dependant affects every game, or every second game the cost is doubled.

Ecchi (Lesser Pervert) -2 points

You have a stash of pornography hidden in one of your dark closets and occasionally tell dirty sex jokes. You must also make a Average (10) Brains roll to avoid staring at women's breasts. Non-pervert females who know of this condition react at -1 dice (In Appearance reaction checks), perverted ones react at +1 dice ! .

AM's Note: A pervert of any sort could possibly make a Perverted Attack if the AM will allow it in his campaign. This specialised attack (See combat) should be played for the humour and not to cause any distress.

Enemies: Between -1 and -10 points

You have an enemy or a group of enemies that are after you, to either do you harm, or just serious upset your life. This disadvantage can encompass either single individuals or large groups that are against you.

For an enemy equivalent to 25 points or a small group of up to 5 people 1 point  
For a single individual Equal to 50 points Or a group of roughly 10 people 2 points

For a single individual of about 75 points or a group of roughly 20 people 3 points

For a single individual of about 100 points or a group of roughly 30 people 4 points

Rate of Appearance: Hardly ever - no bonus (Perhaps once every one or two games), Sometimes 1 point (At least once a game, but not major), Most of the time 2 points (Definitely once a game, and could be major), All of the time 3 points (All the time is what it means !)

Special Stuff: Access to Higher Reality Level stuff : Between 1 and 3 extra points. (Generally 1 extra point per difference in Reality Level)

AM's Note: If a player has got an enemy that is worth a fair bit, he should make sure that the enemy is part of the campaign sufficiently enough to make it worthwhile to equal the cost. This does not give you a chance to make the players life hell though ! ^ \_ ^

#### Fanatic -2 to -3 points

You are obsessive about a certain thing to the point of distraction. This thing can be either a religion or a belief that you hold as personally true. If something comes against this belief, fanatics usually become angered, in generally threatening violence.

Fanatics tend to respond positively to those who hold the same beliefs as them, and so react to them with a +1 dice reaction bonus.

Fanatics, most usually the higher point level one, are immune to any form of doubt or disbelief in the religion or belief that they follow.

#### Flashbacks: -4 points

A character with this trait will, during stressful times, have flashbacks of some bad events in their past (over even events in a previous lifetime). These flashbacks attack all the senses and are uncontrollable but thankfully usually brief. A Good (20) Brains roll can halve the amount of time that the Anime Master deems the Flashbacks last for, at least until the next ones come along.

#### Frightens Animals -2 or -3 points

Animals react to you in a very bad way, in the form of either fear or aggression. There is just something about you that gets them upset, whether it is a magical thing, a curse, or even something undefined.

When you come within close range of an animal it will either try to flee or even perhaps attempt to attack you. Animals will react at (Depending upon which level of this disadvantage is taken) either -1 dice or -2 dice.

This disadvantage has no effect upon other people, although they may wonder at the reactions of the animals around you. The affect this disadvantage has on animals is due to the fact that they are instinctual creatures and can sense your 'wrongness' right from the start.

#### Greed: -3 points

A person with Greed finds it almost impossible to give up the gain for material wealth and status. They also find it difficult to not to take money when it is offered or available to them. To fight the urge, a character needs to make a Good (20) roll on their Brains attribute.

Hentai (Male - Major Pervert), -4 points

You have at least one anatomically correct blow-up doll in your room, roam the world in search of teenage girls' panties, and could open your own porno shop with all the stuff you have (but you wouldn't want to part with any of it). Panty raids and sex with teenage girls are the goals of such a person, and should be roleplayed accordingly. You must make a Brains (Fair - 15) roll to control yourself from anything the AM deems as perverted. You also get a -2 dice to Appearance for reaction checks from females who know you're a pervert, and a -1 dice reaction from female perverts. -4 points.

Hides Emotions \_\_\_\_\_ -1 point

You have trouble either showing your emotions to others or you believe that you shouldn't show those emotions. You attempt to never visibly show any kind of extreme emotion, keep love hate and enjoyment hidden deep inside.

This disadvantage can be a slightly different form of shyness, or it can just be some sort of personal belief, the effect is the same.

Honesty: \_\_\_\_\_ -2 points

You find that you must obey the laws that you have been brought up with. No matter where you are you follow what you have been brought up with, and will try to do what is necessary in whatever new place you come to. You tend to have a 'moral' code and will not leave this code unless you absolutely have to. You can fight, steal, and hurt people if you really have to, but you cannot condone murder. You also have a form of honour that you try to hold to. You can lie if it isn't against the law. If it is well known that you are honest the difficulty of any applicable social reaction rolls are lowered by at least one level.

Incompetence (Social) \_\_\_\_\_ -1 / -2 points

You are really, really BAD at some skill or ability, but you insist upon doing it anyway. The skill this disadvantage is purchased for is set at the lowest possible. The problem is that you just can't believe you're THAT BAD at it, so you gamely keep on trying.

For example, if you are an Incompetent cook you still insist upon cooking, at every opportunity that presents itself. If you fail your Cooking roll (and you almost certainly will), everyone eating your cooking (including you!) must make a Toughness roll at a Hard(25) or suffer digestive distress. Even if nothing happens, the cooking won't taste very good and people will be reluctant to eat more of it. But if a circumstance comes up where cooking is needed, you will need to make a Brains (Hard(25)) roll to NOT head into the kitchen and start creating.

Incompetence can be applied to other skills as well, but further applications are best left to the imagination. A person who is compulsively incompetent at a skill where failure is dangerous (such as Demolitions, Pickpocketing and most combat skills) or humiliating (such as Seduction or Sex Appeal) might have a disadvantage worth -2 points.

Impulsive: \_\_\_\_\_ -2 points

You are a person of action! You hate to sit down and wait for things, you tend to head on into things without hardly thinking. Everything must be done now or never!

Intolerance -2 points

You have a great dislike or distrust for those that you see as 'different' from yourself. On a sufficiently good reaction roll you will be coldly polite to them, on a lesser reaction you will make it obvious that you really don't wish to be around the person, and on a really bad reaction you may attack or verbally harass that person.

Jealous -2 points

You automatically have bad feelings towards others that seem smarter, prettier/handsome, or are better off than you. You'll get very annoyed when someone else has the limelight, and try to go against any plan that they come up with, just out of spite. Any reaction rolls to the person you are jealous of will be modified negatively by at least one dice!

Jinxed: -4 points

This disadvantage is much like a curse, but it is much more specific. If you're afraid of dogs, the only job you'll be able to get will be as a mailman, and there will be a guard dog training school thrown up next door and a humane society, a vet, and a pet shop, will set up shop well within earshot

As an example, in the Ranma 1/2 series, there is always a bucket of water or a tea kettle within throwing reach of Ranma, or a convenient fish pond or Olympic-sized swimming pool to throw him into.

Jinxed basically gives the Anime Master limited license to blatantly use your character as comic relief, in the same way, over and over and over.

Kind Hearted: -1 to -2 points

You are kind Hearted to a fault. You can't help yourself, when someone needs something you feel the urge to help, when someone does something to you, you get angry, but readily forgive.

Klutz: -3 points

You are very uncoordinated. It's either just a form of bad luck or it could be the fact that your brain and legs and other parts of your body are just trying to do something totally different. This causes all sorts of problems for yourself and companions. Any kind of delicate skill test is at least one difficulty higher, and if you fail things tend to lean on the disastrous side. (AM's play this for the funny side of things).

Note, you don't have to have a low Agility to be a Klutz, you can be normally or supernaturally agile, but strange uncoordinated things happen to you. Also the Klutz Dodge could be helpful to this character.... Read more about it in Combat.

Lazy: -1 point

A character with this really doesn't like getting off their ass and doing things but just like inertia, once they get moving they usually keep going.

Low Self Image: -2 points

You tend to think you aren't very good at things, have little self esteem, and a low personal view of yourself that tends to modify your performance in things that you

do. The difficulty of certain things you do tends to go up by at least one level in situations that you don't expect to succeed in.

Nose bleeds : \_\_\_\_\_ -3 points (Also Chronic blusher)

Whenever dealing with a female (I've never seen a girl bleeder) the AM requires a player to make a Brains role (Difficulty of Fair if attractive, Good if beautiful, Hard if very beautiful, Great if Godlike, -1 Brains dice if character is attracted to the female, -1 Brains dice for lesser pervert or lecherous, -2 Brains dice for full pervert). If the Brains roll fails, then the bleeder suffers 3d6 in 'cinematic fatigue' (wears off in 2d6 rounds) a slight advantage is that females have a +1 level reaction to a bleeder (eg. hoo, poor Ryoga, he fainted and fell of the roof when he saw me : -P ). can be applied to all male characters but anyone with the disadvantage will have to make the roll whenever they deal with a female.

The female version of the Nosebleeder is the Chronic blusher. The chronic blusher gets a very noticeable blush appearing every time a cute guy looks her way, or any other personally embarrassing thing affects her. It is painfully obvious to anyone looking her way that she is embarrassed....

Nightmares: \_\_\_\_\_ -1 point

You experience horrible nightmares every time you sleep, and the memories of them haunt you during the times when you are awake.

Oblivious: \_\_\_\_\_ -2 points

A person afflicted with this disadvantage cannot see things important to him even if they were dangled in front of his face ! Things that tend to be obvious to every normal person are just not noticed by this character. Things can be explained to the smallest detail, and then forgotten within a few seconds. The person afflicted with this disadvantage has one view of the world and it is almost impossible to budge it by ANY means.

Obsessions \_\_\_\_\_ -1 to -4

This disadvantage can be much like a compulsion, but you have a great need to do this thing whenever the opportunity arises. This Obsession takes hold of you and doesn't let go. A Good Brains (20) roll is needed to hold back the compulsion to give in to this obsession.

An obsession can be of almost any sort, it can be doing a certain thing, like casting magic, creating objects, or even attraction to another person.

The actual level of the disadvantage depends on just how powerful this disadvantage is and how often it overtakes you.

A -1 point obsession would be relatively light and would rarely happen in a games session, while a 4 point one would be strong and happen very often, perhaps several times in a games session.

Old Aged: \_\_\_\_\_ -1 for every 2 years over 50

Your character is over the age of 50 when first created. For every 2 years over this age you can gain an extra -1 point.

Starting at 50 and for every year from then on you must roll a Toughness (Good - 20) or lose 1 level in an attribute permanently. The choice of which attribute is up to the

AM, but the attribute can be bought back up with character points unless the AM specifies it can't.

If any attribute drops to 0 (Zero) via this method the character passes away from old age.

On the Edge: \_\_\_\_\_ -4 points

A character with this trait doesn't really care if they live or die. They are prone to doing stupid things and rushing head long into something. Thinking about things isn't usually their strong point and neither is planning for the future.

Overconfident: \_\_\_\_\_ -2 points

You tend to think you are more powerful, or wiser than you actually are. You tend to walk into situations with no worries at all. This can affect those who are naive or young that see you, and they may actually believe it too.

Owes A Debt \_\_\_\_\_ -1 to -4 or more

You owe some sort of debt to someone and they might just come to claim this debt at almost any time. This debt could be monetary, or it could be that you have to do something for someone, and your life may be at stake if it's not done (or even if it is!)

The actual rating of this disadvantage depends on just how dangerous or campaign reaching this debt may be, and just how much of a chance this Debt coming up in a game.

If the debt is repaid then this disadvantage *should* be 'bought' off, but it could also be bought off in a way that continues the debt, but passes it along to another person, (and yet another person is now owed a debt ^\_^) but this is up to the actual campaign and the player and anime master.

If the debt isn't really all that much:

(Repaying someone a bit of money, doing a small job) -1 to 2 points

The debt is slightly important:

(Repaying half a years worth of pay, working for a few of weeks) -2 to -3 points

The debt is very important:

(Repaying over a years worth of pay, working like a slave for years, owe someone your life) -3 to -4 points

If there is any chance that this Disadvantage may come up in the campaign the anime master must roll three dice and get under the rating.

Hardly Ever (5 or less on 3 dice) (1/2 cost), Rarely (7 or less on 3 dice) (x0 cost), Fairly Good chance (10 or less on 3 dice) (x2 cost), Very likely (13 or less) (x4 cost)

Pacifist : \_\_\_\_\_ -2 or -4 points

You are opposed to violence of any sort. You try your hardest to react to opposition in the most non violent way possible. there are a couple different types of this, there is the total pacifist (-4 points ) Who will not harm anything or lift a hand to harm any living thinking creature. and the self defence only pacifist (-2) who will only

fight to save himself or those under his care, but still trying to find a way out of fighting if ever possible.

Paranoid -2 points

You have an unnaturally suspicious nature, rather out of touch with reality. You don't trust anyone except those that you have known for ages, and even then you tend to keep an eye on them in case they do something against you. You have a -2d reaction from total strangers, due to the absolute aura of mistrust in them that you appear to generate.

Phobias: -1 to -4 points

You are afraid of certain things. This could take the form of a mild distaste all the way through to a crippling fear.

The Anime Master must figure out just how important and debilitating this fear is to the player, depending on just how bad it is and how often the phobia could affect the character.

Minor phobia: -1 point: Must make a Brains roll at an average (10) difficulty to overcome the fear

Strong Phobia: -2 points: Must make a Brains roll at a difficulty of Fair(15) to overcome the fear

Major Phobia: -3 points: Needs a Brains roll at a difficulty of Good (20) to overcome the fear

Great Phobia: -4 points: Needs a Brains roll at a difficulty of Hard (25) to overcome the fear.

Rate of affect: If the phobia is constantly tested an extra 1 point can be added, if it barely happens subtract one point.

Rival -1 to -3

This disadvantage is a slightly different version of the Enemy disadvantage. It is worth less because this form of enemy basically only wants to beat you in doing something. It can be a rivalry over work, an item, a contest, or even love. This rival will try to beat the character at this thing as quickly and cleanly as possible.

This Rivalry can be modified according to just how often the foe appears per game session.

Rate of Appearance:

If the rival only shows up rarely, or very rarely causes trouble (perhaps once in every 3 or 4 games) the cost is halved

If the rival affects the game every two or three episodes the cost is as normal.

If the rival affects nearly every game, or every second game the cost is doubled.

Romantically Irresistible: -5 points

Whether you try or put no effort into it at all, members of the opposite sex are inexplicably attracted to you. Whenever you meet someone attracted to your gender, they must make a roll against their Brains ( Usually either an Appearance vs Brains Contest or at a difficulty of Fair to Good whichever is worse ! , or anything else the AM

feels applicable) if they fail, they get the -3 point disadvantage of being obsessed with that character.

(This disadvantage and the results should not be forced upon other players. It is only for furthering the game, and the AM must use his wits and not attempt revenge or some such thing. That is extremely petty and a no no !)

Secret: -1 to -4 points

You have a secret from your past that you have kept hidden. It can either be a major one or a small one, but if it came out it could either cause distress to you or even threaten your life.

Minor Secret: -1 points If it gets out you can expect to be in trouble or get a slight bad reputation

Average secret: -2 points. If this gets out you could get a permanent bad reputation or even get enemies.

Major Secret: -3 points: If the news breaks on this one, you could be seriously harassed, spit upon when seen or even spend time in jail

Great Secret: -4 points : This secret can be life threatening. If found out you could be hunted, and possibly put to death.

AM's Note: If the secret breaks then it is suggested that this disadvantage be replaced with another of equal amount, say a -2 point secret could be replaced with a -2 point enemy. If the player doesn't wish to then it should be roleplayed out and bought off with suitable experience.

Selfish: -1 point

When it comes to decisions, a Selfish character will always think of themselves first and see if they can get an advantage from the situation.

Selfless: -2 points

A Selfless character will never think of themselves when a decision is to be made. They also tend to look at themselves in the worst possible light.

Sense Of Duty: -1 to -3 points

You feel an inherent sense of duty to either look after, take care of, or even protective a person or a group of people..... -1 point for a person, up to -3 for just about everyone you know.

Shy : -1 to -2 points

You feel strange around new people that you haven't met before. Young men and girls can also feel this way around beautiful people that they feel attracted to. Stuttering and silence can be the usual reward for this flaw.....

Slutty/Daggy Dresser: -2 points

A female character with this likes to dress up with as little clothing as possible, showing off their physical traits. A male character with Daggy Dresser, does seem to care what clothes they are in at the time and have no fashion sense either.



Split Personality: -5 points

You have a roommate in your head which has it's own personality and agenda. The other personality is usually in opposition to the characters and will generally be malicious to them. Sometimes the other personality may gain control of the characters body for a short period of time (AM's discretion).

Superstitious (-2 or -3 points)

You have an innate psychological worry that certain things will affect you, whether you have to do something to counteract them, or you will be affected by them if someone does something to you. This can be as simple as stepping on a crack in a broken brick road, to the 13<sup>th</sup> day of the month, or even the fact that your image never shows up in mirrors.

You will attempt to keep yourself away from manifestations of this sort, and if you believe certain things will have control over you if done to you, then you will have to make a Brains test to continue. A slightly Superstitious person needs to make a Fair (15) Brains roll to beat his belief in the superstition, while a Highly Superstitious person (-3 points) needs a Hard (25) Brains roll.

Truthful: -1 to -2 points

You find it exceedingly hard to tell a lie. When you do you feel almost dirty and can't seem to hide the fact that you have lied.

Unlucky -2 points

You have a serious case of bad luck. When things go bad for you, they really go BAD!. Usually when the worst possible thing can happen, it does, and to YOU.

At least once (But never more than twice) during a game session something bad will happen to your character. The AM will spring it on you when he deems it right. This could be something like, you fail a vital roll, your enemies show up at the worst possible time, or the great plan you came up with had one fatal flaw that you missed, but the opposition didn't.

AM's Note: This doesn't give you free rein to pick on the player, it is just generally a funny disadvantage, so play it for laughs. It shouldn't be bad enough for the character to die from it, but It can cause great physical or mental stress! ^\_^

Un Pain Resistant: -2 points per level (Perhaps up to RL)

You tend to be extra sensitive to pain of all kinds. (This is mutually exclusive to Pain Resistant)

For every level of Un Pain Resistant that you have you have worse modifiers when taking damage in combat.

Instead of the normal -1d to all skill rolls for every 6 points of damage taken, you get the -1d modifier for every 5 points of damage taken.

(EG AS with the example in Pain Resistant : Toughness 3 / HP 25 and 1 level of Un Pain Resistant takes 13 points of damage, normally this would have the player at -2d to all actions from then on until healed, But the Un Pain resistant modifies this to (rounded up) -3d penalty !)

Vengeful (Revengeful ☺) -1 to -3

With this disadvantage you seem to hold a grudge against someone. It may only be a small thing but you will want to repay them in total. Usually when something like this comes along the repayment usually is never enough and can keep going on for a very long time.

The value of this disadvantage depends on just how strong the vengeful feeling is. If you feel you can just repay the opponent out of spite the cost is -1 point.

If you need to hurt the other person to feel justified then the cost is -2 points.

If you feel you have to go out of your way and make your opponents life hell then the point cost is -3.

(Remember the old saying: - What goes around comes around!)

Vow/ Code Of Honour: -1 to -4 points

This is something that your character has basically sworn an oath to either do or not do. This is not something that is fobbed off as not important. Deep down it is something that the character will do, no matter the cost.

1 point: Minor - this is in the league of the simple things, like not wearing a certain colour.

2 points: Average - this kind of vow is a bit more meaningful, something along the lines of not eating meat or keeping a vow of chastity.

3 points: Major - This is a life shaping vow, something that you would try not to break unless your life was on the line. Attempting to follow the tenets of your religion to the letter is just one example of this kind of vow.

4 points: Extreme - This kind of vow you would place higher in value almost than your life. Some examples may be, a Vow of Poverty, or to never harm another living thing ever again.

Whiny: -1 point

A character with this has a tendency to whine about their woes in the world, ranging from anything like not sleeping enough to "why don't those cyborgs just stop coming after me?"

## Skills

Skills are the inborn or trained knowledge of how to do the many different things needed in life. Sure a character can still try to do something without knowing the actual skill, but the Anime Master must change the difficulty to do the task appropriately.

Skills are also linked with certain attributes. When rolling to do a task the AM must consider just what the applicable attribute should be (Or go by what it says in the skill descriptions following). A skill is rolled as follows, basically the same for everything in this game.

### **Attribute + Skill (In d6) (Plus or minus any modifiers) to beat the Target Difficulty**

Skills are bought in the following way, according to the skill cost chart back on the listing page. The cost to raise a skill is equal to the level you want to raise it to. To get a new skill costs only 1 point, but to get to third level in that skill you would have to spend another 5 character points. To get the skill to 6th level (From the 1st level) would cost 21 points !

Also skills are rated on a 1-6 level. Basically a 1 shows that you are a relative novice, while a 3 is a very experienced user, a 5 a master, and a 6 one of the best in the world !

<b>Skill Level</b>	<b>Beginning Cost</b>
0	0
1	1
2	2
3	3
4	4
5	5
6	6

Skill Difficulty is noted after each skill as following:-

Easy: E  
Average: A  
Hard: H

(This is generally in case of unskilled use, an Easy skill untrained is at a +2 levels of difficulty, an average at +3 levels and a hard at +4 levels. This is base, if there are any other added difficulties, like haste or confusion or hassle then the difficulty may go higher.)

### **Artistic / Craft Skills**

Writing	(A)
Singing	(E)
Dancing	(E)
Painting	(A)
Play Musical Instrument	(A)
Cooking	(A)
Carpentry	(A)
Metal Working	(A)
Acting	(A)

### **Engineering**

Mechanic (Choose type)	(A)
Electrical Engineering	(H)
Electrical Operation	(A)

### **Fitness**

Acrobatics	(A)
Defence	---
Running	(A)
Jumping	(A)
Swimming	(E)
Brawling	(E)
Martial Arts	(H)
Wrestling	(E)
Sports	(E)
Climbing	(A)
Wilderness Survival	(A)
Blind Fighting	(A)

### **Medical**

First Aid	(E)
Acupuncture	(H)
Surgery	(H)
Medicine	(H)
Hypnotism	(H)
Psychology	(H)
Veterinarian	(H)
Xenology	(H)

### **Technology**

Driving: (Choose type)	(A)
Computer	(A)
Biology	(H)
Chemistry	(H)
Physics	(H)
Mathematics	(A)
Literacy	(N/A)
Architecture: (Building, Mecha)	(H)

### **Weapons**

Axe , Mace or Club	(E)
Swords (Choose Type)	(A)
Knives (Choose Type)	(A)
Bows (Short, Long, Cross bow)	(A)
Blow pipe	(A)
Whip	(A)
Polearms, Staff or Spear	(A)
Pistols	(A)
Quick Draw	(N/A)
Rifles (Semi or Automatic)	(A)
Gunnery (Choose Type)	(H)

### **Mystical**

Astrology	(H)
Alchemy	(H)
Chi Treatment	(H)
Spiritual Knowledge	(H)
Arcane Knowledge	(H)
Fortune Telling	(A)
Paraphysics	(H)
Power Use	(H)
Theology	(A)

### **Thief**

Espionage	(H)
Gambling	(E)
Camouflage	(A)
Cryptology	(H)
Diplomacy	(A)
Escaping	(A)
Criminal Science	(H)
Stealth	(A)
Lock Pick	(A)
Pick Pockets	(A)
Disguise	(A)
Interrogation	(A)
Streetwise	(A)

AM's: Please note that this is not an absolute list, feel free to come up with other skills based around these described.

## Artistic / Craft

### Writing, (Brains)

This skill shows that you have a creative or trained knack in the ability to put words together properly and artfully. Whether this be for journalism, Writing novels, school poetry, or dirty little limericks up on a public wall.

### Singing, (Brains)

You know how to belt out a good tune. A person trained really well in this skill can fully use it to move millions to either joy or absolute pain. Look at Minmei out of Macross / Robotech. ^\_^

A really good task success could also help to modify reaction towards the character.

A skill needed for all aspiring bards or young female pop idols.

### Dancing, (Agility)

The skill of being able to dance properly. An untrained person can dance and possibly look allright, but with this skill the user shows that there is something truly good underneath.

### Painting, (Brains)

The ability and knowledge of how to use paint and canvas (Or any other surface) to create a masterpiece pleasing to the eye.

### Play Musical Instrument, (Brains - possibly Agility depending on instrument)

Each instrument requires getting a new version of this skill. A successful Task check shows that you played the instrument competently. A Critical success (Or failure) can reduce listeners to tears.

### Cooking, (Brains)

The skill of mixing ingredients together and creating a worthwhile and tasty meal afterwards.

### Carpentry, (Brains)

The skill of manipulating wood to create items. A successful roll allows the object, be it a chair, a piece of furniture or the hull of a boat, to be serviceable and worthy.

### Metal Working, (Brains)

This is much like Carpentry except pertaining to the use of metal. This skill belongs to blacksmiths, metal workers, boiler makers, and others who need to mould steel into workable objects.

### Acting, (Brains or Appearance, depending on actual circumstances)

The skill of showing emotions or feelings other than what you truly feel, or pretending to be something or someone other than you truly are up on the stage. The use of this skill would be mainly a Contest, between the Actors skill and the average Brains of the viewers, the highest winning.

## Engineering

### Mechanic, (Brains)

This skill shows the ability to fix machines. A different skill is needed for each different type of machine, but if the two types of machines are close, eg Car and truck, you can use the same skill but at a slightly higher difficulty (But less than that without any training at all !)

A normal success fixes the machine, a critical success may fine tune the machine a bit, a superb success enhances the machine to almost unbelievable levels.

### Electrical Engineering, (Brains)

The skill to fix the wiring and electrical equipment of a machine. As for all the engineering skills you need a different skill for each different type of machine or object. Also you can modify or fix objects or machines that are similar to each other. (With a bit of a modifier to the Task Difficulty of course)

### Electrical Operation, (Brains)

This is the skill to use electronic equipment competently. Be it computers, sensors, communications equipment or even medical equipment this is the skill to use them efficiently.

## Fitness

### Acrobatics, (Agility)

The skill of being able to do tumbles, rolls, fall properly, and do other similar gymnastic skills.

### Defence, (Agility)

This skill shows the ability of the character to defend Him /herself in combat. This is the skill that allows you to do all the defenses described in the combat section. Any character without this skill is at a severe loss compared to those with the skill.

### Running, (Agility /Toughness)

This skill allows you to run faster, whether it be when you are being chased, or purely for sports purposes. It also allows you to pace yourself properly for long sprints, and to use the limits of your endurance (Toughness) to good advantage.

For every skill point you have in Running you can add an extra 2 meters a round. EG A person with an Agility of 4 and a Running Skill of 5 (Very Good !) can move at 30 meters every 4 second round ! ( 7.5 meters a second ! ) (Agi x5 + Run x2)

Toughness comes in when you need to run for a long time. You can keep up the aforementioned speed for your Toughness x2 in minutes.

### Swimming, (Toughness)

The ability to move through the water with grace and great speed. As with Running, it also allows you the ability to pace yourself and control your strength for the long haul if necessary.

Add your swimming skill to your Agility and divide BOTH of them by 2, that is the amount in meters that you can swim per every 4 second round. EG 1: A person with Agility 4 but no swimming skill can only swim at a speed of 2 meters per 4 seconds (And have a higher difficulty to swim too !), another person with 4 Agility and 4 Swimming can instead swim at 4 metres a round.

### Brawling, (Agility)

This skill shows the basic form of fighting, straight fisticuffs, or even up to the level of Police Hand To Hand Training. Basically, just out and out punching and kicking.

A character with this skill gets to add 1/2 of their level in this skill to the amount of damage that they do when fighting with it. EG, an experienced Brawler with a Brawling (Agi) 3, gets to add 1 point of damage to their Brawns dice in damage, A master of Brawling with Brawling (Agi) 6 gets to add 3 points.

### Martial Arts, (Agility)

This is the skill of highly trained unarmed combat. It can basically take two forms, Hard and Soft. The style chosen modifies just what the character can do with it. Hard styles emphasise (Generally) on doing as much damage as possible, with punches and kicks. Soft styles tend to focus more on defence and the spiritual (internal) areas. When the style chosen is a mixture of the two, just rely on an accurate guess on which form it is closer to, Hard or Soft.

*Hard styles* tend to do more damage, and so, the user can do 1 extra dice of damage for every 2 levels of the Martial Arts skill that they have.

*Soft styles* tend to focus on defence a bit more, so they only do 1d for every 3 levels of the Martial Arts skill.

A martial artist adds their bonus to damage to their Brawns statistic to do their final amount of damage. EG A master in Hard Martial Arts with a Brawns of 4 and a Martial Arts (Hard) 6 skill would do 7 dice damage !

In hand to hand combat the Martial Arts skill can be used in place of the Defence Skill if necessary. Hard Style can only use it to replace Parry, and Block Defence manoeuvres, while the soft style can use it to replace Parry, Block and Dodge if need be. (The martial arts skill defined here is only basic, it will be expanded and most possibly revised when we get to do a Martial Arts sourcebook.)

### Wrestling, (Agility)

This is the skill of grappling and body blocking, and pure strength tackles. This skill lets you grab hold of an opponent (and with any luck) do some physical damage to him.

When using this skill you can either, during the Physical contest to retain hold, substitute the Wrestling skill for the use of Brawns.

### Sports, (Agility)

This is the ability to do sports of any type (Although there must be a new skill for each different one), to a trained level. People with high levels in this skill tend to be sports stars or in the high levels of sportsmanship.

### Climbing, (Agility)

This is the ability to climb sheer surfaces and the skill of use ropes and stuff. (IE Rappelling)

### Wilderness Survival, (Brains)

This is the skill of being able to survive out on the land. This skill allows you to find shelter, edible food and anything else necessary to survive. A different skill must be obtained for each different type of area survival. Plains, Forest, Urban, Mountainous, Desert.

### Blind Fighting (Brains)

With a successful skill roll (Generally a contest between the Brains of the Blind Fighter and the Agility + Stealth of the opponent) the difficulty to hit an opponent that is either invisible or attacked in darkness can be lowered. It is up to the AM in general just how much this difficulty is lowered, but can usually just be gauged by how much the Blind Fighting roll succeeded by.

## Medical

### Acupuncture, (Brains)

This is the skill of using, either needles in the body's pressure points or other forms of Yin / Yang healing, including stuff like Moxa burning. It can help to increase a person's healing, or can replace (Or depending on AM's ruling, not be quite as good as) a normal doctor's attentions.

### Surgery, (Brains)

This skill tends to go hand in hand with the other doctor type skills, like Medicine, and even Veterinary. It is the skill to do the actual cutting and sawing, and making sure that everything goes back in its proper place !

### Medicine, (Brains)

The actual skill for doing all the hard doctoring work. This skill covers from diagnosis all the way through to the final release of the patient, hopefully healthy... Although Surgery is needed for doing the main biz.

### Hypnotism, (Brains)

This is the skill of affecting someone else's mind willingly (Or mainly willingly) It can be used to implant false memories, deaden pain (For a short period of time anyway) and assist any other sorts of mental feats.



To hypnotise someone else you must make a contest between your skill and their brains plus any kind of will bonus. ( Brains + Hypnotism (Plus possibly Telepathy) vs Brains (Plus any applicable mental bonuses))

It is up to the AM (And the limits of Reality Level of the campaign) just exactly what this skill can do

### Psychology, (Brains)

This is the knowledge and study of various aspects of mental functions. It includes the ability to conduct psychological therapy, behaviour modification and counselling.

### Veterinarian, (Brains)

This is the skill of animal healing. The ability to use medicine and surgery to heal any sick animal.

### Xenology, (Brains)

This skill is the knowledge of alien races, both medically and psychologically. This skill aids in the use of a medicine skill when used on a member of another race. This skill must be 'rebought' for each different race, even between races that are structurally similar, or come from roughly the same 'root' stock.

## Technology

### Driving, (Agility)

This skill can also be known as 'Piloting', they mean the same thing. This skill is the ability to pilot, manoeuvre and control the movements of a machine in any kind of dangerous / difficult situation.

Examples: Car, Motorcycle, Small Airplane, Battlesuit, Power Armour, Mecha, Boat, Jet, Shuttle, Starship.

### Computer, (Brains)

This skill covers the use, maintenance and programming of all types of computers. The AM may make the difficulty to use this skill higher for a computer system that is either sufficiently advanced or just unknown.

### Biology, (Brains)

The biology skill is an amalgam of knowledge in the areas of Biochemistry, Botany, Genetics, physiology all the way through to Ecology and Zoology. It is basically just a general knowledge of all the previously stated skills.

### Chemistry, (Brains)

This skill is the study of chemicals and the basic principles of matter. A chemist can identify and synthesize complex elements and simple compounds.

### Literacy (Brains) (N/A)

For simplicities sake this skill allows you the ability to read and write any language that you can speak, at the level of the skill in that language. This may not be

entirely accurate, but for a game's sake this ruling can be done.

(Of course if an Anime Master disagrees with this he may always change each different language to be something else to be bought with character points ^\_^)

### Physics, (Brains)

This is the knowledge of force and motion and how those forces interact in the universe.

### Mathematics, (Brains)

This is the skill of the higher end mathematics, including algebra and calculus.  
AM Notes: Normal mathematics is just something that anyone would know, this skill is for computational reasons and other brainiac stuff like that.

### Architecture, (Brains)

This is the skill of designing and laying out plans of a certain object, whether it be a house a vehicle, a starship or even a mecha, in a well designed and perfectly operable way.

Any failure on a roll with this skill brings out flaws in the design that may not show up until the actual item has been made.

## Weapons

### Axe, Mace or Club, (Agility)

Obviously the skill of knowing how to use one of the above weapons properly to do worthwhile damage.

### Sword, (Agility)

The skill of using any type of weapon close to being a sword. You must specify which type of sword you actually know how to use, for example, Short Sword, Long Sword, Two Handed Sword, Light Saber, Vibro Sword etc.

### Knives, (Agility)

This is the skill to know how to expertly use a knife in combat. You don't need to specify what kind of knife you know how to use, but it can cover all the range from Dagger, Stiletto, Knife and even Oriental style knives.

### Bows (Agility)

This skill shows how good the character is at using bows in combat. Generally this skill works for all types of bows but the AM might want a single skill for each type.

### Blowpipe (Agility)

A character with this skill knows how to employ the blowpipe in combat as well as the applying of poison to the darts but not how to make the poison.

### Whip (Agility)

With this skill, you can use the whip to good use in combat. Hitting items out of peoples hands even trying to entangle people with the whip.

### Pistols (Agility)

This is the general skill for using handguns. Individual types of pistols do not need another skill.

### Polearms (Agility)

Skill used for polearms such as spears, halberds, lances or the like.

### Quick Draw (Agility) (N/A)

This skill shows that you are fast on the draw with a specially chosen weapon. When you draw your weapon you can react faster than your opponent, and of course deal out the damage faster.

A straight contest between you and your opponent ( or average of opponents) Agility and Quick draw skill (Straight Agility if they don't have it). The winner gains an extra dice to Initiative for that round. If the winner has a Quick draw skill of 4 or higher then that person gets an extra 2 dice to add to initiative instead of just one.

This initiative bonus only counts towards the weapon chosen, if the player changes to another weapon in the combat then the bonus dice are dropped, possibly lowering the level in which that players appears in the combat round. Available weapons include Pistols, Bows, Daggers, Swords, and even magical Wands.

### Rifles (Agility)

General skill for using rifles. Individual types of rifles do not need another skill.

### Gunnery (Agility)

This is the skill needs to use any sort of weapon mounted on a car, tank, aircraft or mecha.

## Mystical

### Astrology, (Brains)

The knowledge of how the motions and positions of the stars and planets can effect every day life. A character with this skill can work out when a important event may happen to someone or something.

### Alchemy, (Brains)

The skill of mixing all sorts of weird chemicals and materials and ending up with strange substances (but not until after a very nice explosion).

### Chi Treatment, (Brains)

Through applying of chi and pressure point knowledge, a character with this skill can help the healing of someone else. When assisting the healing of another character, they are considered to be with a doctor.

### Spiritual Knowledge (Brains)

A character has a good knowledge of spirits and their various manifestations with this skill. A general disposition of the spirit can also be deduced with this skill.

### Arcane Knowledge (Brains)

With this skill, the character has very good knowledge about some particular ancient, mystical or otherworldly culture.

### Fortune Telling (Brains)

This is the skill to use a form of fortune telling for public performance. On a critical success, the fortune teller does actually come across a truthful telling for the subject.

### Paraphysics (Brains)

The ability to see a phenomena and identify it and postulate in the workings of how unusual phenomena may work.

### Power Use, (Brains or Agility)

This is the skill needed to consciously control a power a character possesses. Each power requires its own Power Use s kill.

### Theology (Brains)

The knowledge of a certain religion in the campaign world. Includes knowledge of the rituals, laws and hierarchy of the religion.

## Thief

### Espionage (Brains)

The skill of finding and gathering information. Gives general knowledge of forms of data retrieval.

### Gambling (Brains / Agility)

A character with this skill knows how to make the most of games of chance. They can predict general odds and can try to see if another player is cheating.

### Camouflage (Brains)

The skill to use nature materials and paint to make yourself and your equipment blend into the surrounds making them harder to spot.

### Cryptology (Brains)

The ability to make or crack codes of all sorts. A foreign written language can also be translated using this skill at higher difficulty depending on the complexity of the written language.

### Diplomacy (Brains/ Appearance) (A)

This is the skill of getting along with others who are in positions of authority, or in a position where you wish to communicate or otherwise try to do something that they may wish to oppose. It is a skill of putting forwards your ideas and attempting to make them agree with them in a generally peaceful manner.

A good roll on this skill can modify a reaction roll by a few points, a critical success can save an almost failed reaction roll, and a superb success can save a disastrous reaction roll.

### Escaping (Agility)

This is the ability to free oneself from ropes, handcuffs and similar bonds. The first attempt to escape takes one minute, each subsequent attempt takes 10 minutes.

### Criminal Science (Brains)

This is the study of crime and the criminal mind. A criminologist would use his skill to find and interpret clues, guess how criminals might behave .

### Stealth (Brains)

This is the ability to hide and to move silently. A successful roll will let you conceal yourself anywhere except a totally bare room, or move so quietly that nobody will hear you, or follow someone without being noticed.

### Lock Pick (Agility)

The skill to pick open locks with a wire or other instrument. The quality of the lock determines the difficulty of picking it.

### Pickpockets (Agility)

This is the ability to steal a purse, knife, etc., from someone's person - or to "plant" something on him. The victim may roll Brains to detect what has just happened to them, they may add Streetwise skill if they have it.

### Disguise (Brains / Appearance)

This is the ability to make yourself look like someone else, using clothes, makeup, etc. It takes 30 minutes to an hour to put on a good disguise. The degree of the change sort after determines the difficulty of the skill.

### Interrogation (Brains)

The skill to get information out of someone through various means including subversion, threats, bribes to mild forms of torture.

### Streetwise (Brains)

This is the skill of getting along in rough company. A successful Streetwise roll can let you find out where any sort of illegal "action" is, which local cops or bureaucrats can be bought, and for how much, how to contact the local underworld.

## Powers

Powers are strange and mystical abilities and the character can do unusual feats by employing these powers. The level of the power determines how strong and wide ranging the effect of the power is. Each level costs **6cp** and the modifiers are added on for each level. Damaging powers deal out damage in d6 equivalent to their level.

The number after the name of the power is the Initiative Modifier, it is a descriptor to how fast the power can be employed in combat situations, (See Initiative chapter for more details).

The penalties / Modifiers can be modified up (Into a modifier) with the Upper :Takes Less Time, and down with the Downer : Takes More Time respectively. (Please read the two power Modifiers Upper and Downer themselves respectively for a more elaborate explanation)

Please note, all ranges here for powers are in metres, not in some archaic other measurement...

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Absorption	(Toughness)	Out of Phase	(Brains)
Animate Shadow	(Brains)	Probability Control	(Brains)
Armour	(Agility/Toughness)	Reflection	(Toughness)
Change Environment	(Brains)	Regeneration	(Tough/Brains)
Energy Blast,	(Agility)	Super Hearing	(Brains)
Energy Sword,	(Agility)	Super Stat	(N/A)
Flight,	(Agility/Brains)	Super Vision	(Brains)
Force Field,	(Agility/Toughness)	Suppress others Abilities	(Brains)
Healing,	(Brains)	TK	(Brains)
High Speed,	(Agility)	TP	(Brains)
Immunity,	(Toughness)	Teleport	(Brains)
Invisibility,	(Brains)	Weather Control	(Brains)

### Absorption (*Toughness*)

Through means of this power, you somehow get stronger in a certain area ie. statistic or power everytime a certain attack is performed against you (described upon character creation). Each time the attack is done successfully against you, you gain 1 level in the statistic or power that has been set for the absorption ability to work on. The amount of absorbed abilities drop by one level per round. Duration of the power is power level x 2 x RL.

- Initiative Modifier: 2      Difficulty: 15
- Uppers:      Able to absorb Out Of Phased attacks: +1  
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.  
Power Selection: +1.5 Can put absorbed points on power or statistic of choice.  
Works as Armour: +1.5 At full absorption , works as armour  
Takes less time: +0.5 per action phase less it takes to prepare.
- Downers:      Takes more time: -0.5 per extra action phase more it takes to prepare.  
Chaotic Effect: -1.0 The absorbed points go to a random ability  
Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.  
Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.
- Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

### Animate Shadow (*Brains*)

You can create shadows which are yours to command. They are totally mindless and need supervision to do anything. The shadow master has a pool of his/her power level to allocate amongst the number of shadows and how much Brawns each has. Eg, a level 4 shadow master can make 4 shadows each with 1 Brawns each or 1 shadow with a Brawns of 4, or any other way you could spend the 4. Shadows last for level in rounds.

- Initiative Modifier: 2      Difficulty: 20
- Uppers:      Takes less time: +0.5 per action phase less it takes to prepare.  
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

Cloak of the Shadows: +1.5 The shadows come alive and wrap around you concealing you in darkness, difficulty 20 to see you.

Less Supervision: +1.0 The shadows have a basic understanding of what the master wishes of them.

Take Shape: +1.0 A nifty effect in which your shadows can take the shape and even colour of anything imaginable.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Shadows Can't Attack: -1.5 the shadows can't attack for their master but can do other tasks.

Less Brawn Pool: -1.5 for only half Brawn pool

### Armour (Agility/Toughness)

By means of this power, you have either tough skin or an actual set of armour that will protect you from most harmful attacks. Each level of armour confers and extra 2 points of soak. Power must be "turned on" to use.

Initiative Modifier: 2      Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Hardened: +1 Armour piercing attacks gain no benefit when hitting a hardened armour.

Counters Out of Phased Attacks: +1 to be able to defend against attacks which are out of phase.

Symbiotic Armour: +1.5 you can now use your powers through the armour. You can also feel through it.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Ablative: -1.5 loose 1d of armour every time it is successfully hit.

Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.

Movement Restrictive: -1.5 loose your power level in agility pool.



Self Destructive: -0.5 to take 1/3 power level in damage,  
-1.0 for 1/2 power level in damage, -1.5 for power  
level in damage.

### Change Environment (*Brains*)

This power gives the user the ability to raise or lower either the temperature and/or light of a small area. Each level allows for 25% change in the base of those things up /down. Eg, a level 3 power can raise the temperature of a room by 75%. The base area is that of a small room, area increasing by 25% each level. Effects last for Brains x 2x RL in rounds. Area of effect equal to Brains x (4+RL) in metres for the radius.

Initiative Modifier: 3      Difficulty: 20

Uppers:      Takes less time: +0.5 per action phase less it takes to prepare.  
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.  
Increased Area of Effect: +0.5 for x2 area, +1.0 for x4 area, +1.5 for x8 area.

Downers:      Takes more time: -0.5 per extra action phase more it takes to prepare.  
Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique  
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.  
Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.  
Less Duration: -0.5 for 3/4 duration, -1.0 for 1/2 duration, -1.5 for 1/4 duration.  
Less Area of Effect: -0.5 for 3/4 area, -1.0 for 1/2 area, -1.5 for 1/4 area.  
Can only Alter Light: -1.0  
Can only Alter Temperature: -1.0

### Energy Blast (*Agility*)

With Energy Blast you can create a burst of energy of any sort, generally specified at character creation. This can be explained as an Elemental attack, such as Fire, water, etc, or it can be anything like plasma or even lasers. A straight out ranged hurting attack. 1d in damage per level. Range is power level x (4 + RL) in metres.

Initiative Modifier: 1      Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.  
 Armour Piercing: +1 for 3/4 opponents armour to count, +1.5 for 1/2 opponents armour to count.  
 Affect Out Of Phase: +1 to damage targets which are out of phase.  
 Rapid Fire : +1 per extra attack up to a total of 4 extra attacks.  
 Continuing Damage: +1.5, Attack does damage every action phase after initial, being reduced by 1/4 every subsequent action phase.  
 Ray Effect: +1 able to damage all targets in a ray till end of range.  
 Explosive: +1.5 to do an explosion once blast makes contact with anything. Does full damage in 2 m radius then 1/2 damage from 2m to 4m and 1/4 damage from 4m to 6 m.  
 Homing: +1.0 to add an extra 2D to hit.  
 Guided: +1.5 to add an extra 2D to hit plus also have the ability to control the blast in the air.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.  
 Less Range: -0.5 1/2 range, -1 1/4 range, -1.5 no range and blast becomes a touch attack.  
 Recoil: -0.5 per metre knocked back when energy blast is used.  
 Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.  
 Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.  
 Must Call out Name of power: -0.5 for a short name, -1.0 for a medium length name, -1.5 for a long hard to pronounce one (These are usually Untranslated Japanese words. eg Shidoukan ! or Kaiohken !)

### Energy Sword (*Agility*)

The ability to call forth a blade of energy that can be used to damage targets. The energy can be of any colour and energy source. The blade extends out to 4 feet only for the base cost. A skill in melee is needed to use this power effectively. The blade will disappear if the user loses consciousness. The blade can not be used by another person. 1d in damage per level.

Initiative Modifier: 1 to initiate, 0 for attacking with the energy sword.

Difficulty: 15

- Uppers: Takes less time: +0.5 per action phase less it takes to prepare.  
Armour Piercing: +1 for 3/4 opponents armour to count, +1.5 for 1/2 opponents armour to count.  
Affect Out Of Phase: +1 to damage targets which are out of phase.  
Energy Staff: +1 Extends the length of the sword to 2 metres and can be used as a staff.
- Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.  
Focus: An item needed to activate power, -0.5 common, -1.0 rare, unique.  
Self Destructive: -0.5 to take 1/3 power level damage, for 1/2 power level in damage, -1.5 for power level in damage.

### Flight (Agility/Brains)

This is the ability to fly unassisted from any devices. Speed is worked out by level of power x 2 x RL in metres per second.

Initiative Modifier: 2      Difficulty: 15

- Uppers: Takes less time: +0.5 per action phase less it takes to prepare.  
No conscious effort: +1, Flying is as easy as walking. You can do complex actions and still fly.  
Manoeuvrable: +0.5 per +1 to flight dice pool.
- Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.  
Wings: -1 You have wings which are essential to your fly ability. These wings can be targeted and damaged.  
Duration: -0.5 for 8 Hours, -1 for 4 hours, -1.5 for 2 hours  
Always on: -1 This power is always on.  
Glide only: -1.5 the character can only glide with this power thus needing a high point to launch themselves off.  
Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique  
Self Destructive: -0.5 to take 1/3 power level damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

### Force Field (Brains/Toughness)

The ability to create and project a field of energy around the individual for the purpose of defence against both physical and energy attacks. Duration for this power is power level x 2 x RL in rounds.

Initiative Modifier: 2      Difficulty: 20

- Uppers:      Takes less time: +0.5 per action phase less it takes to prepare.  
More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.  
Extra Radius: +0.5 per metre  
Keep out intangible: +1 to be able to soak out of phase attacks.  
Hardened: +1 Armour piercing attacks gain no benefit when hitting a hardened target.
- Downers:      Takes more time: -0.5 per extra action phase more it takes to prepare.  
Concentration: -0.5 per dice pool lost  
Ablative: -1.5 loose 1d of force field every time it is successfully hit.  
Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.  
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

### Healing (Brains)

This is the power to heal others, not yourself. At base, the range is touch. The amount of hurt points healed is equal to the power level. Amount of times per day is equal to the power level.

Initiative Modifier: 3      Difficulty: 20

- Uppers:      Takes less time: +0.5 per action phase less it takes to prepare.  
Ranged Healing: +1.0 you can now heal someone from a distance of power level x 2 x RL in metres.  
Extended Range: (only if ranged healing already bought)  
+0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.  
Cure Disease: +1.0 for the ability to cure a disease in the target.

Cure Poison: +1.0 for the ability to nullify an active poison in the target.

Heal Group: +1.5 You can heal equally well to a group at the same time.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Concentration: -1.0 for total meditation

Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.

Reciprocal Healing: -1.5 as you heal others, you take on their damage.

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

### High Speed (*Agility*)

For some reason or another, you move ultra quickly in all forms of movement. This power gives extra attacks per a round, higher movement rate, longer jumping distance and other things that rely of the speed of the individual. Each power level confers an extra attack and increases the movement rate by 50%.

Initiative Modifier: 1      Difficulty: 15

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

Blur: +1.0 you gain an extra 2D to defence if you are moving because of a disorientating blur that trails you.

Extra Movement: +1.0 to gain an extra 50% movement rate per level.

Jump: +1.0 to be able to jump your level in metres straight up from a standing start (RL minimum of 2).

Body Slam: +1.0 you run into someone fast DURR! You do level in damage but take half level in damage yourself.

Able to Work While Phased: +0.5

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Movement Only: -1.0 to only get the faster movement rate bonus.

Extra Actions Only: -0.5 to only get the extra actions bonus.

Duration: You can only keep up the speed for your level in rounds

No Brakes: -1.0 Well Mr Flash, you can go 100 kilometres per hour, but can you stop? NOPE! Unless you hit something hard in your path, you will continue speeding along for your power level in rounds.

### Immunity (Toughness)

You show a certain immunity to an attack type. This power is very tight in what it can effect. eg You can not be immune to energy blast but you can be immune to a fire energy blast. Immunity works this way, if your immunity power level is equal to or higher than the attack you are being hit with, you receive no damage. If your power level is lower than the attack, you add your immunity level to your soak roll.

Initiative Modifier: 1      Difficulty: 15

Uppers:      Takes less time: +0.5 per action phase less it takes to prepare.

Counters Out of Phased Attacks: +1.0 to be able to take out of phase attacks.

Downers:      Takes more time: -0.5 per extra action phase more it takes to prepare.

Lesser Immunity: -1.0 you take full damage if your power level is less than the power level of the attack being done on you.

Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.

### Invisibility (Brains)

Through this power you can warp light around you till you vanish from sight. The level of the power is just how difficult it is for an observer to see the user of Invisibility. The base difficulty is 8 and rises by 4 on every second level. The observer will roll a Brains + any modifiers from Acute Senses or Super Vision. Duration is power level x 2 x RL in rounds.

Initiative Modifier: 1      Difficulty: 20

Uppers:      Takes less time: +0.5 per action phase less it takes to prepare.

Spectral Range: +0.5 Invisibility goes into the ultraviolet, +1.0 inferred, +1.5 whole spectrum.

Machine Invisibility: +1.0 machines can't detect you via camera's.

Motion Undetectable: +1.0 you don't leave footprints or other tell tales of your presence.  
 Extra Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.  
 Sound Invisible: +1.0 no sound you make can be heard while invisible.  
 Extra Person: +1.0 per extra person to go invisible.  
 Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.  
 Chameleon Invisibility eg The Predator: -1.0 difficulties are 5 less to see you.  
 Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.  
 Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.  
 Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher.

### Out Of Phase (*Brains*)

You can only go out of phase with your self and the clothing you are wearing . It costs extra to take something else... While out of Phase you cannot affect anything tangible, anything you do passes straight through. Duration is power level x 2 x RL in rounds. Anime Masters choice to what happens when this power quits while moving through a solid item.

Initiative Modifier: 3      Difficulty: 20  
 Uppers: Takes less time: +0.5 per action phase less it takes to prepare.  
 Carry Extra : +0.5 A armful of stuff, +1.5 an extra person.  
 Affect Tangible: +1.5 to be able to effect tangible things with out of phase.  
 Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.  
 Wear Nothing: -1 you can not take anything with you into out of phase.  
 Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.  
 Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

Can not pass through certain Materials: -0.5 Unique materials, -1.0 Rare materials, -1.5 Common materials.

### Probability Control (*Brains*)

The ability to raise /lower the difficulty for one person for a duration of power level x 2 x RL in rounds. For each power level you can raise / lower the difficulty by 5.

Initiative Modifier: 3      Difficulty: 25

Uppers:      Takes less time: +0.5 per action phase less it takes to prepare.  
Affect Out of Phase: +1 top be able to target out of phase things.  
Area of Effect: +0.5 for 2 metres, +1.0 for 4 metres, +1.5 for 8 metres in radius.  
Extra Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 times duration.

Downers:      Takes more time: -0.5 per extra action phase more it takes to prepare.  
Concentration: -1.0 for total meditation  
Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique  
Only effect yourself: -1.0 to only be able to have this power effect yourself.  
Only effect others: -0.5 to only have this power target others.  
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

### Reflection (*Toughness*)

With this power, you have the chance to reflect ba ck an attack in a random direction. The chance for a successful reflection is power level in a 2d6 chance eg. power level 2 has a 2 in 12 chance in reflecting an attack. Reflection lasts for power level x 2 x RL in action phases.

Initiative Modifier: 2      Difficulty: 20

Uppers:      Takes less time: +0.5 per action phase less it takes to prepare.  
Able to Reflect Phased Attacks: +1.0 to use this power on phased attacks.



Reflection Attack: +0.5 hits random target, +1.0 hits an enemy, +1.5 hits enemy of choice (roll to strike must still succeed).

Persistence: +0.5 for each extra action phase the power stays on for.

Multiple Reflections: +0.5 for each extra offence attack that can be reflected per combat action phase.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.

Less Reflective Chance: -1.5 to only increase the chance per every second level.

Only Reflect Specific Attack Types: -1.0 as per the Absorption power, specify one attack type which Reflection works on.

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

### Regeneration (*Toughness/Brains*)

The ability to heal wounds at a faster rate than normally possible. With this power, you heal your Regeneration level per hour.

Initiative Modifier: Always On Difficulty: N/A

Uppers: Increased time factor: +0.5 for every 30minutes, +1.0 for every minute, +1.5 for every combat round.

Reattach: +1.0 for the ability to reattach severed limbs (only your own).

Regrow: +1.5 for the ability to regrow whole limbs if they are severed (not including the head).

Downers: Concentration: -1.0 for total meditation.

Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique

Alternate Focus: Need to ingest (Or any other way of incorporating into body) matter or ingredients to replace damaged body parts. Must be of a certain type, -0.5 common, -1.0 rare, -1.5 unique.

### Super Hearing (*Brains*)

Your hearing is far superior to the average persons. Each level confers an extra 50% to audile range.

Initiative Modifier: Always On Difficulty: N/A

Uppers: Ultrasonic: +1.0 to hear sounds that a normal person could not.

Extra Audile Range: +1.0 for an extra 50% per level.

Downers: Headaches: -1.0 because of the amount of audile stimulus you are getting, this often brings on headaches making all difficulty rolls 5 more.

Uncontrollable: -1.5 need to roll a good Brains test to zoom and focus properly.

### Super Statistic N/A

For some reason or another, you are gifted in a certain statistic and as a result you add on the power level to your base statistic.

Initiative Modifier: 2 Difficulty: 15

Uppers: Always On: +1.0, The Super Statistic can modify any or some of your sub-statistics, such as Hurt Points, Chi, Stun or MEP if the statistic is one of the applicable statistics.

Downers: Can only be used in a Burst: -0.5 lasts for 10 rounds or less, -1.0 lasts for 5 rounds or less, -1.5 lasts for 3 or less rounds.

### Super Vision (Brains)

Your sight is far superior to the average persons. Each level confers an extra 50% to sight range.

Initiative Modifier: Always On Difficulty: N/A

Uppers: Spectral Range: +0.5 Super Vision goes into the ultraviolet, +1.0 inferred, +1.5 whole spectrum.

Targeting: +1.0 you get an extra 2D to hit using ranged weapons.

Nightvision: +1.0 for perfect vision in low light, +1.5 for perfect vision in total darkness.

Extra Sight Range: +1.0 for an extra 50% per level.

Downers: Headaches: -1.0 because of the amount of visual stimulus you are getting, this often brings on headaches making all difficulty rolls 5 more.

Uncontrollable: -1.5 need to roll a good Brains test to zoom and focus properly.

### Suppress Others Abilities (Brains)

This is the ability to draw, suck out someone's power to a certain extent. You can take away your power level worth of levels away from your target, from either statistics or powers. Duration is power level x 2 x RL in rounds. Range to target is power level x (4 +RL) in metres.

Initiative Modifier: 3            Difficulty: 20

- Uppers:        Takes less time: +0.5 per action phase less it takes to prepare.  
Affect Out of Phase: +1 to be able to effect out of phased targets.  
Area of Effect: +0.5 for 2 metres, +1.0 for 4 metres, +1.5 for 8 metres in radius.  
Extra Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 times duration.  
More Range: +0.5 for x2 range, +1.0 for x4 range, +1.5 for x8 range.
- Downers:       Takes more time: -0.5 per extra action phase more it takes to prepare.  
Concentration: -1.0 for total meditation  
Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.  
Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

### Telekinesis (Brains)

The ability to move objects by the power of the user's mind. Range is line of sight. The mass able to be lifted is worked out by power level x2 x RL.

Initiative Modifier: 2            Difficulty: 15

- Uppers:        Takes less time: +0.5 per action phase less it takes to prepare.  
Extra Mass: +0.5 2x mass, +1.0 4x mass, +1.5 8x mass.  
Photokinesis: +1.5 you can manipulate light as if it was an object.  
Hard and Fast: +1.0 the objects you can pick up, you can fire at people doing power level in damage.
- Downers:       Takes more time: -0.5 per extra action phase more it takes to prepare.  
Concentration: -1.0 for total meditation  
Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique

No Fine Control: -1.0 you can only lift and drop the object.

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

### Telepathy (Brains)

The ability to search, read for someone else's thoughts, mainly used for quiet, distance conversation. Range is power level x (4 + RL) in metres. There is a resisted roll for unconsenting targets.

Initiative Modifier: 3      Difficulty: 20

Uppers:      Takes less time: +0.5 per action phase less it takes to prepare.

No consent needed: +1.0 target has no resist roll.

Extended Range: +0.5 2x range, +1.0 4x range, +1.5 8x range.

Inflict Pain: +1.0 cause pain in your target.

Downers:      Takes more time: -0.5 per extra action phase more it takes to prepare.

Touch range only: -1.5 to have to touch the target to use power on them.

Concentration: -1.0 for total meditation

Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique.

Causes Pain: -1.0 You get massive migraines and worse when using power.

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

### Teleportation (Brains)

The ability to travel great distances without moving. Maximum range is power level x (4 + RL) in metres.

Initiative Modifier: 2      Difficulty: 20

Uppers:      Takes less time: +0.5 per action phase less it takes to prepare.

Extended Range: +0.5 2x range, +1.0 4x range, +1.5 8x range.

Carry Others: +1.0 for another person

Blind Teleport: +1.0 to teleport to a place never seen before.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Leave Signature: -1.0 those with Telepathy power know where you are going when you teleport.

Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique

Concentration: -1.0 for total meditation

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

### Weather Control (Brains)

As the title suggests, you have the ability over weather patterns in the local area. Each level gives the user to increase or decrease the wind or rain in an area by 25%. Effects last for Brains x 2 x RL in rounds. Area of effect is equal to Brains x (4+RL).

Initiative Modifier: 3      Difficulty: 20

Uppers: Takes less time: +0.5 per action phase less it takes to prepare.

More Duration: +0.5 for x2 duration, +1.0 for x4 duration, +1.5 for x8 duration.

Increased Area of Effect: +0.5 for x2 area, +1.0 for x4 area, +1.5 for x8 area.

Downers: Takes more time: -0.5 per extra action phase more it takes to prepare.

Focus: An item needed to activate power, -0.5 common, -1.0 rare, -1.5 unique

Self Destructive: -0.5 to take 1/3 power level in damage, -1.0 for 1/2 power level in damage, -1.5 for power level in damage.

Needs Concentration: -1.0 Every other test (Skill / Statistic) is 2 levels higher to keep effect going.

Less Duration: -1.0 the effects only last at full for your level in rounds.

Can only Alter Wind: -1.0

Can only Alter Rain: -1.0

## Initiative

Initiative in combat tells you how on the ball a character is and when it is rolled, it works out the order of attacks for the combatants. Initiative is rolled once per a new round of combat and is determined by rolling a character's Agility in D6s (with combat sense if they have it). The highest score goes first then second highest etc. If there is a tied roll, the character with the highest Agility level goes first and if that is the same as well, then the two characters attack simultaneously.

Special abilities such as Powers, Spells and including some slow weapons take a little while before being able to be used, this is the Initiative Modifier. The modifier is the number of attacks (including the initial attack) it takes before the special ability or weapon actually attacks. If through the use of Uppers, the special ability has a negative modifier, that number is used to add on to the character's initiative for that attack phase, thus making the character faster for that attack and maybe changing the order of combat for that attack phase.

During the attacks in which the character is preparing for the attack, they can still defend themselves by dodging, the character can also break out of the attack preparation at any stage to try to do something else.

## Combat

The combat in KT is quick and simple to understand. It is resolved in these few steps.

**1** Roll Initiative : Highest Agility dice rolls win plus any applicable Initiative Modifiers from either weapons or powers. In the case of exactly similar Initiative, the character with higher agility wins.

**2** State what is to be done in order of highest Initiative to the lowest

**3** Roll Statistic + Skill in d6 and try to beat the target number of the defending opponent (Generally Agility d6 + Defence d6)

**4** If attack is successful Roll Damage dice equal to Brawn (or Weapons damage rating) versus opponents Toughness in dice. (Plus or minus any weapons and armour modifiers) If Attacker's roll is higher then the defender takes the remaining damage. Extra Physical Toughness advantage also adds extra points to the 'soaking' roll.

**5** For every 6 points of damage that the defender takes 1d is subtracted from any active skill use unless Pain Resistant advantage or similar thing is available. Also see Un Pain Resistant.

**6** Continue until all are out of actions, and then restart new round.

Example: Sir Analretentive has had enough of Thurg the Mauler calling him Miss Pansy and has challenged Thurg to a duel. This is a RL2 setting so the unmodified characters have 4 actions per round. The two combatants face off, the knight with a longsword sheathed at his waist, Thurg with a large axe in his hand. Initiative for the first round is rolled, Sir Analretentive has an Agility of 3 so rolling 3D6 he gets a 10. Thurg has an Agility of 2 and on his initiative roll gets a 2. The knight goes first but since his sword is sheathed, the initiative modifier for his weapon is 1 so it will take him 1 action to draw his sword. Thurg has no modifier to his weapon being as it is in his hand already, seeing the armoured fool fumbling for his sword, Thurg has a swing at him. Thurg's weapon skill in the axe is 4 and with an Agility of 2, he rolls 6D6 to hit and gets 20 on the dice. Sir Analretentive seeing the pound of tempered metal heading for his head tries to

dodge it, with a defence skill of 3 and Agility of 3 a total of 6 dice are rolled for this dodge and a roll of 30 is done dodging the attack expertly just as he pulls out his sword ready for the next set of actions. The knight having a higher initiative goes first in the next action and attempts to hit the barbarian with his longsword. Sir Analretentive's weapon skill is 2 and his Agility 3 so 5D6 is the attack dice and 21 is rolled. Thurg tries to get his lumbering body out of the way of the flashing steel, his defence is 2 and Agility of 2, 4 dice to be rolled and he gets a 7 which is very poor giving the knight a critical hit! Sir Analretentive now rolls damage, his Br awns is 2 and the weapon adds on an extra 3D6 and a 15 is rolled and being that it is a critical hit, the damage is multiplied by 1.5 giving a total of 22 (rounded down). Thurg tries to soak as much damage as he can and rolls his Toughness of 4 getting 13 so 9 Hurt Points of damage is done to Thurg. This scene continues till all actions are completed for that round. When that happens a new initiative roll is done for all characters still in combat.

## Combat Time

Combat is broken down into two different time phases: Rounds and Attacks. A Round is approximately five (5) seconds of time where the Attack phases may be done. A character has a number of attacks that they can do per a round depending on the RL and any powers they might have. Each action they perform takes up an attack phase for that round (evasive moves are free at certain Reality Levels). When all attacks have been completed, a character can not do anything till the start of a new Round.

## Basic Combat Moves

These are moves that every character can try to do while in combat. Each move will require its own roll to see if it was successful or not.

### Perverted Attack

Any attack can be declared 'perverted'. Roll against skill, if successful this means all damage that penetrates the Armour Value is applied not to the target (usually female), but to their clothing and or armour. Any excess damage simply disappears (and the target is now naked). Characters with Lecherous or Pervert get an automatic +1d to make a perverted attack.

### Klutz Dodge

This maneuver belongs solely to those known as Klutzes (See the disadvantage) It is a totally haphazard defense that hardly even looks like one. It almost seems that after all the slipping and sliding and falling over is done that the defense was hardly even done.

When a Klutz dodge is done the Anime Master controls the actual gameplay effects, stating what happens. If the player comes up with a good explanation feel free (Enhancing Comedic effect of course) to enhance that player's dodge or even consider giving experience for it!

The player rolls His Agility and Defence as usual, but his defense is counted as double for the duration of the Klutz Dodge. The Klutz dodge can also defend against an amount of attacks equal to the Klutzes Defence rating.

The player can attack and do other things during the Klutz dodge but they are (Anime Master defines accordingly) given a penalty of -1 to -4 dice.

### Punch

A simple swing with a fist at an opponent. Damage is characters Brawn in D6s. Agility + Brawling (or Martial Arts) skill roll higher than the defender hits.

### Kick

A boot to the head of an opponent. Damage is characters Brawn in D6s. Agility + Brawling (or Martial Arts) skill roll higher than the defender hits.

### Block

Using a portion of the characters arms, legs or an object like a shield, a punch or kick attack may be negated. Agility + Defence roll equalling or exceeding the attackers roll successfully blocks the strike.

### Dodge

By judging where an attacking is coming from, a character may get out of the way of an attack heading their way. Agility + Defence roll equalling or exceeding the attackers roll successfully dodges the strike.

### Parry

By using an object (usually a weapon) a character can parry a strike or a weapon to negate the attack. Agility + Weapon skill roll equalling or exceeding the attackers roll successfully parries the strike.

### Knock back

Some moves will lead to knocking the opponent back. For these attacks, how far one is knocked back is 1 metre per full 6 Hurt Points inflicted.

### Stun Damage

Other moves (See in KwaiTana Martial Arts sourcebook) are specifically designed to stun or quickly bring the opponent to unconsciousness with little or no permanent damage. A character has as much Stun Points as their Hurt Point maximum, any stun damage comes off this total and not Hurt Points. The character still takes pain penalties from stun damage and when you reach zero (0) Stun Points, the character is unconscious. You regain your Toughness x RL per hour for any lost Stun Points. Any Hurt Points taken also lowers the amount of Stun Points a character has.

## **Stun Points = Maximum Hurt Points**

### Hit Locations

A lot of martial artists go for a particular hit location. Doing so can immobilize, incapacitate or even bypass any protective wear that the opponent has on. Each limb



can take a certain amount of Hurt Points before it is useless, if twice this number of damage is dealt, the limb is beyond repair and essentially gone. A limb does have Stun Points as well and if they reach zero, the limb is useless but will repair in time as per Stun Point regeneration. If the opponent does not attempt to dodge or block the strike in any manner, the striker must roll the Base Difficulty or above to get a successful hit. If the opponent is attempting to dodge or block, the striker must roll above the defence attempt by as much as the Penalty to Hit is.

<b>Location</b>	<b><u>Base Difficulty</u></b>	<b><u>Penalty to Hit</u></b>	Hurt Points
Arm	10	1 Level (+5 points)	Toughness x (3+RL)
Head	15	2 Levels (+10 points)	Toughness x (3+RL)
Leg	10	1 Level (+5 points)	Toughness x (4+RL)
Neck, Wrist	20	3 Levels (+15 points)	Toughness x (2+RL)

## Ranged Combat

Some weapons may be used over a distance. Their effective range is determined by the type of weapon used.

**Point Blank** grants +1D to hit

**Short Range** in unmodified

**Medium Range** has a -1D to hit, unmodified with scope

**Long Range** has a -2D to hit, -1D with scope

A scope (or super sight) can extend out the long range by half again with a -2D penalty.

### Optional Rules for Ranged Combat

#### Aiming

For every action spent aiming (up to a maximum of 3 actions) you can counter-act the distance penalty gained from a ranged attack. For the first action you spend aiming you get no modifier, but every subsequent action gets a 1d modifier. For example if you are aiming at a Long Range target (-2d to hit) you must spend 3 actions aiming to get no penalty.

(The addition of a telescopic sight can also modify this by an extra dice.)

You cannot aim on an automatic fire ranged attack, it is only available for single shot ranged attacks.

## Weapons

### **Hand To Hand / Melee**

<b>Weapon</b>	<b>Damage (Stat + Mod ) in dice</b>	<b>Initiative Modifier</b>	<b>Reach (In metres)</b>
Punch	Brawn	0	1
Kick	Brawn	0	1
Axe (Small)	Brawn +2d	0	1
Axe (Large)	Brawn + 3d	1	2
Mace	Brawn + 2d	1	1
Club	Brawn + 1d	1	1
Knife	Brawn + 1d	0	1
Sword (Short)	Brawn + 2d	1   0	1
Sword (Long)	Brawn + 3d	1   0	2
Polearms	Brawn + 4d	2	3

### **Ranged**

<b>Weapon</b>	<b>Damage</b>	<b>Initiative Modifier</b>	<b>Range (S/M/L)</b>	<b>RoF</b>	<b>RL</b>
Long Bow	3D	2	70m / 140m / 210 m	1	1
Short Bow	2D	1	50m / 100m / 150m	1	1
Crossbow	4D	3	90m / 160m / 240m	1	1
Dagger	Brawn +1D	0	4m / 8m / 12m	1	1
Small Pistol	2D	0	6m / 12m / 25m	3	1
Large Pistol	3D	0	8m / 16m / 40m	3	1
Semi Auto Rifle	4D	0	25m / 50m / 100m	3	1
Auto Rifle	5D	0   1	60m / 120m / 240m	15	1
Shotgun	4D	0	--- / --- / 30m	2	1
Energy Pistol	4D	0	8m / 15m / 30m	4	2
Energy Rifle	6D	0	30m / 60m / 120m	4	2

## Armour

Armour works in much the same way as Toughness and Extra Physical Toughness does. Armour protects by adding a certain amount of soak bonus to the person wearing it. This is counteracted by the fact that Agility gets a penalty to all actions while the armour is worn.

<b>Armour</b>	<b>Soak/ Armour Value</b>	<b>Agility Penalty</b>	<b>Notes</b>
Light Leather	1 D	0	
Heavy Leather	2 D	0	
Chain Mail	3 D	-1	
Scale Mail	4 D	-2	
Plate Mail	5 D	-2	
Shield, Small	0 D	0	+ 1 D to Parry
Shield, Large	1 D	-1	+ 2 D to Parry

Any other form of armour, whether its from Japan (ninja / samurai armour), or from modern to future times can be extrapolated from this list.