

ANIME 5E

FIFTH EDITION FANTASY ROLE-PLAYING ADVENTURES



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In the myriad realms of imagination, there are many dungeons to explore, dragons to tame, and paths to find.

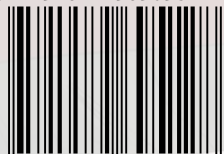
Anime 5E helps you unlock the realms of fantasy to experience them all.

Welcome to Anime 5E – the fantasy role-playing game for all your anime and manga adventures, which builds upon the Fifth Edition rules of “the world’s most popular storytelling game”. This stand-alone role-playing game brings a point-based balance to the standard Fifth Edition offerings, and then layers a wide selection of new races, classes, skills, features, powers, game mechanics, and combat options on top of this foundation. Anime 5E is the beginning of a journey, so hold on tight as we welcome you to your next great fantasy adventure!

Explore, learn, and connect at

Anime5E.com

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Over twenty years ago, when Wizards of the Coast opened the opportunity for other companies to publish products that were compatible with their juggernaut fantasy role-playing game – either through the Open Game License (OGL) or their more-restrictive d20 System Trademark license – the role-playing industry changed. My original anime RPG, Big Eyes, Small Mouth or BESM, and its universal Tri-Stat System was on its way to establishing itself as the go-to destination for anime gaming action and drama. Sure, I played the world's most popular fantasy RPG too, but I scoffed at the idea of abandoning my beloved Tri-Stat System in favour of the dominant d20 System. *BESM was a better game, I told myself. Everyone should recognise that.*

Yet, the financial draw of playing in the d20 sandbox was undeniable. And it wasn't just the money, but the gaming mindshare as well. I remember so clearly a 2002 convention road trip, driving from Las Vegas to Los Angeles with some publishing peers. The incredibly brilliant John Zinser challenged my way of thinking about embracing the OGL community: *If you don't publish an anime d20 game, someone else will.* That single statement was the inception of the BESM d20 RPG.

Ego has its benefits, but it can also place nasty constraints on the creative process. My ego needed to continue reigning as the King of Anime RPGs, and I tackled the process of converting BESM Tri-Stat to BESM d20 with impure creative intentions. I steadfastly believed that Tri-Stat was better than d20, and I made my thoughts abundantly clear while converting between the systems. I forcibly shoehorned most elements of Tri-Stat into d20 with no regard to the reasons why the system was so popular and played by millions. *I'll give you BESM d20, but I'm going to force you to play it my way. The right way. The better way.*

Although I look back at my approach to BESM d20 with creative disdain, it proved to be a popular product that offered numerous innovative options to standard d20 gameplay. Many gamers have expressed their appreciation to me; BESM d20 helped them merge their love of anime with their enjoyment of d20 games. I am thankful for the opportunities that BESM d20 provided to me and to others, even if I know that I made creative design compromises rooted in ego and arrogance.

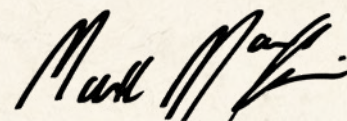
Fast forward nearly 20 years. I had re-emerged into the role-playing field with BESM Fourth Edition – powered by the latest and greatest version of my cherished Tri-Stat System. I had planned to devote my game development time exclusively to BESM when suddenly the world came to a halt with a global pandemic. Like many people, I found myself isolated at home with far too much time on my hands. I had the creative itch to revisit my work on BESM d20, and 2002-Mark had a very different perspective on game design and life choices than 2020-Mark. During those two decades, I had come to the (now obvious) realisation that it wasn't my place to tell others how they should be enjoying their games, or that my game preferences were better than theirs. I was confident in my new mindset; if I tackled making an anime version of Fifth Edition, I could fully embrace the system that made Fifth Edition so popular. This wouldn't be simply an updated BESM d20; I would make the Anime Fifth Edition role-playing game. *Respect the game, I thought, and the right design paths will open.*

I am extremely proud of my Anime 5E design work. My love of role-playing started in grade seven with the basic red boxed set (and, later, the rest of BECM), and I believe Anime 5E expands on the Fifth Edition game framework in all the right ways. This book is 5E, but it's Anime 5E. Some rules aspects are tweaked or massaged in ways that enhance the foundations of Fifth Edition, of course, as I have wrapped it within a balanced, points-based, and effects-based framework that evokes the sheer awesomeness of anime action and drama. As I completed the design and playtesting and prepared to launch a crowdfunding campaign to gauge interest, I had no idea if the Fifth Edition crowd would embrace what I was trying to accomplish with the game. I had modest hopes as I pressed Kickstarter's launch button.

Expectations blown. \$608,702 was pledged by 8,073 backers, making Anime 5E the #21 most funded (by dollars) and #13 most popular (by backers) role-playing game Kickstarter of all time. Backers unlocked a whopping 40 stretch goals and have positioned Anime 5E as a significant player in the third-party Fifth Edition landscape. I had put out a general question to backers, asking them why they pledged their support for Anime 5E. The majority of the responses could be distilled to a simple answer: they love Fifth Edition and they love anime, and so supporting a game that blends these two elements together is an obvious choice.

To everyone who first picked up BESM d20 so long ago. To all the BESM fans who have supported the game through four editions. To all the 8,073+ Anime 5E Kickstarter backers, who took a chance on a small company with modest dreams. To everyone who purchased this book online, or at a game convention, or from a retail store. To everyone who plays Anime 5E but isn't ready or in the position to buy the game. And to everyone who realises how fortunate we are to be welcomed into an amazing community of like-minded gamers that can not only survive, but thrive, during a global pandemic.

THANK YOU.



Mark MacKinnon
May 2021

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ROLE-PLAYING GAME MANIFESTO

Follow the rules. Or don't. I'm a game manifesto, not a cop.

Always strive towards maximising inclusion, diversity, and sensitivity.

You can't be playing wrong when creating enjoyment for the entire group.

Should dice rolls conflict with great story development, the story always wins.

Moving beyond the rules with creativity and innovation is encouraged.

Your interpretation of the game rules is as official as the designer's intent.

Role-playing intensity increases with honest and respectful communication.

Trust is an essential ingredient for an amazing game experience.

The Game Master works against the characters, but never against the players.

If you are no longer having fun playing the game: stop, regroup, and evaluate.

The game book contains the answers to all things.

When the above does not apply, make it up.

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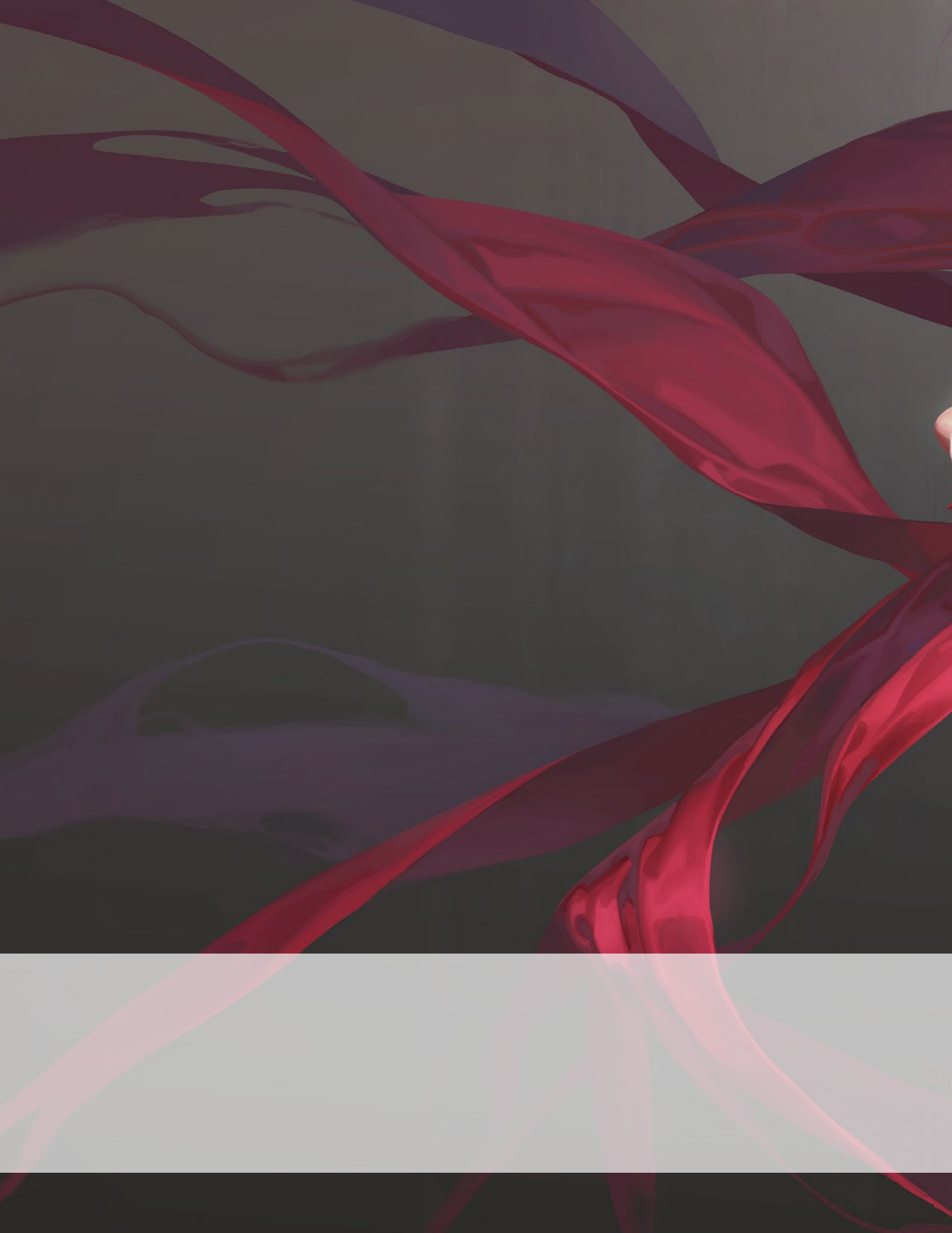
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CHAPTER 1

Introduction

CHAPTER 1

INTRODUCTION

In the myriad realms of imagination, there are many dungeons to explore, dragons to tame, and paths to find. Anime 5E helps you unlock the realms of fantasy to experience them all.

Welcome to Anime 5E – the fantasy role-playing game for all your anime and manga adventures, which builds upon the Fifth Edition rules of the world’s most popular storytelling game. Mark MacKinnon, creator of the critically acclaimed *Big Eyes, Small Mouth* anime role-playing game, has adapted the best of anime dynamics to Fifth Edition to give players and DMs unlimited control over their creations. Anime 5E brings a Point-based balance to the standard Fifth Edition offerings and then layers a wide selection of new Races, Classes, Skills, features, powers, game mechanics, and combat options on top of this foundation. What you hold in your hands is the beginning of a journey, so hold on tight as we welcome you to your next great fantasy adventure.

Big Eyes, Small Mouth

“Anime” is the accepted term for animation from Japan. It has garnered much more respect in its native country than North American cartoons have in Canada and the United States. One reason for the popularity of anime is its diverse subject matter, ranging from fantasy and science fiction to romantic comedy and horror. While North American cartoons tend to be written for younger audiences (with a few exceptions), anime includes many shows aimed explicitly at teenagers or older viewers. This encourages more sophisticated storylines and a wider array of genres.

Another factor in the appeal of anime is the ongoing multi-episode story arcs that are a common feature of many live-action TV dramas. A show can tell a complete story with a beginning, middle, and end rather than simply present a series of disconnected episodes that lurch onward until cancellation. Science fiction and fantasy fare very well in anime. Freed from the budgetary constraints imposed by the high cost of live-action special effects, coupled with a willingness to tackle stories that appeal to older viewers, many shows bring fantastic visions to vivid life. Alien invasions, world-shaking sorcery, transforming robots, super-powered heroes, demonic monsters, obsessively detailed military hardware, and realistic depictions of life in space are all a part of anime. Characters in these shows are often larger than life: angst-ridden, utterly clueless, burning for revenge, or hopelessly in love.

“Manga” can simply be defined as comics from Japan, though the offerings are once again much more accepted and widespread than their Western counterparts, with millions of issues sold each week. With ongoing plotlines, engaging characters, and a vast diversity of settings, genres, and topics, manga has gained popularity in North America over the years. With manga achieving mainstream respectability, bookstore shelves often have a separate manga section, sometimes with hundreds of titles available for purchase.

ANIME ORIGINS

The first anime series produced in Japan was *Tetsuwan Atom* (1963), created by Osamu Tezuka and his animation studio, Mushi Productions. Later, this series became popular in the West as *Astro Boy*. From the 1980s through the 1990s, anime improved in both sophistication and quality, with series like *Space Battleship Yamato* (1975, space opera), *Urusei Yatsura* (1981, alien girlfriend comedy), *Mobile Suit Gundam* (1979, military drama), *Macross* (1983, science-fiction soap opera), *Bishojo Senshi Sailor Moon* (1992, magical girl drama) and *Ranma 1/2* (1994, martial arts comedy) exemplifying particular genres. A major breakthrough came in the early 1980s, when direct-to-video (OVA; Original Video Animation) anime releases caught on, allowing production studios to produce shows aimed at smaller niche audiences or older viewers in a much greater diversity of genres. The legacy of this “OVA boom” (and the rise of specialty cable TV) was a renaissance in original television anime in the late 1990s, of which the most influential series was the mecha-conspiracy saga, *Neon Genesis Evangelion* (1996).

In North America, relatively few anime-derived series were translated and adapted for television in the 1970s and 1980s. Most that did appear were heavily altered, often losing those Japanese elements (such as a continuing story arc) that made them interesting and so engaging. Notable exceptions were *Star Blazers* (1979, the U.S. version of *Space Battleship Yamato*) and *Robotech* (1985, a compilation of *Macross* and two other series), whose adaptations left their story arcs largely intact. The fandom that developed around these shows was sustained by comics, books, and fan activities that helped fuel the first anime-inspired giant robot board games and RPGs. In 1986, the first American anime magazines appeared. More and more Westerners became active in the distribution of Japanese-language or fan-subtitled tapes, as fans became aware of the “OVA boom” taking place in Japan. Successful comic book translations of high-quality Japanese manga (such as *Akira*, *Lone Wolf and Cub*, and *Appleseed*) and the theatrical release of *Akira* captured new fans.

In the late 1980s, a number of American companies began releasing quality subtitled and dubbed translations of anime releases, including some of the best of the then-new science-fiction OVA series like *Gunbuster* (1988) and *Bubblegum Crisis*

(1988). In the 1990s, the growing popularity of anime allowed companies to release longer TV series (notably, amongst them was *Ranma 1/2*, one of the first successful non-mecha series in America) direct to video. In 1995, the “impossible” happened when the magical girl show, *Sailor Moon*, began appearing on North American television – the first shojo (young girl) anime to do so. Its success has added a new generation of young female (and male) fans.

The end of the millennium (and the transition into the new century) saw an explosion in anime with TV series being translated and released on video within months of their appearance in Japan. This is in addition to anime returning to mainstream American television. Series such as *Dragon Ball Z*, *Gundam Wing*, *Tenchi Muyo!*, *Cardcaptor Sakura*, *Digimon*, *Escaplowne*, and *Pokémon* were broadcasting on network television to high ratings. It seemed as though the high times would continue for years to come.

ANIME EVOLUTION

All good things must come to an end, however, and around the end of the decade, the bubble burst on the North American anime market. This left doubts in people’s minds whether anime in the West would even survive the large-scale changes that were looming. With the advent and popularisation of the streaming service Crunchyroll in 2008, fans could access anime faster than ever before. While some criticised the streaming site for initially allowing illegal uploads of Asian entertainment on their site, Crunchyroll began obtaining legal anime licenses and grew dramatically over the coming years.

With streaming becoming more and more popular in the second half of this decade, multiple companies couldn’t keep up with the changing marketplace and either went out of business (ADV and Central Park Media) or closed up shop in the West entirely (Bandai Entertainment and Geneon). Luckily for fans in North America, more companies followed Crunchyroll’s lead by opening their own streaming services, including Funimation and Netflix – both of which have recently engaged the market more heavily by helping to finance original productions.

Despite this new hurdle, the indomitable spirit of anime lived on in Japan, with hundreds of new series released every single year. Giant robot series, which included *Code Geass* (2006) and *Gurren Lagann* (2007), continued to be popular. However, series that adapted the story of Japanese dating-sim games such as *Fate/Stay Night* (2006) and *Clannad* (2008) also started to increase in prominence. While this was happening, a new art style began to gain popularity in the form of bishojo (pretty girl) or moe, a style that would become the calling card of studios like Kyoto Animation. Bishojo art was well represented throughout the next few years with *Lucky Star* (2007), *Toradora* (2008), and *K-ON!* (2009) leading the charge, and soon began appearing in overseas markets as well.

One thing that remained the same throughout the transition into the new millennium was the popularity of shonen (young male) and seinen (adult male) anime. Series like *Fullmetal Alchemist* (2003) along with the subsequent (more faithful to the manga source) retelling in *Fullmetal Alchemist: Brotherhood* (2009), *Death Note* (2006), *Fairy Tail* (2009), *Attack on Titan* (2013), *Dragon Ball Super* (2015), *Black Clover* (2017), and *Demon Slayer* (2019) all took the world by storm and made anime even more mainstream.

As the years progressed, more anime aimed at a female demographic started to emerge and grew in popularity in North America and beyond. Such shows included the worldwide figure skating hit, *Yuri!!! On Ice* (2016), and the resurrection of the beloved magical girl series, *Sailor Moon*. The new streaming series, *Sailor Moon Crystal* (2014), rebooted the global anime phenomenon that more closely followed creator Naoko Takeuchi’s original manga stories.

In 2012, *Sword Art Online* recaptured imaginations and became arguably one of the most popular series of the decade, helping usher in a new era of fantasy isekai (different world) anime. While the concept of heroes transported to different worlds, lands, or dimensions was not new to the anime landscape, the success of SAO and its spinoffs paved the way for many others of its kind, including *Re:Zero* (2016) and *That Time I Got Reincarnated as a Slime* (2018). This genre became so popular among manga and novel authors by the latter half of the decade that multiple publishing contests in Japan banned entries that fell into the category.

By 2015, anime had reached a fevered pitch, with over three hundred new series aired in Japan in one year alone. Animation studios were becoming quite overworked and understaffed, with the productions being scheduled years in advance. In 2019, these conditions were brought forward by a worker for famed animation studio Madhouse, who claimed to have been forced to work a shocking 400 hours of unpaid overtime in a single month.

Now more than a year into the 2020s, Japanese anime is on the horizon of a new era – and what will come from the future is anyone’s guess. Certainly, quality streaming services have changed the anime landscape. Whether we will see good times or bad, one thing remains the same: anime will continue to be a worldwide phenomenon for all ages for many years to come. Anime 5E will be your companion for the journey.



Anime Fantasy Gaming

Watching anime movies or reading a manga series doesn't quite provide the immersive experience that some people crave. These inspired individuals don't just want to passively watch fantasy anime – they want to live it and experience it and be consumed by it. Even playing anime-themed video games doesn't provide the creative outlet whereby players can live the adventures of their favourite anime characters. An anime and manga role-playing game – just like the one you're reading – fills this dramatic need perfectly.

WHAT IS A ROLE-PLAYING GAME?

For many people, a role-playing game (RPG) is the logical evolution of the games we used to play as children: “House”, “Cops and Robbers”, and “Superheroes”. A rule system assists in settling conflicts and resolving actions, often using a random generator (dice, cards, etc.) to add an unpredictable element to the game. A game typically involves a handful of players (2-10) and one person to act as the master of the dungeon (DM) – alternatively known as game master, storyteller, referee, keeper, director, moderator, or by numerous other titles. The players tell the DM what their anime alter-egos would like to do, and the DM describes the results of their actions. The DM is also responsible for creating the plot and the setting for the game adventures and works closely with the players to keep the game interesting and fun for all.

In Anime 5E, players assume the roles of fantasy anime characters. The game system helps players assign some strengths and weaknesses to their characters using numbers to indicate relative ability. The remaining elements of a character's background, family, knowledge, hobbies, and interests are not covered by the rules and are described by each player according to their choice of character personality.

As a player, you control your character's actions in the game. They can be likened to one of the major characters in an anime movie or series, working through the unexpected twists and turns of the plot with the help of other major characters (i.e. personalities controlled by the other players). Your character's actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence that could be revisited upon your character in a future game session. Role-playing is a group effort, and positive interactions between your character and those of the other players are vital to everyone's enjoyment of the game.

As a DM, your contribution will be much greater than that from any one player. You must establish the setting, conflicts, and plot of the adventure, as well as all the non-player characters (NPCs) your group of players will meet during the game. Additionally, you must be able to project your imagination to the players by describing in vivid detail the world in which they live. Then, after all that, your game plot must remain sufficiently flexible to allow the characters' actions to make a definite impact on the adventure. A plot that is too rigid may

leave players feeling their characters have lost the free will to affect their own destinies. Should you assume the role of DM, you must possess creativity, good judgement, and the ability to improvise in unexpected situations. It takes extra time and effort, but the reward of a well-played adventure is certainly worth it.

Each role-playing adventure or episode will require one or two game sessions, each several hours in length. A number of episodes using the same characters can be linked together to form an anime campaign. Campaigns require more commitment from everyone involved, but watching the characters grow as the greater plot unfolds makes the extra effort worthwhile. The most engaging campaigns can last years or even decades, but keeping a campaign running for several months to a few years is a significant accomplishment given the busy schedules we find ourselves living.

For additional details about playing in and running Anime 5E adventures, see Chapters 9 (page 178) and 12 (page 238).

WHAT DO YOU WANT IN AN RPG?

If you ask a dozen gamers, “What is the most important aspect of a role-playing adventure?”, you'll likely hear a dozen different answers. Diversity in role-playing is one of the hobby's strengths, though establishing a common ground for your game's focus is essential to help meet everyone's expectations.

Anime 5E was designed to create exciting anime and manga fantasy adventures, accommodating nearly any setting, time period, and player power ranking. The rules are straightforward to use and thus do not include an overwhelming amount of specific detail. In particular, the task resolution and combat system are designed to be compatible with other Fifth Edition (5E) RPGs, yet customised to capture the fast-moving nature of anime and manga action. This system's commonality with “the world's most popular role-playing game” makes it an ideal choice for both novice and experienced players. Nevertheless, the role-playing interactions between the DM and the players, as well as between the players themselves, are the primary focus of Anime 5E. To this end, the core mechanisms of the game are merely a tool to accomplish this goal.

RECORDING GAME INFO

At the end of this book, you'll find a simple character sheet on which you will record your creation. Document your character's important game stats as you progress through Chapters 2-7, including Ability Scores and modifiers, Experience Points, Race, Class, Levels, Proficiency Bonus and proficiencies, Hit Dice and Hit Points, features, Attributes, and Defects. As you and your gaming group undertake adventures, make notations of changes to your character details.

Throughout this book, examples are presented in blue boxes,

while designer insights and important notes are presented in pink.



Exploring Anime 5E

This single rulebook volume contains everything you need to start creating and playing anime and manga RPG adventures. It works as an excellent expansion and companion to other Fifth Edition books as well, offering a unique perspective on traditional fantasy tabletop gaming.

ANIME 5E OBJECTIVES

Since Anime 5E was created as a hybrid approach between the traditional Fifth Edition fantasy RPG and dramatic anime and manga adventures, our role-playing game design focussed on several distinct objectives.

Provide Effects-Based Rules For Fifth Edition

The 5E fantasy RPG is a powers-based system – character abilities are prescribed as stemming from a particular power source, such as magical ability, racial heritage, or Class training. Conversely, Anime 5E introduces an effects-based system to the game. This means that the game rules provide the effects or outcome of an Attribute, and the players and DM define the specific application of those effects. For example, a character might achieve the capabilities of Flight (page 102) using: wings, magic, anti-gravity fields, psionics, force of will, reality-warping techniques, thermal riding, or many other methods. Similarly, a Weapon (page 124) inflicts damage that could take the form of a near-infinite number of sources, such as physical trauma, fire, electricity, cold, acid, mental, poison, etc. Adding an effects-based lens to character abilities in 5E provides a new and dynamic perspective to the game.

Offer Point-Based Character Options

Traditional 5E fantasy RPG Races and Classes acquire specific benefits as they gain Experience Points and progress through character Levels. Some benefits offer a meagre selection of options from which to choose, and the range is tightly controlled. Conversely, Anime 5E layers a Point-based system of benefits and hindrances on top of the Fifth Edition foundation that gives characters exceptional diversity regarding their special abilities, talents, and flaws. Points provide balance between characters of different Races and Classes, and empower the players to direct the creation and growth of their fantasy alter egos in exciting directions with unique combinations. Constructing characters from Points unshackles the players' imaginations to progress beyond the Level-based approach to character advancement.

Explore Rule Alternatives

Over three core books (PHB, DMG, MM), the Fifth Edition RPG provides a solid rules foundation for playing and running fantasy RPG adventures. Anime 5E expands on this ruleset by providing alternatives and options to enhance gameplay. A few of the new sections you'll find in Anime 5E include discussions concerning: called shots, tactical actions, combined attacks, critical hits and failures, wound difficulty penalties, and much more. Use what you like, modify ideas as appropriate for your gaming group, and discard what you don't like.

Not Just Fantasy – Anime Fantasy

Although Anime 5E can be integrated with any standard high-fantasy Fifth Edition gaming campaign, the Races, Classes, options, and new rules present a game that evokes the best in fantasy anime and manga series. The artwork sets a strong visual tone, of course, and this book features some spectacular pieces by extremely talented illustrators. Also, some story and character elements that are common in anime and manga – but are not as common in Tolkien-esque high-fantasy settings – provide additional flavour, such as pet monster duels (the Monster Training Attribute), characters that attract a swarm of admirers (Magnet Defect), and more. Finally, Anime 5E provides excellent guidance for playing and running campaigns to help you create an evocative anime-style flavour in your adventures (see Chapters 9 and 12).

Purposefully Omitted From Anime 5E

Of course, it's impossible to replicate the incredibly vast amount of information from all other 5E game books in this single volume. Anime 5E is a complete game unto itself, though there are aspects that were intentionally omitted.

Details on Fifth Edition Races and Classes

Anime 5E provides a Point-based rebalancing of the standard Fifth Edition Races (i.e. Dwarves, Elves, Halflings, etc.) and Classes (i.e. Cleric, Fighter, Rogue, Wizard, etc.) for use in your Anime 5E adventures, but does not reproduce the information readily available in the PHB. Instead, this book details the new Race and Class options.

Spells and Magic System

Fifth Edition includes a robust magic system with hundreds of spells that works well for their included Races and Classes. Anime 5E explores an alternative system for magical and paranormal effects (see Dynamic Powers Attribute, page 99) that can be used on its own or integrated with the existing Fifth Edition spells presented in the PHB and other 5E sourcebooks. Consequently, Anime 5E does not include any spell details.

Minor Rule Details

Anime 5E's action and combat chapter (page 150) provides the essential information for undertaking role-playing adventures. There are hundreds of rules and detailed minutia not reproduced from the PHB and other 5E sourcebooks, since they are not critical to the core elements of running anime adventures. This includes such sections as conditions, versatile weapons, controlling a mount, underwater combat, spellcasting elements, map/grid-based combat, and more. Of course, gaming groups are welcome to integrate these materials into Anime 5E adventures as desired. Since Anime 5E approaches role-playing as a narrative framework for storytelling – rather than a tactical combat game – much of these small additional details are left to the discretion of the DM and players.

Campaign Setting and In-Depth World Building

The Fifth Edition DMG provides exceptional advice about building fantasy worlds and creating campaign settings. Much of what is written also applies to an Anime 5E game; consequently, those sections are not repeated in this book.

Monsters and Magical Items

Anime 5E includes a modest selection of companions, monsters, objects, and weapons that DMs can integrate into their games directly or use for inspiration to create their own. The Fifth Edition core books contain hundreds of additional entries that easily integrate with Anime 5E campaigns.

NAVIGATING ANIME 5E

Whether you're a Fifth Edition fantasy veteran or new to d20 role-playing, knowing where to start with Anime 5E can be daunting. We have organised the chapter flow in this book to align with the information you need to know to get started. As you progress through this guide, refer back to the terms in the glossary (page 16) if you are unfamiliar with a game term.

Chapter 2: Character Basics outlines the essentials you need as your gaming group starts their journey to adventure. The DM will need to determine the characters' starting Level, which will set benchmarks to consider as you progress through character creation. During the all-important session zero, players will work collectively on their characters' framework, including their strengths, weaknesses, and background details. This is where you'll be introduced to the concept of Point-based creation, where every character feature – whether a base capability, magical talent, paranormal power, learned skill, innate trait, or specific flaw – is assigned a Point value. Points are not used in the traditional Fifth Edition RPG, so this may be a new aspect introduced to your game. Once you read the brief section about game mechanics structure (page 23), you'll move onto statting out your character.

Ability Scores come first. Once you generate these values and assign them to the six Abilities, it will help you focus on your character's two most important components: their Race (Chapter 3) and their Class (Chapter 4). Both Ability Scores and Race assignments require you to assign Points from your pool of Discretionary Points awarded by the DM, while your choice of Class outlines its character benefits. You can select from options exclusive to Anime 5E, or with DM permission, you can use any traditional Race and Class from the Fifth Edition PHB or other third-party Fifth Edition publications.

Next, you can acquire various features and benefits for your character, called Attributes (Chapter 5), by allocating any remaining Discretionary Points. Each Class Level also indicates the Attributes your character unlocks, which are cumulative with the Ranks you have assigned with Points. Some Attributes can be customised with modifiers (Chapter 7), or you can use them as they are written instead. If you assign Defects to your character (Chapter 6), you'll gain some extra Points to spend on even more Ability Score values or Attribute Ranks.

With character creation finished, the rest of Anime 5E focusses on gameplay and adventuring. Chapter 8 details the dice-rolling rules and combat game mechanics, providing context to your Race, Class, Attribute, and Defect choices. Adventuring is covered in Chapter 9, including gaining Experience Points and advancing character Levels. Chapter 10 provides a robust section of items, equipment, and weapons, followed by monster and NPC stats in Chapter 11. Finally, Chapter 12 wraps up the book with sections that address both creating and playing the game – including three sample world settings – and provides valuable advice for players and DMs.

ANIME 5E VS. BESM D20

In 2004, Anime 5E designer, Mark MacKinnon, adapted his Big Eyes, Small Mouth game system to the d20 System under the Open Gaming License (OGL) and called it BESM d20. Many players familiar with BESM d20 may view Anime 5E as its follow-up edition, and they aren't completely wrong. When physically comparing the two games, though, it's clear that they are quite different. Anime 5E has nearly twice the page count as BESM d20 and thus substantially more material.

The list below outlines the significant differences between Anime 5E and BESM d20:

- » As implied by the name, Anime 5E is based on the Fifth Edition ruleset under the OGL, whereas BESM d20 is based on the 3e/3.5e OGL. The foundational differences between Fifth Edition and 3e are significant, so Anime 5E and BESM d20 are not directly compatible. Point costs are balanced differently between the games.
- » Since it was released under the d20 Trademark License, BESM d20 is not a stand-alone game; it required the PHB to play and did not provide full rules for character creation. Conversely, Anime 5E is a complete core system that integrates with the Fifth Edition PHB, DMG, and MM, but stands alone and does not require them.
- » BESM d20 was presented as a multi-genre d20 System game that detailed technology and modern-day elements, rather than a fantasy RPG. Anime 5E is an extension of the fantasy setting and genre from Fifth Edition, and consequently only addresses rules and game guidance from a fantasy RPG perspective.
- » Anime 5E introduces 14 new fantasy Races, whereas BESM d20 only referenced the original PHB Races.
- » BESM d20 shoehorned standard Big Eyes, Small Mouth rules onto a d20 System framework, and thus ignored many mechanistic elements of the d20 System. Anime 5E instead preserves all the core elements of the Fifth Edition and instead offers an additional set of rules and options that layer on top of the Fifth Edition game.
- » Regarding Race Point cost determinations, Anime 5E does not take the position that Human is the base form – unlike BESM d20. Each Race is built independently starting from 0 Points.
- » Anime 5E presents customisation through Enhancements and Limiters – modifiers that players can assign multiple times to their Attributes to reshape how they function.
- » Anime 5E provides numerous examples of Items and monsters that players can either use directly or as inspiration to create their own. BESM d20 did not include these details and instead pointed players to the PHB and MM.
- » Anime 5E includes valuable DM guidance for creating adventures, deconstructing opponent Challenge Ratings, and creating encounter threats. BESM d20 did not.
- » There are many more examples and sidebars in Anime 5E compared to BESM d20, providing additional guidance and suggestions to gaming groups.
- » Three brief example fantasy world settings from the Anime Multiverse are explored in Anime 5E, whereas BESM d20 did not contain any setting information.
- » In the designer's personal opinion, Anime 5E is objectively a stronger and better-designed game than BESM d20.

Creation Example

To provide context for what comes next, we create an Anime 5E character below, from start to finish, as detailed in Chapters 2-7. As you progress through this book, you'll gain a detailed understanding of the character choices presented in this extended example.

Session Zero

Morgan is one of five players in a new Anime 5E mini-campaign that his friend, Jordan, is organising as the DM. During session zero, the group agrees that the game will be set on a standard high-fantasy anime world in a tyrannical kingdom ruled by a half-demon overlord. To reflect the experience of the seasoned adventurers, characters will each begin the game at 5th Level with 6,500 Experience Points.

Morgan determines his character's name now, which he bases loosely on one of his favourite anime portrayals: Jingoro.

Discretionary Points

Morgan has 84 Discretionary Points (80 base + 4 for starting at 5th Level) with which to assign his character Ability Scores and Race, as well as additional Attributes and Defects (page 20).

Ability Scores

Jordan indicates that the players should roll their Ability Scores using the standard Fifth Edition method (page 24): rolling four six-sided dice (4d6), discarding the lowest number, and repeating the process to generate six values from 3-18. Morgan will then assign the six values to the Ability Scores of his choice.

Morgan generates the following values: 10, 8, 11, 10, 17, 14. These Ability Score numbers sum to 70, which he deducts from the 84 Discretionary Points, leaving 14 remaining.

Envisioning his character as durable and tough, yet also smart, he assigns the largest value, 17, to Strength, and the next value, 14, to Intelligence. He then assigns the remaining scores: Dexterity 10, Constitution 11, Wisdom 8, Charisma 10.

Race

Looking over the 14 available Races (page 28), Morgan takes a liking to the Half-Dragon. This provides a number of dynamic features that are worth a total of 13 Points, including +1 bumps to both Strength (now 18) and Constitution (now 12). The 13 Points are deducted from the remaining 14 Discretionary Points, leaving just a single Point to spend later on Attributes.

Class

Morgan sees a change in Jingoro's direction after he had embarked on several adventures and decides that Multiclassing (page 51) is the way to go. With his Half-Dragon's connection to a fire breath attack, Morgan decides that Jingoro started as a fire Bender Class at 1st Level, but then diversified his training after completing 3rd Level. He selects Shadow Warrior as the new Class upon reaching the 4th Character Level, and continues on the path into the 5th Character Level, advancing to a 2nd Level Shadow Warrior.

1st Level Bender Features

At 1st Level, Bender Jingoro has d8 Hit Dice and a Hit Point maximum of $8 + 1$ Constitution modifier = 9 HP. He also gains light armour, shield, and simple weapon proficiencies, and both Constitution and Wisdom Saving Throw proficiencies. For the four martial weapon proficiencies, Morgan selects the following options to demonstrate a range of combat training techniques: crossbow,

longsword, warhammer, and whip. For his two Skill proficiencies, Morgan chooses Engineering and Nature to reflect Jingoro's insight into how things grow and are built. Finally, Morgan selects the domain of fire as a focus for Jingoro's first Rank in Dynamic Powers – Lesser.

2nd Level Bender Features

Upon reaching 2nd Level, Jingoro gains 2 Bonus Points. Since none of his fellow teammates seem to be creating a healer – which would leave a big gap in their range of powers – Morgan assigns two Ranks of the Healing Attribute for 2 Points (page 102).

Jingoro also gains 1d8 Hit Points, with a +1 Constitution modifier. With a roll of 6, his Hit Point maximum increases by +7 to 16 HP.

3rd Level Bender Features

Jingoro gains another 1d8+1 Hit Points. With a roll of 4, his Hit Point maximum increases by +5 to 21 HP.

Multiclassing at 4th Level

Rather than advance the Bender Class to 4th Level at 2,700 Experience Points, Morgan begins Multiclassing Jingoro and assigns the 1st Level of the Shadow Warrior Class instead. Since the new Class has d12 Hit Dice (+1 Constitution modifier) instead of d8 Hit Dice, Morgan rolls 11 and increases Jingoro's current 21 Hit Point maximum by +12 to 33 HP total.

The Shadow Warrior Class also adds the Strength Saving Throw Proficiency to Jingoro's existing Constitution and Wisdom proficiencies. The Class also provides one extra Skill proficiency, and Morgan selects Culture to reflect the character's extensive adventuring interactions with diverse communities.

Since the Shadow Warrior Class is proficient in all armour and shields, as well as all simple and martial weapons, there is a duplication with the Bender's more limited armour and weapon proficiencies. Following Multiclassing guidelines (page 51), Jingoro is granted Bonus Points equivalent to one-quarter the summed values of the duplicated proficiencies. The Bender Class's armour proficiencies are worth 2 Points and weapon proficiencies are worth another 2 Points, for a total of 4 Points in duplicated proficiencies. One-quarter of this value equals 1 Point, which Jingoro gains as an extra Bonus Point.

2nd Level Shadow Warrior Features

Upon reaching the 2nd Shadow Warrior Level, Jingoro gains 1d12+1 Hit Points. With a roll of 8, his Hit Point maximum increases by +9 to 42 HP total.

Since Jingoro has reached his 5th character Level (Bender 3rd and Shadow Warrior 2nd), his Proficiency Bonus increases to +3.

Attributes

When his 1 remaining Discretionary Point is added to his 1 Bonus Point from duplicated proficiencies, Jingoro has 2 extra Points to spend on Attributes. Morgan adds 2 Ranks of the Combat Technique Attribute (page 94), and selects Blackout and Lightning Reflexes.

Defects

With his fire dragon heritage, Morgan envisions Jingoro as having a weakness to cold-based attacks. He assigns the Vulnerability Defect at Rank 2 (-4 Points; page 140), indicating an uncommon attack form.

Customisation

Morgan spends the extra 4 Points to improve Jingoro's Healing Attribute to Rank 5 with Enhancements (page 143): Area x2 and Targets x2. Jingoro can now heal 1d8 Hit Points (effective Rank 1) for up to 5 targets within 30 feet simultaneously, rather than only one touched target as permitted by the standard Healing Attribute.

ANIME 5E

FIFTH EDITION FANTASY ROLE-PLAYING ADVENTURES

Half-Dragon, Medium

RACE AND SIZE

Impulsive redhead

DESCRIPTION

Honourable, curious

ALIGNMENT AND NOTES

| 6,500

DISCRETIONARY / EXPERIENCE POINTS

CHARACTER LEVEL 5

CLASS LEVEL HIT DICE

Bender 3 d8

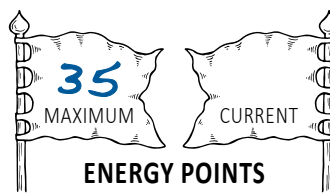
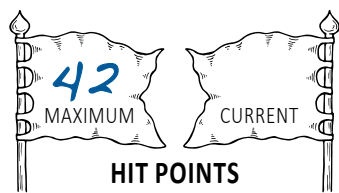
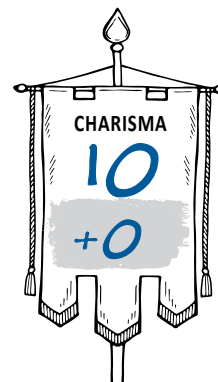
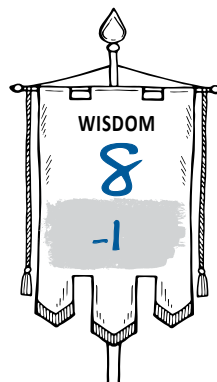
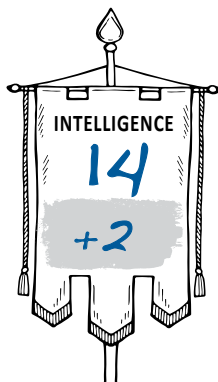
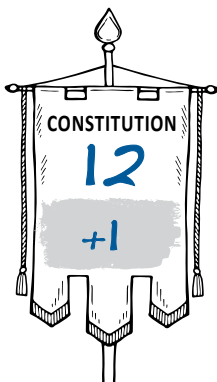
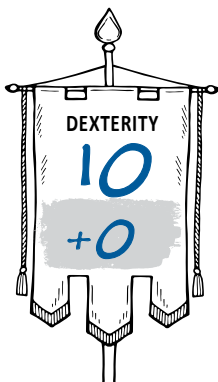
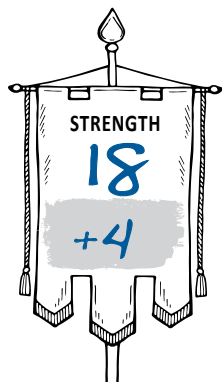
Shadow Warrior 2 d12

Jingoro

CHARACTER NAME

Morgan

PLAYER NAME



PROFICIENCIES

SAVING THROWS

Constitution

Wisdom

Strength

ARMOUR

All Armour

Shields

WEAPONS

Simple

Martial

TOOLS

SKILLS AND LANGUAGES

Common, Draconic

Engineering

Nature

Culture

WEAPONS, EQUIPMENT, TREASURE, BACKGROUND, AND ADVENTURING NOTES

Change State (Gaseous) - Rank 2

Dynamic Powers - Lesser (Fire) - Rank 2

Flight (30 feet/round) - Rank 1

Immunity - Lesser (Fire) - Rank 3

Immutable - Rank 1

Regeneration (1 HP/round) - Rank 1

Healing (Area: 30 feet -2; Targets: 5 targets -2) - Rank 5 (1)

Vulnerability (Cold) - Rank 2 (-4 Points)

Chain Mail (AC 16)

Bastard Sword (1d10 slashing damage)

2 Daggers (1d4 piercing damage)

200 gold

Weapon - Rank 4 (3) - Fire Breath (2d6 fire damage; Continuing -1; Range: 30 feet -2; Spreading -2; Save DC 13 +4)

Anime 5E Glossary

Ability Score (or Ability): Numerical assignments that reflect your character's basic capabilities, with higher Ability Score values indicating advanced accomplishment. The six Abilities are: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The values of these abilities range from 0 to 30, with a normal Human range from 3 to 18. The normal Human maximum is 24, but legendary characters or supernatural characters may have higher ratings up to 30.

Advantage: A positive modifier that provides a benefit to the character when rolling a d20 die to determine the outcome of a task. When an advantage is applied to a roll, instead of the normal single d20 die roll, the player rolls two d20 dice simultaneously and uses the higher of the two rolls for the d20 die value. An advantage is the opposite of a disadvantage.

Armour Class (AC): A numerical measure of how hard it is to hit a target with sufficient force to inflict damage. A standard Medium-sized naked Human has a 10 AC.

Attribute: Specialised aspects of your character that represent innate talents, learned skills, racial traits, magical or psychic abilities, paranormal powers, and more.

Class Level: When a character attains a Level, they select a Class assignment for that Level. Characters may attain Levels in more than one Class.

Character Level: This is a measure of the character's total advancement, rather than advancement in each Class Level. Character Level equals the sum of all the character's Class Levels.

Check: An alternative word for roll, used when determining if a character is successful at a specific task. Commonly used when making an Ability check or Skill check.

Defect: Flaws, penalties, and drawbacks through which a character must suffer in order to overcome the hardships of day-to-day life. They can be considered "negative Attributes" that return Points for allocation elsewhere.

Disadvantage: A negative modifier that imposes a penalty on the character when rolling a d20 die to determine the outcome of a task. When a disadvantage is applied to a roll, instead of the normal single d20 die roll, the player rolls two d20 dice simultaneously and uses the lower of the two rolls for the d20 die value. A disadvantage is the opposite of an advantage.

DM: The DM is the "master of the dungeon", sometimes called a Game Master (or GM) more generally. They are the one who organises and oversees the role-playing game implementation by narrating the details of the story that are not controlled by the players.

DMG: This is a short form that refers to the guide the master of the dungeon (DM) uses in traditional Fifth Edition RPG games.

Enhancement: A positive modifier that enhances the usage of a character's Attribute beyond its baseline description, providing an additional benefit or otherwise improving the Attribute. In exchange for this benefit, adding an Enhancement to an Attribute decreases its effective functioning Rank by one Rank. An Enhancement is the opposite of a Limiter.

Experience Points (XP): Experience Points are a numerical measure of the knowledge, maturity, and training the character gains through adventuring. When a character reaches specific XP totals, they gain a Character Level.

Fifth Edition: The rule set used by the world's most popular fantasy role-playing game, published in 2014.

Hit Dice (HD): Each Class has a specific Hit Die type, ranging from d4 to d20, which determines a character's Hit Point total.

Hit Points (HP): A character's Hit Points are a numerical measure that defines how tough and resilient they are in combat and other dangerous situations. HP are temporarily lowered when the character receives damage. A character's maximum HP total increases as they advance Levels. Hit Points are determined by the character's Hit Dice.

Initiative: This determines the order in which characters will act during a particular scene (often involving combat). Initiative rolls are made by participants using a d20 die and adding appropriate modifiers, with characters obtaining higher generated Initiative values acting before lower ones.

Level: A character who reaches a specified Experience Point total advances in capability and unlocks new features. This advancement is measured in discreet rankings called Levels, which typically range from 1-20, but can progress as high as 30.

Limiter: A negative modifier that decreases the usage of a character's Attribute below its baseline description, imposing an additional drawback or otherwise weakening the Attribute. In exchange for this drawback, adding a Limiter to an Attribute increases its effective functioning Rank by one Rank. A Limiter is the opposite of an Enhancement.

MM: This is a short form that refers to the manual of monsters used in traditional Fifth Edition RPG games.

Multiclassing: If a character attains Levels in more than a single Class, they are Multiclassing.

Multiverse: The optional multi-dimensional background setting for Anime 5E that features an infinite number of worlds connected by waylines across the vast cosmic web of all creation.

NPC: A non-player character whose actions in the game are usually controlled by the DM rather than a player. Every major, minor, and background entity that appears in a game scenario that is not one of the players' characters is an NPC.

PHB: This is a short form that refers to the handbook that players use in traditional Fifth Edition RPG games.

Points: These are collectively a numerical measure of the relative capability of characters. Those with higher Point totals are typically at a higher Level as well, and are more powerful or competent than those with lower Point totals. Players construct the various starting aspects of their characters using starting Discretionary Points assigned by the DM during character creation, or with those granted by the first Class Level. As the character advances in Levels, their selected Class may provide extra Bonus Points to spend on additional Attributes. Point value assignments often follow feature entries in bold brackets for characters and monsters (for example, "+1 Weapon [2]").

Proficiency: If a character is knowledgeable in the use of specific armour, weapons, tools, Skills, or Saving Throws, they are said to have proficiency in it. When making certain d20 die rolls, characters add their Proficiency Bonus (based on Character Level) if they are proficient with the object or technique they are using.

Saving Throw (Save): A Saving Throw represents an attempt to resist a spell, trap, poison, disease, or similar threat. Character's don't normally decide to make a Save; they are forced to make one because they are at risk of harm. Each Saving Throw is tied to a specific Ability Score.



CHAPTER 2

Character Basics

15

CHARACTER BASICS

And so, it begins. Designing new characters for an Anime 5E game should involve a thoughtful collaboration between you, the other players, and the DM. Your objective is to create a character who is fun to play and has a strong motivation to undertake adventures, while simultaneously ensuring a good fit with the DM's plans for the dynamic anime fantasy stories that will unfold. In Anime 5E, you can choose to spend as little as a few minutes or upwards of an hour designing a character. The difference lies in the amount of detail and individuality you build into your character. At no time during a role-playing campaign do you have more control over the destiny of your character than during the creation process, because that's when you establish their adventuring foundation. As questions arise concerning specific game mechanics or special character abilities, the discussions you have with your DM and fellow players are of paramount importance.

Session Zero

Session zero of your game establishes the essential baseline of what comes next and takes a broad perspective of your upcoming adventures. This is the time to answer big-picture questions, such as: What are the setting, sub-genre, and tone? Will we be having adventures in an existing anime or manga series (and perhaps taking on the roles of those main characters), or are we playing in an original creation? What sorts of things will our characters be doing? What are our characters' roles in the adventures? With how much money and gear will they start?

Your group will also need to discuss the practical, real-life aspects of the upcoming game as well. How often are we meeting to play (weekly, bi-weekly, monthly, or on some other schedule)? Is there a fixed number of sessions until we finish, or are we playing an open-ended campaign? What is the ideal number of players for the game storyline? Where are we playing and who is hosting the game nights? Or are we playing online instead? Your group may not have all the answers at this point, but discussing such parameters now ensures everyone is on the same page about the time commitment expected.

Now is the ideal time to also discuss your preferences involving game issues such as: theme and story maturity; combat intensity and frequency; drama versus comedy ratio; and the roles that players can take to co-create the adventures. When you establish the foundation for your game together, you'll discover and actualise an amazing experience that you all want to play.

COLLECTIVE CREATION

When preparing for the launch of a new role-playing campaign, players typically create their characters in isolation based on the setting information the DM provides. This tendency may not produce the best results for a strong start to the adventures, though, since both the characters and the players lack cohesion for this innately social activity.

Consider the benefits that a group character creation session provides to the team. Discussing the nature and roles of everyone's character ideas together ensures that the group dynamic is balanced and that every character has unique benefits that will allow them to shine during the game.

Establishing character connections is also easier in this initial group meeting, since you can co-develop resonant backstories to provide friendship contexts in the game setting. Finally, group character creation reduces the chances of missed opportunities when designing your team (i.e. having a hole in your party). Traditional dungeon-crawling adventures may be significantly more challenging if your group is missing a spell caster, healer, warrior, or thief!

After scoping the game, spend the rest of session zero talking about the ideal composition of your character team and the strengths and individuality that each character member can bring to the group. Everyone should ideally be open to concepts they may not have considered earlier, and look at their character's role in the larger context of the game. Spending additional time with the players and DM at this stage of character creation will yield great benefits compared to the typical isolated development tendency.

STARTING LEVEL

Once the DM and players together have outlined the general framework of the upcoming adventures, it's time to discuss your group's starting character Level. A character typically starts at 1st Level with zero Experience Points, which is the launching point for their adventuring life. Alternatively, your group may want to play more accomplished heroes that start at 2nd Level or higher. Consider the six Level groupings described herein and how they align with the players' visions for their characters.

Novice (1st Level)

The characters are just starting their new lives as brave and heroic adventurers, and are eager to embark on their first quest. The characters may have known each other for a long time – or perhaps they could be recently associated companions – but they have never adventured together before.

Capable (2nd to 4th Level)

The characters have some previous experience working as heroes (or even villains!), though they are still rough around the edges. They have been learning the traits and abilities that define their chosen Class, and feel more comfortable extending themselves in slightly dangerous situations. They may be starting to build their reputation if they have been journeying

together as a party during this time, or they may be applying their individual adventuring experiences collectively in a new group dynamic.

Seasoned (5th to 10th Level)

The characters now have a solid understanding of their roles – and responsibilities – as adventurers. They are unlocking mid-ranged powers and abilities, crossing into new areas of competence and effectiveness. Wealth and magical items are no longer seemingly unreachable goals, and the characters now have a firm reputation – individually, collectively, or both. They have expanded the scope of their quests, and are comfortable confronting dangers that threaten cities, kingdoms, organisations, and influential nobles.

Veteran (11th to 16th Level)

The characters have achieved a status that few adventurers ever reach, since by this milestone most have retired comfortably, stopped adventuring due to grievous injury, or perished along the way. Their fame has certainly expanded across multiple kingdoms and their talents and abilities are sought after by numerous nobles, guilds, and prospective apprentices. Wealth and resources are available to the characters in abundance, and thus it's clear that the adventuring life itself – rather than the potential awards that can be gained – continues to drive the characters towards larger and more dangerous achievements.

Mythical (17th to 20th Level)

The characters have advanced so far in their adventuring lives that they are now considered mythical archetypes of their Class and masters of their respective domains. Stories about the characters' brave (or perhaps infernal!) exploits are told across the world, expanding with each telling. It's not uncommon for the fate of the world, or even the cross-dimensional multiverse, to lie in the hands of the characters and their legendary actions.

Epic (Above 20th Level)

With this challenging power tier, the character's abilities are potentially forceful enough to single-handedly change the world (or even worlds). Few obstacles can stand in the characters' way and pose a significant threat. Players and the DM should be cautious about starting their adventures at this extreme degree of ability, since with great power comes great responsibility – and certainly great complications! Nevertheless, this seemingly godlike character range does reflect the power intensity of some popular anime shows.

Starting Experience Points

Novice characters that begin the game at 1st Level start with zero Experience Points (XP). Otherwise, characters start the game with the minimum amount of XP needed to attain their starting Level (see Table 08, page 50). For example, characters created to start at 3rd Level begin their adventures with 900 XP, while those that start at 9th Level are granted 48,000 XP.

Starting Level-Based Benefits

If the characters are starting the game at a Level beyond 1st, they will also gain the features and benefits of every skipped Level up to their starting Level. For example, if the players start their characters' adventures at 6th Level, their characters also start with all the benefits of Levels 1st through 5th from their choice of Classes.



DISCRETIONARY POINTS

In addition to benefits a character receives from their starting Level and Class (page 48) – and every Level beneath their starting Level – they also start with a fixed number of Discretionary Points that they use to assign a Race, Ability Scores, and additional Attributes. A player can increase their character's pool of Discretionary Points by also burdening their creations with one or more Defects. Details concerning these options are provided later in this chapter and in Chapters 3 through 7.

Characters have 80 Discretionary Points to allocate during character creation (modified up or down, as the DM prefers). If a character begins the game above 1st Level, the DM can also award an additional 1 Point for each Level above 1st as a bonus. These extra Points reflect the treasure items and special perks the characters could have gained while adventuring through those missing Levels. Such extra Points are in addition to the normal starting Level-based benefits described earlier.

CHARACTER BENCHMARKS

Anime 5E offers nearly endless possibilities when spending Points on your creation. Problems relating to balance and suitable challenges could arise if players focus their Point allocations in only a few options, when compared to players that have created less-optimised characters.

For example, if all the characters in a fantasy story are only protected by modest protective armour (such as chain mail), but one character has complete immunity to all weapon damage (Rank 6 of the Immunity Attribute, page 103), it is difficult to confront the group with an opponent that can threaten the highly protected character without being a vastly overpowered enemy to the majority.

Unlike the strictly Levelling-based enhancements provided to characters that only use the base Fifth Edition rules – in which character abilities are prescribed with numerous restrictions – Anime 5E's options can present challenges to players and DMs unfamiliar with the flexibility of Point-based games. In short, it's possible to create “broken” characters in Anime 5E without helpful benchmarks.

Table 01 presents a list of optional, but suggested, minimums and maximums when creating your character to avoid widely varying character abilities in your group. As you build your character and progress through Chapters 3-7 of the creation process, refer back to this section to ensure you aren't straying outside the recommendations. Players and the DM can

collectively decide to modify or ignore specific benchmarks (or all benchmarks), or permit appropriate exceptions where desired.

Maximum Ability Scores

Two values are listed here, limiting the character's highest and second highest scores.

Maximum Attribute Ranks (Effective Rank)

These benchmarks are for Attributes that increase linear bonuses (such as the +1 Hit Point/Rank for the Regeneration Attribute, or +1 Check bonus/Rank for the Inspire Attribute) or have descriptive Rank benefits (such as those for the Connected or Mind Control Attributes). Attributes related to size (page 44) may exceed these limits. The benchmarks also do not apply to Attributes that offer one choice per Rank from a selection of discreet and unconnected benefits, such as the Combat Technique, Sixth Sense, and Special Movement Attributes. Furthermore, the Weapon Attribute Rank limit is determined by the maximum normal damage benchmark column instead.

Maximum Proficiency Bonus

A bonus ceiling is imposed in games that allow access to the Enhanced Proficiency Attribute.

Maximum Armour Class

A characters' maximum AC includes all aspects available to them, including physical armour and shields, Dexterity bonus, Class features, spells, the AC Bonus Attribute, etc.

Maximum Normal Damage

The typical maximum damage from a single attack includes all base sources of normal damage – including mundane weapons, the Weapon Attribute, other Attributes, Race features, Ability bonuses, spells, etc. – but before considering additional damage from critical hits, called shots, Defects, etc.

ESTABLISHING BOUNDARIES

No, not character boundaries – real-life boundaries. Although Anime 5E is a wonderfully social game, it's incumbent upon us all to ensure that the sensitivities of the DM, the players, and even bystanders and passers-by, are all considered during the game. We don't know everyone's real-life history and story, and consequently the care and compassion we show to each other during character creation and gameplay is of paramount importance. Not everyone will share the same perspective concerning sensitive concepts, and thus having both advanced and ongoing conversations with the group is the best approach.

TABLE 01 • CHARACTER BENCHMARKS

CHARACTER LEVEL	MAXIMUM ABILITY SCORES	MAXIMUM ATTRIBUTE RANKS	MAXIMUM PROFICIENCY BONUS	MAXIMUM ARMOUR CLASS	MAXIMUM NORMAL DAMAGE
Novice (1st Level)	1 @ 18 1 @ 17	4	+3	20	25
Capable (2nd - 4th Level)	1 @ 19 1 @ 18	5	+4	22	40
Seasoned (5th - 10th Level)	1 @ 20 1 @ 19	6	+5	24	60
Veteran (11th - 16th Level)	1 @ 22 2 @ 20	8	+7	26	100
Mythical (17th - 20th Level)	1 @ 24 2 @ 22	10	+10	30	200
Epic (Above 20th Level)	No maximums	No maximums	No maximums	No maximums	No maximums

Social Sensitivity

It is impossible to create an exhaustive list of every topic that might evoke sensitivities in your group. The few topics listed below can serve as a reminder and starting point for your considered thoughts, and perhaps might generate insightful conversations that guide your role-playing:

- » The role of LGBTQ+ in your game and how the tone (serious vs. comedy) impacts the participants
- » Character gender identity and orientation
- » Gender roles and associated power structures
- » Nudity, sexuality, violence, and consent
- » Race, minority rights, inequality and oppression, and stereotypes – even in a make-believe fantasy setting
- » Mental health and addiction, as well as differing physical and mental abilities
- » Poverty, class, tribalism, and privilege
- » Religion, faith, spirituality, ideology, and dogma
- » Politics across the entire left/right/centre spectrum
- » Law and order, and how it touches upon many of the above topics both positively and negatively

Your Character's Framework

A character outline is a broad concept that provides you with a frame on which to build your character. It is not fully detailed; there is no need to concern yourself with the character's specific skills, powers, or background details at this stage. Use the game scope established in your earlier discussions as the starting point for your character, and build your outline on that foundation. Continue discussing your character ideas with your group to ensure your creation works well with the concepts of the other players and with the overall themes and focus of the upcoming game.

Character Strengths

In many campaigns, the players may find it advantageous to create complementary characters with unique sets of abilities. For example, a team fighting supernatural evil in dungeons across the kingdom might include a combat specialist or two for bashing monsters, a spiritualist for dealing with ghosts and the undead, a psychic or sorcerer for handling magical opponents, and an information broker for digging up background information. A degree of specialisation helps players enjoy their characters by giving them a unique identity.

At the same time, it is equally important that the characters not be too specialised, or the group will lack cohesion; other players may sit around bored while each specialist has their own little adventure within the game. It is a good idea to identify a minimum set of capabilities that everyone should have. For example, in a campaign that will focus on fantasy martial arts, perhaps everyone will be a competent warrior, but individual characters may possess different fighting styles and unique backgrounds – which could be reflective of different fighting Classes such as Hunter, Ninja, Samurai, Shadow Warrior, etc.

The group of characters may be independent fantasy adventurers. In other game concepts, the characters may be part of a larger organisation and would logically have helpers in supporting roles. An example of this scenario is an elite infiltration force in a thieves' guild. A guild leader, information specialist, tools and weapons expert, healers, cooks, and other personnel may support the rogues on their missions. A few of these roles may make worthwhile player characters, but often this "supporting cast" is best filled by background characters created and controlled by the DM. These characters may become the group's friends, colleagues, love interests, or rivals as the game progresses, but they also free the characters to take on roles that let them share in the same story action.

Character Weaknesses

Game characters may be larger than life – sometimes even figures of myth and legend – but usually they still have one or more weaknesses. Is the character vulnerable to some forms of magic? Does it take a while for the character's powers to activate or can they be negated by a special substance? Does the character struggle with a particular life aspect? Providing weaknesses to a character adds greater depth and potential for role-playing opportunities, but be sure to consider aspects of social discomfort concerning your choices (page 134).

Defining Your Character

You should decide on your character's Race, age, and sex or gender, determine a broad archetype for their personality, and sketch an idea of ethnic and social background. Of course, it is equally important that a character has room to grow beyond your initial concept. A character that you have spent hours perfecting and detailing may quickly become stagnant and uninteresting once play begins. A good character outline usually focuses on one or two main personality traits and leaves plenty of room for you to explore and develop the character into a fully rounded individual over time. Although the starting archetype should be an integral part of the character, it should not rule all of their actions. At some point during the game, your pacifistic martial artist may be driven to an act of vengeance, or your angst-ridden rogue may finally discover a cause in which to believe. As long as these developments proceed naturally from events in the game, they should be a welcome part of the role-playing experience.

Background Details

One of the most effective ways to better visualise your character is to provide detail through your creation of a background history, a character story, a character drawing, or other unique creation (perhaps using a website, video camera, music collection, etc.). Spending time to develop your character without rules will enhance your role-playing greatly, and can give the DM a window into your character's motivations.

This step in character creation gives you a chance to answer important character questions before gameplay begins. What formed their outlook on life? Where do they live? Work? Earn money? What are your character's likes? Dislikes? What about family? Friends? Romantic interests? Enemies? These details add depth to your character, but you should not become obsessed with them. Leaving room for growth can provide development opportunities during the course of the adventures.



Character Quiz

To help spark creative inspiration for your character's background, answer the 30 questions listed on the character quiz (page 26). If you have the time and desire, write and answer your own additional questions, too.

Group Connections

Work with the other players to establish background connections between your characters before the game adventures begin. Perhaps some of your team grew up together and have been friends for their entire lives. Or instead, they could have worked together in the past and have maintained a professional relationship (or rivalry!) ever since. The characters can even be related by blood or marriage, though this revelation might have been a recent surprise rather than a long-established situation. Furthermore, don't neglect establishing group connections with background organisations and cabals, since they can provide excellent future hooks.

What's in a Name?

You have the freedom to name your character whatever you like, but the DM may have some ideas for character names that fit a particular setting. Anime series are often notorious for employing odd, but plausible, fictional names for fantasy characters. Sometimes these are actually borrowed from Western or Asian mythology or named after objects such as cars, gemstones, motorcycles, or rock stars, making them sound suitably exotic without being totally unfamiliar. Unless your campaign is a comedy, however, avoid a silly name since it may ruin the suspension of disbelief for the other players.

BALANCE AND UNIQUENESS

There's good reason why the traditional dungeon exploration party consists of a group of adventurers that fill the roles of Fighter, Rogue, Cleric, and Wizard. Each character has a unique set of features they bring to the party, which provide a balanced approach to the game table.

Anime 5E's Point-based buffet-style approach breaks down some of these imposed areas of expertise. In standard fantasy gaming, only a Fighter has enhanced toughness, only a Cleric casts healing spells, and only a thief can move stealthily and check for traps – but in Anime 5E, all characters can allocate Points to any feature they want to acquire. When a Wizard has just as many Hit Points as the Fighter and can still cast spells, some players may be left wondering how they fit into the party.

It's important that each player creates their character with an eye on both balance and uniqueness. This is why collective character creation with the whole gaming group is so important. If you want a particular aspect of your character to be their central strength that offers an exclusive contribution to the party, discuss your ideas with the other players. Your group will not only want to ensure that all important adventuring aspects are covered – someone tough in battle, someone who is stealthy and highly skilled, someone who has mystical ability, etc. – but also make each character's contribution to the party important and valued. You can even use backgrounds from the Fifth Edition PHB.

Structure of the Game Mechanics

With the foundational basics of character creation nearly complete, you'll soon move onto the construction of your adventuring hero. Of course, it's somewhat challenging to create a character properly without understanding the context of the rules. Although you could jump ahead to Chapter 8 (page 150) for a more detailed explanation of the Anime 5E system, the brief summary presented herein provides the essential knowledge you need to understand the next steps. Of course, if you are already experienced with other Fifth Edition games, these rules will be quite familiar.

DICE AND NOTATIONS

Like all Fifth Edition games, Anime 5E uses polyhedral (multi-sided) dice at various points in the game. This typically includes dice with the following number of sides: 4, 6, 8, 10, 12, and 20. When a random number needs to be generated through a dice roll, the exact dice to be rolled will be indicated by the formula $XdY+Z$, where:

- » X is the number of dice rolled
- » d represents the word "dice"
- » Y is the type of die rolled (number of sides)
- » Z is a fixed value added to the roll (omitted for a zero)

For example, $2d8+4$ indicates you should roll two eight-sided dice and add 4 to the generated value. Similarly, $2d10-2$ means roll two 10-sided dice and subtract 2 from the result.

ROLLING DICE

When using dice to resolve the outcome of unknown events, you usually roll one twenty-sided die (d20). You'll roll other polyhedral dice with different numbers of sides to determine attack damage, Hit Points, spell effects, and more.

Depending on the task you are attempting, one or more game values are added to your die roll result and then this "check total" is compared to a Difficulty Class (or DC) to determine if your character was successful. When attempting to hit someone in combat, the check total is instead compared to the target's Armour Class (AC). If someone is opposing your action, though – such as in a contest of Strength or Skill – you instead compare your check total to the opponent's check total, with the higher value winning the contest.

Difficulty Class (DC) Range

The Difficulty Class (DC) against which check totals are compared range from DC 5 (Very Easy) to DC 30 (Nearly Impossible). DC 15 is considered Medium Difficulty. See Table 20 (page 152) for a complete list of DC values.

Ability Check

An Ability check is used when innate talent in one of the six abilities – Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma – is more important than learned expertise or combat capability to resolve the action.

Ability Check Total = d20 die roll + Ability Score modifier

Skill Check

A Skill check is a subset of an Ability check, except it is used when the task is governed by both an ability and a particular Skill (page 154). If the character is proficient with the Skill involved (page 113), they add their Proficiency Bonus to the roll when determining the Skill check result.

Skill Check Total = d20 die roll + Ability Score modifier + Proficiency Bonus (if proficient with Skill)

Saving Throw

A Saving Throw (or Save) represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a Saving Throw; you are forced to make one because your character is at risk of harm. Each Save is tied to a specific ability (such as a Dexterity Saving Throw to avoid a trap). If the character is proficient with the Saving Throw Ability Score required – linked to their Class or modified by Attributes – they add their Proficiency Bonus to the roll when determining the Saving Throw result.

Saving Throw Total = d20 die roll + Ability Score modifier + Proficiency Bonus (if proficient with Saving Throw)

Initiative Roll

All characters make an Initiative roll at the beginning of combat to determine the order of character action. An Initiative roll is the same as a Dexterity check.

Initiative Roll Total = d20 die roll + Dexterity modifier

Attack Roll

An attack roll is made when attacking with a melee or ranged weapon (and some spells) during combat. The Ability Score modifier is usually Strength for melee attacks and Dexterity for ranged attacks. If the character is proficient with the weapon used in combat – or if a character is making an attack roll using a spell or Weapon Attribute – they add their Proficiency Bonus to the roll when determine the attack roll total.

Attack Roll Total = d20 die roll + Ability Score modifier + Proficiency Bonus (if proficient with Weapon)

Damage Roll

Each weapon and spell specifies the damage it inflicts upon a successful hit. You roll the damage die or dice (such as 1d6, 1d8, 2d6, etc.), add any modifiers, and subtract the damage inflicted from the target's remaining Hit Points. When attacking with a weapon or while unarmed, you add your Strength or Dexterity ability modifier – the same modifier used for the attack roll – to the damage.

Damage Roll Total = Dice Roll + Ability Score modifier

WHAT ARE HIT POINTS?

Hit Points, or HP, are an abstracted game value that represents a combination of physical resilience, mental durability, and will to live, as well as overall luck during physical conflict. A painful dagger slash or piercing spear thrust will lower a character's HP, as will poison, searing fire, an exhaustively long forced march, etc. Characters and creatures that have many Hit Points are more difficult to overcome, injure, and kill than those with few HP.

Ability Scores

A character's core, base abilities are determined by six values known as Ability Scores. These values describe the character's innate, natural aptitude at interacting with the world. The six Ability Scores are:

- » Strength (STR)
- » Dexterity (DEX)
- » Constitution (CON)
- » Intelligence (INT)
- » Wisdom (WIS)
- » Charisma (CHA)

The values of these abilities range from 0 to 30, with a normal Human range from 3 to 18. The normal Human maximum is 24, but legendary or supernatural characters may have higher ratings up to 30. A character's starting Ability Scores can be later modified by their choice of Race, Class features, special abilities, Attributes, and Defects.

Establishing Ability Scores

Players have several options for establishing their characters' Ability Scores, which they record on their character sheet (page 270). Consult the DM to determine which method you'll use.

Randomly With 4d6

Roll 4d6 and sum the total of the three highest die values to generate an Ability Score between 3 and 18. Repeat this process five times, and then assign the six numbers to the six Ability Scores in the order of your choice.

Randomly With Excess 3d6

Roll 3d6 and sum the die values to generate an Ability Score between 3 and 18. Repeat this process seven times to create a list of eight numbers. Discard the lowest two of these numbers, and then assign the remaining six numbers to the six Ability Scores in the order of your choice.

Strict 3d6 in Order

Beginning with Strength and moving through the six Abilities until Charisma, roll 3d6 and sum the die values to generate an Ability Score between 3 and 18 for each. The generated values must stay with their assigned Abilities; do not assign the six numbers to the six Abilities in the order of your choice (as recommended in the earlier two suggestions).

Random Variant: Re-Roll 1s

As a variant to any of the above three methods, re-roll any 1s. Then follow the remaining instructions as described.

Fixed Numbers

Rather than generating random by rolling dice, each character will start with the following six values: 15, 14, 13, 12, 10, and 8. Assign these six numbers to the six Ability Scores in the order of your choice.

Players' Choice

Assign a number of your choice from 3-18 to each of the six Ability Scores. Check with the DM for limitation they are placing on this assignment method (such as "maximum of one 18" or "nothing higher than 17").

TABLE 02 • ABILITY SCORE MODIFIERS

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

Ability Score Cost

Abilities cost a number of Points equal to the Ability Score, which are paid for with the character's starting Discretionary Points. Consequently, a character with high Ability Scores will spend more of their Discretionary Points and have fewer remaining to select a Race and assign Attributes. If a character has insufficient Discretionary Points to pay for the Ability Scores generated, you can either reduce one or more Ability Scores to (or below) an affordable value or you can burden the character with one or more Defects (page 132).

ABILITY SCORE DEFINITIONS

Every task that a character attempts in the game is covered by one of the six Abilities. This section explains in brief detail what those Abilities mean and the ways they are used in the game.

Ability Modifiers

Each Ability has a modifier that is the number you add to or subtract from dice rolls when your character tries to accomplish something related to that Ability (see Table 02).

Strength (STR)

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force. Strength provides a modifier to:

- » Strength checks
- » Strength-based Skill checks
- » Strength-based Saving Throws
- » Melee attack and damage rolls

Any creature that can physically manipulate objects has at least 1 point of Strength. A character with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. Such a creature automatically fails Strength checks.

Lifting and Carrying

A Medium-sized character can push, drag, or lift 30 lb times their Strength Score. They can freely manoeuvre and comfortably carry one-half that amount (15 lb times Strength).

For each size category (page 44) away from Medium, multiply (for larger than Medium) or divide (for smaller than Medium) the character's lift and carry capacities values by 5.

Jumping Distance

A Medium character can typically jump forward with a running start a distance in feet equal to their Strength (or half that distance from standing). For vertical leaps, a character can jump up to 3 + their Strength modifier in feet (1 foot minimum).

Strength Skill Example

Athletics

Dexterity (DEX)

Dexterity measures agility, reflexes, balance, and hand-eye co-ordination. Dexterity provides modifiers to:

- » Dexterity checks
- » Dexterity-based Skill checks
- » Dexterity-based Saving Throws
- » Ranged attack and damage rolls
- » Armour Class (restricted wearing some armour; page 193)
- » Initiative rolls

Any creature that can move has at least 1 Point of Dexterity. A creature with no Dexterity score can't move, but if it can act through magical means, it applies its Intelligence modifier to Initiative rolls instead of a Dexterity modifier.

Dexterity Skill Examples

Acrobatics, Artisan, Climbing, Sleight of Hand, Stealth

Constitution (CON)

Constitution measures health, stamina, and vital force. Constitution provides modifiers to:

- » Constitution checks
- » Constitution-based Skill checks
- » Constitution-based Saving Throws
- » Hit Point maximum at each Level, determined by Class

Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Constitution Save unless the effect works on objects.

Constitution Skill Example

Controlled Breathing, Swimming

When a character's Constitution modifier increases by 1, their Hit Point maximum increases by 1 for each Level moving forward as well as for each Level previously attained. For example, if a 7th Level character has a Constitution score of 17 (highly capable; a +3 modifier) and increases it to 18 (extremely capable; a +4 modifier) upon reaching 8th Level, their Hit Point maximum immediately increases by 8 – one for their current Level plus one for each of the earlier seven Levels.

Intelligence (INT)

Intelligence measures mental acuity, accuracy of recall, and the ability to reason. Intelligence provides modifiers to:

- » Intelligence checks
- » Intelligence-based Skill checks
- » Intelligence-based Saving Throws
- » The number of prepared spells for Wizards
- » The Saving Throw DCs of spells that Wizards and Psionists cast
- » Spell attack rolls for Wizards

Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

Intelligence Skill Examples

Arcana, Alchemy, History, Investigation, Nature, Religion

Wisdom (WIS)

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition. Wisdom provides modifiers to:

- » Wisdom checks
- » Wisdom-based Skill checks
- » Wisdom-based Saving Throws
- » The number of prepared spells for Clerics/Druids/Rangers
- » The Saving Throw DCs of spells Clerics/Druids/Rangers cast
- » Spell attack rolls for Clerics/Druids/Rangers

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything without a Wisdom score is an object, not a creature. Additionally, anything without a Wisdom score also has no Charisma score, and vice versa.

Wisdom Skill Examples

Animal Handling, Insight, Medicine, Perception, Survival

Charisma (CHA)

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality. Charisma provides modifiers to:

- » Charisma checks
- » Charisma-based Skill checks
- » Charisma-based Saving Throws
- » The number of prepared spells for other spellcasters (including Bards, Paladins, Sorcerers, and Warlocks)
- » The Saving Throw DCs of spells other spellcasters cast
- » Spell attack rolls for other spellcasters

Any creature capable of telling the difference between itself and things that are not itself has at least 1 Point of Charisma. Additionally, anything without a Charisma score also has no Wisdom score, and vice versa.

Charisma Skill Examples

Deception, Intimidation, Leadership, Performance, Persuasion

ANIME 5E

FIFTH EDITION FANTASY ROLE-PLAYING ADVENTURES

CHARACTER QUIZ

- * *What are your character's central strengths and weaknesses?*
- * *What is your character's primary emotional state?*
- * *What role does your character fill in a group?*
- * *Describe your character's family or tribe.*
- * *Who are your character's three most valuable contacts?*
- * *What personal values and beliefs does your character hold?*
- * *To whom is your character closest and why?*
- * *What does your character need the most?*
- * *What are your character's life goals?*
- * *What does your character fear the most?*
- * *Describe your character's appearance.*
- * *How does your character define "heroism"?*
- * *Describe your character's hobbies, interests, desires, and likes.*
- * *What would your character do if they killed an innocent bystander?*
- * *For what does your character have little patience and tolerance?*
- * *Does your character hide any emotions in public?*
- * *How does your character view death and beyond?*
- * *What does your character dislike about themselves?*
- * *Describe your character's bedroom or rest location.*
- * *Describe a perfect date night or other enjoyable outing.*
- * *Describe your character's relationship with money.*
- * *Describe your character's views on authority and the law.*
- * *Who has impacted your character's life direction the most?*
- * *How does your character view forgiveness and revenge?*
- * *What are the origins of your character's special abilities?*
- * *What is the prime motivation behind your character's actions?*
- * *In which way does your character focus their personal growth?*
- * *Describe the accomplishment of which your character is most proud.*
- * *How does your character think they might die?*
- * *How would your character describe themselves in a single sentence?*



CHAPTER 3

Races

CHAPTER 3

RACES

Anime 5E Races are archetypes for humanoid and part-humanoid species. The Fifth Edition PHB includes standard high-fantasy Races such as Elves, Dwarves, Humans, and Halflings, as well as less-common Races such as Gnomes and Dragonborn. Anime 5E provides an additional selection of 14 Races that evoke an intangible anime essence, including demonic Archfiends, sylvan Fairies, playful Nekojin, and slippery Slimes.

Races provide a set of proficiencies and Attributes (and sometimes Defects) that reflect the baseline capabilities for the majority of characters belonging to those Races. Since there are a near infinite number of possible fantasy worlds in an anime multiverse, the Races outlined herein simply represent a small sampling of concepts that can be used in your adventures. With your DM's permission, you may design your own Race package by combining different characteristics and determining the appropriate Point cost.

Costing Races

When determining the Point cost of the Fifth Edition Races' special abilities and talents, each one was examined closely. If the ability has a reasonable comparison to an Attribute in Anime 5E, that value is used. For example, a +1 bonus to an Ability costs 1 Point; an advantage on a particular type of Saving Throw (poison, charm, fright, etc.) costs 1 Point; darkvision (a Feature Attribute, page 101) cost 1 Point; etc. Some Race abilities are not worth any Points, since its utility is worth less than a full Point, such as slightly increased or decreased speeds, or an ELF's sleepless trance. Movement speed of 30 feet (+/- 5 feet), being Medium-sized, and speaking one language costs 0 Points.

Race Sizes Other than Medium

One of the significant differences between Anime 5E and the standard Fifth Edition rules involves the benefits/drawbacks and costs of a Race that's bigger or smaller than Medium. None of the nine Races in the PHB are larger than Medium, but two are Small: Halflings and Gnomes. Being Small has net unfavourable modifiers that return 5 Points to the character, and this hindrance is reflected in the -5 Point allocation to both Halflings and Gnomes. Note that Anime 5E speed for Small Races is one-half the normal 30' speed of Medium-sized Races; consequently those two Races each have a 15' speed instead of the 25' speed presented in the Fifth Edition PHB. For more information about Anime 5E character sizes, see page 44.

Race and Discretionary Points

The cost for each Race is paid from the character's pool of Discretionary Points that remains after assigning Ability Scores. If a character has insufficient Discretionary Points left to pay for their selected Race, you can either choose a different Race with a lower Point cost, or you can burden the character with one or more Defects (page 132).

Raceless Characters

Every character is part of a Race, even if it's simply Human. A player can forego the selection of a Race, though, and avoid any associated Race cost. They still may be Human or Fairy or Slime, but considered "Raceless" when allocating Points to Race.

TABLE 03 • RACE COST SUMMARY

ANIME 5E RACE	POINTS	PHB RACE	POINTS
Archfiend	15	Dragonborn	9
Asrai	11	Dwarf - Hill	12
Blinkbeast	10	Dwarf - Mountain	14
Demonaga	14	Elf - Dark	13
Fairy	4	Elf - High	12
Grey	12	Elf - Wood	11
Half-Dragon	13	Gnome - Forest	4
Half-Troll	9	Gnome - Rock	4
Haud	12	Half-Elf	10
Kodama	10	Half-Orc	8
Nekojin	8	Halfling - Lightfoot	3
Parasite	16	Halfling - Stout	5
Satyr	7	Human	7
Slime	11	Tiefling	12

BUILDING A RACELESS CHARACTER

Selecting a pre-existing Race is a simple way to get started with species-specific abilities, but sometimes the package of Race features doesn't match with the vision for your character. For example, instead of a standard Nekojin build, you may envision an aquatic version that possesses numerous water-related features. Alternatively, you may plan to play a Human, but want to save your Discretionary Points to acquire 7 Points in Attributes rather than allocate them to the Human's six +1 Ability Score bonuses and one choice of language.

In these instances, you can either craft a new set of features and assign them to a Race template of your own design (with DM input), or designate your character as "Raceless". Of course, Raceless characters still identify with a Race (even if it's unique), but that identity is not associated with a specific set of Attributes acquired with Points. Instead, Raceless characters skip this chapter and save their Discretionary Points to spend on Attributes they desire.

Companions (page 95) and monsters (page 214) are Raceless creations.

TABLE 04 • RACE COST BREAKDOWN

POINTS	RACE	FEATURES
+2	Dwarf	Constitution +2
0	Dwarf	Speed: 25' (in Heavy Armour, too)
+1	Dwarf	Darkvision 60'
+1	Dwarf	Advantage on Save vs. poison
+2	Dwarf	Resistance against poison
+1	Dwarf	Weapon proficiency: 2 martial
+1	Dwarf	Tool proficiency: one artisan
+1	Dwarf	Stonecunning
+1	Dwarf	Languages: Common + Dwarvish
+1	Hill Dwarf	Wisdom +1
+1	Hill Dwarf	+1 Hit Point/Level
+2	Mountain Dwarf	Strength +2
+2	Mountain Dwarf	Armour proficiency: light + medium
+2	Elf	Dexterity +2
0	Elf	Speed: 30'
+1	Elf	Darkvision 60'
+1	Elf	Skill Proficiency: perception
+1	Elf	Advantage on Save vs. charm
+1	Elf	Resilient to sleep
0	Elf	Trance
+1	Elf	Languages: Common + Elvish
+1	High Elf	Intelligence +1
+2	High Elf	Weapon proficiency: 3 martial
+1	High Elf	1 cantrip
+1	High Elf	Languages: one choice
+1	Wood Elf	Wisdom +1
+2	Wood Elf	Weapon proficiency: 3 martial
0	Wood Elf	Speed: 35'
+1	Wood Elf	Mask of the Wild
+1	Dark Elf	Charisma +1
+1	Dark Elf	Superior darkvision 120'
-2	Dark Elf	Disadvantages in sunlight
+4	Dark Elf	Drow magic (cantrip + spells)
+2	Dark Elf	Weapon proficiency: 3 martial
-5	Halfling	Small Size (page 44)
+2	Halfling	Dexterity +2
-	Halfling	Speed: 15'
+1	Halfling	Lucky
+1	Halfling	Advantage on Save vs. fright
+1	Halfling	Nimbleness
+1	Halfling	Languages: Common + Halfling
+1	Lightfoot Halfling	Charisma +1
+1	Lightfoot Halfling	Stealthy
+1	Stout Halfling	Constitution +1
+1	Stout Halfling	Advantage on Save vs. poison
+2	Stout Halfling	Resistance against poison

Some Race and Class combinations may exceed the benchmark maximums listed in Table 01 (page 20), especially when creating low-Level characters. DMs are encouraged to allow such exceptions when appropriate for the gaming group.

TABLE 04 • RACE COST BREAKDOWN

POINTS	RACE	FEATURES
+6	Human	+1 to each Ability Score
0	Human	Speed: 30'
+1	Human	Languages: Common + one choice
+2	Dragonborn	Strength +2
+1	Dragonborn	Charisma +1
0	Dragonborn	Speed: 30'
+2	Dragonborn	Breath weapon
+3	Dragonborn	Resistance against damage type
+1	Dragonborn	Languages: Common + Draconic
-5	Gnome	Small Size (page 44)
+2	Gnome	Intelligence +2
-	Gnome	Speed: 15 feet
+1	Gnome	Darkvision 60'
+2	Gnome	Advantage on Save vs. some magic
+1	Gnome	Languages: Common + Gnomish
+1	Forest Gnome	Dexterity +1
+1	Forest Gnome	Minor illusion cantrip
+1	Forest Gnome	Languages: small beasts
+1	Rock Gnome	Constitution +1
+1	Rock Gnome	Artificer's Lore
+1	Rock Gnome	Tool proficiency: tinker's tools
+2	Half-Elf	Charisma +2
+2	Half-Elf	2 Abilities +1 each
0	Half-Elf	Speed: 30'
+1	Half-Elf	Darkvision 60'
+1	Half-Elf	Advantage on Save vs. charm
+1	Half-Elf	Resilient to sleep
+2	Half-Elf	Skill Proficiency: 2 of choice
+1	Half-Elf	Languages: Common + Elvish
+2	Half-Orc	Strength +2
+1	Half-Orc	Constitution +1
0	Half-Orc	Speed: 30'
+1	Half-Orc	Darkvision 60'
+1	Half-Orc	Skill Proficiency: Intimidation
+1	Half-Orc	Relentless Endurance
+1	Half-Orc	Savage Attacks
+1	Half-Orc	Languages: Common + Orc
+1	Tiefling	Intelligence +1
+2	Tiefling	Charisma +2
0	Tiefling	Speed: 30'
+1	Tiefling	Darkvision 60'
+3	Tiefling	Resistance against fire
+4	Tiefling	Infernal Legacy (cantrip + spells)
+1	Tiefling	Languages: Common + Infernal

Note that the Point assignments in Table 04 consider both the base ability plus additional advantages that accumulate at higher character Levels. For example, the 4-Point Tiefling Infernal Legacy ability includes the cantrip known at 1st Level, plus the additional spells gained at 3rd and 5th Levels.

Archfiend

“We have been travelling with Kaernak for a little over a year now, so yeah, I’ve got something to say about his value to us while exploring these unclaimed lands. I’ve seen a tribe of over 100 goblins throw down their weapons and run away from us in terror once they glimpse his stature. Those few that are stupid enough to fight him soon discover their spears and swords just bounce off his tough skin. Kaernak is brave and loyal and fearsome, and seems to actually enjoy pain because it feeds his rage and his power. Have you ever seen an Archfiend wrestle a dragon to the ground? I have, and it’s the most amazing thing I have ever seen!”

Towering up to 30 feet tall and weighing up to an incredible 15 tons, an Archfiend can be a terrifying sight to behold for those unaccustomed to their harsh appearance. Their thick, leathery skin ranges in hues on the blue-black-brown spectrum and is pulled taught over rippling muscles that emphasise their incredible power. Many Archfiends carve out their subterranean homes themselves using their innate tunnelling abilities. As a greater demon from the Material Plane, Archfiends can exert minor magical control over their minor brethren to carry out their bidding.

Adventuring Notes

Archfiends use their size and strength to great advantage while adventuring, and typically lean towards physical Classes such as Hunter, Shadow Warrior, and Warder. Their exploration and social options are limited, though, since they are too big to fit into cramped dungeons, and few villages and cities have the facilities to accommodate them.

Base Speed

Huge – an Archfiend’s base speed is 120 feet/round.

Conversion

Archfiends grow in power when injured, gaining 1 Point to spend on Attributes for every 10 damage received (i.e. when Hit Points are reduced by 10). Damage that is avoided due to the Archfiend’s Protected Attribute – and thus the damage does not reduce Hit Points – is ignored and not considered by the Conversion Attribute. Archfiends usually allocate these Points during combat to Attributes that augment their Class features.

Tunnelling

Powerful muscles and an intimate connection with the earth allow the Archfiend to excavate tunnels up to 1 foot/round, which is equivalent to 600 feet/hour. They aren’t known for their craftsmanship, though; their tunnel designs are crude and functional, rather than carefully sculpted.

Subrace Variation

Members of the most common Archfiend Subrace do not have wings and thus cannot fly. Massive, leathery wings sprout from the backs of the Subrace known as Aerial Archfiends, allowing them to fly up to 90 feet/round (Flight Rank 2) – though they typically lose the Conversion Attribute.

ARCHFIEND

Size: Huge

RANK	POINTS	ATTRIBUTE / DEFECT
4	4	Augmented (Strength)
1	3	Conversion (1 Point per 10 damage)
4	4	Edge (Strength dice rolls)
2	2	Fast (x4 speed; 120 feet/round)
2	2	Features (Darkvision 120’ x2)
1	1	Language (Common, Infernal)
4	4	Massive Damage – Lesser (+4 Strength Impacts)
1	1	Mind Control – Lesser (Demons)
4	4	Protected (-4 Standard damage)
1	1	Tunnelling (1 foot/round)
2	2	Unique Attribute (x4 Thrown Weapon Distance)
	-1	Charisma -1
4	-4	AC Penalty (-4 AC)
4	-4	Inept Attack (-4 attack rolls)
2	-2	Unique Defect (Big, Heavy, and Obvious)
1	-2	Vulnerability (Lightning)
	15	TOTAL



Asrai

“The Wood Elven Kingdom has always co-existed peacefully with the Asrai and we welcome them with open arms as our forest neighbours. Our two nations complement each other: we provide stealth and wisdom in the bush and grass, while they keep watch for trouble from the skies. They do have the strange habit of wandering off unexpectedly in seemingly random directions, claiming that nature is guiding them. They are children of the forest like us, though, so who are we to judge their eccentricities?”

Asrai resemble beautiful Humans in most ways, except for their small feathered wings that cause many people who see one to believe they are angelic creatures. They have an inherent connection to the natural world that guides their daily life, and were created by the planet goddess itself to serve as stewards of the land and leaders of the peoples. Asrai typically live in pastoral forest societies alongside Elves and other woodland creatures, and are peaceful folks that are always eager to help those in need. Those Asrai that decide on a life of adventure instead are sometimes shunned by their tiny community for acting violently and out of character, though there has always been a role for Asrai with martial talents.

Adventuring Notes

Their gentle nature and modest demeanour often result in many adventurers underestimating the Asrai. Well-rounded and adaptable, Asrai favour Classes that use a diversity of talents, including Bender, Dynamic Spellbinder, Magical Girl/Guy, and Pet Monster Trainer.

Base Speed

Medium – an Asrai’s base speed is 30 feet/round for both ground movement and flying.

Flight

With their small and agile wings, Asrai do not need much room to manoeuvre during flight.

Sixth Sense

Whenever Asrai are in the presence of a creature, condition, or environment that may cause them harm, their feathered wings encourage alertness by vibrating intensely with a faint hum.

Special Movement

Their connection with the land will lead an Asrai’s movements in the right direction when they are open to receiving such guidance. This can sometimes lead them to unexpected destinations, but the earth is rarely wrong.

Subrace Variation

A rare Subrace known as the Blessed Asrai have an even deeper link with nature that allows them to gently reshape their native lands. The Blessed have Rank 1 Dynamic Power (Nature).

ASRAI

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
	1	Dexterity +1
	1	Intelligence +1
	2	Charisma +2
1	3	Flight (30 feet/round)
2	2	Language (Common, Elvish, Sylvan)
1	1	Sixth Sense (Danger)
1	1	Special Movement (Zen Direction)
	11	TOTAL



Blinkbeast

“Oh, you Elves think that the trees and the bushes are your allies. But you merely adopted the forest. We are born in it, moulded by it. We are one with it, and I can feel every step you take, hear every breath you exhale, while you think you are hiding so cleverly in the leaves. Blinkbeasts may not be as pretty or elegant as you and your Asrai cousins, but we are a prideful race and we demand the respect we deserve as forest protectors.”

Blinkbeasts are often feared and misunderstood, but they are rarely respected. They are natives of the Bloom – an insidious realm of fierce trees and murderous beasts – and survive on their rapid teleportation and mastery of plant life. In spite of their power, Blinkbeasts elicit contempt from many sylvan and demonic woodland creatures due to their binary nature – they are both beast and Human. Their skin tones range across the rainbow spectrum from purple to red, and shift in patches from flesh to wood.

Adventuring Notes

Though often clumsy and lacking the elegant presence of most woodland creatures, Blinkbeasts are a crafty Race with a dual identity that helps them blend into society. They are drawn to Classes that integrate well with their forest origins, including Hunter, Ninja, and Warder.

Base Speed

Medium – a Blinkbeast’s base speed is 30 feet/round.

Alternate Identity

In addition to their natural form, all Blinkbeasts have a second identity as a Human (or occasionally, a different humanoid). Their Human form shares none of their wooden features and is normally indistinguishable from other Humans.

Dynamic Powers – Lesser

From birth, Blinkbeasts have a deep spiritual connection with the trees, bushes, grasses, and flowers in their immediate area (30’ radius). They can tap into the vegetation’s life energy and manipulate it in many ways, though their control is rudimentary unless practiced and perfected. Their use of Dynamic Powers can produce unpredictable results should they not establish sufficient control.

Teleport

The “blink” in Blinkbeast is rooted in their teleportation talents that allow them to instantly disappear and translocate to any perceived or known destination up to 100 feet away.

Subrace Variation

Instead of only one Human identity, the Multi Blinkbeast Subrace has a total of six wildly varying humanoid forms that manifest upon puberty (Alternate Identity Rank 6 total). These forms often resemble familiar sylvan creatures (Elves, Satyr, goblins), though further-ranging Races are not impossible.

BLINKBEAST

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
1	1	Alternate Identity (Human Form)
1	5	Dynamic Powers – Lesser (Vegetation; Area: 30’ -2; Concentration +1; Unpredictable +1)
1	1	Language (Common, Sylvan)
2	6	Teleport (100’)
	-2	Dexterity -2
	-1	Charisma -1
	10	TOTAL



Demonaga

“Yeah, Flaergon took some getting used to, no doubt. We Dwarves tend not to trust those we can’t see eye-to-eye with, and Demonaga are so bloody huge! I can’t deny that she has an extensive network of merchants and collectors that helps us track down valuable artefacts, though – connections that are worth her weight in gold. Well, maybe just my weight. She holds her own in battle, too, and I’ve come to trust her guarding my back where my axe can’t reach. And she has literally pulled our party’s arses from the fire on several occasions, if you can believe it. Neither of us is the hugging type, but I gladly call her a friend.”

Created as a magical fusion between a naga serpent and a summoned flame demon over a millennium ago, Demonaga can measure up to 16 feet from horns to tail. They comfortably project a height of up to seven to eight feet, with their tail trailing behind for balance and attacks. Their scaly hide, fearsome horns, and chiselled features make for an impressive sight. The lines of flame that radiate from their torso, eyes, and mouth complete their terrifying visage. A Demonaga’s hairless skin tones tend towards the muted browns and greens, though red and purple hues are also possible.

Adventuring Notes

Once a solitary mountain Race, Demonaga have been expanding their range over the past hundred years and have limited success integrating into humanoid society. They enjoy challenging assumptions about their nature, and often select Classes that align with this goal, including Broker, Pet Monster Trainer, and Psionicist.

Base Speed

Large – a Demonaga’s base speed is 60 feet/round.

Edge – Saving Throw

Demonaga are naturally resistant to the mystical arts and gain an advantage to all Saving Throws vs. magic.

Immunity

With their demonic origins from a hellscape plane, they are immune to fire and heat.

Language

Demonaga have retained their native Primordial elemental language throughout the centuries (with Ignan speciality), and have also learned Draconic from their mountain dragon allies.

Subrace Variation

Aqua Demonaga are a rare hybrid variation that combined a naga with a water demon rather than a flame demon. Aquas are not immune to fire, but instead can breathe and live underwater (Rank 1 Resilient: Underwater). Additionally, they can detect nearby sources of water (Rank 1 Sixth Sense) and swim at incredible speeds (Water Speed Rank 3 – 300 feet/round). Aqua Demonaga and Fire Demonaga are mortal enemies.

DEMONAGA

Size: Large

RANK	POINTS	ATTRIBUTE / DEFECT
2	2	Edge (Saving Throws vs. magic)
4	4	Edge (Strength dice rolls)
1	1	Fast (x2 speed; 60 feet/round)
3	9	Immunity (Fire)
2	2	Language (Common, Draconic, Primordial)
2	2	Massive Damage – Lesser (+2 Strength Impacts)
2	2	Protected (-2 Standard damage)
1	1	Unique Attribute (x2 Thrown Weapon Distance)
	-2	Wisdom -2
	-2	Charisma -2
2	-2	AC Penalty (-2 AC)
2	-2	Inept Attack (-2 attack rolls)
1	-1	Unique Defect (Big, Heavy, and Obvious)
	14	TOTAL



Fairy

“Halflings have always had good relations with Fairies because we enjoy their playful approach to life. No need to take everything so seriously! I’ve been on several adventures with them, and they put on quite a light show. It confuses those stupid kobolds and goblins so easily. It was effortless sneaking into their camp and steal—, I mean liberating, the ill-gotten treasure. It’s difficult to land a punch on a fairy – they are so fast, fluttering across the sky – but they can be knocked flat by only a single hit since they are so delicate. You know what they say about it all being fun and games...”

Fairies are minute, pixie-like sprites that maintain a psychic connection to the wild. They are usually no more than eight inches tall but are surprisingly proud and charismatic for their stature. They fly rather quickly for their size on shimmering wings, which they vastly prefer to walking. Many are skilled at weaving webs of deception using their control of light to fool unsuspecting targets, and they sometimes have animal companions as well. Most Fairies are good and honourable by nature, but dark forces have corrupted some; the humanoid’s spoiling of their wilderness lairs has angered others.

Adventuring Notes

Fairies frequently have positive relations with other fey and woodland denizens, though their mischievous nature often annoys their forest neighbours. As befitting their small stature, Fairies often select less physically aggressive Classes, including Adventurer, Dynamic Spellbinder, and Psionicist.

Base Speed

Diminutive – a Fairy’s base speed is 4 feet/round, though they fly at 90 feet/round.

Control Environment

Fairies have rudimentary control over light in their immediate area (10’ radius) that they typically use to confuse territorial invaders, search for missing objects, or assist lost travellers. They also set small light spheres dancing throughout the area during celebrations and mating displays.

Features

Fairies have exceptional directional sense and thus rarely lose their way. They also emit no scent and are difficult to track.

Spell-Like Ability

Fairies can cast Major Image illusion from Fifth Edition PHB: a 20’ diameter multi-sensory illusion with a 120’ range and 10-minute duration. Fairies ignore the spell’s Level restriction.

Subrace Variation

Making their homes in mountain ranges, Rock Fairies are cousins of the Woodland Fairies that are so large (up to 2-feet tall) they are often called Giant Fairies. They are Tiny instead of Diminutive, and also gain +1 Constitution as well.

FAIRY

Size: Diminutive

RANK	POINTS	ATTRIBUTE / DEFECT
	1	Wisdom +1
	2	Charisma +2
6	6	AC Bonus (+6 AC)
6	6	Combat Mastery (+6 attack rolls)
1	1	Control Environment (Lights)
2	2	Features (Direction Sense, Scentless)
2	6	Flight (90 feet/round)
1	1	Heightened Senses (Smell)
2	2	Language (Common, Elvish, Sylvan)
4	4	Spell-Like Ability (Major Image)
3	3	Unique Attribute (Small, Light, and Unobtrusive)
8	-8	Degraded (-8 Strength)
6	-6	Limited Damage (-6 Strength Impacts)
4	-4	Obstacle (Strength dice rolls)
3	-3	Slow (÷8 speed; 4 feet/round)
6	-6	Susceptible (+6 Standard damage)
3	-3	Unique Defect (Thrown Weapon Distance ÷8)
	4	TOTAL



Grey

“When our party entered the inn, we froze in our tracks. Hundreds of bulging black orb eyes turned in our direction, seemingly staring into our very souls. We had heard rumours of these bizarre Grey tribes, but had never encountered one in our dozen years of adventuring. Suddenly, we had entered one of their hive gatherings. A large cloth banner hung from the inn’s rafters with the phrase ‘Leadership Conclave’, and it was clear we needed to find another place to bed down for the night.”

The Grey are an advanced space-faring Race who expand their knowledge by travelling between planets and gathering both information and samples. They vary in height from four to six feet tall, with large almond eyes, inverted teardrop head, and hairless grey skin. Over two centuries ago, a Grey science vessel encountered a space-time anomaly that transported them to the fantasy world they now inhabit, leaving them stranded with none of their ship equipment. Over numerous decades, the Grey have settled into their new home world and spread throughout many civilisations across several continents. None of the original stranded Grey are still alive, though their galactic legacy is remembered by their descendants.

Adventuring Notes

The Grey are a hard-working Race that have a unique perspective regarding the boundaries between science and magic. They favour Classes that make use of their intellect, including Dynamic Spellbinder, Psionicist, and Techknight.

Base Speed

Medium – a Grey’s base speed is 30 feet/round.

Features

Though they prefer the surface, Grey share the Darkvision trait common amongst subterranean Races. They are also naturally ambidextrous. In addition to speaking the Common tongue, they can communicate with sonar pulses in the ultrasonic range.

Heightened Senses

Grey have an extreme hearing advantage compared to most Races, and have thousands of discriminating receptors on their tongues that enhance their sense of taste as well.

Mind Control

Millennia of genetic enhancement has allowed the Grey to exert minor psychic control over touched creatures.

Spell-Like Ability

Grey can cast Cure Wounds from Fifth Edition PHB, restoring 1d8 + Proficiency Bonus Hit Points to a touched target.

Subrace Variation

The rare Elite Grey Subrace – traditionally leaders amongst their kind – has expanded Mind Control abilities: Rank 3 with the Area Enhancement -2 (one target in a 30’ radius).

GREY

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
	2	Intelligence +2
3	3	Features (Ambidexterity, Darkvision 60', Ultrasonic Communication)
2	2	Heightened Senses (Hearing, Taste)
1	3	Mind Control (Basic, non-aggressive)
2	2	Spell-Like Ability (Cure Wounds)
	12	TOTAL



Half-Dragon

“When I decided to form an adventuring party to discover fame and fortune, I specifically chose to recruit a Half-Dragon for the team. Laisera has been worth her weight in gold, if you’ll excuse the pun, and after travelling with her for three years, I certainly count her as one of my few friends. Her fire breath has saved us more than once when we’ve been backed into a corner while dungeon crawling – especially when she scorches monsters from above. Laisera has quite a temper, though, so don’t piss her off, okay? So ... are you ready to sign on with us?”

Some shapeshifting gold dragons are occasionally impressed enough with a humanoid (usually a great mage or hero) to take them as a mate. The coupling may produce a Half-Dragon offspring. The typical Half-Dragon is humanoid with small wings, curving horns, and a reptilian tail. They tend to be feisty individuals – thematically suited to their fire-based breath weapon – but often have trouble fitting in with either of their parents. Consequently, they typically either live in exceptionally cosmopolitan areas or spend their time wandering the wilds.

Adventuring Notes

Half-Dragons make formidable opponents while adventuring, and even better allies; most are fiercely loyal to their friends. They prefer action and thus have an affinity for aggressive Classes, including Ninja, Samurai, and Shadow Warrior. Half-Dragons also fit well with the Isekai Student Class – their Human body gaining draconic properties when they cross over.

Base Speed

Medium – a Half-Dragon’s base speed is 30 feet/round for both ground movement and flying.

Flight

Possessing only small leathery wings means a Half-Dragon does not require much space to manoeuvre during flight.

Immunity – Lesser

Since they share traits with both parents, Half-Dragons have inherited partial resistance to fire rather than full immunity. Any fire- or heat-related damage is reduced by half.

Weapon

Half-Dragons can breathe a 30-foot cone of flame that can target up to three opponents in a line or tight formation. The fire inflicts 2d6 damage upon a successful hit, plus one-quarter that damage the next round as the flames continue to scorch the targets’ skin. Targets caught in the flame cone can avoid or reduce damage with a successful Dexterity Saving Throw against DC 10 + Half-Dragon’s Proficiency Bonus.

Subrace Variation

Though Gold Half-Dragons are the most common type, other metallic dragons have also been known to take humanoid mates and have children. The Half-Dragon’s Lesser Immunity and breath Weapon change according to the dragon type: lightning for Bronze, acid for Copper, and cold for Silver.

HALF-DRAGON

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
	1	Strength +1
	1	Constitution +1
1	3	Flight (30 feet/round)
3	3	Immunity – Lesser (Fire)
1	1	Language (Common, Draconic)
4 (3)	4	Weapon: Fire Breath (2d6 damage; Continuing -1; Range: 30’ -2; Spreading: 3 targets -2; Save +4)
	13	TOTAL



Half-Troll

"I met Isbjorn in a city alleyway one night when he saved me from a gang of cutpurses who were anxious to take advantage of my drunken stupor. He could have just left me at their mercy – he had nothing to gain by interfering. Yet, interfere he did. He gently carried me to his room and stayed with me until I slept off the ale by the next afternoon. Isbjorn was kind and gentle, but shy and so unsure of himself. Trying to get him to talk was like convincing a dragon to let you borrow some coins! I kept at him over the next several days, though, and I hired him to guard me on my next caravan. That was six years ago, and we've been happily married for the last five."

On those rare occasions when a troll mates with a humanoid, the resulting offspring takes on few monster traits; they retain much of their humanoid sensibilities and physical appearance. A Half-Troll's skin usually has a pale green or brown tone, allowing them to pass as a Half-Goblin or even a Half-Orc – and thus avoiding the inevitable glares and probing questions from strangers. Their most significant tie to their troll origins lies in their incredible regenerative ability.

Adventuring Notes

Usually searching for companionship and their place in the world, Half-Trolls can make an excellent addition to an exploration party due to their ability to quickly recover from injury and keep going. They typically prefer to serve as support for the team, and thus favour Classes like Bender, Dynamic Spellbinder, and Magical Girl/Guy.

Base Speed

Medium – a Half-Troll's base speed is 30 feet/round.

Heightened Senses

Like their troll parent, Half-Trolls have an exceptionally keen sense of smell, with both enhanced range and precision.

Language

Most Half-Trolls have picked up multiple languages to help them integrate with various societies. These usually include Draconic, Goblin, and Orc.

Regeneration

Half-Trolls regenerate up to an astounding 4 Hit Point each round. Their bodies will even naturally repair traumatic injuries within several days, including severed limbs and severe organ damage. Unlike their troll parent, though, their regeneration ability is not negatively impacted by acid or fire damage; all bodily trauma is regenerated in the same manner.

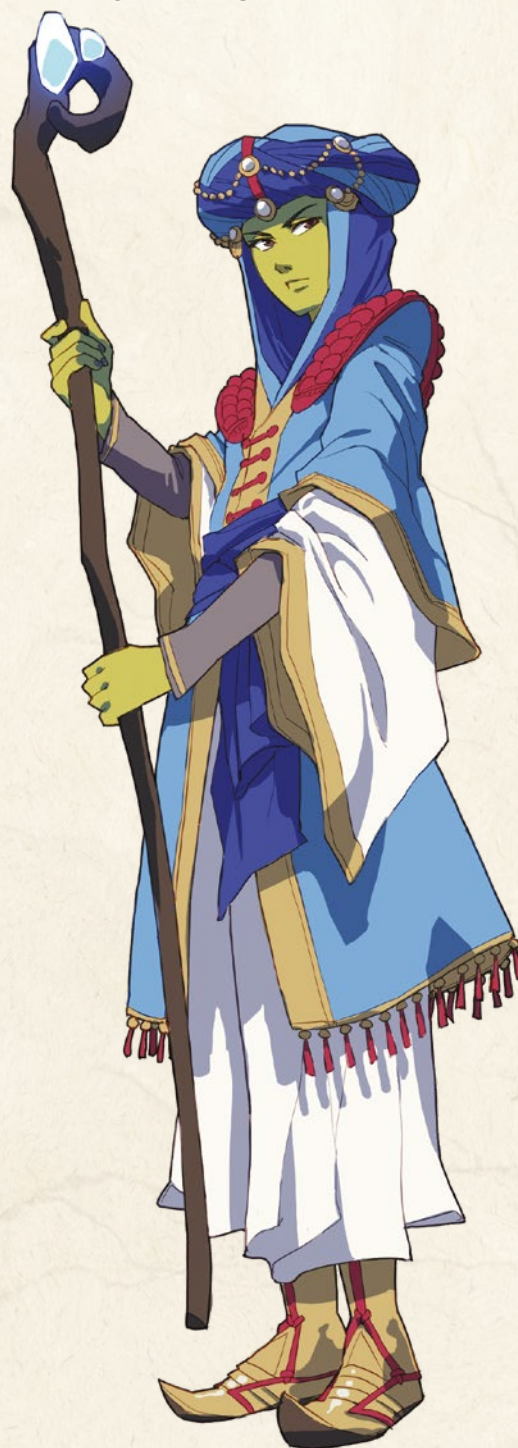
Subrace Variation

When the parent is a member of the water troll Subrace, the child is similarly part of the uncommon Water Half-Troll Subrace. Such characters can breathe for extended time underwater (Rank 1 Resilient: Underwater) and can also swim quickly (Water Speed Rank 2 – 90 feet/round). They lose their darkvision feature, but instead gain Heightened Senses: Taste.

HALF-TROLL

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
	1	Wisdom +1
1	1	Features (Darkvision 60')
1	1	Heightened Senses (Smell)
3	3	Language (Common, Draconic, Goblin, Orc)
4	4	Regeneration (4 HP/round)
	-1	Constitution -1
	9	TOTAL



Haud

“We didn’t have a chance against the invaders. One of them looked like a giant lizard but struck with the speed of a cobra. I know Gralx and his archers hit it in the face with two poisoned arrows, but it didn’t slow down. It just licked the blood off its face with a long black tongue and kept on coming. So we had to run, see? Mercy!”

The Haud are an intelligent and aggressive Race with both reptilian and serpentine traits. They favour warm, swampy habitats that they build into comfortable homes and gathering grounds. They are less primitive than their lizardfolk cousins, and tend to congregate in small societal pockets based on democracy and rationality – not “might makes right”. Their sharp claws and balancing tails help them react quickly in combat, which they use to their deadly advantage.

Adventuring Notes

Though a steamy swamp provides the ultimate in comfort, some Haud leave their boggy homes and venture into larger humanoid societies to explore, learn, and battle for riches. They typically select Classes that complement their natural physical advantages, including Adventurer, Hunter, and Warder.

Base Speed

Medium – a Haud’s base speed is 30 feet/round.

Edge

Haud rapidly assess combat situations, granting them an advantage on Initiative rolls.

Extra Actions

Precise reflexes and quick minds further assist the Haud in combat, granting them an Extra Action each round.

Heightened Senses

A Haud’s long tongue and huge eyes have heightened their sense of taste and sight.

Immunity – Lesser

Their constant exposure to noxious swamp fumes and harsh diet gives the Haud partial resistance to poison rather than full immunity. Damage from poison is reduced by half.

Special Movement

Haud can use their claws for gripping and tail for balancing to crawl along all but the smoothest vertical surfaces.

Bane and Obstacle

The Haud’s body cannot withstand the cold. Exposure to temperatures below freezing inflicts 1d8 damage/round, and they suffer a disadvantage when making Saving Throws vs. cold.

Subrace Variation

The Leaping Haud Subrace has increased musculature (Strength +2) that helps them jump great distances – up to 10 times that of a normal Haud (Jumping Rank 2).

HAUD

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
	1	Intelligence +1
2	2	Edge (Initiative)
1	4	Extra Actions (1 Extra Action/round)
1	1	Features (Darkvision 60')
2	2	Heightened Senses (Taste, Vision)
2	2	Immunity – Lesser (Poison)
2	2	Language (Common, Draconic, Goblin)
2	2	Special Movement (Wall-Crawling 2)
	-1	Charisma -1
1	-2	Bane (Cold)
1	-1	Obstacle (Saving Throws vs cold)
	12	TOTAL



Kodama

“So there I was clearing the tables just before closing when in walked a half-dozen foot-tall ghosts! I nearly dropped the empty ale mugs on the floor they gave me such a fright. Turns out they weren’t ghosts at all, but a race of forest spirits called Kodama. So polite and charming! These Kodama came to the tavern looking for a place to stay the night because they were tired from sending a demon back to hell. It’s the truth, that’s what they told me. After I saw them walk right through the walls heading to the water closet, I believed it, too.”

Kodama are tiny natural tree spirits that stand just over a foot tall, with humanoid bodies, pale white skin, enlarged heads, and bulbous (rather than delicate) features. Their connection with the natural environment grants them numerous talents, including the ability to change into liquid, gas, or incorporeal states at will. Kodama can also peer briefly into the past, cure wounds, and banish beings to other dimensions. In the natural wilds, they form small tribal groups with other Kodama for mutual companionship.

Adventuring Notes

Kodama usually don’t engage in the politics of their worlds, but some curious individuals have been known to venture beyond their natural homes and into more urban settings to explore and learn about other societies. They tend not to wear armour or carry complex weapons, and thus favour Classes such as Broker, Magical Girl/Guy, and Pet Monster Trainer.

Base Speed

Tiny – a Kodama’s base speed is 8 feet/round.

Change State

Over the course of one round, Kodama can change their body into multiple states of matter – liquid, gaseous, or incorporeal. This allows them to blend into any environment to hide and observe, escape, or travel.

Postcognition

With a brief thought, Kodama can see events that occurred in their immediate area up to one hour into the past.

Spell-Like Abilities

Kodama have access to two spells from Fifth Edition PHB. Cure Wounds restores 1d8 + Proficiency Bonus Hit Points to a touched target. Banishment can send one target to another plane of existence – either to a harmless demiplane (for creatures native to the Kodama’s current plane) from where they will return in one minute, or to the banished target’s native plane permanently. Kodama ignore the spell Level restriction for Banishment.

Subrace Variation

The powerful Void Kodama Subrace does not possess the ability to cure wounds. Instead, they can negate up to two Ranks of a touched target’s Attributes that derive their source of power from magic (Nullify Rank 2).

KODAMA

Size: Tiny

RANK	POINTS	ATTRIBUTE / DEFECT
	1	Wisdom +1
4	4	AC Bonus (+4 AC)
3	9	Change State (Liquid, gaseous, and incorporeal)
2	2	Cognition (Postcognition)
4	4	Combat Mastery (+4 attack rolls)
1	1	Language (Common, Sylvan)
5	5	Spell-Like Ability (Banishment)
2	2	Spell-Like Ability (Cure Wounds)
2	2	Unique Attribute (Small, Light, and Unobtrusive)
4	-4	Degraded (-4 Strength)
4	-4	Limited Damage (-4 Strength Impacts)
4	-4	Obstacle (Strength dice rolls)
2	-2	Slow (÷4 speed; 8 feet/round)
4	-4	Susceptible (+4 Standard damage)
2	-2	Unique Defect (Thrown Weapon Distance ÷4)
	10	TOTAL



Nekojin

“Katra is the life of the party – literally, as in our dungeon adventuring party. She’s always go, go, go. She picks up sounds that none of us can hear, giving us ample warning of the monsters we can expect to meet around the corner. And that girl is luck incarnate! I’ve seen her run through a trap-filled corridor without a scratch while we all struggle to avoid getting impaled or squashed!”

A Nekojin is a humanoid with large cat ears, a tail, and some feline facial features and behavioural traits. Some have some fur as well – with colours and textures as diverse as actual felines – though it might only cover a portion of the body. It is unclear if a Human and a cat were genetically fused in a laboratory, if they mixed during an evolutionary process, or if they are simply a separate species. The majority of scholars support the last supposition. Most cat people in anime tend to be female, very genki (highly energetic and cheerful), and extremely agile.

Adventuring Notes

Nekojin typically love to explore as part of an adventuring group, and they keep teammates on their toes with enthusiasm. Nekojin fit well with the Isekai Student Class – their Human body gaining feline properties during their interdimensional exile. The Bender, Broker, and Techknight Classes are also common.

Base Speed

Medium – a Nekojin’s base speed is 30 feet/round.

Edge

A Nekojin’s natural energy and high Dexterity grant them an advantage on Initiative rolls.

Heightened Senses

Their feline ears have evolved to pick up sounds beyond a range that is audible to other humanoids.

Mulligan

Nekojin are blessed with good fortune and outright luck. They can re-roll dice up to four times each game session.

Special Movement

Quick reflexes and a flexible body help the Nekojin to always land on their feet after a fall. They usually only suffer half damage from impact when landing (see page 179).

Easily Distracted

Balls of yarn, the smell of meat, light beams, and small rodents instinctively capture a Nekojin’s attention.

Subrace Variation

Panthera are a stronger, more fearsome Nekojin Subrace, with black skin and sharp teeth. They gain +1 Strength, +1 Constitution, and Rank 2 Weapon: Fangs that inflict 1d6 + Strength Bonus damage. They do not possess Mulligan.

NEKOJIN

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
	2	Dexterity +2
2	2	Edge (Initiative)
1	1	Features (Darkvision 60')
1	1	Heightened Senses (Hearing)
2	2	Mulligan (4 re-rolls/session)
1	1	Special Movement (Cat-Like)
1	-1	Easily Distracted (Things that distract cats)
	8	TOTAL



Parasite

"I've come to terms with this thing living inside me. It acts on instinct. It isn't evil or good because it's just an animal. My choices determine my morality. Of course, I wish I didn't fall into that underground crypt lake where it was waiting – but it isn't all bad. I react more quickly and you've seen the damage that my arm blades can do. But yeah, I'd have this Parasite extracted if I could."

This form-changing species require host bodies with which to bond, and consequently a second Race is assigned to reflect this dual identity. These oily-black Parasites live within their host and constantly struggle for dominance and control of its body. Once bonded, a Parasite grants several combat and survival abilities to its host, including stretching and reforming limbs into deadly sharp weapons. Parasites are immune to electricity but have a weakness to loud sounds, which disrupt their malleability and control over their host. Parasites reproduce through asexual binary fission independently from their hosts' procreation methods.

Adventuring Notes

Parasites have the neutral morality of an animal and co-exist with their host once a balance is established after bonding. Consequently, their demeanour and team contributions can vary as widely as that for any humanoid. Parasite hosts are typically attracted to physically aggressive Classes such as Hunter, Ninja, and Samurai.

Base Speed

Medium – a Parasite's base speed is 30 feet/round.

Elasticity

A Parasite grants significant elasticity to two limbs (often arms) of a host's body, allowing stretching up to five times their normal dimensions.

Extra Actions – Lesser

With two bodies in a single unit, a Parasite gains an additional action each round. The Extra Action cannot be used to attack or cast spells, but is otherwise unrestricted.

Immunity

A Parasite's body composition provides immunity to lightning and electrical damage to their host.

Massive Damage – Lesser

Parasites have a natural understanding of how bodies function, allowing them to inflict an additional 1d8 unarmed attack damage.

Weapon

Sharp blades can project from their host's body that inflict unarmed damage similar to a longsword (1d8 + Strength Bonus).

Subrace Variation

Parasites do not have Subraces. Since they bond to a host body, though, such characters often have two Races assigned (such as Parasite and Human, Parasite and Fairy, etc.). Such a character gains the Attributes and Defects of both Races.

PARASITE

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
2	4	Elasticity (Two limbs stretch 5x; +4 grappling checks)
1	2	Extra Actions – Lesser (1 Extra Action/round; not attacks)
2	6	Immunity (Lightning)
4	4	Massive Damage – Lesser (+1d8 unarmed attacks)
2	2	Weapon: Extending Blades (1d8 slashing damage)
1	-2	Bane (Loud Sounds)
	16	TOTAL



Satyr

“Why would I take myself too seriously? Life is about exploring and having fun. We beat up monsters, take their stuff, and move onto the next dungeon. It’s that awesome! You should see me go; I’m like vroom-gone! No one can catch up with me. I’ll jump behind them – stab, stab, stab – and let my party get in some shots too. Then I get to – hey, look how cute that bunny is!”

Playful Satyrs, with their Human torsos and goat lower halves, make their traditional homelands in isolated mountainous regions. Their natural speed, heartiness, and leaping prowess help them thrive in places where other folks would struggle. While they are a fun-loving people, most Satyrs have learned to keep to themselves to avoid conflict with goblins and Humans.

Adventuring Notes

Retaining their childlike enthusiasm throughout their lives, Satyr make for interesting adventuring companions. They jump into new experiences – sometimes with reckless abandon – yet work well as part of a larger team. They are typically quick to form bonds with the rest of their party with their infectious positive attitude. They prefer the more active Classes such as Dynamic Spellbinder, Magical Girl/Guy, and Pet Monster Trainer.

Base Speed

Medium – a Satyr’s base speed is 60 feet/round (Fast Rank 1).

Extra Actions – Lesser

Fast on their hooves, Satyrs gains an additional action each round. The Extra Action cannot be used to attack or cast spells, but is otherwise unrestricted.

Fast

Satyrs are natural runners. They have an enhanced movement speed twice as fast as would be normal for their size.

Jumping

Their powerful goat haunches propel Satyrs through the air with incredible leaps up to three times their normal distance.

Easily Distracted

Whether only a few years old or many decades into their lives, Satyrs are still distracted by shiny, fun, and playful things that hold a child’s interest. This includes sweets, toys, music, laughter, cute animals, and dramatic action.

Subrace Variation

In addition to the normal Mountain Satyr, two Subraces may be encountered: Forest Satyr and Under Satyr.

As their name implies, Forest Satyr make their homes in woodlands. They have significantly larger horns that they use to impale targets during a charge (a Weapon Rank 2 that inflicts 2d4 + Strength Bonus damage).

Under Satyr live most of their lives underground in caves and tunnels. They have Rank 1 Features (Darkvision 60’) and partial resistance to acid damage (Immunity – Lesser Rank 2).

SATYR

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
	1	Constitution +1
	1	Charisma +1
1	2	Extra Actions – Lesser (1 Extra Action/round; not attacks)
1	1	Fast (x2 speed; 60 feet/round)
1	1	Jumping (3x normal distance)
2	2	Language (Common, Elvish, Sylvan)
1	-1	Easily Distracted (Things that distract children)
	7	TOTAL



Slime

“Skootch is, by far, the most interesting companion I’ve ever had. They tend to shy away from cities when we travel, so we stay in smaller villages or camp under the stars. I think they find dealing with too many humanoids tiresome. When we come across abandoned ruins or an ancient crypt, though, Skootch is always up for exploring and knocking some heads. They’re a shrewd negotiator, both with our party and with town merchants when we barter our found treasures for travel goods. They bring a new definition to the term ‘slimy bastard’. I’m not sure we would call ourselves ‘friends’ yet, but we are close.”

These intelligent drops of dense goo are typically the size of a wine cask and the shape of a teardrop or onion – though some unusual Slimes are as small as a thimble or as large as a tavern. Although some Slimes have small wings and can fly, most are wingless and scoot merrily along the ground. Slimes are not as fluid as they seem; they can be caged if the bars are packed close together. There are dozens of Slime varieties, and each Subrace has a distinct magical ability according to its colour. Most Slime civilisations of villages and towns are composed of a monochromatic population (all blue, all red, all copper, etc.), though “polychrome” towns are not unique.

Adventuring Notes

Much to their frustration, Slimes are often disregarded as unintelligent monsters. They are typically well aware of their limitations in humanoid societies, though, and approach such interactions accordingly. They select Classes that accommodate their physicality, including Adventurer, Broker, and Warder.

Base Speed

Small – a Slime’s base speed is 15 feet/round.

Elasticity

Slimes have great control over their physical dimensions and can distort their body up to five times their normal size.

Regeneration

Their highly malleable bodies allow Slimes to regenerate two Hit Points each round.

Special Movement

Slimes effortlessly maintain a low profile while slithering across land.

Unique Defect

To the frustration of tavern servers and the cleaning staff at inns, Slimes leave a thin yet slippery slime trail behind them.

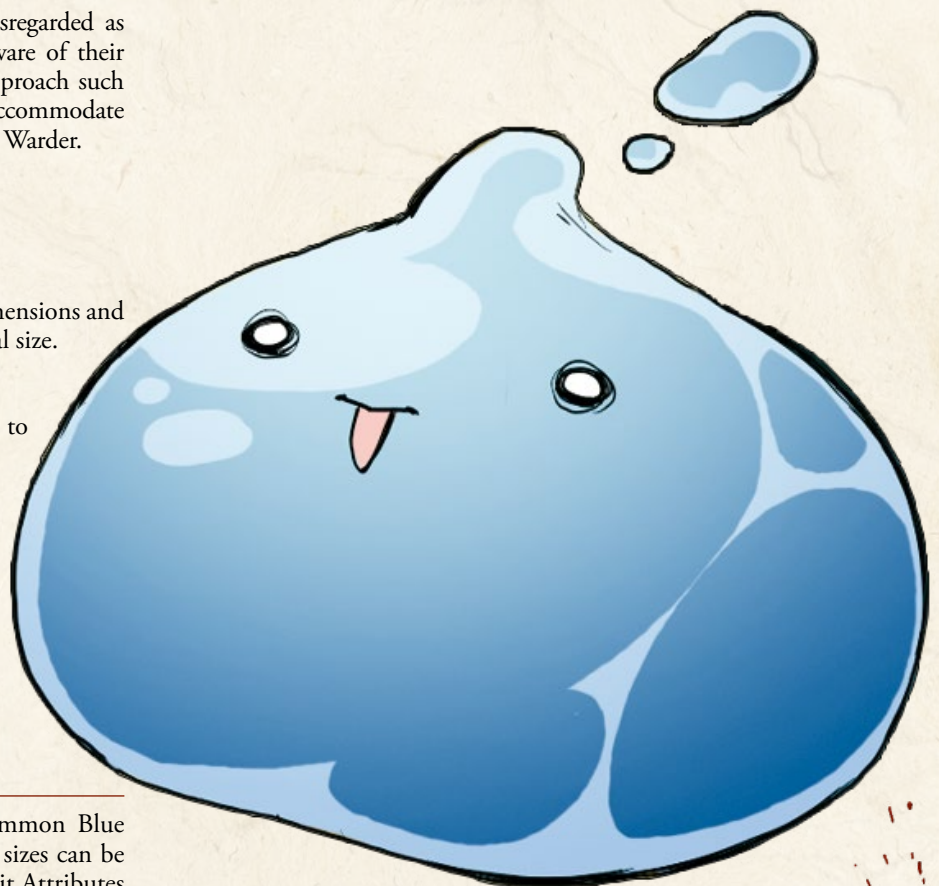
Subrace Variation

The stats provided here are for the most common Blue Slime, though dozens of other Slime colours and sizes can be found across the world. Such variant Slimes exhibit Attributes such as Features, Flight, Healing, Immunity, Mimic, Mind Control, Size Change, Supersense, Telepathy, and Weapon.

SLIME

Size: Small

RANK	POINTS	ATTRIBUTE / DEFECT
	1	Constitution +1
	2	Charisma +2
2	2	AC Bonus (+2 AC)
5	10	Elasticity (Entire body stretches 5x; +10 grappling checks)
2	2	Combat Mastery (+2 attack rolls)
1	1	Language (Common, Undercommon)
2	2	Regeneration (2 HP/round)
1	1	Special Movement (Slithering)
1	1	Unique Attribute (Small, Light, and Unobtrusive)
2	-2	Limited Damage (-2 Strength Impacts)
4	-4	Obstacle (Strength dice rolls)
1	-1	Unique Defect (Leaves Slime Trail)
1	-1	Slow (÷2 speed; 15 feet/round)
2	-2	Susceptible (+2 Standard damage)
1	-1	Unique Defect (Thrown Weapon Distance ÷2)
	11	TOTAL



Size Templates

Size templates help describe the modifiers your character receives for being any size other than Medium (i.e. Human-sized). Anime 5E sizes are shown in Table 05 along with a summary of effects. In brief, larger characters gain the following modifiers compared to smaller characters: taller, heavier, stronger, faster, enhanced throwing distance, more damaging, less susceptible to standard types of damage (including bludgeoning, piercing, and slashing; see page 173), easier to hit, have difficulty hitting targets, and have restrictions on spaces in which they can fit.

The Attributes and Defects associated with Size Templates cross all Race boundaries and are created to have the widest application possible. Each size larger than Medium consists of a package of Attributes and Defects that costs a total of 5 Points: Large = 5, Huge = 10, Gargantuan = 15. Conversely, each size smaller than Medium returns 5 Points to the character (i.e. the value of Defects exceed the value of the Attributes by 5 Points): Small = -5, Tiny = -10, Diminutive = -15.

If your character is approximately the same size as a Medium Human – ranging from 4' to 8' tall, which applies to most Races in Anime 5E – you can ignore this size template section.

EXAMPLE: SMALL SIZE TEMPLATE

RANK	POINTS	ATTRIBUTE / DEFECT
2	2	AC Bonus (+2 AC)
2	2	Combat Mastery (+2 attack rolls)
1	1	Unique Attribute (Small, light, and unobtrusive)
2	-2	Limited Damage (-2 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
1	-1	Slow (÷2 speed)
2	-2	Susceptible (+2 Standard damage)
1	-1	Unique Defect (Thrown weapon distance ÷2)
	-5	TOTAL

EXAMPLE: HUGE SIZE TEMPLATE

RANK	POINTS	ATTRIBUTE / DEFECT
4	4	Augmented (Strength)
4	4	Edge (Strength dice rolls)
2	2	Fast (x4 speed)
4	4	Massive Damage – Lesser (+4 Strength impacts)
4	4	Protected (-4 Standard damage)
2	2	Unique Attribute (x4 Thrown weapon distance)
4	-4	AC Penalty (-4 AC)
4	-4	Inept Attack (-4 attack rolls)
2	-2	Unique Defect (Big, heavy, and obvious)
	10	TOTAL

ASSIGNING SIZE

Look at Table 05 and select the size associated with your character's Race. Then select an appropriate weight for that size. Record the size modifiers in terms of the Attributes and Defects detailed below (larger sizes in red; smaller sizes in blue):

Height and Weight Modifier

Each x2 Height and x8 Weight adds a Unique Defect (Big, heavy, and obvious) [-1 Point]

Each +2 Height and +8 Weight imposes a Unique Attribute (Small, light, and unobtrusive) [+1 Point]

Strength Bonus

Each increase in bulk multiplies lifting and carrying capacity by x5 (that's x5/x25/x125) and adds 4 Strength [+4 Points]

Each decrease in bulk divides lifting and carrying capacity by ÷5 (that's ÷5/÷25/÷125) and removes 4 Strength [-4 Points]

Large and Small sizes do not gain +4/-4 Strength modifier, but lifting/carrying capacity is changed. [+0 Points for Large/Small]

Strength Check Dice

An advantage on Strength-related checks for all sizes above Medium adds 4 Ranks of the Edge Attribute [+4 Points]

A disadvantage on Strength-related checks for all sizes below Medium imposes 4 Ranks of the Obstacle Defect [-4 Points]

Strength Damage Inflicted Modifier

Each +2 Strength-related damage modifier adds 2 Ranks of the Massive Damage – Lesser Attribute [+2 Points]

Each -2 Strength-related damage modifier imposes 2 Ranks of the Limited Damage Defect [-2 Points]

Strength Damage Received Modifier

Each -2 resilience modifier to Standard type damage (page 173) adds 2 Ranks of the Protected Attribute [+2 Points]

Each +2 vulnerability modifier to Standard type damage (page 173) imposes 2 Ranks of the Susceptible Defect [-2 Points]

Armour Class Modifier

Each -2 Armour Class detriment imposes 2 Ranks of the AC Penalty Defect [-2 Points]

Each +2 Armour Class benefit adds 2 Ranks of the AC Bonus Attribute [+2 Points]

Attack Modifier

Each -2 attack penalty imposes 2 Rank of the Inept Attack Defect [-2 Points]

Each +2 attack bonus adds 2 Ranks of the Combat Mastery Attribute [+2 Points]

Throwing Distance Modifier

Each x2 distance adds a Unique Attribute (x2 Thrown weapon distance) [+1 Point]

Each ÷2 distance imposes a Unique Defect (÷2 Thrown weapon distance) [-1 Point]

Speed Modifier

Each x2 speed adds 1 Rank of the Fast Attribute [+1 Point]

Each ÷2 speed imposes 1 Rank of the Slow Defect [-1 Point]

FITTING IN

Assigning a size template larger than Medium may greatly restrict the character's ability to fit in with society and embark on standard fantasy RPG adventures. It's difficult to join your teammates on a dungeon crawl when you're 30 feet tall and can't even fit in the front door at the dungeon entrance! Similarly, if the fantasy setting is dominated by more common Medium-sized Races such as Humans, Dwarves, and Asrai, most community amenities like inns, taverns, shoppes, academies, and temples won't easily accommodate Large characters – and are off-limits completely to Huge and Gargantuan adventurers.

Wee Folk

Although playing characters smaller than Medium may not limit adventuring options the same way as playing someone larger, a character's modest proportions will present their own unique challenges. Children are often Small-sized (as are numerous humanoid Races, such as Halflings and Gnomes), and thus most fantasy settings can accommodate Small sizes easily enough. Tiny and Diminutive characters may have a difficult time finding appropriately sized clothing, armour, weapons, and adventuring gear, and they have limited carrying capacity. And, of course, their heavy damage penalties and susceptibility to physical injury pose significant combat and adventuring risks.

TABLE 05 • SIZE MODIFIERS

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

HITTING MODIFIERS

While many of the effects of size make intuitive sense (for example, having larger characters with greater lifting capacities), the combat modifiers to AC and attack rolls might seem odd. The example below illustrates the logic of the rules.

Consider firing a bow at three targets – a coin, a wagon, and a tavern – from across a field. Clearly, the coin would be the most difficult to hit, and the tavern the easiest. A similar analogy can be made with a melee attack. Thus it makes sense that if a Huge character (a giant) was fighting with a Diminutive opponent (a Fairy), the giant would suffer a penalty to hit the Fairy, and the Fairy would gain a bonus to hit the giant.

Now consider two opponents the same size – two Humans, two giants, two fairies, etc. Since they are the same size relative to each other, no modifiers should apply. That is, any bonuses they receive to hit should balance with any penalties they receive to be hit. Since Anime 5E involves the attacker rolling a d20, adding modifiers, and comparing the final value to the target's Armour Class, a penalty on the attack roll is functionally the same as a bonus to the target's AC. Similarly, a bonus on the attack has the same effect as an AC penalty.

Consequently, a larger-than-Medium character receives a penalty to both their AC and their attack rolls against all opponents. A smaller-than-Medium character receives a corresponding bonus to AC and attack roll against all opponents. If two combatants the same size clash – whether Medium, Small, Large, etc. – the bonuses and penalties cancel each other out. Similarly, the bonuses/penalties cancelling also applies to the damage-inflicted and damage-received modifiers for each Size Rank.

As you can see, the size combat modifiers might not be intuitive, but they work well across all size categories.



Race/Class Combinations

There are no Race or Class prerequisites in Anime 5E that preclude specific combinations. Players can select any Race and Class they desire from Anime 5E and standard Fifth Edition books, provided they have sufficient Points to pay for their selection, and the DM approves their choices.

Of course, some Race/Class combinations are more common than others for a variety of reasons.

- » The physicality of some Races – especially sizes other than Medium – make some pairings more or less common.
- » Some Race bonuses synergistically align with particular Classes making them more optimal choices.
- » Narratively, some Races are naturally drawn to certain Classes, such as woodland Races selecting the Druid Class.

Table 06 categorises Race/Class combinations in one of three commonalities: **RARE**, **COMMON**, or **PREFERRED**.

TABLE 06 • COMMONALITY OF RACE/CLASS COMBINATIONS

CLASS	ARCHFIEND	ASRAI	BLINKBEAST	DEMONAGA	FAIRY	GREY	HALF-DRAGON	HALF-TROLL	HAUD	KODAMA	NEKOJIN	PARASITE	SATYR	SLIME	DRAGONBORN	DWARF	ELF	GNOME	HALF-ELF	HALF-ORC	HALFLING	HUMAN	TIEFLING
Adventurer	C	C	C	C	P	C	C	C	P	C	C	C	C	P	C	P	C	C	P	C	P	C	C
Bender	C	P	C	C	C	R	C	P	C	C	P	C	C	R	P	C	C	P	C	R	C	P	C
Broker	R	R	C	P	C	C	C	C	C	P	P	R	C	P	C	R	R	P	C	P	C	P	C
Dynamic Spellbinder	C	P	C	C	P	P	C	P	R	C	C	R	P	C	R	C	P	C	P	C	C	P	C
Hunter	P	C	P	C	R	C	C	C	P	C	C	P	C	R	C	C	C	C	P	R	P	P	P
Isekai Student	C	C	C	C	C	R	P	R	C	R	P	C	C	C	C	C	C	C	C	C	C	P	R
Magical Girl/Guy	R	P	C	R	C	C	C	P	C	P	C	C	P	C	P	R	C	C	P	C	R	P	C
Ninja	C	R	P	C	C	C	P	R	C	C	C	P	C	R	C	C	P	R	C	C	P	P	C
Pet Monster Trainer	C	C	R	P	C	C	R	C	C	P	C	C	P	R	P	C	C	R	R	C	C	P	P
Psionicist	C	R	C	P	P	P	C	C	C	C	R	C	R	C	R	C	P	C	C	C	R	P	P
Samurai	C	C	R	C	C	C	P	C	C	R	C	P	C	C	C	P	C	R	P	C	C	P	R
Shadow Warrior	P	R	C	C	C	P	P	C	C	R	C	C	C	R	P	P	R	C	R	C	C	P	C
Techknight	C	C	C	R	R	P	C	C	R	C	P	C	R	R	C	R	C	P	C	R	P	P	C
Warder	P	C	P	C	C	R	R	C	P	C	R	C	C	P	R	C	P	C	C	C	P	P	R
Barbarian	P	R	C	C	R	R	C	C	P	C	P	C	C	R	C	P	R	C	R	P	C	P	R
Bard	R	C	R	C	P	C	C	C	R	C	C	C	P	C	C	C	C	C	P	R	P	P	C
Cleric	C	P	C	R	C	C	C	P	C	C	R	C	R	C	C	P	C	C	C	C	C	P	R
Druid	C	P	P	R	P	C	C	C	C	P	C	R	C	P	R	C	P	C	C	C	C	P	C
Fighter	P	C	P	C	C	C	P	C	P	C	C	P	C	C	P	P	C	C	C	P	C	P	C
Monk	C	C	R	C	C	P	R	C	C	P	P	C	C	P	C	C	C	R	R	C	C	P	C
Paladin	R	P	C	R	R	P	C	C	C	R	C	C	C	R	P	C	R	R	C	C	R	P	C
Ranger	C	C	P	C	P	R	C	P	C	C	C	R	P	C	C	C	P	C	C	C	C	P	C
Rogue	C	R	R	C	C	C	C	R	P	C	C	C	P	P	R	C	C	P	C	C	P	P	C
Sorcerer	C	C	C	C	C	C	P	C	R	P	P	C	R	C	P	R	C	C	C	R	C	P	P
Warlock	P	C	C	C	C	C	R	P	C	R	C	P	C	C	C	R	C	C	P	C	R	P	P
Wizard	C	C	C	C	C	P	P	R	C	C	R	P	C	C	C	C	P	P	C	R	R	P	C



CHAPTER 4

Classes

CHAPTER 4

CLASSES

Classes frame the archetypal roles that a character plays, or life paths that a character follows. They include occupations, lifestyles, callings, and status. Each Class provides a starting set of Hit Dice (Hit Points for each character Level), proficiencies (including armour, weapons, Skills, tools, and Saving Throws), Attributes, and other abilities that you use as a framework on which to grow your character.

The Fifth Edition PHB includes 12 Classes that cover the standard fantasy tropes, such as Fighters, Wizards, Clerics, and Rogues. You can use all of these Classes with Anime 5E, which have modified features and abilities from the PHB to provide balanced Point totals across all Classes. Anime 5E broadens the Class list with 14 new character options that take advantage of the game's expansive selection of Attributes. These new Classes are outlined in Table 07, with full descriptions and details provided later in this chapter.

Class Progression

As briefly discussed in Chapter 2, Classes progress through Levels (from 1st to 20th) that unlock a selection of increasingly powerful features as a character gains adventuring experience. Each Class presents its own progression chart that indicates what new Abilities, proficiencies, Attributes, spells, talents, and Bonus Points your character gains as they advance through their Class Levels. Unlike when assigning a Race, Class selection does not require the allocation of Discretionary Points (page 20).

Selecting a Class

If starting the game at 1st Level, players can select from any one Class that marks the beginning of their characters' adventuring life – whether it's a new Class in Anime 5E, or a rebalanced Class from the PHB. If creating characters at 2nd Level or higher, players can select multiple Levels of one Class or instead spread their characters' Levels over multiple Classes. See Multiclassing for more information (page 51).

1ST LEVEL FOUNDATION

The 1st Class Level provides the character with an expanded set of features and benefits compared to those offered at higher Levels. This establishes the character with a foundation for Hit Dice and numerous proficiencies.

Proficiency Bonus

Each Class grants the character a +2 Proficiency Bonus at 1st Level (worth 4 Points; see Table 10, page 82). This modifier is added to d20 dice rolls if the character is proficient in certain areas:

- » Attack rolls, when using spells or proficient weapons
- » Skill checks, when related to proficient Skills
- » Ability checks, when using proficient tools
- » Saving Throws, when related to proficient Ability Scores

Hit Dice and Hit Points

Each Class grants the character a number of Hit Points (or HP) at each Level that are determined by the Class's Hit Dice, which range from d4 to d12. At 1st Level, the character's Hit Points equals the maximum possible die roll value (i.e. 4 for d4, 6 for d6, etc.), plus their Constitution modifier.

Proficiencies

Each Class lists character proficiencies at 1st Level, including: armour, weapons, tools, Saving Throws, and Skills. When making d20 dice rolls for circumstances that involve the character's proficiencies, the character adds their Proficiency Bonus to the roll. If a character wears armour with which they lack proficiency, they suffer a disadvantage (page 153) on Ability Checks, Saving Throws, and attack rolls that involve Strength or Dexterity, and they can't cast spells.

LEVELLING BENEFITS

All Classes gain various character bonuses at each Level, with the exact type and frequency depending on each specific Class. Most benefits are granted in the form of one or more Attribute Ranks. The bonuses granted to each Class are presented in a chart in their respective sections. Benefits that share commonality across multiple Classes are described below.

Proficiency Bonus

All Classes begin with a +2 Proficiency Bonus at 1st Level, increasing to +3 at 5th Level, +4 at 9th Level, +5 at 13th Level, and +6 at 17th Level. Each increase is equivalent to Rank 1 Enhanced Proficiency Attribute [2 Points].

Bonus Points

Rather than assigning specific features to a Level advancement, some Classes provide flexible Bonus Points. Players can spend these extra Points immediately to acquire Attributes for their characters or eliminate Defects, or save them for future use.

Ability Score Improvement

Players can either increase one Ability Score of their choice by +2, or two Ability Scores of their choice by +1. Unless granted DM permission, characters can't increase an Ability Score above 20. Equivalent to Rank 2 Augmented Attribute [2 Points].

Attribute Ranks

When an Attribute is listed in a Class progression chart – which is the most common benefit when gaining Levels – your character gains one or more Ranks in that Attribute upon achieving that Class Level. If the character already possesses one or more Ranks in that Attribute, their Rank increases; otherwise, the character gains the Attribute for the first time.

TABLE 07 • CLASSES

CLASS	DESCRIPTION	HIT DIE	PRIMARY ABILITY	SAVING THROW PROFICIENCIES	ARMOUR AND WEAPON PROFICIENCIES
Adventurer	The most flexible of all characters with the ultimate freedom to become anything.	d6	Dexterity	Dexterity & Constitution & Wisdom	Light and medium armour; simple weapons; select 2 martial weapons
Bender	A master of their specific element who can bend forces of nature to their will.	d8	Constitution	Constitution & Wisdom	Light armour; shields; simple weapons; select 4 martial weapons
Broker	A character who thrives on connections to find the obscure and obtain the desired.	d6	Wisdom	Wisdom	Simple weapons
Dynamic Spellbinder	A magical manipulator who has extensive control over a chosen sphere of influence.	d6	Intelligence	Intelligence	Simple weapons
Hunter	A cunning professional who seeks out their prey for bounties, thrill, justice, and more.	d10	Strength	Constitution & Intelligence	Light and medium armour; shields; simple weapons; martial weapons
Isekai Student	An enigma who was suddenly transported from Earth and now has wondrous abilities.	d4	Charisma	Charisma	Simple weapons
Magical Girl/Guy	A champion for love and justice who fights for the forces of light and goodness.	d8	Wisdom	Wisdom & Charisma	Light armour; shields; simple weapons; select 2 martial weapons
Ninja	A master warrior of the shadow arts who is wrapped in mystery and traditions.	d8	Dexterity	Dexterity	Light armour; shields; simple weapons; martial weapons
Pet Monster Trainer	A collector of (and loyal friend to) cute pets that serve as companions and weapons.	d4	Charisma	Dexterity & Charisma	Simple weapons
Psionicist	A character who expands their humanoid evolution to unlock amazing mental powers.	d4	Intelligence	Intelligence & Charisma	Light armour; shields; simple weapons; select 2 martial weapon
Samurai	A deadly, yet honourable, fighter who follows the ancient Code of the Warrior.	d10	Strength	Strength & Wisdom	Light, medium, and heavy armour; shields; simple weapons; martial weapons
Shadow Warrior	A champion knight who achieves harmony with the negative dimensional planes.	d12	Strength	Strength	Light, medium, and heavy armour; shields; simple weapons; martial weapons
Techknight	A member of the martial Order of the Techknights who protect the innocent.	d10	Dexterity	Dexterity & Constitution	Light, medium, and heavy armour; shields; simple weapons; martial weapons
Warder	A free-spirited warrior who has learned the mystical arts of inscribing wards on flesh.	d6	Constitution	Constitution	Shields; simple weapons

Some Attributes – including Combat Technique, Monster Training, Sixth Sense, Special Movement, Undetectable, and more – provide a choice of options. Unless the sub-category is specifically mentioned for these Attributes in the Levelling chart, the player may select an option of choice for their character.

Duplicate Benefits

Once you reach a specific Class Level, you may get undesirable duplicate Attribute entries due to the character's Race abilities or alternate earlier Class Levels. In these situations, remove the excess Ranks, and instead convert their associated cost to Points that can be allocated to different Attributes.

For example, a Half-Troll (page 37) has the Regeneration Attribute at Rank 4. If the player assigns the Shadow Warrior Class, the character would normally also gain +1 Rank of Regeneration at 1st Level. If the player prefers to keep their Half-Troll Shadow Warrior at Rank 4 Regeneration – rather than increasing it to Rank 5 – the 1 Point normally assigned to that extra 1 Rank of Regeneration can instead be reallocated to the cost of acquiring a Rank of a different Attribute.

Of course, if the player is satisfied adding the Race and Class benefits together and increasing their character to Rank 5 Regeneration, then no changes or reallocations are needed.



POINT COST INDICATORS

Associated Point values may follow the entries for various Attributes, features, and character elements – usually expressed in bold brackets. For example, the Levelling chart for the Magical Girl/Guy Class (page 67) indicates they gain at 1st Level:

+1 Alternate Identity [1]; +1 Companion [5]; +1 Weapon [1]

These three +1 Attribute Ranks therefore sum to 7 Points (1+5+1)

EXPERIENCE POINTS

Table 08 summarises the Experience Points (XP) a character needs to advance between Levels from 1st through 20th, as well as the Proficiency Bonus granted at each Level. For information about earning XP, see page 181.

TABLE 08 • LEVEL ADVANCEMENT

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

CLASSLESS AND NPCs

All player characters belong to one or more Classes, but variation exists with NPCs – some identify with a Class, while others are Classless.

More individualised and powerful NPCs are assigned Classes, whether it's the standard Fighter for city guard or a hired sword, Cleric for a temple healer, Ninja for an efficient member of the Assassins' Guild, or Broker for the local shopkeeper who specialises in magical artefacts. These NPCs are treated the same way as player characters.

Conversely, weaker background NPCs may be Classless. This includes the multitude of farmers, merchants, labourers, etc., who focus more on everyday living than on adventuring. Any character benefits, features, or drawbacks they have are constructed from Points. All their game stats are assigned individually with Points, including Ability Scores, Hit Dice, Proficiency Bonus, all proficiencies, Attributes, and Defects. If these NPCs expand their scope and gain additional benefits during their lives, they don't advance in Level like characters do; rather, they gain Points to spend on Attributes directly.

Though villainous characters may be important NPCs that are assigned a Class, typical monsters are Classless and acquire all game stats through Points directly. See page 214 for examples.

Multiclassing

Multiclassing allows characters to gain Levels in more than a single Class. The player can mix the abilities of selected Classes to realise a character concept that might not be reflected in only one of the Class options.

Characters may gain a Level in any Class whenever they advance in Level, instead of being required to gain a Level in their current Class. The Levels of all Classes are added together to determine the character Level. For example, a character with 3rd Level Ninja, 2nd Level Magical Girl, and 1st Level Adventurer is a 6th Level character (3+2+1=6).

As a character advances in Levels, they might primarily remain a member of their original Class with just a few Levels in different Classes, or they might change course entirely and never look back at the Classes left behind. Compared to a single-Class character of the same character Level, they'll sacrifice some focus in exchange for versatility.

Prerequisites

Unless otherwise indicated by the DM, there are no minimum Ability Score prerequisites needed to obtain Levels in multiple Classes.

Multiclassing XP

The Experience Point cost to gain a Class Level is always based on the character's total Level (Table 08, page 50) and not their Level in a particular Class. For example, a 6th Level Psionicist/1st Level Hunter – 7th character Level – requires 34,000 XP to reach 8th character Level before they can take their 7th Level as a Psionicist or 2nd Level as a Hunter.

Hit Points and Hit Dice

A character gains a random number of Hit Points from their new Class, as determined by the Class's Hit Dice – plus Constitution modifier as normal (alternatively, players can instead assign a mid-ranged fixed value, as indicated in the Class descriptions). They only automatically gain the maximum possible die roll value if their 1st Class Level is also their 1st character Level (i.e. brand new characters).

Characters add together the Hit Dice granted by all their Classes to form their pool of Hit Dice. If the Hit Dice are the same die type, the dice are simply pooled together. For example, both the Samurai and the Technknight have d10 Hit Dice, and thus a Samurai 3/Technknight 6, has nine d10 Hit Dice. If the Classes provide Hit Dice of different types, keep track of them separately. For example, a Broker 7/Bender 3 has seven d6 Hit Dice and three d8 Hit Dice. The types and sizes of Hit Dice are important not only when randomly rolling new Levelling-based Hit Points, but also when spending and regaining Hit Dice during short and long rests (page 175).

Proficiency Bonus

A character's Proficiency Bonus is always based on their total character Level (see Table 08, page 50), and not their Levels in a particular Class. For example, a Warder 3/Wizard 2 has the Proficiency Bonus of a 5th-Level character, which is +3.

TABLE 09 • PROFICIENCY VALUES

PROFICIENCY	POINT VALUE
Shields	1
Light Armour	1
Medium Armour (Pre-requisite: Light Armour)	1
Heavy Armour (Pre-requisite: Medium Armour)	1
All Martial Weapons	4
5-6 Martial Weapons	3
3-4 Martial Weapons	2
1-2 Martial Weapons	1
Saving Throw for a Specific Ability Score (each)	2

Duplicate Proficiencies

Some Class combinations will result in duplicate proficiencies for the character when a new Class is added – armour, weapons, or Saving Throws. In these situations, ignore the duplicate proficiencies. The character is instead immediately granted a number of Bonus Points equal to one-quarter of the summed value of the duplicated proficiencies (round down), according to the values in Table 09.

For example, a 3rd-Level Shadow Warrior is proficient in all armour, shields, and martial weapons, and is also proficient in Strength-based Saving Throws. If they advance a Level and want to gain 1st Level in a new Hunter Class, several of the Hunter's proficiencies are duplicates of what the Shadow Warrior Class already possesses: light armour [1 Point], medium armour [1 Point], shields [1 Point], all martial weapons [4 Points], and Strength-based Saving Throws [2 Points]. The total of these duplicate proficiencies equals 9 Points, and thus the new 1st-Level Hunter immediately receives 2 Bonus Points (9÷4, round down) in lieu of the duplicated proficiencies.

Since Anime 5E Skill and tool proficiencies offer the character their choice from a selection, such proficiencies can always be unique and are never duplicated. If encountering duplicated Skill or tool proficiencies when Multiclassing with other Fifth Edition Classes, the player can select alternate Skill or tool proficiencies for their character instead. See pages 113 and 119 for a list of such proficiencies.

For example, a new 1st-Level Psionicist begins their adventuring career with two Skill proficiencies; let's assume the player selects Medicine and Survival. If the character Levels up and decides to Multiclass into the 1st-Level Druid Class, they also gain two Skill proficiencies from a list of 8 choices – but cannot select Medicine or Survival, since they are already proficient.

Duplicate Attributes

Though not as common, some Multiclassing combinations may also create duplicate or excessive Attribute entries. In these situations, remove the duplicated or excess Ranks, and instead convert their associated cost to Points that can be allocated to different Attributes.





Adventurer

“You know that feeling, when your heart is pounding so hard that you can actually hear it? I live for that! I’ve been diving to lake bottoms and crawling through ancient tombs for over a decade now, and the excitement never fades. Dungeon traps have nearly killed me countless times, but I won’t stop until I retrieve that treasure! Unfortunately, I’ve travelled with many companions that don’t have talents that are quite as flexible as mine – I’m on my, what, eighth party now? – and their narrow focus is almost always the end of them. Why just concentrate on learning one or two tricks when there’s a world of hidden talents to explore?”

Abandoned ruins, secured locations, and tales of lost or hard-to-get treasure are like a siren’s call for the Adventurer, whose penchant for getting into trouble gives them endless opportunities to develop potential that would otherwise remain untapped. Adventurers are a varied lot, as likely to find themselves exchanging witticisms in a social gathering as they are swinging from a dangling chain in a crumbling crypt. Depending on their personal preferences, they can specialise in particular areas, but one thing will always remain true: wherever they are, Adventurers can expect to run into trouble, even if they are not actively seeking it out.

Preferred Races: Fairy, Haud, Slime

Rare Races: None – Adventurers are common for all Races

CHARACTERISTICS

Adventurers are flexibility personified. With no particular feature to distinguish them, they have the freedom to become whatever they want to be. They are not particularly strong or innately talented, but they make up for it with dedication and courage. They can learn any trade they want and become increasingly better at it as they grow in experience. During their adventures, they discover many things about themselves and can awaken abilities that lay dormant until then, surprising friends and foes alike with each new development. They have few limits except those that they set for themselves.

Relationships With Other Classes

The adaptability that characterises an Adventurer helps them get along well with almost everybody, although this does not exempt personality clashes and romantic rivalries with other people without regard to their callings. Their insatiable thirst for excitement brings them closer to Hunters, Ninja, Shadow Warriors, and Warders. With their acquisition and disposal networks, Brokers are frequent allies as well. Isekai Students and Magical Girls/Guys are natural trouble magnets and “trouble” may be the Adventurer’s presence itself. They have no particular relationship with Benders, Dynamic Spellbinders, or Techknights, but their oddities attract an Adventurer’s curiosity. They adapt easily to the rest of the Classes if they have a common interest, complicating each other’s existence just by being close.



CLASS FEATURES

Adventurers gain the following Class features:

Hit Points

- » d6 Hit Dice + Constitution modifier each Level [3]
- » 6 + Constitution modifier Hit Points at 1st Level
- » 1d6 (or 4) + Constitution modifier HP at higher Levels

Proficiencies

- » Light and medium armour proficiencies [2]
- » Simple and two martial weapon proficiencies of choice [1]
- » Two tool proficiencies of choice [2]
- » Dexterity, Constitution, and Wisdom Saving Throw proficiencies [6]
- » Five Skill proficiencies of choice [5]

Total 1st-Level Base Points = 19 + 4 Proficiency Bonus = 23

Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 65

Bonus Points through Levels 1-20 = 102

Final Class Points Over 20 Levels = 190

Unrestricted Bonus Points

Unlike every other Class, the Adventurer doesn't gain any Attributes or other features as they advance in Levels. Instead, they gain unrestricted Bonus Points that can be allocated to desired Attributes, as permitted by the DM.

The total number of Points awarded to an Adventurer is lower than that for all other Classes: 190 Points, or 5% fewer than the normal 200 Points over 20 Levels. Their unrestricted Point gain at each Level provides the greatest degree of flexibility in their character growth, though. Such adaptability itself is a powerful feature; consequently, the Adventurer Class balances well with other Anime 5E and standard Fifth Edition Classes.

ADVENTURER

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+2 Points [2]
2nd	+2	+2 Points [2]
3rd	+2	+3 Points [3]
4th	+2	+3 Points [3]
5th	+3	+4 Points [4]
6th	+3	+4 Points [4]
7th	+3	+5 Points [5]
8th	+3	+5 Points [5]
9th	+4	+6 Points [6]
10th	+4	+6 Points [6]
11th	+4	+6 Points [6]
12th	+4	+6 Points [6]
13th	+5	+6 Points [6]
14th	+5	+6 Points [6]
15th	+5	+6 Points [6]
16th	+5	+6 Points [6]
17th	+6	+6 Points [6]
18th	+6	+6 Points [6]
19th	+6	+7 Points [7]
20th	+6	+7 Points [7]



Bender

“Thank you, thank you, quiet down. As you know, I’m Yotoshi, and I’m the regional clan master of the Eastern Light Benders. Welcome to this year’s conference, where we will vote on our clan’s direction over the next three years. As Light Benders, we shine brilliance across the land to eliminate the darkness that lurks in the hearts of man and beast. Light is our life, and no mage nor priest understands the cleansing power of radiance like we do. Like fine clay in the hands of a master sculptor, we mould luminosity into resplendent works of art.”

Though many tavern songs celebrate the accomplishments of famous magi and warriors, tales of dynamic specialists who tap into the power of the world itself are shared far and wide. The Bender Class designation stems from their ability to bend elements, concepts, or forces of nature to their will. Elemental Benders (such as Water Benders, Fire Benders, etc.) are common, though wildly exotic areas of specialisation – Insect Benders, Friction Benders, Silence Benders, Blood Benders, and more – can rise to fame and prominence as well. Unlike standard Fifth Edition spellcasting Classes, Benders are not limited to a specific spell list. While their Dynamic Powers Rank effects are framed by traditional spell power Levels, the scope of their effects within their specialisation area ranges well beyond, and is primarily limited by their Rank and creativity.

Preferred Races: Asrai, Half-Troll, Nekojin

Rare Races: Grey, Slime

CHARACTERISTICS

Benders focus their lives on improving and diversifying their area of specialisation, and are eager to undertake adventures that give them a chance to flex their control. Their personalities often align with their area of specialisation. For example, Fire Benders are hot-tempered and quick to anger; Friction Benders are smooth talkers who navigate through stressful situations with grace; Earth Benders are stable, reliable, and firm in their resolve; Silence Benders are quiet and contemplative individuals; etc. Though not immune to the allure of treasure and glory, Benders care more about their internal personal power than mere external wealth.

Relationships With Other Classes

With their intense focus on forces that shape the natural world, Benders find commonalities with similar Classes that they regard as awakened, such as Dynamic Spellbinders, Magical Girls/Guys, Psionicists, Shadow Warriors, and Warders. They also appreciate the enthusiasm of Adventurers, Isekai Students, and Ninja while on adventures of exploration. Benders frequently regard with indifference (or perhaps disdain) the more externally focussed Classes – Brokers, Hunters, Pet Monster Trainers, Samurai, and Technights.



CLASS FEATURES

Benders gain the following Class features:

Hit Points

- » d8 Hit Dice + Constitution modifier each Level [4]
- » 8 + Constitution modifier Hit Points at 1st Level
- » 1d8 (or 5) + Constitution modifier HP at higher Levels

Proficiencies

- » Light armour and shield proficiencies [2]
- » Simple and four martial weapon proficiencies of choice [2]
- » No tool proficiencies [0]
- » Constitution and Wisdom Saving Throw proficiencies [4]
- » Two Skill proficiencies of choice [2]

Total 1st-Level Base Points = 14 + 4 Proficiency Bonus = 18
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 159
 Bonus Points through Levels 1-20 = 23

Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Bender reaches 4th Level, and again at 8th, 12th, 16th, and 19th Level, they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Dynamic Powers – Lesser

At 1st Level, Benders select one specific minor category area of influence for their Lesser Dynamic Powers (page 99), and they gain that Attribute at Rank 1. Then at every subsequent odd Level (3rd through 19th), Benders gain an additional +1 Rank in the same (or different, in rare instances) Lesser Dynamic Powers category.

Edge

Upon reaching 6th Level, Benders gain an advantage on attack rolls related to their use of Dynamic Powers (page 100).

Energised

To help fuel their Dynamic Powers use, Benders need access to increased Energy. At 4th, 8th, and 12th Level, they gain +10 Energy (page 101).

Forced Disadvantage

Upon reaching 14th Level, characters suffer a disadvantage when making attack rolls against Benders (4 Ranks; page 102).

Immutable

A Bender is protected against spells and other effects that transform, alter, or displace their body. At 2nd, 10th, and 18th Level, they gain a +2 check bonus to resist effects (page 104).

Skill Proficiency

Benders are open to learning new talents while adventuring. At 5th, 10th, and 15th Level, they gain one additional Skill Proficiency (page 113).

BENDER

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Dynamic Powers – Lesser [5]
2nd	+2	+2 Points [2]; +1 Immutable [1]
3rd	+2	+1 Dynamic Powers – Lesser [5]
4th	+2	+2 Points [2]; +1 Energised [1]; Ability Score Improvement [2]
5th	+3	+1 Dynamic Powers – Lesser [5]; +1 Skill Proficiency [1]
6th	+3	+2 Points [2]; +2 Edge (Attacks with Dynamic Powers) [2]
7th	+3	+1 Dynamic Powers – Lesser [5]
8th	+3	+2 Points [2]; +1 Energised [1]; Ability Score Improvement [2]
9th	+4	+1 Dynamic Powers – Lesser [5]
10th	+4	+2 Points [2]; +1 Immutable [1]; +1 Skill Proficiency [1]
11th	+4	+1 Dynamic Powers – Lesser [5]
12th	+4	+2 Points [2]; +1 Energised [1]; Ability Score Improvement [2]
13th	+5	+1 Dynamic Powers – Lesser [5]
14th	+5	+2 Points [2]; +4 Forced Disadvantage (All Attacks Against Character) [4]
15th	+5	+1 Dynamic Powers – Lesser [5]; +1 Skill Proficiency [1]
16th	+5	+2 Points [2]; Ability Score Improvement [2]
17th	+6	+1 Dynamic Powers – Lesser [5]
18th	+6	+3 Points [3]; +1 Immutable [1]
19th	+6	+1 Dynamic Powers – Lesser [5]; Ability Score Improvement [2]
20th	+6	+4 Points [4]



Broker

“Welcome to Hafiz’s Shoppe of Wonders! I can tell by your battle-worn armour and expansive selection of weapons that you are mighty adventurers in search of unique treasures for the upcoming dungeon-crawling extravaganza? I have many fine weapons and magical artefacts of exceptional quality that will give you an edge over your competition. Or perhaps ... well, I don’t mean to pry, but I can sense you may be carrying an object enchanted with a dark aura? I’m sure you want to divest yourself of it, and I’m sure I can find the right buyer who will pay you handsomely for it. Let’s see!”

When adventurers are searching for something specific, something rare, something unique, they need look no further than the multi-talented Broker. Many years of training have honed supernatural and intuitive talents in the most respected Brokers, who can not only detect hidden features in objects but also tap into their business networks to extract additional information or locate potential buyers. Brokers have the widest range of skilled knowledge and tool competencies amongst all the Classes, and they put their expertise to good use. If an adventuring party has the coin and the connections, a Broker can get what they want or tell them more about what they have – or perhaps instead relate a fascinating tale about the unknown.

Preferred Races: Demonaga, Kodama, Nekojin, Slime

Rare Races: Archfiend, Asrai, Parasite

CHARACTERISTICS

Brokers thrive on connections – with people, information, artefacts, history, resources, and of course, coins and treasure. Shrewd negotiators and master manipulators, Brokers are an essential component of successful adventuring explorations – whether characters are aware of this need or not. Always friendly, often garrulous, yet rarely impractical, Brokers are generous with their assistance and helpful when caught in tight places. They make excellent allies and confidants; they know the value of keeping secrets and carefully guarding information. Brokers aren’t the first Class that parties seek to recruit for a dungeon crawl, yet their resourcefulness, diverse skill set, and quick Ability Score advancement make them worth consideration.

Relationships With Other Classes

Brokers are consummate professionals who easily form bonds with individuals of all Classes. They are drawn to Classes that share similar societal perspectives, though, including Isekai Students, Magical Girls/Guys, Psionicists, and Warders. Additionally, Brokers will curate relationships with Classes that rely on artefacts and other objects, such as Hunters, Pet Monster Trainers, and Techknights. Brokers often develop wariness of Classes that are widely varied in their talents, since diversified characters may not regard the Broker’s abilities as highly as others; this includes such Classes as Adventurers, Benders, and Dynamic Spellbinders.

CLASS FEATURES

Brokers gain the following Class features:

Hit Points

- » d6 Hit Dice + Constitution modifier each Level [3]
- » 6 + Constitution modifier Hit Points at 1st Level
- » 1d6 (or 4) + Constitution modifier HP at higher Levels

Proficiencies

- » No armour proficiencies [0]
- » Simple weapon proficiency [0]
- » Four tool proficiencies of choice [4]
- » Wisdom Saving Throw proficiency [2]
- » Four Skill proficiencies of choice [4]

Total 1st-Level Base Points = 13 + 4 Proficiency Bonus = 17
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 145
 Bonus Points through Levels 1-20 = 38
Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Broker reaches 2nd Level, and again at every even Level (4th through 20th), they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Connected

Brokers rely on their networks for business and adventuring activities. At 1st Level, they select one organisation of choice with which they are associated at Rank 1 Connected (page 98). At 7th, 11th, 14th, and 17th Level they gain another +1 Connected Rank, which can increase their standing in the original organisation, or establish an association with a new one.

Features

Brokers develop new physical traits over time, either through practice or paranormal augmentation. At 3rd, 7th, 11th, and 17th Level they gain one new Feature (page 101).

Item

Brokers come across many wondrous objects in their trade. At 5th Level, they gain a Rank 1 Item (page 105). At 10th and 15th Level they gain another +1 Item Rank – and an extra +2 Item Ranks at 20th Level – which can empower their original Item, or be assigned to new ones.

Pocket Dimension

Private extradimensional storage spaces are essential tools in a Broker's repertoire. At 4th Level, they gain access to a tiny Rank 1 Pocket Dimension (page 110). At 9th, 14th, and 19th Level they gain another +1 Pocket Dimension Rank, which can increase the size of their original dimension, or create new ones.

Saving Throw Proficiency

Thanks to their adaptability, at 8th and 16th Level, Brokers gain one additional Saving Throw Proficiency (page 112).

Sixth Sense

Brokers have the ability to detect things that may be hidden to normal senses, or affinities for specific objects or people. At

BROKER

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+2 Points [2]; +1 Connected [1]
2nd	+2	+2 Points [2]; +1 Sixth Sense [1]; Ability Score Improvement [2]
3rd	+2	+2 Points [2]; +1 Features [1]; +1 Skill Proficiency [1]
4th	+2	+2 Points [2]; +1 Pocket Dimension [2]; Ability Score Improvement [2]
5th	+3	+2 Points [2]; +1 Item [4]
6th	+3	+2 Points [2]; +1 Skill Proficiency [1]; Ability Score Improvement [2]
7th	+3	+2 Points [2]; +1 Connected [1]; +1 Features [1]; +1 Wealth [3]
8th	+3	+2 Points [2]; +1 Saving Throw Proficiency [2]; Ability Score Improvement [2]
9th	+4	+2 Points [2]; +1 Sixth Sense [1]; +1 Pocket Dimension [2]; +1 Skill Proficiency [1]
10th	+4	+2 Points [2]; +1 Item [4]; Ability Score Improvement [2]
11th	+4	+2 Points [2]; +1 Connected [1]; +1 Features [1]
12th	+4	+2 Points [2]; +1 Skill Proficiency [1]; Ability Score Improvement [2]
13th	+5	+2 Points [2]; +1 Sixth Sense [1]; +1 Wealth [3]
14th	+5	+2 Points [2]; +1 Connected [1]; +1 Pocket Dimension [2]; Ability Score Improvement [2]
15th	+5	+2 Points [2]; +1 Item [4]; +1 Skill Proficiency [1]
16th	+5	+2 Points [2]; +1 Saving Throw Proficiency [2]; Ability Score Improvement [2]
17th	+6	+2 Points [2]; +1 Connected [1]; +1 Features [1]; +1 Sixth Sense [1]
18th	+6	+2 Points [2]; +1 Skill Proficiency [1]; Ability Score Improvement [2]
19th	+6	+2 Points [2]; +1 Pocket Dimension [2]; +1 Wealth [3]
20th	+6	+2 Item [8]; Ability Score Improvement [2]

2nd, 9th, 13th, and 17th Level they gain one such Sixth Sense category (page 112).

Skill Proficiency

Brokers are quick to pick up new talents while adventuring. At 6th, 9th, 12th, 15th, and 18th Level, they gain one additional Skill Proficiency (page 113).

Wealth

Brokers will increase their collections of coins, gems, and valuable trinkets over time. At 7th, 13th, and 19th Level, they gain +1 Wealth Rank (page 121).

Dynamic Spellbinder

“Well met, travellers. May the Light ever illuminate your heart. I am Lothinora of the Sky Heart Fellowship, and I was informed by our mutual friend that you are seeking a practitioner of The Art to join your adventuring troupe? My talents are even more beneficial than what a mere wizard can offer, though, for I am Truth Spellbinder of considerable experience. There is more to Truth than just honest words! The Truth of the land reveals hidden entranceways and dangerous dungeon traps. With the Truth of your soul, I can unlock great combat potential. And the Truth of ... well ... let’s have a drink, shall we?”

The World is alive, and there is no one better to prove it than the Dynamic Spellbinder. A being of power incarnate with dominion over a major sphere of influence, the Dynamic Spellbinder knows how to harness the hidden energies that move the world and shape them into whatever form they desire. Such mystical knowledge can come from a variety of sources, whether wrenched from the secrets of an ancient civilisation, inherited from an occult tradition, or granted by powerful entities. Sometimes, the Dynamic Spellbinder may not even be of the humanoid Races, but rather an otherworldly being whose very nature allows it to use The Art at will.

Preferred Races: Asrai, Fairy, Grey, Half-Troll, Satyr

Rare Races: Haud, Parasite

CHARACTERISTICS

The main feature that distinguishes Dynamic Spellbinders from others is their extensive control over their chosen sphere of influence – be they major elements, ideologies, broad concepts, or natural phenomena. This power develops slowly over time, manifesting in the spells or spell-like effects they can invoke, as well as in the deepening of their understanding. The Dynamic Spellbinder’s stores of energy expand to fuel their increasing paranormal might. The path of dynamism requires a Spellbinder to be exceptionally knowledgeable and in tune with their craft to understand what they are doing and, more importantly, how they are accomplishing it. The forces of the world itself offer insight as well, encouraging Dynamic Spellbinders to grow as people at the same time that they grow in power.

Relationships With Other Classes

Dynamic Spellbinders feel most comfortable with other Classes that have an understanding of aspects of The Art, such as Benders, Magical Girls/Guys, Psionicists, Shadow Warriors, and Warders. Spellbinders also form close, yet practical, relationships with Adventurers, Brokers, Isekai Students, and Pet Monster Trainers. Connections with the more violent martial Classes – such as Hunters, Ninja, Samurai, and Techknights – are frequently strained, though.



CLASS FEATURES

Dynamic Spellbinders gain the following Class features:

Hit Points

- » d6 Hit Dice + Constitution modifier each Level [3]
- » 6 + Constitution modifier Hit Points at 1st Level
- » 1d6 (or 4) + Constitution modifier HP at higher Levels

Proficiencies

- » No armour proficiencies [0]
- » Simple weapon proficiency [0]
- » No tool proficiencies [0]
- » Intelligence Saving Throw proficiency [2]
- » Two Skill proficiencies of choice [2]

Total 1st-Level Base Points = 7 + 4 Proficiency Bonus = 11
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 169
 Bonus Points through Levels 1-20 = 20
Final Class Points Over 20 Levels = 200

Dynamic Powers

At 1st Level, Dynamic Spellbinders select one specific major category area of influence for their Dynamic Powers (page 99), and they gain that Attribute at Rank 1. Then at every subsequent odd Level (3rd through 19th), Spellbinders gain an additional +1 Rank in the same (or different, in rare instances) Dynamic Powers category.

Energised

To help fuel their Dynamic Powers use, Spellbinders need access to increased Energy. At 2nd, 6th, 12th, and 16th Level, they gain +10 Energy (page 101).

DYNAMIC SPELLBINDER

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Dynamic Powers [10]
2nd	+2	+2 Points [2]; +1 Energised [1]
3rd	+2	+1 Dynamic Powers [10]
4th	+2	+2 Points [2]
5th	+3	+1 Dynamic Powers [10]
6th	+3	+2 Points [2]; +1 Energised [1]
7th	+3	+1 Dynamic Powers [10]
8th	+3	+2 Points [2]
9th	+4	+1 Dynamic Powers [10]
10th	+4	+2 Points [2]
11th	+4	+1 Dynamic Powers [10]
12th	+4	+2 Points [2]; +1 Energised [1]
13th	+5	+1 Dynamic Powers [10]
14th	+5	+2 Points [2]
15th	+5	+1 Dynamic Powers [10]
16th	+5	+2 Points [2]; +1 Energised [1]
17th	+6	+1 Dynamic Powers [10]
18th	+6	+2 Points [2]
19th	+6	+1 Dynamic Powers [10]
20th	+6	+2 Points [2]



Hunter

“Runners are stupid if they think they can evade me for long. I have the skills, the connections, the equipment, the coin, and the time. I will find them. People – ugh, so often men – underestimate the pretty woman with pink hair and slim waist, and that’ll be their downfall. Hunting is my profession, and I’m damned good at it. I hone my skills between jobs by dungeon diving in small groups to clear out nests of nasty creatures. I find there’s a type of tranquillity in taking down cruel monsters; call it a hobby, I guess. So let’s get this contract started, yes?”

Hunters hunt, but not just for any prey. They possess a very particular set of skills – skills they have acquired over a very long adventuring career, skills that make them a nightmare for their bounties. Hunters are professional researchers, investigators, explorers, trackers, interrogators, warriors, and negotiators. They are connected to one or more organisations that advance their bounty business, and have the wealth and access to equipment and other resources to complete their contracts efficiently and effectively. For most Hunters, it’s not personal; that is, unless you are standing between them and the successful completion of their contract.

Preferred Races: Archfiend, Blinkbeast, Haud, Parasite

Rare Races: Fairy, Slime

CHARACTERISTICS

Many people assume that Hunters would follow the path of the lone wolf, but that’s rarely true. Hunters value their social networks, and work to establish relationships with many people (and some monsters!) from diverse backgrounds. These connections may unexpectedly help Hunters find contracts or locate their bounties, and have the added benefit of keeping Hunters grounded. A Hunter’s individual motivation is not easy to predict, since their reasons for following this Class’s path are diverse. Some do it for the thrill and danger, while others seek coin and fame; some are seeking to right wrongs and bring moral balance to their corner of the world, while others enjoy exacting revenge and inflicting pain. The world has much to offer, yet in the end, there is always the hunt.

Relationships With Other Classes

Hunters are comfortable allying with members of any Class that can provide them assistance, or at least won’t get in their way. They get along exceptionally well with Brokers, since both professionals value the connections and resourcefulness of the other. Hunters recognise and respect the dedication of other martial Classes such as Ninja, Samurai, Shadow Warriors, Techknights, Warders – and even Pet Monster Trainers, since their pets are often extensions of combat prowess. Hunters are often uncomfortable around those with magical and paranormal powers – such as Benders, Dynamic Spellbinders, Magical Girls/Guys, and Psionicists – since their mystical talents can be more difficult to anticipate.



CLASS FEATURES

Hunters gain the following Class features:

Hit Points

- » d10 Hit Dice + Constitution modifier each Level [5]
- » 10 + Constitution modifier Hit Points at 1st Level
- » 1d10 (or 6) + Constitution modifier HP at higher Levels

Proficiencies

- » Light and medium armour and shield proficiencies [3]
- » Simple and martial weapon proficiencies [4]
- » One tool proficiency of choice [1]
- » Constitution and Intelligence Saving Throw proficiencies [4]
- » Three Skill proficiencies of choice [3]

Total 1st-Level Base Points = 20 + 4 Proficiency Bonus = 24
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 174
 Bonus Points through Levels 1-20 = 2

Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Hunter reaches 4th Level, and again at 8th, 13th, 16th, and 19th Level, they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Combat Technique

Hunters train rigorously to ensure they have sufficient martial skill to overcome their opponents. At 2nd, 13th, and 18th Level they gain one Combat Technique (page 94).

Connected

Hunters rely on their social networks to track down their contracted prey. At 1st Level, they select one organisation of choice with which they are associated at Rank 1 Connected (page 98). At 6th, 10th, and 17th Level they gain another +1 Connected Rank, which can increase their standing in the original organisation, or establish an association with a new one.

Extra Actions

Battle experience and quick reflexes assist Hunters in combat, granting them an unrestricted Extra Action each round starting at 5th Level, and again at 10th and 15th Level (page 101).

Heightened Senses

Hunters push their senses to function beyond normal range. At 9th and 14th Level they gain one Heightened Sense (page 102).

Item

Hunters frequently discover magnificent artefacts while adventuring. At 7th Level, they gain a Rank 1 Item (page 105). At 14th Level, they gain another +1 Item Rank, which can empower their original Item, or be assigned to a new one.

Massive Damage – Lesser

Hunters focus on inflicting additional damage under one specific condition that they use frequently (page 106). At 6th Level, damage from those particular attacks is increased by +1d6 (equivalent to 3 Attribute Ranks). This is increased to +2d6 at 12th Level and again to +3d6 at 18th Level.

HUNTER

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Connected [1]
2nd	+2	+1 Combat Technique [1]; +1 Skill Proficiency [1]
3rd	+2	+2 Points [2]; +1 Special Movement [1]
4th	+2	+1 Wealth [3]; Ability Score Improvement [2]
5th	+3	+1 Extra Actions [4]
6th	+3	+1 Connected [1]; +3 Massive Damage – Lesser (+1d6 One Type) [3]
7th	+3	+1 Item [4]
8th	+3	+1 Skill Proficiency [1]; Ability Score Improvement [2]
9th	+4	+1 Heightened Senses [1]; +2 Weapon [2]
10th	+4	+1 Connected [1]; +1 Extra Actions [4]
11th	+4	+1 Skill Proficiency [1]; +1 Wealth [3]
12th	+4	+3 Massive Damage – Lesser (+1d6 One Type) [3]
13th	+5	+1 Combat Technique [1]; Ability Score Improvement [2]
14th	+5	+1 Heightened Senses [1]; +1 Item [4]
15th	+5	+1 Extra Actions [4]
16th	+5	+1 Wealth [3]; Ability Score Improvement [2]
17th	+6	+1 Connected [1]; +2 Weapon [2]; +1 Skill Proficiency [1]
18th	+6	+1 Combat Technique [1]; +3 Massive Damage – Lesser (+1d6 One Type) [3]
19th	+6	+1 Special Movement [1]; Ability Score Improvement [2]
20th	+6	+4 Weapon [4]

Skill Proficiency

Hunters are eager to learn new talents while adventuring. At 2nd, 8th, 11th, and 17th Level, they gain one additional Skill Proficiency (page 113).

Special Movement

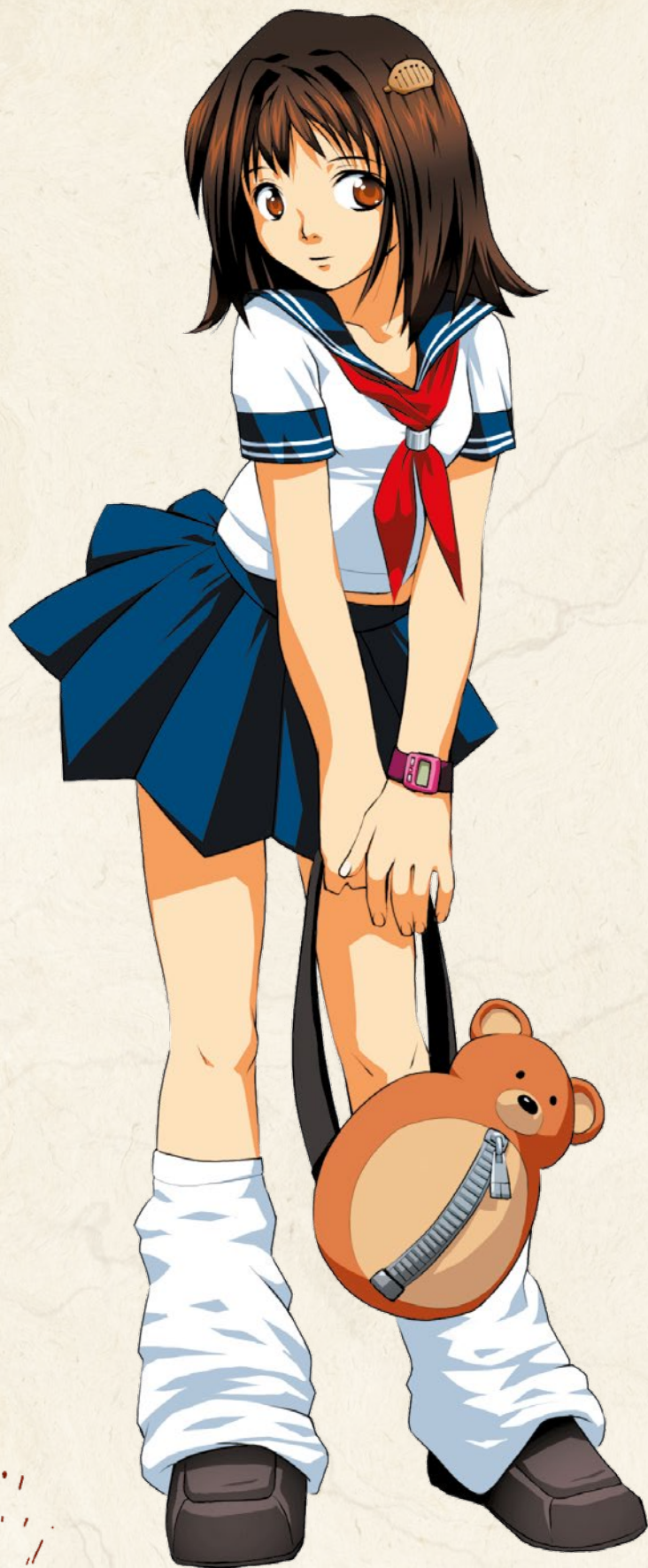
Non-conventional movement assists Hunters while tracking and preparing for the inevitable encounter. At 3rd and 19th Level they gain one such type of movement (page 116).

Wealth

Contracts provide Hunters with coins and other valuables, in addition to excitement. At 4th, 11th, and 16th Level, they gain +1 Wealth Rank (page 121).

Weapon

Hunters learn to turn their bodies into weapons over time, either through practice or paranormal augmentation (page 124). At 9th Level, their Rank 2 Weapon attack inflicts 1d8 damage (plus Ability bonus, as appropriate). This is increased to 2d8 damage at 17th Level (+2 Ranks) and again to 4d8 damage (+4 Ranks) at 20th Level.



Isekai Student

“Where do I begin? I was playing volleyball – oh, it’s a game when you bounce a ball repeatedly over a tall net, without letting it touch the ground – I was playing volleyball outside during gym class when I saw a faint red glow coming from the equipment building. Naturally, I was curious and went to investigate, but when I opened the door, the next thing I remember was waking up on the floor of the cave Lothinora and the party were camping in. It took me a long time to face the reality that this is my home now, and I’ve been here three years. I think. There’s been so much ... look out, I can sense orcs approaching from the north. Let’s get ready!”

Normal school life is adventure enough without the need to go gallivanting after lost treasures or joining armies. When they find themselves suddenly transported from Earth (or other home planet) to a magical fantasy world, though, Isekai Students learn that there’s much more to life than strict teachers, romantic rivals, and cultural festivals. Isekai or “different world” stories are a common anime staple that focusses on the struggles that Students face when they find themselves in unfamiliar surroundings far from home, without knowing when or how they’ll ever return. The fantasy lands unlock the Students’ hidden powers – occasionally assigning them to non-Human Races! – pushing them into uncomfortable situations and terrible conflicts where they’ll grow externally and within.

Preferred Races: Half-Dragon, Nekojin

Rare Races: Grey, Half-Troll, Kodama

CHARACTERISTICS

For all their relative normality, Isekai Students in the fantasy world seem surrounded by a special aura. They make friends easily, and not only because of their cool uniforms and marvellous gadgets. Their foreign origins and unlocked abilities seem to have the secondary effect of shielding them from much of the weirdness they might encounter in their strange surroundings. Most Isekai Students are insanely lucky as they dodge and duck during fights, and they have unexpected flashes of inspiration to guide them on their adventures. They thrive on social interactions, hoping that an individual with the solution to returning home lies just around the next corner.

Relationships With Other Classes

Isekai Students are strangers in a strange land, and they are eager to find friends and allies in any Class. Their openness and friendliness are appealing to many Classes, and Students will find themselves as apprentices to Benders and Dynamic Spellbinders, test subjects to Techknights and Warders, romantic interests to Magical Girls/Guys and Pet Monster Trainers, sidekicks to Adventurers and Brokers, and moral compasses to Ninja and Samurai. They may find the intensities of Hunters, Psionicists, and Shadow Warriors unsettling, yet Students are willing to lend a hand when they perceive the need. They are often everybody’s friends, and they have the luck to live to regret it.

CLASS FEATURES

Isekai Students gain the following Class features:

Hit Points

- » d4 Hit Dice + Constitution modifier each Level [2]
- » 4 + Constitution modifier Hit Points at 1st Level
- » 1d4 (or 3) + Constitution modifier HP at higher Levels

Proficiencies

- » No armour proficiencies [0]
- » Simple weapon proficiency [0]
- » No tool proficiencies [0]
- » Charisma Saving Throw proficiency [2]
- » Two Skill proficiencies of choice [2]

Total 1st-Level Base Points = 6 + 4 Proficiency Bonus = 10
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 128
 Bonus Points through Levels 1-20 = 62

Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Student reaches 2nd Level, and again at every even Level (4th through 20th), they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Connected

Forming social bonds helps Students adjust to their foreign surroundings. At 5th Level, they select one organisation of choice with which they are associated at Rank 1 Connected (page 98). At 8th, 11th, 14th, 17th, and 20th Level, they gain another +1 Connected Rank, which can increase their standing in the original organisation, or establish an association with a new one.

Inspire

Isekai Students are leaders. At 5th, 10th, and 15th Level, they grant allies a +1 check bonus on non-combat rolls (page 104).

Item

Students inevitably discover strange objects while exploring their new world. At 2nd Level, they gain a Rank 1 Item (page 105). At 6th, 10th, 14th, and 19th Level they gain another +1 Item Rank, which can empower their original Item, or be assigned to new ones.

Minions

Students tend to attract weak, but helpful, followers on their adventures. At 3rd Level, they gain up to 5 such Minions (page 108). This increases up to 10 Minions at 8th Level, up to 25 Minions at 13th Level, and up to 50 Minions at 18th Level.

Mulligan

Students trapped in their new fantasy world are blessed with good fortune and outright luck. At 1st Level, they can re-roll dice up to two times each game session. They gain an additional two re-rolls at 4th, 7th, 10th, 13th, and 16th Level (page 110).

Saving Throw Proficiency

Thanks to their adaptability, at 2nd, 9th, and 15th Level, Students gain one additional Saving Throw Proficiency (page 112).

ISEKAI STUDENT

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+2 Points [2]; +1 Mulligan [1]; +1 Sixth Sense [1]
2nd	+2	+2 Points [2]; +1 Item [4]; +1 Saving Throw Proficiency [2]; Ability Score Improvement [2]
3rd	+2	+4 Points [4]; +1 Minions [2]; +1 Skill Proficiency [1]
4th	+2	+2 Points [2]; +1 Mulligan [1]; Ability Score Improvement [2]
5th	+3	+4 Points [4]; +1 Connected [1]; +1 Inspire [1]
6th	+3	+2 Points [2]; +1 Item [4]; +1 Skill Proficiency [1]; Ability Score Improvement [2]
7th	+3	+4 Points [4]; +1 Mulligan [1]; +1 Sixth Sense [1]
8th	+3	+2 Points [2]; +1 Connected [1]; +1 Minions [2]; Ability Score Improvement [2]
9th	+4	+4 Points [4]; +1 Skill Proficiency [1]; +1 Saving Throw Proficiency [2]
10th	+4	+2 Points [2]; +1 Inspire [1]; +1 Item [4]; +1 Mulligan [1]; Ability Score Improvement [2]
11th	+4	+4 Points [4]; +1 Connected [1]; +1 Special Movement [1]
12th	+4	+2 Points [2]; +1 Immutable [1]; +1 Skill Proficiency [1]; Ability Score Improvement [2]
13th	+5	+4 Points [4]; +1 Minions [2]; +1 Mulligan [1]; +1 Sixth Sense [1]
14th	+5	+2 Points [2]; +1 Connected [1]; +1 Item [4]; +1 Skill Proficiency [1]; Ability Score Improvement [2]
15th	+5	+4 Points [4]; +1 Inspire [1]; +1 Saving Throw Proficiency [2]
16th	+5	+2 Points [2]; +1 Mulligan [1]; Ability Score Improvement [2]
17th	+6	+4 Points [4]; +1 Connected [1]; +1 Special Movement [1]
18th	+6	+2 Points [2]; +1 Minions [2]; +1 Sixth Sense [1]; +1 Skill Proficiency [1]; Ability Score Improvement [2]
19th	+6	+4 Points [4]; +1 Item [4]
20th	+6	+6 Points [6]; +1 Connected [1]; Ability Score Improvement [2]

Sixth Sense

Augmented by their otherworldliness, Students have the ability to detect things that may be hidden to normal senses, or affinities for specific objects or people. At 1st, 7th, 13th, and 18th Level, they gain one such Sixth Sense category (page 112).

Skill Proficiency

At 3rd, 6th, 9th, 12th, 14th, and 18th Level, Students gain one additional Skill Proficiency (page 113) from their new world.

Magical Girl/Guy

"I'm the pretty pink witch who rights wrongs and triumphs over demons. Watch out, because Heaven Witch Junko is here to punish you! Well – what do you think, Flutterbox? I know, I know, it's kinda corny. But all the other Magical Girls in the city give these inspiring speeches before battle, and I need one too. You awarded me my Weaver Wand, so why couldn't you have written a dramatic entrance phrase too? I'm interviewing with the Crypt Crawlers tonight, and I really want to impress them so they'll invite me on their adventuring team."

The forces of light sometimes choose the least likely candidate to be their defender. Enter the Magical Girl or Magical Guy (or even Magical Person or Magical Being) – once a normal person with normal worries like snagging a mate, preparing for academic training, or just eating the right food. With the appearance of a strange little creature, however, everything changed. Now wielding a strange artefact that grants weird and wonderful powers, the Magical Girl/Guy is charged with protecting friends, family, and often the rest of the kingdom or even the world. Oddly enough, only their adventuring allies seem to recognise their true identity under their costume.

Preferred Races: Asrai, Half-Troll, Kodama, Satyr

Rare Races: Archfiend, Demonaga

CHARACTERISTICS

Magical Girls/Guys usually have mentor friends – companion creatures that guide and advise them about their new role as protectors. The mentors try to teach them about magical powers as well, often with mixed results. Depending on the source of their powers, Magical Girls/Guys display special attacks that vary greatly for each individual, usually linked to a relic or special tool that unlocked their magical abilities. Battling against monsters much uglier than their worst nightmares, Magical Girls/Guys learn to jump high, fly quickly, regenerate wounds, and tap into special powers as they learn new weapon attacks and unlock more wonders from their magical artefacts.

Relationships With Other Classes

Magical Girls/Guys have complex relationships with many Classes. They understand the Pet Monster Trainers' plights navigating their servant/mentor role, and thus they get along well. Benders, Dynamic Spellbinders, and Psionicists are also good companions, since they usually share similar goals and methods. Adventurers and Isekai Students will often be objects of the Magical Girls'/Guys' admirations or affections, and emerge as trusted allies. They admire the martial abilities of the Hunters, Ninja, Samurai, and Warders, and wish they could fight just as well. Magical Girls/Guys are frequently disquieted by the personal motivations of Brokers, Shadow Warriors, and Techknights, so it may take more time to form bonds of friendship with them.



CLASS FEATURES

Magical Girls/Guys gain the following Class features:

Hit Points

- » d8 Hit Dice + Constitution modifier each Level [4]
- » 8 + Constitution modifier Hit Points at 1st Level
- » 1d8 (or 5) + Constitution modifier HP at higher Levels

Proficiencies

- » Light armour and shield proficiencies [2]
- » Simple and two martial weapon proficiencies of choice [1]
- » One tool proficiency of choice [1]
- » Wisdom and Charisma Saving Throw proficiencies [4]
- » Three Skill proficiencies of choice [3]

Total 1st-Level Base Points = 15 + 4 Proficiency Bonus = 19

Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 173

Bonus Points through Levels 1-20 = 8

Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Magical Girl/Guy reaches 3rd Level, and again at 9th, and 15th Level, they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Companion

Most Magical Girls/Guys need a loyal partner to assist with their training and help them unlock new talents. At 1st Level, they gain a Rank 1 Companion that is constructed from up to 60 Points (page 95). The Companion powers up quickly at 2nd Level, adding another 10 Points.

Dynamic Powers

Veteran Magical Girls/Guys broaden their talent scope and capacity through dedication and hard work. At 14th Level, they select one specific major category area of influence for their Dynamic Powers (page 99), and they gain that Attribute at Rank 1. At 20th Level, they gain an additional +1 Rank in the same (or different, in rare instances) Dynamic Powers category.

Extra Actions

As Magical Girls/Guys gain practical knowledge during battles they unlock an unrestricted Extra Action each round starting at 8th Level (page 101).

Flight

Whether they use wings or their own paranormal powers, Magical Girls/Guys can fly at up to 30 feet/round at 5th Level. This increases to 90 feet/round at 11th Level and again to 300 feet/round at 16th Level (page 102).

Item

Wondrous and mystical artefacts complete the ensemble for Magical Girls/Guys. At 3rd Level, they gain a Rank 1 Item (page 105). At 6th, 9th, 13th, 15th, and 18th Level, they gain another +1 Item Rank, which can empower their original Item, or be assigned to new ones.

MAGICAL GIRL/GUY

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Alternate Identity [1]; +1 Companion [5]; +1 Weapon [1]
2nd	+2	+1 Point [1]; +1 Companion [5]
3rd	+2	+1 Item [4]; Ability Score Improvement [2]
4th	+2	+1 Jumping [1]; +2 Regeneration [2]
5th	+3	+1 Flight [3]; +1 Skill Proficiency [1]
6th	+3	+2 Points [2]; +1 Item [4]
7th	+3	+2 Points [2]; +1 Regeneration [1]; +1 Weapon [1]
8th	+3	+1 Extra Action [4]
9th	+4	+1 Item [4]; Ability Score Improvement [2]
10th	+4	+1 Saving Throw Proficiency [2]
11th	+4	+1 Flight [3]; +1 Skill Proficiency [1]
12th	+4	+3 Points [3]; +1 Weapon [1]
13th	+5	+1 Item [4]; +1 Regeneration [1]
14th	+5	+1 Dynamic Powers [10]
15th	+5	+1 Item [4]; Ability Score Improvement [2]
16th	+5	+1 Flight [3]
17th	+6	+1 Skill Proficiency [1]; +1 Weapon [1]
18th	+6	+1 Item [4]
19th	+6	+1 Weapon [1]
20th	+6	+1 Dynamic Powers [10]

Jumping

Upon reaching 4th Level, Magical Girls/Guys can leap up to three times their normal distance (page 105).

Regeneration

Magical Girls/Guys automatically recover from their injuries much faster than others. At 4th Level, they regain 2 lost Hit Points each round. This increases to 3 HP/round at 7th Level and 4 HP/round at 13th Level (page 112).

Saving Throw Proficiency

Thanks to their adaptable diversity, Magical Girls/Guys power up to gain one additional Saving Throw Proficiency at 10th Level (page 112).

Skill Proficiency

Magical Girls/Guys learn new talents on their adventures. At 5th, 11th, and 17th Level, they gain one additional Skill Proficiency (page 113).

Weapon

As their Class name implies, Magical Girls/Guys gain innate magical attacks that are powered from within rather than being tied to objects. At 1st Level, their Rank 1 Weapon attack inflicts 1d4 damage (plus Ability bonus, as appropriate). This is increased to 1d8 at 7th Level, 1d12 at 12th Level, 3d6 at 17th Level, and 2d10 at 19th Level (page 124).

Ninja

“Listen, here’s the plan. The Count is in his room at the top of the spiral tower. We know he has the amulet, but we also know he’s hesitant to use it unless his life is in extreme peril, due to its soul cost. He’s expecting an attack, so the four of you are going to cause a massive disturbance in the courtyard when you attack – but you’re going to be terrible at it. I mean, completely incompetent. Let the guards think they’re winning, so they’ll send a runner to the Count telling him that everything’s under control. Nothing to worry about, and no need to use it. I’ll ascend the outside of the tower, sneak into his chambers, and end him before he realises you are the ruse. If I claim a few baubles from his rooms as I recover the amulet, who’s going to miss them?”



Wrapped in mystery and shadow, Ninja have haunted the sleep of the powerful for centuries. Heirs to an ancestral tradition, the Ninja know a great variety of mystical secrets and guard them with great zeal from outsiders. The veil of secrecy they foster makes ordinary people believe them to be legends, and they would not have it any other way. A fearful reality clothed in myth, Ninja fight for many purposes; some are ruthless assassins for hire while, at the other extreme, they can also be like knights-errant, serving justice against tyrants while striking from anonymity.

Preferred Races: Blinkbeast, Half-Dragon, Parasite

Rare Races: Asrai, Half-Troll, Slime

CHARACTERISTICS

As masters of the shadow arts, Ninja learn various techniques dealing with agility and stealth. With practice, they can become as light as air and just as fast, capable of jumping to great heights, balancing on impossibly narrow surfaces, and always landing on their feet. They eventually learn to bend shadows and silence around them by sheer force of will, giving rise to the many legends about their powers. A vast array of exotic weaponry is another of their trademarks, along with the ability to seemingly disappear. A Ninja’s awareness does not stop with enhanced senses, but extend to mystical forces and even to the spirit world.

Relationships With Other Classes

Historically, Ninja do not often associate with other Classes except by necessity or by virtue of their normal lives. Many Ninja eschew such self-isolation, though, and instead work to foster adventuring relationships with others. Ninja respect fighting spirits, and thus more easily establish links with Hunters, Magical Girls/Guys, Samurai, Shadow Warriors, Techknights, and Warders. They frequently share the Benders’ and Dynamic Spellbinders’ interest in the mystical arts. Potential relationships with Adventurers, Brokers, Isekai Students, Pet Monster Trainers, and Psionicists are treated on a case-by-case basis.

CLASS FEATURES

Ninja gain the following Class features:

Hit Points

- » d8 Hit Dice + Constitution modifier each Level [4]
- » 8 + Constitution modifier Hit Points at 1st Level
- » 1d8 (or 5) + Constitution modifier HP at higher Levels

Proficiencies

- » Light armour and shield proficiencies [2]
- » Simple and martial weapon proficiencies [4]
- » Two tool proficiencies of choice [2]
- » Dexterity Saving Throw proficiency [2]
- » Four Skill proficiencies of choice [4]

Total 1st-Level Base Points = 18 + 4 Proficiency Bonus = 22

Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 157

Bonus Points through Levels 1-20 = 21

Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Ninja reaches 4th Level, and again at every even Level (6th through 20th), they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Combat Technique

Ninja train rigorously to ensure they have sufficient martial skill to overcome their opponents. At 10th and 11th Level they gain one Combat Technique (page 94).

Control Environment

To enhance their stealth, Ninja gain limited control over their immediate surroundings (page 98): darkness control at 8th Level and silence control at 15th Level.

Edge

A Ninja's enhanced reflexes grant them an advantage on Initiative rolls at 2nd Level (Edge Rank 2; page 100) and attack rolls at 18th Level (Edge Rank 4).

Extra Actions

Intense training focusses a Ninja's efforts in combat, granting them an extra unrestricted Extra Action each round starting at 5th Level and again at 17th Level (page 101).

Fast

Ninja have trained tirelessly to be amazing runners. Starting at 9th Level, they move twice as fast as normal (page 101).

Forced Disadvantage

Upon reaching 12th Level, characters suffer a disadvantage when making attack rolls against Ninja (4 Ranks; page 102).

Heightened Senses

Ninja hone their senses to function beyond normal range. At 3rd, 9th, and 19th Level, they gain one Heightened Sense (page 102).

Jumping

Ninja are known for their incredible leaps. At 1st Level, Ninja can jump up to three times their normal distance (page 105). This increases to x10 at 6th Level, x30 at 11th Level, and x100 at 16th Level.

Massive Damage – Lesser

If a Ninja surprises an attacker and thus gains an advantage on their attack roll, they inflict additional damage (page 106). At 3rd Level, sneak attack damage is increased by +1d4 (equivalent to 2 Attribute Ranks). This is increased by +1d4 to +2d4 (or +1d8) at 8th Level, +3d4 (or +2d6) at 13th Level, and +4d4 (or +2d8) at 19th Level.

Sixth Sense

Perceptive Ninja can detect things hidden to normal senses, or have affinities for specific objects or people. At 7th and 15th Level they gain one Sixth Sense category (page 112).

Special Movement

Ninja excel at dynamic movements. At 4th, 5th, 13th Level, they gain one such type of movement (page 116). At 20th Level, they gain two more types.

NINJA

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Point [1];+1 Jumping [1]
2nd	+2	+1 Point [1];+2 Edge (Initiative Rolls) [2]
3rd	+2	+1 Point [1]; +1 Heightened Senses [1]; +2 Massive Damage – Lesser (+1d4 Sneak Attacks) [2]
4th	+2	+1 Point [1]; +1 Special Movement [1]; Ability Score Improvement [2]
5th	+3	+1 Point [1]; +1 Extra Actions [4]; +1 Special Movement [1]
6th	+3	+1 Point [1];+1 Jumping [1]; Ability Score Improvement [2]
7th	+3	+1 Point [1]; +1 Sixth Sense [1]; +1 Teleport [3]
8th	+3	+1 Point [1]; +1 Control Environment (Darkness) [1]; +2 Massive Damage – Lesser (+1d4 Sneak Attacks) [2]; Ability Score Improvement [2]
9th	+4	+1 Point [1]; +1 Fast [1]; +1 Heightened Senses [1]
10th	+4	+1 Point [1];+1 Combat Technique [1]; Ability Score Improvement [2]
11th	+4	+1 Point [1];+1 Combat Technique [1]; +1 Jumping [1]
12th	+4	+1 Point [1]; +4 Forced Disadvantage (All Attacks Against Character) [4]; Ability Score Improvement [2]
13th	+5	+1 Point [1]; +2 Massive Damage – Lesser (+1d4 Sneak Attacks) [2]; +1 Special Movement [1]
14th	+5	+1 Point [1]; +1 Teleport [3]; Ability Score Improvement [2]
15th	+5	+1 Point [1]; +1 Control Environment (Silence) [1]; +1 Sixth Sense [1]
16th	+5	+1 Point [1]; +1 Jumping [1]; Ability Score Improvement [2]
17th	+6	+1 Point [1]; +1 Extra Actions [4]; +2 Undetectable (Sight 2) [4]
18th	+6	+1 Point [1]; +4 Edge (Attack Rolls) [4]; Ability Score Improvement [2]
19th	+6	+1 Point [1]; +1 Heightened Senses [1]; +2 Massive Damage – Lesser (+1d4 Sneak Attacks) [2]
20th	+6	+2 Points [2];+2 Special Movement [2]; Ability Score Improvement [2]

Teleport

Advanced Ninja can focus their internal energy to disappear and instantly materialise in another place (page 119): up to 10 feet away at 7th Level, and 100 feet away at 14th Level.

Undetectable

The focus of a master Ninja allows them to turn invisible to sight starting at 17th Level (Rank 4; page 120).

Pet Monster Trainer

“OK, Kerdlefluff, one more time – Inferno Tail! Whoa, nice job. I think you singed my eyebrows on that one it was so hot. That’ll be our ace in the hole for the Eastern Neomorph Battle Arena tourney next week, and I’m sure we’ll place in the top three this time to earn that missing Jungle Badge. If my homeroom friends could just see me now, they’d be so jealous that I’m actually living inside the game we used to merely play! Let’s get some extra practice in with the party against some real monsters. Would you like that, Kerdlefluff? Of course you would! Maybe they’ve settled on which dungeon we’ll clear out this week. Coins are almost gone, so we need to stock up.”

Born of fantasy magic, divine intervention, or simply part of the natural order of things, there are monsters roaming across the continents. Some, like Neomorphs (page 230), can be disgustingly cute and docile even if they can unleash fire from their eyes or shoot bolts of lightning from their ... tails. Pet Monster Trainers take it upon themselves to tame these creatures and use their potentially deadly natural weapons towards some particular goal – perhaps as simple as gladiatorial badge collecting, as straight-forward as dungeon crawling, or as complex as saving the kingdom. A few Pet Monster Trainers organise tournaments to see who can work better with their pets and cultivate their innate abilities, though most are happy to spend their time exploring, collecting, and training.

Preferred Races: Demonaga, Kodama, Satyr

Rare Races: Blinkbeast, Half-Dragon, Slime

CHARACTERISTICS

Pet Monster Trainers gain powerful allies in the form of their monsters, befriend them readily and learning about their abilities – which they subsequently develop through training, exercise, and fights against other pet monsters or other kinds of opponents. The bond between master and pet monster is so strong that the Pet Monster Trainer perceives their monster’s thoughts over time, increasing their co-ordination and teamwork. As a reward for gladiatorial success, Pet Monster Trainers gain a measure of wealth that they use to treat both themselves and their pets, too. When teaming up in a party with other explorers and adventurers, Pet Monster Trainers are a package deal.

Relationships With Other Classes

Pet Monster Trainers get along with Magical Girls/Guys, but sometimes wonder why their own pet monster keeps all the power to itself. If their pet monster is a product of alchemy or natural development, the Pet Monster Trainer often seeks friendships with Technicians and Warders; alternatively, if their pet is a magical creature, then the Trainer’s attention shifts to Benders, Dynamic Spellbinders, and Psionicists. Trainers form bonds easily with Adventurers and Isekai Students, though they are more cautious when interacting with Hunters, Ninja, Samurai, and Shadow Warriors.



CLASS FEATURES

Pet Monster Trainers gain the following Class features:

Hit Points

- » d4 Hit Dice + Constitution modifier each Level [2]
- » 4 + Constitution modifier Hit Points at 1st Level
- » 1d4 (or 3) + Constitution modifier HP at higher Levels

Proficiencies

- » No armour proficiencies [0]
- » Simple weapon proficiency [0]
- » No tool proficiencies [0]
- » Dexterity and Charisma Saving Throw proficiency [4]
- » Two Skill proficiencies of choice [2]

Total 1st-Level Base Points = 8 + 4 Proficiency Bonus = 12
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 143
 Bonus Points through Levels 1-20 = 45
Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Pet Monster Trainer reaches 4th Level, and again at 8th, 12th, 16th, and 19th Level, they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Companion

Trainers collect and train their monster pets over time. At 1st Level, they gain a Rank 1 Companion that is constructed from up to 60 Points (page 95). They gain an additional 10 Points to allocate at every subsequent odd Level (3rd through 19th), which can be assigned to the original Companion or used to acquire new monsters. New pet monsters start with a free 30 Points in Ability Scores as well.

Extra Actions – Lesser

Trainers learn to act quickly and make the best out of any situation. Starting at 10th Level, they gain an additional Extra Action each round. The Extra Action cannot be used to attack or cast spells, but is otherwise unrestricted (page 101).

Monster Training

Trainers work with their monsters regularly to ensure they are ready for battle. At 2nd, 4th, 7th, 10th, 13th, 16th, and 19th Level, they gain one Monster Training technique (page 108).

Saving Throw Proficiency

Thanks to their adaptability, at 6th and 12th Level Trainers gain one additional Saving Throw Proficiency (page 112).

Skill Proficiency

Pet Monster Trainers frequently learn new talents. At 2nd, 5th, 8th, 11th, 14th, and 17th Level, they gain one additional Skill Proficiency (page 113).

Telepathy – Lesser

As the bond between a Trainer and their monsters grow, they gain the ability to communicate with them wordlessly (page 118). Starting at 4th Level, Trainers can pick up the “loud”

PET MONSTER TRAINER

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Companion [5]
2nd	+2	+2 Points [2]; +1 Monster Training [1]; +1 Skill Proficiency [1]
3rd	+2	+2 Points [2]; +1 Companion [5]
4th	+2	+2 Points [2]; +1 Monster Training [1]; +1 Telepathy – Lesser (Pet Monster) [1]; Ability Score Improvement [2]
5th	+3	+3 Points [3]; +1 Companion [5]; +1 Skill Proficiency [1]
6th	+3	+4 Points [4]; +1 Saving Throw Proficiency [2]
7th	+3	+2 Points [2]; +1 Companion [5]; +1 Monster Training [1]
8th	+3	+1 Skill Proficiency [1]; +1 Wealth [3]; Ability Score Improvement [2]
9th	+4	+2 Points [2]; +1 Companion [5]
10th	+4	+4 Point [4]; +1 Monster Training [1]; +1 Extra Actions – Lesser [2]
11th	+4	+2 Points [2]; +1 Companion [5]; +1 Skill Proficiency [1]
12th	+4	+2 Points [2]; +1 Saving Throw Proficiency [2]; +1 Telepathy – Lesser (Pet Monster) [1]; Ability Score Improvement [2]
13th	+5	+3 Points [3]; +1 Companion [5]; +1 Monster Training [1]
14th	+5	+4 Points [4]; +1 Skill Proficiency [1]; +1 Wealth [3]
15th	+5	+2 Points [2]; +1 Companion [5]
16th	+5	+2 Points [2]; +1 Monster Training [1]; +1 Telepathy – Lesser (Pet Monster) [1]; Ability Score Improvement [2]
17th	+6	+3 Points [3]; +1 Companion [5]; +1 Skill Proficiency [1]
18th	+6	+3 Point [3]; +1 Telepathy [3]; +1 Wealth [3]
19th	+6	+1 Companion [5]; +1 Monster Training [1]; Ability Score Improvement [2]
20th	+6	+3 Points [3]; +1 Wealth [3]

surface thoughts of their pets. At 12th and 16th Level, their mental connection strengthens by +1 Telepathy Rank.

Telepathy

Regular telepathic communication with their pet monsters expands a Trainer’s mental acuity, allowing them to also pick up “loud” surface thoughts of any single nearby creature or person starting at 18th Level (page 118).

Wealth

Winning arena battles and filling contracts puts coins and baubles in the Pet Monster Trainers’ pockets. At 8th, 14th, 18th, and 20th Level, they gain +1 Wealth Rank (page 121).

Psionicist

"I awoke on the 10th passing of my birth. The Whisper came to me while I was asleep and dreaming of a monumental beast stretching, stretching thin like precious gold leaf across the world. The Whisper told me its first secrets, and I listened. Over the years, it has kept revealing more and more. Unlike your affinity for tapping into the magical weave, I merely think about a change in the world that I want to evoke and it becomes so. Magic is a remarkable external gift; The Whisper is an internal life – a limitless understanding of reality."

Over a century earlier, a greater demon from one of the deepest infernal planes was unsuccessful in its attempt to overthrow the dimensional rulers. The demon was stripped of its powers and banished to the Material Plane, where it was set upon by a guild of magi and alchemists. They dismembered the demon, dissolving its essence into the world in their attempt to erase it from the land. The demon's mind essence integrated with nature, though, changing the land in unexpected ways.

With the proper activation, training, and guidance, humanoids can reach their next evolutionary stage – the development of psionic powers. Rather than relying on the external magical energies of The Art that is common to many Classes, though, Psionicists cultivate the limitless and forceful (yet internal) powers of the mind. Dominion over psychic energies can physically manifest in the real world to create an incredibly diverse range of effects. These overt displays of power may seem magically derived to those unfamiliar with Psionicists, but the originating activation sources are different.

Preferred Races: Demonaga, Fairy, Grey

Rare Races: Asrai, Nekojin, Satyr

CHARACTERISTICS

With few people to understand them, Psionicists are often feared and shunned in society; consequently, many masquerade as magic practitioners to better integrate with such closed-minded civilisations. They are used to standing on their own, and thus are eager to form bonds with other adventurers who treat them as equals. Psionicists use anger and indifference as armour against fear and hatred – though they sometimes transform such armour into aggression before fully grasping their situation and observing it with unclouded judgement.

Relationships With Other Classes

When afforded the opportunity, Psionicists will develop favourable perspectives of, and loyal bonds with, Classes that embrace magic and paranormal powers, including Benders, Dynamic Spellbinders, Magical Girls/Guys, Shadow Warriors, and Warders. Their thirst for knowledge and understanding means Psionicists will develop connections with Adventurers and Brokers, and occasionally Isekai Students as well. Preferring to cultivate the mind rather than the flesh, they view most martial Classes with indifference, including Hunters, Ninja, Pet Monster Trainers, Samurai, and Techknights.

STANDARD FIFTH EDITION SPELLCASTING PROGRESSION

Gaming groups that would prefer the Psionicist's spellcasting slot progression match that of traditional Classes from the PHB can easily make this substitution without affecting Class balance. Both spell slot progression charts result in approximately the same number of Points allocated to spellcasting ability.

PSIONICIST

LEVEL	PROFICIENCY BONUS	FEATURES	CANTRIPS KNOWN	SPELL SLOTS PER SPELL LEVEL								
				1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+2	+1 Point [1]; Spellcasting [2]	1	1	—	—	—	—	—	—	—	—
2nd	+2	+1 Point [1]; Spellcasting [4]	2	1	1	—	—	—	—	—	—	—
3rd	+2	+1 Point [1]; Spellcasting [6]	3	2	1	1	—	—	—	—	—	—
4th	+2	+1 Point [1]; Spellcasting [5]	4	3	2	1	—	—	—	—	—	—
5th	+3	+1 Point [1]; Spellcasting [9]	5	3	3	1	1	—	—	—	—	—
6th	+3	+1 Point [1]; Spellcasting [5]	6	3	3	2	1	—	—	—	—	—
7th	+3	+1 Point [1]; Spellcasting [11]	7	3	3	3	1	1	—	—	—	—
8th	+3	+1 Point [1]; Spellcasting [6]	8	3	3	3	2	1	—	—	—	—
9th	+4	+1 Point [1]; Spellcasting [8]	8	3	3	3	2	1	1	—	—	—
10th	+4	+1 Point [1]; Spellcasting [6]	8	3	3	3	2	2	1	—	—	—
11th	+4	+1 Point [1]	8	3	3	3	2	2	1	—	—	—
12th	+4	+1 Point [1]; Spellcasting [9]	8	3	3	3	2	2	1	1	—	—
13th	+5	+1 Point [1]; Spellcasting [8]	8	3	3	3	2	2	2	1	—	—
14th	+5	+1 Point [1]	8	3	3	3	2	2	2	1	—	—
15th	+5	+1 Point [1]; Spellcasting [10]	8	3	3	3	2	2	2	1	1	—
16th	+5	+1 Point [1]; Spellcasting [9]	8	3	3	3	2	2	2	2	1	—
17th	+6	+1 Point [1]	8	3	3	3	2	2	2	2	1	—
18th	+6	+1 Point [1]; Spellcasting [11]	8	3	3	3	2	2	2	2	1	1
19th	+6	+1 Point [1]; Spellcasting [10]	8	3	3	3	2	2	2	2	2	1
20th	+6	+1 Point [1]	8	3	3	3	2	2	2	2	2	1

CLASS FEATURES

Psionicists gain the following Class features:

Hit Points

- » d4 Hit Dice + Constitution modifier each Level [2]
- » 4 + Constitution modifier Hit Points at 1st Level
- » 1d4 (or 3) + Constitution modifier HP at higher Levels

Proficiencies

- » Light armour and shield proficiencies [2]
- » Simple and two martial weapon proficiencies of choice [1]
- » No tool proficiencies [0]
- » Intelligence and Charisma Saving Throw proficiencies [4]
- » Two Skill proficiencies of choice [2]

Total 1st-Level Base Points = 11 + 4 Proficiency Bonus = 15
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 165
 Bonus Points through Levels 1-20 = 20

Final Class Points Over 20 Levels = 200

Spellcasting

Psionicists have dominion over the mental realm that can cross over and manifest in the physical realm. They appear to have spellcasting abilities like a Wizard, though their paranormal effects are psionically charged rather than deriving their power from the magical arts. Consequently, Psionicists frequently baffle spellcasters and monsters, who may not have been previously exposed to such wide-ranging mental capabilities. The Dynamic Spellbinder Class can be redefined as a Psionicist if desiring more flexibility than normal PHB spellcasting allows.

PHB Spells

Though not magically derived, the Psionicists spell slots listed in the table above grant access to all spells from the Fifth Edition PHB – as well as other Fifth Edition fantasy publications as permitted by the DM. Psionicists are not restricted to a spell category, and thus can create mental effects from any Class domain, including those associated with Bards, Clerics, Druids, Paladins, Rangers, Sorcerers, Warlocks, and Wizards. Psionicists usually ignore listed spell components when manifesting their psionic effects, though the remaining spell parameters apply as normal (such as casting time, range, duration, and description).

Psionicists do not keep a spell book (they know all Level-appropriate spells), nor are they required to prepare or memorise spell effects before use. Due to their unrestricted breadth of mental spell availability, Psionicists are assigned an “accessible spells multiplication factor” of 1.25 when determining the Points allocated to their spellcasting effects, as detailed under the Deconstructing Traditional Classes section (page 82).

To cast one of these psionic spell effects, the character must expend a slot of the spell’s Level or higher. Psionicists regain all expended spell effect slots after a long rest.

Cantrips Known at Each Level

Unlike spells, Psionicists only know a specific number of chosen cantrips, but the cantrips can be cast repeatedly (i.e. no spell slots).

Mental Ability

Psionicists use Intelligence whenever a spell refers to spellcasting Ability. In addition, they use their Intelligence modifier both when setting the Saving Throw DC for a psionic effect, and when making an attack roll with one.

Save DC = 8 + Proficiency Bonus + Intelligence modifier
Attack modifier = Proficiency Bonus + Intelligence modifier

Samurai

“You may see a killer standing before you, but I do not share that perspective. Combat is an art, much like painting or composing a love ballad. These swords are my brushes and are but simple tools that advance my art and help me produce masterpieces of death. When I have made a decision to kill creatures like you and your tribe, there’s no benefit to think about doing it in a long, roundabout way. My heart may slacken, or I may miss my chance; in the end there will be no success and no art. The Way of the Warrior is one of immediacy. Rest well.”



The Way of the Warrior demands that the Samurai hold themselves to the key virtues of justice, compassion, control, courage, honour, integrity, loyalty, and respect. They are dedicated warriors who seek perfection at the edge of their blades, tempering their spirits in the heat of combat and honing their values at the same time that they sharpen their swords. They enter combat with aplomb and deadly calm, hesitating to unsheathe their weapons because once they do, they are honour-bound to finish the battle. The most experienced Samurai are destined to lead others, and can infuse their souls into attacks to cut through metal and stone as if it were paper.

Preferred Races: Half-Dragon, Parasite

Rare Races: Blinkbeast, Kodama

CHARACTERISTICS

Walking the Way of the Warrior bestows upon the Samurai a great power and responsibility. They can strike like lightning and move like a hurricane, sometimes cutting down their enemies in a single stroke. Despite their tremendous skill, Samurai are careful to take an opponent’s measure before engaging in combat, cutting off any escape with their speed and agility. They feel the flow of combat in their veins and gain a superhuman awareness of their surroundings to the point that they can fight without seeing. Samurai are a match for almost anything.

Relationships With Other Classes

Valuing honour and discipline, Samurai feel a kinship with Magical Girls/Guys, Shadow Warriors, and Warders. They carry neutral opinions of Adventurers, Hunters, and Isekai Students, reserving judgement until they observe how these potential allies conduct themselves. Interestingly, Samurai frequently form friendships with Brokers, appreciating the insights they provide into current affairs and the connections they bring to an adventuring party. They regard the actions of Benders, Dynamic Spellbinders, Pet Monster Trainers, Psionicists, and Techknights with suspicion, though, believing they take an easier path by using outside forces to serve them.

CLASS FEATURES

Samurai gain the following Class features:

Hit Points

- » d10 Hit Dice + Constitution modifier each Level [5]
- » 10 + Constitution modifier Hit Points at 1st Level
- » 1d10 (or 6) + Constitution modifier HP at higher Levels

Proficiencies

- » All armour and shield proficiencies [4]
- » Simple and martial weapon proficiencies [4]
- » One tool proficiency of choice [1]
- » Strength and Wisdom Saving Throw proficiencies [4]
- » Three Skill proficiencies of choice [3]

Total 1st-Level Base Points = 21 + 4 Proficiency Bonus = 25

Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 165

Bonus Points through Levels 1-20 = 10

Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Samurai reaches 3rd Level, and again at 6th, 9th, 12th, 15th, and 18th Level, they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Combat Technique

Samurai are martial masters who work tirelessly to hone their craft. They gain specific Combat Techniques (page 94) throughout their career: Judge Opponent (4th Level), Two Weapons (5th Level), Critical Strike (7th Level), Blind Fighting (10th Level), and Extended Range (13th Level).

Edge

A Samurai's enhanced reflexes grant them an advantage on Initiative rolls at 1st Level (Edge Rank 2; page 100).

Extra Actions

Intense training focusses a Samurai's efforts in combat, granting them an extra unrestricted Extra Action each round starting at 8th Level and again at 16th Level (page 101).

Fast

Samurai are highly skilled runners. Starting at 2nd Level, they move twice as fast as normal (page 101).

Inspire

Samurai are beacons of inspiration for their companions. At 5th, 10th, 15th, and 19th Level, they grant allies a +1 check bonus on non-combat rolls (page 104).

Jumping

Samurai can leap incredible distances. At 7th Level, Samurai can jump up to three times their normal distance (page 105). This increases to 10 times normal distance at 14th Level.

Massive Damage – Lesser

As masters of close-quarters combat, Samurai inflict additional melee damage (page 106). At 6th Level, melee damage is increased by +1d6 (equivalent to 3 Attribute Ranks). This is increased to +2d6 at 12th Level, and +3d6 at 18th Level.

Mulligan

Fortune favours the bold! Starting at 14th Level, Samurai can re-roll dice up to twice each game session (page 110).

Skill Proficiency

Samurai embrace challenges to learn new talents while adventuring. At 5th, 8th, 10th, 15th, and 17th Level, they gain one additional Skill Proficiency (page 113).

Special Movement

With their intense physical training, Samurai can perform one type of special movement starting at 9th Level (page 116).

Wealth

Nearing the end of long and successful careers, Samurai have accumulated plenty of coins and jewels. At 20th Level, they gain +1 Wealth Rank (page 121).

SAMURAI

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+2 Edge (Initiative Rolls) [2]
2nd	+2	+1 Point [1]; +1 Fast [1]
3rd	+2	+1 Point [1]; Ability Score Improvement [2]
4th	+2	+1 Point [1]; +1 Combat Technique (Judge Opponent) [1]
5th	+3	+2 Combat Technique (Two Weapons) [2]; +1 Inspire [1]; +1 Skill Proficiency [1]
6th	+3	+3 Massive Damage – Lesser (+1d6 Melee Weapons) [3]; Ability Score Improvement [2]
7th	+3	+1 Combat Technique (Critical Strike) [1]; +1 Jumping [1]
8th	+3	+1 Skill Proficiency [1]; +1 Extra Actions [4]
9th	+4	+1 Point [1]; +1 Special Movement [1]; Ability Score Improvement [2]
10th	+4	+1 Combat Technique (Blind Fighting) [1]; +1 Inspire [1]; +1 Skill Proficiency [1]
11th	+4	+2 Points [2]; +2 Weapon [2]
12th	+4	+3 Massive Damage – Lesser (+1d6 Melee Weapons) [3]; Ability Score Improvement [2]
13th	+5	+2 Points [2]; +1 Combat Technique (Extended Range) [1]
14th	+5	+1 Jumping [1]; +1 Mulligan [1]; +2 Weapon [2]
15th	+5	+1 Inspire [1]; +1 Skill Proficiency [1]; Ability Score Improvement [2]
16th	+5	+1 Extra Actions [4]
17th	+6	+1 Skill Proficiency [1]; +2 Weapon [2]
18th	+6	+3 Massive Damage – Lesser (+1d6 Melee Weapons) [3]; Ability Score Improvement [2]
19th	+6	+2 Points [2]; +1 Inspire [1]
20th	+6	+1 Wealth [3]; +2 Weapon [2]

Weapon

Experience teaches a Samurai to rely not just on physical weapons but also on their own internal energies and martial prowess. At 11th Level, they gain a Rank 2 Weapon attack that inflicts 1d8 damage (plus Ability bonus, as appropriate). This is increased to 2d8 at 14th Level, 3d8 at 17th Level, and 4d8 at 20th Level (page 124).

Shadow Warrior

“When I find that stupid little bard that first composed the words ‘Shadow Warrior’, I’m going to wring his scrawny neck. We are not shadows, which have no form and rely on light to manifest. My brothers and I are initiates of the Negative Plane, which is the true source of power in this world. By becoming one with the Master Plane, we can transform in ways you can’t possibly imagine. Through battle, we show deference to the Master and send more fuel its way to keep the Plane strong. Sword, action, conflict, death, growth, state – they are all expressions of the same reality. A shadow is no comparison to what I have become.”

The title of Shadow Warrior is granted to the chosen few champions who exhibit potential to achieve an incredible harmony with negative dimensional planes. Their connection allows them to move beyond their body’s physical limitations, turning into liquid or gaseous forms at lower initiate Levels and incorporeal or energy states at higher mastery Levels. Shadow Warriors can also regenerate wounds quickly and absorb negative energies to increase their size and strength. These combatants do not carry the Samurai’s baggage of honour, preferring to wage battle against anyone they deem a threat to their goals – whatever those goals may be. Few can withstand the ferocity of a Shadow Warrior focussed on victory, and even fewer can understand the motivations that drive them in battle.

Preferred Races: Archfiend, Grey, Half-Dragon

Rare Races: Asrai, Kodama, Slime



CHARACTERISTICS

Members of the Shadow Warrior Class are an enigmatic lot. Their ties to the Negative Plane affect their bodies but do not weigh on their morality or spirit. Their talents are divided between both of their namesakes – shadow and warrior – which positions them as important contributors to their adventuring party. Although they have trained in ranged weapons, Shadow Warriors prefer to engage their opponents up close in melee combat to fully appreciate the thrill of battle. They'll take advantage of every benefit that their abilities to grow and change states provide, both in combat and while exploring.

Relationships With Other Classes

Shadow Warriors are typically self-sufficient, and comfortable leading a solitary life with few allies. Companions offer greater opportunities for interesting engagements, though, and thus these Warriors frequently travel with other adventurers to explore, conquer, and develop. They enjoy sparring with their teammates, from Benders and Dynamic Spellbinders to Techknights and Warders, and view those Classes with magical or physical martial prowess most favourably. Shadow Warriors usually find relationships with Adventurers, Brokers, and Isekai Students awkward and unfulfilling.

CLASS FEATURES

Shadow Warriors gain the following Class features:

Hit Points

- » d12 Hit Dice + Constitution modifier each Level [6]
- » 12 + Constitution modifier Hit Points at 1st Level
- » 1d12 (or 7) + Constitution modifier HP at higher Levels

Proficiencies

- » All armour and shield proficiencies [4]
- » Simple and martial weapon proficiencies [4]
- » No tool proficiencies [0]
- » Strength Saving Throw proficiency [2]
- » One Skill proficiency of choice [1]

Total 1st-Level Base Points = 17 + 4 Proficiency Bonus = 21
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 179
 Bonus Points through Levels 1-20 = 0

Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Shadow Warrior reaches 8th Level, and again at 14th, and 17th Level, they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Change State

Shadow Warriors understand the true nature of matter, and can shift its boundaries to transform into different states (page 92). At 2nd Level, they can spend one round to turn their body into liquid or gaseous forms. At 20th Level, they can instead change into incorporeal or energy states.

SHADOW WARRIOR

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Regeneration [1]
2nd	+2	+2 Change State [6]
3rd	+2	+1 Size Change – Lesser (Grow) [4]
4th	+2	+1 Extra Actions [4]
5th	+3	+1 Skill Proficiency [1]
6th	+3	+4 Massive Damage – Lesser (+1d8 Melee Attacks) [4]
7th	+3	+1 Regeneration [1]
8th	+3	Ability Score Improvement [2]
9th	+4	+1 Size Change – Lesser (Grow) [4]
10th	+4	+1 Extra Actions [4]
11th	+4	+1 Skill Proficiency [1]
12th	+4	+1 Regeneration [1]
13th	+5	+4 Massive Damage – Lesser (+1d8 Melee Attacks) [4]
14th	+5	Ability Score Improvement [2]
15th	+5	+1 Size Change – Lesser (Grow) [4]
16th	+5	+1 Extra Actions [4]
17th	+6	Ability Score Improvement [2]
18th	+6	+1 Regeneration [1]
19th	+6	+1 Skill Proficiency [1]
20th	+6	+2 Change State [6]

Extra Actions

Combat is life! Shadow Warriors gain an unrestricted Extra Action each round starting at 4th Level and again at 10th and 16th Level (page 101).

Massive Damage – Lesser

With their affinity for face-to-face conflict, Shadow Warriors inflict additional melee damage (page 106). At 6th Level, melee damage is increased by +1d8 (equivalent to 4 Attribute Ranks). This is increased to +2d8 at 13th Level.

Regeneration

Their tie to the underplanes automatically heals a Shadow Warrior's injuries much faster than normal. At 1st Level, they regain 1 lost Hit Points each round. This increases to 2 HP/round at 7th Level, 3 HP/round 12th Level, and 4 HP/round at 18th Level (page 112).

Size Change – Lesser (Grow)

Shadow Warriors can absorb ambient negative energies into their bodies to increase their weight, stature, and strength. Starting at 3rd Level, they can temporarily increase their Size Rank by one category (for example, from Medium to Large, or Tiny to Small; page 112) and gain all associated benefits and drawbacks of their new size (page 44). This increases to two Size Ranks at 9th Level and 3 Size Ranks at 15th Level.

Skill Proficiency

Shadow Warriors are eager to learn new talents while on their adventures. At 5th, 11th, and 19th Level, they gain one additional Skill Proficiency (page 113).

Techknight

“My father’s father brought me into the Divine Glade the night that I had reached my name day and told me he was a member of the secret Order of Techknights. He saw in me a spark that was missing from my parents and siblings and said that I was to take up his mantle in the Order once he was gone. Unfortunately, the time of his departure was rapidly approaching, and so my training began. When he was gone, I donned this wondrous emerald armour, claimed his sword as my own, and continued his mission to cleanse the lands of filth.”



Nearly two centuries ago, a giant fireball could be seen from many kingdoms streaking brightly across the night sky before it descended below the horizon and presumably into the sea.

The presumptions were wrong. The object was not a fireball, but a spaceship that crashed into a small archipelago inhabited by a large tribe of Humans who had little experience with the continental world. The ship was largely destroyed, and no living creatures were discovered, but strewn about the crash site were hundreds of suits of bizarre armour. The suits were painted many colours, and though they afforded protection similar to chain mail (AC 16), they were significantly lighter and allowed a greater range of movement (i.e. no Strength requirement; no penalty to Stealth checks). With this unexplained gift from the heavens, thus began the martial Order of the Techknights. Over the subsequent decades, the Techknights have expanded across the world to bring peace into the land by vanquishing those creatures and humanoids who terrorise the innocent and the helpless. Stories of the “sky cave” are passed down from generation to generation, as are the suits of prized armour.

Preferred Races: Grey, Nekojin

Rare Races: Demonaga, Fairy, Haud, Satyr, Slime

CHARACTERISTICS

Though the existence of their Order is not widely known, Techknights are sometimes described by learned scholars as “faithless Paladins” – champions of those who cannot adequately defend themselves, but without the religious motivation behind their actions. Techknights approach their duty with respect and dedication, though they rarely take themselves too seriously.

Relationships With Other Classes

Techknights can form strong relationships with all Classes, though their combat focus naturally means that they align with other warrior Classes more easily, such as Hunters, Ninja, Samurai, Shadow Warriors, and Warders. They are also attracted to the enigmatic nature of Brokers and Isekai Students. Classes with paranormal or magical powers are not as relatable for Techknights, but they judge an individual’s worth by their actions and not their labels.

CLASS FEATURES

Techknights gain the following Class features:

Hit Points

- » d10 Hit Dice + Constitution modifier each Level [5]
- » 10 + Constitution modifier Hit Points at 1st Level
- » 1d10 (or 6) + Constitution modifier HP at higher Levels

Proficiencies

- » All armour and shield proficiencies [4]
- » Simple and martial weapon proficiencies [4]
- » One tool proficiency of choice [1]
- » Dexterity and Constitution Saving Throw proficiencies [4]
- » Three Skill proficiencies of choice [3]

Total 1st-Level Base Points = 21 + 4 Proficiency Bonus = 25
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 170
 Bonus Points through Levels 1-20 = 5

Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Techknight reaches 4th Level, and again at 8th, 12th, 16th, and 19th Level, they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

Combat Technique

Techknights focus on their martial training from day one. At 1st Level, they gain two Combat Techniques (page 94) and then gain one additional Technique at 5th, 8th, and 16th.

Connected

Though the Order of Techknights is a small and decentralised organisation with few resources, all Techknights are associated to it with Rank 1 Connected (page 98).

Control Environment

To enhance their stealth, Techknights gain the ability to mute sound in their immediate surroundings (page 98) starting at 15th Level.

Edge

Techknights focus on enhancing one of their six Ability Scores for resilience and adaptability. This training grants them an advantage on Saving Throws for their selected Ability Score starting at 7th Level (Edge Rank 2; page 100).

Extra Actions

As dedicated warriors, Techknights gain an unrestricted Extra Action each round starting at 3rd Level and again at 9th, 13th, and 18th Level (page 101).

Item

Techknights rely on nifty gadgets and gear while adventuring. At 2nd Level, they gain a Rank 1 Item (page 105). At 6th, 10th, 14th, and 17th Level, they gain another +1 Item Rank, which can empower their original Item or be assigned to new ones.

Protected

Techknights train to harden their bodies and learn to roll with attacks to reduce their injuries (page 111). At 3rd Level,

TECHKNIGHT

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+2 Combat Technique [2]; +1 Connected (Techknight Order) [1]; Techknight Armour [0]
2nd	+2	+1 Item [4]
3rd	+2	+1 Extra Actions [4]; +1 Protected (-1 Melee damage) [1]
4th	+2	Ability Score Improvement [2]
5th	+3	+1 Combat Technique [1]; +1 Protected (-1 Ranged damage) [1]
6th	+3	+1 Item [4]; +1 Skill Proficiency [1]
7th	+3	+2 Edge (Saving Throws for 1 Ability) [2]; +1 Protected (-1 Melee damage) [1]
8th	+3	+1 Combat Technique [1]; Ability Score Improvement [2]
9th	+4	+1 Extra Actions [4]; +1 Protected (-1 Ranged damage) [1]
10th	+4	+1 Item [4]; +1 Skill Proficiency [1]
11th	+4	+1 Point [1]; +1 Protected (-1 Melee damage) [1]
12th	+4	+1 Point [1]; Ability Score Improvement [2]
13th	+5	+1 Extra Actions [4]; +1 Protected (-1 Ranged damage) [1]
14th	+5	+1 Item [4]; +1 Skill Proficiency [1]
15th	+5	+1 Point [1]; +1 Sixth Sense [1]; +1 Control Environment (Silence) [1]
16th	+5	+1 Combat Technique [1]; Ability Score Improvement [2]
17th	+6	+1 Item [4]; +1 Protected (-1 Melee damage) [1]
18th	+6	+1 Extra Actions [4]
19th	+6	Ability Score Improvement [2]
20th	+6	+2 Points [2]; +1 Protected (-1 Ranged damage) [1]

they can ignore 1 Hit Point of damage inflicted by melee attacks. This increases to 2 HP at 7th, 3 HP at 11th, and 4 HP at 17th Level.

At 5th Level, they can also ignore 1 Hit Point of damage inflicted by ranged attacks. This increases to 2 HP at 9th, 3 HP at 13th, and 4 HP at 20th Level.

Sixth Sense

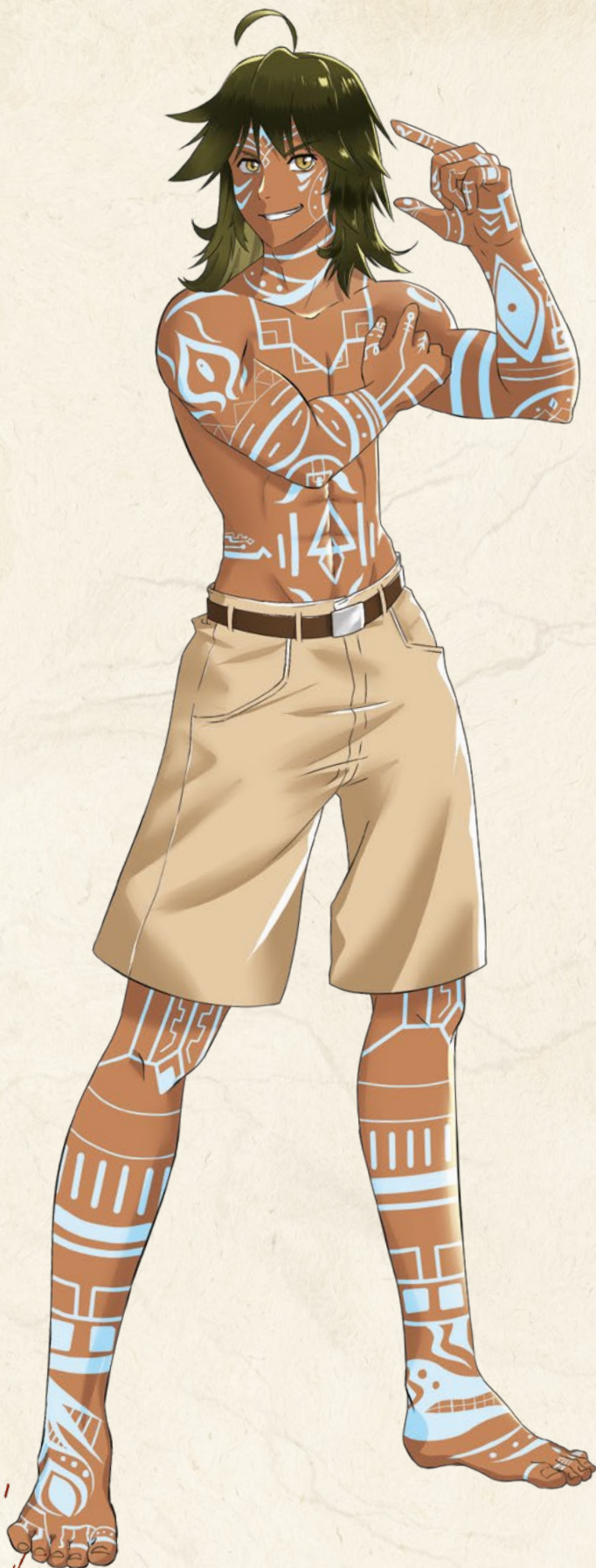
Techknights gain unique insights as they advance and can select one Sixth Sense category (page 112) at 15th Level.

Skill Proficiency

Techknights readily learn new talents on their adventures. At 6th, 10th, and 14th Level, they gain one additional Skill Proficiency (page 113).

Techknight Armour (Medium)

Techknights are each granted a suit of Techknight Armour without Point cost. Wearing the armour isn't a requirement of the Order, but the suit looks great and offers enhanced protection: AC 16 + Dexterity modifier (+2 Maximum).



Warder

“Gather ‘round everyone. I have scouted beyond the grove, and yes, the hordes are coming for your village tonight. Listen! I had hoped for more time to prepare you and your defences – but never doubt that you are ready! Keep your shirts off, since the wards I have transcribed on your skin will have more impact with direct contact. Those defence wards won’t make your skin impermeable, but they will turn away a misaimed claw or bite. And keep your spears handy, because we need to push them into the centre pit. Tonight, you fight for your village, for your families, and for your birthright to these lands. I am honoured you’ll allow me to fight with you.”

A Warder has learned the mystical art of inscribing temporary marks or wards on flesh to imbue specific combat abilities on themselves and others. With careful dedication to their inscriptions (and the spending of Points during character creation or advancement!), the wards can be made permanent and infuse power into the warder. Consequently, over time a Warder’s body will be adorned from head to toe in various movement, impact, and absorption wards that provide numerous enhancements in battle – extra damage, special movements, AC bonuses, additional actions, and more. Warders travel the lands, searching through musty libraries, abandoned villages, and infested crypts for new sources of unique wards to unlock even more powerful endowments.

Preferred Races: Archfiend, Blinkbeast, Haud, Slime

Rare Races: Grey, Half-Dragon, Nekojin

CHARACTERISTICS

These free-spirited individuals love exploring the outdoors and taking in all the wonders that nature provides. Warders dress in minimal clothes to keep their tattooed wards visible and ready for activation; consequently, they are often regarded by others as primitive and uncivilised. Warders pride themselves on being scholars of history and lore – much of which is gained during their searches for new sources of ward inscriptions. Warders have an infectious zest for life that makes them popular with children and their adventuring companions.

Relationships With Other Classes

Companionship flows freely from those who follow the Warder path. Their casual approach to life is appealing to members of other Classes who value fun and exploration, including Adventurers, Brokers, Isekai Students, Magical Girls/Guys, Pet Monster Trainers, and Techknights. Warders also find kinship in Classes that pursue different arcane aspects, including Benders, Dynamic Spellbinders, and Psionists. Although Warders also value focus and dedication to a calling, their dynamic approach sometimes brings them in conflict with Hunters, Ninja, Samurai, and Shadow Warriors.

CLASS FEATURES

Warders gain the following Class features:

Hit Points

- » d6 Hit Dice + Constitution modifier each Level [3]
- » 6 + Constitution modifier Hit Points at 1st Level
- » 1d6 (or 4) + Constitution modifier HP at higher Levels

Proficiencies

- » Shield proficiency only (no armour) [1]
- » Simple weapon proficiency [0]
- » One tool proficiency of choice [1]
- » Strength Saving Throw proficiency [2]
- » Four Skill proficiencies of choice [4]

Total 1st-Level Base Points = 11 + 4 Proficiency Bonus = 15
 Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 150
 Bonus Points through Levels 1-20 = 35
Final Class Points Over 20 Levels = 200

Ability Score Improvement

When a Warde reaches 3rd Level, and again at 6th, 9th, 12th, 15th, and 18th Level, they can increase one Ability Score of choice by 2, or two Ability Scores of choice by 1 each. Ability Scores can only be raised above the Level-based benchmarks with DM approval (see Table 01, page 20).

AC Bonus

With their natural flexibility and tattooed bodies, Warders are harder to hit in combat with sufficient force to inflict damage. Their AC increases by +1 at 2nd, 5th, 8th, 14th, and 17th Level, and by +2 at 11th and 20th Level (page 92).

Extra Actions

With their enhanced training, Warders gain an unrestricted Extra Action each round starting at 5th Level and again at 9th, 14th, and 19th Level (page 101).

Massive Damage

As students of physiology and practitioners of tattooed impact wards, Warders inflict additional damage under all situations (page 106). At 1st Level, their attack damage is increased by +1. This is increased to +2 at 4th Level, +3 at 7th Level, +4 at 10th Level, +5 at 13th Level, +6 at 16th Level, and +7 at 19th Level.

Skill Proficiency

Warders are keen learners. At 2nd, 8th, and 17th Level, they gain one additional Skill Proficiency (page 113).

Special Movement

Warders train in dynamic movements. At 1st, 2nd, 4th, 7th, 10th, 13th, and 16th Level, they gain one such type of movement (page 116).

Tool Proficiency

Tools can become valuable assets for Warders. At 8th and 20th Level, they gain one additional Tool Proficiency (page 119).

WARDER

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Massive Damage (+1) [3]; +1 Special Movement [1]
2nd	+2	+2 Points [2]; +1 AC Bonus [1]; +1 Skill Proficiency [1]; +1 Special Movement [1]
3rd	+2	+2 Points [2]; +1 Transfer [3]; Ability Score Improvement [2]
4th	+2	+1 Massive Damage (+1) [3]; +1 Special Movement [1]
5th	+3	+2 Points [2]; +1 AC Bonus [1]; +1 Extra Actions [4]
6th	+3	+2 Points [2]; +1 Transfer [3]; Ability Score Improvement [2]
7th	+3	+1 Massive Damage (+1) [3]; +1 Special Movement [1]
8th	+3	+3 Points [3]; +1 AC Bonus [1]; +1 Skill Proficiency [1]; +1 Tool Proficiency [1]
9th	+4	+1 Point [1]; +1 Extra Actions [4]; Ability Score Improvement [2]
10th	+4	+1 Massive Damage (+1) [3]; +1 Special Movement [1]; +1 Transfer [3]
11th	+4	+4 Points [4]; +2 AC Bonus [2]
12th	+4	+4 Point [4]; Ability Score Improvement [2]
13th	+5	+3 Points [3]; +1 Massive Damage (+1) [3]; +1 Special Movement [1]
14th	+5	+1 Point [1]; +1 AC Bonus [1]; +1 Extra Actions [4]
15th	+5	+1 Point [1]; +1 Transfer [3]; Ability Score Improvement [2]
16th	+5	+2 Points [2]; +1 Massive Damage (+1) [3]; +1 Special Movement [1]
17th	+6	+4 Points [4]; +1 AC Bonus [1]; +1 Skill Proficiency [1]
18th	+6	+4 Point [4]; Ability Score Improvement [2]
19th	+6	+1 Extra Actions [4]; +1 Massive Damage (+1) [3]
20th	+6	+2 AC Bonus [2]; +1 Tool Proficiency [1]; +1 Transfer [3]

Transfer

In addition to protecting their own bodies with mystical wards, Warders can also imbue others with temporary wards and infuse them with power (page 120). Starting at 3rd Level, Warders can allow others to access and use any of their Rank 1 Attributes. As Warders research and unlock new ward types, the scope of transferred Attributes increases: Rank 2 Attributes at 6th Level, Rank 3 Attributes at 10th Level, Rank 4 Attributes at 15th Level, and Rank 5 Attributes at 20th Level.

Deconstructing Traditional Classes

Anime 5E Classes are ideal for a wide range of anime campaign adventures, but some players may want to use the standard fantasy Classes from the Fifth Edition PHB. Unfortunately, not all the Classes have balanced Rank progression when compared to the Point totals for the new Anime 5E Classes.

The Problem

Although some Fifth Edition advocates may disagree, the standard fantasy Classes do not seem to be well balanced. In particular, the spellcasting Classes tend to be more powerful and versatile than the others. That's not to say that a Fighter or Rogue can't take down a Wizard of the same Level in specific circumstances. In their respective areas of expertise, the Classes have their own unique advantages in specific situations. When examining the entire range of character activity, though, some Classes seem objectively more powerful than others.

The Solution

We needed to assign every talent, effect, proficiency, feature, and power listed in the Class's baseline descriptions and Level progressions a Point value before balancing the Classes. We then compared the Class abilities with Attributes that exhibit similar effects, helping us better understand the relative power degrees of each Class. Over 20 Levels, the more powerful Classes (Barbarian and Wizard) were on par with the new Anime 5E Classes. For the other Classes, additional Discretionary Points were built into their Level progression benefits to increase their breadth and depth and achieve balance.

The Approach

Over 20 Levels, the abilities and talents granted through Class progression needed to add up to 200 Points, which matches the totals of the new Anime 5E Classes. The Points assigned to the various baseline 1st-Level advantages – Proficiency Bonus, Hit Dice, and various proficiencies – are listed in Table 10. We assigned the unique Class advantages an appropriate number of Points that considered their breadth and flexibility, plus their base power ability and potential future increases. Assigning Points to a game system that wasn't designed on a balance Points-based foundation proved to be an interesting exercise.

The Spellcasting Dilemma

We calculated that the capability of casting spells costs a base of 1 Point times the spell Level (1 Point for cantrips as well) – but this is only the base cost. Since some Classes have a much wider range of spells from which to choose, all casting Classes needed an “accessible spells multiplication factor” to provide appropriate balance (as listed in the Class profiles). This factor considers the number of potential of spells available to the Class as a ratio compared to the number available to the Wizard Class – resulting in a factor between 0 and 1. To determine the total number of Points assigned to spellcasting, the base Point cost total for spells is multiplied by the spells factor for each Class.

For example, Wizards can potentially access more spells than any other standard Fifth Edition Class, and thus were assigned a multiplication factor of 1.00. Using the indicated spell Point costs (1 Point multiplied by the spell Level), Wizards have a base of 94 Points assigned to spellcasting. This base is multiplied by the factor of 1.00, to give a final Point total of 94 over 20 Class Levels for spellcasting.

Similarly, Clerics also have a base of 94 Points assigned to spellcasting, since their casting progression chart matches that of the Wizard. This base cost is multiplied by the Cleric's 0.5 accessible spell factor – since they have access to approximately half the number of spells that Wizards do – to give a final Point total of 47 associated with the Cleric's spellcasting.

Of note, the new Anime 5E Psionicist Class has an effectively unlimited range of spells from which to choose. Considering the diminishing returns from a potential spell list beyond the 200+ Wizard spells, we assigned the Psionicist Class a 1.25 accessible spell factor that increases their 95 Point spell baseline to a total of 119 Points associated with spellcasting.

Spellcasting Too Inexpensive?

Looking at the Point costs we assigned to spells directly, a 9th Level spell is worth 9 Points. Seem too cheap? Perhaps it is – especially considering that spell choice can change regularly – but only if you only look at the 9th Level spell in isolation. The balancing condition, though, is the implied pre-requisites needed to obtain high-Level spells: many Levels of Class (not character) progression. By the time a Wizard can access 9th Level spells, for example, they have already allocated nearly 70 Points to spellcasting ability and have achieved a minimum of 17 Class Levels. That's quite an accomplishment!

TABLE 10 • 1ST-LEVEL BASE POINTS

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

The Spell-Like Ability Attribute (page 117) assigns a Point cost to spells equal to 1 (reflecting cantrips) plus 1 Point/Level. Unlike the Class progression earlier, though, a Spell-Like Ability is costed in isolation without prerequisites – so why are they still so cheap? The difference is the lack of flexibility, since spells acquired through this Attribute are fixed and cannot be changed (unlike the regular swapping of a Wizard’s memorised spells). Character flexibility costs Points, and the Spell-Like Ability Attribute grants no flexibility after the spell selection.

The Result

The Point-based rebuilding of the traditional Fifth Edition fantasy Classes is presented in 12 Tables over the next several pages. Each entry shows the Point totals [in bold brackets] associated with the Classes’ Hit Dice and proficiencies, the Points aligned with features granted through Levelling (one-time costs that account for Levelling changes), and any Bonus Points added to bring the final Point total to 200 over 20 Levels.

For detailed information on the features granted to each Class, consult the Fifth Edition PHB.

BARBARIAN

- » d12 Hit Dice [6]
- » Light and medium armour and shield proficiencies [3]
- » Simple and martial weapon proficiencies [4]
- » No tool and 2 Skill proficiencies [2]
- » Strength and Constitution Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 23 + 4 Proficiency Bonus = 27

Levelling Points = 173

Bonus Points through Levels 1-20 = 0

Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	2x Rage; Unarmoured Defence
2nd	+2	Reckless Attack; Danger Sense
3rd	+2	3x Rage; Primal Path
4th	+2	Ability Score Improvement
5th	+3	Extra Attack; Fast Movement
6th	+3	4x Rage; Path Feature
7th	+3	Feral Instinct
8th	+3	Ability Score Improvement
9th	+4	Brutal Critical (1 die)
10th	+4	Path Feature
11th	+4	Relentless Rage
12th	+4	5x Rage; Ability Score Improvement
13th	+5	Brutal Critical (2 dice)
14th	+5	Path Feature
15th	+5	Persistent Rage
16th	+5	6x Rage; Ability Score Improvement
17th	+6	Brutal Critical (3 dice)
18th	+6	Indomitable Might
19th	+6	Ability Score Improvement
20th	+6	Unlimited Rage; Primal Champion

BARD

- » d8 Hit Dice [4]
- » Light armour proficiency [1]
- » Simple and four martial weapon proficiencies [2]
- » Musical instruments tool and 3 Skill proficiencies [4]
- » Dexterity and Charisma Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 19 + 4 Proficiency Bonus = 23

Levelling Points = 173 (Accessible Spells Factor = 0.6)

Bonus Points through Levels 1-20 = 4

Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Spells (2 + 2/-/-/-/-/-/-/-); Spellcasting; Bardic Inspiration (d6)
2nd	+2	Spells (2 + 3/-/-/-/-/-/-/-); Jack of All Trades; Song of Rest (d6)
3rd	+2	Spells (2 + 4/2/-/-/-/-/-/-/-); Bard College; Expertise
4th	+2	Spells (3 + 4/3/-/-/-/-/-/-/-); Ability Score Improvement
5th	+3	Spells (3 + 4/3/2/-/-/-/-/-/-/-); Bardic Inspiration (d8); Font of Inspiration
6th	+3	Spells (3 + 4/3/3/-/-/-/-/-/-/-); Countercharm; Bard College Feature
7th	+3	Spells (3 + 4/3/3/1/-/-/-/-/-/-/-); +1 Point [1]
8th	+3	Spells (3 + 4/3/3/2/-/-/-/-/-/-/-); Ability Score Improvement
9th	+4	Spells (3 + 4/3/3/3/1/-/-/-/-/-/-/-); Song of Rest (d8)
10th	+4	Spells (4 + 4/3/3/3/2/-/-/-/-/-/-/-); Bardic Inspiration (d10); Expertise; Magical Secrets
11th	+4	Spells (4 + 4/3/3/3/2/1/-/-/-/-/-/-/-); +1 Point [1]
12th	+4	Spells (4 + 4/3/3/3/2/1/-/-/-/-/-/-/-); Ability Score Improvement; +1 Point [1]
13th	+5	Spells (4 + 4/3/3/3/2/1/1/-/-/-/-/-/-/-); Song of Rest (d10)
14th	+5	Spells (4 + 4/3/3/3/2/1/1/-/-/-/-/-/-/-); Magical Secrets; Bard College Feature
15th	+5	Spells (4 + 4/3/3/3/2/1/1/1/-/-/-/-/-/-/-); Bardic Inspiration (d12)
16th	+5	Spells (4 + 4/3/3/3/2/1/1/1/-/-/-/-/-/-/-); Ability Score Improvement; +1 Point [1]
17th	+6	Spells (4 + 4/3/3/3/2/1/1/1/1/-/-/-/-/-/-/-); Song of Rest (d12)
18th	+6	Spells (4 + 4/3/3/3/3/1/1/1/1/-/-/-/-/-/-/-); Magical Secrets
19th	+6	Spells (4 + 4/3/3/3/3/2/1/1/1/1/-/-/-/-/-/-/-); Ability Score Improvement
20th	+6	Spells (4 + 4/3/3/3/3/2/2/1/1/1/-/-/-/-/-/-/-); Superior Inspiration

CLERIC

- » d8 Hit Dice [4]
- » Light and medium armour and shield proficiencies [3]
- » Simple weapon proficiency [0]
- » No tool and 2 Skill proficiencies [2]
- » Wisdom and Charisma Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 17 + 4 Proficiency Bonus = 21
 Levelling Points = 171 (Accessible Spells Factor = 0.5)
 Bonus Points through Levels 1-20 = 8
Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Spells (3 + 2/--/--/--/--/--); Spellcasting, Divine Domain
2nd	+2	Spells (3 + 3/--/--/--/--/--); Channel Divinity (1/rest); Divine Domain Feature
3rd	+2	Spells (3 + 4/2/--/--/--/--/--); +1 Point [1]
4th	+2	Spells (4 + 4/3/--/--/--/--/--); Ability Score Improvement
5th	+3	Spells (4 + 4/3/2/--/--/--/--/--); Destroy Undead (CR ½)
6th	+3	Spells (4 + 4/3/3/--/--/--/--/--); Channel Divinity (2/rest); Divine Domain Feature
7th	+3	Spells (4 + 4/3/3/1/--/--/--/--/--); +1 Points [1]
8th	+3	Spells (4 + 4/3/3/2/--/--/--/--/--); Ability Score Improvement; Destroy Undead (CR 1); Divine Domain Feature
9th	+4	Spells (4 + 4/3/3/3/1/--/--/--/--/--); +1 Points [1]
10th	+4	Spells (5 + 4/3/3/3/2/--/--/--/--/--); Divine Intervention
11th	+4	Spells (5 + 4/3/3/3/2/1/--/--/--/--/--); Destroy Undead (CR 2)
12th	+4	Spells (5 + 4/3/3/3/2/1/--/--/--/--/--); Ability Score Improvement; +1 Point [1]
13th	+5	Spells (5 + 4/3/3/3/2/1/1/--/--/--/--/--)
14th	+5	Spells (5 + 4/3/3/3/2/1/1/--/--/--/--/--); Destroy Undead (CR 3); +1 Point [1]
15th	+5	Spells (5 + 4/3/3/3/2/1/1/1/--/--/--/--/--); +2 Points [2]
16th	+5	Spells (5 + 4/3/3/3/2/1/1/1/--/--/--/--/--); Ability Score Improvement
17th	+6	Spells (5 + 4/3/3/3/2/1/1/1/1/--/--/--/--/--); Destroy Undead (CR 4); Divine Domain Feature
18th	+6	Spells (5 + 4/3/3/3/3/1/1/1/1/--/--/--/--/--); Channel Divinity (3/rest); +1 Point [1]
19th	+6	Spells (5 + 4/3/3/3/3/2/1/1/1/1/--/--/--/--/--); Ability Score Improvement
20th	+6	Spells (5 + 4/3/3/3/3/2/2/1/1/1/--/--/--/--/--); Divine Intervention Improvement

DRUID

- » d8 Hit Dice [4]
- » Light and medium armour and shield proficiencies [3]
- » Simple and one martial weapon proficiencies [1]
- » Herbalism kit tool and 2 Skill proficiencies [3]
- » Intelligence and Wisdom Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 19 + 4 Proficiency Bonus = 23
 Levelling Points = 166 (Accessible Spells Factor = 0.5)
 Bonus Points through Levels 1-20 = 11
Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Spells (2 + 2/--/--/--/--/--/--); Spellcasting, Druidic
2nd	+2	Spells (2 + 3/--/--/--/--/--/--); Wild Shape; Druid Circle
3rd	+2	Spells (2 + 4/2/--/--/--/--/--/--); +2 Points [2]
4th	+2	Spells (3 + 4/3/--/--/--/--/--/--); Wild Shape Improvement; Ability Score Improvement
5th	+3	Spells (3 + 4/3/2/--/--/--/--/--/--)
6th	+3	Spells (3 + 4/3/3/--/--/--/--/--/--); Druid Circle Feature
7th	+3	Spells (3 + 4/3/3/1/--/--/--/--/--/--); +2 Points [2]
8th	+3	Spells (3 + 4/3/3/2/--/--/--/--/--/--); Wild Shape Improvement; Ability Score Improvement
9th	+4	Spells (3 + 4/3/3/3/1/--/--/--/--/--/--)
10th	+4	Spells (4 + 4/3/3/3/2/--/--/--/--/--/--); Druid Circle Feature
11th	+4	Spells (4 + 4/3/3/3/2/1/--/--/--/--/--/--); +1 Point [1]
12th	+4	Spells (4 + 4/3/3/3/2/1/--/--/--/--/--/--); Ability Score Improvement; +2 Points [2]
13th	+5	Spells (4 + 4/3/3/3/2/1/1/--/--/--/--/--/--)
14th	+5	Spells (4 + 4/3/3/3/2/1/1/--/--/--/--/--/--); Druid Circle Feature
15th	+5	Spells (4 + 4/3/3/3/2/1/1/1/--/--/--/--/--/--)
16th	+5	Spells (4 + 4/3/3/3/2/1/1/1/--/--/--/--/--/--); Ability Score Improvement; +2 Points [2]
17th	+6	Spells (4 + 4/3/3/3/2/1/1/1/1/--/--/--/--/--/--)
18th	+6	Spells (4 + 4/3/3/3/3/1/1/1/1/--/--/--/--/--/--); Timeless Body; Beast Spells; +2 Points [2]
19th	+6	Spells (4 + 4/3/3/3/3/2/1/1/1/1/--/--/--/--/--/--); Ability Score Improvement
20th	+6	Spells (4 + 4/3/3/3/3/2/2/1/1/1/--/--/--/--/--/--); Archdruid

FIGHTER

- » d10 Hit Dice [5]
- » All armour and shield proficiencies [4]
- » Simple and martial weapon proficiencies [4]
- » No tool and 2 Skill proficiencies [2]
- » Strength and Constitution Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 23 + 4 Proficiency Bonus = 27
 Levelling Points = 163

Bonus Points through Levels 1-20 = 10

Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Fighting Style; Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement; +1 Point [1]
5th	+3	Extra Attack
6th	+3	Ability Score Improvement; +1 Point [1]
7th	+3	Martial Archetype Feature
8th	+3	Ability Score Improvement; +1 Point [1]
9th	+4	Indomitable (one use); +1 Point [1]
10th	+4	Martial Archetype Feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement; +1 Point [1]
13th	+5	Indomitable (two uses); +1 Point [1]
14th	+5	Ability Score Improvement; +1 Point [1]
15th	+5	Martial Archetype Feature
16th	+5	Ability Score Improvement; +1 Point [1]
17th	+6	Action Surge (two uses); Indomitable (three uses)
18th	+6	Martial Archetype Feature; +1 Point [1]
19th	+6	Ability Score Improvement; +1 Point [1]
20th	+6	Extra Attack (3)

MONK

- » d8 Hit Dice [4]
- » No armour proficiencies [0]
- » Simple and one martial weapon proficiencies [1]
- » Artisan tools or musical instrument tool proficiency [1]
- » 2 Skill proficiencies [2]
- » Strength and Dexterity Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 16 + 4 Proficiency Bonus = 20
 Levelling Points = 173

Bonus Points through Levels 1-20 = 7

Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Unarmoured Defence; Martial Arts 1d4
2nd	+2	2 Ki Points; Unarmoured Movement +10'
3rd	+2	3 Ki Points; Monastic Tradition; Deflect Missiles
4th	+2	4 Ki Points; Slow Fall; Ability Score Improvement
5th	+3	5 Ki Points; Extra Attack; Stunning Strike
6th	+3	6 Ki Points; Ki-Empowered Strikes; Monastic Tradition Feature; Unarmoured Movement +15'
7th	+3	7 Ki Points; Evasion; Stillness of Mind; +1 Point [1]
8th	+3	8 Ki Points; Ability Score Improvement
9th	+4	9 Ki Points; Unarmoured Movement Improvement
10th	+4	10 Ki Points; Purity of Body; Unarmoured Movement +20'; +1 Point [1]
11th	+4	11 Ki Points; Monastic Tradition Feature; +1 Point [1]
12th	+4	12 Ki Points; Ability Score Improvement
13th	+5	13 Ki Points; Tongue of the Sun and Moon
14th	+5	14 Ki Points; Diamond Soul; Unarmoured Movement +25'; +1 Point [1]
15th	+5	15 Ki Points; Timeless Body; +1 Point [1]
16th	+5	16 Ki Points; Ability Score Improvement
17th	+6	17 Ki Points; Monastic Tradition Feature
18th	+6	18 Ki Points; Empty Body; Unarmoured Movement +30'; +1 Point [1]
19th	+6	19 Ki Points; Ability Score Improvement
20th	+6	20 Ki Points; Perfect Self; +1 Point [1]

PALADIN

- » d10 Hit Dice [5]
- » All armour and shield proficiencies [4]
- » Simple and martial weapon proficiencies [4]
- » No tool and 2 Skill proficiencies [2]
- » Wisdom and Charisma Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 23 + 4 Proficiency Bonus = 27
 Levelling Points = 163 (Accessible Spells Factor = 0.2)
 Bonus Points through Levels 1-20 = 10
Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Divine Sense; Lay on Hands
2nd	+2	Spells (0 + 2/--/--/--/--/--); Spellcasting; Fighting Style; Divine Smite
3rd	+2	Spells (0 + 3/--/--/--/--/--); Divine Health; Sacred Oath
4th	+2	Spells (0 + 3/--/--/--/--/--); Ability Score Improvement; +1 Point [1]
5th	+3	Spells (0 + 4/2/--/--/--/--/--); Extra Attack
6th	+3	Spells (0 + 4/2/--/--/--/--/--); Aura of Protection; +1 Point [1]
7th	+3	Spells (0 + 4/3/--/--/--/--/--); Sacred Oath Feature
8th	+3	Spells (0 + 4/3/--/--/--/--/--); Ability Score Improvement; +1 Point [1]
9th	+4	Spells (0 + 4/3/2/--/--/--/--/--); +1 Point [1]
10th	+4	Spells (0 + 4/3/2/--/--/--/--/--); Aura of Courage; +1 Point [1]
11th	+4	Spells (0 + 4/3/3/--/--/--/--/--); Improved Divine Smite
12th	+4	Spells (0 + 4/3/3/--/--/--/--/--); Ability Score Improvement; +1 Point [1]
13th	+5	Spells (0 + 4/3/3/1/--/--/--/--/--); +1 Point [1]
14th	+5	Spells (0 + 4/3/3/1/--/--/--/--/--); Cleansing Touch
15th	+5	Spells (0 + 4/3/3/2/--/--/--/--/--); Sacred Oath Feature
16th	+5	Spells (0 + 4/3/3/2/--/--/--/--/--); Ability Score Improvement; +1 Point [1]
17th	+6	Spells (0 + 4/3/3/3/1/--/--/--/--/--); +1 Point [1]
18th	+6	Spells (0 + 4/3/3/3/1/--/--/--/--/--); Aura Improvements; +1 Point [1]
19th	+6	Spells (0 + 4/3/3/3/2/--/--/--/--/--); Ability Score Improvement
20th	+6	Spells (0 + 4/3/3/3/2/--/--/--/--/--); Sacred Oath Feature

RANGER

- » d10 Hit Dice [5]
- » Light and medium armour and shield proficiencies [3]
- » Simple and martial weapon proficiencies [4]
- » No tool and 3 Skill proficiencies [3]
- » Strength and Dexterity Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 23 + 4 Proficiency Bonus = 27
 Levelling Points = 157 (Accessible Spells Factor = 0.2)
 Bonus Points through Levels 1-20 = 16
Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Favoured Enemy; Natural Explorer
2nd	+2	Spells (0 + 2/--/--/--/--/--); Spellcasting; Fighting Style; +2 Points [2]
3rd	+2	Spells (0 + 3/--/--/--/--/--); Ranger Archetype; Primeval Awareness
4th	+2	Spells (0 + 3/--/--/--/--/--); Ability Score Improvement; +2 Points [2]
5th	+3	Spells (0 + 4/2/--/--/--/--/--); Extra Attack
6th	+3	Spells (0 + 4/2/--/--/--/--/--); Favoured Enemy; Natural Explorer Improvements
7th	+3	Spells (0 + 4/3/--/--/--/--/--); Ranger Archetype Feature
8th	+3	Spells (0 + 4/3/--/--/--/--/--); Ability Score Improvement; Land's Stride
9th	+4	Spells (0 + 4/3/2/--/--/--/--/--)
10th	+4	Spells (0 + 4/3/2/--/--/--/--/--); Natural Explorer Improvements; Hide in Plain Sight
11th	+4	Spells (0 + 4/3/3/--/--/--/--/--); Ranger Archetype Feature
12th	+4	Spells (0 + 4/3/3/--/--/--/--/--); Ability Score Improvement; +2 Points [2]
13th	+5	Spells (0 + 4/3/3/1/--/--/--/--/--); +2 Points [2]
14th	+5	Spells (0 + 4/3/3/1/--/--/--/--/--); Favoured Enemy Improvement; Vanish
15th	+5	Spells (0 + 4/3/3/2/--/--/--/--/--); Ranger Archetype Feature
16th	+5	Spells (0 + 4/3/3/2/--/--/--/--/--); Ability Score Improvement; +2 Points [2]
17th	+6	Spells (0 + 4/3/3/3/1/--/--/--/--/--)
18th	+6	Spells (0 + 4/3/3/3/1/--/--/--/--/--); Feral Senses; +3 Points [3]
19th	+6	Spells (0 + 4/3/3/3/2/--/--/--/--/--); Ability Score Improvement
20th	+6	Spells (0 + 4/3/3/3/2/--/--/--/--/--); Foe Slayer; +3 Points [3]

ROGUE

- » d8 Hit Dice [4]
- » Light armour proficiency [1]
- » Simple and four martial weapon proficiencies [2]
- » Thieves' tools and 4 Skill proficiencies [5]
- » Dexterity and Intelligence Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 20 + 4 Proficiency Bonus = 24
 Levelling Points = 153
 Bonus Points through Levels 1-20 = 23
Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Sneak Attack (1d6); Expertise; Thieves' Cant
2nd	+2	Cunning Action; +2 Points [2]
3rd	+2	Sneak Attack (2d6); Roguish Archetype
4th	+2	Ability Score Improvement; +2 Points [2]
5th	+3	Sneak Attack (3d6); Uncanny Dodge
6th	+3	Expertise; +2 Points [2]
7th	+3	Sneak Attack (4d6); Evasion
8th	+3	Ability Score Improvement; +2 Points [2]
9th	+4	Sneak Attack (5d6); Roguish Archetype Feature
10th	+4	Ability Score Improvement; +2 Points [2]
11th	+4	Sneak Attack (6d6); Reliable Talent
12th	+4	Ability Score Improvement; +2 Points [2]
13th	+5	Sneak Attack (7d6); Roguish Archetype Feature
14th	+5	Blindsense; +3 Points [3]
15th	+5	Sneak Attack (8d6); Slippery Mind
16th	+5	Ability Score Improvement; +2 Points [2]
17th	+6	Sneak Attack (9d6); Roguish Archetype Feature
18th	+6	Elusive; +3 Points [3]
19th	+6	Sneak Attack (10d6); Ability Score Improvement;
20th	+6	Stroke of Luck; +3 Points [3]

SORCERER

- » d6 Hit Dice [3]
- » No armour proficiency [0]
- » Some simple weapon proficiency [0]
- » No tool and 2 Skill proficiencies [2]
- » Constitution and Charisma Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 13 + 4 Proficiency Bonus = 17
 Levelling Points = 176 (Accessible Spells Factor = 0.6)
 Bonus Points through Levels 1-20 = 7
Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Spells (4 + 2/-/-/-/-/-/-/-); Spellcasting; Sorcerous Origin
2nd	+2	Spells (4 + 3/-/-/-/-/-/-/-); 2 Sorcery Pts; Font of Magic
3rd	+2	Spells (4 + 4/2/-/-/-/-/-/-/-); 3 Sorcery Pts; Metamagic
4th	+2	Spells (5 + 4/3/-/-/-/-/-/-/-); 4 Sorcery Pts; Ability Score Improvement; +1 Point [1]
5th	+3	Spells (5 + 4/3/2/-/-/-/-/-/-/-); 5 Sorcery Pts; +1 Point [1]
6th	+3	Spells (5 + 4/3/3/-/-/-/-/-/-/-); 6 Sorcery Pts; Sorcerous Origin Feature
7th	+3	Spells (5 + 4/3/3/1/-/-/-/-/-/-/-); 7 Sorcery Pts; +1 Point [1]
8th	+3	Spells (5 + 4/3/3/2/-/-/-/-/-/-/-); 8 Sorcery Pts; Ability Score Improvement
9th	+4	Spells (5 + 4/3/3/3/1/-/-/-/-/-/-/-); 9 Sorcery Pts
10th	+4	Spells (6 + 4/3/3/3/2/-/-/-/-/-/-/-); 10 Sorcery Pts; Metamagic
11th	+4	Spells (6 + 4/3/3/3/2/1/-/-/-/-/-/-/-); 11 Sorcery Pts; +1 Point [1]
12th	+4	Spells (6 + 4/3/3/3/2/1/-/-/-/-/-/-/-); 12 Sorcery Pts; Ability Score Improvement; +1 Point [1]
13th	+5	Spells (6 + 4/3/3/3/2/1/1/-/-/-/-/-/-/-); 13 Sorcery Pts
14th	+5	Spells (6 + 4/3/3/3/2/1/1/-/-/-/-/-/-/-); 14 Sorcery Pts; Sorcerous Origin Feature
15th	+5	Spells (6 + 4/3/3/3/2/1/1/1/-/-/-/-/-/-/-); 15 Sorcery Pts
16th	+5	Spells (6 + 4/3/3/3/2/1/1/1/-/-/-/-/-/-/-); 16 Sorcery Pts; Ability Score Improvement; +2 Point [2]
17th	+6	Spells (6 + 4/3/3/3/2/1/1/1/1); 17 Sorcery Pts; Metamagic
18th	+6	Spells (6 + 4/3/3/3/3/1/1/1/1); 18 Sorcery Pts; Sorcerous Origin Feature
19th	+6	Spells (6 + 4/3/3/3/3/2/1/1/1/1); 19 Sorcery Pts; Ability Score Improvement
20th	+6	Spells (6 + 4/3/3/3/3/2/2/1/1/1); 20 Sorcery Pts; Sorcerous Restoration

WARLOCK

- » d8 Hit Dice [4]
- » Light armour proficiency [1]
- » Simple weapon proficiency [0]
- » No tool and 2 Skill proficiencies [2]
- » Wisdom and Charisma Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 15 + 4 Proficiency Bonus = 19
 Levelling Points = 170 (Accessible Spells Factor = 0.4)
 Bonus Points through Levels 1-20 = 11
Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Spells (2 cantrips + 1x 1st Level); Otherworld Patron; Pact Magic
2nd	+2	Spells (2 cantrips + 2x 1st Level); Eldritch Invocations (2)
3rd	+2	Spells (2 cantrips + 2x 2nd Level); Pact Boon; +1 Point [1]
4th	+2	Spells (3 cantrips + 2x 2nd Level); Ability Score Improvement; +1 Point [1]
5th	+3	Spells (3 cantrips + 2x 3rd Level); Eldritch Invocations (3)
6th	+3	Spells (3 cantrips + 2x 3rd Level); Otherworldly Patron Feature
7th	+3	Spells (3 cantrips + 2x 4th Level); Eldritch Invocations (4); +2 Points [2]
8th	+3	Spells (5 cantrips + 2x 4th Level); Ability Score Improvement; +1 Point [1]
9th	+4	Spells (3 cantrips + 2x 5th Level); Eldritch Invocations (5)
10th	+4	Spells (4 cantrips + 2x 5th Level); Otherworldly Patron Feature
11th	+4	Spells (4 cantrips + 3x 5th Level); Mystic Arcanum (6th Level)
12th	+4	Spells (4 cantrips + 3x 5th Level); Eldritch Invocations (6); Ability Score Improvement
13th	+5	Spells (4 cantrips + 3x 5th Level); Mystic Arcanum (7th Level)
14th	+5	Spells (4 cantrips + 3x 5th Level); Otherworldly Patron Feature
15th	+5	Spells (4 cantrips + 3x 5th Level); Eldritch Invocations (7); Mystic Arcanum (8th Level)
16th	+5	Spells (4 cantrips + 3x 5th Level); Ability Score Improvement; +1 Point [1]
17th	+6	Spells (4 cantrips + 4x 5th Level); Mystic Arcanum (9th Level)
18th	+6	Spells (4 cantrips + 4x 5th Level); Eldritch Invocations (8); +2 Points [2]
19th	+6	Spells (4 cantrips + 4x 5th Level); Ability Score Improvement; +1 Point [1]
20th	+6	Spells (4 cantrips + 4x 5th Level); Eldritch Master; +2 Points [2]

WIZARD

- » d6 Hit Dice [3]
- » No armour proficiency [0]
- » Some simple weapon proficiency [0]
- » No tool and 2 Skill proficiencies [2]
- » Intelligence and Wisdom Saving Throw proficiencies [4]
- » Background proficiencies and/or languages [4]

Total 1st-Level Base Points = 13 + 4 Proficiency Bonus = 17
 Levelling Points = 183 (Accessible Spells Factor = 1.0)
 Bonus Points through Levels 1-20 = 0
Final Class Points Over 20 Levels = 200

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Spells (3 + 2/--/--/--/--/--); Spellcasting; Arcane Recovery
2nd	+2	Spells (3 + 3/--/--/--/--/--); Arcane Tradition
3rd	+2	Spells (3 + 4/2/--/--/--/--/--)
4th	+2	Spells (4 + 4/3/--/--/--/--/--); Ability Score Improvement
5th	+3	Spells (4 + 4/3/2/--/--/--/--/--)
6th	+3	Spells (4 + 4/3/3/--/--/--/--/--); Arcane Tradition Feature
7th	+3	Spells (4 + 4/3/3/1/--/--/--/--/--)
8th	+3	Spells (4 + 4/3/3/2/--/--/--/--/--); Ability Score Improvement
9th	+4	Spells (4 + 4/3/3/3/1/--/--/--/--/--)
10th	+4	Spells (5 + 4/3/3/3/2/--/--/--/--/--); Arcane Tradition Feature
11th	+4	Spells (5 + 4/3/3/3/2/1/--/--/--/--/--)
12th	+4	Spells (5 + 4/3/3/3/2/1/--/--/--/--/--); Ability Score Improvement
13th	+5	Spells (5 + 4/3/3/3/2/1/1/--/--/--/--/--)
14th	+5	Spells (5 + 4/3/3/3/2/1/1/--/--/--/--/--); Arcane Tradition Feature
15th	+5	Spells (5 + 4/3/3/3/2/1/1/1/--/--/--/--/--)
16th	+5	Spells (5 + 4/3/3/3/2/1/1/1/--/--/--/--/--); Ability Score Improvement
17th	+6	Spells (5 + 4/3/3/3/2/1/1/1/1/--/--/--/--/--)
18th	+6	Spells (5 + 4/3/3/3/3/1/1/1/1/--/--/--/--/--); Spell Mastery
19th	+6	Spells (5 + 4/3/3/3/3/2/1/1/1/1/--/--/--/--/--); Ability Score Improvement
20th	+6	Spells (5 + 4/3/3/3/3/2/2/1/1/1/--/--/--/--/--); Signature Spell



CHAPTER 5

Attributes

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CHAPTER 5

ATTRIBUTES

The six Abilities from Chapter 2 represent your character's baseline fundamentals. Then you gave your creation additional competencies once you selected your character's Race and Class in Chapters 3 and 4. More specialised and diverse character aspects are known as Attributes, which can represent innate talents, learned skills, magical evocations, psionic powers, supernatural elements, and more. You can also assign Attributes to equipment (known as Items; page 105) or entities (known as Companions; page 95) to create personal gear, artefacts, pets, and assistants.

Depending on your character's Class, they will unlock various specific Attributes as they advance through character Levels. Most Classes also provide Bonus Points at some (or all) Levels, which can be spent to acquire Attributes of choice for your character – unrestricted, unless your DM indicates otherwise.

Adding Attributes

After spending Discretionary Points to assign Abilities and select a Race for their character, players can now use their remaining Points to acquire Attributes. There are dozens of different Attributes, each representing a particular talent or special ability. Think carefully about the balance between a few high-Rank Attributes and a large number of low-Rank Attributes. Some Attributes have a fixed number of Ranks (for example, Ranks 1-4 for Change State, Rank 1-8 for Connected, or 1-10 for Dynamic Powers), while many others do not have a fixed number of Ranks or a Rank ceiling. The DM and players should consider the guidance provided by Point benchmarks too (page 20), with an eye on maintaining balance for the game.

Progressing Ranks

Whenever adding Attribute Ranks to a character, they are combined with Ranks previously gained from Race and Class features. If the Attribute was not previously assigned by a Race or Class, then the newly acquired Ranks begin from Rank 0.

For example, the Nekojin Race (page 40) includes 2 Ranks of the Mulligan Attribute. Assigning the Isekai Student Class (page 64) at 1st Level would add another +1 Mulligan Rank, raising it to Rank 3. If you now add an additional 2 Ranks of Mulligan with 2 Points from your character's remaining Discretionary Point pool, the three allocations combine to provide them with Rank 5 Mulligan.

ATTRIBUTE ENTRIES

Anime 5E Attributes are described in a templated format using the following entries. See Table 11 for a summary list.

Name

Players are encouraged to make up their own names to further personalise Attributes where appropriate (Weapons in particular benefit from custom names). Put the descriptive name after the Attribute name – for example, Weapon: Raging Dragon Punch, for a ki-powered attack.

Attribute Cost

Cost is the Attribute cost in Points per Rank, which are deducted from the character's Discretionary or Bonus Points when acquired outside Level benefits.

Relevant Ability

Many Attributes list a relevant Ability that is normally used (DM discretion) should an Ability check be required to control or otherwise use the Attribute (page 153) – though this roll may not always be necessary for Attribute activation. If there is usually no need to make an Ability check to use the Attribute because it is trivial to use or it is always active, this entry is omitted.

Attribute Scope

This section briefly summarises details from the Attribute's descriptive text, including targets, duration, range of effect, etc.

Progression

This section lists the progression of benefits each Attribute Rank provides. Progression typically falls into several categories:

- » Increasing linear bonus each Rank. Examples included +1 AC/Rank, +1 HP/Rank, +1 attack bonus/Rank, etc.
- » Discrete benefit from a collection for each Rank. Examples include 1 Environment/Rank, 1 Alternate Identity/Rank, 1 Combat Technique/Rank, 1 Special Movement/Rank, etc.
- » Descriptive progression that requires further explanation. Examples include the various bodily forms provided by Change State, the increasing spell-based progression of Dynamic Powers, non-linear Flight speed increases, etc.
- » Other progression tied to Ranks. Examples include imitate other Attributes up to the Mimic Rank, grant Attributes at a maximum effectiveness up to the Transfer Rank, etc.

Greater and Lesser Variations

A few Attributes offer variations that expand (Greater) or contract (Lesser) the scope of the baseline description. These alternatives have different Point costs/Rank than the standard Attribute since they greatly modify its functioning, as noted in their description. For example, the Extra Actions Attribute presents a Lesser variation that restricts the type of activities that can be performed with the additional actions (no attacking or spellcasting). Similarly, the Inspire Attribute presents a Greater variation that also allows the Inspire Rank bonus to add to attack rolls and Saving Throws.

TABLE 11: ATTRIBUTES

ATTRIBUTE NAME	RANK COST	PAGE	ATTRIBUTE NAME	RANK COST	PAGE
AC Bonus	1	92	Mind Control	3	106
Alternate Identity	1	92	Mind Control – Lesser	1	107
Armour Proficiency	1	92	Mind Shield	1	108
Augmented	1	92	Minions	2	108
Change State	3	92	Minions – Greater	4	108
Cognition	2	93	Monster Training	1	108
Combat Mastery	1	93	Mulligan	1	110
Combat Technique	1	94	Nullify	5	110
Companion	5	95	Pocket Dimension	2	110
Connected	1	98	Portal	5	111
Control Environment	1	98	Protected	1	111
Conversion	3	98	Regeneration	1	112
Dynamic Powers	10	99	Resilient	1	112
Dynamic Powers – Lesser	5	99	Saving Throw Proficiency	2	112
Edge	1	100	Sixth Sense	1	112
Elasticity	2	100	Size Change	5	112
Energised	1	101	Size Change – Lesser	4	112
Enhanced Proficiency	2	101	Skill Proficiency	1	113
Extra Actions	4	101	Special Movement	1	116
Extra Actions – Lesser	2	101	Spell Amplification	1	116
Fast	1	101	Spell-Like Ability	1	117
Features	1	101	Supersense	1	118
Flight	3	102	Telepathy	3	118
Forced Disadvantage	1	102	Telepathy – Lesser	1	119
Healing	1	102	Teleport	3	119
Heightened Senses	1	102	Tool Proficiency	1	119
Immunity	3	103	Tough	1	120
Immunity – Lesser	1	103	Transfer	3	120
Immutable	1	104	Tunnelling	1	120
Inspire	1	104	Undetectable	2	120
Inspire – Greater	3	104	Unique Attribute	1-10	120
Item	4	105	Unknown Power	Variable	121
Jumping	1	105	Water Speed	1	121
Language	1	105	Wealth	3	121
Massive Damage	3	106	Weapon	1	124
Massive Damage – Lesser	1	106	Weapon Proficiency	1	130
Mimic	4	106			

AC BONUS

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Permanent
 Progression: +1 Armour Class/Rank

Each Rank grants the character a +1 bonus to their Armour Class. This bonus may result from tougher skin (harder to damage), quick reflexes (harder to hit), an innate or supernatural ability that reduces an enemy's chance of landing a successful attack (harder to target), or a combination of such elements.

ALTERNATE IDENTITY

Attribute Cost: 1 Point/Rank
 Relevant Ability: Constitution
 Attribute Scope: Self only; Ongoing
 Progression: 1 Alternate Identity/Rank

The character has one Alternate Identity per Rank, which may vary in Race, gender, looks, age, or even associated social status. Each Alternate Identity will have a different physical description, but the character's other aspects (such as Ability Scores, racial traits, Attributes, etc.) do not change. The only exceptions are any elements that are tied to their looks and any relationships that differ from one identity to the other, such as the Connected Attribute (page 98) or Defects like Hounded, Marked, Nemesis, etc.

Alternate Identity can also be assigned to Items that perform similar cosmetic changes, such as a carriage that can change its general appearance, or magical clothes that can change into a series of different alternate outfits.

Characters who can quickly change into a wide variety of identities can instead assign the Dynamic Powers – Lesser (Identities) Attribute (page 99) at Rank 2 for 10 Points.

ARMOUR PROFICIENCY

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Permanent
 Progression: +1 Armour Proficiency/Rank

If a character does not have proficiency with the armour category they are wearing, they suffer disadvantages (page 153) on Ability checks, Saving Throws, and attack rolls that involve Strength or Dexterity; they also cannot cast spells. An Armour Proficiency eliminates these disadvantages.

Armour is divided into four categories: shields, light armour, medium armour, and heavy armour. Consequently, this Attribute has a maximum of four Ranks. Proficiency in light armour is a prerequisite before assigning proficiency in medium armour. Similarly, proficiency in medium armour is a prerequisite before assigning proficiency in heavy armour. Light armour and shields have no prerequisites.

AUGMENTED

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Permanent
 Progression: +1 Ability Score/Rank

This Attribute is useful when a character should have one or more high Ability Scores, but the player wants to indicate that the elevated Scores are derived from one particular source (such as magic or paranormal ability, or size-related) instead of being part of the character's innate nature. It's also an ideal Attribute for Items that enhance the user's Ability Scores.

When this Attribute is assigned, the player must specify which of the six Ability Scores is Augmented. The Attribute can be assigned more than once for multiple heightened Ability Scores. In most instances, assigning Points to the Augmented Attribute or to an Ability Score directly results in the same benefit. For example, a character with a Strength of 15 and a character with a Strength of 12 plus the Augmented (Strength) Attribute at Rank 3 both have an effective Strength of 15.

CHANGE STATE

Attribute Cost: 3 Points/Rank
 Relevant Ability: Constitution
 Attribute Scope: Self only; 1 minute
 Progression: Descriptive

The character can change into a different state of matter – liquid, gaseous, incorporeal, or energy – for one minute or dramatic scene (unless ended earlier). A character normally requires a full round to change between states. When this Attribute is activated, the character's body lacks full solidarity of a regular form, and they don't have the same physical requirements (such as breathing, sleeping, eating, etc.) as a normal solid form. Examples of anime characters that may change into such forms include Kodama, spirits, elementals, monsters, undead, Shadow Warriors, and Wizards. Unless the Attribute is also assigned the Maximum Limiter (page 148), the character can change into any state up to its Rank allowance.

Liquid State

A character in liquid state is amorphous and may resemble a mobile puddle of water. The character is material (but not solid) and can flow through cracks in walls, under doors, through pipes, etc. They cannot pick up solid objects and can only exert the pushing force of a gentle wave. Most physical attacks inflict one-half normal damage to the character (round down), but attacks that cover a wide area may inflict full damage. The character moves at normal speed over ground and can also move through other liquids at a similar speed (if the character has the Water Speed Attribute, then those higher speeds are possible).

Gaseous State

This state is less substantial than a liquid state. The character cannot pick up solid objects and can only exert the pushing force of a gentle wind. Most physical attacks inflict only one-fifth normal damage (rounded down) but attacks that cover a wide area may inflict full damage. The character can move through air at their normal ground speed (if the character has the Flight Attribute, then those higher speeds are possible).

Incorporeal State

An incorporeal state is without physical substance (for example, a ghost or living shadow). The character can pass through walls, walk on air or water, and perform similar ghost-like feats, though the character is still visible as normal. Nearly all physical attacks harmlessly pass through the character while incorporeal, while non-physical attacks (such as mental attacks) retain their full effects.

Energy State

An energy state is similar to an incorporeal state, except the character does not have a normal visible form and only extraordinary non-physical attacks can affect them (at the DM's discretion). The energy can be represented by a force such as electricity, radiation, light, or sound, or can represent a more abstract state of energy such as emotion, data, dream, or one of many other possibilities.

- Rank 1 Can change into a liquid state
- Rank 2 Can change into a gaseous state
- Rank 3 Can change into an incorporeal state
- Rank 4 Can change into an energy state

COGNITION

Attribute Cost: 2 Points/Rank
 Relevant Ability: Intelligence
 Attribute Scope: Self only; Instantaneous
 Progression: Descriptive

The Character has either Precognition (the ability to access potential visions of the future) or Postcognition (the ability to see true events of the past) – the player must decide which version when first assigned. When paired with the Area Enhancement (page 143), it can also represent a form of clairvoyance. Note that Cognition is a DM-defined Attribute, which allows them to limit its application and scope within the game. For example, for ease of application, Precognition usually cannot be used to anticipate an opponent's attack actions during a combat round.

- Rank 1 The character can see up to a few seconds into the future or up to 1 minute into the past
- Rank 2 The character can see up to 1 minute into the future or up to 1 hour into the past
- Rank 3 The character can see up to 10 minutes into the future or up to 1 day into the past
- Rank 4 The character can see up to 1 hour into the future or up to 1 week (5-10 days) into the past
- Rank 5 The character can see up to 1 day into the future or up to 1 month (20-40 days) into the past
- Rank 6 The character can see up to 1 week (5-10 days) into the future or up to 1 year into the past

COMBAT MASTERY

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Permanent
 Progression: +1 Attack Bonus/Rank

Each Rank grants the character a +1 bonus to each of their attack rolls. This bonus may result from combat training (knowing where to hit), fighting speed (acting faster than the defender), forceful attacks (to overwhelm a target's defences), or a combination of such elements.



COMBAT TECHNIQUE

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Situational use
 Progression: 1 Combat Technique/Rank

The Combat Technique Attribute allows a character to perform astounding deeds with a variety of weapons or while unarmed. Each Rank gives the character one Combat Technique; the DM will determine if a specific manoeuvre can be assigned multiple times. The DM and players are encouraged to develop their own Combat Techniques as well.

Blackout

The character has a talent for knocking their opponents unconscious when attempting a specific called shot (page 166). Their attack rolls in these situations do not suffer disadvantages.

Blind Fighting

The character can fight hand-to-hand in poor light or absolute darkness, or against an invisible opponent, just as effectively as under normal conditions. Their attack rolls in these situations do not suffer disadvantages.

Blind Shooting

The character can attack with ranged weapons in poor light or absolute darkness, or against an invisible opponent, just as effectively as under normal conditions. Their attack rolls in these situations do not suffer disadvantages.

Concealment

The character has an uncanny ability to conceal hand-held objects about their person. As long as the character has something to hide the equipment (even if it's only long hair or a light robe) the character's weapons will not be noticed by anything short of a physical search.



Critical Strike

The character's threshold for landing a critical hit during attack rolls is reduced by one margin of success category. For normal attacks without any special abilities, this changes the margin threshold to a major success for double damage (roll exceeds target's AC by 8+), and to an extreme success for triple damage (roll exceeds target's AC by 11+). See page 170 for information on critical hits.

Extended Range

Characters with this Technique can double the distances when using ranged weapons (see Range Enhancement, page 128).

Far Shot

The character excels at making ranged attacks at distances beyond an attack's effective range (page 171). Their attack rolls in these situations do not suffer disadvantages, but Dexterity modifiers are still not added when shooting out to remote ranges.

Flanking Defence

The character is more capable of defending against multiple opponents (page 161) than most. Flanking attackers do not gain an advantage on their attack rolls as they normally would.

Judge Opponent

The character can judge their opponent's approximate combat ability from the foe's attitude and posture even without actually seeing them fight. Additionally, the character can roughly estimate the opponent's remaining Hit Points. For both of these insights, the DM should provide descriptive indications such as "your enemy is much better than you are with a sword, but if you connect a few times with your fireball blast, it will drop him", rather than saying "the enemy has a +4 sword Proficiency Bonus and he has 36 Hit Points remaining".

Lightning Reflexes

The character reacts quickly in combat to outmanoeuvre opponents, and gains a +2 bonus on Initiative rolls.

Multiple Targets

Counts as two Combat Techniques. The character is skilled at also attacking an additional adjacent target with a single attack roll (page 167). Their attack rolls in these situations do not suffer a disadvantage, though the other penalties still apply (no benefit from Ability modifier to damage; half damage). With DM permission, this Technique can be assigned more than once, with each additional assignment indicating that one extra adjacent target can be attacked simultaneously. For example, up to three targets with two assignments (primary target plus two extra), up to four targets with three assignments, etc.

Precise Aim

Counts as two Combat Techniques. The character shines when attempting attacks that require pinpoint accuracy and precision. This includes making most called shots (page 166 – disarming, striking a vital spot or weak point, etc. – but does not apply to knockout attempts) or when attempting a special move or trick shot, such as carving an initial on someone's body or ricocheting an arrow off a wall to shoot a target around a corner. Their attack rolls in these situations do not suffer a disadvantage, though other associated penalties may still apply.

Steady Hand

The character can attack with ease while dashing, while mounted and moving quickly, or is otherwise engaged in complex stunts (page 168). Their attack rolls in these situations do not suffer a disadvantage. Additionally, a character can move at sprinting speed (page 163) and still attack with a disadvantage on their attack rolls. A character with Steady Hand can also use tactical actions (page 162) while in motion.

Tournament Encyclopaedia

The character has the ability to recall the vital statistics and important quirks of practically all opponents that have participated in one type of tournament (player's choice; possibilities include martial arts, magical, pet monster duels, jousting, grand melee, etc.). This includes, but is not limited to: age, physical fitness, famous victories or defeats, approximate skill, any special abilities, etc. Characters without this ability will only have general information on such opponents unless they are particularly famous or well-known.

Two Weapons

Counts as two Combat Techniques. The character can fight effectively with nearly any two melee or ranged weapons at once against the same target (page 167), provided both weapons are designed for one-handed use. Their attack rolls in these situations do not suffer a disadvantage. Alternatively, the character can attack two different targets – one target with each weapon – but suffers a disadvantage on both attack rolls.

COMPANION

Attribute Cost:	5 Points/Rank
Relevant Ability:	–
Attribute Scope:	External; Permanent
Progression:	Companions are constructed from up to 50 Points + 10/Rank

The character has one or more allies that perhaps serves as a familiar, pet monster, travelling associate, close friend, assistant, or bodyguard. Review Chapter 11 (page 214) for Companion examples, such as Neomorphs and monsters.

Companions are NPCs controlled by the DM, but they will normally be loyal to their masters, and work toward that character's best interests (as they perceive them). Nevertheless, they should have their own personalities and may occasionally get into trouble of their own. Fellow player characters are not Companions, nor are NPC friends, patrons, or allies who have their own agendas or interests but occasionally help the player characters for limited periods of time.

A Companion is created in the same way as a character and is constructed on a base of up to 50 Points, plus an additional 10 Points for every Rank of the Companion Attribute (i.e. 60 Points for Rank 1, 70 Points for Rank 2, 80 Points for Rank 3, etc.). Companions can be from any Race, or can be effectively Raceless instead (page 28). Furthermore, Companions can be assigned any qualifying Class allowed by the DM (or can be Classless) – deducting 10 Points plus an additional 10 Points for each Class Level from the Point pool available to construct the Companion. Note that Companions assigned Classes do not gain Experience Points and advance in Levels like normal NPCs; rather, they can only gain new Levels, features, and/or abilities when the character's Companion Attribute Rank increases.



DM permission is also required to create a Companion who has a Point total greater than the character they serve. Some relationship-based Defects (such as Accountability, Hounded, Obligated, etc.) should not be assigned due to the Companion's innate role as a character's subordinate.

Multiple Companions

The Points granted by this Attribute can either all be assigned to one Companion, or they can be divided amongst multiple Companions as the player desires. Second and subsequent Companions start with an additional free 30 Points allocated to Ability Scores; Points earned from Companion Ranks can then be added on top of this 30 Point base. For example, Rank 4 Companion provides 90 Points if allocated to one Companion, 120 if allocated two, 150 if allocated to three, etc.

Djuroc the 1st-Level Grey Pet Monster Trainer starts with the Companion Attribute Rank 1. They also allocate 5 of their Discretionary Points to the Attribute to raise it to Rank 2, which grants them 70 Points to spend on a Companion. Djuroc settles on a Medium-sized pegasus foal that will grow over time as they advance in Pet Monster Levels.

Djuroc assigns her pegasus, Majesta, the follow Ability Scores: Strength 16, Dexterity 13, Constitution 12, Intelligence 6, Wisdom 11, and Charisma 7. This costs 65 Points.

2d10 Hit Dice costs another 10 Points (granting 18 Hit Points after adding Majesta's Constitution Bonus). A +2 Proficiency Bonus costs 4 additional Points. Finally, assigning Flight Rank 2 (90 feet/round) costs 6 Points. The total for all these benefits plus Majesta's Ability Scores equals 85 Points – which is more than allowed with Rank 2 Companion.

Next, Djuroc moves onto appropriate Defects for Majesta. They assign Impaired Manipulation Rank 3 (-9 Points) and Impaired Speech Rank 2 (-6 Points) – since the pegasus can't grasp or manipulate objects with hooves, and she can't speak yet – which returns a total of 15 Points back to Majesta's pool.

With 85 Points in benefits and 15 Points in drawbacks, the pegasus's total cost equals 70 Points – the number of Points available for a Rank 2 Companion.





CONNECTED

Attribute Cost: 1 Point/Rank
 Relevant Ability: Charisma
 Attribute Scope: Self only; Ongoing
 Progression: Descriptive

The Connected Attribute represents a character's close relationship with a hierarchy of some sort that grants them access to resources, respect, and privileges. Examples of such organisations include governments, military units, feudal systems, organised crime rings, secret guilds and societies, and some religions.

The organisation selected should have moderate power within the game setting, and the DM and player should discuss the proposed organisation before gameplay begins to ensure they are both on the same page regarding the organisation's scope and importance. Connected should not be assigned if the selected organisation will not have a meaningful impact on the game or only makes appearances infrequently.

Connected is a relatively inexpensive Attribute because the benefits the connection provides always come with strings attached. The character must follow the goals of the organisation in order to gain the use of its resources. The other members are assumed to be loyal to the organisation itself, not the Connected character. Followers with personal loyalty to the character are better represented by Companion Attribute (page 95), while resources that belong directly to the character are represented by Item (page 105) and Wealth (page 121) Attributes. These Attributes can blend with one another, of course. For example, the leader of a powerful thieves' guild could have both a high Connected Attribute (representing their status and access to resources) as well as a number of Companions (those individuals personally devoted to the character, for whatever reason).

For campaigns in which all players belong to the same organisation that is central to the game (such as a family unit, secret society, or adventuring guild), the DM may decide that the Connected Attribute is not required. Consequently, this Attribute is optional; the DM may prefer to treat organisation membership as a background detail instead.

Since Connected measures the absolute power that a particular position grants, many smaller organisations will only have a few Ranks. A club or small business, for example, will usually have no more than a few Ranks (1-3).

- Rank 1 **Associated.** Examples include a private or corporal in the army, a peace officer in the city guard, or a junior guild member.
- Rank 2 **Respected.** Examples include the boss of a small business, a sergeant in the army, a knight's squire, or priest of a small town.
- Rank 3 **Modest Authority.** Examples include a lieutenant in the army, a council member in a big city, a poor knight, an abbot of a monastery, or a division leader of a large city watch.
- Rank 4 **Local Authority.** Examples include a knight with lands and followers, a significant guild representative, or a middle-ranking army officer, such as a company commander (captain or major).

- Rank 5 **Regional Authority.** Examples include an army colonel in command of a regiment-sized force, a big-city mayor, a county baron, or a popular regional religious leader – all of which can exercise power over a sizeable area.
- Rank 6 **Provincial Authority.** Examples include a high-ranking army officer (such as the commander of an army brigade or division), the leader of a regional guild or priesthood, or the major nobles or courtiers in a small kingdom.
- Rank 7 **National Authority.** Examples include the king of a medieval kingdom, a senior member of the government in a powerful nation (such as the grand vizier or governor of an imperial province).
- Rank 8 **International Authority.** Examples include the emperor of a powerful kingdom alliance, or the head of a major religion.

CONTROL ENVIRONMENT

Attribute Cost: 1 Point/Rank
 Relevant Ability: Wisdom
 Attribute Scope: 10-foot radius; 1 minute
 Progression: 1 Environment/Rank

The character can initiate minor influence in a surrounding 10-foot-radius area over environmental conditions such as light, darkness, heat, cold, humidity, sound, smell, specific weather conditions, etc. Creating a particular zone of environmental control requires a general action (page 163). The effect normally lasts for up to one minute or dramatic scene.

The control is not sufficient to inflict significant damage on individuals or objects within the area of influence unless the target is particularly susceptible to damage from that environment (such as delicate plants dying from cold air, or a vampire with a sensitivity to bright light). For damaging environmental effects, the character should acquire the Weapon Attribute (page 124) with a Dependent Limiter (page 146) for the Control Environment Attribute. For a much more versatile influence over the environment (such as full weather control) see the Dynamic Powers Attribute (page 99).

CONVERSION

Attribute Cost: 3 Points/Rank
 Relevant Ability: Constitution
 Attribute Scope: Self only; Ongoing
 Progression: Temporarily gain +1 Point/Rank for every 10 damage received

A character with this Attribute temporarily gains new abilities after suffering damage from attacks or environmental effects (i.e. Hit Points are actually reduced by the damage). Combat masters who can only deploy their most powerful "finishing moves" after they are nearly defeated sometimes possess this ability, as do demonic monsters that feed on the damaging energies of impacts, cuts, magic, or other attacks. The character still loses Hit Points, but taking damage also grants additional Points that they can temporarily assign to Attributes – dissipating after one minute or dramatic scene. Points can be accumulated between attacks or combat rounds, or assigned to new Attributes immediately. The gained Points can usually only be assigned to Attributes the character already possesses and not new Attributes (GM's discretion).

The character gains 1 temporary Point/Rank for every 10 damage received (round down). For example, a character with Rank 3 Conversion gains 3 Points for every 10 damage received. If an enemy slashed the character with a weapon that inflicts 23 damage, the character's Hit Points would reduce by 23 as normal, but they would also gain 6 temporary Points ($23 \div 10 = 2$ rounded down; $2 \times 3 = 6$). If the character possessed Flight at Rank 2 already, they could raise it by 2 Ranks immediately (since $6 \text{ Points} \div 3 \text{ Points/Rank for Flight} = +2 \text{ Ranks}$).

DYNAMIC POWERS

Attribute Cost: 10 Points/Rank [Lesser = 5/Rank]
 Relevant Ability: Situationally Variable
 Attribute Scope: Situational
 Progression: Descriptive

Dynamic Powers represents extensive control over a major element, ideology, natural phenomenon, or sphere of influence. At low Ranks, the character is an initiate and can only effect small changes in the Attribute's influence. At high Ranks, the character holds mastery over a particular realm and has an intimate understanding of all things relating to the Attribute sphere. Examples of major categories over which the character could have control include: a broad concept or idea (love, communication, travel, strength), a major aspect of nature (weather, magnetism, gravity, electricity, animals, vegetation), or a broad sphere of influence (cities, health, necromancy, truth, weapons, shapeshifting).

If the character makes a successful Ability check (as determined by the DM; see page 153), they can manipulate aspects of the chosen area of influence. Since this is a story-driven Attribute, there are few definitive rules regarding what a character can and cannot do with a particular Attribute Rank, with the Rank progression being primarily descriptive.

This is a very open-ended Attribute and should be discussed with the DM at length to determine the scope and limitations in their game, including how Enhancements (page 142) can customise effects. Proper use of Dynamic Powers will not unbalance the game, but rather can provide opportunities for character innovation. In general, the effect can vary depending on the need of the story and emotional intensity of the situation. It is for creative players and DMs who are comfortable with a story-driven approach to the handling of powers.

Energy Cost

Using Dynamic Powers is taxing on the character's body, though, and drains from their pool of Energy (see page 176). The amount of Energy spent equals the square of the effect's associated Dynamic Powers Rank (1 Energy for Rank 1 effects; 4 Energy for Rank 2 effects; 9 Energy for Rank 3 effects; etc.). Consequently, the Deplete Limiter (page 146) cannot also be applied to Dynamic Powers.

Existing 5e Spells

Groups that desire the flexibility of Dynamic Powers – but would prefer a more rigid application that uses existing 5E spell Levels – can instead align the Attribute Ranks with accessible spell Levels. The spells used can originate from any magical discipline (abjuration, enchantment, evocation, etc.), but must still reasonably associate with their sphere of influence. The maximum comparable spell Level available to the character equals one less than the Dynamic Powers Attribute Rank.

Dynamic Powers – Lesser

Attribute cost changes to 5 Points/Rank. This focused variation restricts the character's influence to a minor (not major) category that has a reduced scope, but otherwise has similar capabilities. Examples include: a classical element (water, fire, wind, earth), a limited concept or idea (lust, protection, charm, pride), a minor aspect of nature (temperature, friction, insects, sunlight, blood, sea creatures), or a limited sphere of influence (keys, silence, cats, writing, swords, a small locality).

- Rank 1 Minor Effects – Comparable to cantrips. Each effect associated with this Rank costs 1 Energy to use.
- Rank 2 Moderate Effects – Comparable to 1st Level spells. Each effect associated with this Rank costs 4 Energy to use.
- Rank 3 Significant Effects – Comparable to 2nd Level spells. Each effect associated with this Rank costs 9 Energy to use.
- Rank 4 Major Effects – Comparable to 3rd Level spells. Each effect associated with this Rank costs 16 Energy to use.
- Rank 5 Dramatic Effects – Comparable to 4th Level spells. Each effect associated with this Rank costs 25 Energy to use.
- Rank 6 Exceptional Effects – Comparable to 5th Level spells. Each effect associated with this Rank costs 36 Energy to use.
- Rank 7 Extreme Effects – Comparable to 6th Level spells. Each effect associated with this Rank costs 49 Energy to use.
- Rank 8 Excessive Effects – Comparable to 7th Level spells. Each effect associated with this Rank costs 64 Energy to use.
- Rank 9 Legendary Effects – Comparable to 8th Level spells. Each effect associated with this Rank costs 81 Energy to use.
- Rank 10 Cosmic Effects – Comparable to 9th Level spells. Each effect associated with this Rank costs 100 Energy to use.

Limulimu is a 7th-Level Nekojin Dynamic Spellbinder. She has the Dynamic Powers Attribute at Rank 4, allowing her to initiate major effects under her gravity sphere of influence. With her 2 Ranks of the Energised Attribute, she has a total of 65 Energy in her pool available for use ($10 + 5 \text{ per Level} + 20$).

Her party encounters a nest of trolls while they are exploring a dungeon. To give her allies a better opportunity to manoeuvre around the monsters in combat, Limulimu declares she wants to increase the pull of gravity around the trolls to slow their movement. The DM agrees that this effect falls within the major realm of Rank 4, noting that's similar to the 3rd-Level slow spell from Fifth Edition. The Nekojin burns 16 Energy and uses Dynamic Powers to half the troll's movement speed.

The party later comes across a huge stone door leading deeper into the dungeon. Limulimu want to use gravity to collapse the door upon itself, but the DM indicates that power exceeds her major ability. Instead, she focuses gravitational forces on one small corner of the door to compress a portion of it – large enough to create a hole that her allies can squeeze through one at a time. The DM considers this scaled-down use of Limulimu's Dynamic Powers a significant effect of Rank 3, which burns another 9 Energy. The party can now continue on their dungeon crawl.



EDGE

Attribute Cost:	1 Point/Rank
Relevant Ability:	–
Attribute Scope:	Self only; Permanent
Progression:	Descriptive

The character gains an advantage (see page 153) when making certain types of dice rolls, depending on the Edge Rank.

- Rank 1 **Moderate Edge** – One category of Saving Throw (poison, acid, charm, body alteration, etc.); one type of Skill check; checks using one type of Tool Proficiency; when using a specific identified Attribute; contest rolls when defending against an Attribute's use
- Rank 2 **Significant Edge** – Ability and Skill checks that use one specific Ability Score; Saving Throws against magic; Saving Throws for one Ability Score; Initiative rolls; one type of attack roll; one or more types of rolls under one environmental condition (such as sunlight, cold, water, etc.)
- Rank 3 **Major Edge** – Many types of attack rolls; many forms of magic rolls; all Skill checks
- Rank 4 **Exceptional Edge** – All attack rolls; all magic rolls; all Saving Throws; all dice rolls relating to one Ability Score (i.e. Ability checks, Skill checks, and Saving Throws, etc. for one Ability)
- Rank 5 **Extreme Edge** – Many types of dice rolls
- Rank 6 **Legendary Edge** – All dice rolls

ELASTICITY

Attribute Cost:	2 Points/Rank
Relevant Ability:	Constitution
Attribute Scope:	Self only; Ongoing
Progression:	Descriptive

The character can stretch or contort their limbs and/or body to a superhuman degree. This is most appropriate for sinuous demons and rubbery creatures, such as Parasites and Slimes. Increased Ranks not only provide greater flexibility, but also the control over fine manipulation (such as using a stretched finger to move specific tumbling mechanisms on a key lock). At high Ranks, characters can squeeze under doors and through small holes, as well as mimic crude shapes. While stretched, the character also receives a +2 bonus/Rank while performing grappling manoeuvres and events (page 161).

- Rank 1 **Moderate Elasticity.** The character can stretch one body part up to 5x its regular dimensions and receives a +2 bonus to grappling checks.
- Rank 2 **Significant Elasticity.** The character can stretch two body parts up to 5x their regular dimensions and receives a +4 bonus to grappling checks.
- Rank 3 **Major Elasticity.** The character can stretch three or four body parts up to 5x their regular dimensions and receives a +6 bonus to grappling checks.
- Rank 4 **Exceptional Elasticity.** The character can stretch their entire body up to 2x their regular dimensions and receives a +8 bonus to grappling checks.
- Rank 5 **Extreme Elasticity.** The character can stretch their entire body up to 5x their regular dimensions and receives a +10 bonus to grappling checks.
- Rank 6 **Legendary Elasticity.** The character can stretch their entire body up to 10x their regular dimensions and receives a +12 bonus to grappling checks.

ENERGISED

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Permanent
 Progression: +10 Energy/Rank

Only assign this Attribute in games using the optional Energy rules (see page 176). Possessing this Attribute increases the Energy of the character, allowing them to draw on a greater pool of internal reserves in times of need. The character gains an additional 10 Energy/Rank, which is on top of their normal amount of Energy (equal to a base of 10, plus 5 times their character Level).

ENHANCED PROFICIENCY

Attribute Cost: 2 Points/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Permanent
 Progression: +1 Proficiency Bonus/Rank

The character is adept at sharply focussing their knowledge and training to enhance their capabilities across multiple areas. For each Attribute Rank, the character gains a +1 bonus to their Proficiency Bonus – which normally starts at +2 at 1st-4th Levels and increases to +6 at 17th-20th Levels. Since modifying a character’s standardised Proficiency Bonus can have dramatic impacts on game balance, players must have their DM’s permission before selecting this Attribute.

EXTRA ACTIONS

Attribute Cost: 4 Points/Rank [Lesser = 2/Rank]
 Relevant Ability: –
 Attribute Scope: Self only; Permanent
 Progression: +1 Extra Action/Rank

This Attribute reflects the character’s ability to act extremely rapidly. Each round, the character gains one unrestricted Extra Action/Rank that can be used to attack, cast a spell, or perform other general activities such as using an Attribute or Skill. All such Extra Actions occur on the character’s Initiative.

When considering Anime 5E integration with other Fifth Edition rules and Classes, note that these Extra Actions are not stackable/multiplicative with other Class features (such as a Fighter’s extra attack feature), nor do they provide extra Bonus Actions. See page 159 for information about character action.

Extra Actions - Lesser

Attribute cost changes to 2 Points/Rank. This more focused variation only applies to actions other than attacking or spellcasting. Each round, the character gains one Extra Action/Rank that cannot be used to attack or cast a spell, but instead can be used to initiate one or more other general or tactical actions (page 159). This often includes the use of Attributes that only require casual, non-aggressive contact with a target. All such Extra Actions occur on the character’s Initiative.

FAST

Attribute Cost: 1 Point/Rank
 Relevant Ability: Dexterity
 Attribute Scope: Self only; Ongoing
 Progression: Descriptive

Medium-sized characters normally have a base movement speed of 30 feet (+/-5 feet; see page 28). The character’s speed is doubled for each assignment of this Attribute when calculating jogging, dashing, and sprinting speeds (see page 163).

- Rank 1 x2 speed
- Rank 2 x4 speed
- Rank 3 x8 speed
- Rank 4 x15 speed
- Rank 5 x30 speed
- Rank 6 x50 speed

FEATURES

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Ongoing
 Progression: 1 Feature/Rank

The character possesses various secondary abilities that grant useful, but minor, advantages. The DM may decide that some specific features are too trivial or provide too insignificant a benefit (in the context of the campaign) to require characters to purchase this Attribute to represent it. In particular, a character or Item need not acquire accessories that are purely descriptive, implied by other Attributes (such as fins if you have Water Speed), or are ubiquitous given its size and other functions (like fur/feathers on an animal).

See Table 12 for a partial list of example Features that the DM may make available in your game. You are encouraged to create custom Features as well.

TABLE 12: EXAMPLE FEATURES

360° Vision	Durable Skin	Lightning Calculator	Scent Glands
Ambidexterity	Eidetic Memory	Long Tongue	Scentless
Auditory Discrimination	Enhanced Digestion	Mental Compartmentalisation	Sexual Duality
Blindsight 30' (x1) or 60' (x2)	Famous (Beneficial)	Mimic Sound	Spatial Sense
Breathing Control	Fluid Squirting	Multiple Hearts	Speed Reading
Camouflage	Gills	Nictitating Membrane	Taste Discrimination
Darkvision 60' (x1) or 120' (x2)	Heat Regulation	Perfect Pitch	Time Sense
Depth Awareness	Homing Instinct	Pouch	Ultrasonic Communication
Direction Sense	Joint Dislocation	Range Sense	Weather Sense
Double-Jointed	Light Sleeper	Retractable Claws	Webbed Feet/Hands/Paws

Darkvision and Blindsight

A character or monster with darkvision can see in the dark within a specific radius – 60 feet for 1 Feature or 120 feet for 2 Features. The monster can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The monster can't discern colour in darkness, though.

A creature with blindsight can perceive its surroundings without relying on sight at all, within a specific radius – 30 feet for 1 Feature or 60 feet for 2 Features.

Low- and no-light vision provides an alternate approach to sight common to many underground monsters, rather than an enhancement of vision that could fall under the Heightened Senses Attribute.

FLIGHT

Attribute Cost: 3 Points/Rank
 Relevant Ability: Dexterity
 Attribute Scope: Self only; Ongoing
 Progression: Descriptive

A character with this Attribute can achieve Flight through one (or possibly more) methods, including: wings, paranormal power, magic, anti-gravity, psionic levitation, or some other technique.

- Rank 1 Fly at speeds up to 30 feet/round (approximately 3 mph)
- Rank 2 Fly at speeds up to 90 feet/round (approximately 10 mph)
- Rank 3 Fly at speeds up to 300 feet/round (approximately 30 mph)
- Rank 4 Fly at speeds up to 100 mph
- Rank 5 Fly at speeds up to 300 mph
- Rank 6 Fly at speeds up to 1,000 mph

BETWEEN RANKS

Several Attributes provide Rank progressions that leave large gaps, rather than narrow linear advancements. This includes Cognition, Fast, Flight, Jumping, Pocket Dimension, Supersense, Teleport, Tunnelling, Water Speed, and Wealth. For example, Flight follows a roughly x3 geometric progression: Rank 1 Flight allows speeds up to 30 feet/round while Rank 2 allows speeds up to 90 feet/round. So what happens if a player wants their character to fly at 40 or 80 feet/round instead?

Such Attributes don't actually have gaps in their progression, since the Rank increments are intended to cover a range without explicitly indicating so – sometimes using the term “up to” to indicate the range. Rank 1 Flight, for example, actually covers speeds from 0-30 feet/round; similarly, Rank 2 covers speeds between 30 and 90 feet/round. 40 feet/round and 80 feet/round therefore both fall under the range provided by Rank 2 Flight.

Alternatively, the DM may allow the character to assign a lower Rank if the desired benefit value is closer to a lower Rank than a higher Rank. Continuing the Flight example, 40 feet/round is much closer to Rank 1 (30 feet/round) than Rank 2 (90 feet/round), and therefore the DM could allow Rank 1 Flight to flex up to 40 feet/round. This rule helps align Anime 5E benefits (such as speeds) closer to Fifth Edition stats.

FORCED DISADVANTAGE

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Ongoing
 Progression: Descriptive

Enemies suffer a disadvantage (see page 153) when making certain types of dice rolls that directly oppose the character or their efforts, depending on the Forced Disadvantage Rank. These dice rolls may be a contest with the character (such as an opposed Skill check) or an independent dice roll (such as attack rolls or Ability checks).

- Rank 1 Moderate Disadvantage – One type of Skill contest; contest rolls when defending against the character's Attribute use
- Rank 2 Significant Disadvantage – Ability and Skill contests that use one specific Ability Score; Saving Throws against the character's Attributes or use of magic; one type of attack roll against the character
- Rank 3 Major Disadvantage – Many types of attack rolls against the character; all Skill contests; all dice roll contests relating to one Ability Score (i.e. both Ability contest checks and Saving Throws made due to the character's actions for one Ability)
- Rank 4 Exceptional Disadvantage – All attack rolls against the character; all Saving Throws made due to the character's actions
- Rank 5 Extreme Disadvantage – Many types of dice rolls that directly opposed the character or their efforts
- Rank 6 Legendary Disadvantage – All dice rolls that directly opposed the character or their efforts

HEALING

Attribute Cost: 1 Point/Rank
 Relevant Ability: Wisdom
 Attribute Scope: 1 target; Touch; Instantaneous
 Progression: Heal +1d8 Hit Points/Rank

This Attribute allows a character to instantly heal a target's injuries through touch (including themselves; for continuous healing, see the Regeneration Attribute, page 112). At higher Healing Ranks, the regained HP may revive a target who is “clinically” dead but not actually brain-dead, repair massive trauma such as lost limbs or organs, or even restore a target who was cut in two! No healer can repair someone who has been dead more than a few rounds, though, or who has been torn into many pieces or disintegrated. The maximum number of Hit Points the character can restore to a particular target in one hour or dramatic scene equals 1d8/Rank (though other healers may return additional Hit Points to the injured subject).

HEIGHTENED SENSES

Attribute Cost: 1 Point/Rank
 Relevant Ability: Wisdom
 Attribute Scope: Self only; Ongoing
 Progression: 1 Sense/Rank

A character with Heightened Senses has one or more senses that have been sharpened to an extreme degree of acuity. It can represent the preternatural sharpening of a specific sense honed by special training or racial heritage, or the enhanced senses of a paranormally, magically, or psychically augmented character.

For each Rank of the Heightened Senses Attribute, one of the character's five physical senses – hearing, sight, smell, taste, or touch – is enhanced in scope, range, and precision. A character using a Heightened Sense usually gains an advantage (page 153) on checks that relate to using that sense to perceive things that someone with normal senses might conceivably notice. To assign completely new senses to the character, see the Sixth Sense (page 112) and Supersense (page 118) Attributes.

IMMUNITY

Attribute Cost: 3 Points/Rank [Lesser = 1/Rank]
 Relevant Ability: Constitution
 Attribute Scope: Self only; Ongoing
 Progression: Descriptive

With this Attribute, the character is completely immune to attack damage and adverse environmental effects that stem from a particular weapon, element, application, or event. For example, a character with Rank 1 Immunity to silver cannot be hurt by silver weapons and perhaps would not feel pain if clubbed by a pouch filled with silver coins. Similarly, a character with Rank 3 Immunity to fire/heat could walk into an intense firestorm and emerge unscathed.

For characters with partial protection against hostile conditions – who gain an advantage on relevant Saving Throws – see the Edge Attribute (page 100).

Immunity - Lesser

Attribute cost changes to 1 Point/Rank. This variation doesn't provide complete Immunity, but rather a form of resistance that reduces damage inflicted by one-half (round down) for the Rank-related Immunity. Lesser Immunity activates before the benefits of the Protected Attribute (page 111) are considered.

- Rank 1 The Immunity plays a moderate role in the game. Examples: weapons made from a rare substance (such as bone or silver); attacks from a small opponent group (such as a single animal type); under specific conditions (such as in water, a specific time of the day, at home).
- Rank 2 The Immunity plays a significant role in the game. Examples: weapons made from an uncommon substance (such as wood, bronze, or stone); attacks from a broad opponent group (such as blood relatives, demons, or animals); under broad conditions (such as during the night, on weekends, or in holy places); lightning; acid; poison.
- Rank 3 The Immunity plays a major role in the game. Examples: cold; fire/heat; unarmed attacks; a broad weapon type (such as swords, clubs, or bows).
- Rank 4 The Immunity plays an exceptional role in the game. Examples: one type of weapon damage (bludgeoning, piercing, radiant, slashing, etc.).
- Rank 5 The Immunity plays an extreme role in the game. Examples: forceful impacts (from falling, weapons, and environmental effects); several types of weapon damage (such as "bludgeoning, piercing, and slashing" damage or "non-magical weapons").
- Rank 6 The Immunity plays a legendary role in the game. Examples: all weapon damage; magic damage.





IMMUTABLE

Attribute Cost: 1 Point/Rank
 Relevant Ability: Constitution
 Attribute Scope: Self only; Ongoing
 Progression: +2 Check Bonus/Rank to Resist Bodily Effects

A character with Immutable is protected against spells and other effects that can transform, alter, or displace their body or physical composition. The resistance may be a reflection of natural hardiness, a protective spell, racial ability, or defensive aura. Whatever the cause, the character gets a +2 check bonus to all dice rolls (including Ability checks and Saving Throws) to resist body-altering effects.

INSPIRE

Attribute Cost: 1 Point/Rank [Greater = 3/Rank]
 Relevant Ability: Charisma
 Attribute Scope: Nearby targets; One dramatic scene
 Progression: +1 Check Bonus/Rank

This ability can represent oratorical talents, innate charisma, supernatural awe, or even a beautiful or resonant voice. The character's very presence inspires their friends, followers, or fans, filling them with energy and determination to transcend their own normal limitations in pursuit of a goal. Its nature depends on the character: a military commander inspires through leadership and strategic prowess; an evil dictator might whip minions into a frenzy through hatred; a minstrel inspires through song; or a magical girl or mystical unicorn through the sheer power of love. It is also common for certain Items such as religious relics, holy shrines, or revered army standards to possess this ability.

Inspire takes a general action to initiate, during which the character must act appropriately – give an impassioned speech, start singing, threaten minions with destruction, or however their inspiration usually functions. Successful use of the Attribute requires succeeding with DC 15 Charisma check. If it fails, the character can take another action and try again, but they are limited in the number of attempts per game session equal to the Attribute Rank. Each successful use gives an effect that lasts for an entire dramatic scene. During that scene, every friend or ally who shares the character's goals – and can reasonably be moved by the character's actions – will be inspired.

Inspired characters (both player characters and story characters under the DM's control, as well as the inspiring character themselves) receive a bonus equal to the Inspire Rank to any appropriate Ability check and Skill checks during the scene. This inspire bonus does not apply to attack rolls or Saving Throws (see the Greater variant, below).

The Inspire Attribute does not have a cumulative effect with the concurrent use of other characters' Inspire Attribute.

Inspire - Greater

Attribute cost changes to 3 Point/Rank. This variation also adds the Inspire Rank bonus to attack rolls and Saving Throws for all influenced characters.

For example, Akane the 5th Level Isekai Student with Rank 3 Inspire grabs the attention of the gathering crowd when she climbs onto the village well to give a passionate speech. The young twins, Amok and Amos, have gone missing and Akane is organising a search. Akane succeeds on her DC 15 Charisma check – her speech inspires all gathered villagers, granting them each a +3 check bonus to their Wisdom (Perception) checks while searching for the twins. The farmers outside the village who join the search later, but were not in the village square to hear Akane's speech, do not benefit from the +3 Inspire bonus.

ITEM

Attribute Cost: 4 Points/Rank
 Relevant Ability: –
 Attribute Scope: External; Permanent
 Progression: Item(s) with +5 Points/Rank

Items are devices that enhance a character in some way or that serve as a useful tool or weapon. Items can represent powerful relics, magical artefacts, or even experimental technology; characters can obtain regular or mundane objects such as standard weapons, armour, and adventuring equipment without this Attribute as determined by the DM. A device or object that cannot be lost or stolen (such as something implanted in or fused to the character's body) is not an Item. Any such device is considered part of the character, and thus the player should use Points to acquire the relevant Attributes directly instead of assigning them through the Item Attribute.

Each Rank of the Item Attribute grants the character 5 Points that can either be allocated to a single Item, or divided amongst multiple Items as the player desires.

Assign the Item any Attributes appropriate to its normal function that will benefit the character while using it. For example, a magic sword would have Weapon, a ring of invisibility would have Undetectable, and winged boots would have Flight. A complex artefact, such as a 100-foot-tall flying transformable clockwork golem, could have a multitude of Attributes, such as Change State, Features, Flight, Resilient, Supersense, Weapon, etc.

Attributes that an Item has do not usually stack with those of a character. If an Asrai character (who has Flight Rank 1) is riding on a magic carpet that also has Flight Rank 1, the character does not gain access to Flight Rank 2. The DM may make exceptions where it seems appropriate (such as magical armour with the AC Bonus Attribute stacking with the character's AC Bonus).

Items can also be assigned Defects (page 132) provided they directly impact the utility of the Item or affect the user. Defects that are usually inappropriate for Items unless approved by the DM include Accountability, Ism, Marked, Nemesis, Obligated, Significant Other, Secret, and Wanted. Nevertheless, the DM may make exceptions where this seems reasonable, such as a stolen Item coming with the Wanted Defect if it is the Item (rather than the character) that particular foes are after. In the same manner, a great artefact such as a Ring of Power might be Hounded and even have a Nemesis attached to it.

Items usually have no Ability Scores (but may be given Augmented if they boost their user's Ability Scores), but they may have Armour, Skill, or Tool proficiencies to represent bonuses to appropriate dice checks (such as a Ring of Detection Item adding to a Perception Skill check).

Items are assumed to be lifeless objects, so no special Attributes or Defects are required to represent this status. For example, even though one cannot affect an Item by poisoning it, there is no need to assign the Immunity Attribute to avoid this unless the Item protects the people wearing it from the poison. Similarly, an Item is immune to threats like disease or lack of food, and they cannot normally be affected by mental or spiritual attacks. Note that an Item has no ability to heal any damage that it suffers, though, and must be repaired as usual instead (as determined by the adventure narrative).

See the Chapter 10: Items (page 190) for numerous detailed examples and descriptions of Items.

Special consideration is given to Armour Class, Hit Points, and Ability Scores for fighting fantasy mecha Items (see page 158).

JUMPING

Attribute Cost: 1 Point/Rank
 Relevant Ability: Dexterity
 Attribute Scope: Self only; Ongoing
 Progression: Descriptive

With a running start, a character can normally jump forward a distance in feet approximately equal to their Strength score, or up to a height in feet equal to 3 + their Strength modifier (1 foot minimum). With this Attribute, the character can jump great distances (and land without injury), but cannot actually fly.

- Rank 1 Jump up to 3 times normal distance
- Rank 2 Jump up to 10 times normal distance
- Rank 3 Jump up to 30 times normal distance
- Rank 4 Jump up to 100 times normal distance
- Rank 5 Jump up to 300 times normal distance
- Rank 6 Jump up to 1,000 times normal distance

LANGUAGE

Attribute Cost: 1 Point/Rank
 Relevant Ability: Intelligence
 Attribute Scope: Self only; Ongoing
 Progression: 1 Language/Rank

Unless indicated by a Defect or otherwise decided by the DM, all characters can speak and write the near-universal language known as Common. This Attribute indicates that the character can also speak and write one other language/Rank associated either with other Races (such as Draconic, Dwarvish, Elvish, Giant, Goblin, Gnomish, Halfling, Orc, etc.) or with creature origins (such as Abyssal, Celestial, Deep Speech, Infernal, Primordial, Sylvan, Undercommon, etc.).

Alternatively, a language can be defined as simple sounds and gestures that can be perceived and understood by a category of mildly intelligent creatures that do not possess a formal language. Example categories include: small beasts, aquatic animals, primitive creatures, artificial constructs, etc.

MASSIVE DAMAGE

Attribute Cost: 3 Points/Rank [Lesser = 1/Rank]
 Relevant Ability: Strength
 Attribute Scope: Self only; Permanent
 Progression: Descriptive

The character inflicts extra total damage to their targets under all aggressive conditions. The player must decide when this Attribute is assigned whether the amount of additional damage is a fixed amount (+1, +2, +3, etc.) or determined by a die roll (+1d2, +1d4, +1d6, etc.) as indicated by the Attribute Rank.

This damage bonus may result from combat training (knowing where to hit), enhanced attack force (hitting with greater power), paranormal augmentation, or a combination of such elements. Physical strength is not the key to delivering this extra damage during an attack; the ability to sense the most effective way to inflict damage is far more important. Naturally, the character's attack must be successful to inflict any damage.

Massive Damage - Lesser

Attribute cost changes to 1 Point/Rank. This variation only inflicts extra damage to targets under a specific condition. Examples of conditions include: sneak attacks (when the attacker already has an advantage on the roll), melee weapon attacks, unarmed attacks, ranged attacks, spell damage, Strength-related impacts (due to the character's size; see page 44 – this includes standard melee weapon attacks that apply Ability modifiers other than Strength, such as Dexterity-based finesse-style weapons) against a category of opponents (such as giants, undead, extraplanar creatures, magi, etc.).

- Rank 1 The character inflicts an additional +1d2 damage (alternatively, a flat +1 damage)
- Rank 2 The character inflicts an additional +1d4 damage (alternatively, a flat +2 damage)
- Rank 3 The character inflicts an additional +1d6 damage (alternatively, a flat +3 damage)
- Rank 4 The character inflicts an additional +1d8 damage (alternatively, a flat +4 damage)
- Rank 5 The character inflicts an additional +1d10 damage (alternatively, a flat +5 damage)
- Rank 6 The character inflicts an additional +1d12 damage (alternatively, a flat +6 damage)

MIMIC

Attribute Cost: 4 Points/Rank
 Relevant Ability: Intelligence
 Attribute Scope: Self only; Must touch character; 1 minute
 Progression: Can Imitate Attributes up to a Maximum Rank Equal to the Mimic Rank

The character can temporarily mimic one Attribute or Ability Score of any single touched character for a duration of one minute or dramatic scene. Only one Mimic effect can be active at any one time. The Mimic Attribute Rank determines the maximum other Attribute Rank (or spell Level, for Psionicists or other spellcasters) that can be mimicked, ignoring any higher Ranks that the target possesses. The character can only imitate Ability Scores (of any value) when their Mimic Attribute reaches Rank 5 or higher. The Rank of a mimicked Attribute or Score only replaces the character's corresponding

Rank (if applicable) if it is higher; their Attribute or Score Rank cannot normally decrease through Mimic.

Mimic requires an attack action to use. If used on an unwilling target, it requires a successful touch attack roll (gaining an advantage on the roll; see page 168). If the attack succeeds, the target's ability is mimicked unless they choose to resist. Resisting requires a successful DC 15 Intelligence Saving Throw, made with a penalty of -1 per Rank of the Mimic Attribute. If the target has the Immutable Attribute (page 104) they may add that Attribute bonus to their Save roll to resist.

To create a character that steals a target's Attributes for their own use, assign both the Nullify (page 110) and Mimic Attributes, linked through the Dependent Limiter (page 146).

Skootch the Copper Slime has the Mimic Attribute at Rank 5. During a vicious combat beneath an ancient catacomb, they stretch their elastic body and latch onto the skin of Oliviana the Succubus (page 226), to begin the process of imitating her power. Fortunately, Oliviana only rolls a 17 on her Intelligence Saving Throw; this increases to 19 with her +2 Int bonus, but then decreases by -5 to 14 total due to Skootch's Mimic Rank – less than the DC 15 needed to resist.

Skootch can now gain the power of any one of Oliviana's Attributes up to Rank 5. They decide the Draining Kiss Weapon might be their best choice. Since the Succubus's Weapon Attribute is Rank 9 (effective Rank 14, or 5 Ranks higher), Skootch can only Mimic up to Rank 5 (with effective Rank 10) for one minute and ignores the higher Ranks. Instead of the Draining Kiss inflicting the normal 6d10 damage, Skootch instead delivers 4d10 damage. Since Skootch's Mimic is at least Rank 5, they instead could have imitated one of Oliviana's Ability Scores.

MIND CONTROL

Attribute Cost: 3 Points/Rank [Lesser = 1/Rank]
 Relevant Ability: Intelligence
 Attribute Scope: 1 target; Touch; 1 minute
 Progression: Descriptive

This Attribute allows the character to mentally dominate other individuals, creatures, or entities through touch, typically for a duration of one minute or one dramatic scene (or earlier if the target breaks free from control). Magic users, psionic adepts, and creatures with hypnotic powers such as demons or vampires are among those likely to have Mind Control.

Mind Control requires an attack action to use and a successful touch attack roll (gaining an advantage on the roll; see page 168). If used on an unwilling target, it requires a successful Intelligence contest check. If the check succeeds, the target is under the attacker's control until they have an opportunity to break the connection. A target that breaks a character's Mind Control three times in one day is immune to further attempts by that character until the following day.

When a player character is under the effects of Mind Control, the DM can take over the character from the player when necessary, although it is usually more fun if the player (with DM guidance) continues to role-play their own character. Characters who have been Mind Controlled will not usually remember events that occurred during the time period they are controlled and will have a gap in their memories.

A target may attempt to break control under two circumstances: whenever they are given a command that conflicts with the nature of the character, and whenever the DM deems it appropriate for dramatic effect. To break control, the target must win a Intelligence contest check.

Against Target's Nature

If a Mind Controlled target is commanded to perform an action that they would not willingly do under normal circumstances, the target can attempt to break control. For highly distasteful or undesirable actions (such as stealing from or attacking an ally), the target receives an advantage on the contest check.

When the DM Deems Appropriate

If the character commands their target to perform a mundane activities (pick up that rock, fetching a drink of water, etc.), the DM may decide the target does not receive an opportunity to break established control. Even a seemingly inoffensive command such as “sit at the table” or “go to sleep”, however, may have a drastic impact on the lives of others if a monster is attacking or the target is crossing a narrow rope bridge at the time. In these instances, the DM may give the target a chance to break free of the Mind Control even if the target does not regard a command as specifically dangerous or distasteful (which would present an opportunity to end the control). This option puts the DM in direct control of the situation, to the benefit of the campaign story.

Mind Control - Lesser

Attribute cost changes to 1 Point/Rank. The character's Mind Control is restricted to a narrow category of targets, such as a specific Race (Asrai, Nekojin, Elves, etc.), monster type (demons, reptilians, dragons, Neomorphs), animal type (birds, fish, mammals, forest animals, arctic animals, etc.), or affiliation (priests, magic users, royalty, etc.).

- Rank 1 Moderate ability. The character can give extremely basic, non-aggressive suggestions such as “turn around”, “run away”, “scream”, etc.
- Rank 2 Significant ability. The character can give simple, non-aggressive suggestions such as “go pour me a pint”, “tell that shopkeeper to put coins into a bag and hand it over to you”, “grab that pick axe and start mining for gems”, etc.
- Rank 3 Major ability. The character can give complex, non-aggressive suggestions such as “pick up the dulcimer case, talk your way through the waterfront guard checkpoint using a disguise, and then load the case into the sailing barge's hidden smuggling compartment”.
- Rank 4 Exceptional ability. In addition to the capabilities of Rank 3, the character can also make aggressive suggestions (which includes attacking).
- Rank 5 Extreme ability. In addition to the capabilities of Rank 4, the character can also permanently erase brief events from the victim's memory.
- Rank 6 Legendary ability. In addition to the capabilities of Rank 5, the character can also permanently erase and alter complex and prolonged events from the victim's memory.

Xxan, the 4th-Level Grey Broker, possesses Mind Control at Rank 4. While exploring what they thought was an empty cavern for a rare lichen, they stumble across a pair of orc sentries (page 218). Xxan immediately tackles one of the orcs to the ground and attempts to dominate his mind. It's time for an Intelligence contest! Xxan rolls a 10, and adds their +3 Int bonus for a final roll of 13. The orc rolls a 12, which is reduced to a 10 after suffering his -2 Int penalty.

Easily winning the contest, Xxan commands the orc to attack his scouting partner – well within the scope of their Rank 4 Attribute (“exceptional ability”). The DM decides that this aggressive command against the orc's ally triggers another Intelligence contest to determine if the orc can break control – but he fails the contest by an even bigger margin this time. The orc readies his javelin and moves to strike down his ally, allowing Xxan to grab the lichen and escape the cavern.



MIND SHIELD

Attribute Cost: 1 Point/Rank
 Relevant Ability: Wisdom
 Attribute Scope: Self only; Ongoing
 Progression: +2 Check Bonus/Rank to Resist Mind-Invading Effects

A character with Mind Shield is protected against psychic intrusion. This may be a reflection of their own psychic abilities, a protective spell, special training, or some innate knack. Whatever the cause, the character gets a +2 check bonus to all dice rolls (including Ability checks and Saving Throws) to resist mind-altering or mind-invading effects.

MINIONS

Attribute Cost: 2 Points/Rank [Greater = 4/Rank]
 Relevant Ability: Charisma
 Attribute Scope: External; Permanent
 Progression: Descriptive

The Minions Attribute represents the extent of the character's loyal (though usually not bright nor independent) humanoid or creature resources. Minions – sometimes known as flunkies, groupies, stooges, henchmen, toadies, etc. – are NPCs that are eager to carry out the character's commands and ask for very little in return. They always aim to please, even at their own expense. For specific talented helpers with distinct personalities, see the Companion Attribute (page 95). Mercenaries who the character hires for specific tasks are not Minions since they have an agenda and expect compensation.

Minions are created in the same way as a character and are constructed from up to 40 Points. Minions can be from any Race, or can be Raceless instead (page 28). They are typically Classless, but the DM may allow some or any Class assignments (deduct from the 40 Points: 10 Points plus 10 Points/Level).

All Minions created by this Attribute assignment normally have identical Ability Scores, Attributes, and Defects (with very minor and insignificant variations at the DM's discretion). Some relationship-based Defects (such as Accountability, Hounded, Obligated, etc.) should not be assigned due to the Companion's innate role as a character's subordinate. Minions with different Point distribution can be created by assigning this Attribute more than once to create a new team of Minions.

Since Minions have few Points, they are often burdened with Defects to reflect their insignificant status, including AC Penalty, Bane, Diminished Proficiency, Fragile, Inept Attack, Limited Damage, Obstacle, Reduced Damage, and Susceptible.

Minions - Greater

Attribute cost changes to 4 Points/Rank. The character's Minions are individually much more capable and experienced than regular Minions. They are constructed from 70 Points each instead of only 40 Points.

Rank 1	Up to 5 Minions
Rank 2	6-10 Minions
Rank 3	11-25 Minions
Rank 4	26-50 Minions
Rank 5	51-100 Minions
Rank 6	101-250 Minions

Slyth the 2st-Level Haud Warder receives enough XP to advance to Level 3 Warder. He had previously kept 2 starting Discretionary Points in reserve, which he now adds to the 2 Bonus Points earned through upon reaching Level 3. Slyth allocates these 4 Points to Rank 1 of the Greater Minions Attribute. Alice, Slyth's player, decides to create goblins as Minions (page 217). Since goblins have 72 Points – and Greater Minions can only have up to 70 Points each – Alice burdens them with 1 Rank of the Diminished Proficiency Defect to capture the missing 2 Points. Alice and the DM work out a plan to introduce Slyth's four goblin Minions sometime during the next gaming session.

MONSTER TRAINING

Attribute Cost: 1 Point/Rank
 Relevant Ability: Charisma or Intelligence
 Attribute Scope: Situational use; Ongoing
 Progression: 1 Training Technique/Rank

A character with the Monster Training Attribute is experienced in the arts and sciences of pet monster instruction and fighting. Through painful experience – mostly on the part of the pets – the trainer learned to effectively control the creatures in battle and to properly care for their needs in daily life. Unless otherwise indicated by the DM, only characters with the Companion or Minions Attributes may assign this Attribute. Each Rank gives the character one Monster Training technique; the DM will determine if a specific manoeuvre can be assigned multiple times.

Analyse Monster

The character can identify all commonly known species of pet monster. They also gain an advantage on Intelligence-related checks required to identify rare types or newly evolved versions of existing species. They can judge another monster's approximate Point total, remaining Hit Points, and any elemental association from its size, species, attitude, apparent health, and even posture, without seeing it actually fight.

Battle Motto

The character has mastered the rhyming battle motto! If chanted within listening range of an opposing trainer just prior to a battle, it fills the character with pride while simultaneously revolting, boring, and/or irritating their enemy. The opposing trainer suffers a disadvantage on their first two Initiative rolls, while the character gains an advantage on their own first two Initiative rolls. If two trainers chant their own mottoes simultaneously, though, the effects cancel each other out. A motto can only be used once each dramatic scene.

Breed Monster

This is the ability to breed two monsters together that do not normally mate, and have them potentially produce viable offspring. If the character makes a successful DC 15 Charisma check, the union of the two monsters is a positive experience, and will likely produce a viable hybrid (as best determined by the storyline). On an unsuccessful check, something goes hideously wrong with the coupling; perhaps they start fighting each other, injury happens during the coupling, the resulting offspring is a horrifying menace, etc.

Feed Monster

The character knows exactly what to feed their monsters to ensure they have a properly balanced diet. As long as the character can supervise their monster's nutrition (which may take up to a half-hour per creature per day), the monsters will be healthier and happier. They will not catch diseases and will recover lost Hit Points twice as fast as normal. The DM may require the character to devote adventuring time to finding special food, vitamins, or ingredients, or this activity can instead happen in the background between excursions.

Inspire Monster

The trainer is especially talented at inspiring their monster in combat through shouts of encouragement, cheerleading, and other energetic techniques. At the start of any combat round, the trainer can use a free action to spend 5 of their own Energy. This either adds +2 to the monster's attack rolls for the round or +2 to the monster's Armour Class for the round, or it immediately restores 1d8 lost Hit Points to the monster. The character can repeat the expenditure every combat round to continue giving their monster a bonus.

Instil Discipline

The character is especially talented at making their monsters obey orders and resist their natural urges. Instilling discipline takes a one-hour training session and costs the trainer and monster 10 Energy each. The effects last for one gaming session or adventuring day. A disciplined pet will be cautious during fighting, and it will not lose control or expose itself recklessly. For the discipline duration, the monster gains a +2 Armour Class bonus against attacks.

Instil Ferocity

The trainer can instil the fighting spirit in their monster and teach it to go for the quick victory. This technique takes a one-hour training session and costs the trainer and monster 10 Energy each. The effects last for one gaming session or adventuring day, during which time the ferocious monster receives a +2 bonus to its attack rolls. It is also likely to be bad tempered, and may snap at or otherwise harass anyone nearby.

A trainer can alternatively Instil Ferocity against a specific opponent (such as one specific type of monster). This technique requires appropriate training aids, such as a picture or look-alike doll. This doubles the normal attack bonus to +4, but only against that specific target; the monster does not gain any attack bonus against other opponents. This option is useful if the trainer knows who their monster will face in advance. Monsters can only benefit from one ferocity training session each day.

Monster Tactics

The character has carefully studied monsters in battle. They understand which attack to use for the greatest effect, when to order a finishing blow at the right moment, and when to sound the retreat. The trouble is, it is the monsters fighting – not the character. If the character is supervising a duel, however, and is in a position to shout orders, then all their monsters receive advantages on their Initiative rolls through the battle.

Nurse Monster

The character is a monster physician. As long as the monster is under their tender care, it heals Hit Points three times faster than normal. If the character also has the Feed Monster technique, the monster heals five times as quickly instead.

Stat Master

The character possesses an encyclopaedic knowledge of other trainers, as well as teams and monster dojo (if they exist). The character keeps track of who they are, how they rank in any league or organisation, and what pet monsters they possess. The DM may require a DC 15 Intelligence check to see if the trainer knows anything about a specific monster or trainer.



MULLIGAN

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Ongoing
 Progression: +2 Dice Re-rolls/Rank Each Session

A character possessing the Mulligan Attribute may have powerful forces acting as their guardian, which can beneficially influence the outcome of important events. Alternatively, the character may be really lucky or have great karma, or perhaps can subtly influence their surroundings with thought alone. This relationship with fortune is represented through the re-rolling of up to two undesirable dice rolls per Rank – this includes undesirable re-rolls as well – each gaming session (or each adventuring day, at the DM's discretion). This includes attack rolls, Ability or Skill checks, Saving Throw, damage rolls, Initiative rolls, etc. All associated dice are rolled at the same time when using one Mulligan for a specific roll, whether that's one die or multiple dice. The player may choose to use the original roll, or any of the re-rolls, when determining the success of the action.

NULLIFY

Attribute Cost: 5 Points/Rank
 Relevant Ability: Intelligence
 Attribute Scope: 1 target; Touch; 1 minute
 Progression: Can Nullify Attributes up to a Maximum Rank Equal to the Nullify Rank

The character can temporarily render the Attributes of touched targets unusable for approximately one minute or dramatic scene. A character's Nullify only works on other Attributes that derive their powers from one particular source (such as magic, psychic ability, divine gifts, racial ability, or supernatural ability; see Effects-Based System, page 238).

The Nullify Attribute Rank determines the maximum Attribute Rank (or spell Level, for Psionics or spellcasters) that can be nullified, which can either Nullify the target Attribute completely (if that Attribute Rank is lower than the character's Nullify Attribute Rank) or reduce the effectiveness of the target Attribute by the number of Ranks of the Nullify Attribute (if that Attribute Rank is greater than the Nullify Attribute Rank).

For example, if a character with Rank 2 Nullify (with the selected source of magic) targets a fellow mage who has Rank 1 Cognition, Rank 2 Flight, and Rank 5 Teleport, the character could reduce the target's Cognition to Rank 0 (1-2=0), or Flight to Rank 0 (2-2=0), or Teleport to Rank 3 (5-2=3). The target's racial and other non-magical abilities are not affected.

Nullify requires a general action to use, and a character can Nullify one target Attribute for each action (and can thus Nullify multiple Attributes using multiple actions). If used on an unwilling target, it requires a successful touch attack roll (gaining an advantage on the roll; see page 168). If the attack succeeds, the target's ability is Nullified unless they choose to resist. Resisting requires a successful DC 15 Intelligence Saving Throw, made with a penalty of -1 per Rank of the Nullify Attribute. If the target has the Immutable Attribute (page 104) they may add that Attribute bonus to their Save roll to resist.

To create a character that steals a target's Attributes for their own use, assign both the Nullify and Mimic (page 106) Attributes, linked through the Dependent Limiter (page 146).

Loray the 9th-Level Void Kodama Warder possesses the Nullify Attribute at Rank 2, with a focus on Attributes stemming from racial abilities. While exploring the forest looking for healing herbs, Loray encounters a lone male bugbear (page 219) stomping about and harassing the wildlife. Loray climbs a nearby tree, carefully leans off a low branch, and gently touches the bugbear's head while engaging his Nullify powers (his touch attack roll is successful). The surprised bugbear rolls a 16 on his Intelligence Saving Throw; this decreases to 15 with his -1 Int penalty, and a further -2 due to Loray's Nullify Rank. The bugbear's final Int check result is 13, which is less than the DC 15 needed to resist.

Loray can now Nullify any one of the bugbear's Attributes up to Rank 2. He decides the Lesser Massive Damage that is tied to melee attacks is the best choice. Since the bugbear's Attribute is Rank 4, Loray can only Nullify up to Rank 2 – leaving the bugbear with 2 Ranks of Lesser Massive Damage. For one minute, the bugbear now adds +1d4 to melee attack damage instead of his usual +1d8. The battle begins!

POCKET DIMENSION

Attribute Cost: 2 Points/Rank
 Relevant Ability: Intelligence
 Attribute Scope: External; Ongoing
 Progression: Descriptive

This Attribute allows the character to have control over a small dimension or plane of existence of their own. A Pocket Dimension is a self-contained universe; it could be a dream world, a created reality, an astral construct, or even an object that is bigger inside than it is outside (such as a Bag of Holding). A dimension could even be partially unexplored or dangerous territory, providing adventuring opportunities to characters who visit. Such a dimension provides a secure storage area and (if large enough) could be a private sanctum or prison. Pocket Dimensions are often used to store all manner of objects, from swords and battle costumes to legions of Minions. They also represent a method of making objects seem to suddenly appear.

The Attribute Rank determines the maximum size of the extraplanar space. The environment and furnishings of the dimension are up to the player within the DM's limitations; extensive furnishings should be purchased or acquired with the Item Attribute (page 105). The character can access their Pocket Dimension through the creation of a portal, hole, doorway, or rift that is typically 1-10 feet in diameter. This portal can usually be held open as long as a character desires. The Duration Enhancement (page 143) must also be assigned to forcibly hold unwilling targets inside the Pocket Dimension.

- Rank 1 Tiny dimension (1-foot radius)
- Rank 2 Small dimension (10-foot radius)
- Rank 3 Moderately sized dimension (100-foot radius)
- Rank 4 District-sized dimension (1,000-foot radius)
- Rank 5 Village-sized dimension (1-mile radius)
- Rank 6 City-sized dimension (10-mile radius)

PORTAL

Attribute Cost:	5 Points/Rank
Relevant Ability:	Intelligence
Attribute Scope:	External and Ongoing; or 1 touched target
Progression:	1 One-Way Dimensional Portal/Rank

This Attribute allows the character to create a portal, hole, doorway, or rift that leads into an alternative reality or plane of existence – that is, a different dimension. The Portal is created immediately adjacent to the character and is usually no larger than a four-foot radius; the Area and Range Enhancements can modify these parameters (page 143). The Attribute will normally transport the user and everyone else within the surrounding radius to another dimension. A Portal can usually be held open as long as a character desires.

The Attribute Rank determines the number of one-way dimensional transitions the user has mastered. For example, “Home to The Abyss” is a single dimension link – the user can travel from their homeland to the hell-dimension of The Abyss, but not back. If the character wished to return, a second transition, “The Abyss to Home” or some other form of travel (such as an established gateway) is needed. Assigning both “Home to The Abyss” and “The Abyss to Home” is two transitions and requires two Levels of Portal – but sometimes this power is a one-way journey only.

A character with only a few Ranks of this Attribute can also select links in a way that ensures they need to travel through a chain of dimensions to get home. For example, someone with Level 3 might have: Home to The Abyss, The Abyss to Elysium, Elysium to Home. This means the character would have to pass through the The Abyss hell-dimension each time they wished to reach Elysium from their homeland, which could be a perilous journey indeed.

Portal is not another version of the Teleport Attribute (page 119). A character will usually travel to a point in the other dimension that most closely maps with the point in their own reality (DM’s discretion). The DM may also rule that visitors are likely to appear at certain nexus points (such as a holy shrine or sacred forest) regardless of their origin, or that their arrival is completely random.

Using Portal On Others

Portal may be used offensively to send one touched target to another dimension with or without going oneself. For larger targets that won’t fit through the standard four-foot-radius opening, the Portal must also have the sufficient assignments of the Area Enhancement to accommodate the target’s bulk. This requires the Duration Enhancement, plus the Targets Enhancement to affect more than a single target (see page 143). This sort of Portal is often possessed by Items such as an ancient shrine that contains a gate to another world, sucking those nearby into it. The target will be in the dimension for a maximum amount of time indicated by the Duration Enhancement. The target is released from the dimension once the Duration ceases, reappearing at the point from which they vanished, or optionally, a different point congruent with their present location, depending on how that dimension maps with their origin.

Using Portal this way on others requires a successful touch attack roll (gaining an advantage on the roll; see page 168). If the attack succeeds, the target is sucked into the Portal unless they choose to resist. Resisting requires a successful DC 15 Dexterity Saving Throw. If the target has the Immutable Attribute (page 104) they may add that Attribute bonus to their Save roll to resist. If a particular target resists three successive attempts at transporting them to another dimension, they are immune to further Portal attacks from the character for the rest of the dramatic scene.

To save her companions from a disastrous end, Shonya the 2nd-Level Human Adventurer seizes the opportunity to send the attacking mummy (page 222) through her Astral Plane Portal. She moves in to make a touch attack, gaining an advantage; she rolls an 18 on one die and 9 on the other – a success against the mummy’s AC 11. The mummy attempts to resist the Portal’s effects, and rolls an 8 on its Dexterity Saving Throw, which is reduced to 7 by its -1 Dex penalty. The mummy is sucked through the swirling vortex that appears beneath its feet! Shonya’s party has mere minutes to escape this part of the crypt, though, since the Portal’s only has one assignment of the Duration Enhancement – the mummy will be returning within 10 minutes.

PROTECTED

Attribute Cost:	1 Point/Rank
Relevant Ability:	–
Attribute Scope:	Self only; Permanent
Progression:	Descriptive

The character is sometimes more difficult to damage due to their resilience to one type of injury or condition. Example conditions include: sneak attacks (when the attacker already has an advantage on the roll), melee weapon attacks, unarmed attacks, ranged attacks, spell damage, or against a category of opponents (such as giants, undead, extraplanar creatures, magi, etc.). When assigned as part of a Size Template (page 44), the protection applies to all injury from the Standard damage type grouping (which includes bludgeoning, piercing, and slashing damage; see page 173). When assigned to an object, protection applies to damage appropriate for its material composition.

Protection may be the result of size, natural armour, bodily awareness, intense training, mystical aura, divine intervention, paranormal augmentation, or a combination of such elements. The player must decide when this Attribute is assigned whether the amount of damage resilience is a fixed amount (-1, -2, -3, etc.) or determined by a die roll (-1d2, -1d4, -1d6, etc.) as indicated by the Attribute Rank.

- Rank 1 Inflicted damage is reduced by -1d2 (alternatively, a flat -1 damage)
- Rank 2 Inflicted damage is reduced by -1d4 (alternatively, a flat -2 damage)
- Rank 3 Inflicted damage is reduced by -1d6 (alternatively, a flat -3 damage)
- Rank 4 Inflicted damage is reduced by -1d8 (alternatively, a flat -4 damage)
- Rank 5 Inflicted damage is reduced by -1d10 (alternatively, a flat -5 damage)
- Rank 6 Inflicted damage is reduced by -1d12 (alternatively, a flat -6 damage)

REGENERATION

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Ongoing
 Progression: Regain +1 Hit Point/Rank Each Round

Characters with this Attribute automatically heal their own injuries at the rate of 1 Hit Point/Rank each round, whether they are awake, asleep, or unconscious. The character's Hit Points cannot exceed their normal maximum, though.

At higher Regeneration Ranks, the character's body will revive itself if "clinically" dead but not actually brain-dead, repair massive trauma such as lost limbs or organs, or even restore itself after it has been cut in two! Regeneration cannot repair a body that has been dead more than a few rounds, though, or one has been torn into many pieces or disintegrated.

Variation: Energy Regeneration

Instead of restoring lost Hit Points, Regeneration can instead be designated as restoring lost Energy (see page 176). Since this variant may prove a significant advantage to Classes and characters with Attributes that burn Energy (such as Dynamic Powers), though, its assignment must be carefully considered.

RESILIENT

Attribute Cost: 1 Point/Rank
 Relevant Ability: Constitution
 Attribute Scope: Self only; Ongoing
 Progression: 1 Environment or Condition/Rank

The character is adapted to survive in a number of normally hostile environments equal to their Resilient Rank. Examples of hostile environments include: extra-dimensional, high pressure, low pressure, radiation, lack of air, underwater (the ability to seemingly "breathe" water), etc. Alternatively, the Resilient Attribute can indicate that the character is nearly or wholly unaffected by conditions that can otherwise afflict normal characters such as a particular spell-like effect (sleep, charm, fear, paralysis, etc.), ageing (cannot be artificially aged), sleep (can operate for long periods without sleep), sustenance (can survive long periods without food or water), sight/hearing effects from intense light/sound, disease, etc.

The Resilient Attribute does not apply to non-Human characters whose natural living environment is not the planetary atmosphere (such as an aquatic creature living in the ocean, or a demon from a dimension with a breathable methane atmosphere). In these cases, the character would instead assign Resilient (Atmosphere) to survive for extended periods in normal humanoid environments.

SAVING THROW PROFICIENCY

Attribute Cost: 2 Points/Rank
 Relevant Ability: Variable
 Attribute Scope: Self only; Permanent
 Progression: 1 Saving Throw Ability Score/Rank

This proficiency allows the character to add their Level-related Proficiency Bonus on Saving Throws tied to one specific Ability Score (such as Strength or Wisdom Saving Throws).

SIXTH SENSE

Attribute Cost: 1 Point/Rank
 Relevant Ability: Wisdom
 Attribute Scope: 30-foot radius; Ongoing
 Progression: 1 Sense/Rank

Some characters have the ability to detect things that may be hidden to normal senses, while others have affinities for specific objects or people. Sixth Sense typically represents psychic or magical ability, but can also reflect trained and acute senses, or divine intervention.

The character may sense one particular category of phenomenon per Attribute Rank. The player should define the category with the DM's approval. Examples of phenomena to which the character may be sensitive include: astral or ethereal beings, danger, pocket dimensions, elements, emotions, evil, illusions, interpersonal dynamics, magic, magnetic fields, paranormal nexus points, particular objects, places of power, psionic powers, spirits, telepathy, truth, virtue, LitRPG stats, or the use of specific Attributes or Defects.

As a guideline, the character makes a DC 10 Perception Skill check when something their Sixth Sense detects is in close proximity (within 30 feet). The character receives an advantage (page 153) to the check if they are touching the source of the phenomenon. A check success indicates the character will gain vague information concerning the detected phenomenon, such as its proximity, direction, etc.

SIZE CHANGE

Attribute Cost: 5 Points/Rank [Lesser = 4/Rank]
 Relevant Ability: Constitution
 Attribute Scope: Self only; 1 minute
 Progression: Grow and/or Shrink by 1 Size/Rank

The character can temporarily increase and/or decrease their size up to one Size Rank away from their normal size for each Attribute Rank. The character can typically maintain the change for up to one minute or for one dramatic scene, though the character can always return to their normal size earlier if desired. All benefits and drawbacks associated with the new Size Ranks apply (page 44).

Size Change - Lesser

Attribute cost changes to 4 Points/Rank. The character can either increase or decrease their size, but not both. Select increase or decrease when assigning the Attribute. The character can always return to their normal size when desired.

Size Templates normally cost 5 Points for each size above Medium or return 5 Points for each size below Medium. Since a character gains a permanent 5-Point benefit from being Large, players may wonder why Size Change also costs 5 Points for a brief one-minute benefit.

Though the Size Change Attribute only has a short duration, its lack of permanency is a benefit itself. A Demonaga (page 33) is always Large, and can't decide to turn off its size when their stature is inconvenient. The flexibility that Size Change provides is Point balanced with a permanent Size Template.

SKILL PROFICIENCY

Attribute Cost: 1 Point/Rank
 Relevant Ability: Variable
 Attribute Scope: Self only; Permanent
 Progression: 1 Skill Proficiency/Rank

Proficiency with a Skill represents training or natural talent in a particular broad field. Characters add their Level-related Proficiency Bonus to relevant Skill checks. A list of Skills and the Abilities that are most often associated with their use is listed in Table 13, which is significantly longer than the options available in the traditional Fifth Edition game. When appropriate, the DM may allow alternate Abilities to be used for Skill checks instead, such as Strength applying to an Acrobatics check instead of Dexterity when power is more important than agility for the specific Acrobatics application. Player groups are encouraged to add additional Skill proficiencies as desired.

SKILL EXPERTISE

GMs may optionally allow players to indicate character expertise in a Skill through two proficiency assignments of the same Skill. When making an expertise Skill Check (page 154), characters add twice their Proficiency Bonus instead of adding it just once.

Academia

Talents that are rooted in higher learning – communications, language, research, and critical thinking – plus an understanding of institutions of knowledge (schools, magic academies, etc.).

Acrobatics

The ability to perform feats of agility with minimal chance for injury. Includes balancing, jumping, flipping, contorting, and reacting quickly.

Agriculture

The practice of farming, which includes soil treatments for growing crops and the raising and breeding of livestock.

Alchemy

The knowledge of chemical formulae and processes to manipulate and transform liquids, solids, and gasses.

Animal Handling

The ability to calm down a domesticated animal, know an animal’s natural inclinations, and intuit its intentions.

Arcana

The ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

Architecture

Knowledge of construction methods, architectural drafting, and more. A successful use of this Skill can also find weak points in constructions.

Area Knowledge

Knowledge of the geography and people of a single area (choose one area) and a specific locale within it. The smaller the area, the more detailed and extensive the character’s knowledge.

TABLE 13: SKILL PROFICIENCIES

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

Artisan

This Skill represents a character's ability to work with a variety of materials to repair or produce useful or aesthetically pleasing objects.

Athletics

The ability to perform feats of strength with minimal chance for injury. Includes lifting or pushing heavy objects, stopping objects in motion, and supporting large weights.

Business

The ability to organise, run, and understand part or all of a business organisation (including governments and associations). This Skill is also useful for recruiting and retaining employees.

Climbing

The ability to traverse vertical surfaces with or without the use of dedicated climbing equipment, both natural (such as trees and cliffs) and artificial (such as buildings and defences).

Controlled Breathing

The ability to control respiratory functions in order to maximise breathing efficiency or to perform tricks such as "playing dead".

Culture

This reflects knowledge of the origins, ethics, social structure, and lifestyles of different cultures and populations.

Deception

The ability to convincingly hide the truth, either verbally or through actions. This deception can encompass everything from misleading others through ambiguity and fast-talking, to telling outright lies.

Disguise

The ability to change one's personal appearance in an attempt to deceive others.

Domestic Arts

The ability to efficiently and effectively organise and run a domestic household, including cooking and cleaning.

Empathy

The ability to understand, detect, and interpret the emotional state of people nearby, without having their experiences communicated explicitly.

Engineering

The use of scientific principals and experimental data to design and build equipment, structures, and useful devices.

Etiquette

The knowledge of the customary codes for polite, proper, and inoffensive behaviour in social settings.

Focus

The ability to concentrate in stressful situations, and the knowledge of techniques to centre the mind and spirit.

Forgery

The ability to realistically counterfeit documents and papers, whether hand-written or printed on a press.

Gaming

The ability to comprehend and play various games and simulations well, including both games of chance and of luck. Also covers knowledge of gambling strategies.

Helming

The ability to safely operate land, air, and water vehicles, including boats, fantasy mecha, steam trains, sky galleons, etc.

History

The ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, and recent wars.

Insight

The ability to determine the true intentions of a creature from body language, speech habits, and changes in mannerisms. This includes a talent for searching out a lie or predicting someone's next move.

Interrogation

The ability to convince someone to provide specific information against their will. Interrogation can also be used to help withhold information when being forcefully questioned.

Intimidation

The talent for influencing someone through overt threats, hostile actions, and physical violence. A successful check means someone witnessing your performance is convinced you mean any threats you make. How they react will depend on how tough they are themselves in relation to the kind of threat you present – they may respond with respect, fear, hatred, or amusement.

Investigation

The talent for detective work – searching around for clues and making deductions based on those clues. Includes spotting the location of a hidden object and discerning from the appearance of a wound what kind of weapon dealt it.

Law

Knowledge of legal procedure and practice. In addition to lawyers, many nobles, politicians, and organisation leaders will have this Skill proficiency.

Leadership

The talent of having inspirational visions and goals, and communicating them effectively to others. The objective is to motivate and rally others to adopt and work towards those objectives as well.

Medicine

Knowledge of how to diagnose and heal the body using a variety of techniques.

Mining

The knowledge of the processes and techniques to extract minerals and gemstones from dense rock formations.

Nature

The ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

Navigation

The ability to read maps or use specialised navigation equipment to help a character find the fastest and safest route to a destination.

Perception

The talent for spotting, hearing, or otherwise detecting the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.

Performance

The ability to perform well before an audience of any size and composition – with music, dance, acting, or storytelling – and to evoke an emotional response through the art form.

Persuasion

The ability to convince people to see new perspectives, consider other alternatives, change their minds, make different decisions, and even modify their actions.

Physics

An understanding of natural world sciences that focuses on movement, universal forces (such as gravity and magnetism), and energy (such as sound and light).

Religion

The ability to recall lore about deities, rites and prayers, religious hierarchies, ethical standards, holy symbols, and the practices of secret cults.

Riding

This is the knowledge of how to care for a riding beast, how to saddle, mount, and dismount the animal, how to get it to perform difficult or dangerous manoeuvres safely.

Seduction

A character with this Skill is adept at exploiting their sex appeal. A successful Skill check will convince another person that the character is genuinely interested in them. Whether or not the subject responds will depend on their own romantic inclinations and sexual preferences.

Sleight of Hand

A character with this Skill (also known as “prestidigitation”) has superior manual dexterity. This includes the ability to perform “magic” tricks, palm small objects, cheat at cards, plant an item on someone, etc.

Stealth

The ability to disguise objects or people so that they blend into their surroundings. This also includes the ability to conceal small objects on one’s person and the ability to move silently.

Street Sense

The ability to navigate street culture within cities and larger urban areas, and how to survive and thrive in such settings.

Survival

The ability to find food and shelter in the outdoors, to avoid natural hazards, and to identify edible and useful wild plants and animals. This Skill is often a learned area of expertise for more advanced cultures, but a natural way of life for more primitive ones.

Swimming

The knowledge of efficient body movement in liquids, including surface swimming and deeper diving.

Traps

The ability to create and place traps in both natural and constructed settings. Also covers disarming of discovered traps.

Visual Arts

The ability to produce a work of fine or commercial art in one or more visual fields (carving, painting, sculpting, etc.).

Warfare

The knowledge of large-scale military combat techniques, including troop movement, siege warfare, and army morale.



SPECIAL MOVEMENT

Attribute Cost: 1 Point/Rank
 Relevant Ability: Dexterity
 Attribute Scope: Self only; Ongoing
 Progression: 1 Movement/Rank

The character may select one Special Movement type for each Rank of this Attribute. The movement abilities may be the result of racial traits, mystical forces, supernatural talents, or intense training. Several examples are given below, but the DM and players are encouraged to develop additional abilities as well. Many other Attributes provide alternate methods of movement, including Flight, Jumping, Teleport, Tunnelling, and Water Speed.

Balance

The character never loses their balance, even when running on a narrow rope or beam.

Cat-Like

The character will take half damage (round down) from most falls and always lands on their feet.

Light-Footed

The character can skim over sand, snow, or ice at full speed.

Quiet

When traversing most terrain, the character can move at normal walking speeds without making environmental sounds.

Slithering

The character can slither along the ground at normal walking speeds. This allows a character to move quickly while maintaining a very low profile.

Speedburst

The character's top sprinting speed (150 feet/round for a normal Medium-sized person) is greatly enhanced over extremely short distances: x2 for one Rank or x5 for two Ranks.

Swinging

The character can swing through forests and cities (areas with natural or artificial structures above swinging height) using vines, ropes, webbing, or simply their arms.

Untrackable

The character never leaves footprints or tracks when they walk or run. Eliminating the character's scent as well is a Feature (page 101).

Wall-Bouncing

For the duration of a dramatic scene, the character can move at regular walking speed without touching the ground by bounding back and forth between nearby vertical surfaces (walls). For example, they can proceed down hallways or climb an alleyway between two nearby buildings (bouncing from wall to wall).

Wall-Crawling

Counts as two Special Movement abilities. The character can cling to walls or ceilings as though they were on the ground or floor.

Water-Walking

Counts as two Special Movement abilities. The character can walk or run over water as if they were on land.

Zen Direction

When the character opens their mind to the natural world, they will always move in the right direction. The right direction is not always the direction the character wants, but it is the direction the character needs.

SPELL AMPLIFICATION

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Situational use
 Progression: 1 Spell Modification Each Session/Rank

The character is adept at dynamically modifying the scope of their cast spells (as detailed in the Fifth Edition PHB or other Fifth Edition RPG resources). They can alter the parameters of a number of cast spells equal to their Attribute Rank each gaming session (or each adventuring day, at the DM's discretion). The exact details of such Spell Amplifications are up to the player and DM, with some suggestions included below:

- » Enlarge the spell's area of effect
- » Increase the spell's range
- » Extend the spell's duration
- » Shorten the spell's casting time
- » Remove one (or perhaps all) of the spell's components
- » Alter the number of spell targets
- » Boost the damage that the spell inflicts or heals

Example 1: Kyosuke the 4th-Level Human Psionist leads a small group of villagers as they hunt the bugbear tribe that has been terrorising the farmers and destroying crops. They emerge into a forest clearing, and see a dozen bugbears across the meadow approximately 200 feet away. The formidable tribal leader calls for the charge, and the bugbears start running towards the villagers. Knowing that taking out the hardened commander will greatly weaken the bugbears, Kyosuke targets it for an attack with a spell. The 3rd-Level Lightning Bolt spell only has a range of 100 feet, though, and the bugbears are still well beyond that distance. Kyosuke calls upon his Rank 1 Spell Amplification to increase the spell's range to 200 feet and calls the lightning down on the bugbear commander.

Example 2: Kaori the 3rd-Level Elf Wizard is exploring an ancient dungeon with her party when she comes across a boulder blocking the entrance to a small tunnel. She estimates that the rock weighs close to 1,000 pounds, which is too heavy for the group to move quickly. It's also beyond the 500 lb maximum weight for her 2nd-Level Levitate spell – but that won't be a problem for Kaori! Since an hour earlier she lost all of her spell components, Kaori uses her Rank 2 Spell Amplification to modify the Levitate spell in two ways: increase the maximum weight to 1,000 lb and eliminate the need for spell components. She levitates the boulder to the side, granting her party access to the tunnel so they can continue exploring.

SPELL-LIKE ABILITY

Attribute Cost:	1 Point/Rank
Relevant Ability:	Intelligence (or choose one Ability)
Attribute Scope:	Situationally Variable
Progression:	Descriptive

Although most traditional Fifth Edition magic-using Classes from the PHB have a specific Level-based spell progression and a wide selection of spells from which to choose, some characters may have access to individual spell-like effects – even if they aren't from a magic-using Class. These abilities may relate to racial heritage, or come from dedicated study, paranormal augmentation, or specific mystical training.

After the character uses their Spell-Like Ability, they cannot reuse it again until they have had a long rest (page 175). The exception to this rule is cantrips, which the character can use an unlimited number of times at will.

Energy Cost

Using a Spell-Like Ability drains from the character's pool of Energy (see page 176). The amount of Energy spent equals the square of the effect's associated Spell-Like Ability Rank (1 Energy for Rank 1 effects; 4 Energy for Rank 2 effects; 9 Energy for Rank 3 effects; etc.). Consequently, the Deplete Limiter (page 146) cannot also be applied to this Attribute.

Optionally, DMs may allow multiple Spell-Like castings before the character has a long rest, with a cumulative doubling Energy burn (x2 for second use, x4 for third, x8 for fourth, etc.)

Spell-Like Prerequisites

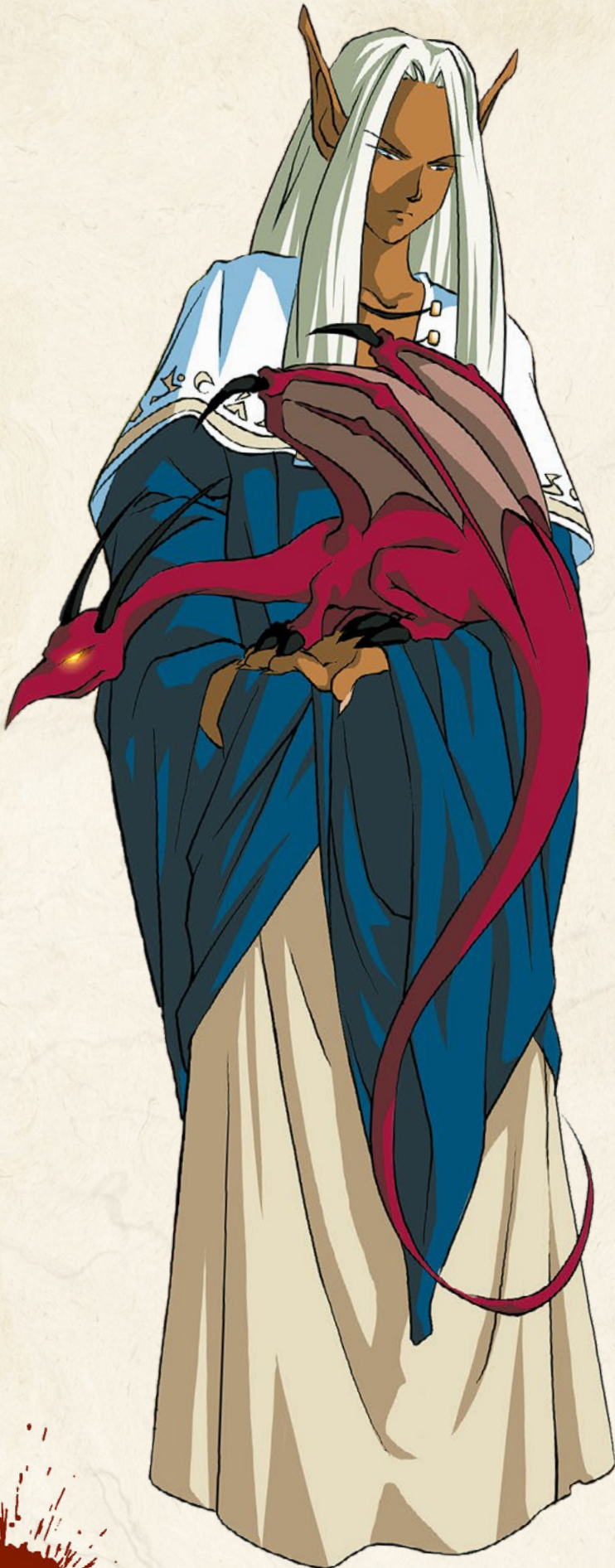
Character Level prerequisites are recommended to maintain character balance across all Classes (and prevent powerful 9th-Level spells from being cast by novice characters!). This Attribute can limit spell Levels to the character's Level (for example, a character must be at least 4th Level to use 4th Level Spell-Like Abilities), or require the character Level to be at least twice the Spell Level (for example, 8th Level to use 4th Level spells), or require some other appropriate threshold instead. These prerequisites can be softened or eliminated at the DM's discretion, and do not apply when this Attribute is assigned as part of a character's Race (such as a Fairy's use of the 3rd-Level Major Image spell, regardless of their character Level; page 34).

- Rank 1 Ability is comparable to a cantrip.
Costs 1 Energy to use.
- Rank 2 Ability is comparable to a 1st-Level spell.
Costs 4 Energy to use.
- Rank 3 Ability is comparable to a 2nd-Level spell.
Costs 9 Energy to use.
- Rank 4 Ability is comparable to a 3rd-Level spell.
Costs 16 Energy to use.
- Rank 5 Ability is comparable to a 4th-Level spell.
Costs 25 Energy to use.
- Rank 6 Ability is comparable to a 5th-Level spell.
Costs 36 Energy to use.
- Rank 7 Ability is comparable to a 6th-Level spell.
Costs 49 Energy to use.
- Rank 8 Ability is comparable to a 7th-Level spell.
Costs 64 Energy to use.
- Rank 9 Ability is comparable to a 8th-Level spell.
Costs 81 Energy to use.
- Rank 10 Ability is comparable to a 9th-Level spell.
Costs 100 Energy to use.

For example, Whitewind the 1st Level Kodama Magical Girl has the Rank 2 racial Spell-Like Ability Cure Wounds – a 1st-Level spell that heals 1d8 damage. Whenever she casts the spell, it drain 4 Energy. Months later, after Whitewind has powered up to 5th Level and used two Levelling Points to increase her Cure Wounds Spell-Like Ability to Rank 4 Attribute, she has three options available when casting the spell-like effect:

- » Use a Rank 2 slot to cast Cure Wounds as a 1st-Level spell that heals 1d8 damage and burns 4 Energy
- » Use a Rank 3 slot to cast Cure Wounds as a 2nd-Level spell that heals 2d8 damage and burns 9 Energy.
- » Use a Rank 4 slot to cast Cure Wounds as a 3rd-Level spell that heals 3d8 damage and burns 16 Energy.





SUPERSENSE

Attribute Cost: 1 Point/Rank
 Relevant Ability: Wisdom
 Attribute Scope: Self only; Ongoing
 Progression: Descriptive

Supersense gives the character one sense that functions beyond the scope of normal humanoid capability. The detectable objects or energies must generally be in direct line of sight, though, and not blocked by a solid barrier or the curve of the planet's horizon. Supersenses can include: echolocation, infrared vision, sonar, magnetic field detection, microscopic vision, ultravision, vibration detection, x-ray vision, and more exotic or magical detection forms. Other forms of sensing that are more mundane in nature fall under the diverse Heightened Senses (page 102) and Features (page 101) Attributes.

Multiple different Supersenses with varying ranges can be represented by assigning this Attribute multiple times.

- Rank 1 Small detection range (10-foot radius)
- Rank 2 Moderate detection range (100-foot radius)
- Rank 3 District-sized detection range (1,000-foot radius)
- Rank 4 Village-sized detection range (1-mile radius)
- Rank 5 City-sized detection range (10-mile radius)
- Rank 6 County-sized detection range (100-mile radius)

TELEPATHY

Attribute Cost: 3 Points/Rank [Lesser = 1/Rank]
 Relevant Ability: Intelligence
 Attribute Scope: 1 target; 10-foot radius; 1 minute
 Progression: Descriptive

The character can read a nearby person's or sentient creature's mind (within a 10-foot radius; equivalent to a base Area 2 assignment – see page 143) for a duration of one minute or dramatic scene, and can also transmit their thoughts to the target. At higher Ranks, the character can invade a target's mind to probe and even alter their memories. Telepathy is a classic psionic ability, though versions of this Attribute may also represent other racial or magical capabilities, such as demons that can tempt their victims through mental invasion.

Telepathy normally works only if the subject is in sight or can be otherwise perceived (touched, heard, use of a special detection technique, etc.). If the subject is beyond normal perceptions, mental invasion is usually not possible. The subject cannot detect a telepath reading thoughts or sensory impressions unless they have the Telepathy or Mind Shield (page 108) Attributes.

If used on an unwilling target, it requires an attack action and a successful touch attack roll (gaining an advantage on the roll; see page 168). If the attack succeeds, a telepathic link is established unless the target chooses to resist through an Intelligence contest check. If the character wins the contest, the link takes hold; otherwise, the telepathy attempt fails. Breaking the telepathic link before its duration ends requires the target to spend a general action and win an Intelligence contest check against the character. If the target has the Mind Shield Attribute (page 108) they may add that Attribute bonus to their Intelligence contest rolls.

Telepathy - Lesser

Attribute cost changes to 1 Point/Rank. The character's Telepathy is restricted to a narrow category of targets, such as a specific Race (Asrai, Fairy, Elf, etc.), monster type (demons, reptilians, dragons, Neomorphs), animal type (birds, fish, mammals, etc.), or affiliation (priests, magi, royalty, etc.).

- Rank 1** The character can pick up the “loud” surface thoughts of one target (i.e. strong emotions or intense thinking). The character can also transmit a single feeling such as fear, love, or apathy to the target.
- Rank 2** The character can pick up the ordinary surface thoughts of one target. The character can only read what a target is thinking about at that time. The character can also transmit a word, simple image, or simple concept (like a flower or a person's face) to a non-telepath target. Two telepaths can communicate non-verbally at conversational speeds.
- Rank 3** The character can pick up a single target's sensory impressions as well (such as seeing through the target's eyes, feeling what the target feels, etc.). The character can choose to edit out some senses if desired. Alternatively, the character can concentrate and read “loud” surface thoughts from a small group of targets (up to 10). The character can transmit speech to a single non-telepath target at normal conversational speeds or send a single powerful image or simple thought to up to 10 targets simultaneously.
- Rank 4** In addition to the Rank 3 capabilities, the character can invade a target's mind. This counts as an attack – the character and the target make Intelligence contest checks. If the target is willing or loses the mental combat, the telepath can probe the target's memory for information. The character can also instinctively read “loud” surface thoughts from anyone they touch (unless deliberately blocking the ability) without needing to concentrate. Furthermore, the character can transmit thoughts at conversational speeds to a small group of targets (up to 10) simultaneously.
- Rank 5** In addition to the Rank 4 capabilities, the character can read the “loud” surface thoughts of anyone in an expanded general vicinity (5x Area radius) without concentrating (unless deliberately blocking the ability). A successful mental invasion (winning the contest check) allows the character to probe memories that the target no longer consciously remembers. The character can also transmit thoughts at conversational speeds to a crowd of targets (up to 25) simultaneously.
- Rank 6** In addition to the Rank 5 capabilities, the character automatically reads the surface thoughts of everyone in the expanded vicinity and automatically shares the sensory experiences of anyone they are touching without needing to concentrate (unless deliberately blocking the ability). A successful mental invasion (winning the contest check) allows the character to alter memories by deleting existing memories and giving the target false ones. The character can also transmit thoughts at conversational speeds to a throng of targets (up to 50) simultaneously.

For example, Haelitha the 11-Level Half-Troll Broker possesses the Telepathy Attribute at Rank 5. She finds this talent extremely useful when questing for rare and valuable relics, since she can automatically pick up loud surface thoughts of humanoids, sentients, and other monsters in a 50' Area radius (5x the base Area 2 radius of 10') without concentrating. Should she want to explore the mind of one target specifically, she must first make a successful touch attack to establish contact. If she then wins an Intelligence contest check with the target – which happens with quite frequently with her 19 Intelligence! – Haelitha creates a powerful mind link. She can use her Telepathy to probe deep within the target's subconscious, searching for memories about desired artefacts that the target may have forgotten.

TELEPORT

Attribute Cost: 3 Points/Rank
 Relevant Ability: Intelligence
 Attribute Scope: Self; Ongoing
 Progression: Descriptive

Teleport enables the character to transport themselves instantly to a different location without crossing the intervening space. It is a common ability for psionic characters, magi, assassins, and some paranormal creatures. To use Teleport on others, assign the Targets – and optionally Area and Range – Enhancements (page 143).

A character can carry anything reasonable while teleporting that they could normally carry or wear (such as clothing, weapons, and equipment, or a small pet or ally). Teleporting is only possible if the character has visited the intended destination or can see or otherwise sense the destination (possibly through the Heightened Senses, Supersense, or Sixth Sense Attributes).

- Rank 1** Small teleport range (10-foot maximum)
Rank 2 Moderate teleport range (100-foot maximum)
Rank 3 District-sized teleport range (1,000-foot maximum)
Rank 4 Village-sized teleport range (1-mile maximum)
Rank 5 City-sized teleport range (10-mile maximum)
Rank 6 County-sized teleport range (100-mile maximum)

TOOL PROFICIENCY

Attribute Cost: 1 Point/Rank
 Relevant Ability: Variable
 Attribute Scope: Self only; Permanent
 Progression: 1 Tool Proficiency/Rank

This proficiency allows the character to add their Level-related Proficiency Bonus to any Ability checks and Skill checks related to using specific tools. This may result in a character's Proficiency Bonus added twice to a check roll that uses both a Skill Proficiency and Tool Proficiency. A non-exhaustive list of tool examples includes: artisan equipment (for alchemy, brewing, carpentry, cobbling, cooking, leatherworking, painting, smithing, tattooing, weaving, etc.), disguise kit, forgery kit, gaming set, herbalism kit, musical instruments (talent with multiple instruments counts as a single tool proficiency), navigation equipment, poisoners' kit, thieving tools, or a vehicle/boat.

TOUGH

Attribute Cost: 1 Point/Rank
 Relevant Ability: –
 Attribute Scope: Self only; Permanent
 Progression: Hit Point Maximum Increased By +5%/Rank

Possessing this Attribute increases the character's Hit Points maximum by +5% for each Rank (round up), allowing them to withstand more damage from injuries. If Tough is assigned to an Item, the Attribute instead grants 10 Hit Points/Rank.

TRANSFER

Attribute Cost: 3 Points/Rank
 Relevant Ability: Constitution
 Attribute Scope: 1 target; Touch; 1 minute
 Progression: Transfer Attributes at a Maximum Effectiveness Equal to the Transfer Rank

The character can loan their abilities to others for a duration of one minute or dramatic scene (character retains usage of them during the Transfer). By taking a general action and making a successful DC 15 Constitution check, the character can temporarily grant the use of any one of their Attributes to a single willing touched target. When an Attribute is Transferred, the receiving target is in control of their usage of that ability. Should the character later grant the target a different ability, the target ceases benefiting from the one previously transferred.

The Transfer Attribute Rank determines the maximum other Attribute Rank that can be granted, provided the transferring character has at least that Rank to transfer. For example, a character with Rank 4 Transfer can allow a target to use one of their Attributes at Ranks 1-4 but cannot grant a Rank 4 ability if the character only possesses it at Rank 2 themselves. The DM may decide that Ability Scores can also be given to a target when Transfer reaches Rank 5 or higher. To grant Attributes to multiple targets simultaneously, assign the Targets Enhancement (page 143).

TUNNELLING

Attribute Cost: 1 Point/Rank
 Relevant Ability: Strength
 Attribute Scope: Self only; Ongoing
 Progression: Descriptive

The Tunnelling Attribute allows a character to move through earth and burrow underground. Tunnelling assumes that the character is going through sand or packed earth. Burrowing through extremely dense or rocky ground is one Rank slower; boring through solid rock is two Ranks slower. The tunnel the character leaves behind will either be permanent, or will collapse immediately (specified during the creation of each tunnel).

- Rank 1 Tunnel at speeds up to 1 foot/round
- Rank 2 Tunnel at speeds up to 3 feet/round
- Rank 3 Tunnel at speeds up to 10 feet/round (approximately 1 mph)
- Rank 4 Tunnel at speeds up to 30 feet/round (approximately 3 mph)
- Rank 5 Tunnel at speeds up to 90 feet/round (approximately 10 mph)
- Rank 6 Tunnel at speeds up to 300 feet/round (approximately 30 mph)

UNDETECTABLE

Attribute Cost: 2 Points/Rank
 Relevant Ability: Dexterity
 Attribute Scope: Self only; Ongoing
 Progression: 1 Sense or Technique/Rank

This Attribute will completely hide the character from one or more senses or detection methods. The character may possess a supernatural, racial, or trained concealment ability, or may have a psychic or magical talent that causes observers to overlook them. Since Undetectable can be a very powerful Attribute when optimised for Class abilities (such as those benefiting from sneak attacks), its use may be subject to limits imposed by the DM.

For each Undetectable Rank, the player selects one sense or technique to which the character is "invisible". Senses include the Human range for sight, hearing, taste, touch, or smell. Detection techniques include: astral, ethereal, infrared, magic, mental, sonar, spiritual, ultraviolet, vibration, etc. Invisibility to sight or hearing cost two Attribute slots each rather than only one, since they are usually more valuable during game adventures (DM's discretion).

While the character may not be detected using specific methods, indirect evidence can still reveal the character's presence. For example, a character who is Undetectable to sight will still leave footprints in muddy ground. Similarly, a vase that is knocked from a table by a character who is Undetectable to sound will still make noise as it smashes on the floor.

In normal combat situations involving humanoid opponents, a character who is Undetectable to sight has a great advantage. Only after the invisible character gives away their general position (for example, by attacking with a sword or shouting) can they be attacked. Attacking opponents suffer disadvantages (page 153) on their attack rolls. Conversely, defending against a foe who is Undetectable to sight is also more difficult, with an advantage (page 153) applied on the attacker's roll.

UNIQUE ATTRIBUTE

Attribute Cost: 1-10 Points/Rank
 Relevant Ability: Variable
 Attribute Scope: Variable
 Progression: Descriptive

This Attribute covers any and all powers and special abilities not detailed in the rules. Often a single Point in a Unique Attribute is sufficient to give the character "flavour", but more Points can be allocated to enhance the effects on gameplay and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the DM to determine what specific game effects the Unique Attribute possesses.

- Rank 1 Minor aptitude with Unique Attribute
- Rank 2 Moderate aptitude with Unique Attribute
- Rank 3 Significant aptitude with Unique Attribute
- Rank 4 Major aptitude with Unique Attribute
- Rank 5 Dramatic aptitude with Unique Attribute
- Rank 6 Exceptional aptitude with Unique Attribute
- Rank 7 Extreme aptitude with Unique Attribute
- Rank 8 Excessive aptitude with Unique Attribute
- Rank 9 Legendary aptitude with Unique Attribute
- Rank 10 Cosmic aptitude with Unique Attribute

UNKNOWN POWER

Attribute Cost:	Variable
Relevant Ability:	Variable
Attribute Scope:	Variable
Progression:	Special

In some games, the characters may be unaware of their paranormal or mystical Attributes until they manifest at crucial moments – which is often the case in traditional Isekai anime series. To represent this, the player can allocate some Points to the Unknown Power Attribute when creating their character. The player does not purchase a Rank in this Attribute as normal, but rather simply allocates a selected amount of Points to the Unknown Power. The DM takes those allocated Points, adds a bonus of 50% (rounding up), and then uses them to assign other Attributes to the character. The DM does not tell the player which Attributes have been assigned; they are revealed to the player (and character) as the game unfolds and the Attributes manifest. DMs are encouraged to reveal the character's Attributes slowly and when it is appropriate for the campaign's story. The DM should never feel pressured to tell the player what their character's unknown Attributes are before the time is right.

WATER SPEED

Attribute Cost:	1 Point/Rank
Relevant Ability:	Dexterity
Attribute Scope:	Self only; Ongoing
Progression:	Descriptive

Most characters and animals can swim at speeds equal to one-half their normal ground movement rate over short distances. A character with Water Speed, though, can float and travel both on and under water at even faster speeds for longer periods. The character can swim on the surface at high speeds and dive underwater for brief periods by holding their breath, or for longer periods if they have Features (Gills) Attribute (page 101).

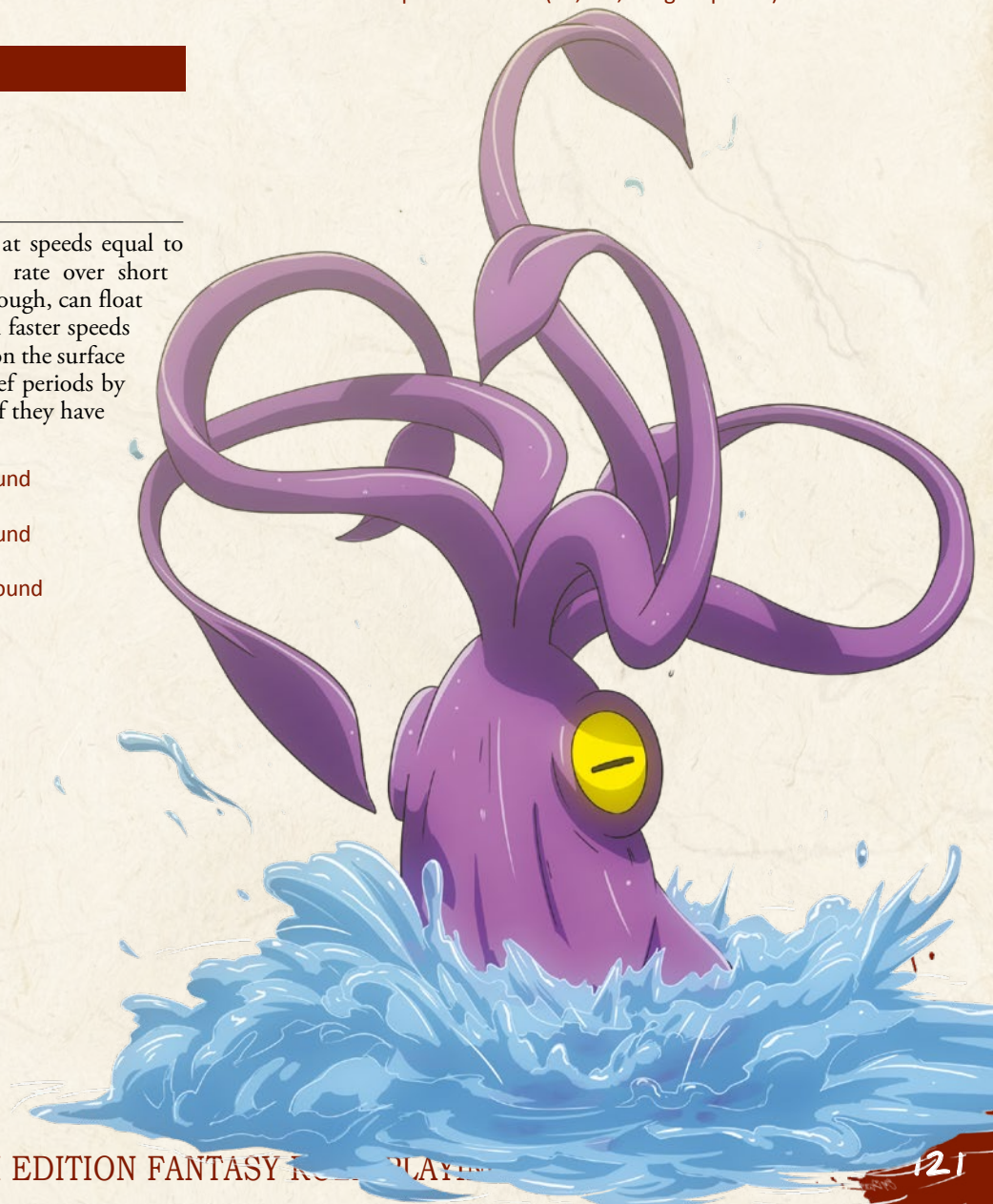
- Rank 1 Swim at speeds up to 30 feet/round (approximately 3 mph)
- Rank 2 Swim at speeds up to 90 feet/round (approximately 10 mph)
- Rank 3 Swim at speeds up to 300 feet/round (approximately 30 mph)
- Rank 4 Swim at speeds up to 100 mph
- Rank 5 Swim at speeds up to 300 mph
- Rank 6 Swim at speeds up to 1,000 mph

WEALTH

Attribute Cost:	3 Points/Rank
Relevant Ability:	–
Attribute Scope:	Self only; Ongoing
Progression:	Descriptive

The character is more financially stable than an average adventurer and usually has valuable assets (such as equipment, Items, and dwellings) commensurate with their Wealth as well. The character can easily acquire commercially available goods, as well as bribe or hire people. Note that hirelings that are intensely loyal to the character should still be acquired through the Companion Attribute (page 95). In order to have access to things that are illegal or difficult to acquire without special networks, the DM can request that the character assign the Item (page 105) or Connected (page 98) Attributes, too.

- Rank 1 Minor wealth (~3,000 gold pieces)
- Rank 2 Moderate wealth (~10,000 gold pieces)
- Rank 3 Significant wealth (~30,000 gold pieces)
- Rank 4 Major wealth (~100,000 gold pieces)
- Rank 5 Dramatic wealth (~300,000 gold pieces)
- Rank 6 Exceptional wealth (~1,000,000 gold pieces)





SHILN14



WEAPON

Attribute Cost:	1 Point/Rank
Relevant Ability:	–
Attribute Scope:	Attacked melee target; Instantaneous
Progression:	+1d4 Damage/Rank or Special

Many fantasy anime characters wield powerful offensive energies, such as lightning blasts, breath weapons, magical fireballs, ki-powered martial arts strikes, or crippling punches. This Attribute can also be assigned to an object through the Item Attribute (page 105) to create hand-held weaponry like swords, wands, bows, or even offensive suits of armour.

Weapons can be used on a single target each round within melee range (i.e. the target must be in very close proximity to the character) unless further modified by the Range Enhancement (page 128). A character can only make one Weapon attack per action. This Attribute may be assigned multiple times to give a character (or Item) a variety of different attacks.

When designing a Weapon, the player (with DM input) should determine exactly how the Weapon works. Is it a breath weapon? Retractable claws? A spell-like blast? A psychic attack? A special rapid-strike martial arts finishing manoeuvre? The nature of the Weapons will give the attack role-playing flavour, will provide insight into how the character uses it, and will help determine what Enhancements and Limiters are appropriate. The description will also determine the Weapon's damage type – bludgeoning, piercing, slashing, radiant, etc. (see page 173).

Proficiency Benefit

All magical, spiritual, psionic, racial, or otherwise paranormal attacks created with the Weapon Attribute (and independent of physical Items used as weapons in combat) are considered simple weapons, and consequently characters benefit from their Proficiency Bonus when attacking with them. See page 48.

Weapons and Ability Modifiers

Ability modifiers are also normally added to attack rolls using Weapon Attributes. The attacking character adds their Strength modifier for melee attacks or Dexterity modifier for ranged attacks. This application can be modified with DM approval, with consideration given to how the Weapon functions. For example, no modifier or a different Ability modifier may apply, such as a Dexterity modifier for a light “finesse-style” melee weapon, or an Intelligence modifier for a ranged psionic assault.

Weapon Damage

A successful attack with the Weapon Attribute inflicts 1d4 damage for each Rank. For higher Weapon Ranks, the multiple d4 units can alternatively be expressed in other types of dice, as indicated in Table 14. For example, 2d4 could instead be 1d8. Unless the DM or player decides otherwise, characters normally add their Strength or Dexterity Ability modifier – the same modifier used for the attack roll – to the Weapon damage as well.

Customising Weapons

The Weapon Attribute includes options to modify its functionality beyond the simple +1d4 damage/Rank baseline description. Modifications that provide an additional benefit or otherwise improve the Weapon are called Enhancements, while those that impose a drawback or weaken the impact of the Weapon are called Limiters. The descriptions under each Enhancement and Limiter indicates the number of times they

TABLE 14: WEAPON DAMAGE DICE

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

can be assigned, and what effects are associated with multiple assignments. Some modifiers are sufficiently beneficial or detrimental that they must be assigned two, three, or even four times to have any effect.

Each Enhancement reduces the Weapon's damage by 1d4, while each Limiter increases the Weapon's damage by 1d4 – though the Weapon Attribute Rank remains unchanged. The damage modification is cumulative when adding Enhancements and Limiters.

For example, a Rank 5 Weapon that channels the character's willpower into a fiery hand blast normally inflicts 5d4 damage upon a successful hit. If this Weapon also has one assignment of the Range Enhancement (-1d4), two assignments of the Penetrating Enhancement (-2d4), and one assignment of the Hands Limiter (+1d4), the Weapon instead inflicts a total of 3d4 damage due to the net two additional benefits that the three modifiers provide. Instead of 3d4 damage, the Weapon could alternatively be designated as inflicting 2d6, 1d10, or 1d12 damage, as determined by the player and DM.

Zero Damage

The damage a Weapon inflicts can drop to 0d4 (i.e. zero damage) through the assignment of one or more Enhancements, though the minimum Rank that you can assign to your character remains at Rank 1 (costing 1 Point). Although no physical damage is inflicted by 0d4 Weapons, they can still have utility if they have been assigned one or more of the following Enhancements: Drain, Flare, Incapacitating, Irritant, Quake, or Tangle. Assigning multiple Enhancements that drop Weapon damage below 0d4 is forbidden; in these instances, assign additional Ranks to the Weapon (costing 1 Point/Rank) until its damage increases to at least 0d4.

Multiple Saving Throws

If a Weapon is assigned multiple Enhancements that each require Saving Throws, the target rolls each of them individually to determine the effects – whether they use the same or different Ability Scores – since the Saves indicate different challenges. For example, the Constitution Save for Blight determines whether the target succumbs to the effects, while the Constitution Save for Contagious determines whether the target also passes on the effects to people who touch them. The DM may decide that some Enhancement combinations are best resolved with a single combined Saving Throw instead.

Unarmed: The Free Weapon

An unarmed person can strike an opponent using fists, feet, head, etc. This is a free Weapon Attribute that all characters automatically have, and it does not need to be recorded on character sheets. Such attacks are considered a Rank 0 Weapon that inflicts a flat 1 damage upon a successful hit.

UNBALANCED WEAPONS

DMs and players must keep an eye on Weapons that are too unbalanced for their adventures when compared to traditional Fifth Edition rules, particularly at low character Levels.

1st-Level characters, for example, can select their weapons from the list of standard offerings (Tables 29-30, pages 196-197). The most damaging weapons are the greataxe (1d12) or greatsword/maul (2d6). According to Table 01: Character Benchmarks (page 20), 1st-Level characters can have a maximum of Rank 4 Attributes with a maximum normal damage of 25.

A Rank 4 Weapon can inflict 3d6 damage + modifiers and still be less than the 25 maximum – yet this is one-third more damage than the most powerful standard martial weapons! Such Weapons can become even more brutal and potentially unbalancing when considering Enhancements such as Area, Spreading, and more. In a fight, there's a potential for some characters with the Weapon Attribute to be significantly more effective at inflicting massive amounts of damage than those characters with standard weapons.

There's no right or wrong approach to decisions regarding appropriate benchmarks for the Weapon Attribute; gaming groups do need to consider their implications, though. Novice characters with mega-powerful destructive items are certainly thematically aligned with some fantasy anime series, so a less-restrictive attitude might work well for your adventures!

TABLE 15: WEAPON ENHANCEMENTS

ENHANCEMENT	ASSIGN	ENHANCEMENT	ASSIGN
Accurate	1	Indirect	1
Area	1-4	Irritant	1-3
Aura	1	Linked	1
Blight	1-3	Multidimensional	1
Contact	1-2	Penetrating	1-2
Contagious	1-3	Quake	1-3
Continuing	1+	Range	1-4
Drain	1-3	Reach	1
Enervation	1+	Selective	1
Flare	1-3	Spreading	1+
Flexible	1	Tangle	1+
Homing	1	Targetted	1-3
Incapacitating	2 or 4	Trap	1-3
Inconspicuous	3	Unique	1+
Incurable	1-3	Vampiric	2 or 4

Enhancements

Accurate

The Weapon is extremely accurate and gives the character an advantage (page 153) on attack rolls. Most commonly assigned to Items.

Area

The Weapon is an expansive attack that has an area of effect, instead of only focussing on a single target. The Weapon potentially inflicts damage on everyone within the Area radius – enemies, allies, and potentially even themselves; a single attack roll is compared against each creatures' AC in the Area of effect to determine whether or not they each receive damage individually. The character can selectively target enemies only with their attack if the Weapon also has the Selective Enhancement.

The maximum size of the area of effect is determined by the number of assignments: 10-foot radius (one assignment), 30-foot radius (two assignments), 100-foot radius (three assignments), or 1,000-foot radius (four assignments). DM permission is required to exceed two Area assignments. Unless the Weapon also has the Range Enhancement, the centre of the Area of effect originates at the character directly. Note that the Weapon version of Area functions slightly differently than an Area Enhancement assigned to other Attributes, since it does not also require a Targets Enhancement assignment (see page 143).

This Enhancement is nearly always assigned along with the Save Limiter to represent an attack that gives the targets in the Area of effect an opportunity to dodge out of the way and avoid some or all damage.

Aura

The Weapon automatically affects anyone who merely touches the character's body (i.e. no attack action is needed). An example might be a character that is sheathed in flame or electrified. Aura may not usually be combined with the Contact or Range Enhancement.

Blight

The target will suffer double damage (or double effect, when relevant) from a Blight attack if they do not make a successful Constitution Saving Throw to resist its effects. If the roll is successful, the target only suffers one-quarter damage (round down; minimum of 1). This Enhancement represents Weapons that might not fully affect the target even when the attack is successful, such as a poisonous attack to which the target could exhibit resistance.

The DC for the Saving Throw depends on the number of times Blight is assigned: DC 10 for one assignment; DC 15 for two assignments; and DC 20 for three assignments. A target's Immutable Attribute (page 104) adds a bonus to resist the effects of Blight.

Contact

The Weapon – usually a poisonous liquid or plant – delivers damage through mere contact with the skin that can sometimes even affect animals with thick skin or hide. One assignment indicates that the target must have extended contact of several minutes with the substance; two assignments deliver its effect with only brief contact. This Enhancement is often associated with the Blight or Drain Enhancements, or the Toxic Limiter; it is not typically combined with the Aura Enhancement, though.



Contagious

The attack's damage or other effects will be passed on to others who touch or otherwise contact the target. Anyone affected by the Contagious Weapon may negate the contagion and stop them from spreading it to others by making a successful Constitution Saving Throw against DC 10 (one assignment), DC 15 (two assignments), or DC 20 (three assignments). Contagious is often combined with the Toxic Limiter.

Continuing

This represents poison, pools of acid, flaming liquid, or similar sticky attacks that deliver lingering damage over several rounds. If the initial attack damage is successful, the target will take extra damage over time. At the end of each subsequent round following the attack, the character will automatically suffer a loss of Hit Points equal to one-quarter of the original damage inflicted (round down; minimum of 1). This additional damage continues for one round for each assignment of the Continuing Enhancement, or until the effect is somehow neutralised (DM's discretion; it should depend on the type of attack). This type of Continuing effect only applies to the Weapon's damage and not to the special abilities from other Enhancements such as Drain and Enervation.

Alternatively, Continuing can be defined as an hourly effect which inflicts the same damage as the original attack every hour after the attack, or a daily effect which inflicts the same damage every day. These hourly/daily variations are always one assignment and may best represent a disease or a slow poison attack.

Unlike a regular Continuing attack, the hourly and daily damage will continue until the victim is dead or makes a successful DC 15 Constitution Saving Throw. This type of Continuing attack applies to both regular damage and the special effects from other Enhancements such as Drain, Enervation, etc. Until the victim is cured of the Continuing attack, they normally cannot heal the damage related to this attack using any method (DM's discretion).

Drain

The Weapon causes the victim to lose values from one Ability Score (specify which of the six Abilities when designing the attack). For example, a loss of Strength, Dexterity, or Constitution may represent decrepitude, disease, rot, poison, or rapid ageing; a loss of Intelligence or Wisdom may represent insanity, a psychotropic drug effect, or psionic blast; a loss of Charisma may represent despair, fear, torment, or corruption.

In addition to any Hit Points lost, the specified Ability Score is reduced by 2 for every assignment of the Drain Enhancement (maximum of 3 assignments total). For example, Weapon (Drain 2: Intelligence) would reduce the victim's Intelligence by 4 with a successful attack, in addition to the normal attack damage inflicted. To design an attack that only reduces Abilities without physical injury, create a Weapon that is reduced to 0d4 damage. Targets regain one drained Ability Score every hour.

Enervation

The Weapon drains away the victim's personal Energy supply, causing them to become fatigued or despondent. The attack results in a loss of 1d4 Energy for every assignment of the Enervation Enhancement, which is in addition to the normal physical attack damage. To design an attack that only reduces Energy Points without physical injury, create a Weapon that is reduced to 0d4 damage.

Flare

If the target is hit and looking in the direction of the attack, they may be blinded. The target may resist by making a successful Constitution Saving Throw against DC 10 (one assignment), DC 15 (two assignments), or DC 20 (three assignments). The target may also add their Immutable Attribute (page 104) bonus as appropriate. If the target character fails the Saving Throw, they are blinded for a number of rounds equal to the amount by which the roll failed. To design an attack that blinds without inflicting other types of damage, create a Weapon that is reduced to 0d4 damage.

Flare can also be generalised to cover other sense-overloading attacks (for example, an acoustic attack that causes deafness). A separate Flare Enhancement must be assigned (maximum three assignments total each) for each sense (usually sight or hearing). For example, a moderately blinding and somewhat deafening attack that causes no other damage could be described as Weapon Rank 3 “Cracker” (0d4; Flare: Sight 2, Flare: Hearing 1).

Flexible

This Weapon represents long, flexible, or extendible attacks such as a prehensile whip, energy-lash, razor-ribbon, or similar attack mode. A successful attack can trip or disarm an opponent instead of (not in addition to) delivering damage.

Homing

The Weapon fires a projectile or energy burst that can somehow track and follow its target (through magic, psionics, or other paranormal technique). If the attack roll misses hitting by only 1 or 2, the Weapon will automatically return to try again one final time in the next combat round.

Incapacitating

Counts as 2 or 4 Enhancements (-2d4 or -4d4). Incapacitating represents any form of attack that can instantly immobilise a target regardless of the amount of damage inflicted, such as putting an opponent to sleep or turning them to stone. The target can resist incapacitation by making a successful Constitution Saving Throw against DC 10 (two assignments), or DC 15 (four assignments) + the attacker’s Proficiency Bonus. The Immutable Attribute (page 104) can provide a bonus to resist. When designing the attack, specify the form of the Incapacitating Weapon: asleep, awake but paralysed, turned to stone, etc. The immobilisation normally lasts for only 1 round (two assignments) or 1 minute (four assignments). To design an attack that incapacitates the target without inflicting other types of damage, create a Weapon that is reduced to 0d4 damage.

Inconspicuous

Counts as 3 Enhancements (-3d4). Most Weapons have a visible component that makes it easy for targets to determine who is attacking them. An attack with the Inconspicuous Enhancement provides no such indication that it is about to strike and does not reveal the identity of the attacker. This may result in the attacker gaining surprise (page 168). Inconspicuous is most often associated with paranormal, non-physical attacks.

Incurable

The Weapon produces wounds or other effects that are difficult to treat. One assignment means that the Hit Points lost due to this attack cannot be restored using the Healing or Regeneration Attributes, but can otherwise recover naturally. Two assignments means that natural healing recovery (page 175) is also slowed to a weekly rate (every 5-10 days) instead of a daily rate. Three assignments means that no healing or other recovery is possible at all until some exotic event or treatment has occurred (the nature of which is specified during character creation and subject to DM approval).

Indirect

An Indirect Weapon can fire shots in a high arc and is only assigned in conjunction with the Range Enhancement (page 128). Examples include a power that summons lightning, a storm of ice, or a meteor swarm down from the sky. Indirect allows the attacker to shoot at targets hidden behind buildings, hills, or other obstacles. To effectively fire at an indirect location, the attacker must be able to locate the target in some way, or someone else must spot the target and relay their position to the attacker.

Irritant

Irritant can represent a herbal toxin, an animal’s musk, an itching spell, or a similar effect that annoys and distracts the target. The target may resist by making a successful Constitution Saving Throw against DC 10 (one assignment), DC 15 (two assignments), or DC 20 (three assignments). The Immutable Attribute (page 104) can provide a bonus to resist. Failure results in partial blindness or distraction, imposing a disadvantage on all dice rolls until the effects wear off after one minute or dramatic scene. To design an attack that irritates the target without inflicting other types of damage, create a Weapon that is reduced to 0d4 damage. Multiple Irritant effects against the same victim are not cumulative.

Linked

An attack with this Enhancement is attached to one of the character’s other Weapons (the “master” Weapon). If the master attack is successful, this Linked attack automatically hits as well (like poison injected after a successful stinger attack). The additional damage from the character’s Strength or Dexterity modifier, Massive Damage Attribute, and similar damage bonuses only apply to the master attack, though, and not to the secondary Linked attack. A Weapon with the Linked Enhancement may not be given the Accurate, Area (unless it also has the Save Limiter), or Range Enhancements, or the Inaccurate Limiter, since its area, range, and accuracy are dependent solely on the master Weapon. A Weapon can usually only be a master to one other Weapon, and a Weapon is rarely both a master and a Linked Weapon.

Multidimensional

This Weapon can reach across dimensional boundaries and consequently can affect individuals as normal who are in a gaseous, incorporeal, or energy state (see the Change State Attribute, page 92). If the attack can only affect such incorporeal beings and not normal targets, also assign the Exclusive Limiter (page 130).

Penetrating

The Weapon is optimised to penetrate armour and thus the Armour Class benefits provided by physical protections – such as chain mail armour, or an animal's tough hide – are reduced by 4 AC (one assignment) or 8 AC (two assignments) to a minimum of 10 AC (or if the target is larger than Medium – AC 8/6/4 for Large/Huge/Gargantuan).

Quake

A Quake Weapon creates a linear shock wave in the ground that causes rumbling and fractures as it heads towards the target. Quake can only be used on a solid surface (which may be earth, sand, or rock), and isn't usually combined with the Aura Enhancement. The Quake "fault" will only be large enough for one Medium-sized target to fall into unless it is combined with the Area Enhancement as well, however nearby non-targetted people can avoid falling into the fissure with a successful DC 10 Dexterity check. The depth of the fissure depends on the number of Quake assignments: up to 10 feet for one assignment; 20 feet for two assignments; or 40 feet for three assignments.

Range

Range is a measure of how far away from the character that the Weapon attack can reach. If the Weapon also has the Area Enhancement assigned, the character may centre the Area effect at any location within the Range – which is a great way for the character to avoid being caught in their own attack radius! Without assigning Range, the Weapon is limited to melee attacks and must touch the target or their equipment.

The maximum Range distance is determined by the number of assignments: 10 feet (one assignment), 30 feet (two assignments), 100 feet (three assignments), or 1,000 feet (four assignments).

Reach

If a long melee Weapon can strike opponents who are beyond the reach of normal attacks such as sword swings or spear jabs, it can offer significant advantages in combat. Examples of Reach Weapons (with a reach of 10-20 feet) include: tourney or war lance, polearm, whip, etc. When at least one opponent is beyond immediate melee range, but is within the active distance of the character's Reach Weapon, one of the character's actions is assumed to have an optional ready manoeuvre (page 166) set to go should they wish to interrupt the opponent's actions with a Reach attack (otherwise, the character acts on their regular Initiative as normal). If an opponent ever gets past the end of a Reach Weapon and moves closer to the wielding character, though, the Reach Weapon cannot usually be used effectively against that opponent – either suffering a disadvantage on attack rolls or completely preventing attacks with the Weapon.

Selective

Selective is only assigned to Weapons with the Area, Aura, or Spreading Enhancements. Instead of potentially affecting everyone and everything within the attack's effect area, the user may select who is, and who is not, affected.

Spreading

This type of attack spreads to cover an expanding area – such as a cone of energy or a spray of energy bolts or projectiles – and often has the Area or Range Enhancement if the attack

extends beyond melee range (about five feet). Additional nearby targets in the Weapon's attack spread may also receive damage if they are lined up or in a dense formation. The maximum number of additional nearby targets that may be hit equals the number of Spreading assignments (i.e. two targets total for one assignment, three for two assignments, etc.). A single attack roll is compared against each creature's AC in the Spreading effect formation to determine whether or not they each receive damage individually.

This Enhancement is often assigned along with the Save Limiter to represent an attack that gives the targets in the spread an opportunity to dodge out of the way and avoid some or all damage.

Tangle

Weapons that can Tangle the victim may include an assault that freezes the target in ice or traps them in the branches of an animated plant, or simple webbing that immobilises the target. The physical entanglements produced by these Weapons have 5 Hit Points for each assignment of the Tangle Enhancement. If a target does not successfully defend against a Tangle attack, they are trapped until sufficient damage is delivered to the entanglement to reduce its Hit Points to zero and destroy it. An entangled character has restricted movement and performs any movement-related activities (such as attacking, defending, gesturing, etc.) with a disadvantage (page 153) on the appropriate dice roll. A Tangle attack also inflicts regular Health Point damage as well. To design an attack that Tangles the target without inflicting other types of damage, create a Weapon that is reduced to 0d4 damage.

Targetted

The Weapon must be specified when it is designed as being Targetted against a specific individual or group. For example, the Weapon might use good energy (extra damage to evil creatures) or life energy (extra damage to undead creatures), or have a "trollslayer" enchantment (extra damage against trolls). Against the Targetted opponent type, the damage the Weapon inflicts is doubled, as are the additional effects of Enhancements such as Drain, Flare, Incapacitating, Irritant, and Tangle. Against any other targets, the Weapon inflicts normal damage. Add the Exclusive Limiter for a targetted attack that only affects a small set of opponents, with no damage delivered to other opponents.

Targetted is assigned once if it affects only a single individual (such as the red dragon Emberfang) or a specific title-holder (perhaps "the Demon King"); assigned twice if it affects a specific group or relatively uncommon species (for instance, all dragons or all members of the royal army of a nation); or assigned three times if it affects a common species or condition (such as all Slimes, all animals, or all undead creatures).

Trap

The Weapon lays a physical or magical trap device that "sits and waits" until someone triggers it. The Weapon cannot be reused until it has been triggered. An appropriate successful Skill check will reveal the trap's presence to the target before it activates and give the target time to avoid it, with a DC depending on the number of times Trap is assigned: DC 10 for one assignment; DC 15 for two assignments; or DC 20 for three assignments.

If someone blunders into such a trap, no attack roll is needed; it automatically activates and inflicts damage on the target regardless of their AC. A Trap is usually assigned without the Range Enhancement to simulate a device that must be carefully planted. If Range was added as well, the Weapon can be deployed at a distance to attack anyone nearby, with a successful attack roll indicating that the Trap was fired or tossed into the correct area. The Area Enhancement is commonly added to enable a Trap to affect multiple foes.

This Enhancement is often assigned along with the Save Limiter to represent an attack that gives a target an opportunity to react to the Trap and avoid some or all damage.

Unique

The Weapon has some other unspecified ability that is not listed and is subject to DM approval. Examples can include an attack that alters the target’s memories, one that affects the appearance of the target, an attack that can switch between different damage types (page 173), and many more. The number of Unique Enhancement assignments required is determined by the DM based on the benefit the Unique Weapon provides.

Vampiric

Counts as 2 or 4 Enhancements (-2d4 or -4d4). Upon a successful Vampiric attack, the lost Hit Points, Energy, or Ability Score values (as appropriate) are transferred to the attacker. These gained benefits fade after one minute or dramatic scene. Vampiric must be assigned two times if it can only restore lost HP/Energy/Abilities to their normal values, or four times if it can increase such values even higher (up to twice their normal maximum values).

TABLE 16: WEAPON LIMITERS

LIMITER	ASSIGN	LIMITER	ASSIGN
Ammo	1-3	Non-Penetrating	1
Exclusive	1-3	Save	2 or 4
Hands	1	Toxic	1
Inaccurate	1	Unique	1+
Ingest	1	Unreliable	1

Limiters

Ammo

The Ammo Limiter – which is often assigned in conjunction with the Range Enhancement – represents the total ammunition typically carried by the character relative to the Weapon’s rate of fire. When the Ammo is depleted, the character cannot use the Weapon again until the Ammo is replaced (which usually cannot occur until the current combat or dramatic scene is completed). Note that Ammo does not refer to the number of shots a Weapon can fire with a loaded projectile (which is one for a bow, for example) if additional ammunition is readily available and the Weapon can be reloaded easily to allow continued use. If a Weapon such as a crossbow has plenty of ammunition available but requires time to reload between shots, assign the Activation Limiter (page 145) instead. One assignment of Ammo means the Weapon can fire 4-6 shots before ammunition runs out; two assignments means 2-3 shots; and three assignments means only 1 shot.



Exclusive

The Weapon has no effect on anyone beyond a small category of targets specified when the Weapon Attribute is assigned. One assignment limits the effect to a large target group (such as a common species or ethos), two assignments limits the effect to a small target group (such as a rare Race or organisation) and three assignments limits the effect to a single individual (or to a singular position, such as the King of a specific country).

Hands

The Weapon requires two appropriately sized hands or equivalent appendages/devices to operate and wield properly and is typically not usable with only one hand (either due to extreme weight, size, awkwardness, or design). This could be assigned to a large Weapon Item, or to a special attack that shoots from both hands at once or requires complex gestures.

Inaccurate

The Weapon is extremely inaccurate and gives the character a disadvantage (page 153) on attack rolls. Most commonly assigned to Items.

Ingest

The Weapon – usually a poisonous liquid, powder, or plant – must actually be ingested by the target in order to have an effect. This Limiter is often associated with the Blight and Drain Enhancements.

Non-Penetrating

The Weapon has an inferior ability to penetrate armour and thick clothing. Examples include bated swords, caltrops, a storm of blunt icicles, etc. Provided the defender is wearing covering other than thin cloth or similar material, their AC is increased by 4. This Limiter is not usually assigned to Weapons that bypass or do not consider Armour Class; this could include Weapons with Area, Aura, Contact, Flare, Flexible, Trap, etc.

Save

Counts as 2 or 4 Limiters (+2d4 or +4d4). Select one of the six Abilities (typically Dexterity or Constitution), depending on the nature of the Weapon attack. Rather than the character making an attack roll to hit, the target instead makes a Saving Throw using the chosen Ability against a DC equal to 15 (two assignments) or 10 (four assignments) + the attacker's Proficiency Bonus, if applicable. Targets that fail their Saving Throw suffer full Weapon damage. Targets that succeed suffer either half damage (if successful by a slight to moderate margin of success of 1-4) or no damage (if successful by a significant or greater margin of success of 5+).

This Limiter is often assigned along with the Area or Spreading Enhancements to indicate an attack that has an expansive effect.

Toxic

The Weapon is a gas, toxin, biological agent, sound, radiation, or other harmful effect that only damages living things. Depending on the nature of the attack form, a target who is expecting the attack can render themselves immune for at least one round (usually enough time to escape) if they had prepared for the attack by taking a simple precaution such as holding one's breath or using a wet rag to resist a toxic gas.

Unique

The attack has some other unspecified limitation, which is subject to DM approval. Examples could include a weapon that fires in a random direction, one that is extremely costly to operate, an attack that drains Hit Points from the user, etc. The number of Unique Limiter assignments required is determined by the DM based on the ineffectiveness of the Unique Weapon.

Unreliable

Any time an Unreliable Weapon is used and the attack roll results in an unmodified or "natural" 1, the attack fails to take place, and the Weapon burns out, jams, or otherwise malfunctions. The Weapon will not work again until some condition is fulfilled as determined by the DM. For example, a supernatural monster whose breath weapon has "burned out" might have to rest and eat a hearty meal first; or a Weapon Item that jams may need to be taken apart and thoroughly cleaned.

WEAPON PROFICIENCY

Attribute Cost:	1 Point/Rank
Relevant Ability:	Variable
Attribute Scope:	Self only; Permanent
Progression:	Descriptive

This proficiency allows the character to add their Level-related Proficiency Bonus to attack rolls while using specific weapons or weapon categories. All characters are normally proficient with a range of simple weapons – such as clubs, daggers, quarterstaves, shortbows, and light crossbows – and thus do not require a specific Weapon Proficiency Attribute to reflect this. Furthermore, magical, spiritual, psionic, racial, or otherwise paranormal attacks created with the Weapon Attribute (page 124) are considered simple weapons, and consequently characters benefit from their Proficiency Bonus when attacking with them. See page 191 for information about weapons and their categories.

- Rank 1 Proficient with 1-2 martial weapons
- Rank 2 Proficient with 3-4 martial weapons
- Rank 3 Proficient with 5-6 martial weapons
- Rank 4 Proficient with all martial weapons

Melee martial weapon examples: battleaxe, bastard sword, bokken, garrote wire, greataxe, greatsword, katana, lance, longsword, maul, morningstar flail, nunchaku, polearm, rapier, scimitar, shield bash, shortsword, trident, wakizashi, war pick, warhammer, weighted chain, whip

Ranged martial weapon examples: blowgun, bolas, crossbow (both hand and heavy), longbow, net (both regular and fighting)

Siege martial weapons examples: ballista, catapult, ram



CHAPTER 6

Defects

Julia Hiller '00

CHAPTER 6

DEFECTS

Defects are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent (and sometimes comical) role-playing opportunity and offer interesting plot hooks for your DM to use during adventures. They should only impede your character to a limited extent, though, and are not intended to totally negate their many abilities. If assigned to Items (see page 105), Defects indicate built-in flaws that make it difficult to use or render it less effective than normal.

Carefully consider the number of Defects that burden your character. One to three Defects are typically appropriate, since your focus should be the capabilities of your character rather than their disadvantages. Additionally, it should be rare to assign a multitude of Defects above one Rank due to their restrictive nature (Size Templates excluded, page 44).

Defect Ranks

Defects have a negative Point cost that returns Points to a character, depending on how severely the Defect impacts their life. Defects that do not inflict a significant disadvantage (such as a weakness to swords made from the ice of the forbidden arctic wastelands) are not worth any negative Points. It's easy to think of Defects as negative Attribute Ranks that hinder rather than help the character.

Defects are therefore categorised into three groups, depending on how much they reduce the final Point cost of the character:

- » Lesser Defects reduce the final Point cost of a character by 1, 2, or 3 Points (-1 Point/Rank)
- » Greater Defects reduce the final Point cost of a character by 2, 4, or 6 Points (-2 Points/Rank)
- » Serious Defects reduce the final Point cost of a character by 3, 6, or 9 Points (-3 Points/Rank)

Unused Points

If the character has leftover Points remaining after assigning a few Defects, the player has three options:

Increase Character Benefits

The player can return to previous character creation steps to increase Ability Scores or assign additional Attribute Ranks, which are paid with the remaining Points.

Add Unknown Elements

The player can spend unused Points on the Unknown Power Attribute (page 121), which allows the DM to assign hidden abilities that align with the character's role in the game.

Bank for the Future

The player can save the unused Points for future consideration, and allocate them to their character at an appropriate time.

TABLE 17: DEFECTS

DEFECT NAME	CATEGORY	POINTS	PAGE
AC Penalty	Lesser	-1/-2/-3	133
Accountability	Lesser	-1/-2/-3	133
Bane	Greater	-2/-4/-6	133
Blind Fury	Greater	-2/-4/-6	133
Cursed	Greater	-2/-4/-6	133
Degraded	Lesser	-1/-2/-3	134
Diminished Proficiency	Greater	-2/-4/-6	134
Easily Distracted	Lesser	-1/-2/-3	134
Fragile	Lesser	-1/-2/-3	134
Hounded	Greater	-2/-4/-6	134
Impaired Manipulation	Serious	-3/-6/-9	134
Impaired Speech	Serious	-3/-6/-9	135
Inept Attack	Lesser	-1/-2/-3	135
Ism	Greater	-2/-4/-6	135
Limited Damage	Lesser	-1/-2/-3	135
Magnet	Lesser	-1/-2/-3	136
Marked	Lesser	-1/-2/-3	136
Nemesis	Lesser	-1/-2/-3	136
Nightmares	Lesser	-1/-2/-3	136
Obligated	Greater	-2/-4/-6	137
Obstacle	Lesser	-1/-2/-3	137
Opposing Advantage	Lesser	-1/-2/-3	137
Phobia	Lesser	-1/-2/-3	137
Physical Impairment	Serious	-3/-6/-9	137
Reduced Damage	Serious	-3/-6/-9	138
Secret	Greater	-2/-4/-6	138
Sensory Impairment	Serious	-3/-6/-9	138
Significant Other	Lesser	-1/-2/-3	138
Slow	Lesser	-1/-2/-3	138
Social Fault	Lesser	-1/-2/-3	139
Special Requirement	Serious	-3/-6/-9	139
Susceptible	Lesser	-1/-2/-3	140
Unique Defect	Variable	Special	140
Vulnerability	Greater	-2/-4/-6	140
Wanted	Greater	-2/-4/-6	140
Weak Point	Greater	-2/-4/-6	140

AC PENALTY

Category: Lesser Defect [-1 Point/Rank]
 Progression: -1 Armour Class/Rank

Each Rank the character suffers a -1 penalty to their Armour Class. This penalty may result from thin or fragile skin (easier to damage), slow reflexes (easier to hit), an innate or supernatural fault that increases an enemy's chance of landing a successful attack (easier to target), or a combination of such elements.

ACCOUNTABILITY

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

The character must negotiate their way through a complicated bureaucracy in order to accomplish tasks. This Defect is often associated with characters who are members of law enforcement organisations or similar government agencies that require paperwork. A large criminal organisation, however, may also require a character to receive permission from several tiers of bosses before undertaking certain high-profile jobs.

Accountability also includes whatever measures the character must take "after the fact" to appease the organisation to which they belong. For example, a special envoy for a kingdom may need to fill out a report every time they engage with hostiles from other regions, or may have to follow a complicated series of steps to obtain authority to conduct an investigation. Similarly, a minor noble may be required to pay a percentage of their taxes – along with detailed reports of local commerce activity – to the regional noble or face some very strict penalties.

The Accountability Defect is usually inappropriate for allies created with the Companion Attribute.

- 1 Point Accountability impedes the character before or after a major action (but not both) and is generally easy to manage
- 2 Points Accountability impedes the character before and after a major action and it is moderately difficult to manage
- 3 Points Accountability impedes the character before, after, and during a major action and it is difficult to manage

BANE

Category: Greater Defect [-2 Points/Rank]
 Progression: 1d8 Damage/Rank Per Round of Exposure

A character with the Bane Defect is vulnerable to an otherwise non-damaging substance such as water or sunlight, or a specific element, material, or object. The character suffers damage if their skin is physically touched by the Bane. If the Bane does not require direct physical contact (such as sunlight, seeing one's reflection, hearing the noise of a temple bell, or having the Bane in close proximity), the exposure damage is halved. Alternatively, if the Bane only affects the character when ingested, the damage is doubled. Finally, the damage inflicted assumes that the Bane is common, such as water, sunlight, steel, or wood. If it is less common, such as a holy symbol, religious scripture, or rare element, the damage is also doubled. If it is even more rare such as one particular artefact, the damage may be tripled or quadrupled as determined by the DM.

For example, Haud (page 38) thrive in warm and swampy habitats. They do not survive well in arctic areas because they have a -2 Point Bane to cold; the DM decides that "cold" means freezing temperatures below 32 °F (0 °C). Since the Haud's exposure to cold air does not require physical contact, such freezing temperatures inflict 1d4 damage each round – half of Bane's normal 1d8 damage for the -2 Point Defect. If a Haud dresses warmly from head to claws while venturing out in cold temperatures, they may avoid Bane damage or reduce the amount inflicted, as determined by the DM.

BLIND FURY

Category: Greater Defect [-2 Points/Rank]
 Progression: Descriptive

Under specific conditions selected by the player (and approved by the DM), the character will enter a state of unbridled anger. While enraged, the character will furiously attack the closest person, whether that individual is a friend or foe. Once that person is defeated or flees, the berserk character will attack the next closest "threat". Examples of conditions that might initiate Blind Fury include: receiving a certain amount of damage, the sight of blood, a specific sound or smell, being outnumbered in combat, seeing a friend in danger, confrontation with a specific opponent, etc.

The character can only return to a normal emotional state under another specific condition. This return could involve a Wisdom check or could be an automatic reversion over time. Examples of return conditions include: no targets in the vicinity, a specific calming technique performed by an ally, solitude, exposure to a particular herb, being knocked unconscious, etc.

- 2 Points Initiating the Blind Fury is difficult; reverting to a normal emotional state is easy
- 4 Points Initiating the Blind Fury and reverting to a normal emotional state are both moderately difficult
- 6 Points Initiating the Blind Fury is easy; reverting to a normal emotional state is difficult

CURSED

Category: Greater Defect [-2 Points/Rank]
 Progression: Descriptive

A Cursed character has likely offended a great being of power in their past or is the direct descendent of someone who did (since Curses often pass through bloodlines). A Curse may also be assigned to an entire species that have fallen into disfavour with a god. The Curse can take a near limitless number of forms but should not provide a character with an obvious advantage (remember, it's a curse!). The exact nature, background, and limitations of the Curse should be discussed with the DM.

- 2 Points Curse imposes a slight disadvantage on the character
- 4 Points Curse imposes a moderate disadvantage on the character
- 6 Points Curse imposes a severe disadvantage on the character

DEGRADED

Category: Lesser Defect [-1 Point/Rank]
Progression: Descriptive

This Defect is useful when a character should have one or more lower Ability Scores, but the player wants to indicate that the reduced Scores are derived from one particular source (such as magic or paranormal ability, or size-related) instead of being part of the character's innate nature. It's also an ideal Defect for Items that degrade the user's Ability Scores.

When this Defect is assigned, the player must specify which of the six Abilities is Degraded. In most instances, gaining Points from the Degraded Defect or lowering an Ability directly results in the same drawback. For example, a character with Strength 6 and a character with Strength 9 plus the Degraded (Strength) Defect at Rank 3 both have an effective Strength of 6.

DIMINISHED PROFICIENCY

Category: Greater Defect [-2 Points/Rank]
Progression: -1 Proficiency Bonus/Rank

The character has a reduced capacity for focussing their knowledge and training across multiple areas. For each Defect Rank, the character suffers a -1 penalty to their Proficiency Bonus – which normally starts at +2 at 1st-4th Levels and then progressively increases to +6 at 17th-20th Levels. Since modifying a character's standardised Proficiency Bonus can have dramatic impacts on game balance, players must have their DM's permission before selecting this Defect.

EASILY DISTRACTED

Category: Lesser Defect [-1 Point/Rank]
Progression: Descriptive

Some characters are Easily Distracted by events, objects, people, or ideas, which are collectively known as triggers. Notable examples of triggers include attractive members of the opposite/same/any sex, wealth, food, famous adventurers, hobbies, gossip, cute animals, music, one's own looks, books or scrolls of ancient lore, magical items, etc. A character with this Defect will become enthralled with the trigger until it can no longer influence them. Many characters have interests in a variety of triggers but do not possess this Defect because their interest is moderated by their sense of judgement and decorum.

- 1 Point Easily Distracted by a trigger that is encountered infrequently
- 2 Points Easily Distracted by a trigger that is encountered frequently, or by a few infrequent triggers
- 3 Points Easily Distracted by a trigger that is encountered constantly, or by a several infrequent triggers

FRAGILE

Category: Lesser Defect [-1 Point/Rank]
Progression: Hit Point Maximum Decreased By -5%/Rank

The character is less durable than their Class and character Level would otherwise suggest. Possessing this Defect decreases the character's Hit Point maximum by -5%/Rank (round up; minimum -1 Hit Point reduction).

HOUNDED

Category: Greater Defect [-2 Points/Rank]
Progression: Descriptive

The character is recognisable by many people, and thus it is difficult for them to keep secrets or maintain a private life during adventures. Hounded is a particularly significant disadvantage for someone who wants to keep hidden from organisations actively seeking them out.

- 2 Points The constant attention the character receives is slightly inconvenient
- 4 Points The constant attention the character receives is moderately inconvenient
- 6 Points The constant attention the character receives is severely inconvenient

IMPAIRED MANIPULATION

Category: Serious Defect [-3 Points/Rank]
Progression: Descriptive

The ability to manipulate objects with hands or other appendages is one of the major advantages that humanoids have over other species. If a character lacks these abilities, due to natural design or an unfortunate accident, they will be at a significant disadvantage.

- 3 Points The character only has one usable arm. They cannot easily hold objects during unarmed combat, and cannot use weapons that require two hands to wield.
- 6 Points The character has rudimentary manipulative ability using paws or talons, such as that possessed by a bear, octopus, wyvern, or bird. The character can grapple and lift things but cannot perform tasks that require fine manipulation (such as use tools, weapons, or hand-held artefacts).
- 9 Points The character has no usable arms. They cannot carry or grab objects, nor can they easily engage in physical combat. This Rank includes animals with no manipulative ability, such as horses, fish, and snakes.

DEFECTS AND SOCIAL AWARENESS

Assigning Defects can align the game mechanics of Anime 5E to your vision for your character, as well as create excellent opportunities for engaging role-playing beyond hack-and-slash combat. It's important to approach the portrayal of Defects with maturity and sensitivity when touching upon many real-life physical and social issues that have far-reaching implications and impacts on others. Anime stereotypes can provide many laughs around the gaming table, but being mindful of the emotions and sensitivities of others should always take priority.

Role-playing is about having fun with friends. No one should ever feel marginalised, ridiculed, or targetted because a character's portrayal fails to consider how it may impact others. Consideration and compassion always come first.

IMPAIRED SPEECH

Category: Serious Defect [-3 Points/Rank]
 Progression: Descriptive

The ability to communicate through language is a major advantage that humanoid civilisations have over other animals. If a character lacks these abilities, due to natural design or serious injury, they will be at a significant disadvantage. This ability does not refer to comprehension of speech, but rather the ability to produce it. A hearing-impaired individual will instead have the Sensory Impairment Defect (page 138).

- 3 Points The character either has a severe speech impediment, or speaks clearly with their own species but on an unusual wavelength or using a mode that prevents easy communication with other beings
- 6 Points The character can communicate with a range of sounds that carry emotional content but which are not a language, such as the sounds made by most normal animals
- 9 Points The character is completely mute with no way to verbally communicate

INEPT ATTACK

Category: Lesser Defect [-1 Point/Rank]
 Progression: -1 Attack Penalty/Rank

This Defect reflects a character's poor judgement or talent in offensive combat situations, which makes it much more difficult to strike an opponent successfully. The character suffers a -1/Rank penalty to each of their attack rolls.

ISM

Category: Greater Defect [-2 Points/Rank]
 Progression: Descriptive

Ism is discrimination based solely on one particular aspect of a character that is often outside their control. Examples of Ism include: ableism, ageism, classism, cisgenderism, ethnocentrism, racism, or sexism, or discrimination based on affiliations, calling, education, species, genetics, sexual preference, planar origin, occupation, religion, physical features, etc. Since most cosmopolitan fantasy adventures feature a wide variety of Races and Classes – and competition between them is common, such as the eternal Elves vs. Dwarves conflict – discrimination based on those character traits would need to be extreme to qualify for this Defect.

The players and DM are strongly encouraged to discuss any contentious discrimination issues and their role in the game before play begins to ensure no one will be uncomfortable role-playing a character subject to them.

- 2 Points Experiences slight discrimination
- 4 Points Experiences moderate discrimination
- 6 Points Experiences severe discrimination

LIMITED DAMAGE

Category: Lesser Defect [-1 Points/Rank]
 Progression: -1 Attack Damage Reduction/Rank

The character inflicts reduced damage to their targets under a specific condition. Examples of conditions include: sneak attacks (when the attacker already has an advantage on the roll), melee weapon attacks, unarmed attacks, ranged attacks, spell damage, Strength-related impacts (due to the character's size; see page 44 – this includes standard melee weapon attacks that apply Ability modifiers other than Strength, such as Dexterity-based finesse-style weapons) against a category of opponents (such as giants, undead, extraplanar creatures, magi, etc.). This damage penalty may result from a lack of combat training (not knowing where to hit), minimised attacking force (hitting with less power), magical meddling, or a combination of elements.

Alternative: Random Damage Reduction

Instead of a fixed amount of reduced damage, the character may instead generate reduced damage randomly through a die roll: -1 or -1d2; -2 or -1d4; -3 or -1d6; -4 or -1d8; -5 or -1d10; -6 or -1d12.



MAGNET

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

The character attracts susceptible girls or guys (or even both sexes, or non-binary genders) like bees to nectar. For some reason, individuals are simply drawn to the character, fall helplessly in love (or lust) with them, and cannot stop thinking of them. Even worse, they will fight each other over the character to keep one another from advancing any relationship. This Defect should only be assigned if the character would be bothered by such attention but lacks the will to take extreme measures to drive away the admirers. The Magnet Defect does not represent some unusual charisma on the part of the character, but rather their fate to constantly meet obsessed people.

- 1 Point At any specific time, only a few adoring fans are actively chasing the character
- 2 Points A handful of adoring fans are regularly chasing the character and new ones may appear infrequently
- 3 Points Swarms of adoring fans are regularly chasing the character and new ones typically appear frequently

MARKED

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

A character is considered Marked if their body hosts a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is interesting but not considered out of the ordinary (such as freckles, an uncommon hair colour, or an unremarkable tattoo), this Defect does not apply.

When assigning the Marked Defect, consider what would seem out of the ordinary and the focus of attention. Most creatures, for example, would not have Marked since it's normal for them to be creatures. A rare fluorescent pink dragon would certainly qualify for Marked, though, since its colour is quite out of the ordinary. In a traditional cosmopolitan fantasy setting, most of the standard Races (Elves, Dwarves, Halflings, etc.) would not have Marked based on their Race alone since these Races are usually common enough to avoid attracting attention – though exceptions can apply in some settings, such as an Elf living in the Dwarven homelands.

- 1 Point Mark is easily concealable because it is small or in an inconspicuous location
- 2 Points Mark can be concealed with moderate difficulty because it is large or in an obvious location
- 3 Points Mark cannot be concealed in most circumstances because it affects the character's entire body (or the character's species is the mark itself)

NEMESIS

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

The character has someone in their life that actively interferes with goal achievement on a regular basis. This Nemesis can take several forms. They could be a professional rival, such as someone competing for the favour of the character's boss. The Nemesis could also be personal, such as a criminal that is pursued by a specific law enforcement officer who devotes their existence to putting the character in shackles. The Nemesis may even be a romantic rival, such as someone chasing the same person the character is currently pursuing.

The Nemesis should be someone who makes the character's life difficult (and cannot easily be removed), but the Nemesis does not need to be a mortal enemy. It might be someone the character loves very much but one whom they cannot avoid, such as an overbearing parent who lives at home with the character. If for any reason the Nemesis is defeated or goes away, the DM should create another Nemesis unless the player also wishes to use Points awarded through character Level advancement to eliminate the Defect permanently.

- 1 Point The Nemesis is merely annoying or interferes infrequently
- 2 Points The Nemesis occasionally tries to harm the character or interferes frequently
- 3 Points The Nemesis always tries to harm the character or interferes constantly

NIGHTMARES

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

When the Nightmare Defect haunts a character, they have trouble sleeping at night and function at less-than-optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else such as a prophetic vision or warning. The nightmare may not occur every night, but it will haunt the character regularly. Additionally, the nightmares do not need to portray the exact same events repeatedly, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur are the responsibility of the DM and the player to create.

- 1 Point Nightmares occur infrequently and have a slight effect on the character's daily life
- 2 Points Nightmares occur frequently and have a moderate effect on the character's daily life
- 3 Points Nightmares occur constantly and have a severe effect on the character's daily life

OBLIGATED

Category: Greater Defect [-2 Points/Rank]
 Progression: Descriptive

Free will has little meaning for a character who is Obligated to a business, guild, government, crime ring, or other organisation or individual. Control over the character can be exerted through a variety of methods, including blackmail, brainwashing, legal contract, magical or psionic bindings, or just highly effective propaganda. Dire consequences await a character whose actions conflict with the mandate of the organisation. Obligated should not normally be assigned to Companions directly and is only applicable to Items if that Item itself impedes the freedom of the character who possesses it.

- 2 Points Small obligation to the organisation and subject to slight punishment for opposing it
- 4 Points Moderate obligation to the organisation and subject to moderate punishment for opposing it
- 6 Points Large obligation to the organisation and subject to severe punishment for opposing it

OBSTACLE

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

The character gains a disadvantage (see page 153) when making certain types of dice rolls, depending on the Obstacle Defect Rank.

- 1 Point Moderate Obstacle – one category of Saving Throw (poison, acid, charm, body alteration, etc.); one type of Skill check; when using a specific identified Attribute; contest rolls when defending against an Attribute's use
- 2 Points Significant Obstacle – checks with one Ability Score; Saving Throws against magic; Saving Throws for one Ability Score; Initiative rolls; one type of attack roll; one or more types of rolls under one environmental condition (such as sunlight, cold, water, etc.)
- 3 Points Major Obstacle – many types of attack rolls; many forms of magic rolls
- 4 Points Exceptional Obstacle – all attack rolls; all magic rolls; all Saving Throws; all dice rolls relating to one Ability Score (i.e. Ability checks, Skill checks, and Saving Throws, etc. for one Ability)
- 5 Points Extreme Obstacle – many types of dice rolls
- 6 Points Legendary Obstacle – all dice rolls

OPPOSING ADVANTAGE

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

Enemies gain an advantage (see page 153) when making certain types of dice rolls that directly oppose the character or their efforts, depending on the Defect Rank. These dice rolls may be a contest with the character (such as an opposed Skill check) or an independent dice roll (such as attack rolls or Ability checks).

- 1 Point Moderate Advantage – One type of Skill contest; contest rolls when defending against the character's Attribute use
- 2 Points Significant Advantage – Ability and Skill contests that use one specific Ability Score; Saving Throws against the character's Attributes or use of magic; one type of attack roll against the character
- 3 Points Major Advantage – Many types of attack rolls against the character; all Skill contests; all dice roll contests relating to one Ability Score (i.e. both Ability contest checks and Saving Throws made due to the character's actions for one Ability)
- 4 Points Exceptional Advantage – All attack rolls against the character; all Saving Throws made due to the character's actions
- 5 Points Extreme Advantage – Many types of dice rolls that directly opposed the character or their efforts
- 6 Points Legendary Advantage – All dice rolls that directly opposed the character or their efforts

PHOBIA

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

- 1 Point Slight Phobia or one that is encountered infrequently
- 2 Points Moderate Phobia or one that is encountered frequently
- 3 Points Severe Phobia or one that is encountered constantly

PHYSICAL IMPAIRMENT

Category: Serious Defect [-3 Points/Rank]
 Progression: Descriptive

The character has a physical impairment that makes aspects of daily life more challenging. Possible impairments include: one or more missing (or unusable) legs, amnesia, constant sickness, nagging injury, severe headaches, etc. The player and DM should discuss the problems and limitations associated with the impairment. See also the more specific Impaired Manipulation (page 134), Impaired Speech (page 135), and Sensory Impairment (page 138) Defects.

- 3 Points Physical Impairment is a slight inconvenience to the character
- 6 Points Physical Impairment is a moderate inconvenience to the character
- 9 Points Physical Impairment is a severe inconvenience to the character

REDUCED DAMAGE

Category: Serious Defect [-3 Points/Rank]
 Progression: -1 Attack Damage Reduction/Rank

The character inflicts reduced damage to their targets under all aggressive condition. This damage penalty may result from a lack of combat training (not knowing where to hit), minimised attacking force (hitting with less power), magical meddling, or a combination of such elements. For reduced damage under a specific condition, see the Limited Damage Defect (page 135).

Alternative: Random Damage Reduction

Instead of a fixed amount of reduced damage, the character may instead generate reduced damage randomly through a die roll: -1 or -1d2; -2 or -1d4; -3 or -1d6; -4 or -1d8; -5 or -1d10; -6 or -1d12.

SECRET

Category: Greater Defect [-2 Point/Rank]
 Progression: Descriptive

The character has a dark secret. Exposure of this secret could cause harm to the character in the form of public humiliation, loss of a job, arrest, injury, or even death. The Point Rank of this Defect is based on the severity of the consequences if the secret is revealed. The secret must be important enough that the character will actively take steps to keep others from learning of it. If the Secret is ever revealed, the character will suffer the associated consequences, and the DM should replace it with other appropriate Defects worth at least as many Points as Secret.

Secret is only appropriate for Companions if their allied character is aware of the secret and must strive to protect it, since its exposure would be harmful to the character as well through “guilt by association” and the loss of an important ally or friend.

- 2 Points Secret is difficult to discover and/or the consequences of discovery are slight and/or the character's reputation will be impacted slightly
- 4 Points Secret is moderately easy to discover and/or the consequences of discovery are moderate and/or the character's reputation will be impacted moderately
- 6 Points Secret is easy to discover and/or the consequences of discovery are severe and/or the character's reputation will be impacted severely

For example, most criminals have a -2 Point Secret – they have committed crimes that could send them to jail or worse, but usually there is no easily available evidence. If their secret is discovered, they will usually have Secret replaced by an equal or higher value of the Wanted Defect (page 140). A -6 Point Secret is usually reserved for characters who face destruction or death if their secret is discovered, such as a flesh-eating creature living among humanoids or an undercover royal agent that has infiltrated a terrorist cult organisation.

SENSORY IMPAIRMENT

Category: Serious Defect [-3 Points/Rank]
 Progression: Descriptive

One or more of the character's senses (sight, hearing, taste, touch, smell) are either diminished or lost. An example of a diminished sense is being near-sighted or hard of hearing. An example of a lost sense is blindness or deafness. Any diminishment or loss is based on the character's status after benefiting from appropriate aids, such as eyeglasses negating diminished sight. Ability and Skill checks that relate to a character's diminished sense usually receive a disadvantage on the roll.

- 3 Points Diminished primary sense (such as short-sightedness or being hard of hearing) or a lost secondary sense (such as taste or smell)
- 6 Points Lost primary sense (sight or hearing) or multiple lost secondary senses
- 9 Points Lost primary sense (sight or hearing) and multiple lost secondary senses

SIGNIFICANT OTHER

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

A character with this Defect has someone for whom they will go to any lengths to keep safe from harm – even at the risk of their own life. The S.O. should be a regular fixture in the campaign. A one-night stand or a cousin visiting for two weeks is a plot complication and not an appropriate S.O. The character's sense of obligation towards the S.O. is enough that the character will take great pains to ensure their safety and well-being. Examples include spouses and steady romantic partners, teammates (though usually not other player characters), immediate relatives (parents and grandparents, brothers and sisters, perhaps very close cousins), and close allies (such as an apprentice). With the DM's permission, it is acceptable for a character to take another character as an S.O. provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always worth just -1 Point but is treated as a -3 Points Defect by the DM in terms of the frequency with which it affects the game. The S.O. Defect is inappropriate for most Companions and almost all Items.

- 1 Point Significant Other is rarely placed in great danger and appears infrequently
- 2 Points Significant Other is often placed in great danger and appears frequently
- 3 Points Significant Other is regularly placed in great danger and appears constantly

SLOW

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

Medium-sized characters normally have a base movement speed of 30 feet (+/-5 feet; see page 28). The character's speed is halved for each Rank of this Defect when calculating jogging, dashing, and sprinting speeds (see page 163).

- 1 Point ÷2 speed
- 2 Points ÷4 speed
- 3 Points ÷8 speed

SOCIAL FAULT

Category: Lesser Defect [-1 Point/Rank]
 Progression: Descriptive

The character exhibits a Social Fault that produces hardship for either the character or their companions and allies (or both). Social Faults are primarily role-playing opportunities rather than strict mechanistic rules that provide a framework for character action based on a background story or plot hook – but they are not intended to cripple your character's participation. When an Ability or Skill check is required in circumstances that touch upon the Social Fault, the DM can impose a disadvantage to the roll, raise the Difficulty Class, or impose other penalties. For most characters, assigning more than one or two Social Faults is not recommended and requires DM permission.

A non-exhaustive list of Social Faults include: abusive, aimless, antisocial, anxious, arrogant, bigoted, borderline, boring, cowardly, demanding, depressed, envious, greedy, histrionic, honour code, impulsive, inflexible, loquacious, narcissistic, nihilistic, obnoxious, obsessive, overconfident, overly sensitive, pacifistic, passive-aggressive, perfectionist, puritanical, sadistic, shy.

- 1 Point Imposes a slight disadvantage on the character and/or their allies
- 2 Points Imposes a moderate disadvantage on the character and/or their allies
- 3 Points Imposes a severe disadvantage on the character and/or their allies

SPECIAL REQUIREMENT

Category: Serious Defect [-3 Points/Rank]
 Progression: Descriptive

This Defect means the character has a Special Requirement that must be fulfilled in order for them to continue to function normally. This might include: an undead's thirst for blood, a chronically ill patient's requirement for herbs, a god's need for worship, a boogeyman's need for belief in its existence, an addict's need for a fix, or a baby's need for constant attention. The Special Requirement may involve a physical object, an event, an action, an environmental condition, or even a state of mind. Everyday activities, such as eating and sleeping, are not considered Special Requirements unless they must be carried out under unusual conditions or more frequently for some reason. For example, if a vampire requires blood to drink on a schedule similar to a normal person's need for food, this is not a Special Requirement unless the blood type is much more difficult to obtain than ordinary food would be. This Defect covers a wide range of possibilities, and the specific details should be discussed with the DM.

- 3 Points Easy to obtain and/or is needed infrequently
- 6 Points Moderately difficult to obtain and/or is needed frequently
- 9 Points Difficult to obtain and/or is needed constantly



SUSCEPTIBLE

Category: Lesser Defect [-1 Point/Rank]
 Progression: +1 Attack Damage Received/Rank

The character is sometimes easier to damage due to their susceptibility to one type of injury or condition. Example conditions include: sneak attacks (when the attacker already has an advantage on the roll), melee weapon attacks, unarmed attacks, ranged attacks, spell damage, or against a category of opponents (such as giants, undead, extraplanar creatures, magi, etc.). This flaw may be the result of size, thin skin, lack of bodily awareness or combat training, a curse, paranormal punishment, or a combination of such elements.

When this Defect is assigned as part of a Size Template (page 44), the susceptibility applies to all injury from the Standard damage type grouping (which includes bludgeoning, piercing, and slashing damage; see page 173).

Alternative: Random Damage Susceptibility

Instead of experiencing a fixed amount of increased damage, the character may instead generate the extra damage received randomly through a die roll: +1 or +1d2; +2 or +1d4; +3 or +1d6; +4 or +1d8; +5 or +1d10; +6 or +1d12.

UNIQUE DEFECT

Category: Variable Defect [-1 or -2 or -3 Points/Rank]
 Progression: Descriptive

This section covers any and all possible Defects that a character might possess but are not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the DM. Below, the variable X may be 1 (Lesser Defect), 2 (Greater Defect), or 3 (Serious Defect), as determined by the severity of the Defect.

- X Points Unique Defect occurs infrequently and/or has a slight effect on the character
- 2X Points Unique Defect occurs frequently and/or has a moderate effect on the character
- 3X Points Unique Defect occurs constantly and/or has a severe effect on the character

For example, the Slime Race (page 43) has a Unique Defect: Leaves Slime Trail. Although Slimes constantly ooze a thin layer of gel when they move, it's more of a general hindrance than a major inconvenience or hazard. Consequently, this is considered a Lesser Defect that is aligned with the -1 Point Rank.

The energy well Item (page 205) includes a Unique Defect: Benefits only last while in the energy well. This refers to all the Attributes (Energised, Mind Shield, Mulligan, and Perception Skill proficiency) that only affect the character while they are in the energy well. Withdrawing these benefits would have a moderate effect on the character, and the scope of this Defect would classify it as a Lesser Defect at the -2 Point Rank.

The coveted Ring of Power Item (page 206) includes a Unique Defect: Destroyed in Lava. Although this has an incredible impact on the Item, it is an exceptionally rare threat that could take effect only once and consequently has an overall slight impact on the Item. This is therefore a Lesser Defect at the -1 Point Rank.

VULNERABILITY

Category: Greater Defect [-2 Points/Rank]
 Progression: Descriptive

The character loses twice as many Hit Points as normal from a particular attack form, which must fit with the character concept. It might be something with appropriate mystic resonance, such as wooden stakes for vampires or silver weapons for werewolves. It could also reflect the character's nature, such as a fire-based character taking extra damage from water attacks.

- 2 Points The attack form is rare
- 4 Points The attack form is uncommon
- 6 Points The attack form is common

For example, Archfiends (page 30) have a -2 Point Vulnerability to lightning – a rare attack form that's encountered infrequently. Such attacks inflict double damage against them.

WANTED

Category: Greater Defect [-2 Points/Rank]
 Progression: Descriptive

The character is Wanted by the law, a powerful criminal, or private guild or organisation that has placed a price on their head. Being Wanted is different from having a Nemesis, since there is no single person devoting their life to annoying or hunting down the character. With Wanted, the character needs to conceal their identity or move around regularly to avoid having strangers calling the city guard or pursuing the character (depending on the circumstances).

- 2 Points The reward, contract, or other incentive offered is slight
- 4 Points The reward, contract, or other incentive offered is moderate
- 6 Points The reward, contract, or other incentive offered is extreme

WEAK POINT

Category: Greater Defect [-2 Point/Rank]
 Progression: Descriptive

Weak Point is usually applied to non-humanoids or Items, but can represent a character's old injury or wound that an opponent can exploit. The character or Item possesses an abnormal weak point that, if targetted and hit during combat (see called shots, page 166), inflicts double damage. If the DM deems the attack has been wildly successful – perhaps succeeding with an extreme or outrageous margin of success of 11+ (see page 170) – the target is instead immediately reduced to 0 Hit Points and falls unconscious (or perhaps the Item is destroyed). The opponent, or even the character, may not be aware the Weak Point exists, however, until its presence is discovered by accident or through careful study.

- 2 Points Weak Point is tiny and difficult to hit
- 4 Points Weak Point is small and moderately easy to hit
- 6 Points Weak Point is large and easy to hit



CHAPTER 7

Customisation

CHAPTER 7

CUSTOMISATION

As you design your character, you may find that some Attributes don't function exactly the way you envision them. Perhaps they're too limited in scope – not offering enough options or alternatives – or maybe they're too broad and need to be scaled back. Fortunately, Anime 5E Attributes are easy to customise when first assigned using Enhancements and Limiters to increase or decrease an Attribute's effect. You may have already assigned some Weapon-specific customisations in Chapter 5, but there are also Enhancements and Limiters described in this chapter that have broader applications across a wide range of Attributes.

Changing the way Attributes function from their baseline abilities can have unintended consequences on character balance and gameplay. Consequently, adding additional Enhancements and Limiters from this chapter is only allowed with your DM's approval.

Enhancements

Modifications that provide an additional benefit or otherwise improve an Attribute are called Enhancements. Adding an Enhancement to an Attribute does not change its Point cost, but rather it decreases the effective functioning Rank of the Attribute by 1 Rank. As detailed for the Weapon Attribute (page 124), this meant reducing the Weapon's damage by -1d4 per Enhancement. You cannot add Enhancements if the effective Rank of an Attribute would drop below Rank 1.

For example, the Healing Attribute (page 102) costs 1 Point per Rank and restores 1d8 Hit Points/Rank to a single target. Assigning the Healing Attribute at Rank 4 therefore costs 4 Points and restores to one target a substantial 4d8 HP. If you add one assignment of the Range Enhancement to allow Healing of a target within 10 feet instead of through touch only, the Attribute still costs 4 Points (since it is still a Rank 4 Attribute) but it functions 1 Rank lower due to the extra advantage provided by the Range Enhancement (and is designated as "Range -1"). Consequently, your Healing Attribute now functions as though it was Rank 3 and restores 3d8 HP instead of 4d8.

The four Enhancements described herein – Area, Duration, Range, and Targets – offer creative ways to make your Attributes unique and function differently from those of the other characters. Not every Attribute can have all four of these Enhancements assigned to them, however, and some Attributes cannot take any Enhancements at all. Even if a particular Enhancement can be assigned to an Attribute, give serious consideration to the story and game balance if you plan to make more than one or two assignments of an Enhancement. Table 18 lists which of these four Enhancements are appropriate for the Attributes your character may have, though this list may be modified or ignored with DM permission.

If the effect of an Attribute already exceeds one Assignment of an Enhancement, you'll need to assign the Enhancement enough times to improve the Attribute's function or there will be no effective change. For example, the baseline Sixth Sense Attribute (page 112) already functions within a 30-foot proximity to the character – equivalent to two assignments of the Area Enhancement. To improve this Attribute further and widen the

TABLE 18: ALLOWABLE ENHANCEMENTS

ATTRIBUTE NAME	ALLOWABLE ENHANCEMENTS
Cognition	Area
Control Environment	Area (2+), Duration, Range
Dynamic Powers	Assigned effects as required while manipulating area of influence
Healing	Area, Range, Targets
Mimic	Duration, Range
Mind Control	Area, Duration, Range, Targets
Nullify	Area, Duration, Range, Targets
Pocket Dimension	Duration
Portal	Area, Duration, Range, Targets
Sixth Sense	Area (3+)
Size Change	Duration
Telepathy	Area (2+), Duration, Range, Targets
Teleport	Area, Range, Targets
Transfer	Duration, Range, Targets
Unique Attribute	Area, Duration, Range, Targets
Unknown Power	Area, Duration, Range, Targets

Area, you must make a minimum of three assignments of the Enhancement to extend the effectiveness to a 100-foot radius.

Characters can typically use the Attribute Enhancements at less than their maximum effectiveness as desired – anywhere up to the value indicated by the number of assignments.

DESIGNATING MODIFIERS

When reading a stat block for an Item or character, the effective Rank of an Attribute may be provided in parentheses after the actual Attribute Rank if it has Enhancements and Limiters assigned to it.

For example, the Animal Control Flute Item (page 200) includes the Mind Control – Lesser Attribute with a Rank of "10 (2)". This means that the actual Attribute Rank is 10 (and, at a cost of 1 Point/Rank, costs 10 Points total), but the effective Rank is only 2 (to account for the 3 assignments of the Area Enhancement, 6 assignments of the Targets Enhancement, and 1 assignment of the Detectable: Hearing Limiter).

AREA

Area defines the radius of influence of the Attribute, which is usually centred on the character unless the Attribute also has the Range Enhancement. If the Targets Enhancement is not also assigned to an Attribute along with the Area Enhancement, it usually means the Attribute can affect only a single individual person or object within the Area of effect.

- 0 Assignments Single individual person/object
- 1 Assignment Affects a small Area within quick reach (10-foot radius)
- 2 Assignments Affects a medium Area within a short jogging distance (30-foot radius)
- 3 Assignments Affects a moderate Area within a short sprinting distance (100-foot radius)
- 4 Assignments Affects a district-sized Area (1,000-foot radius)
- 5 Assignments Affects a village-sized Area (1-mile radius)
- 6 Assignments Affects a city-sized Area (10-mile radius)

DURATION

Duration determines the maximum period of time that the Attribute's effect will influence a target (requires no concentration to maintain after it is activated). Most Attributes indicate in their descriptions how long it operates normally, which is frequently one minute or dramatic scene; adding the Duration Enhancement will increase this time. Duration does not usually apply when using the Attribute to affect themselves (with the exception of the Mimic Attribute), since the character can simply reactivate the Attribute at will. At the end of an Attribute's Duration, its effects will cease. In circumstances where a desired Attribute's effects would most accurately be described as permanent, 10 assignments of Duration can be applied with DM permission (10 assignments is equivalent to 1,000 years, which can be considered permanent).

- 0 Assignments In effect as long as the Attribute indicates
- 1 Assignment In effect for 10 minutes
- 2 Assignments In effect for 1 hour
- 3 Assignments In effect for 1 day
- 4 Assignments In effect for 1 week (5-10 days)
- 5 Assignments In effect for 1 month (20-40 days)
- 6 Assignments In effect for 1 season (100-150 days)
- 10 Assignments Permanent (with DM permission)

POTENT

Potent is a special Enhancement that is usually only assigned to Rank 1 Attributes. To design an Attribute's functionality to match a specific vision for your character, it's sometimes necessary to assign more Limiters than Enhancements. Doing so increases the effective Rank of an Attribute beyond the assigned Rank. Potent reduces the effective Attribute Rank back to where you want it to function.

For example, a player might want their character to have a version of Flight that requires slight concentration while flying (one assignment of the Concentration Limiter) and burns 10 Energy for every minute of use (one assignment of the Deplete Limiter). An Attribute with two Limiters functions at two

Ranks higher than the actual Attribute Rank, so the player would only need to purchase Flight at Rank 1 (30 feet/round) to gain the effective benefits Flight Rank 3 (300 feet/round).

But what if the player only wants their character to fly at a top speed of 30 feet/round (Rank 1 Flight) or 90 feet/round (Rank 2 Flight)? With the two Limiters assigned, the slowest speed from a Rank 1 Flight is 300 feet/round (Rank 1 Attribute + 2 Limiters = effective Rank 3 ability). Assigning Potent once or twice solves this problem by bringing the effective Flight Rank back to 2 or 1.

The above example illustrates where the Potent Enhancement comes in, which provides a more robust application of the Attribute but reigns in the effective Rank to match your character vision. The intended function of this Limiter is why you usually only assign Potent to Rank 1 Attributes (unless the DM permits otherwise). For details on advantages, see page 153.

- 0 Assignments Functions as indicated in the description
- 1 Assignment The character receives an advantage on Ability checks and Skill checks in circumstances involving the Attribute's use
- 2 Assignments Similar to 1 Assignment, plus the player can also re-roll one of their d20 dice if desired
- 3 Assignments Similar to 1 Assignment, plus the player can also re-roll both of their d20 dice if desired (dice must be re-rolled simultaneously)

RANGE

Range is a measure of how far away from the character the centre of an Attribute can be manifested, and should not be confused with the Area Enhancement. If the Attribute also has Area assigned, characters may centre the Area effect on any location within the Range. Without assigning the Range Enhancement, an Attribute can only be used on the character directly or when touching a target.

- 0 Assignments Activated through touch
- 1 Assignment Short Range (10 feet)
- 2 Assignment Medium Range (30 feet)
- 3 Assignments Moderate Range (100 feet)
- 4 Assignments District-sized Range (1,000 feet)
- 5 Assignments Village-sized Range (1 mile)
- 6 Assignments City-sized Range (10 miles)

TARGETS

Targets refers to the maximum number of specifically chosen people, Items, or situations that the Attribute can affect. If the Targets Enhancement is not assigned, the Attribute usually only affects the character directly or one other Target as indicated in the Attribute description. If the Area Enhancement is not also assigned, all Targets must be touching the character; otherwise, Targets must all be within the Area Enhancement radius.

- 0 Assignments Affects the character directly or one target
- 1 Assignment Affect up to 2 Targets simultaneously
- 2 Assignments Affect up to 5 Targets simultaneously
- 3 Assignments Affect up to 10 Targets simultaneously
- 4 Assignments Affect up to 25 Targets simultaneously
- 5 Assignments Affect up to 50 Targets simultaneously
- 6 Assignments Affect up to 100 Targets simultaneously



Limiters

Modifications that restrict the scope or functionality of an Attribute are called Limiters. Adding a Limiter to an Attribute does not change its Point cost, but rather it increases the effective functioning Rank of the Attribute by 1 Rank. As detailed for the Weapon Attribute (page 124), this meant increasing the Weapon's damage by +1d4 per Limiter. You do not usually apply Limiters directly to the Companion (page 95) or Item (page 105) Attributes, but you can apply Limiters to individual Attributes that are assigned to the Companion or Item.

To ensure characters are balanced for the role-playing adventures, DM permission is required when allocating more than three Limiter assignments total to non-Weapon Attributes.

For example, Rank 1 Flight costs 3 Points total and allows flying speeds up to 30 feet/round. If you add one assignment of the Activation Limiter (requiring a round of preparation before flying) as well as one assignment of the Concentration Limiter (the character cannot attack while flying), the Attribute still costs 3 Points (since it is still a Rank 1 Attribute) but functions at 2 Ranks higher as though it was a Rank 3 Attribute – which increases the flying speed to 300 feet/round instead of only 30 feet/round (designated as “Activation +1, Concentration +1”).

Cumulative Modifiers

The Rank effectiveness of adding Enhancements and Limiters is cumulative. For example, a Rank 2 Mind Control Attribute with two Enhancement assignments (Duration 1 and Range 1) and three Limiter assignments (Backlash 2 and Environmental 1) functions as an effective Rank 3 Mind Control (since Rank 2 - 2 Enhancements + 3 Limiters = Rank 3).

ACTIVATION

The Attribute requires a high degree of concentration, such as chanting an incantation, focussing personal energies, preparing ingredients, etc. The character cannot move or defend themselves on the same round that they use or activate the Attribute. Activation is appropriate for Attributes that produce instantaneous effects, such as Healing or Weapon. It is also appropriate for ongoing Attributes such as Flight or Water Speed – but normally only if they were assigned the Deplete, Detectable, Irreversible, or Recovery Limiters as well. Activation is not usually assigned to Attributes that can be kept on indefinitely without inconveniencing the user. Wearable Items are normally assumed to take an appropriate time to put on or remove, so do not assign Activation to Attributes embodied in such Items unless the individual Attributes requires further Activation once the Item is ready to use.

- 1 Assignment Spend one round preparing the Attribute before it is used
- 2 Assignments Spend one minute preparing the Attribute before it is used
- 3 Assignments Spend one hour preparing the Attribute before it is used

TABLE 19: LIMITERS

Activation	Deplete	Maximum
Assisted	Detectable	Object
Backlash	Emotional	Permanent
Charges	Environmental	Recovery
Concentration	Equipment	Semi-Permanent
Consumable	Imbue	Unique Limiter
Dependent	Irreversible	Unpredictable

ASSISTED

The Attribute requires supporting individuals who must be present for its ongoing function or activation. These assistants cannot be just anyone, since they must fulfil a special requirement appropriate to the Attribute. This could be assigned to represent a major magical ritual that requires an entire congregation of chanting acolytes or true believers, or an Attribute built into an Item that requires humanoid or animal power (such as Water Speed requiring rowers or a carriage requiring a horse).

- 1 Assignment A single assistant is required for the Attribute to function
- 2 Assignments A small group of assistants (2-10) is required for the Attribute to function
- 3 Assignments A large group of assistants (11-100) is required for the Attribute to function

BACKLASH

The character suffers an unfortunate side effect whenever the Attribute fails to work. If the character fails their appropriate Ability check when using the Attribute, or badly misses their target when attacking with a Weapon, the character is hit with the energy or essence that would have powered the Attribute's use. The Backlash could be physical damage, memory loss, aging, Ability drain, disorientation, or many other effects that make the character's life more difficult. The player and DM should determine the game effect of the Backlash together.

- 1 Assignment The Backlash occurs if the character fails their roll by a significant margin (5 or more)
- 2 Assignments The Backlash occurs if the character fails their roll by a moderate margin (3 or more)
- 3 Assignments The Backlash occurs if the character fails their roll

CHARGES

The character can only use the specific Attribute occasionally. This may result from a need to recharge the Attribute (or a device), an incredible drain on the character's internal reserves, or a different form of limitation. Charges are normally applied to Attributes with instantaneous effects, such as Jumping or Teleport, or those with a finite duration per use (such as Mimic). The Recovery Limiter (page 148) is instead assigned to Attributes with an ongoing effect, such as Flight or Water Speed.

- 1 Assignment Only use the Attribute four to six times a day (or session)
- 2 Assignments Only use the Attribute two or three times a day (or session)
- 3 Assignments Only use the Attribute once a day (or session)

CONCENTRATION

The character must concentrate while using the ongoing Attribute (it does not apply to Attributes with an instantaneous effect; see the Activation Limiter instead on page 145). If the character's concentration is interrupted voluntarily or by an outside event, the Attribute ceases to function.

- 1 Assignment Requires slight Concentration – The character can still perform other general actions but cannot perform any combat-related actions (attacking or defending) or use other Attributes that also require Concentration
- 2 Assignments Requires intense Concentration – The character can move at slow speeds and talk with others while using the Attribute but cannot perform any complex actions (including attacking or defending) or use any other Attribute
- 3 Assignments Requires full Concentration – The character cannot do anything else while using the Attribute and must remain still to devote their full attention to the Attribute

CONSUMABLE

The Attribute requires some form of focus to use properly, which is destroyed when the Attribute is activated. This focus could be anything from burning candles and incense, to consuming special herbs, to the sacrifice of an animal.

- 1 Assignment Focus is easy to replace
- 2 Assignments Focus is hard to replace
- 3 Assignments Focus is very difficult to replace

DEPENDENT

The character cannot use this Attribute unless one or more other Attributes are used at the same time. Dependent is only a Limiter if this use is a significant disadvantage. For example, a character might have Immunity that is Dependent upon Flight (the Immunity ceases to function when the character is on the ground) but not Flight that is Dependent on Immunity (since there is rarely a compelling reason to turn off the Immunity Attribute). Dependent is also valid if one Attribute requires the other to succeed, provided that a roll is required. For example, Mind Control might be Dependent on Telepathy – the character can only take control of people after they have established a telepathic link. The player must justify the Dependent Limiter to the DM to avoid inappropriate combinations.

- 1 Assignment Dependent Attribute does not take effect until one other Attribute is activated
- 2 Assignments Dependent Attribute does not take effect until two other Attributes are activated
- 3 Assignments Dependent Attribute does not take effect until three other Attributes are activated

For example, a Vengeance Gem (page 208) has its AC Bonus and Combat Mastery Attributes Dependent on the Cognition Attribute. Since the precognition's Deplete Limiter burns 10 Energy each use, the gem's wielder uses that ability rarely. Only when precognition is in effect and showing glimpses of the future do the AC Bonus and Combat Mastery Attributes also function.

DEplete

Only assign this Limiter in games using the optional Energy rules (see page 176). The character's Energy is used to power a particular Attribute. The Energy will either be reduced after the Attributes use (for Attributes for immediate effects, such as Teleport and Weapon), or while the Attribute is being used (for Attributes that are ongoing, such as Flight and Undetectable).

- 1 Assignment Attributes with immediate effects burn 10 Energy for each use (or attempted use); ongoing Attributes burn 10 Energy each minute of use
- 2 Assignments Attributes with immediate effects burn 20 Energy for each use (or attempted use); ongoing Attributes burn 5 Energy each round of use
- 3 Assignments Attributes with immediate effects burn 30 Energy for each use (or attempted use); ongoing Attributes burn 20 Energy each round of use

DETECTABLE

While using the Attribute, the character can be pinpointed and possibly identified by others who have specific detection techniques. For example, the Attribute's use may create a loud noise or a bright flash, send vibrations through the ground, or emanate mental shock waves. Detection techniques that can pinpoint the Attribute's use include: astral, ethereal, standard sight/hearing/smell, infrared, mental, sonar, spiritual, ultraviolet, vibration, and others. The Weapon Attribute is Detectable by default and therefore cannot have this Limiter assigned. Detectable only applies if the Attribute calls attention to itself in a noticeable fashion, and thus is often not appropriate for Items (which can normally be seen and identified).

- 1 Assignment Detectable using 1-2 methods
- 2 Assignments Detectable using 3-5 methods
- 3 Assignments Detectable using 6-10 methods

EMOTIONAL

The Attribute only manifests in situations where the character is experiencing a very strong emotional trigger that calls for the use of the Attribute. For example, a character's Healing Attribute with this Limiter might only be able to restore Hit Points to someone with whom the character had a strong emotional tie (such as a friend or family member). Similarly, a Weapon may only function if the character was striking to avenge a loved one, reverse a humiliation, or save the world.

- 1 Assignment Use requires significant Emotional investment
- 2 Assignments Use requires strong Emotional investment
- 3 Assignments Use requires extreme Emotional investment

ENVIRONMENTAL

The Attribute only functions in a particular limited setting or condition. For example Weapon (Environmental: Water) can represent an aquatic attack that only functions in lakes and rivers, while Teleport (Environmental: Forests) could represent a sylvan ability that allows magical movement through trees but nowhere else. This Limiter can also apply to non-physical “environment” situations, such as “When life is in danger” or “When fighting goblins” or “Activates automatically under X specific condition”. The environment can be common (one assignment), but should not be one that characters will always encounter during the campaign. For example, “only on the Material Plane” is not a valid setting unless much of the game action takes place in an alternate dimension. This Limiter is also inappropriate if an environment is implicit in the Attribute, such as Water Speed being limited to travel through liquids.

- 1 Assignment Adventures often take place in or near the specific environment
- 2 Assignments Adventures occasionally take place in or near the specific environment
- 3 Assignments Adventures rarely take place in or near the specific environment

EQUIPMENT

The Attribute requires specific materials, tools, furnishings, or accessories to properly use. Unlike an Item, the required Equipment does not embody the Attribute but rather helps the character activate effects. The Equipment can be reused unless it is destroyed by the Attribute’s Consumable Limiter.

- 1 Assignment Equipment is easily portable, such as a wagon, toolkit, or mystical tome
- 2 Assignments Equipment is awkward to move, such as a statue, portable altar, or large furniture
- 3 Assignments Equipment is static, such as workshop, laboratory, or shrine

IMBUE

Imbue is usually assigned with the Charges Limiter. The character does not use the Attribute themselves, but instead grants its use (excluding Imbue effect) to others for the duration of one dramatic scene. Imbue can represent blessings performed by the character for protection, inspirational speeches that encourage others, a special wish-granting ability, anatomical upgrades performed by the character, etc. To maintain adventure balance, the DM must approve all Imbue assignments.

- 1 Assignment Imbue 3 people simultaneously
- 2 Assignments Imbue 2 people simultaneously
- 3 Assignments Imbue 1 person

IRREVERSIBLE

This Limiter can only be taken in conjunction with Attributes that change the physical appearance or structure of the character, such as Alternate Identity, Change State, Elasticity, or Undetectable. Once the character has transformed from their normal state, they cannot transform back to a prior form without meeting certain conditions. This might include a magical ritual, work by an alchemist, consuming a specific substance, or simply the passage of time.

- 1 Assignment It takes several hours of work or special circumstances to enable the character to transform back to an earlier form
- 2 Assignments As above, but the process also requires expensive or rare replacement components, ingredients, or prerequisites
- 3 Assignments As above, but it takes several days



MAXIMUM

The character cannot use the specific Attribute at the lower end of its power range and always functions at its Maximum strength (consider effective Rank, not actual Rank). This could represent a character who is too talented for their own good, an Item that only functions within certain maximum parameters, a powerful character who pushes the Attribute's limits so often that they have forgotten how to use it at a lower Ranks, etc.

This Limiter is usually assigned to the following Attributes: Change State, Dynamic Powers, Elasticity, Flight, Jumping, Teleport, or Water Speed. The DM must approve its exact application to ensure the Attribute is sufficiently limited.

- 1 Assignment The character's Attribute is at Rank 2 and always functions at its Maximum effectiveness
- 2 Assignments The character's Attribute is at Rank 3 or 4 and always functions at its Maximum effectiveness
- 3 Assignments The character's Attribute is at Rank 5+ and always functions at its Maximum effectiveness

OBJECT

Object is usually assigned to Attributes contained within Items that are contrary to the Item's "normal use", which primarily benefits the Item itself and not the character who uses it. For example, a cloak with Flight and the Object Limiter might be able to fly to the wearer upon command, but the character could not actually fly while wearing it (which would be the normal use of an Item with Flight). When questions arise concerning the "normal use" of an Item, consult the DM.

- 1 Assignment The Item's Attribute still provides moderate benefit to the character
- 2 Assignments The Item's Attribute still provides slight benefit to the character
- 3 Assignments The Item's Attribute hardly provides any benefit to the character

PERMANENT

The Attribute is always functioning, and the character cannot turn it off. This Limiter only applies to Attributes that would inconvenience the character if the Attribute is always active, such as Change State, Nullify, Undetectable, etc. The player and DM should discuss the problems and limitations associated with an eternally active Attribute.

- 1 Assignment Permanence is a slight inconvenience
- 2 Assignments Permanence is a minor inconvenience
- 3 Assignments Permanence is a moderate inconvenience

RECOVERY

After the character uses the ongoing (not instantaneous) Attribute, they cannot use it again for a specific period of time. The longer the Attribute is used, the longer the rest period must be. For example, the mental capacity of a character with Mind Control may need time to recuperate after use, or an Item that grants Flight may need to be recharged between uses. Only under exceptional circumstances (and at a great sacrifice,

as determined by the DM) can the character use the Attribute again before the waiting period has elapsed. This Limiter is usually incompatible with the Deplete and Charges Limiter.

- 1 Assignment For every 1 minute the character uses the Attribute, the Recovery time is 1 minute before the Attribute functions again.
- 2 Assignments For every 1 minute the character uses the Attribute, the Recovery time is 10 minutes before the Attribute functions again.
- 3 Assignments For every 1 minute the character uses the Attribute, the Recovery time is 1 hour before the Attribute functions again.

SEMI-PERMANENT

The Attribute is always functioning, though the character can turn it off for short periods by expending Energy (and thus enjoy a normal life for brief periods). This Limiter only applies to Attributes that would inconvenience the character if the Attribute is always active, such as Change State, Nullify, Undetectable, etc. The player and DM should discuss the problems and limitations associated with an eternally active Attribute.

- 1 Assignment Semi-Permanent Attribute is a minor inconvenience to the character; can be turned off at a cost of 1 Energy/minute
- 2 Assignments Semi-Permanent Attribute is a moderate inconvenience to the character; can be turned off at a cost of 10 Energy/minute
- 3 Assignments Semi-Permanent Attribute is a major inconvenience to the character; can be turned off at a cost of 10 Energy/round

UNIQUE LIMITER

This covers any and all possible Limiters that an Attribute might possess but are not detailed in the rules. This offers a near-endless number of restrictions, and consequently the player and DM should discuss the ramifications of the Unique Limiter.

- 1 Assignment Unique Limiter imposes minor restrictions on the Attribute
- 2 Assignments Unique Limiter imposes moderate restrictions on the Attribute
- 3 Assignments Unique Limiter imposes major restrictions on the Attribute

UNPREDICTABLE

The character's Attribute frequently does not function when desired and requires a successful Ability check to use. If the Attribute does not list a Relevant Ability, use Constitution. At the DM's and player's discretion, Unpredictable can also represent an Attribute that does not always function in the manner desired. For example, a character with Mind Control might dominate the wrong targets, or Control Environment might not always generate desired results. For this alternative, the Ability check determines if the Attribute operates properly; a failed roll indicates that it activates in an unexpected manner.

- 1 Assignment Must make a successful easy Ability check (DC 10) to use the Attribute
- 2 Assignments Must make a successful medium Ability check (DC 15) to use the Attribute
- 3 Assignments Must make a successful hard Ability check (DC 20) to use the Attribute



CHAPTER 8

Action

CHAPTER 8

ACTION

In a role-playing game like Anime 5E, most character or NPC actions do not require any particular rules. A player simply states that their character walks across the tavern, picks up an object, rides their mount, talks to someone, etc., and if the DM agrees that the action is possible and can be performed without much difficulty, this simply happens. Personal interaction between characters or NPCs is at the heart of role-playing games, and this is what sets them apart from other tabletop games (board, miniature, party, etc.). The players and DM will spend most of their role-playing time talking “in character” and describing what their alter egos are doing from scene to scene. In addition to speaking with the voice of all the background and supporting characters they control, the DM also describes what the player characters are seeing, hearing, smelling, touching, and tasting to provide context and understanding for the characters’ actions.



The Story Begins

Throughout the course of a game, circumstances may arise where specific rules can help determine what happens. This is usually the case when the outcome of an action or event is uncertain, and the result is important to the story. If a character needs to unlock the dungeon door to rescue the prince before the orc captors arrive, can they do it in time? If a spooked mount careens off a cliff, can the character jump clear in time, and if not, how badly will the fall injure the character? If a Half-Dragon and a Half-Troll get into a fight, who wins?

A character’s Abilities, Attributes, Skills, and proficiencies help resolve these dramatic questions. In many cases, dice rolls can add additional hazard and drama to the action. The dice rolls represent elements beyond the direct control of the character or the uncertainty that results when opposing characters interact. In some situations, the DM may elect to determine the results without rolling dice (see *Should You Roll The Dice?*, page 153). The DM may do so if they think a particular outcome is certain (whether a success or a failure), or a particular outcome is dramatically necessary to the game.

One situation the rules cover in greater detail is combat. The game mechanics for physical conflict are explicit to give players greater control over their characters’ actions when engaged in a mortal struggle. If they lose, they will know the DM has not arbitrarily injured or killed their characters. The DM can also follow a similar procedure with any other actions that affect a character’s fate: treat routine activities in passing and delve into more detail whenever an action impacts the characters physically or emotionally.

DESCRIBING ACTIONS

Characters can perform or attempt a nearly endless list of actions. These can be mundane activities (talking, breathing, thinking, etc.), skilled activities (forging a weapon, researching into arcane spells, moving silently, climbing the side of an inn, etc.), or combat activities (brawling, escaping, slashing, etc.).

Every DM has a preferred method for having players describe their characters’ actions. Usually, this involves the DM moving from player to player and asking, “What is your character doing?” Experienced DMs try to give each person equal role-playing time so that everyone is an important facet of the story (switching between characters as necessary). Players are responsible for relating their characters’ intended actions to the DM, who describes the results of those actions or requests an Ability or Skill check (or other roll) to determine the outcome.

Consider the three action descriptions below:

- » “My character, Uthrae, is searching for the missing sword.”
- » “My character, Uthrae, is searching for the missing sword in the lower floor of the crypt.”
- » “My character, Uthrae, is going to quickly search for the missing sword in the lower floor of the crypt. He will knock down doors if necessary in order to find it as quickly as possible, and I’ll summon my flying lemur to help.”

All three accounts involve Uthrae looking for a lost sword, but the degree of detail is quite different. You should not be overly concerned with detail if it is irrelevant to your character’s actions (such as exactly how Uthrae is forcing open the doors in the final description), but sometimes a little detail can greatly alter the DM’s interpretation of the event.

Game Time

The “in game” passage of time in a role-playing game is fluid, just as it is in a story. In some situations, such as a conversation between two characters, the flow of game time normally matches real world time. More often, the amount of time that passes depends on the characters’ activities as set by the players’ actions – things happen as soon as dramatically appropriate. Climbing a high mountain may just take a few short minutes of description, or a few die rolls, to resolve. It does not take the many hours or days that climbing a mountain would actually take. The DM should telescope time until something interesting happens: “Two weeks pass while you investigate the assassination. Then the culprit secretly nails a poster to the gallows in the town square, announcing their plans to kill another noble if their demands are not met.” DMs may also go back in time to employ flashback scenes, which are useful tools to establish the background for a story without simply recounting the information in a dry fashion. Finally, in very dramatic situations such as combat, the DM may keep very precise track of time by using individual “combat rounds” (see Anime 5E Combat, page 158).

SCENE, ROUND, AND INITIATIVE

Three common measures of game time are a dramatic scene, a round, and an Initiative. A dramatic scene is any situation where the events remain linked, moment-to-moment. Think of it in anime terms – a scene lasts until the animation cuts to an entirely new setting, potentially with new characters.

For example, if a player character is speaking with an informant in a tavern about the shift changes and guard rotations for the city watch, the entire conversation constitutes a scene. Once the DM switches scenes to the character entering a back alley, following up on the informant’s lead, the tavern scene ends and a new dramatic scene begins in the back alley.

If the conversation was instead interrupted by a hired assassin attacking the informant – intent on shutting them up before they could reveal any important information that jeopardised the Assassin Guild’s position with the city regent – the tavern scene would not yet end when the character chased the assassin down a back alleyway. Since the events are still linked moment-to-moment, it is still a part of a singular dramatic scene even if the setting has changed.

A round is a measure of time of approximately six seconds in length, while an Initiative is one specific moment in time. A round is primarily used for combat situations and is the amount of time in which an average person can react to a situation, make a decision, and perform a significant action during a battle or other stressful situation.

When combat occurs, characters roll Initiative (page 155), and each character is allowed to act in order of their Initiative (with those characters with higher Initiative numbers acting earlier in the round than those with lower Initiative numbers).

Dice Rolls

Anime 5E uses the entire range of polyhedral dice – d4, d6, d8, d10, d12, and d20. The lower dice (d4 through d12) are primarily used for Hit Points and damage calculations, while d20 is the most common die size rolled during gameplay and is used in many situations.

When a player or the DM needs to generate a random number to determine the outcome of an unknown event, one d20 is usually rolled (see Advantages and Disadvantages, page 153, for exceptions to this). Rolls are made during a game to determine the success or failure of important actions performed by the player characters, and by NPCs interacting with them. Rolls are only needed for actions where the character’s success is uncertain. The DM can also simply decide that an action succeeds or fails without a roll, and many routine or minor actions should be resolved this way. See the Should You Roll The Dice? sidebar on page 153.

If the DM decides a dice roll is required, the player rolls a d20 and adds the relevant Ability Score modifier and appropriate Proficiency Bonus to the number rolled. They may also add any appropriate situational bonuses to the roll, or subtract any situational penalties. The resulting sum is called the “check total” or “total roll”. The higher the check total, the better the character’s attempt. The check total is compared to either a Difficulty Class or an opponent’s check total (a situation called a contest) to determine if the task was successful.

Who Rolls The Dice?

In most cases, a player rolls dice to determine the success of an action their character performs, while the DM rolls the dice to determine the results of NPC actions when they impact the characters. In situations where NPCs are only involved with other NPCs, the DM should simply decide what happens rather than rolling dice.

In some circumstances, the DM may roll the dice to determine the results of a character’s action instead of having a player roll to keep the actual dice roll – and the reason for rolling – secret. This is normally done if having the player roll would give away an event that should remain unknown to the character. For example, if there is something hidden that the character may or may not notice, the DM can secretly roll dice to see if the character spots it. If the DM allowed the player to roll the dice, the player would know that a clue existed even if the character did not succeed in noticing it.

PLAYERS ROLLING FOR NPCs

One alternative the DM could explore is having players roll the dice for NPCs and monsters, rather than the DM. This is particularly effective during prolonged periods of dice rolling that only involves some of the player characters, such as when the party splits up and one team enters combat. Since combat can take a while – and everyone knows that sitting around watching the other players roll dice can be boring – the DM can better engage the idle players by having them take over the DM’s dice rolling tasks for the NPCs. This frees up the DM to focus on narrative storytelling, and keeps all players busy.

DIFFICULTY CLASS

The success of most non-combat rolls is determined by comparing them to a Difficulty Class or DC (see Table 20). The DM assigns the task under consideration a DC before the roll is made. If the check total is equal to or higher than the DC, the task succeeds. If it is lower, the task fails. DMs should assign DCs based on how easy or difficult the task is to perform. When in doubt, assign a medium DC 15; this is also the default DC to activate an Attribute using its Relevant Ability, unless the DM decides otherwise.

For example, riding a horse along a busy road would not normally require any dice rolls for most adventurers, since riding is usually a routine activity. Doing so while lacking sleep, though, may be an easy task (DC 10). Galloping at high speeds during inclement weather might be a medium task (DC 15). Racing along the same route on a spooked horse may become a hard task (DC 20) or perhaps very hard task (DC 25) instead. Attempting to do so while blindfolded – and using sounds in the area to guide the horse when possible – is a nearly impossible task (DC 30).

The DM usually tells the player the task's DC before the player rolls, giving the player a target for which to aim ("Ash, your Nekojin needs to make a DC 15 Wisdom check to succeed."). In some instances, though, the DM can keep the DC a secret to create dramatic tension and only reveal it after the character's check total resulted in success or failure.

Armour Class as Difficulty Class

A special type of Difficulty Class is in combat: an Armour Class or AC. See page 160 for additional details about comparing attack rolls against Armour Class.

CONTESTS

Instead of setting a specific DC, the DM may decide that a task requires an opposed roll – known as a contest – against another player or NPC. This is appropriate for any situation that involves a direct competition between opponents, such as arm wrestling, a board game, or interrogation.

In a contest, the two (or more) characters involved each roll their own dice. The character with the higher check total (for example, a dice roll + Ability modifier + Skill Proficiency Bonus) succeeds. If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

TABLE 20: DIFFICULTY CLASS

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



Roll Types

There are six primary types of dice rolls used during Anime 5E gameplay: an Ability check, a Skill check, a Saving Throw, an Initiative roll, an attack roll, and a damage roll. Each of these rolls tests a particular facet of a character's competencies. When a player announces the intended actions of their character, the DM decides if a dice roll is necessary. If yes, the DM chooses which type of roll is most appropriate, based on these guidelines.

Attack and damage rolls are described in additional detail in the combat section (page 158). The other types of rolls are explored in this section.

Advantages and Disadvantages

Sometimes an Attribute, spell, or special situation grants an advantage or imposes a disadvantage on an Ability or Skill check, a Saving Throw, or an attack roll. In these situations, the player rolls two d20s simultaneously when making the roll for their character. The player uses the higher (advantage) or lower (disadvantage) of the two rolls when determining the check total. For example, if the two d20s show a 17 and a 5, the die roll result is a 17 for an advantage and 5 for a disadvantage.

Multiple Modifiers

If multiple situations affect a roll and each one grants an advantage or imposes a disadvantage, the player still doesn't roll more than one additional d20. If circumstances cause a roll to have both advantages and disadvantages, the modifiers cancel, and the player only rolls one d20 as normal. This is true even if multiple circumstances impose disadvantages and only one grants an advantage (or vice versa). At the GM's discretion, multiple disadvantages applied to a single roll result in an automatic failure instead.

Passive Checks

At the DM's discretion, a player may eliminate the random element of a die roll for their character by assuming an automatic result of 10 instead of rolling the dice (known as a passive check). Any Attribute bonuses or penalties, as well as Ability and Proficiency modifiers, still apply as normal, adding to or subtracting from the 10 result. A character can use passive checks on any rolls that the DM permits, including Ability and Skill checks, Saving Throws, Initiative rolls, and attack rolls.

Passive Checks with 2d20

The passive check die value of 10 is increased to 15 in situations that grant an advantage and decreased to 5 for situations that impose a disadvantage.

ABILITY CHECKS

An Ability check is used when the DM believes that innate talent is more important than any learned expertise in resolving an action's success. An example of an Ability check could be a Strength check to force open a locked door using muscle alone.

The DM decides which of the six Abilities is being tested by the action or situation. See the Ability Score descriptions in Chapter 2 (page 24) for a list of activities that are associated with particular Abilities. For Ability checks that relate to an

Attribute's use, the relevant Ability is usually suggested in the Attribute description.

The success of an Ability check is determined by rolling a d20 and adding the relevant Ability modifier. The result is the check roll. This is compared to either the task's DC (page 152) or to an opponent's check total in a contest (page 152) to determine if the task was successful.

Ability Check Total = d20 die roll + Ability Score modifier

The DM must decide whether an Ability check is made against a DC or is a contest. If it is a contest, the DM must decide what type of roll opposes it. This may be the same type of roll – for example, Strength versus Strength in an arm wrestling match. It could also be a different Ability, such as opposing Charisma versus Wisdom when seducing an innocent. In some situations, the DM may also decide that an Ability check is opposed by another type of roll, such as a Skill check.

A character's Attributes can sometimes modify certain Ability checks. For example, the Mind Shield Attribute (page 108) adds a +2 check bonus per Rank to any Ability checks when resisting psychic intrusion.

SHOULD YOU ROLL THE DICE?

Not all actions require a dice roll. Obviously many mundane character activities, such as hammering a nail, riding a horse down a road, or eating lunch, should never need dice rolls unless there are exceptional circumstances surrounding the character's actions. In other situations, the necessity to roll dice is less obvious. If a character is virtually guaranteed to succeed at a task, then the DM should consider whether the roll is necessary. While it is true that the character might fail, having the player roll the dice will slow the game down. Consequently, DMs should recognise when a character is almost certainly going to succeed at an unopposed task and not request a dice roll. Game play can then continue uninterrupted.

The following is a list of suggestions when the dice should and should not be rolled. If a roll is unnecessary, the character should gain an automatic success for the action.

Roll dice when...

- » The unpredictability of dice adds to the game's excitement
- » The action is foreign to the character
- » The action has been a past weakness for the character
- » The character is somewhat distracted or cannot concentrate
- » An opponent is working directly against the character
- » The action is not of trivial difficulty
- » Outside forces influence the actions
- » The player wants to roll the dice

Do not roll dice when...

- » Rolling dice would reduce the enjoyment of the game
- » The action is routine for the character
- » The action requires a trivial amount of talent compared to the character's Level, Attribute Rank, or competency
- » The character is using a passive check on a roll (left column)
- » Story flow is more important than the roll

Combining Ability Checks

When more than one character applies the same Ability in a manner that would be additive, one character is considered the leader of the effort – often the character with the highest Ability Score – and the other characters are helpers. The leader receives an advantage (page 153) on their Ability check and can re-roll either of the two d20s a number of times equal to the number of helpers until they are satisfied with the dice roll result.

For example, three characters work together to lift a heavy wagon off a trapped child – a task the DM considers a DC 20. The lead character is Slize, a brawny Half-Troll Samurai with a Strength of 16 (+3 modifier). With the check advantage, Slize rolls 2d20 and get a 5 and 4 – a failure. The three characters strain to lift the cart, but can't get proper handholds in the rain.

They refuse to give up, though, and keep struggling. Since Slize has two helpers for his Strength check, he gains two dice re-rolls. He re-rolls the 4 and gets a 9, which still isn't high enough. He then re-rolls the 5 and gets an 18. With the 2d20 showing an 18 and a 9, his die roll equals 18. Adding his +3 Strength modifier, Slize's final Strength check total is 21 – narrowly exceeding the DC 20. With a final heroic effort, the characters raise the wagon high enough for the child's mother to pull them free to safety!

Using Attributes

If an Attribute does not specifically require an Ability check, DMs can assume they function automatically in most situations. Of course, the DM may decide that a roll is necessary in unusual circumstances. For example, a character with the Tournament Encyclopaedia Combat Technique Attribute (page 95) may need to make an Intelligence check when trying to recall obscure details about an opponent. Certain Attributes occasionally require Ability checks (or other rolls) to properly use the Attribute, while other Attributes provide modifiers to existing rolls, as noted in their descriptions in Chapter 5.

SKILL CHECKS

A Skill check is similar to an Ability check, except it is used when the task is one that the DM decides would be governed by both an Ability and a particular Skill (page 113). In addition to adding the relevant Ability modifier to the d20 roll, the character also adds their Skill Proficiency Bonus, when appropriate.

Skill Check Total = d20 die roll + Ability Score modifier + Proficiency Bonus (if proficient with Skill)

For example, if a task requires general intellectual ability (such as remembering the name of a person the character had met), the character normally makes a simple Intelligence check. Deciphering a scroll written in a rare language would also require an Intelligence check, but this task falls under the umbrella of the History Skill (or perhaps the Culture or Religion Skill, depending on the situation). In game terminology, this task would require a "Intelligence-Based History Skill check" – shortened to a "History Skill Check". For such Skill checks, add both the appropriate Ability modifier and the Skill Proficiency Bonus (if proficient) to the die roll to determine the check total.

The DM is responsible for deciding which Ability and Skill proficiencies are relevant to a particular task. Of course, the DM should listen to the player's reasoning why a particular Skill would apply to their roll, but the final decision belongs to the DM.

The DM should select the DC before the player rolls. In a contest, the DM also decides whether the Skill check is opposed by an Ability check or Skill check (or other type of roll), and what Abilities or Skills are involved. This may depend on a character's actions. Sometimes the contest will involve the same Skill, but often a different Skill or an Ability check is more appropriate.

For example, during a tense interrogation scene, a Wisdom-based Interrogation Skill check could be opposed by: a Charisma check (if someone tries to resist by sheer determination); an Intelligence check (if the character tries to trick the interrogator); a Constitution check (to tough out any physical abuse); a Persuasion Skill check (if the character tries to make a deal to stop the interrogation); a Performance Skill check (if the character pretends to pass out during the interrogation); etc. The DM decides which Abilities or Skills are valid, and there is plenty of opportunity for creativity when role-playing.

Skill Synergy

It is possible for a character to have two or more Skill proficiencies that work well together during a specific task, such as the Acrobatics, Engineering, and Trap Skills when trying to bypass a complex series of mechanical traps. If the DM allows multiple synergistic Skill proficiencies to assist in the task, the character gains an advantage (page 153) on their Skill check.

Combining Skill Checks

When more than one character simultaneously applies the same Skill towards the same goal, their efforts may overlap, and they can work together. For example, multiple characters with the Culture Skill proficiency may pool their academic talents to research facts about a specific civilisation. In this case, one character is considered the leader of the effort, and the other characters are helpers. The leader receives an advantage (page 153) to their Skill check. The DM may limit co-operation in any situation where it would be inappropriate.

Group Skill Checks

When a number of individuals are trying to accomplish something independently but still as a group, the DM might ask for a group Skill check. Fortunately, the characters who are skilled at a particular task help cover those who are not.

In these situations, everyone in the group makes the same Skill check (or Ability check, if the DM does not think Skills apply to the situation). If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the DM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group may run into some trouble!

Unskilled Attempts

Often, a character will attempt an action for which they do not possess the relative Skill proficiency. The approach in these situations is dependent on the nature of the action.

Familiar Action

If the character is undertaking a familiar action, yet lacks a relevant Skill proficiency, make an Ability check instead of a Skill check (i.e. no Proficiency Bonus). The familiarity should have been established previously, such as in the character's background story, or should be consistent with the character's role within the setting. The player should explain to the DM why their character is familiar with the current task, with the DM having the final say whether the character is sufficiently familiar with the task to avoid an unfamiliar action penalty.

For example, a Dynamic Spellbinder who attended magic university to study The Art undoubtedly has at least a cursory familiarity with many academic fields. Similarly, almost all characters living in a rural farm setting would be familiar with the process of wilderness survival, even if they do not possess the Survival Skill proficiency. A wealthy noble who has benefited from a pampered life, however, is likely not familiar with wilderness survival techniques; consequently, fending for themselves in a forest would be an unfamiliar action.

Unfamiliar Action

If the character is undertaking an action with which they are unfamiliar, the task should be treated as a normal Ability check but with a disadvantage (page 153) applied to the roll.

Required Skill

The DM may decide certain tasks automatically fail when performed by characters lacking the required Skill proficiency. Examples of required Skill activities include: performing delicate surgery, deciphering ancient scripts, concocting an antidote for a poison, estimating the value of a rare piece of art, etc.

SAVING THROWS

A Saving Throw (or Save) represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. Characters don't normally decide to make a Saving Throw; they are forced to make one because they are at risk of harm. Each Save is tied to a specific Ability (such as a Dexterity Saving Throw to avoid a trap, or Constitution Saving Throw to resist the effects of poison). If the character is proficient with the Saving Throw Ability Score required – usually linked to their choice of Class, though a proficiency may have been added through an Attribute – they add their Proficiency Bonus to the Ability check when determining the Saving Throw's check total.

Saving Throw Total = d20 die roll + Ability Score modifier + Proficiency Bonus (if proficient with Saving Throw)

The DC for a Saving Throw is determined by the effect that forced the roll (for example, a Fifth Edition spell or an opponent's Weapon Attribute), or determined by the DM based on the situational specifics. A Saving Throw can be modified by a situational bonus or penalty, and can also be affected by an advantage or disadvantage, as determined by the DM. The result of a successful or failed Saving Throw is also detailed in the effect that allows the Save. Usually, a successful Save means that a character suffers no harm, or reduced harm, from an effect.

INITIATIVE ROLLS

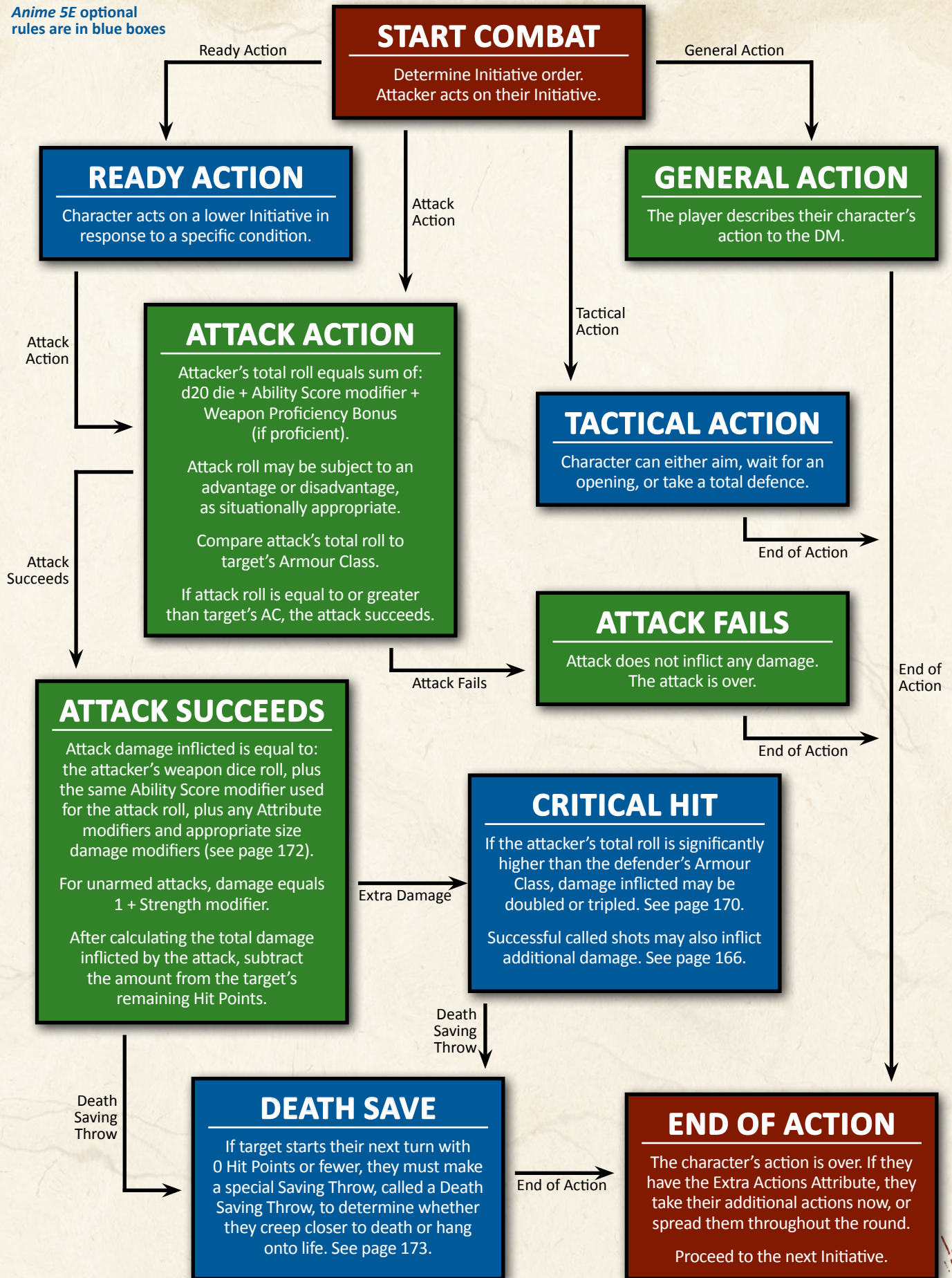
Initiative rolls are a special type of roll made by participants at the start of a combat scene to determine the order in which they will act throughout the battle. Each participant in the battle makes an Initiative roll, which is the same as a Dexterity check. In addition, the Lightning Reflexes Combat Technique (page 94) gives the character a +2 bonus on their check total. Initiative rolls determine the Initiative order, from the highest to the lowest check total. Details concerning Initiative are expanded in the next section on Combat, page 158.

Initiative Roll Total = d20 die roll + Dexterity modifier





Anime 5E optional rules are in blue boxes



Anime 5E Combat

Conflict is an essential component of nearly all role-playing games. Physical conflict, or combat, is an important element of Anime 5E – but important need not be the same as frequent. Combat should be a vital element of a scene and not just a distraction that the DM uses to pass the time. Whenever a character enters into physical conflict with another character or NPC, combat begins.

At the beginning of any new combat scene, the characters all make Initiative rolls (page 159). This determines the order they can act during the combat: the Initiative order. This remains constant for the duration of the combat and under normal circumstances, does not change round to round.

After the Initiative order has been determined, combat proceeds through a series of one or more rounds. Each round of combat covers approximately six seconds of time. DMs can have rounds represent more time if it would be dramatically appropriate – for example, a huge army battle that unfolds over days or weeks instead of six-second rounds. A round is simply the period of time in which an ordinary character can perform one significant action.

Characters are normally permitted to take one action per round, though characters with the Extra Actions Attribute (page 101) can act multiple times in a single round – as can some Classes from the Fifth Edition PHB (such as Fighters). An action is a major activity, such as attacking an opponent (an attack action) or doing something else significant like performing a magical ritual, using a special ability, or running away with no thought of doing anything else (a general action). An action can typically also incorporate limited movement while carrying out the activity.

Each round of combat is subdivided into two parts: Initiative and character action. The DM resolves Initiative first, then all the participants in a combat get to perform a character action. After they have done so, the round ends; if combat is still ongoing, a new combat round begins.

FANTASY MECHA BATTLES

Although a character's Armour Class, Hit Points, Abilities, and Attributes are the primary consideration during combat, the parameters change when they use an Item to battle instead. This situation is most frequently encountered while fighting from inside a fantasy mecha, when the character's base combat resistances and Ability Score modifiers may not come into play. Each fighting Item may have its own AC, HP, STR, and DEX values, which are based on its size and material composition.

When adding combat Attributes to such a fighting mecha through the Item Attribute (page 105), consider the following:

- » *Augmented (page 92) adds Strength and Dexterity (and not normally any other Ability Score), starting from a base of 10. Each Rank adds +1 to the Item's Ability Score.*
- » *The Item's base Armour Class is 10. AC Bonus (page 92) adds and AC Penalty (page 133) subtracts 1/Rank from this base 10 to determine the Item's final AC.*
- » *The Item has 0 Hit Points as its base. Tough (page 120) adds 10 HP for each Rank instead of a percentage.*



DETERMINING INITIATIVE

Initiative regulates the order in which characters act. It is checked only once at the beginning of the combat scene, and remains constant for the entire fight.

Each participant in the battle makes an Initiative roll, which is the same as a Dexterity check. In addition, the Lightning Reflexes Combat Technique (page 94) gives the character a +2 bonus on their check total. The DM does the same for any NPCs engaged in the conflict, usually making only one roll for an entire group of similar NPCs, such as monstrous creatures or loyal minions. Consequently, each member of the NPC group acts at the same time – though exceptions can be made for important NPCs who may act on their own Initiative.

Initiative Roll Total = d20 die roll + Dexterity modifier

The DM should make a note of the Initiative check total of each character and NPC and rank them from highest to lowest (ties remain as ties). This is the Initiative order. The character with the highest total roll has “gained Initiative” and acts first (using all actions, if they have the Extra Actions Attribute), followed by others in descending order. Alternatively, characters can decide to hold their Initiative and delay their action until some time later in the round (page 166).

Should two or more characters or NPCs have the same Initiative, the character with the highest Dexterity acts before the others. In the event of another tie, the tied characters act simultaneously, or the DM can break the tie using another method. Should additional characters enter the scene mid-way through the combat, roll Initiative for them and assign them a place in the Initiative order based on their rolls.

Dynamic Initiative

Some game groups may prefer a more unpredictable and dynamic action order that varies more frequently. To accommodate this preference, Initiative could instead be determined at the beginning of each combat round instead of just once each battle. Using dynamic Initiative will slow down combat scenes, but allows the battle to unfold more randomly with less certainty about when characters can act.

Spreading Extra Actions Across Initiative

Rather than have characters with the Extra Actions Attribute take all of their additional Extra Actions on the character’s single Initiative, the DM and players could collectively decide to spread the actions roughly evenly over the character’s Initiative range instead.

For example, if a character had the Extra Actions Attribute at Level 2 (three actions total – one primary and two unrestricted Extra Actions) and rolled an Initiative of 18, they could alternatively take action on Initiative numbers 18, 12, and 6 – evenly spread out between their rolled Initiative number of 18 and zero. This option has the advantage that it spreads actions over the combat round – keeping the pace moving quickly and other players constantly engaged – but it requires that the players pay closer attention to the descending Initiative numbers as each round progresses.

CHARACTER ACTION

When it is time for a character to act according to their Initiative order, they may take their single action. As mentioned previously, if the character has the Extra Actions Attribute (page 101), they may take additional Extra Actions at this time.

Types of Actions

There are three categories of action: attack actions, tactical actions, and general actions. A character who can perform multiple actions may perform the same or different types of actions. For example, a character with one Extra Action could choose to take two attack actions, a general action and a tactical action, two general actions, etc. Furthermore, decisions concerning the specifics of the subsequent actions can be made after the results of the previous action are known, such as a character using an attack action against an opponent and then switching to a general action for their second action once they see their attack was a fatal strike.

The DM should encourage players to give broad in-character descriptions of what their characters do, and simply use these rules as guidelines for adjudicating game effects. Back-and-forth communication during combat is essential to keep players engaged.

Attack Actions

An offensive attack action – whether it’s a melee or ranged assault – can combine an attack with limited movement, such as charging towards a foe or a description of a colourful combat manoeuvre. For example, “I grab the chandelier and swing down to kick my opponent” is considered a single attack action, even though it involves an acrobatic manoeuvre as well. See page 160.

Tactical Actions

Rather than attacking outright, a character can optionally perform a tactical action that will assist in future attacks (aim or wait for an opening) or help them avoid future damage (total defence). See page 162.

General Actions

This includes all other types of actions, such as using an Attribute, picking up a dropped object, performing a ritual, unlocking a door, performing first aid on a friend, running full tilt, or doing nothing except screaming for help. The effects of general actions are normally adjudicated by the DM. General actions may include movement, unless it would be incompatible with the action. For example, one can run forward while drawing a sword, but not usually while performing first aid unless the character is highly skilled. See page 163.

Bonus Actions

Some traditional Fifth Edition spells, Class features, and other abilities let characters and monsters take an additional action on their turn called a Bonus Action. The Cunning Action feature, for example, allows a Rogue to take a bonus dash, disengage, or hide action. Characters can take a Bonus Action only when specifically indicated in the Fifth Edition rules; otherwise, characters don’t have a Bonus Action to take. Characters may only take one Bonus Action each round, and they can choose which one to use if they have multiple options available.

Attack Actions

An attack is an attempt to strike a target, either physically or with an Attribute or other special feature. It can also be used for similar non-violent actions that involve hitting a target, such as passing a sports ball or throwing a stolen artefact to an ally.

ATTACK ROLL

An attack roll is used to resolve the success of an attack action in combat, such as an attempt to strike a melee blow or fire a ranged weapon at an opponent. The attacking character rolls a d20 and adds their Strength modifier for melee attacks or Dexterity modifier for ranged attacks. If the character is proficient with the specific weapon used in combat (or the entire range of martial weapons; see the Weapon Proficiency Attribute, page 130), they add their Proficiency Bonus to the roll when determining the attack's roll total. Furthermore, spells and special attacks created with the Weapon Attribute (page 124) are considered simple weapons, and thus characters also add their Proficiency Bonus when attacking with them.

Attack Roll Total = d20 die roll + Ability Score modifier + Proficiency Bonus (if proficient with Weapon)

Before rolling the die, the player should clearly describe the method of attack, the weapon their character uses (if any), and the target. If the character is trying something unusual, they should specify this beforehand. If attacking at a distance, they must also be within range (see page 160).

An attack roll is checked against the target's Armour Class. If the attack roll total is equal to or higher than the AC, the attack succeeds. If it is lower, the attack fails and has no effect – though a miss with a ranged weapon may cause collateral damage if the shot strikes somewhere else instead (DM discretion) or if it has the Area or Spreading Weapon Enhancement (page 125/128).

Unopposed Attack Rolls

An unopposed attack against an inanimate target usually succeeds automatically. Inanimate targets include buildings, areas of ground, unconscious or restrained foes, etc. Additionally, attacking an adjacent inanimate opponent typically results in an outrageous margin of success critical hit (see page 170).

EXECUTIONS IN ANIME 5E

Some players and DMs believe it's important that a game system allows for one shot kills of restrained foes. Here's how Anime 5E approaches this topic.

Short Resolution: The fast way to handle this is to use a rule that states "if a character targets an opponent who is unconscious, restrained, or otherwise unable to defend themselves, the target is automatically killed provided damage can bypass their toughness or magical/paranormal defences". This guideline works well for a variety of campaigns.

Long Resolution: When you consider the damage stacking effects of a called shots to vitals (double damage; page 166) and an outrageous margin of success critical hit (triple damage; page 170), the character inflicts 6x damage – which is usually enough to drop most lower-Level opponents below 0 Hit Points.

MELEE VS. RANGED ATTACKS

Some attacks can be initiated at a distance, while others are limited to close-ranged hand-to-hand fighting known as a melee attack. It is up to the DM to decide whether they wish to track accurate ranges and distances, or simply approximate them.

Melee Attacks

A Weapon attack without a Range Enhancement (page 128) is a melee attack. It is only usable against adjacent opponents within touching distance (approximately five feet). This is the range for swords, punches, bites, etc. and is the default range for all attacks if no range is listed. Weapons with the Reach Enhancement (page 128) are also considered melee attacks, but their effective distance is further (10-20 feet) due to their size.

Throwing Melee Weapons

Weapon Items with Range 0 may optionally be thrown out to a range of 5-15 feet. The character loses the thrown Item and it will take at least one general action to recover it. The character suffers a disadvantage (page 153) on the attack roll when throwing such weapons, unless it is also balanced for throwing (such as a throwing knife).

Of course, characters can throw pretty much anything they can lift, including objects from their surroundings (such as chairs, tables, rocks, food, tools, etc.) or their own personal equipment (adventuring gear, armour, coins and other treasure, etc.). Exceptionally heavy or awkward items, or even objects with low densities and high wind resistance, may only travel a few feet before falling to the ground.

Ranged Attacks

A Weapon attack or offensive Attribute with a Range Enhancement is considered a ranged attack. A ranged attack may be made against a target as far away as the Range Enhancement's maximum range (see page 128): 10 feet for one assignment, 30 feet for two assignments, 100 feet for three assignments, or 1,000 feet for four assignments. In many situations, a ranged weapon can still be used against an immediately adjacent opponent in melee range (for example, firing a crossbow at an immediately adjacent enemy), though it depends on the weapon.

Range 1 (10 feet)

Since most physical Weapons and Items can be thrown longer distances, this Range category is usually reserved for special attacks that require close proximity like hypnotic or petrifying gazes, minor breath weapons, ki-powered blasts, etc.

Range 2 (30 feet)

Most hurled weapons such as thrown knives, shuriken, and spears fall into this category, as well as slings and hand crossbows.

Range 3 (100 feet)

Most paranormal attacks such as fireballs and lightning bolts are in this category, as are shortbows and crossbows.

Range 4 (1,000 feet)

Longbows are in this category, as well as large catapults and some far-reaching Weapon Attributes.

FLANKING AN OPPONENT

When multiple melee attackers move in on a single opponent, they may attempt to flank the defender if the terrain permits approaching from different sides. Flanking requires a minimum space between the attackers to allow for multiple attack angles (minimum 120-degree arc), and consequently, no more than two additional attackers may attempt to flank a target. As many attackers may assault the defender as reasonable for the characters' sizes and surrounding terrain, but only one or two attackers may attempt to flank.

The defender designates up to two attackers of choice each round as flanking attackers (with DM guidance), while the remaining are considered primary attackers. The primary attackers do not receive any combat modifiers, but each flanking attacker gains an advantage on their attack roll.

GRAPPLING

Instead of striking to inflict melee damage in melee combat, a character can attempt to grab someone instead. This is a grappling attack, and a character must have at least one empty hand or equivalent appendage free to grapple. Grabbing a small, inanimate object that is not in an individual's sphere of control (page 169) does not usually require an action.

Resolve a grappling attempt like a normal unarmed attack. A successful grapple inflicts no damage, but the attacker can hold a grabbed character relatively stationary. The target suffers disadvantages on all attack rolls while grabbed, as well as when attempting to perform other tasks requiring freedom of movement, such as using hand-held equipment.

If the grabbed character is much stronger (or more agile, at the DM's discretion) than the opponent, though, their disadvantage is eliminated. Conversely, if the grabbed character is much weaker (or perhaps less agile), they not only suffer disadvantages on attack rolls, but they also do not add their Ability modifier or Proficiency Bonus to such d20 rolls while grabbed. A character is considered much stronger than an opponent if their Strength is at least 4 values higher.

It is, of course, possible for one character to grab an opponent who then attempts to grab the character back in return; this is what often happens when grappling.

Grappling Attack Manoeuvres

Once a character grabs an opponent, they can attempt a grappling manoeuvre (lock, throw, or pin) as their next attack.

Lock

Instead of attacking normally, a character who (on a previous attack) successfully grabbed their opponent can choke, crush, or strangle that foe. This attack automatically hits and inflicts normal unarmed damage.

Throw

Instead of attacking normally, a standing character who has already grabbed an opponent can hurl the foe to the ground. This is resolved as a normal unarmed attack. A successful hit releases the foe from the grapple, but inflicts an extra 1d6 damage, plus any additional falling damage (page 179) if the character was in a position to be thrown out a window, off a

cliff, etc. If the attacker throws the opponent at another enemy, the receiving enemy can make a successful Dexterity (Acrobatics) Skill check against DC 10 to avoid getting hit by the body.

Pin

A character who has grabbed someone may attempt to improve their hold during the next attack by completely immobilising the opponent in a pin. DMs may treat this manoeuvre the same as the first grab attack. If the attack succeeds, then the foe is pinned under the weight and pressure of the attacker's body. Attackers may not attempt a pin if the opponent is much stronger (see earlier). Once a character pins an opponent, the target suffers a disadvantage on rolls when attempting to escape (see below). A pinned character cannot attack or defend.

Other Grappling Events

In addition to attack manoeuvres, both people engaged in a grapple have a few more combat options.

Biting

Since biting does not require the use of hands, it is an effective tactic when a character has either grabbed or been grabbed by an opponent. DMs should treat this as a normal unarmed combat attack suffering a disadvantage on the roll – unless the aggressor has a Weapon Attribute defined as a bite, in which case, the disadvantage may not apply.

Escaping

A grabbed character may attempt to struggle free. On the character's Initiative to act, they can attempt to escape instead of attack. This is a contest, with each character making either a Strength (Athletics) or Dexterity (Acrobatics) check – whichever is most advantageous for that character. The character with the highest total roll wins. If the grabbed character wins, they escape – and may also attack or take another action. If the characters tie, the grabbed character escapes, but forfeits their current action. If the grabbed character loses, they are immobilised and forfeits their next action (whether the same round, or the next).

If a grabbed character chooses to attack the person who grabbed them (with appropriate penalties) and inflicts damage equal to or greater than one-half their foe's Hit Point maximum, they escape the grab automatically (since their opponent is suffering in pain) without having to make a specific attempt.

Ground Fighting

Combatants thrown to the ground or who are otherwise forced to fight from a prone position suffer disadvantages while making all melee attack rolls. Depending on the circumstances, the DM may require one general action for a character to rise up from a prone position.

Disarming via Grappling

A character can try grabbing an opponent's weapon (instead of the opponent's body) to wrench it free or knock it away. They suffer a disadvantage when attempting this type of attack roll. A successful attack usually dislodges the weapon, but if the defender makes a difficult Strength (Athletics) check against DC 15, they can instead maintain their grip and suffer a disadvantage when attacking with the weapon until the end of their next action.



FIFTH EDITION REACTIONS

Some traditional Fifth Edition spells, Class features, special abilities, and situations allow characters and monsters to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which may disrupt the actions of other characters. For example, counterspell is a 3rd-Level spell that interrupts a target while they are casting. Characters can only make one reaction each round, in addition to their regular actions (and Bonus Actions, if applicable; page 159).

Although the concept of reactions is not used directly in the Anime 5E rules or by Anime 5E Classes, they provide somewhat similar benefits to those granted when taking a Ready action (page 166). They can be replicated in Anime 5E with the Extra Actions Attribute (page 101) that is assigned a Unique Enhancement (Initiative count not changed when activated) and a Unique Limiter (Activates as a readied reaction only). Modifying the Extra Actions Attribute this way allows characters to make more than one reaction-like action each round.

Tactical Actions

A tactical action is an additional (and optional) type of action technique that will directly aid an upcoming attack or defence roll, rather than immediately impact the combat. The three standard tactical actions are aim, wait for an opening, and total defence. Regardless of how many Extra Actions the character has each round from the Extra Actions Attribute (page 101), they can only perform one tactical action in a round.

Aim

A character who intends to make a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon at a particular target for an entire round – and does not move or attempt to avoid incoming attacks during that period; see Unopposed Attack Rolls, page 160 – the next ranged attack on that opponent the following round gains an advantage (page 153) on the attack roll. Aiming for a second consecutive round allows the character to add their Proficiency Bonus to the damage that a successful attack inflicts as well. Aiming for additional rounds has no effect. The Extra Actions Attribute does not reduce the time a character must spend aiming.

Wait for an Opening

An attacker in melee range may use a tactical action to study their foe for one round, and wait for an opening instead of attacking. This works much like aim: the next melee attack on that opponent the following round gains an advantage on the attack roll; waiting for a second consecutive round adds the character's Proficiency Bonus to damage as well, but waiting for additional rounds has no effect. This action is especially useful if the character is planning a called shot (page 166). Unlike aiming with a ranged weapon, though, characters can still defend themselves against incoming attacks and move normally during combat while waiting for an opening. The Extra Actions Attribute does not reduce the time a character must spend waiting for the opening.

Total Defence

A character taking this defensive tactical action (alternatively known as a dodge action in standard Fifth Edition) is concentrating completely on defence instead of attacking or engaging in another activity. They may still move normally, but may not take other attack or tactical actions – regardless of how many actions they have each round – since the character is dodging and weaving, parrying frantically, or simply ducking and hiding. Any opponents attacking the character suffer a disadvantage on these attack rolls made during the round that the character is concentrating on defence, plus the character gains an advantage on combat-related Dexterity Saving Throws. Consequently, the decision to use this tactical action can be made anytime during a round on, or even before, their Initiative. Once a character decides to take a total defence, they are prevented from changing their mind later in the same round to attack or perform a different tactical action.

General Actions

Rather than taking an attack action during a combat round, a character may instead use a general action on their Initiative. Such general actions include using an Attribute (such as Change State, Dynamic Powers, Mind Control, Nullify, Teleport, etc.), using a Skill (to hide, examine something, undertake a task, etc.), casting a spell, untying a rescued captive, moving quickly (dashing or sprinting speed), changing weapons, climbing into or out of a carriage, writing a note, changing clothes, etc.

A general action may succeed automatically, or the DM can require an Ability or Skill check to determine whether it succeeds, depending on the situation. Some general actions may also require several rounds to perform if the action would reasonably take more than six seconds (at the DM's discretion).

Withdraw From Combat

Players may also use general actions to run away or safely withdraw from melee combat, provided the opposition does not attack at a later Initiative number in the same round. If the opponent presses the attack on a later Initiative number and thus refuses to let the character leave their engagement, the character's attempt to withdraw fails. To ensure a safe and successful withdrawal from melee combat, the character should instead hold their Initiative until after their opponent has acted, and then take their withdraw action (see Ready, page 166).

Free Actions

Some activities require an insignificant amount of time and concentration to perform, and thus do not count as attack or general actions. A character can perform each of the following example activities (within reason) in addition to an attack or general action during a round, though this list is not exhaustive:

- » Move a short distance (up to the character's speed)
- » Climb an easy surface at one-half normal speed or a difficult surface at one-quarter normal speed
- » Automatically defend in response to an attack
- » Manoeuvre a mount
- » Say anything that fits within the span of a few seconds
- » Draw or sheathe a sword or other weapon
- » Blow a horn or play an instrument
- » Open or close a door
- » Withdraw a potion or other object from a backpack
- » Pick up a dropped weapon or other object
- » Take a bauble from a table
- » Remove a ring from their own finger
- » Gobble down some food or drink, or quaff a potion
- » Fish a few coins from their own belt pouch
- » Throw a lever or a switch
- » Pull a torch from a sconce
- » Take a book from a shelf within reach
- » Extinguish a small flame
- » Don a mask
- » Pull the hood of a cloak over their head
- » Insert and turn a key in a lock
- » Tap the floor with a pole or weapon
- » Hand an item to another character
- » Take one Fifth Edition Bonus Action/round, as appropriate

CHARACTER MOVEMENT

The DM decides whether they wish to keep detailed track of movement, ranges, and distances. In most close-in combat situations, DMs should not worry about exact speeds and distances since a general idea of the overall situation is sufficient.

Alternatively, DMs can measure ranges in a more abstract fashion: "you're behind them and in melee range" or "you can reach them in three rounds, if you hurry". The DM should judge how quickly range shifts from relative speeds to dramatic necessity. For example, in a race between two opponents with equal speeds, the DM can allow the character who keeps winning Initiative (perhaps rolled every round instead of only once at the beginning) to increase or decrease the gap gradually between them and the other runner. A good way to resolve long distance chases is for the DM to establish a certain number of combat rounds between the starting point and the goal – it then becomes a simple matter of reaching the target first.

Movement Speed

If the DM wishes to keep precise track of movement and distances, assume an average Medium-sized adult character can:

- » Walk approximately 30 feet/round for great distances
- » Jog approximately 45 feet/round for extended distances
- » Dash approximately 60 feet/round for moderate distances
- » Sprint approximately 150 feet/round for short distances
- » Swim or crawl approximately 15 feet/round for extended distances, or 30 feet/round for short distances

Converting Feet/Round to Miles Per Hour

To calculate a character's approximate rounded speed in miles per hour from their speed in feet per round, divide by 10. For example, 30 feet/round = 3 mph; 150 feet/round = 15 mph. This calculation isn't exact – it calculates a mph speed that is almost 14% too fast – but it's a quick, rough measurement.

Attacking While Moving Quickly

Characters suffer disadvantages on attack rolls while executing a dash movement (the Steady Hand Combat Technique eliminates this penalty; page 95). Characters cannot attack while sprinting; they must slow to at least a dash before attacking.

Difficult Terrain

The provided movement speeds assume relatively simple terrain: roads, paths, open plains, clear dungeon corridors, or still waters. Adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, ice-covered ground, and swift-flowing currents – which are considered difficult terrains. Characters move at half speed in difficult terrain, with each foot of movement equivalent to two feet of regular speed.

JUMPING DISTANCE

DMs can allow characters to jump as far as seems dramatically appropriate. A Medium character can typically jump forward with a running start a distance in feet equal to their Strength (or half that distance from standing). For vertical leaps, a character can jump up to 3 + their Strength modifier in feet (1 foot minimum).





Combat Manoeuvres

The following are particular manoeuvres that characters can perform in combat as part of their attack actions. These are optional, but recommended, rules that require DM permission to use in a game.

READY (HOLD ACTIONS)

The ready manoeuvre lets an attacker take an action later in the round, after the character's Initiative is over but before they start the next one. On their Initiative, the player specifies the action their character will take and the conditions under which the character will take it. Any time before the character's next Initiative, they may then take the readied action in response to that condition. The character's readied reaction occurs just before the action that triggers it. If the triggered action is part of an opponent's activities (for example, an attack or movement), the character interrupts the opponent's action because it takes place beforehand. If still capable of doing so, the opponent continues their own action once the character completes the readied action.

If the character comes to their next action and has not yet performed the readied action, the readied action is lost (though the character can ready the same action again, if desired). If the character activates their readied action in the next round before their regular Initiative, the character's Initiative count rises to that new point in the order of battle, and they do not get an additional regular action that round.

Initiative Consequences of Readying

The holding character's Initiative value changes after a ready action. Since each character's Initiative is determined only once at the beginning of a combat, for the rest of the encounter, their Initiative result is the count on which the character took the readied action. The character would therefore act in future rounds at the same time as their opponent, should the opponent's action have triggered the character's readied action.

For example, assume combat begins with three participants: a Warder, his Hunter companion, and their Dynamic Spellbinder opponent. After rolling Initiative, the results are Hunter 18, Spellbinder 12, Warder 10.

The Hunter acts first on 18, but decides to hold their action until they see what the Spellbinder will do. Consequently, at Initiative 18 nothing happens and the DM moves down the Initiative order. At Initiative 12, it's time for the Spellbinder to act – and, as expected, they begin waiving their hands towards the Warder and speaking an arcane language. Because the Hunter readied their action earlier, they can act just before the Spellbinder does. The Hunter throws a dagger at the Spellbinder at the beginning of Initiative 12 to interrupt the spellcasting and (after rolling dice) lands a successful hit. The damage breaks the Spellbinder's concentration and their magic fizzles.

In round two and later combat rounds until the battle ends, the Hunter and Spellbinder now both act on Initiative 12.

CALLED SHOTS

An attacking character may elect to suffer a disadvantage on their attack roll when attempting to hit a target in exchange for a called shot that provides some special advantage. For example, a called shot may strike a vital point (inflicting increased damage), or cause the target to drop their weapon in surprise (called shot to disarm). These disadvantages can be eliminated with the Precise Aim Combat Technique (page 94) – except for a called shot to knockout, which requires the Blackout Combat Technique (page 94). Players must specify their chosen called shot before the attack roll. Any heightened called shot damage is multiplicative with critical hit bonuses (page 170).

Called Shot to Disarm

A character may attempt to shoot or knock a weapon or object out of another person's hand instead of inflicting damage with their attack. The character suffers a disadvantage on their attack rolls. If the attack hits, the target must make an immediate Dexterity check (DC 15) to retain control of their weapon. If the check fails, the character successfully knocks away the weapon. Otherwise, the target will suffer a disadvantage on their next action with that weapon (since it is off-balance), but they still retain control of it.

Called Shot to Vital Spot

A character attacking a living being that has an identifiable anatomy can specify they are aiming for a vital spot (heart, brain, spine, etc.) rather than simply targeting the centre of mass. The attack roll suffers a disadvantage. If successful, the target loses double the normal number of Hit Points as a result of this vital spot damage.

Called Shot to Weak Point

If the character knows their target has a Weak Point Defect (page 140), a called shot can be made to hit it in combat to inflict double damage. The attack suffers a disadvantage on the roll, but the target's AC is also reduced during such a called shot: -3 AC for a large Weak Point; -2 AC for a small Weak Point; and -1 AC for a tiny Weak Point.

Called Shot to Specific Location

If the character, for some reason, wants to target a particular area on their opponent that isn't specifically a vital or Weak Point (such as the shoulder or hip or foot), the attack is resolved as though the character is targetting a Weak Point (see above). The target's AC penalty depends on the pinpointed area's size. Successful attacks to these specific locations do not inflict any additional damage compared to a regular attack, though.

Called Shot to Knock Out

Rather than attacking with the intent to inflict injury upon the opponent, a character can instead attempt to knock their target unconscious with a called shot – perhaps by hitting with the flat of a sword blade or with a blunt object. The attack roll suffers a disadvantage. If successful, the target must make a successful Constitution Saving Throw against DC 10 or will immediately fall unconscious. The attack only inflicts one-quarter regular damage (minimum of 1 damage).

TWO-WEAPON FIGHTING

A character with a one-handed melee or ranged weapon in each hand may use both at once against the same target on their Initiative (even if they do not have the Extra Actions Attribute), but they suffer disadvantages on both attack rolls. If a character has the Extra Actions Attribute, they can only use this manoeuvre with one attack each round and not additional attacks. This attack disadvantage can be eliminated with the Two Weapons Combat Technique (page 95).

MULTIPLE TARGETS WITH ONE ATTACK

When a character needs to take down a number of targets, but they do not have enough Extra Actions to do so, the character may attempt to use one attack to strike multiple targets:

- » Two targets: the character suffers a disadvantage on their attack roll
- » Three targets: the character suffers a disadvantage on their attack roll and does not gain the benefit of adding their Ability modifier to the attack damage.
- » Four targets: the character suffers a disadvantage on their attack roll and damage is reduced by half (round down)

Characters cannot usually target more than four opponents with a single attack. Should the DM decide that it is possible, though, use the modifiers for four targets. These penalties can be reduced with the Multiple Targets Combat Technique Attribute (page 94). Unless the DM indicates otherwise, all targets must be within melee range, and the attacker must be using a melee weapon.

The initiating character only makes one attack roll (not one per target), which is compared to the ACs of each individual target to determine which targets were successfully hit.

STRIKING TO WOUND

A character in combat can elect to reduce their delivered attack damage below the normal damage value to a minimum of 1 point (known as striking to wound). This could represent: a character slapping with the flat of their sword blade instead of slicing with the sharp edge; an attacker choosing to hit glancing blows with a mace or sling instead of with a centre-of-mass attacks; a character pulling back the string of a bow only marginally to fire their arrow with minimal force; etc. Except with DM approval, characters may not normally attempt this manoeuvre with Weapons possessing the Area or Spreading Enhancements, unless it also has the Selective Enhancement.

TOTAL ATTACK

A character can take this manoeuvre in conjunction with one single attack. It means they focus completely on an offensive action with no thought given to defence. Enemies attacking the character gain an advantage on all such attacks for the remainder of the round; in return the character also gains an advantage on one attack roll that round. If the character has the Extra Actions Attribute, all other attack actions in the same round are unmodified by this manoeuvre.





SURPRISE ATTACK

Surprise attack situations – in which the target is completely unaware of the incoming attack, yet would otherwise be capable of defending had they known about the attack – grants the character an advantage on their attack roll. Furthermore, the target does not gain the advantage of a positive Dexterity bonus to their AC (a negative Dexterity penalty would still apply, though). A hidden crossbow sniper firing at a distant enemy would be an example of a surprise attack.

If the target is made aware of the incoming attack at the last moment, though – and thus the attack isn't a complete surprise – the attack roll still gains an advantage, but the target retains their AC Dexterity bonus. Most melee attacks in which the attacker is hiding and suddenly jumps out at the target to surprise them would fall under this situation, though stealthy close-quarters attacks from behind may still qualify as full surprise attacks that provide no warning to targets.

TOUCHING A TARGET

Some Attributes simply require a character to touch their target. It is much easier to just reach out and touch a person than it is to physically strike them with sufficient force and skill to cause damage. Consequently, any character who is merely attempting to touch an opponent and establish skin-to-skin contact without inflicting damage – which may include a grab, slap, punch, or full-body tackle – gains an advantage on their attack roll during combat.

Casual Touch

Of course, characters don't need to start a fight to openly reach out and touch someone. Casual touching happens in everyday life, from handing over coins to a local merchant to jovially slapping a drinking companion on the shoulder to shaking hands with a business partner to seal an important trade deal. These direct skin-to-skin examples, amongst countless others, present ideal opportunities to initiate touch-based Attributes outside combat, such as Healing, Mind Control, Nullify, Transfer, etc.

Under normal circumstances, an attack roll is not required for a casual touch action, since the movement is not aggressive and the target is thus not defending against the character's touch. This guideline holds true even if the target usually would be unwilling to accept the character's intended use of an Attribute, such as a city guard not relishing the idea of a character attempting to dominate them with Mind Control, but not detecting anything wrong with a casual bump in a crowded street market. Should the target be wary of the character's motives, though, and watchful of attempts at deceit – such as an offer for opposing army commanders to shake hands during a white-flag parley – the DM may decide that rolling for Initiative is warranted since a conflict is beginning.

MOUNTED ATTACKS

Mounted characters (on a horse, camel, giant eagle, etc.) suffer a disadvantage when attacking while moving faster than the mount's normal movement speed – whether it's walking, swimming, flying, tunnelling, etc. This disadvantage can be eliminated with the Steady Hand Combat Technique (page 95).

ATTRIBUTES IN COMBAT

In some situations, players will want to use various Attributes in innovative ways during a fight. The rules in this section outline the use of such Attributes during combat.

Offensive Attribute Use

Creative characters can use a number of seemingly inoffensive Attributes in very effective ways while engaged in battle. Weapon is obviously designed for offensive use against an opponent, but what about Teleport? Could a character not teleport an opponent in front of a charging mount or simply out of a fight entirely? Expanding this further, Dynamic Powers, Mind Control, Nullify, Telepathy, Teleport, and Undetectable can be used against one person or their possessions (depending on the Attribute) to influence the course of battle.

When a character wishes to use a normally inoffensive Attribute against an unwilling opponent, the character must use a general action and win an Ability check contest using the Attribute's listed Relevant Ability (as opposed to making a check against a DC). Otherwise, the target resists the Attribute's effects entirely. Other Attribute rules apply as normal.

If the Attribute doesn't have the Area or Range Enhancement assigned and thus requires that the character touches the target, they must also make a successful touch attack (page 168). This touch action occurs simultaneously with the general action to activate the Attribute, and is considered an additional free action (page 163).

Sphere of Control

If a character attempts to offensively use a non-Weapon Attribute on an object within the sphere of control of another person, the target is still allowed to engage the character in the Ability check contest using the Attribute's listed Relevant Ability to resist the effect, as though they were the target of the attack and not the object.

For example, a Magical Guy wishes to use his Teleport Attribute to remove the bolts out of an opponent's crossbow. Teleport's Relevant Ability is Intelligence, and thus the Magical Guy must use a general action and win an Intelligence Ability check contest with the opponent to overcome their resistance to the Teleport effect (since the crossbow is under their sphere of control).

Common objects usually in a target's sphere of control include: the ground beneath the target, air around the target, weapons or objects the target holds or carries, clothes and accessories the target wears, Items to which the target assigned Points, etc. The DM determines what objects are under the defender's sphere of control, as dramatically appropriate.

Affecting Groups

When a non-Weapon Attribute is used offensively against a group of unwilling targets – which may require Enhancements, such as Targets, assigned to the Attribute – the DM only makes one resisting die roll for the Ability check contest. Since all targets have the same d20 roll, those with high modifiers in the group may win the contest and successfully resist the Attribute's effects, while characters with low modifiers may lose the contest.

Defending with an Offensive Non-Weapon Attribute

By holding an action until attacked by an opponent (see Ready, page 166), a character can attempt to defend themselves with the offensive use of a non-Weapon Attribute that is used on others. To succeed, the character must use their held general action and win an Ability check contest using the Attribute's listed Relevant Ability.

For example, if a heroic character attacks a dastardly villain who has a readied action remaining, the villain might attempt to use their Teleport Attribute to place a bystander peasant between themselves and the heroic character's longbow attack. The villain must use a general action and win an Intelligence Ability check contest against the bystander – who is the one being directly affected by the Attribute – rather than against the heroic character. If the villain wins the contest, the unfortunate bystander suddenly appears in front of the heroic character's attack and possibly takes the full force of the longbow damage (depending on the hero's reaction to the bystander's appearance).

Using Attributes Defensively

Just as characters can find imaginative ways to use their Attributes against opponents, they are just as likely to think of ways to use certain Attributes to defend themselves or others from harm during battle. For example, Attributes such as Pocket Dimension or Teleport can suddenly move someone out of the way of a foe; Change State could be defensively used to turn non-corporeal quickly; or the Weapon Attribute can be used to target an incoming offensive, effectively nullifying the attack to provide a defence.

Such sudden use of an Attribute requires a readied general action (page 166), and the character must win an Ability check contest against the attacking character. The defender activating the Attribute makes the contest check using the Attribute's listed Relevant Ability; the attacker makes the contest check using the most appropriate Ability as determined by the DM, which is often Dexterity.

For example, Loray the 9th-Level Void Kodama Warder is precariously low on Hit Points and simply can't take another hit from the huge boulders that the stone giants are tossing at his party. He cautiously stays in the background, using his Cure Wounds power to keep his allies alive. Sensing an incoming assault of rocks, Loray readies his action to determine if a giant will be targeting him before he casts another healing spell.

Loray's intuition pays off when he spies a boulder falling from the sky towards him. His only way to avoid getting squashed is to use his Change State Attribute to turn incorporeal quickly. Fortunately, Loray has a readied action that gives him a chance to react to his impending doom – but he must win an Ability check contest against his stone giant attacker. Since Change State doesn't list a Relevant Ability, the DM decides that the contest will involve Loray making a Wisdom check vs. the stone giant making a Dexterity check. If Loray wins the contest, he activates Change State in time and avoids the giant's attack.

Combat Modifiers

Like the earlier section on Combat Manoeuvres, Combat Modifiers details optional, but recommended, rules that require DM permission to use in a game.

MARGIN OF SUCCESS

Most dice rolls in the core Anime 5E rules produce binary results: success or failure. Sometimes it can be useful to the DM and players to know the degree or margin of success or failure as well. If the task was successfully completed, how successful was it? Conversely, if the task failed, how severe was the failure? The greater the difference between the character's dice roll and the DC (or opposed roll, for contests), the greater the margin of success or failure, as listed in Table 21.

TABLE 21: MARGIN OF SUCCESS

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

CRITICAL HITS

In some instances, the attacker's strike is so powerful or overwhelming that it delivers damage greater than its normal maximum amount – known as a critical hit. If the attacker's total roll is significantly higher than the defender's Armour Class, the attacker scores a critical hit (see Table 21).

If the attack roll exceeds the AC by at least 11 (an extreme margin of success), the final damage delivered is doubled – after Ability modifiers, Attributes, Defects, and combat manoeuvres are all applied. If the roll exceeds the AC by at least 15 (an outrageous margin of success), the final damage is tripled instead.

Unopposed Critical Hits

An unopposed attack against an adjacent unconscious or restrained opponent typically results in an outrageous margin of success critical hit (DM's discretion).

Alternative Critical: Natural 20

Rather than using the difference between the attacker's roll and the target's AC to determine whether a critical hit occurs, the DM and players may collectively decide that any attack die roll of 20 results in a double-damage critical hit.

CRITICAL FAILURES

Groups applying the rules for critical hits in their games may also want to consider a framework for critical failures. After all, some anime attack attempts are so wildly ineffective that they actually cause harm to the aggressor and their allies!

If the attacker's total roll is significantly lower than the defender's AC, the result is a critical failure (alternatively known as a critical fumble). If the attacker's roll is lower than the AC by at least 11 (an extreme margin of failure), the DM applies one of the consequences in Table 22 – either by selecting one that they believe best reflects the circumstances, or by rolling 2d6 to randomly choose one. If the attacker's roll is lower than the AC by at least 15 (an outrageous margin of failure), two consequences are applied instead. Adjust the table entries as appropriate for magical, unarmed, ranged, or paranormal attacks.

Alternative Fumble: Natural 1

Rather than using the difference between the attacker roll and the target's AC to determine whether a critical failure occurs, the DM and players may collectively decide that any attack die roll of 1 results in a critical failure.

SIZE-RELATED AC MODIFIERS

Game groups may decide to remove the 2/4/6 size-related AC bonuses and penalties when calculating margins of success or failure for crits, since they make critical hits against larger targets much easier and against smaller targets much harder.

TABLE 22: CRITICAL FAILURE

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

RANGE PENALTIES

To reflect a more realistic portrayal of ranged engagements, optional attack roll penalties may apply when Weapons with the Range Enhancement exceeding two assignments target opponents at the extremes of their maximum ranges.

Effective Range: This is up to approximately one-third of the Weapon's maximum range. If a target is within effective range, no modifiers apply to the attack rolls.

Intermediate Range: This is between the effective range and one-half of the Weapon's maximum range. Attack rolls at this distance suffer a disadvantage.

Remote Range: This is between intermediate range up to the Weapon's maximum range. Attack rolls at this distance suffer a disadvantage, and the attacker does not add their Dexterity modifier to the Weapon damage.

While some Weapons could be fired out to even longer ranges that slightly exceed their Range Enhancement distances (DM discretion), accuracy is often exceptionally poor. In addition to the penalties for firing at remote range, the attacker does not add their Dexterity modifier to the attack roll.

Table 23 indicates distance category increments for the Range Enhancement assignments at Rank 3 and above (no penalties apply for Range Ranks 1 and 2). Attack disadvantages are eliminated with the Far Shot Combat Technique (page 94).

Modifying Ranges for Large Weapons

The firing range and other specifications for standard weapons in Table 30 (page 197) assume that the weapons are sized for Medium characters (4 to 8 feet). Of course, an appropriately sized longbow wielded by a 50-foot-tall character would reasonably have a Range greater than 4 assignments (1,000 feet)! Scaling such weapons up is easy: simply use the x2/x4/x8 thrown weapon distance modifiers from Table 05 (page 45) for Large/Huge/Gargantuan characters.

Non-Physical Weapon Attribute Sizes

Conversely, attacks created with the Weapon Attribute that aren't physical objects (like a sword or bow) do not typically scale with the character's size. Rather, such Weapons have their maximum distances set through the Range Enhancement. This includes such attacks as breath weapons, psionic blasts, balls of fire or bolts of lightning, ki-based energy beams, etc.

TABLE 23: RANGE PENALTIES

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

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

Half Cover

A target with half cover has a +2 bonus to AC and Dexterity Saving Throws. A target has half cover if an obstacle obscures at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature (whether that creature is an enemy or ally).

Three-Quarters Cover

A target with three-quarters cover has a +5 bonus to AC and Dexterity Saving Throws. A target has three-quarters cover if a large portion of them is obscured by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

Total Cover

A target with total cover can't be targeted directly by most attacks or spells, although some can reach such a target by including it in an area of effect (or through Indirect Weapon fire; see page 127). A target has total cover if it is completely concealed by an obstacle.

TABLE 24: ATTACK ROLL ADVANTAGES

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

TABLE 25: ATTACK ROLL DISADVANTAGES

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

Damage

Successful attacks, accidents, and other hazards can all inflict damage, which measures the degree of physical injury inflicted by blows, burns, slashes, toxins, penetrations, and other physical trauma. Damage is subtracted from the victim's current Hit Points (or HP).

WEAPON DAMAGE

The Weapon Attribute is used to define most Attacks that are innate to the character (such as paranormal or magical assaults, ki powers, or fiery breaths) or which are built into Items (like swords or crossbows). A large number of Weapon Items are detailed in the Items Chapter (page 190).

Each weapon and spell specifies the damage it inflicts upon a successful hit. Players roll the relevant damage die or dice (such as 1d6, 1d8, 2d6, etc.), add any modifiers, and subtract the damage inflicted from the target's remaining Hit Points. When attacking with a weapon, characters add their Strength or Dexterity Ability modifier – the same modifier used for the attack roll – to the damage. The Weapon Attribute inflicts 1d4 damage for each Rank (its effective Rank, which may be different than the Attribute's actual Rank if Enhancements or Limiters are assigned).

In situations where it makes narrative sense, some one-handed Weapon Items may inflict additional damage if wielded with two hands (+1d2, such as 1d8 damage increasing to 1d10).

Most negative modifiers cannot normally reduce an attack's damage below 1, except as indicated by the DM.

Attack Damage = dice roll + Ability Score modifier

Size Damage Modifiers

If a character is any Size Rank other than Medium (see page 44), the appropriate damage modifier (+2/-2 for each Rank away from Medium) is also added to the attack damage formula. Unlike most other negative modifiers, damage inflicted upon characters and creatures larger than Medium may be reduced to zero by their size-related damage modifier.

Attack Damage = dice roll + Ability Score modifier + size damage modifier

Unarmed Damage

An unarmed character can strike an opponent using fists, feet, teeth, head, etc. This is a free Weapon Attribute (page 125) that all characters have. Such attacks are Level 0 Weapons that inflict a flat 1 damage + Strength modifier upon a successful hit, though Size Rank modifiers may also apply.

Unarmed Damage = 1 + Strength modifier + size damage modifier

Missing Ability Score Modifier

Not every successful attack will have its damage modifier by the character's Strength (for melee) or Dexterity (for ranged) Ability modifier. Such modifiers only apply when the character's talents and skills would reasonably apply – which isn't the case for damage inflicted outside the attacker's influence.

For example, Weapons with the Trap Enhancement (such as caltrops) don't usually depend on the attacker's Abilities. Similarly, a liquid poison injected into a target doesn't benefit from a character's Strength, and mould spores ejected from a plant monster's skin doesn't benefit from the creature's Dexterity.



DAMAGE TYPES

Various attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no specific rules of their own, but other gameplay rules, such as damage resistances, rely on identifying the types.

A non-exhaustive list of damage types is included below, with several traditional fantasy RPG examples to help the DM assign a damage type to a new effect or Weapon Attribute.

Acid: The corrosive spray of a black dragon's breath; the dissolving enzymes secreted by a black pudding

Bludgeoning: Blunt force attacks, such as from a hammer, mace, falling, or constriction.

Cold: The infernal chill radiating from an ice devil's spear; the frigid blast of a white dragon's breath

Fire: A red dragon's fire breath; many fire-based spells

Force: Force is magical energy focused into a damaging form, such as that from magic missile and spiritual weapon spells

Lightning: A lightning bolt spell; a blue dragon's breath

Necrotic: Withering damage that is inflicted by certain undead and spells such as chill touch

Piercing: Puncturing and impaling attacks, such as from spears, arrows, and monster bites

Poison: Venomous stings; toxic gas of a green dragon's breath

Psychic: Mental abilities, such as a flayer's psionic blast

Radiant: Radiant damage sears flesh like fire and overloads the spirit with power, such as from a Cleric's flame strike spell or an angel's smiting weapon

Slashing: Cutting attacks, such as from swords, axes, and claws

Standard: A grouping of bludgeoning, piercing, and slashing

Thunder: A concussive burst of sound, such as the effect of the thunderwave spell

EFFECTS OF DAMAGE

Suffering damage in combat or through other actions results in the loss of Hit Points. Total loss of Hit Points can cause a character to pass out or die.

Should a player character's or NPC's Hit Points ever drop to zero or below, they have suffered a severe wound and are rendered unconscious from the trauma. If a character is reduced to the negative value of their normal Hit Points maximum (for example, to -20 if the character's Hit Point maximum is 20), they have suffered a mortal wound and will soon die – or possibly fall into a coma, depending on the tone of the game – unless medical attention arrives promptly. The DM may allow a dying character to linger long enough to say a few last words or perform some other final, heroic action.

Character Death

Death in a game adventure can occur often, rarely, or never, depending on the tone and theme of the campaign. The default rule position in Anime 5E is that character death is a real consequence of extreme actions; it happens rarely, but is the result of deadly force or careless negligence. Characters are responsible for keeping their powers in check and not laying waste to their targets haphazardly if they wish to avoid the potential for killing indiscriminately.

Not all anime stories should have the possibility for combat death or the chance of accidental death, however. In these games, characters may hit an enemy full force and be comfortable that the DM won't announce they've unwittingly decapitated their opponent. Wounds may require medical attention, and knockouts, concussions, and comas are all possible, but death only occurs when a player announces that their character has had enough and is seeking to inflict mortal injury. Flexibility with this rule gives players the freedom to let loose a little, but still maintains the option for intense role-playing.

Death Saving Throws

Whenever a character starts their turn with 0 Hit Points or fewer, the DM may optionally decide they must make a special Saving Throw, called a death Saving Throw, to determine whether they creep closer to death or hang onto life. Unlike other Saving Throws, this one isn't tied to any specific Ability Score.

The player rolls a d20. If the roll is 10 or higher, the character succeeds. Otherwise, they fail. A success or failure has no effect by itself. On their third success, they become stable. On their third failure, the character normally dies. The successes and failures don't need to be consecutive, though; keep track of both until the character rolls three of one kind.

Wound Difficulty Penalties

The DM may wish to assign optional difficulty penalties to characters who have been badly injured. When the character's Hit Points are reduced to one-quarter their normal maximum, rounding down (for example, falling to 8 Hit Points or less for a character with a Hit Point maximum of 32), all of their d20 rolls suffer disadvantages until their Hit Points are healed above the one-quarter threshold.

PAIN AND HIT POINTS

Hit Points have been abstracted in Anime 5E and are normally only decreased as a result of Weapon attacks, environmental damage, and special non-combat situations. It's also possible to inflict Hit Point damage that results from bodily pain due to less obvious injuries, such as pinched nerves, overexertion, suboptimal organ function, and more. Chronic pain can continue for extended periods of time, from days to years (sadly, even for the character's entire lifespan).

The amount of Hit Point damage that the pain inflicts each hour depends on its severity, ranging from 1d2 or 1d4 for minor pain to 1d6 or 1d8 for major pain to 1d10 to 1d12 for excruciating pain. Pain damage can recover after a short or long rest (page 175), but the pain may continue to inflict new damage until the cause is resolved – thus creating a seemingly never-ending cycle of damage and recovery.

COMBINING DAMAGE DICE

Damage dice can optionally be added and simplified by ensuring an attack's maximum potential damage is equivalent. For example, a dagger attack (1d4) from a character with a +1d4 bonus from Rank 2 Massive Damage can be expressed as a 2d4 damage roll – or simplified to 1d8, since both rolls produce the same upper limit of 8 damage. See Table 14 for examples of equivalent Weapon damage dice (page 124).



Resting and Recovery

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest – time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further exploration.

Characters can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of brief relaxation, at least one hour long, during which time a character does nothing more strenuous than eating, drinking, reading, lounging, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to their maximum number of Hit Dice equal to the character's Level. For each Hit Die spent in this way, the player rolls the appropriate die (d4, d6, d8, etc.) and adds the character's Constitution modifier to the roll. The character regains Hit Points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least eight hours long, during which time a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than two hours. If the rest is interrupted by a period of strenuous activity – for example, at least one hour of walking, fighting, casting spells, or similar adventuring activity – the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost Hit Points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, they can regain up to four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 Hit Point at the start of the rest to gain its benefits.

Recovering Drained Abilities

Ability Scores lost as a result of a Weapon Attribute with the Drain Enhancement (page 126) return at a rate of one Point every hour, whether resting or not.

Repairing Equipment

Items, such as weapons, vehicles, or other gadgets can become damaged in the course of adventures. Characters can repair damage to equipment by making an appropriate Skill check as best suited to the work. If the object has Hit Points, each successful Skill check repairs 10 Hit Points. Each Skill check should take approximately one day of work (approximately six to nine hours), depending on the extent of the repairs required.



Energy

Energy represents a character's reserve of personal stamina, luck, and spiritual power. They are used to power the Dynamic Powers and Spell-Like Ability Attributes, as well as other Attributes that have the Deplete Limiter (page 146). Additionally, Energy may be drained as a result of attacks by Weapons with the Enervation Enhancement (page 126), or by general fatigue.

Since Energy is only used for specific applications during gameplay, this section is considered optional for campaigns that do not have any characters with the aforementioned Attributes.

Character Energy Pool

All characters can have an Energy pool that they can tap as an internal power source. A character's maximum Energy is equal to a base of 10, plus 5 times their character Level (15 at 1st Level, 20 at 2nd Level, 25 at 3rd Level, etc.). This number can be increased by the Energised Attribute (page 101), which adds an additional 10 Energy/Rank. Creatures have max Energy equal to 10 plus 5 times their Challenge Rating (page 184).

Fatigue

The DM may rule that a character will lose Energy if they are travelling or working without taking any time to rest. As a guideline, every 5-10 minutes of hard work or tiring travel (dashing, swimming, etc.) can result in a loss of one Energy. In most situations, this is too much trouble to worry about tracking precisely, but the DM may wish to impose it during a situation where characters balance their exhaustion with a race against time.

Out of Energy

If a character's Energy pool is ever reduced to zero or below, they will collapse due to exhaustion until their Energy is sufficiently recovered after a period of rest.

Recovering Energy

Characters recover one-quarter of their expended Energy after a short rest, or all their expended Energy after a long rest.

DRAMATIC FEATS

A character's Energy can also represent a character's reserve of luck or karma that can be used in moments of high drama or extreme emotion to transcend a character's normal limits. Only player characters and significant NPCs may use Energy in this way.

A moment of high drama is one in which something the character holds dear is at risk. This could be the character's own life, of course, but it should usually be something that transcends that, such as the safety of a loved one or close friend, or the success of an important cause (including revenge against a hated nemesis). In such circumstances, Energy can be spent to temporarily provide a bonus to any d20 dice roll the character makes. The character may spend this Energy after rolling the dice. Each +1 bonus to a d20 die roll burns 5 Energy.

Energy spent activating a dramatic feat returns to their pool at the character's normal recovery rate.

PLAYER RETCON

Retroactive continuity, or "retcon", can be a helpful role-playing device in which established plots or actions in a game are changed or ignored for the betterment of the unfolding adventure. With DM permission, players can expend Energy to alter the story plot details in some way.

Minor Plot Changes

By expending 10 Energy, a player can make a minor change to the adventure, which allows for a slight alteration in the game environment that works in their character's favour. Examples of minor changes include: finding a weapon conveniently located under a table, modifying an NPC's reaction to the character's activities, gaining a burst of inspiration (i.e. a DM hint), etc.

Major Plot Changes

Alternatively, a player can burn 50 Energy from their character to change drastically an action or event that occurred in the game – and can retell the plot from a new perspective! With such a high Energy cost, this option is only open to higher-Level characters (Level 8 and above), or those with the Energised Attribute.

DMs may limit a player with excess Energy or fast Energy rejuvenation from initiating major plot changes too frequently by restricting its use to once or a few times each character Level. Alternatively, the DM can actively encourage players to become co-narrators of the game, and enact major plot changes as often as desired – or even reduce the 50 Energy cost to place this story option within reach more frequently.

Example: The heroic characters return to their pastoral village after a successful quest to reclaim the sacred Moloch Diamond from the hands of the barbaric invaders. As they emerge from the forest surrounding their home, they discover that the entire village has been burned to the ground and all the citizens with it!

Rebecca – the player assuming the role of young Maerlin, the blacksmith's feisty daughter who is an apprentice Dynamic Spellbinder – had previously invested significant role-playing time and emotion establishing a romantic relationship with a young fellow named Robin, one of the local farmer's sons. Not wanting that engaging role-playing relationship to come to an end, Rebecca expends 50 of Maerlin's Energy Points and declares that Robin was actually saved from the disaster when he took refuge from the marauders in the cellar of the mill, saving six young children playing nearby when the fires began.

The DM takes their cues from Rebecca and runs with this unexpected turn of events. Robin describes to the characters the vicious and unprovoked attack against the village, and provides enough detail that the characters have suspicions who is behind this cowardly attack. The campaign continues as the characters seek revenge and retribution!



CHAPTER 9

Adventuring

CHAPTER 9

ADVENTURING

You may have created the most wonderful character imaginable, but their greatness has no impact unless they get out into the world for an adventure.

This chapter explores situations and topics that may appear during a role-playing scenario. First, we provide details on health challenges that characters will likely encounter during Anime 5E games, such as poison, disease, environmental damage, and deprivation from life-sustaining necessities. Advancement is up next, which addresses awarding Experience Points from conflict and player engagement. A follow-up exploration of Challenge Ratings outlines how DMs can determine the appropriate threat level for a character group's NPC and monster opponents, and what XP awards are reasonable. Finally, we wrap up the chapter with a brief discussion on currency – both money and Points – before addressing the option of using character alignment.

Health Risks

Though cuts from sword swings, impalements from arrows, and crushing blows from warhammers may represent the most common forms of adventuring injuries, there are many other hazards that can befall characters.

POISONS

A character may be poisoned in several ways, such as damage from a poisoned weapon or venomous monster or plant, touching contact poison, consuming poisoned food or drink, etc. Poisons are designed as Weapons (page 124), with most having the Blight Enhancement to represent a chance of resistance and the Toxic Limiter to restrict its effects to living beings only.

One dose of poison smeared on a weapon or other object affects just a single target. A poisoned object retains its venom until the weapon scores a hit, or the object is touched (unless the poison is wiped off before a target comes in contact with it). A poisoned object exposed to the elements such as rain, snow, or even wind may suffer a degradation of the poison's strength, depending on the circumstances; in other situations, the poison remains potent.

Poisons can be divided into four categories according to the method by which their effect is delivered:

Contact

Blight and Contact Enhancements; Toxic Limiter

Merely touching this type of poison necessitates a Constitution Saving Throw. It can be actively delivered via a weapon or a touch attack. An armoured character is only affected if the poison can be delivered to their bare skin. Even if a target has a sufficiently high Armour Class to avoid taking any damage from the attack (such as a martial artist's ability to roll with a punch or an animal's tough hide), the poison may still affect them upon direct contact. An object can also be smeared with contact poison as part of a trap. Contact poisons have the same effects if they are ingested, unless otherwise noted.

Ingested

Blight Enhancement; Ingest and Toxic Limiters

The poison is often applied to food or drink that the target must then consume. This may be done in advance – possibly even cooked into a meal without impacting the poison's efficacy – or the poison may be slipped into the target's food at the last minute instead. Consuming the poison necessitates a Constitution Saving Throw.

Inhaled

Area and Blight Enhancements; Save and Toxic Limiters

Inhaled poisons are usually the result of noxious and toxic fumes. They may be the result of natural hazards (such as swamps or in mines) or a monster's natural defence mechanism, or the poison may be purposefully mixed through alchemy. Inhaled poisons may be used as a form of siege weapon to smoke an enemy out of their fortification. Each target within the affected Area must make a Dexterity check for the Save Limiter, plus a Constitution Saving Throw for the Blight effect.

Injury

Blight and Linked Enhancements; Toxic Limiter

This poison must be delivered through a wound (i.e. Linked to an attack). If the opponent's attack roll misses, the poison is not delivered and has no effect. Traps that cause damage from weapons, needles, etc., sometimes use injury poisons; most venomous monsters use injury points as well. Poisons that cause damage through injury are also ingested poisons by default, unless otherwise noted. Delivery of the poison through injury or ingestion necessitates a Constitution Saving Throw.

Treating Poison

If a healer or skilled practitioner is able to diagnose the poison, that character may make a Wisdom (Medicine) Skill check in order to halt the toxin's effects, with a DC equal to that associated with the poison's Blight Enhancement – DC 10 for one assignment; DC 15 for two assignments; or DC 20 for three assignments. Of course, having the precise antitoxin for a poison makes it much easier to treat – DC 10 with an advantage on the Skill check.

DISEASE

Although diseases often play a background narrative role in game adventures – rather than an active, player-centric event – they are handled in much the same way as poisons, especially if the diseases are intentionally weaponised. Communicable diseases can be passed through direct or indirect contact.

Direct Contact

This type of transmission includes person-to-person contact – through direct skin contact or the exchange of bodily fluids – or through the spray of droplets from coughing, sneezing, and even speaking moistly.

Indirect Contact

Infectious diseases can also spread indirectly through the air (inhaled) and other mechanism, such as on contaminated objects (contact), in food or drink (ingest), and through animal-to-person (injury).

Genetic Diseases

Though commonly called “genetic diseases”, “genetic disorders” is more accurate terminology to classify abnormalities that are formed in the genome. Such disorders are often passed to children through their parents’ genes, or caused by genetic mutations or phenotype alterations. Unlike poisons and regular diseases, genetic disorders are not usually associated with the Weapon Attribute; rather, the expressed disadvantages are best represented by various Defects.

ENVIRONMENTAL DAMAGE

Characters can suffer damage from the surrounding environment, or special attacks from enemies not covered by the Weapon Attribute. Since the conditions under which this damage is inflicted vary greatly between scenes, strict damage values cannot be listed for each event. See Deprivation (page 180) for alternate damage rules, too.

The entries in this section should help DMs and players determine the appropriate damage range inflicted, but are only general guidelines. The important question to ask when determining damage is, “how quickly do I think an average humanoid would be knocked unconscious or die under this condition?” An average Human commoner only has 4 Hit Points, but since Anime 5E is a Levelling-based game with rules that primarily focuses on fighting (and thus damage), the range of Hit Points for an average person varies tremendously.

Acids and Bases

Whether from alchemical concoctions, plants, or creatures, acids (such as sulphuric acid, and hydrochloric or stomach acid) and bases (such as sodium/potassium hydroxide or lye, and sodium hypochlorite or bleach) can cause severe damage or burning to skin and organ tissue – even sometimes penetrating to the bone. Most chemical exposure is limited in scope, causing localised damage that will scar flesh but is unlikely to kill a healthy creature. Full-body exposure to chemicals or complete immersion in an alchemical reagent vat can cause extreme burning and kill within several rounds. Since many chemicals are viscous, they will stick to the body and continue to burn until washed away thoroughly.

An average chemical exposure localised to a small area will inflict 1d2 to 1d10 damage each round until washed away. Extreme exposure will inflict significantly greater damage each round, depending on the chemical strength.

Cold

Under normal circumstances, a Human body can survive in cold environments for extended periods before severe damage (including frostbite – the freezing of body tissue) or death occurs. Damage will depend on the air temperature: for every 18 °F (10 °C) below 32 °F (0 °C), the character suffers 1 point of damage every 10 minutes. For example, a character exposed to -40 °F (-40 °C) temperatures will suffer 4 damage every 10 minutes, or 24 points an hour. Strong wind-chill factors can double or triple this damage, while warm clothing or shelter can reduce it significantly or eliminate it completely.

Exposure to cold liquids will result in even greater damage: for every 18 °F (10 °C) below 32 °F (0 °C), the character suffers 2 damage every round and may experience severe hypothermia.

Fire

Like acid/base damage, fire can burn and scar a character’s skin very quickly, but death is only likely after long exposure. The damage values listed in this section relate only to heat damage, either through direct skin contact or heated air. Secondary damage, such as smoke inhalation or lack of oxygen, can inflict additional damage – sometimes even exceeding the heat damage. Small fires with localised damage can rarely exceed 20 damage total. Approximate damage inflicted each round: candle flame (1d2); small fire (1d4); medium fire (1d6); large fire (1d8); blazing inferno (1d10).

Impact Damage

Impact damage occurs during accidents or disasters such as falls, avalanches, collapsing buildings, and similar hazards. Depending on the cause of the injury, a character’s armour may not protect them. A character who falls a great distance will suffer damage depending on the height they plummeted: 1d6 bludgeoning damage for every 10 feet, to a maximum of 20d6. At the DM’s discretion, they may also make an appropriate Dexterity (Acrobatics) Saving Throw, with success halving the sustained damage to indicate a proper break fall.

Suffocation

The body’s lungs, heart, and brain need a constant supply of air (specifically, oxygen) to continue functioning. Should that supply be removed, the body will quickly die. A character can hold their breath, without suffering damage, for a number of minutes equal to 1 + Constitution modifier (minimum of 30 seconds). After that point, the body will be starved for oxygen, and the character will suffer damage. Should the character’s lungs fill with a gas or liquid other than air, such as water or chemicals, they will not only be deprived of oxygen, but also cannot breathe again until the offending substance is removed.

When a character runs out of breath or is choking, they can survive for a number of rounds equal to their Constitution modifier (minimum of 1 round). At the start of their next turn, they drop to 0 Hit Points and are dying; they can’t regain Hit Points or be stabilised until they can breathe again.

Pressure

The Human body can withstand a wide range of pressures (often measured in “atmospheres”), though bones will break, skin will separate, and lungs will collapse under extreme conditions. The amount of pressure applied to the body is difficult to intuitively estimate unless the character is underwater: pressure increases about one atmosphere for approximately every 30 feet of water depth. Characters do not suffer any significant pressure damage up to 10 atmospheres, provided the pressure is gradually increased and it is not a sudden shock. Additional atmospheres of pressure beyond the first 10 inflict 1 point of damage each round. For example, at 1,200 feet underwater (40 atmospheres), a character will suffer 30 damage each round (40-10=30).

Radiation

Harmful radiation, such as that emitted by obscure radioactive alchemical reagents or perhaps natural element deposits, causes extreme damage to the Human body – though such exposure is rare in traditional fantasy games. Exposure to extreme radiation has very little immediate effect upon a character. Within hours or days, however, the cellular damage becomes painfully clear; humanoids will usually die within several days as the body shuts down. Low amounts of radiation exposure will eventually cause radiation sickness, cancer, and death, but these effects can take months or years to develop.

Vacuum

A vacuum is a low-pressure area with little or no air to breathe, such as the vast infinite of space – though again, such exposure is rare in traditional fantasy games. In anime and manga reality, the following damage can be experienced by a character in a vacuum: unconsciousness, frozen eyeballs, frostbite, boiling blood, and even exploding limbs. In partial vacuums that are artificially created by magic or paranormal abilities, characters suffer 1d6 damage each round. In near-complete or strong vacuums, characters suffer 2d8 damage each round.

DEPRIVATION

Deprivation is the lack of life-sustaining essentials, such as food, sleep, shelter, water, and air. It results in a deterioration of the character’s health and in some situations can eventually be fatal if it continues for an extended period. But unlike normal damage, deprivation is often easily reversed provided it has not gone too far.

The appropriate Features, Immunity, or Resilient Attribute may prevent specific deprivations from occurring. Otherwise, a character who is suffering deprivation loses one Hit Point every interval, as described in Table 26. All deprivation-incurred Hit Point loss is considered incurable and will not recover until the deprivation is ended. For example, a character cannot regain Hit Points lost due to hunger without eating or being fed (if they are too weak to eat independently).

TABLE 26: DEPRIVATION

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



Character Advancement

Character advancement (i.e. progressing through additional Class Levels) is unnecessary in a short adventure, but during a lengthy campaign, players will want to improve their characters and unlock new features and powers. Advancement is not a requirement, but it can reflect the characters' learned knowledge through conflicts with the environment, with opponents such as creatures and NPCs, or even with themselves.

The DM is encouraged to award all characters Experience Points (XP) at the end of each game session. Experience Points are a numerical measure of the knowledge, maturity, and training the character gains through adventuring. Often this will include XP for defeating or destroying creatures and NPCs, but not every game session may involve this type of direct conflict. The amount of the XP award should depend on the creature challenges overcome and the events of the game session, and perhaps even the quality of the role-playing.

OVERCOMING CONFLICT

When determining the XP awards for conflict, DMs must remember that conflict does not necessarily mean combat. While combat is a type of conflict, it is not the only form. Solving a mystery, saving someone from a raging fire, escaping a mage's death trap, negotiating the release of hostages, or other similar situations where the character is pitted against an opposing force, is considered conflict as well. Any situation where there is a consequence for the character failing their attempted course of action can be considered conflict. The term is "Experience Points" and not "Killing Points" or "Destroying Points", nor is it "Beating-Things-Up-and-Stealing-Their-Stuff Points".

For challenges of note, DMs should award sufficient XP to represent knowledge the characters gained from the events. All characters involved in a conflict—typically every player character, and any significant NPC allies or retainers—earn an equivalent share of the XP, regardless of their specific involvement. Each character played a role in successfully resolving the situation, even if their contributions take different forms.

Earned XP is added to the character's current running XP total. If they cross the minimum XP required to advance to their next character Level (see Table 08, page 50), they gain one Class Level of choice.

For example, if three player characters and their NPC ally are hired by a nearby village council to storm a dungeon, vanquish the minor creatures therein, and negotiate a peace between the boss monster and the village, the group will earn XP. If the dispatched creatures were worth a collective 800 XP, and the DM decides that negotiating with the boss monster is worth an additional 1,200 XP, the total experience awarded to the group for the conflict is 2,000 XP. That total is divided equally amongst the four participating characters, gaining each of them 500 XP for a job well done.

Awarding Experience Points

The quantity of the award depends on how much of a challenge it was for the characters to overcome. The following represent several XP award categories to consider.

Defeating Creatures

Monsters, creatures, and NPC opponents are assigned XP based on how powerful they are. See the later section on Challenge Ratings (page 184) and Table 27 for additional details.

Succeeding at a Task

Conquering the task at hand is a rewarding event that can provide the character with insight, knowledge, and perspective. The XP rewarded for such successes depends on the scope of the challenge the characters faced, and is based on the participants' average Character Level:

Minor Challenge: From one-quarter to one-half the number of XP required to advance to the next character Level.

Moderate Challenge: From one-half to three-quarters the number of XP required to advance to the next character Level.

Major Challenge: From three-quarters to the full number of XP required to advance to the next character Level.

Extreme Challenge: A number of XP up to that required to advance one or two character Levels.

Failing at a Task

Characters can still learn valuable (and future-transferable) lessons even when they fail at their task. DMs can award one-tenth to one-quarter the number of XP that the characters would have earned had they been successful.

SHORTCUTTING CONFLICTS

The above guidelines for awarding XP assume more traditional conflict resolutions, such as slaying or driving away monsters through battle, or undertaking challenging quests. With the vast number of character Attribute options in Anime 5E compared to standard Fifth Edition rules, characters may shortcut conflicts with creative resolutions. For example, rather than fight a wyvern, a character could open a Portal (page 111) to send it to another dimension quickly. For such situations, DMs may decide to reduce XP rewards—reflecting that the characters don't learn as much from the short conflict.

EXCEPTIONAL ROLE-PLAYING

In addition to a share of group XP rewards for overcoming challenges, individual characters can potentially earn bonus XP at the DM's discretion as well. Exceptionally talented or active players (those who remain true to their character, encourage other players to participate, help advance the game plot, etc.) can earn these bonus XP awards. When a player performs exceptionally at role-playing their character, the DM can provide a bonus equal up to one-quarter of the character's share of the group XP award during that session. DMs should not feel obliged to provide this award regularly, though; it should be reserved for rare role-playing interactions that stand out.

ENGAGEMENT BONUS

A great way to encourage ongoing participation with the campaign adventures is to offer players direct engagement Bonus Points for their contributions (rather than XP). Every player can participate in these engagements since they are not dependent on any single talent or ability. Of course, engagements are best when shared with the entire gaming group. The number of Bonus Points you assign to players who provide engagements should depend on the amount of work, effort, and/or resources devoted to the task – but they shouldn't reduce the spotlight on Levelling up their characters through Experience Points. One or two Bonus Points for an engagement should be reasonable. Players that undertake several engagements should earn additional Bonus Points as appropriate. Some engagements, such as a diary or game log, require regular participation that aligns with the game sessions; others, such as a character sketch or special engagement, may be single efforts. Several players may wish to rotate responsibility – and thus share in the Bonus Points awarded – for regular engagements.

A non-exhaustive list of example engagements include:

First-Person Diary

The player recounts the events of each session in a first-person narrative from their character's perspective.

Game Log

The player records an ongoing third-person narrative description of each session's events.

Character Sketch

The player draws one or more pictures of the player characters, NPCs, or scenes from the adventures.

Campaign Manga

The player creates a manga related to the campaign characters and events. A manga is an ideal engagement for several players, with each person responsible for one part: pencils, inks, writing, colouring, layout/typesetting, etc.

Video Presentation

The player directs and records a short film of a scene from the adventures, or perhaps some interesting background information. Many players can contribute to an engagement of this scope.

Social Media Updating

The player is responsible for maintaining and updating a social media presence for the campaign, which may be done through a private Facebook group, Discord server, website, or another platform.

Munchies

A player who has more money than time could provide snacks and/or drinks for the gaming group. This engagement can easily be rotated amongst several players to avoid too much financial burden on just one person.

Special Engagement

The nature of an engagement is only limited by the players' imaginations. Players could sculpt images of the characters, provide props for the game, organise special events for the group, and more. The options are limitless!

ALLOCATING POINTS AND OTHER BENEFITS

Players can spend engagement Bonus Points, or Bonus Points earned through Levelling (page 48), immediately to acquire Attributes for their characters or eliminate Defects, or save them for future use. Other Level-based benefits can be saved up as well instead of being allocated immediately, such as a Ninja keeping their +1 Rank Special Movement Attribute benefit in reserve upon reaching 4th Level. Once the Ninja reaches 5th Level, they gain another +1 Rank – allowing them to acquire the Wall-Crawling Special Movement, which counts as two Attribute Ranks.

Attributes Opposing Defects

Some Attributes and Defects directly contrast each other with opposite effects, such as the AC Bonus Attribute and AC Penalty Defect, or Tough Attribute and Fragile Defect. When a character has both opposing aspects assigned, the Attribute or Defect with the greater number of Ranks will cancel all the Ranks of its opposition and only retain the remaining Ranks.

For example, if a character with 2 Ranks of Reduced Damage suddenly gains 5 Ranks of its opposite Massive Damage, the Reduced Damage Defect is completely eliminated and the character only retains the remaining 3 Massive Damage Attribute Ranks.

Gaining Features Through the Story

Characters may also receive benefits or drawbacks during the course of a narrative story that do not count as Levelling advancement. This includes finding (or stealing) equipment and potions, learning information, gaining allies, receiving bumps to Ability Scores, and earning royal or divine boons.

CRAFTING ITEMS

Making mundane objects or magical artefacts in Anime 5E's Point-based system isn't usually of great concern, since the game has a built-in balancing mechanism with Points. The DM can set the parameters involved when player characters want to create weapons, equipment, artefacts, and other items, that will likely consider:

- » *The character's Class, Level, Ability Scores, and Skills*
- » *The materials and resources used in the Item's construction*
- » *The time and number of helpers required to craft the Item*
- » *Whether the Item is mundane, or is to be infused with magical, psionic, or paranormal properties*

Common and relatively inexpensive objects that the player characters can purchase in a local market – such as adventuring gear, boats and vehicles, weapons, and armour – are often granted without Points and are considered background details. Characters should allocate Bonus Points to powerful Items that may be used regularly – though the characters actually using the Items pays the Point costs, rather than the characters crafting them. The DM may decide that single use Items like potions and scrolls require Points allocated to them, which are returned to the character for respending after use.



Challenge Ratings

One of the most difficult aspects facing the DM in many role-playing games is presenting opposition creatures and NPCs that are scaled appropriately for the group. Too strong, and the player characters will be outmatched and the players will become frustrated. Too weak, and the adventures risk becoming boring and routine. This challenge is magnified in Anime 5E since it is a diverse, open-ended, Point-based system that allows for near-endless possibilities for both player characters, creatures, and NPCs.

Anime 5E expands upon the concept of Challenge Ratings (CR) from the Fifth Edition fantasy system to assist DMs in the creation and presentation of NPC opponents. A monster's Challenge Rating indicates how great a threat the monster is to the characters, with higher-CR monsters granting more Experience Points than lower-CR monsters. An appropriately equipped and well-rested party of four adventurers should be able to defeat a creature that has a Challenge Rating equal to the average character Level without suffering any deaths. For example, a party of four 3rd-Level characters should find a creature with a Challenge Rating of 3 to be a worthy threat, but not a deadly one.

Monsters that are significantly weaker than 1st-Level characters have a Challenge Rating lower than 1. Monsters with a Challenge Rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no XP, while those that have attacks are worth 10 XP each. Some creatures present a greater challenge than even a typical 20th-Level party can handle. These creatures have a Challenge Rating of 21 or higher and are specifically designed to test player skill. Table 27 provides a list of XP awarded for each CR.

TABLE 27: CHALLENGE RATING XP

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

CALCULATING CR

It's difficult to develop a strict method of calculating an opponent's Challenge Rating that accounts for all possible abilities and talents for that opponent. Furthermore, a CR is relating to "defeating" the opponent, which is often synonymous with "killing" or "destroying", but not always; some encounters may best be resolved through non-violent means like role-playing, subterfuge, negotiation, and wit.

For games that will primarily use the default Fifth Edition monsters from the MM and other monster books, calculating a CR is not necessary since it is provided for such opponents. Determining a CR for an NPC character or creature that is created using the Anime 5E Point-based system is more challenging – whether it's a completely original design or a recreation of a monster from the Fifth Edition MM. Such calculations are based on the Points assigned to the opponent.

Opponent's Total Points

Calculate an opponent's Point total by summing Points allocated to all aspects of the creature – including Ability Scores, Attributes, and Defects – whether they originate from a Size template, Race, Class, or other special feature. The Point costs indicated by Table 05: Size Modifiers (page 45), Table 10: 1st-Level Base Points (page 82), Table 11: Attributes (page 91), and Table 17: Defects (page 132) provide quick references to ensure all Points are considered.

Rather than determining the individual Point costs for all benefits provided by a Class for an opponent that's better described as a character (as opposed to a monster), their CR equals their Character Level. Alternatively, use this simple calculation: $\text{sum } 10 + \text{all Class Levels} \times 10 + 85$ (or use their actual Ability Score total), and then compare this Point total on Table 27 to determine the character's CR.

For unique opponent features that aren't created using the Anime 5E rules, assign them Points that are associated with Attributes or Defects that most closely align with their function. Then adjust the estimated Point values as appropriate to account for the scope, power, and benefit of the feature compared to the functioning of the Attribute or Defect.

Once the opponent's Point total is calculated, compare it to the Points in Table 27 to determine their Challenge Rating.

For example, consider the stats of an Anime 5E troll (page 223) that is heavily based on the Fifth Edition MM version. A troll's base features – eight d10 Hit Dice and +3 Proficiency Bonus – is worth 46 Points. The troll's six Ability Scores sum to another 74 Points. Adding to the benefits and drawbacks of its Large size are numerous Attributes, such as Extra Action, natural Weapons, Regeneration, and more; Attributes and Defects contribute another 36 Point. The various aspects of a troll are therefore worth a total of 156 Points. This is equivalent to CR 6 (from Table 27), so a troll is worth 2,300 XP.

Calculating the CR of a 7th-Level Hunter / 4th-Level Bender Demonaga opponent is handled differently than for monsters. A character's Challenge Rating is simply equal to their Character Level, and thus the 11th-Level Demonaga is CR 11.

ENCOUNTER THREAT SCORE

When determining the appropriate confrontation intensity for an adventuring player character group, an individual creature's Challenge Rating is an important value – but it's only the foundation. A more holistic approach to conflict introduces the concept of Threat Scores to assist DMs in the creation and presentation of NPC opponents.

An encounter's Threat Score is a measure of the opponents' average Challenge Rating that would reasonably present a medium difficulty for the player characters during a typical adventure, which considers both combat and non-combat situations. Overcoming encounters with higher Threat Scores rewards the characters with a greater number of Experience Points – and characters can never have too many XP!

Average Player Character Total Points

Before calculating the encounter's Threat Score, it's necessary to determine the average Point totals for the player characters in the adventuring group, rounded to the nearest 10 Points.

The Point total for an individual character might be known exactly if the players track all Points accurately during Level advancement. Otherwise, an approximate (and quick to calculate) Point total equals 10 plus their starting Discretionary Points (page 20), plus additional Bonus Points awarded throughout the game (such as from an engagement bonus, page 182, or other reasons such as in-game adventuring boons), plus 10 times the character's Level.

Point Total = 10+ starting Discretionary Points + Bonus Points + Character Level x10

For example, Llewella the Fairy is currently a 6th Level Pet Monster Trainer and 2nd Level Bender. The DM started the game a few months earlier with all characters at 3rd Level, and thus Llewella started with a pool of 82 Discretionary Points (80 base + 2 for starting at 3rd Level; see page 20).

Arun, Llewella's player, has been doing character sketches since the campaign began and the DM has so far awarded him with 5 Bonus Points for his engagement with the game. Additionally, a grateful quasi-deity previously granted Llewella and each of her party allies 3 Bonus Points for completing a quest a half-dozen sessions into the game.

Considering everything that has happened since beginning her wondrous adventures, Llewella's approximate Point total currently equals 180: 10 + 82 starting Points + 5 engagement Bonus Points + 3 quest Bonus Points + 80 Level-based Points (6 Levels x10 = 60 for Pet Monster Trainer; 2 Levels x10 = 20 for Bender).

Llewella's four companions have been with her from the beginning of the game, though none of the other players have been granted engagement Points. Consequently, the allies each currently have 175 Points, which provides a rounded average of 180 Points for the five player characters.

Baseline Threat Score

An encounter's baseline Threat Score equals the Challenge Rating that aligns with the average player character total Points on Table 27. For the earlier example, Llewella's adventuring party average Point total is 180 Points, which is associated with a CR 8 in Table 27.

Moving Up and Down

The terminology below for adjusting Threat Scores involves “moving up” and “moving down” the Challenge Rating spectrum. Moving up refers to the next CR with an increasing Point total. For example, moving up from CR 8 refers to CR 9. Conversely, moving down indicates the reverse: CR 8 to CR 7. Threat Scores cannot be lower than the bottom of the spectrum (CR 0), nor higher than top of the spectrum (CR 30). Threat Score modification beyond these ranges is ignored.

Adjusting the Baseline

The DM then considers the following factors to determine the encounter's final Threat Score.

Move Up for These Conditions:

- » Five player characters
- » Six player characters (two moves up)
- » Seven or eight player characters (three moves up)
- » Nine or more player characters (four or more moves up)
- » Characters have game values that exceed recommended benchmarks (Table 01, page 20)
- » Characters have a significant location or setting advantage against the encountered opponents (move up one to three)

Move Down for These Conditions:

- » Three player characters
- » Two player characters (two moves down)
- » Single player character (three moves down)
- » Two to four opponents
- » Five to seven opponents (two moves down)
- » Eight to 10 opponents (three moves down)
- » More than 10 opponents (four or more moves down)
- » Opponents have a significant location or setting advantage against the player characters (move down one to three)
- » Opponents are optimised for conflict with the characters

Continuing the earlier example, the DM is establishing an encounter for Llewella's party in an ancient crypt and needs to determine the appropriate Threat Score for an encounter with a tribe of nine monster opponents.

With an average player character Point total of 180, the baseline Threat Score is CR 8. The DM adjusts this baseline as follows: there are five player characters (one move up), there are seven monsters (two moves down), the monsters will have trapped the crypt and have a significant setting advantage (one move down). After considering the entire encounter, the adjusted Threat Score is CR 6 (CR 8 + 1 - 2 - 1). If the DM wants the crypt encounter to pose a medium difficulty to the player characters, the nine monsters should each have a Challenge Rating of 6 – or an average of 6 for the monster group, if they are not all the same.

Measuring the Threat

The Threat Score provides the CR for an encounter of medium difficulty, but the scenario may call for one other than a medium threat. Table 28 provides a sliding scale of Challenge Ratings to help measure the overall encounter threat.

Trivial: The opponents pose no threat to the characters, who should emerge from the encounter without any effort. The characters will find the challenge uninspired and pedestrian.

Simple: Other than losing a few Hit Points, the characters will likely emerge victorious from the encounter only using a fraction of their capabilities.

Easy: If the characters use their full range of abilities, the encounter does not pose a substantial threat. Holding back their talents may make the encounter more interesting for them.

Medium: The characters will find the encounter worthy of their capabilities, and may even struggle at a few challenging points. Some will probably become injured during the conflict, though character death is extremely unlikely.

Hard: Overcoming the threat before them without significant injury will take a co-ordinated effort on the characters' part. The encounter will likely bring pain and suffering, though character death should only occur when significant mistakes are made.

Excessive: The characters are against a capable opponent, and the threat of death is ever-present. The encounter may prove to be too much for the characters to endure, requiring withdrawal and evaluation of their strategies and options.

Deadly: The characters are at a substantial risk of defeat because they are evenly match with the opposition; the outcome of the conflict could go either way, depending on many factors. Death for some characters is possible, or even likely, with the encounter pushing them to their limits – and well beyond.

Continuing the earlier example, the nine monsters would pose a medium threat if they were CR 6 (constructed from 151-160 Points, such as trolls; page 223). If the DM created the monsters from 111-120 Points each instead (such as CR 2 ogres; page 220), the encounter would be of a trivial threat since the monster CR is four lower than the Threat Score CR. Alternatively, if the DM created the monsters from 181 or more Points each (such as CR 10 stone giants), the encounter would pose a deadly threat since the monster CR is at least three higher than the Threat Score CR of 6.

TABLE 28: ENCOUNTER THREAT

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

IT'S NOT A FAIR FIGHT

If you're unfamiliar with how Challenge Ratings work, it might be an obvious question to ask why a CR X monster is considered a balanced challenge for a party of four characters with an average of X Level. Looking at it another way, if a character is Level 4 (and is thus CR 4), then they'd need an entire party of 4th-Level characters if they wanted to fight their clone in a balanced challenge. One 4th-Level character against four? How is that balanced?

Balanced encounters aren't fair fights, though, and they are purposefully designed to favour the player characters. In the above example, the CR 4 clone is considered a medium threat to a party of four 4th-Level characters. Reading the description of medium threat, the player characters are pretty much destined to win a four-on-one battle without suffering any casualties – which is far from a fair contest.

Flipping it around, a battle between one 4th-Level character and their CR 4 clone could go either way; either participant should have a 50% chance of winning, and the victor is unlikely to emerge without substantial injury. Following the baseline adjustment guidelines, a single player character "party" adjusts the CR three moves down to a CR 1 for a medium Threat Score. A CR 4 opponent is three CR higher than this Threat Score, resulting in a deadly encounter difficulty that places the character in as much risk as their CR 4 clone opponent. The description of a deadly threat difficulty clearly indicates that the encounter could go either way.

In short, CRs are not about a fair fight. A medium difficulty encounter will most likely be resolved in the party's favour, but a truly balanced deadly conflict is impossible to predict.



Game Currency

The term “currency” is usually only associated with money. In Anime 5E, both coins and Points can be exchanged for useful character advantages.

MONEY

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

With one gold piece, a character can buy a bedroll, 50 feet of good rope, or a goat. A skilled (but not exceptional) artisan can earn one gold piece a day. The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a labourer's work for half a day, a flask of lamp oil, or a night's rest in a poor inn.

One silver piece is worth ten copper pieces, which are common among labourers and beggars. A single copper piece buys a candle, a torch, or a piece of chalk.

In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they sometimes arouse suspicion and scepticism when used in transactions. An electrum piece is worth five silver pieces (or half a gold piece), and a platinum piece is worth ten gold pieces.

A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

1 pp = 10 gp = 20 ep = 100 sp = 1,000 cp

Converting Between Coins and Points

With such a diverse range of Attribute options for Items and Weapons, it's nearly impossible to set a standard framework conversion between coins and Points. For example, declaring that X money is worth Y Points is too simplistic for Anime 5E's robust game system. Though all Points are considered equal, their fantasy world applications are not – especially when one considers both mundane or common Points vs. magical or paranormal Points, as well as common vs. rare Point allocations.

For example, consider two suits of armour created with the Item Attribute. One set may be made from quality material with superb craftsmanship, offering exceptional protection – such as that provided by the Rank 6 AC Bonus Attribute (6 Points). The other could be common leather armour that doesn't offer much physical protection, but grants Rank 2 Flight for 6 Points that allows the character to fly at 90 feet/round. Both Items contain 6 Points worth of Attributes, but the magical leather armour would likely sell for a much higher price at a city market.

IN-GAME POINT CHANGES

If a player spends Points on an Attribute, they should expect some degree of protection from the ravages of the DM. After all, the player has invested part of their character into the particular Attribute. If the player does not spend the Points on elements acquired while adventuring, however, they gain no protection. The DM may steal, destroy, alter, or manipulate the objects or situations however they desire.

For example, a player spends 3 Discretionary Points during creation to gain Rank 3 Connected (see page 98) for their character – representing the character being a minor knight. The player should feel secure knowing that their character will remain a knight for the duration of the campaign. Should the character's knighthood be stripped away for some reason during an engaging narrative, they should gain something of similar value worth 3 Points. Perhaps the character might earn a new Attribute during their adventures worth a similar number of Points, such as Rank 1 Flight.

The character alternatively could be knighted during the course of the campaign due to their heroic deeds. If the character does not spend Points acquiring the Connected Attribute reasonably quickly after receiving the benefit (such as with Bonus Points earned while Levelling up) then the DM may strip the character of their position as appropriate for the adventure storyline. Since the character has not invested Points in the Attribute, it is not protected from the DM's plots and machinations.

Conversely, the Connected Attribute may be granted during gameplay, but in connection with Defects that returns sufficient Points to pay for the new Attribute, such as Accountability, Nemesis, Obligated, etc. In this case, the character has effectively paid for the Attribute via the Defects – which, in turn, are an alternate expression of Points. The character must contend with the ongoing disadvantages imposed by the Defects, though. The player may choose to eliminate such Defects during the game by allocating future Bonus Points. Should the character lose their knighthood during their adventures, the associated Defects that paid for the Connected Points could perhaps disappear as well as appropriate, or the Defects could remain in effect and the character granted the withdrawn Points from losing Connected.

In-game Point changes run most smoothly when players and the DM work together to settle upon a reasonable outcome.

The latter option is an excellent choice for dynamic character advancement. That is, the DM may give the character an Attribute benefit even if they do not yet have sufficient Points to pay for it. The character gains the applicable Attribute, but also earns appropriate Defects to offset its Point cost.

DMs should not do this with every advantage the characters gain in their adventures, though, or the characters will quickly find themselves laden with a host of Defects. DMs should only enforce new Defects for important elements that should stay with the character throughout the campaign. Other “free” Attributes or Items should be left to the player's choice – they can either spend Points to protect the benefit, or allow it to suffer the whims and fancies of the DM.

Alignment in Anime 5E

Players familiar with traditional Fifth Edition rules may notice that Anime 5E does not address the concept of character alignment. Its Attribute framework, and absence of a focus on standard spellcasting, means that declarations of alignment are not necessary. Gaming groups that are integrating Anime 5E with Fifth Edition may wish to assign alignments, though, so this section is included for the sake of completion.

CREATURE ALIGNMENT

A typical creature in the game world has an alignment, which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

These brief summaries of the nine alignments describe the typical behaviour of a creature with that alignment. Individuals might vary significantly from that typical behaviour, and few people are perfectly and consistently faithful to the precepts of their alignment.

ALIGNMENT IN THE ANIME MULTIVERSE

For many thinking creatures, alignment is a moral choice. Humans, Asrai, Nekojin, and other humanoid (or not) Races can choose whether to follow the paths of good or evil, law or chaos. According to myth, the good-aligned gods who created these Races gave them free will to choose their moral paths, knowing that good without free will is akin to slavery.

The evil deities who created other Races, though, made those Races to serve them. Those Races have strong inborn tendencies that match the nature of their gods. Most orcs share the violent, savage nature of the orc gods, and are thus inclined toward evil. Even if an orc chooses a good alignment, it struggles against its innate tendencies for its entire life. Even Half-Orcs feel the lingering pull of the orc god's influence.

Alignment is an essential part of the nature of celestials and fiends. A devil does not choose to be lawful evil, and it doesn't tend toward lawful evil, but rather it's essence is lawful evil. If it somehow ceased to be lawful evil, it would cease to be a devil.

Most creatures that lack the capacity for rational thought do not have alignments – they are unaligned. Such a creature is incapable of making a moral or ethical choice and acts according to its bestial nature. Sharks are savage predators, for example, but they are not evil; they have no alignment.

<h1>LG</h1> <p>Lawful good creatures can be counted on to do the right thing as expected by society</p>	<h1>NG</h1> <p>Neutral good folk do the best they can to help others according to their needs</p>	<h1>CG</h1> <p>Chaotic good creatures act as their conscience directs, with little regard for what others expect</p>
<h1>LN</h1> <p>Lawful neutral individuals act in accordance with law, tradition, and personal codes</p>	<h1>N</h1> <p>True neutrals steer clear of moral questions and don't take sides, doing what seems best at the time</p>	<h1>CN</h1> <p>Chaotic neutral creatures follow their whims and hold their personal freedom above all else</p>
<h1>LE</h1> <p>Lawful evil creatures methodically take what they want, within the limits of tradition, loyalty, and order</p>	<h1>NE</h1> <p>Neutral evil creatures do whatever they can get away with, without compassion or moral qualms</p>	<h1>CE</h1> <p>Chaotic evil creatures act with arbitrary violence, spurred by their greed, hatred, and bloodlust</p>



CHAPTER 10

Items

CHAPTER 10

ITEMS

What would an anime fantasy game be without the sleek weapons, impressive armour, magical artefacts, and adventuring gear that so many characters wield in their adventures?

This chapter provides further context for the Item Attribute (page 105), which you may have assigned to your character during their creation. You'll find a wide range of example Items that can either be used as they are, or used as templates to assist you in creating a plethora of weapons and artefacts for use in your game. Of course, these listed examples aren't exhaustive; you can find an extensive array of equipment in the Fifth Edition PHB and DMG. Additionally, many fantasy variations exist for the generic gear provided herein. Remember that getting the right feel for your Items is more important than ensuring the Point costs are perfect, since the narrative story and compelling characterisations are the heart of a role-playing campaign.

Adventuring Items

When designing an Item for your character, there are numerous guidelines you need to consider. Since your vision for your Item may be different than the DM's vision, it's important to discuss the Item specifics with them during character creation to ensure you're on the same page in advance of the game adventures.

POINT COSTS

Anime 5E is an effects-based game. This means that if one character has a custom-made hand crossbow and the other can shoot an equally damaging magical energy bolt out of their hands, it would make sense that both characters should pay the same Point cost for the ability to inflict equivalent damage on their enemies. However, Items can be lost, dropped, stolen, misplaced, or destroyed – and consequently receive a slight Point break on their cost. The Item Attribute provides a character with 5 Points/Rank to create objects, yet the Attribute only costs 4 Points/Rank to account for the inherent disadvantages they impose.

Shared Items

The DM may allow a group of characters to own a single important Item – for example, a base of operations, seafaring galleon, clockwork mecha, or unique artefact – together and evenly split the Points amongst themselves. Companions (page 95) may not contribute to the shared Item costs, though. Record a total shared Item Rank in a character's description and clearly indicate their ownership Rank share and Point cost (for example, "one-fifth of the OceanFly = 2 of 10 Item Ranks").

Item Defects

In most instances, Defects associated with an Item only affect the character if they are using it (considered the normal use for the Item). For example, if a mask artefact restricts peripheral vision and is assigned one Rank of the Sensory Impairment Defect at -3 Points, the character's vision is obviously only impaired while they are wearing the mask. Additionally, Defects that are implied by the Item's status as an

inanimate object – such as Impaired Manipulation, Impaired Speech, Marked, Physical Impairment, Sensory Impairment, etc. – should not be assigned unless they indicate specific deficiencies. For example, a rickety sea galleon with important equipment (such as rudders and sails) that sometimes fails to work properly might have the Physical Impairment Defect.

Damaging and Breaking Items

Creating a realistic and internally consistent set of rules for damaging and breaking Items and equipment is difficult at best and unnecessary at worst. Consideration would need to be quantified regarding the object's material composition, quality of craftsmanship, intended use, situational circumstances, and more. Consequently, Anime 5E relegates damage to (and repair of) objects and equipment to the realm of narrative storytelling and role-playing dynamics. For Items such as fantasy mecha that are used directly in battle, read the sidebar on page 158.

MUNDANE ITEMS

Mundane Items are Items that are so unimportant, everyday, or ubiquitous for the purpose of an adventure that the DM decides that they are free (i.e. cost no Points to acquire). In a high-fantasy world, things like clothes, common weapons, lodgings, basic adventuring gear, etc., can be categorised as mundane Items. The DM may instead decide that some Items are best acquired through adventuring or role-playing through the story.

Point Protection Rule

All Items benefit from the Point protection rule, while mundane Items do not. Point protection means that if an Item is sufficiently important enough to cost Points, it's part of the character's concept. The DM should ensure the Item is replaced within the next game session if the Item is lost, stolen, or broken (provided this will not totally upset the logic of the story, naturally). Mundane Items do not benefit from this replacement guideline, and they may be taken from the characters as appropriate for the story. Players may use Points to acquire otherwise mundane Items should they wish to benefit from such Point protection if the mundane Items are important to the character's concept.

Starting Adventuring Gear

Characters start their adventuring lives with whatever weapons, armour, gear, and coins the DM indicates are appropriate. This could mean that characters are each provided with an amount of coin and a price list of gear for shopping (perhaps from the Fifth Edition PHB), or the players could submit their characters' starting equipment lists to the DM for approval.

Starting Point Allotment

Alternatively, the DM could grant each character (or the entire adventuring group as a whole) a pool of Bonus Points before the game begins that they can spend on weapons, armour, artefacts, and more. The Point cost of such Items and their coin costs don't always align; providing Points instead of money to characters aims for game balance over narrative realism.

Weapons

The Weapons listed in this chapter are described briefly so that players may either assign them to their characters directly or use them as templates when creating other similar Weapons. For example, by simply increasing the Weapon Rank (and thus damage) of a longsword, it is possible to create various magical swords, or simply swords made from more durable and damaging materials or with exceptional craftsmanship.

SIMPLE MELEE WEAPONS

Caltrops: Caltrops resemble large metal game jacks with sharpened points on the ends of their arms rather than balls. They are essentially small, multi-pronged iron spikes designed so that one point is always facing up. A character can scatter them on the ground so enemies will step on them or are at least forced to slow down to avoid them.

Club: A wooden or metal club, such as a thick stick or pipe.

Dagger or Knife: A short, bladed weapon with a pointed end.

Gauntlet, Spiked: This is a metal glove strategically adorned with assorted spikes and blades.

Greatclub: This larger, heavier club can only be wielded with two hands.

Handaxe: A short axe similar to a hatchet but designed primarily to chop armour and flesh rather than wood. They are balanced for throwing but are not the most accurate weapon.

Light Hammer: This is a 1-2' shaft topped by a small metal head. It can be thrown at opponents, but is not very accurate.

Mace: A club topped with a flanged metal head used to crush armour and bones.

Quarterstaff: A staff made from a length of wood or metal, which can be deadly in skilled hands.

Sap: This is a short, flexible shaft made from or wrapped in a nonlethal material, primarily used to knock opponents unconscious with a called shot (page 166).

Scythe: While it resembles the standard farm implement of the same name, this two-handed scythe is somewhat smaller. The design of the scythe focuses force on the sharp point, as well as allowing devastating slashes with the blade edge.

Spear or Javelin: A simple weapon consisting of a long shaft with a sharpened tip (most often of iron), favoured by militias and city guards. It is usually balanced for throwing as well.

Wooden Stake: The favourite weapon of vampire slayers, this pointy wooden shaft is dangerous to anyone.

SIMPLE RANGED WEAPONS

Arrows: A straight and slender shaft with a pointed tip on one end and stabilising vanes on the other, typically fired from a bow. An arrow can be used as an improvised dagger melee weapon as well.

Bolts, Crossbow: Similar to an arrow, these shafts are shorter and designed to be fired from a crossbow. A crossbow bolt can be used as an improvised dagger melee weapon as well.

Bullets, Sling: Bullets are lead spheres that are similar to stones of the same size but are significantly heavier.

Crossbow, Light: A light crossbow is a bow affixed to a wooden stock to aid in its firing accuracy. It is drawn by turning or pulling a lever, and it fires bolts.

Lasso: This loop in a rope is thrown around an enemy, tightening when it is pulled.

Rocks: A rock weapon can be used to represent any large and bulky thrown object, whether it is made of stone or not. A character can hurl a rock a maximum of one size smaller than they are (for example, a Medium-sized Human can hurl Tiny and Small rocks, but not Medium rocks or larger).

Shortbow: A two-handed weapon that fires arrows.

Shuriken: Often termed "throwing stars", the word shuriken actually means "hidden hand blade". Thus, any thrown object small enough to conceal in the palm is classified as a shuriken. Their design ranges from stars to triangles to needles or darts. Attackers usually carry dozens of them at a time and sometimes tip them with poison.

Sling: The sling is a looped strap used to hurl lead bullets or stones. While neither as easy to use as the crossbow nor as powerful as a bow, it is cheap and easy to improvise from common materials.

MARTIAL MELEE WEAPONS

Battleaxe: This is a heavy, broad-headed axe that can be wielded with one hand. Most are single-bladed, but double-bladed axes are not uncommon.

Bokken: This is a martial arts wooden practise sword.

Garrote Wire: A length of wire – or sometimes chain, rope, or vegetation – that is used to strangle someone (requires a called shot to the throat; see page 166).

Greataxe: This is a large battleaxe that can only be wielded with two hands – unless the character is much larger than the normal Medium size.

Greatsword: This is a large sword that can only be wielded with two hands – unless the character is much larger than the normal Medium size.

Katana: This is the Japanese equivalent to the longsword.

Lance, Tournament: This light lance is designed specifically for tournament jousts, and thus inflicts reduced damage. Such lances are not banded with metal and thus are designed to shatter on impact. Typically 12-20' long, it consequently cannot be used against an adjacent foe.

Lance, War: This is a long spear designed for attacking from a mount. They are typically 12-20' in length (i.e. cannot be used against an adjacent foe), made of ash wood, banded with metal against splitting, and tipped with a steel point.

Longsword: Also known as a broadsword or simply a sword, this is a 3-4' blade set into a hilt.

Maul: A heavy, long-handled warhammer that can only be wielded with two hands – unless the character is much larger than the normal Medium size.

Morningstar Flail: This is a spiked metal ball connected to a short rod by a length of chain.

Nunchaku: A martial arts weapon made from two short shafts connected together with a short chain or rope.

Polearm: A long two-handed spear with a great reach. A polearm ends in a variety of sharp ends and is thus called many different names: bardiche, fauchard, glave, guisarme, halberd, longspear, partisan, pike, ranseur, spetum, voulge, etc.

Rapier: A thin 4' sword used for piercing and quick cuts.

Scimitar: A 3' sword with a curved blade that broadens towards the point.

Shield (Bash): Although not designed as an offensive weapon, a shield can still inflict significant damage when bashing someone in combat.

Sword, Bastard: A bastard sword is a sword that has a larger blade and a more elongated grip than a longsword. This allows for a second hand to be used in swinging it for more damaging force.

Shortsword: Shortswords are roughly a 2' long and primarily designed for thrusting. This sword is popular as an off-hand weapon when using two weapons.

Trident: This tall weapon resembles a spear with a sharp three-pronged fork on the end instead of a single tip. Simple, non-military tridents are often used for spearfishing.

Wakizashi: This Japanese equivalent to the shortsword is often paired with a katana.

Warhammer: This is a 3' shaft topped by a metal head with a short spike on one side and a blunt hammer on the other.

War Pick: This is a 4' shaft attached to a sharp metal spike. Useful for tearing into both masonry and opponents.

Weighted Chain: A heavy ball or weight at the end of a long thin chain, also known as a manrikigusari. By holding the unweighted end, a character can swing the chain rapidly above their head to deliver a crushing blow when it strikes the enemy. Alternatively, the chain can be used to entangle limbs or disarm an opponent. Used improperly, it can be dangerous to the wielder.

Whip: The standard whip consists of a long, flexible thong (usually leather) attached to a handle. Although the whip is held in the hand, it can strike with Range 1. It's a favourite weapon of bad girls/guys, infernal villains, and swashbucklers.

MARTIAL RANGED WEAPONS

Arrows: A straight and slender shaft with a pointed tip on one end and stabilising vanes on the other, typically fired from a bow. An arrow can be used as an improvised dagger melee weapon as well.

Blowgun: A long tube or reed used to blow a dart at a foe. Commonly used by primitive hunters and classic Ninja. The dart is often tipped with poison to kill or render unconscious.

Bolas: A throwing weapon consisting of heavy balls at the ends of three or four connected cords, typically used to entangle animals.

Bolts, Crossbow: Similar to an arrow, these shafts are shorter and designed to be fired from a crossbow. A crossbow bolt can be used as an improvised dagger melee weapon as well.

Crossbow, Hand: A hand crossbow is a small bow affixed to a hand-held wooden stock. It is drawn by pulling back the crossbow string. It fires miniature bolts (similar to a large dart) that are often tipped in poison.

Crossbow, Heavy: A heavy crossbow is a bow affixed to a solid wooden stock to aid in its firing accuracy. It is drawn by turning a winch and fires bolts.

Longbow: A two-handed ranged weapon that fires arrows.

Net: A webbing, usually made of rope, that is designed to tangle and control opponents. Fighting nets have small barbs in the weave as well. Nets are thrown ranged weapons used primarily against very close opponents.

SIMPLE SPLASH WEAPONS

Acid: A flask of acid can be thrown at opponents, damaging the target and those in the vicinity (and often equipment, too).

Boiling Oil (Barrel): Boiling oil is most frequently used in the defence of a fortification by pouring it onto aggressors that get too close to the fortress walls. It is deadly painful and thus extremely effective.

Molotov Cocktail: A crude explosive made by filling a glass bottle with flammable liquid (usually petrol-based) and fitting a rag wick in the neck. The wick is lit before throwing, and the liquid bursts into flames when the bottle shatters upon impact.

MARTIAL SIEGE WEAPONS

Ballista: A projectile siege engine similar to a massive crossbow that uses torsion springs made of horsehair, animal sinew, or rare fibres to launch large bolts.

Bolts, Ballista: More like a spear than an arrow or crossbow bolt, these large, usually blunted shafts are designed to be fired from a ballista. A bolt may also be used as an improvised spear if sharpened instead of blunted.

Catapult: A projectile siege engine that uses counterweights to propel huge stones or flaming pitch at opponents. In addition to specially prepared loads, a catapult can also launch improvised ammunition such as animals or diseased bodies.

Ram: A heavy shaft – either made from a tree limb or trunk, or cast from metal – primarily used to batter down doors and walls. They require several people to gain sufficient momentum to inflict damage.

Armour

Fantasy gaming worlds are a vast tapestry made up of many different cultures, each with its own technology familiarity. For this reason, adventurers have access to a variety of armour types, ranging from leather armour to chain mail to costly plate armour, with several other kinds of armour in between. Table 31 (page 198) collects the most commonly available types of armour found in the game and separates them into three categories: light armour, medium armour, and heavy armour. Many warriors supplement their armour with a shield.

The armour table shows the cost, weight, and other properties of the common types of armour worn in fantasy gaming worlds. Additionally, the base Armour Class provided by each type of armour is listed.

Armour Proficiency

Anyone can put on a suit of armour or strap a shield to an arm. Only those proficient in the armour's use know how to wear it effectively, however. The character's Class and Attributes indicate with which armour types they are proficient. When lacking proficiency with the armour they are wearing, the character has a disadvantage on any Ability check, Skill check, Saving Throw, or attack roll that involves Strength or Dexterity, and the character can't usually cast spells.

Strength and Dexterity With Armour

Heavier armour interferes with the wearer's ability to move quickly, stealthily, and freely. If the armour table shows the number 13 or 15 in the Strength column for an armour type, the armour reduces the wearer's speed by 10 feet, unless the wearer has a Strength score equal to or higher than the listed score.

Additionally, if the armour table shows "Disadvantage" in the Stealth column, the wearer suffers a disadvantage on Dexterity (Stealth) checks whether proficient or not.

Workmanship

The armour values listed in Table 31 represent average-quality construction and materials. Shoddy workmanship, poor construction techniques, or weak materials can penalise the given Armour Class by -1 to -4 (see the AC Penalty Defect, page 133). Conversely, exceptional workmanship, advanced construction techniques, or resilient finishings can increase the given Armour Ratings by +1 or +2 (see the AC Bonus Attribute, page 92).

LIGHT ARMOUR

Made from supple or thin materials, light armour favours agile adventurers since it offers some protection without sacrificing mobility. A character wearing light armour adds their Dexterity modifier to the base number from their armour type to determine their final Armour Class.

Padded: Padded armour features quilted layers of cloth and batting that provide minimal protection.

Leather: The breastplate and shoulder protectors of this armour are made of leather that has been stiffened by boiling in water. The rest of the armour is made of softer and more flexible leather.

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

MEDIUM ARMOUR

Medium armour offers more protection than light armour, but it also impairs movement more. A character wearing medium armour adds their Dexterity modifier, to a maximum of +2, to the base number from their armour type to determine their final Armour Class.

Hide: Thicker animal skin can provide enhanced protection, though the Dexterity modifier contribution is capped compared to leather armour worn by characters since natural hides are bulky and cumbersome.

Chain Shirt: Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armour offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

Scale Mail: This armour consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit usually includes gauntlets as well.

Breastplate: This armour consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armour provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Half Plate: Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

HEAVY ARMOUR

Of all the armour categories, heavy armour offers the best protection. These suits of armour cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armour doesn't let characters add their Dexterity modifier to their Armour Class, but it also doesn't penalise them if their modifier is negative.

Ring Mail: This armour is leather armour with heavy rings sewn into it. The rings help reinforce the armour against blows from swords and axes. Ring mail is inferior to chain mail, and it's usually worn only by those who can't afford better armour.

Chain Mail: Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Splint: This armour is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Plate: Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armour. Buckles and straps distribute the weight over the body. Each suit of full plate must be individually fitted to its owner by a master armorer, although a captured suit can be resized to fit a new owner at a reasonable cost.





TABLE 29: MELEE WEAPONS

* Denotes finesse-style weapons. Characters have a choice of using either their Strength or Dexterity modifiers when adding to attack rolls and damage rolls

SIMPLE MELEE WEAPONS	COST	DAMAGE	TYPE	RANK	ENHANCEMENTS	LIMITERS
Caltrops (Bag)	1 gp	1d4	Piercing	1	Area 1, Trap 1	Save 2
Club	1 sp	1d4	Bludgeoning	1	—	—
Dagger or Knife*	2 gp	1d4	Piercing	1	—	—
Greatclub	2 sp	1d8	Bludgeoning	1 (2)	—	Hands
Handaxe	5 sp	1d6	Slashing	2	—	—
Light Hammer	2 gp	1d4	Bludgeoning	1	—	—
Mace	5 gp	1d6	Bludgeoning	2	—	—
Quarterstaff	2 gp	1d6	Bludgeoning	1 (2)	—	Hands
Sap	3 sp	1d2	Bludgeoning	1	—	—
Scythe	1 gp	1d6	Slashing	1 (2)	—	Hands
Spear or Javelin	1 gp	1d6	Piercing	2	—	—
Unarmed Punch or Kick	—	1	Bludgeoning	0	—	—
+ Spiked Gauntlet	5 gp	1d4	Piercing	1	—	—
Wooden Stake	2 sp	1d4	Piercing	1	—	—

MARTIAL MELEE WEAPONS	COST	DAMAGE	TYPE	RANK	ENHANCEMENTS	LIMITERS
Battleaxe	10 gp	1d8	Slashing	2	—	—
Bastard Sword	25 gp	1d10	Slashing	3	—	—
Bokken (Wooden Sword)*	1 gp	1d6	Bludgeoning	2	—	—
Garrotte Wire	1 gp	2d6	Slashing	1 (3)	—	Hands, Non-Penetrating
Greataxe	30 gp	1d12	Slashing	2 (3)	—	Hands
Greatsword	50 gp	2d6	Slashing	2 (3)	—	Hands
Katana	100 gp	2d4	Slashing	2	—	—
Lance, Tournament	5 gp	1d8	Bludgeoning	1 (2)	Reach	Non-Penetrating, Unreliable
Lance, War	10 gp	1d12	Piercing	4 (3)	Reach	—
Longsword	15 gp	1d8	Slashing	2	—	—
Maul	10 gp	2d6	Bludgeoning	2 (3)	—	Hands
Morningstar Flail	15 gp	1d8	Piercing	2	—	—
Nunchaku*	2 gp	1d6	Bludgeoning	2	—	—
Polearm	10 gp	1d10	Piercing	3	Reach	Hands
Rapier*	25 gp	1d8	Piercing	2	—	—
Scimitar*	25 gp	1d6	Slashing	2	—	—
Shield (Bash)	10 gp	2d4	Bludgeoning	1 (2)	—	Inaccurate
Shortsword*	10 gp	1d6	Piercing	2	—	—
Trident	5 gp	1d6	Piercing	2	—	—
Wakizashi*	20 gp	1d6	Slashing	2	—	—
War Pick	5 gp	1d8	Piercing	2	—	—
Warhammer	15 gp	1d8	Bludgeoning	2	—	—
Weighted Chain	5 gp	1d6	Bludgeoning	1 (2)	Flexible	Backlash, Inaccurate
Whip*	2 gp	1d4	Slashing	2 (1)	Flexible, Range 1	Non-Penetrating

THROWN WEAPONS AND AMMO LIMITER

The Ammo Limiter (page 129) represents the total ammunition typically carried relative to the Weapon's rate of fire. Bows, crossbows, slings, and blowguns don't usually have Ammo assigned since characters often carry quivers or other pouches with many projectiles, and thus they rarely run out during combat (and they are easily collected or replenished after the battle). Similarly, characters usually carry a supply of small thrown weapons such as shuriken, rather than just a few. Individual thrown weapons such as spears, daggers, nets, bolas, light hammers, and handaxes would have the equivalent of three assignments of the Ammo Limiter, though, representing their single use; once such a weapon is thrown, the character must retrieve it before throwing it again. Ammo x3 is effectively still applied to their ranged use, even if the character is carrying a couple of spears or a small quantity of daggers.

TABLE 30: RANGED, SPLASH, AND SIEGE WEAPONS

SIMPLE RANGED WEAPONS	COST	DAMAGE	TYPE	RANK	ENHANCEMENTS	LIMITERS
Crossbow, Light	25 gp	1d8	Piercing	4 (2)	Penetrating, Range 3	Activation 1, Hands
Lasso	1 gp	0d4	—	1 (0)	Range 2, Tangle	Inaccurate 2
Rock or Object, Huge*	—	12d4	Bludgeoning	13 (12)	Range 2	Inaccurate
Rock or Object, Large*	—	8d4	Bludgeoning	9 (8)	Range 2	Inaccurate
Rock or Object, Medium*	—	4d4	Bludgeoning	5 (4)	Range 2	Inaccurate
Rock or Object, Small*	—	2d4	Bludgeoning	3 (2)	Range 2	Inaccurate
Rock or Object, Tiny*	—	1d4	Bludgeoning	2 (1)	Range 2	Inaccurate
Shortbow	25 gp	1d6	Piercing	4 (2)	Range 3	Hands
Shuriken or Dart*	5 sp	1d4	Piercing	2 (1)	Range 2	Non-Penetrating
Sling	1 sp	1d4	Bludgeoning	1	Range 2	Inaccurate, Non-Penetrating
Spear or Javelin*	1 gp	1d6	Piercing	2	Accurate, Range 2	Ammo 3
MARTIAL RANGED WEAPONS	COST	DAMAGE	TYPE	RANK	ENHANCEMENTS	LIMITERS
Blowgun	10 gp	1	Piercing	1 (0)	Range 2	Non-Penetrating
Bolas	5 gp	0d4	—	1 (0)	Accurate, Potent, Range 2, Tangle	Ammo 3, Non-Penetrating
Crossbow, Hand	75 gp	1d6	Piercing	4 (2)	Range 2	—
Crossbow, Heavy	50 gp	1d10	Piercing	5 (3)	Penetrating, Range 3	Activation 1, Hands
Longbow	50 gp	1d8	Piercing	5 (2)	Range 4	Hands
Net	1 gp	0d4	—	1 (0)	Potent 3, Range 1, Tangle	Ammo 3, Hands
Net, Fighting	5 gp	1d4	Piercing	1	Potent 3, Range 1, Tangle	Ammo 3, Hands, Non-Penetrating
SPLASH WEAPONS (SIMPLE)	COST	DAMAGE	TYPE	RANK	ENHANCEMENTS	LIMITERS
Acid (Flask)	25 gp	1d8	Acid	6 (2)	Area 1, Contact 2, Continuing 3, Range 2	Ammo 3, Inaccurate
Boiling Oil (Barrel)	10 gp	2d10	Fire	6 (5)	Area 2, Contact 2, Continuing 5	Activation 2, Ammo 3, Assisted 1, Inaccurate, Hands
Molotov Cocktail	1 sp	2d8	Fire	6 (4)	Area 2, Continuing 3, Range 2	Activation 1, Ammo 3, Inaccurate
SIEGE WEAPONS (MARTIAL)	COST	DAMAGE	TYPE	RANK	ENHANCEMENTS	LIMITERS
Ballista, Large	300 gp	4d6	Bludgeoning	6	Range 4	Activation 2, Hands, Inaccurate
Ballista, Medium	200 gp	3d6	Bludgeoning	3 (4)	Range 3	Activation 2, Hands, Inaccurate
Ballista, Small	100 gp	2d6	Bludgeoning	3	Range 3	Activation 2, Hands
Catapult, Large	1,000 gp	5d8	Bludgeoning	11 (10)	Area 2, Indirect, Range 4	Activation 2, Assisted 2, Hands, Inaccurate
Catapult, Medium	800 gp	4d8	Bludgeoning	7 (8)	Area 1, Indirect, Range 3	Activation 2, Assisted 2, Hands, Inaccurate
Catapult, Small	500 gp	3d8	Bludgeoning	4 (6)	Indirect, Range 3	Activation 2, Assisted 2, Hands, Inaccurate
Ram, Large	100 gp	10d4	Bludgeoning	5 (10)	—	Activation 1, Assisted 3, Hands
Ram, Medium	50 gp	6d4	Bludgeoning	3 (6)	Potent 2	Activation 1, Assisted 3, Hands
Ram, Small	25 gp	4d4	Bludgeoning	2 (4)	—	Assisted 1, Hands

TABLE 31: ARMOUR AND SHIELDS

LIGHT ARMOUR	COST	ARMOUR CLASS (AC)	STRENGTH	STEALTH	WEIGHT
Padded	5 gp	11 + Dexterity modifier	—	Disadvantage	8 lb
Leather	10 gp	11 + Dexterity modifier	—	—	10 lb
Studded Leather	45 gp	12 + Dexterity modifier	—	—	13 lb
MEDIUM ARMOUR	COST	ARMOUR CLASS (AC)	STRENGTH	STEALTH	WEIGHT
Hide	10 gp	12 + Dexterity modifier (max +2)	—	—	12 lb
Chain shirt	50 gp	13 + Dexterity modifier (max +2)	—	—	20 lb
Scale Mail	50 gp	14 + Dexterity modifier (max +2)	—	Disadvantage	45 lb
Breastplate	400 gp	14 + Dexterity modifier (max +2)	—	—	20 lb
Half Plate	750 gp	15 + Dexterity modifier (max +2)	—	Disadvantage	40 lb
Techknight Armour (page 79)	—	16 + Dexterity modifier (max +2)	—	—	20 lb
HEAVY ARMOUR	COST	ARMOUR CLASS (AC)	STRENGTH	STEALTH	WEIGHT
Ring Mail	30 gp	14	—	Disadvantage	40 lb
Chain Mail	75 gp	16	13	Disadvantage	55 lb
Splint	200 gp	17	15	Disadvantage	60 lb
Plate	1,500 gp	18	15	Disadvantage	65 lb
SHIELDS	COST	ARMOUR CLASS (AC)	FREE HANDS	DEXTERITY	WEIGHT
Buckler	3 gp	+1	2 (Disadvantage)	—	4 lb
Small	10 gp	+2	1	—	6 lb
Large	20 gp	+3	1	Disadvantage	10 lb



Shields

Shields are designed to deflect blows and turn them aside when possible, but can also absorb the impact of blows when interposed between the character and an attack. Shields are rarely seen in many fantasy anime shows, perhaps because they are not historically a large part of Japanese martial arts tradition.

Hands and Dexterity With Shields

Small and large shields are secured to the character's arm and hand, preventing them from using two-handed weapons. Bucklers keep both hands free, but impose a disadvantage when performing attacks and other mobility actions with the shield arm.

Large shields provide the best protection to the character but are cumbersome to wield. Even if the character is proficient with shields, large shields may still impose a disadvantage on some rolls that involves Dexterity while strapped to the character's arm (DM's discretion).

SHIELD SIZES

Buckler Shield: A buckler is approximately 1' in diameter – small enough to be strapped to an arm while still leaving the hand free to grasp and hold objects. Bucklers are often used by duellists or individuals seeking a lighter shield option.

Small Shield: A small shield is approximately 1-3' in diameter (though it may be oblong), and requires one arm to hold it secure – often with the aid of a leather strap. It is small enough that it doesn't hinder the actions of the warrior to any significant extent, though it does provide decent protection.

Large Shield: Due to its bulky size, a large shield is usually oblong, with the largest dimension measuring up to 3-4'. Since they are quite heavy, large shields are strapped to the arm and wrist to assist in carrying them.

SHIELD MATERIALS

A shield can be constructed from many different materials without impacting its protective quality greatly, but the most common ones are listed below. The DM may allow the material and crafting quality to raise or lower a shield's AC by +1 or -1.

Plant: Leaves, vines, and even roots can be lashed together and strung over a wooden frame to provide decent protection.

Leather: After boiling, layering, and binding animal hide to a frame, warriors are afforded extra protection in battle.

Animal Scales: Though scales lose some durability after being removed from the original animal (usually a dragon or similar large creature), they still make solid shields. Scales from specific beasts may even provide additional protection optimised against a specific type of attack, such as lightning, fire, or acid.

Wood: Hardwood is banded with metal strips to make these shields as durable as many suits of armour.

Metal: Usually forged from steel, bronze, or other alloys, metal shields offer ideal protection on the battlefield. Unfortunately, large metal shields are quite heavy, and thus cannot be carried for extended periods in combat unless the character is quite strong.

Item Attributes

Two special Attributes are available exclusively to Items, since they are inappropriate for living creatures. These options otherwise function as normal Attributes and may take on Limiters as appropriate.

CAPACITY

Attribute Cost: 1 Point/Rank
Relevant Ability: —
Progression: Descriptive

The Capacity Attribute is a common feature for vehicle and location Items. The listed capacity is in addition to the one person that is assumed to fit normally inside or on the vehicle or location. For carrying cargo instead of people, substitute up to 200 lb for each person.

- Rank 1 Can carry an extra 1 person (or 500 lb)
- Rank 2 Can carry +2 people (or 1,000 lb)
- Rank 3 Can carry +5 people (or 1 ton)
- Rank 4 Can carry +10 people (or 2 tons)
- Rank 5 Can carry +25 people (or 5 tons)
- Rank 6 Can carry +50 people (or 10 tons)

GROUND SPEED

Attribute Cost: 1 Point/Rank
Relevant Ability: —
Progression: Descriptive

This Attribute is assigned to land vehicles such as carriages, since they have no base movement speed (unlike characters). If the vehicle must be pulled by work animals – rather than autonomously move under an otherwise independent power such as magic – also assign the Assisted Limiter (page 145).

- Rank 1 Ground speed up to 30 feet/round (approximately 3 mph)
- Rank 2 Ground speed up to 90 feet/round (approximately 10 mph)
- Rank 3 Ground speed up to 300 feet/round (approximately 30 mph)
- Rank 4 Ground speed up to 100 mph
- Rank 5 Ground speed up to 300 mph
- Rank 6 Ground speed up to 1,000 mph

TEMPORARY ITEMS

Although characters are expected to pay Points or money to acquire Items they use on a regular basis, it would be unrealistic for a character to be prohibited from picking up an opponent's dropped sword and attacking them with it. As a campaign guideline, though, characters should stick with the Items to which they have allocated Points or purchased (see page 105). If players seem to be abusing the spirit of this rule regulating temporary character Items, DMs may insist that any Bonus Points earned during Level advancement be applied to acquiring Items that the characters use regularly.

Adventuring Gear

Characters need useful and entertaining gear while exploring the world on their daring adventures. Don't let the word "gear" fool you, though, since many of these entries are quite powerful and are normally acquired through the Item Attribute.

3D MANOEUVRING GEAR

RANK	POINTS	ATTRIBUTE
2	2	Combat Technique (Lightning Reflexes, Steady Hand)
2	2	Fast (x4 speed)
4	4	Special Movement (Balance, Cat-Like, Swinging, Wall-Bouncing)
RANK	POINTS	DEFECT
1	-3	Special Requirement (Buildings, trees, or other structures for grappling hooks)
5		TOTAL (RANK 1 ITEM – 4 POINTS)

3D Manoeuvring Gear

This harness is worn over clothing by elite combat rangers to provide exceptional movement capabilities during wilderness and urban battles. The harness alternatively shoots out and reels in grappling hooks using compressed air, which helps propel the character along all three axes of aerial movement. Exhaust jets are distributed along the harness to provide additional momentum and help stabilise the character's movements.

To function properly, the harness requires structures onto which the grappling hooks can temporarily attach – buildings, trees, rock formations, flying vehicles, gigantic opponents, etc.

Animal Control Flute

The character gains rudimentary mind control over nearby woodland animals (up to 100 animals in a 100-foot radius) that hear the flute's musical notes. An alternative version of this flute can affect different animal groups instead (such as one type of animal, or animals from a specific habitat).

ANIMAL CONTROL FLUTE

RANK	POINTS	ATTRIBUTE
10 (2)	10	Mind Control – Lesser (Woodland Animals; Area: 100' -3; Targets: 100 creatures -6; Detectable: Hearing +1)
10		TOTAL (RANK 2 ITEM – 8 POINTS)



Bag of Holding

This classic adventuring staple appears to be a simple medium-sized cloth or leather satchel, but is actually a portal to a pocket dimension with a 10-foot radius. Consequently, hundreds or thousands of objects can be stored in the bag at the same time and transported with ease. The bag can detect which object the character wishes to retrieve when they reach inside, and ensures the desired object is easily accessible.

BAG OF HOLDING

RANK	POINTS	ATTRIBUTE
2	4	Pocket Dimension (10')
1	1	Sixth Sense (Desired Objects in Bag)
5		TOTAL (RANK 1 ITEM – 4 POINTS)

Belt of Giant Strength

The character gains incredible Strength when they are wearing this belt. These Items have been known to take the form of a variety of belt shapes – or even other articles of clothing – depending on the inclinations of the belt's crafter.

BELT OF GIANT STRENGTH

RANK	POINTS	ATTRIBUTE
10	10	Augmented (+10 Strength)
10		TOTAL (RANK 2 ITEM – 8 POINTS)

Dimensional Storybook

This storybook isn't just an engaging narrative that tells an imaginative tale of adventure – it is an actual two-way portal to another dimension somewhere in the anime multiverse! Why just read about such a faraway place when you can visit it instead? Variations of this Item may contain a trap that pulls the reader through the dimensional gate involuntarily.

DIMENSIONAL STORYBOOK

RANK	POINTS	ATTRIBUTE
2	10	Portal (To Specific Dimension of the Storybook and Back)
10		TOTAL (RANK 2 ITEM – 8 POINTS)

Distance Quills

Though texting and instant messaging across the globe are everyday occurrences in worlds with modern-day technology, enchanted ink quills that perform the same function are marvellous creations in fantasy civilisations. The quills can be linked to up to five other similar quills to receive the sent messages. If a character writes a message on any parchment or surface using one of the quills, one or more of the linked quills will automatically and immediately transcribe the message on a nearby writing surface up to 1,000 miles away, if possible.

DISTANCE QUILLS

RANK	POINTS	ATTRIBUTE
10 (1)	10	Unique Attribute (Instant scribing; Range: 1,000 miles -8; Targets: 5 links -2; Equipment: up to 5 linked receiving quills +1)
10		TOTAL (RANK 2 ITEM – 8 POINTS)

Divining Rod

This Y-shaped wooden rod directs the holder to water sources it detects in the nearby area (within 1,000-foot radius).

DIVINING ROD

RANK	POINTS	ATTRIBUTE
5 (1)	5	Sixth Sense (Water; Area: 1,000' -4)
5		TOTAL (RANK 1 ITEM – 4 POINTS)

Love Potion

Once a target drinks this love potion, they will seemingly fall in love with the first person they encounter and act accordingly to attract the attention of their heart's desire. The effects of the elixir last for up to one week (5-10 days) unless broken earlier by special circumstances, as determined by the DM.

Assigning Points to this Item assumes that the potion is refilled or otherwise made available once again (instead of being destroyed after a single use).

LOVE POTION

RANK	POINTS	ATTRIBUTE
5	15	Mind Control (Duration: 1 week -4; Ingest +1; Unique Limiter: Romantic emotions only, directed at first person target encounters +3)
15		TOTAL (RANK 3 ITEM – 12 POINTS)

Magical Cloth

If an object or person is wrapped in this self-healing fabric, it is rendered undetectable by magical and spiritual scrying.

MAGICAL CLOTH

RANK	POINTS	ATTRIBUTE
1 (2)	1	Regeneration (2 HP/round; Object +1)
2	4	Undetectable (Magic, Spiritual)
5		TOTAL (RANK 1 ITEM – 4 POINTS)

Map Moth

Special moths are created or bred to seek out and fly to any nearby object, person, or concept the character desires. For example, a moth could locate a secret entrance to a castle, find a specific type of flower in the forest, fly to a missing child, or detect the largest source of evil in the city. The moth flutters to its destination slowly, allowing the character to follow along.

MAP MOTH

RANK	POINTS	ATTRIBUTE
1	10	Dynamic Powers (Detection; Potent -1; Detectable: Sight +1)
10		TOTAL (RANK 2 ITEM – 8 POINTS)

Master Key

The mysterious master key can unlock not only most physical locks but also metaphysical ones, such as barriers between planes of existence, magical passwords, and sometimes even emotional locks.

MASTER KEY

RANK	POINTS	ATTRIBUTE
3	15	Dynamic Powers – Lesser (Keys)
15		TOTAL (RANK 3 ITEM – 12 POINTS)

Menagerie Ball

This softball-sized hollow ball has a hinged opening that functions as a two-way portal to a city-sized, forested pocket dimension. The character can attempt to trap Neomorphs (see page 230) and other creatures inside the ball for easy storage and transportation using a general action. On command, the character can selectively call forth a particular creature stored within the ball, ending its dimensional captivity earlier than the maximum duration (normally up to one week, or 5-10 days).

MENAGERIE BALL

RANK	POINTS	ATTRIBUTE
10 (6)	20	Pocket Dimension (10 miles; Duration: 1 week -4)
20		TOTAL (RANK 4 ITEM – 16 POINTS)



Portable Hole

When a character needs to get to the other side of a wall, locked door, or another such barrier, nothing beats a portable hole for effectiveness. The hole resembles a tiny, foldable, paper-thin black circle that can be stretched up to five feet in diameter. Once placed on the side of a barrier, it creates a hole through and provides an immediate passageway for up to 10 characters and objects to the other side before it collapses back to its unstretched size. The maximum thickness of the barrier is limited to three feet, so the portable hole can't be used to pass through super-thick structures such as mountains, planets, or large bodies of water.

PORTABLE HOLE

RANK	POINTS	ATTRIBUTE
3 (1)	9	Teleport (Targets: 10 people -3; Unique Limiter: Only walk 3' through hole on other side of wall or obstacle +1)
1	1	Unique Attribute (Highly foldable)
10	10	TOTAL (RANK 2 ITEM – 8 POINTS)

Scrying Mirror

Whether it's an actual mirror hanging in a sorcerer's chambers or a reflective pool of water in a sacred forest glade, the scrying mirror is a rare and powerful artefact. By peering into the mirror, the character can catch a glimpse of an object or person of desire to discern its approximate location and situation. The mirror can also reveal details about the past or future, though the visions displayed don't always reveal the complete or accurate story.

SCRYING MIRROR

RANK	POINTS	ATTRIBUTE
5 (6)	10	Cognition (Postcognition; up to 1 year into the past; Unpredictable +1)
2 (4)	4	Cognition (Precognition; up to 1 hour into the future; Unpredictable +2)
1	10	Dynamic Powers (Detection)
1	1	Sixth Sense (Users true intent and desire)
25	25	TOTAL (RANK 5 ITEM – 20 POINTS)

Terradigger

The terradigger is a clockwork metal suit of armour on wheels, attached to a rotating drill cone on the front. It is magically enhanced to move slowly (and noisily!) on its own across the ground using a system of levers. More importantly, it can impressively bore through sand and packed earth at up to 30 feet/round, rocky ground at 10 feet/round, and solid rock at 3 feet/round. The tunnel it leaves behind can either be made permanent or collapsed immediately behind the terradigger, depending on the drill setting. To resist the extreme pressure of the surrounding earth, the terradigger is constructed from durable metal with reinforced plating along key locations. A formidable crossbow can be deployed should the terradigger come under attack from burrowing creatures.

TERRADIGGER

RANK	POINTS	ATTRIBUTE
6	6	AC Bonus (+6 AC)
1 (2)	1	Ground Speed (90 feet/round; Detectable: Hearing +1)
3 (4)	3	Tunnelling (30 feet/round; Detectable: Hearing and Vibrations +1)
5 (3)	5	Weapon: Crossbow (1d10 piercing damage; Penetrating -1; Range: 30' -2; Activation: 1 round +1)
15	15	TOTAL (RANK 3 ITEM – 12 POINTS)

True-Sight Glasses

These eyeglasses allow the wearer to see through illusions, projections, and physical obfuscations to reveal the underlying truth of the situation and environment.

TRUE-SIGHT GLASSES

RANK	POINTS	ATTRIBUTE
4	20	Dynamic Powers – Lesser (Visual Truths)
20	20	TOTAL (RANK 4 ITEM – 16 POINTS)

Winged Boots

Small, feathered wings attached to the side of leather boots beat rapidly to fly the character across the sky incredibly quickly (up to 300 mph). Fortunately, the boots also provide protection against the cold and lack of air at high altitudes.

WINGED BOOTS

RANK	POINTS	ATTRIBUTE
5	15	Flight (300 mph)
3	9	Immunity (Cold)
1	1	Resilient (Lack of Air)
25	25	TOTAL (RANK 5 ITEM – 20 POINTS)

Daily Devices

Although they can be powerful in their own right, many objects created with the Item Attribute form part of daily life and are not considered special within that specific society.

Cleaning Drones

When tidying up around the house becomes too much of a chore, these magical flying cleaning drones can pick up the slack and handle the dirty work for you.

CLEANING DRONES

RANK	POINTS	ATTRIBUTE
1	3	Flight (30 feet/round)
2	2	Unique Attribute (Autonomous Cleaning)
5	5	TOTAL (RANK 1 ITEM – 4 POINTS)

Grub Carriage

This luxurious and spacious carriage is reserved for use by elite nobles and their families. Rather than pulled by draft animals, four large grubs (each with a thick carapace) function as the wheels and provide propulsion. The grubs require frequent feeding to keep them happy and coax them into their ball shape, after which they attach themselves to the carriage wheel axles. The grubs are spiritually tied to the lifeforce of the lands and emit a soothing regenerative aura that replenishes the exhausted Energy of anyone riding in or standing near the carriage. Additionally, the grubs extend a minor protective barrier around the minds and thoughts of the carriage passengers.

GRUB CARRIAGE

RANK	POINTS	ATTRIBUTE
3	3	Capacity (6 people)
1 (3)	1	Ground Speed (30 mph; Assisted: Wheel Grubs +1; Unique Limiter: Road-Bound +1)
2	2	Mind Shield (+4 check bonus to resist mental intrusion)
2	2	Regeneration (2 Energy/round)
RANK	POINTS	DEFECT
1	-3	Special Requirement (Frequent grub feeding)
5	5	TOTAL (RANK 1 ITEM – 4 POINTS)

Skill Pills

Swallow one of these pills, and for a full day you'll gain enhanced knowledge and practical experience associated with one specific Skill proficiency.

SKILL PILLS

RANK	POINTS	ATTRIBUTE
1	1	Edge (Selected Skill Proficiency)
4 (1)	4	Skill Proficiency: Select one (Duration: 1 day -3)
5	5	TOTAL (RANK 1 ITEM – 4 POINTS)

Universal Translator

Magical adventuring societies often engage with Races that speak different languages, and thus were in need of a device that made communication easier. Dynamic Spellbinders eventually developed a universal translator, which seamlessly provides audio translation of nearly any possible spoken language into the user's native tongue.

UNIVERSAL TRANSLATOR

RANK	POINTS	ATTRIBUTE
2	10	Dynamic Powers – Lesser (Languages)
10	10	TOTAL (RANK 2 ITEM – 8 POINTS)

Water Shoes

Water shoes are useful accessories in remote island nations that allow the wearer to walk or run across any liquid surface as though it were as solid as land. Additionally, the shoes provide magical propulsion while the wearer is swimming.

WATER SHOES

RANK	POINTS	ATTRIBUTE
2	2	Special Movement (Water-Walking 2)
3	3	Water Speed (300 feet/round)
5	5	TOTAL (RANK 1 ITEM – 4 POINTS)

Items of Power

In contrast to adventuring gear and devices that are commonplace in daily lives, some Items stand out as things of great power. These include magic artefacts and paranormal accessories that may play an important role in your game.

Binding Contract

Some magical contracts and oaths are sufficiently powerful that breaking them is nearly impossible.

BINDING CONTRACT

RANK	POINTS	ATTRIBUTE
1	1	Features (Perfect memory of contract) Mind Control – Lesser (People Under Contract; Duration: Permanent until contract is fulfilled -10; Targets: Up to 5 people -2; Unique Limiter: Only enforce conditions of contract +2)
14 (4)	14	
15		TOTAL (RANK 3 ITEM – 12 POINTS)

Energy Well

An energy well can be any fixed nexus point of mystical energy (with a size up to 100-feet in radius), whether its origins are magical, divine, or psychic. A character visiting the nexus point who taps into the well's raw Energy reserve receives numerous enhancements: gains an immediate boost to their Energy; benefits from its healing properties; heightens their perception; strengthens their mental defences; and increases their luck. Other than healed Hit Points, the character loses all benefits once they leave the presence of the energy well.

ENERGY WELL

RANK	POINTS	ATTRIBUTE
5	5	Energised (+50 Energy)
3	3	Healing (3d8 HP)
2	2	Mind Shield (+4 check bonus to resist mental intrusion)
1	1	Mulligan (2 re-rolls/session)
1	1	Skill Proficiency (Perception)
RANK	POINTS	DEFECT
1	-2	Unique Defect (Benefits only lasts while in the energy well)
10		TOTAL (RANK 2 ITEM – 8 POINTS)

Liquidsuit

This form-fitting bodysuit can stretch to accommodate a wide range of character sizes. It allows the wearer to transmute their body into a liquid form within a single round and back into regular form when desired. When concentrating while in liquid form, the character can move rapidly through other fluids such as rivers and lakes or even lava flows and reservoirs of alchemical reagents – though the character potentially suffers damage from such harsh surroundings.

LIQUID SUIT

RANK	POINTS	ATTRIBUTE
1	3	Change State (Liquid; Potent -1; Activation: 1 round +1)
2 (3)	2	Water Speed (300 feet/round; Potent -1; Concentration +1, Dependent: Change State +1)
5		TOTAL (RANK 1 ITEM – 4 POINTS)

Memory Neutraliser

If a character needs an individual or small crowd to forget their most recent experiences, the memory neutraliser is the tool they desire. A quick pulse of divine light from the neutraliser can permanently erase the immediate short-term memory of up to five targets within the surrounding 10-foot radius area.

MEMORY NEUTRALISER

RANK	POINTS	ATTRIBUTE
5	15	Mind Control (Area: 10' -1; Targets: 5 targets -2; Unique Limiter: Erase recent memories only +3)
15		TOTAL (RANK 3 ITEM – 12 POINTS)

Perception Enhancer

While wearing this helmet, the character perceives the world around them in slow motion, allowing them to perform more actions in the same time span. Such additional actions can be used both during combat to attack and prepare, or for everyday life activities. This altered insight is taxing on the character's Energy reserves, though, and can only be used for a short period of time.

PERCEPTION ENHANCER

RANK	POINTS	ATTRIBUTE
1 (3)	4	Extra Actions (3 Extra Actions/round; Deplete: 5 Energy/Round +2)
1	1	Mulligan (2 re-rolls/session)
5		TOTAL (RANK 1 ITEM – 4 POINTS)

Pixie Glove

Once a Medium-sized character dons the sparkling pixie glove, they are reduced by 3 Size Ranks to Diminutive size (six inches tall) and sprout tiny wings from their backs that grant the power of flight.

PIXIE GLOVE

RANK	POINTS	ATTRIBUTE
2	6	Flight (90 feet/round)
1 (3)	4	Size Change – Lesser (-3 Size Ranks; Maximum +2)
10		TOTAL (RANK 2 ITEM – 8 POINTS)

Plasma Gel

After slathering the mystical plasma gel over the character's skin, they can create mini singularities, or micro black holes. This grants localised control over gravitational forces, though the process is incredibly draining on the body.

PLASMA GEL

RANK	POINTS	ATTRIBUTE
6	60	Dynamic Powers (Gravity; Area: 10' -1; Range: 30' -2; Deplete: 30 Energy/use +3)
60		TOTAL (RANK 12 ITEM – 48 POINTS)

Ring of Power

This precious Ring of Power is an ancient artefact that a dark demon lord forged during a terrible conflict between its minions of evil and the invading champions of light. The nearly indestructible ring is a symbol of dominion over malevolent forces, and grants special infernal powers to the wearer, including a fearful aura, heightened awareness of their surroundings, and invisibility on command. The ring also allows the wearer to see beyond the physical realm while invisible, perceiving beings that exist on alternate nearby dimensions.

All that incredible strength comes at a steep price, though. The Ring of Power is a cursed artefact, and wearing it for too long rots the mind and poisons the soul of the wearer. The character starts suspecting everyone around them, including their allies, of betrayal and nefarious motivation. The wearer's soul eventually succumbs to the stress, and the character forever turns into a formless wraith. Furthermore, the strong allure of the ring attracts the attention of dark powers, who all want to possess the ring for themselves and will hunt the wearer until they possess it.

The Ring of Power has one significant flaw: it can be destroyed should it ever be immersed in lava.

RING OF POWER

RANK	POINTS	ATTRIBUTE
8	8	Connected (Command over evil minions while possessing the ring)
4 (7)	12	Immunity (Nearly All Damage; Object +3)
4	12	Inspire – Greater (+4 on dice rolls for one scene: Ability and Skill checks, attack rolls, and Saving Throws)
1	1	Skill Proficiency (Perception)
1	1	Sixth Sense (Extraplanar Beings; Potent -1; Dependent: Undetectable +1)
2	4	Undetectable (Sight 2)
RANK	POINTS	DEFECT
3	-6	Cursed (Character falls into suspicion and eventually turns into a wraith with repeated use and exposure)
3	-6	Hounded (Dark powers who wish to possess the ring)
1	-1	Unique Defect (Destroyed in lava)
25		TOTAL (RANK 5 ITEM – 20 POINTS)

Summoning Keys

Once the character has come to a mutually beneficial contractual agreement with an entity Companion from a different dimension – the details of which are left to the player and DM – the character can use a linked key to summon the Companion as needed. There's no limit to the number of Companions with which the character has contracts. With the Dynamic Powers Attribute at an effective Level 8 – approximating Level 8 of the Companion Attribute – each Companion may be constructed from up to 130 Points. If two or more companions are summoned at the same time, these Points are divided amongst the entities.

SUMMONING KEYS

RANK	POINTS	ATTRIBUTE
3 (8)	30	Dynamic Powers (Dimensional Companions; Deplete 20 Energy/use +2; Unique Limiter: Must have contractual agreement with Companions to summon regularly +3)
30		TOTAL (RANK 6 ITEM – 24 POINTS)

Teleportation Network

A network of linked teleportation pods allows a small group of up to five characters to instantly translocate from one pod to another – even crossing dimensional boundaries. The maximum teleportation range is 1,000 miles, which is enough to translocate between kingdoms and continents. The physical design and appearance of the teleportation pods usually resonate with its creator's origins, such as fireplaces, caves, clothing wardrobes, ring gates, pools of water, and more.





TELEPORTATION NETWORK

RANK	POINTS	ATTRIBUTE
8 (7)	24	Teleport (Targets: 5 people -2; Unique Enhancement: Can traverse dimensional boundaries -2; Equipment: Existing fixed destination pod +3)
	24	TOTAL (RANK 5 ITEM – 20 POINTS)

Vengeance Gem

A mighty archmage crafted these powerful gems to use against their guilds' rivals. It boosts the user's Constitution once placed on their forehead and can reveal what may come to pass – possible events up to three combat rounds (18 seconds) in the future. This insight provides substantial benefits in combat. Additionally, the gem unlocks a diverse array of psionic powers.

VENGEANCE GEM

RANK	POINTS	ATTRIBUTE
5 (6)	5	AC Bonus (+6 AC Dependent: Cognition +1)
4	4	Augmented (+4 Constitution)
1 (2)	2	Cognition (Precognition; three combat rounds into the future; Deplete: 10 Energy/use +1)
4 (5)	4	Combat Mastery (+5 attack rolls; Dependent: Cognition +1)
2	20	Dynamic Powers (Psionics)
	35	TOTAL (RANK 7 ITEM – 28 POINTS)

World Gate

World gates are places where characters can enter an Anime Multiverse wayline and travel between worlds. Each wayline connecting two dimensions usually has a few gates that open to it, scattered around the world (and often guarded or kept secret). If the wayline is an extradimensional highway, gates are their exit and entrance ramps. Common forms for gates include: a ring of toadstools in a forest grove; a large painting; an actual door; an ancient stone circle; an enchanted mirror; a painting of a distant place; a clear mountain pool; a deep well; a tomb; the mouth of a giant idol; etc. A gate connects to a corresponding gate at the other side, which is considered a distinct and separate Item.

WORLD GATE

RANK	POINTS	ATTRIBUTE
10 (2)	50	Portal (Two-way door between two worlds; Duration: Permanent -10; Activation: 1 minute +2)
	50	TOTAL (RANK 10 ITEM – 40 POINTS)

Protective Devices

Personal protection devices come in a wide variety of forms besides armour, since not all threats originate from impacting weapons. The capacity to avoid and heal damage (or even death) is an impressive advantage for adventuring characters, as is the ability to evade attacks, dull pain, conceal identities, move dynamically, and reroll unfavourable dice results.

Animal Multisuit

Once a character dons this enchanted form-fitting bodysuit, they gain numerous innate animal abilities, including Armour Class, movement, weapons, perception, communication, defence, and survival.

ANIMAL MULTISUIT

RANK	POINTS	ATTRIBUTE
2	2	AC Bonus (+2 AC)
11	11	Features (Camouflage, Darkvision 60', Direction Sense, Gills, Long Tongue, Mimic Sound, Nictitating Membrane, Retractable Claws, Spatial Sense, Weather Sense, Webbed Feet)
2	2	Jumping (x10 normal)
15	15	TOTAL (RANK 3 ITEM – 12 POINTS)

Cloak of Displacement

This durable cloak casts an illusion of the character a short distance away from their actual position, which imposes a disadvantage to attack rolls against the character.

CLOAK OF DISPLACEMENT

RANK	POINTS	ATTRIBUTE
1	1	AC Bonus (+1 AC)
1	4	Forced Disadvantage (All Attack Rolls)
5	5	TOTAL (RANK 1 ITEM – 4 POINTS)

Lucky Rabbit's Foot

The stories about a rabbit's foot being lucky are true! It also augments the possessing characters Wisdom Ability.

LUCKY RABBIT'S FOOT

RANK	POINTS	ATTRIBUTE
2	2	Augmented (+2 Wisdom)
3	3	Mulligan (6 re-rolls/session)
5	5	TOTAL (RANK 1 ITEM – 4 POINTS)

Sacred Chalice

Scholars and mystics have long sought the sacred healing chalice, which promises long life and healing to those who drink water from its cup. Miraculously, pouring water from the chalice into the mouth of a deceased character will resurrect them within an hour.

SACRED CHALICE

RANK	POINTS	ATTRIBUTE
10 (1)	10	Features (Longevity; Duration: Permanent -10; Equipment: Water to drink +1)
7 (8)	7	Healing (Equipment: Water to drink +1)
8	8	Spell-Like Ability (Resurrection)
25	25	TOTAL (RANK 5 ITEM – 20 POINTS)

Shaed Cloak

This beautiful and resistant cloak can disguise the wearer by transforming their appearance into any one of six predetermined identities. It can also heal the wearer's injuries and render them invisible at a distance (adjacent people can perceive the wearer as normal).

SHAED CLOAK

RANK	POINTS	ATTRIBUTE
6	6	Alternate Identity (6 identities)
2	2	Healing (2d8 HP)
1 (2)	2	Undetectable (Sight 2; Unique Limiter: Nonadjacent +1)
10	10	TOTAL (RANK 2 ITEM – 8 POINTS)

Tin Helm

When folded into the proper geometric form, a tin helm will protect the character from magical, psionic, and paranormal forces that attempt to invade their mind or body. Belief in the power of the tin helm is essential, though, since its protective functions will not work at all unless the character has unwavering faith.

TIN HELM

RANK	POINTS	ATTRIBUTE
2 (4)	2	Immutable (Emotional: Unwavering belief in helm +2)
3 (5)	3	Mind Shield (Emotional: Unwavering belief in helm +2)
5	5	TOTAL (RANK 1 ITEM – 4 POINTS)

Armaments

The Weapon Attribute provides more customisation options than any other, allowing for a seemingly endless number of possibilities. The example Weapons provided in this section present a variation of that Attribute on its own, or paired with others to create unique combinations.

Beastly Spear

Only someone deemed worthy by the beastly spear can wield it properly through a special bonding. They gain the power of flight while engaged in combat and cannot be tracked by demons while bonded. The weapon is optimised for combat against demons on any dimensional plane.

BEASTLY SPEAR

RANK	POINTS	ATTRIBUTE
1	1	Energised (+10 Energy)
2 (4)	6	Flight (100 mph; Object +2)
15 (5)	15	Weapon: Spear (2d10 damage; Accurate -1; Drain: -4 Endurance -2; Homing -1; Multidimensional -1; Penetrating -2; Range: 100' -3; Targetted: Demons -1; Hands +1)
1	1	Undetectable (Demon Tracking)
2	2	Unique Attribute (Bonds to one worthy individual)
25	20	TOTAL (RANK 5 ITEM – 20 POINTS)

Book of Death

By writing the true name of a target on a page in this mysterious leather-bound book, the character can inflict an overwhelming amount of damage from anywhere in the world. This powerful psychic attack damages instantaneously and bypasses all armour and magical protection, affecting both physical and incorporeal targets. The extreme damage is fatal to all but the heartiest targets.

BOOK OF DEATH

RANK	POINTS	ATTRIBUTE
30 (18)	30	Weapon: Death's Caress (6d12 damage; Accurate -1; Indirect -1; Inconspicuous -3; Incurable -1; Multidimensional -1; Range: 10,000 miles -9; Targetted -2; Toxic +1; Unique Limiter: Single use requires the target's true name to be written in book +5)
30	24	TOTAL (RANK 6 ITEM – 24 POINTS)

Fireball Collar

These magical collars are often placed around the necks of powerful criminals to deter their escape and ensure compliance. If the wearer attempts to remove the collar, the fireball trap within detonates instantly in a nasty explosion that often ends in death. The collar can also be detonated through a magically paired remote controller when necessary.

FIREBALL COLLAR

RANK	POINTS	ATTRIBUTE
20	20	Weapon: Fireball Explosion (8d10 damage; Aura -1; Unique Enhancement: Attempting to remove collar triggers fireball -1; Unique Enhancement: Can be activated by magical remote controller -1; Ammo: 1 use +3)
20	16	TOTAL (RANK 4 ITEM – 16 POINTS)

Leaching Wand

This wand emits a pulse towards a target that is effective at penetrating armour. The pulse drains Hit Points from the target and transfers them back to the attacker. Damage from the wand cannot be healed by Attributes and must be recovered naturally.

LEACHING WAND

RANK	POINTS	ATTRIBUTE
10 (2)	10	Weapon: Invading Pulse (1d8 damage; Incurable -1; Penetrating -2; Range: 30' -2; Vampiric -4; Toxic +1)
10	8	TOTAL (RANK 2 ITEM – 8 POINTS)

Mindeater

This unadorned golden cirlet allows the wearer to launch a beam of psychic energy at a target to drain their Intelligence. Once infected, the target may automatically transfer this mind-draining effect to anyone they touch.

MINDEATER

RANK	POINTS	ATTRIBUTE
5 (0)	5	Weapon: Infection (0d4 damage; Contagious -2; Drain: -4 Intelligence -2; Penetrating -2; Toxic +1)
5	4	TOTAL (RANK 1 ITEM – 4 POINTS)

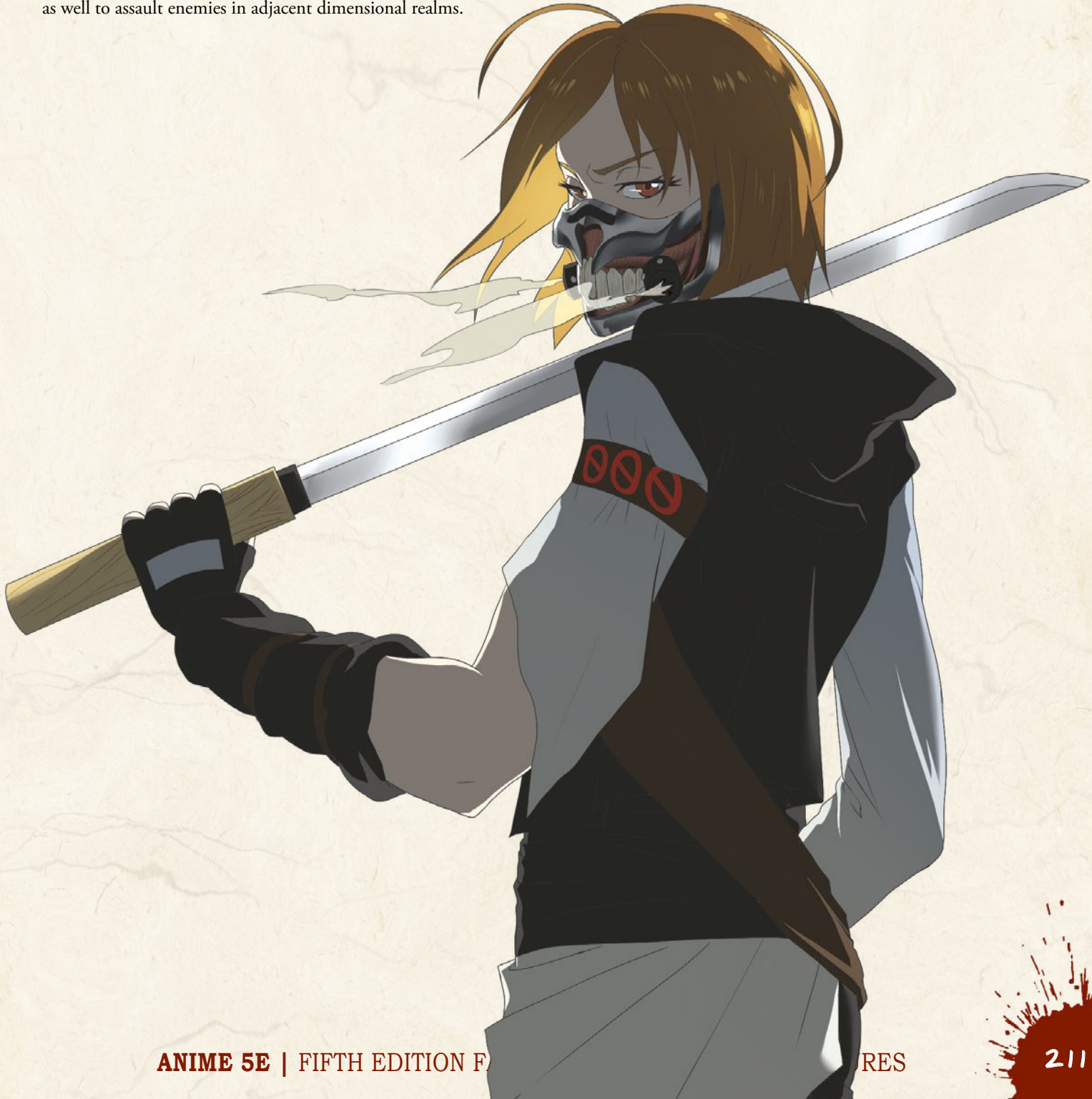
Mobius Blade

The mystical mobius blade is a legendary weapon that augments the wielder's body to be faster, stronger, and more flexible. It also gives control over the character's stature, allowing them to grow by one or two Size Ranks (from Medium to Huge, for example) to an imposing height. While in possession of the sword, the character gains environmental domination over cold and humidity – a power infused within the blade during its forging over a thousand years ago in the wintry mountains.

On each combat stroke, the blade generates a powerful wind that can assault multiple targets (up to four) in melee range or at a distance (up to 30'). This attack can cross spatial boundaries as well to assault enemies in adjacent dimensional realms.

MOBIUS BLADE

RANK	POINTS	ATTRIBUTE
4	4	Augmented (+4 Dexterity)
2	2	Control Environment (Cold, Humidity)
2	8	Size Change – Lesser (+2 Size Ranks)
11 (5)	11	Weapon: Wind Stroke (2d10 damage; Multidimensional -1; Range: 30' -2; Spreading: 4 targets -3)
25		TOTAL (RANK 5 ITEM – 20 POINTS)



Pain Doll

This small doll serves as an effigy of the desired target, who can be anywhere in the world or in a nearby dimensional plane. By poking the doll with needles and blades, pain and damage will also be inflicted upon the target – unless that area poked is protected by a sufficiently high Armour Class.

PAIN DOLL

RANK	POINTS	ATTRIBUTE
10 (2)	10	Weapon: Pain (1d8 damage; Accurate -1; Indirect -1; Multidimensional -1; Range: 10,000 miles -9; Exclusive: Target into whose likeness the doll was made +3; Toxic +1)
10	TOTAL (RANK 2 ITEM – 8 POINTS)	

Sword of Detection

While this sword is expertly crafted, it is imbued with the imprint of one specific Race or enemy identity. Thereafter, when the sword comes within 30' of the imprinted target, it glows with a bright blue light. Additionally, the sword grants the wielder proficiency in the language spoken by the enemy.

SWORD OF DETECTION

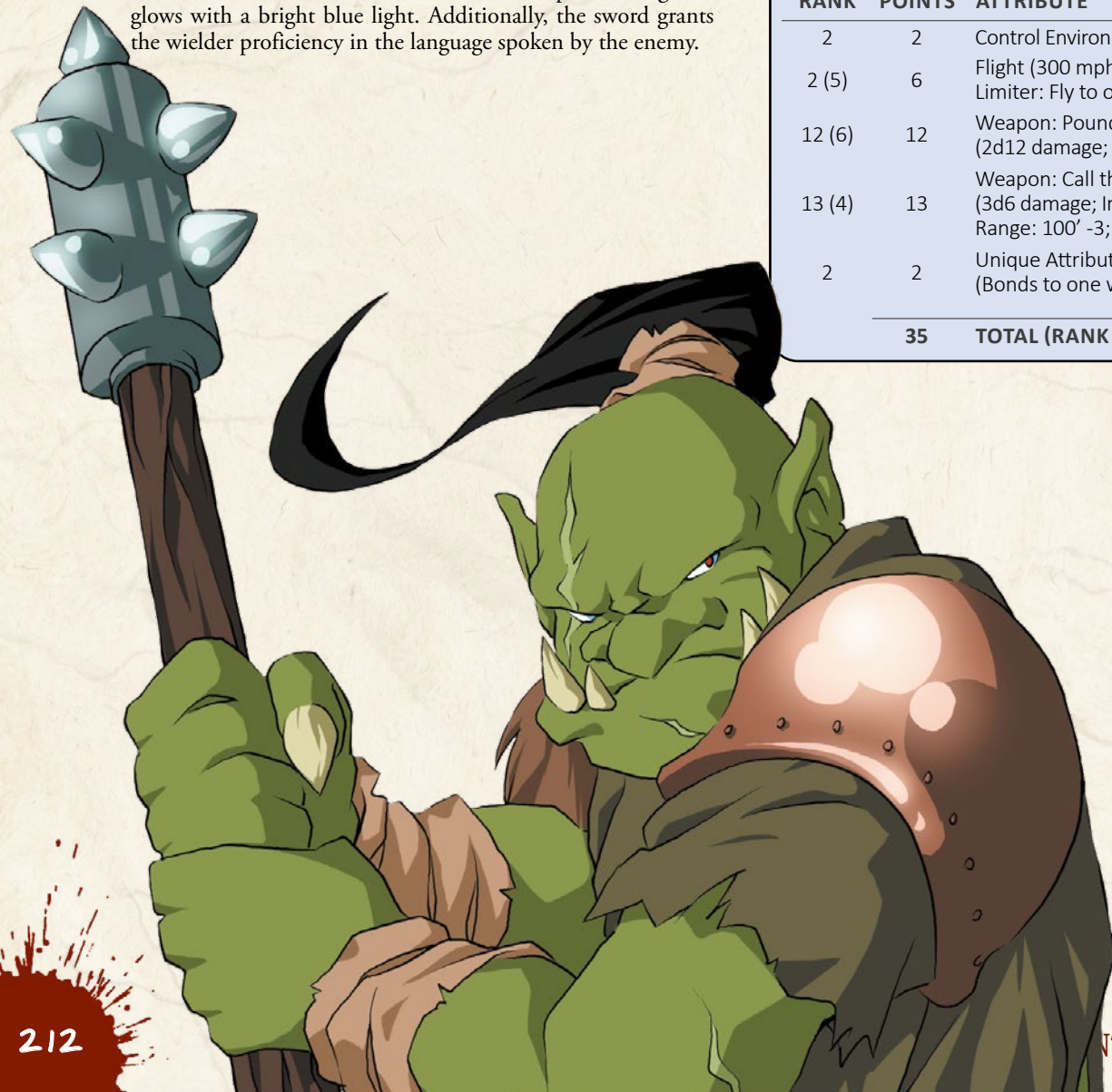
RANK	POINTS	ATTRIBUTE
1	1	Language (Select One Race or Enemy)
1	1	Sixth Sense (Select One Race or Enemy; Potent -1; Detectable: Sight +1)
3	3	Weapon: Longsword (2d6 damage)
5	TOTAL (RANK 1 ITEM – 4 POINTS)	

Thunder Mace

This unique weapon can only be wielded by someone the mace deems worthy. It gives the wielder control over darkness and storms, and will return to the owner's grasp under its own power of flight. The mace can be used in melee combat or thrown up to 100', offering two types of attack: a resounding smash that can pound an opponent and open a large fissure in the ground, and a lightning call from the sky that bypasses armour and can strike multiple targets hidden behind cover.

THUNDER MACE

RANK	POINTS	ATTRIBUTE
2	2	Control Environment (Darkness, Storms)
2 (5)	6	Flight (300 mph; Object +2; Unique Limiter: Fly to owner only +1)
12 (6)	12	Weapon: Pounding Smash (2d12 damage; Quake -3; Range: 100' -3)
13 (4)	13	Weapon: Call the Lightning (3d6 damage; Indirect -1; Penetrating -2; Range: 100' -3; Spreading: 4 targets -3)
2	2	Unique Attribute (Bonds to one worthy individual)
35	TOTAL (RANK 7 ITEM – 28 POINTS)	





CHAPTER 11

Monsters & NPCs

MONSTERS & NPCs

Anime 5E adventures are filled with a plethora of creatures and people besides the player characters. From monsters that lurk deep in dungeons and crypts, to pet familiars who explore and fight alongside their trainers, to background allies and regular adventuring associates – non-player characters or NPCs are vital components of the rich tapestry of your game world.

This chapter includes a small sampling of monsters and NPCs that you may encounter during a game session. These examples can be used as they are written, or they can be modified to better fit the setting and storyline. Creatures and NPCs are created from Points using the same guidelines in Chapters 2 through 7 that apply to the player characters, though monsters are usually Classless (page 50). For details about NPCs acquired with Points, see the Companion (page 95) and Minions (page 108) Attributes.

Monsters

Whether they make their homes in dungeons, swamps, mountains, or forests, monsters are an important element in many Fifth Edition fantasy RPGs. The MM and game books from other companies provide thousands of monsters that gaming groups can use in their Anime 5E adventures, either as they are or with minor adjustments. This chapter presents a small selection of popular Fifth Edition fantasy monsters across the Challenge Rating spectrum, adjusted and re-evaluated for Anime 5E's Point-based approach to game stats. Fifth Edition feature names may also be included in italics for reference.

SIZE AND MONSTERS

Size Templates (page 44) can be widely applied to monsters, though the specific Attribute and Defect entries primarily considered humanoid bodily proportions and functions. Consequently, some allowances need to be made when applying Size to monsters and their stat blocks.

Strength Bonus

Attributes and Defects that change the Strength Ability (such as Augmented) are recorded in the monsters' stat blocks, but do not include their Point cost (simply listed as “–”) since the costs are instead subsumed in the total cost of the Abilities.

Strength Damage

Monsters smaller than Medium inflict reduced damage with Strength-related attacks such as melee weapon swings, unarmed punches, claws, and bites. A monster usually inflicts a minimum of 1 damage by a successful attack – even after the Strength deduction – though the DM may impose no minimum if the opponent is at least two Sizes larger than the attacker.

Throwing Distance Modifier

These entries are omitted for non-humanoid monsters if they do not typically throw weapons.

Speed Modifier

Some monsters do not follow the normal size-related speed progression, either because they are clumsy when walking vs. a typical humanoid (such as a wyvern or dragon) or because they are exceptionally agile (and may have more than two legs).

Anime 5E Size-Based Armour Class

That most pronounced difference between monster stats in Anime 5E vs. the traditional Fifth Edition fantasy MM is the Armour Class for monsters that vary from Medium. As explained in Chapter 2, Anime 5E's approach to larger creatures reduces their AC, since they make substantial targets – though weapons damage them less due to the creature's size resiliency. Of course, some larger creatures also have natural Armour Class bonuses that offset their size penalties. Conversely, attacking smaller creatures requires greater accuracy since they have less area to hit (i.e. they have increased ACs) – but successful attacks inflict additional damage due to the creature's size fragility.

For example, the massive and ferocious purple worm (page 228) has AC 18 in the Fifth Edition MM, yet only AC 12 in Anime 5E. The creature is reasonably difficult to hit from the MM, but successful attacks inflict full damage. In Anime 5E, it's difficult to miss hitting the 80-foot-long monstrosity, but damage delivered by successful attacks is reduced by 6 each – resulting in many attacks inflicting minimal or no damage due to the worm's thick hide.

The Anime 5E approach to monster size is vastly different than Fifth Edition rules, yet provides a robust and balanced application of penalties and bonuses that works well within the existing d20 rules framework.

BASE POINTS

Each monster has two base components that require Point assignments outside the Attribute structure: Hit Points (related to the monster's Hit Dice) and Proficiency Bonus. These Point costs are the same as those provided in Table 10: 1st-Level Base Points (page 82) and summarised as follows:

- » 2 to 10 Points for each Hit Die, ranging from d4 to d20 (Points equals half the Hit Die size – 2 for d4, 3 for d6, etc.)
- » 2 Points for each +1 Proficiency Bonus

Consequently, monsters are rarely assigned the Enhanced Proficiency or Tough Attributes. The Proficiency Bonus for each monster closely aligns its CR with the Character Levels listed in Table 08: Level Advancement (page 50).

TABLE 32: MONSTERS BY CR

MONSTER	CR	MONSTER	CR
Kobold	1/8	Troll	6
Goblin	1/4	Wyvern	8
Orc	1/2	Giant, Stone	10
Bugbear	1	Succubus	11
Ogre	2	Dragon, Young White	12
Hell Hound	3	Purple Worm	15
Mummy	4	Dragon, Adult Red	19

MONSTER IN ANIME 5E VS. FIFTH EDITION

Although many monster aspects in Anime 5E are easy to grasp, there are several distinct differences compared to traditional Fifth Edition monsters that require explanation.

Language Entries

The languages spoken by a monster are listed as an Attribute. Sentient creatures gain one base language without Point cost, which is either Common or a racial language.

Speed and Movement

A monster's speed varies from Fifth Edition in several ways. As presented in the MM, Large, Huge, and Gargantuan creatures move significantly slower compared to Medium creatures based on their size proportionality. For example, stone giants (page 225) are Huge monsters that stand 20-30 feet tall, yet their speed is only 40 feet/round. This would equate to a Medium-sized humanoid only having a speed in the 9-12 feet/round range!

In Anime 5E, a creature's ground speed is proportionately aligned with its size, as listed in Table 05 (page 45). The same stone giant moves at 120 feet/round in Anime 5E – four times faster than a Medium-sized humanoid, due to their 4x height. Similarly, Small 3-foot-tall kobolds – half a Medium humanoid's height – have a proportionate base speed of 15 feet/round.

Flight, Tunnelling, and Water Speed Increments

Categories of creature movement other than surface-based are granted by the Flight (page 102), Tunnelling (page 120), and Water Speed (page 121) Attributes. The progression of all three Attributes follow a x3 geometric sequence, and jump from 30 feet/round to 90 feet/round without intermediate granularity. Consequently, the Fifth Edition flight/tunnelling/swimming movement rates that progress in 10s (40/50/60/etc.) are replaced in Anime 5E by either 30 feet/round or 90 feet/round.

Monsters are Classless

Monsters in Anime 5E are Classless (just like in Fifth Edition), and thus their Point totals and associated CRs are calculated by adding together the cost of all stat components. All creatures must therefore pay for their Proficiency Bonus and Hit Points, as well as their Ability Scores, Attributes, and Defects. Innate Weapons (like a red dragon's fire breath, or succubus's Draining Kiss) require Points, but items (clubs, bows, javelins, etc.) do not.

COMPARING CHALLENGE RATINGS BETWEEN GAMES

The assignment of Challenge Ratings for the same monster varies wildly between Anime 5E and standard Fifth Edition. Some monsters are identical or closely aligned – such as ogres having CR 2 in both systems, or mummies having CR 3 in Fifth Edition and CR 4 in Anime 5E – while others are quite far apart – such as succubi having CR 11 in Anime 5E but only CR 4 in Fifth Edition. The source of any differences lies in the essence of what a “Challenge Rating” means in each game.

Challenge Ratings in Fifth Edition are primarily about fighting and physical conflict, and are therefore highly dependent on a monster's HP (and thus Constitution), AC (and thus Dexterity), damage (and thus Strength), Saving Throws, and battle competency. The DMG even presents a table called “Monster Statistics by Challenge Rating” that specifically focuses on the aforementioned creature's defensive and offensive capabilities.

Conversely, Anime 5E Challenge Ratings take a more holistic approach to a monster's threat that considers its capabilities in battle, but also the scope of its talents and options in everyday living outside combat as well. After all, a monster may pose a significant threat outside the dungeon when considering its non-combat Attributes.

Case Study: Succubus

Examining the succubus (page 226) demonstrates the starkly different considerations between the two game systems.

SUCCUBUS					
SIZE	Medium	ARMOUR CLASS	15		
SPEED	30'	HIT POINTS	66 (12d8+12) [48]		
CR	11	PROFICIENCY BONUS	+4 [8]		
XP	7,200	TOTAL POINTS	220		
STR	8 (-1)	DEX	17 (+3)	CON	13 (+1)
		INT	15 (+2)	WIS	12 (+1)
		CHA	20 (+5)		

With 66 HP (12d8 Hit Dice), the succubus has Hit Points equivalent to a 12th-Level character, which also aligns with its +4 Proficiency Bonus. With little focus on its Strength and Constitution, though, its ability to withstand or inflict damage is limited. A high Charisma does wonders outside the dungeon, but offers little benefit in a straight-up fight. Under Fifth Edition, the succubus's CR is penalised for having weaker offensive and defensive capabilities, and thus is assigned CR 4.

In Anime 5E though, a significant portion of the succubus's 220 Points associate with its powerful non-combat capabilities such as Rank 6 Lesser Immunity (6 Points), Rank 6 Mind Control (18 Points), Rank 2 Portal to the Ethereal Plane (10 Points), Rank 5 Telepathy (15 Points), and Rank 9 Draining Kiss Weapon (9 Points). Additionally, although the succubus may have lower combat-related Ability Scores, it does have an exceptional Charisma (20), athletic Dexterity (17), and high Intelligence (15).

When examining all facets of a succubus and its 220 Points, it's clear why Anime 5E assigns the creature a CR 11.

KOBOLD

Size and Type: Small (2'-3'); Humanoid; Reptilian
 Movement: Ground (15')
 Habitat: Underground dungeons and crypts
 Communities: Large tribal colonies
 Alignment: Lawful Evil

"It was clear from the stench and piles of bones that the dungeon was home to a kobold nest as the villagers had claimed. We weren't even 50 feet down the first corridor, though, when Alarak detected a tripwire attached to a spear trap. And then immediately after, a covered pit with crude spikes at the bottom. And then another tripwire that dropped an acid pot! Our thief had to disarm a dozen traps in just the first corridor."



As one of the weakest common humanoid Races, the reptilian kobolds form substantial tribal communities for mutual defence against more powerful predators. Some kobold bands serve a more powerful boss monster, such as a dragon or mage, and act as minions, informants, and loot gatherers. Others engage in hostile skirmishes with rival kobold tribes, fighting over food, resources, shelter, and territory.

Kobolds are skilled tunnellers and builders. They frequently riddle their underground lairs with dozens or hundreds of traps to capture or kill invaders, favouring sneak attacks over direct confrontation. From trip wires to deadfalls, spiked pits to poisoned needles – kobold traps aren't the most difficult to detect or disarm, but their numbers are an effective deterrence against others searching for easy prey.

Subrace Variation

Winged kobolds are a sturdier Subrace with increased Strength and Constitution, and Rank 1 Flight Attribute.

KOBOLD

SIZE Small **ARMOUR CLASS** 14
SPEED 15' **HIT POINTS** 5 (2d6-2) [6]
CR 1/8 **PROFICIENCY BONUS** +2 [4]
XP 25 **TOTAL POINTS** 62

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

WEAPON	TO HIT	DAMAGE	TYPE
Dagger (Dexterity)	+6	1d4	Melee; Piercing
Sling	+6	1d4+2	Range 2 (30') Bludgeoning

RANK	POINTS	ATTRIBUTE
2	2	AC Bonus (+2 AC)
2	2	Combat Mastery (+2 attack rolls)
2	2	Edge (<i>Pack Tactics</i> – Attack rolls when allies nearby)
1	1	Features (Darkvision 60')
1	1	Language (Common, Draconic)
1	1	Unique Attribute (Small, light, and unobtrusive)
1	1	Weapon Proficiency (Shortsword)

RANK	POINTS	DEFECT
2	-2	Limited Damage (-2 Strength impacts)
2	-2	Obstacle (<i>Sunlight Sensitivity</i> – Attack rolls and Perception Skill checks)
4	-4	Obstacle (Strength dice rolls)
1	-1	Slow (÷2 speed; 15 feet/round)
2	-2	Susceptible (+2 Standard damage)
1	-1	Unique Defect (Thrown weapon distance ÷2)
-2		+ 10 Base + 54 Abilities = 62 POINTS

GOBLIN

Size and Type: Small (3'-4'); Humanoid; Mammalian
 Movement: Ground (15')
 Habitat: Shallow caves and deep mines
 Communities: Medium to large tribal colonies
 Alignment: Neutral Evil

"Someone must have been pushing the goblins to continue running through the night, because they can rarely focus for that long. And the lack of bones along their trail gave us hope that the captured Asrai were still alive. 'But why?', we thought. 'Why take captives instead of just killing the family?' The reason eventually became clear as we reached their caves and laid eyes upon their goblin king, the goblin shaman, and the bloody altar."



The smaller cousins of hobgoblins and bugbears, goblins are inherently lazy, selfish, greedy, and unfocused. They crave power, yet lack the will to act on their desire. Though they are individually weak, goblins band together in substantial gangs to take what they want and destroy what they don't.

Goblins form strict hierarchies based on strength and power. Might makes right, though sometimes cleverness and guile can overcome mere muscles when convincing a band of followers. They enjoy the pain and suffering of other humanoids (including members of rival goblin tribes), and frequently torture their captives before eating them.

Goblin lairs are simple and unadorned, with few furnishings. If their homes attract too many invaders and thus become too dangerous, goblins will simply soon move to another location.

Subrace Variation

Swamp goblins make their homes in bogs and ponds. They have increased Wisdom and Rank 1 Water Speed Attribute.

GOBLIN					
SIZE	Small	ARMOUR	Leather; shield		
SPEED	15'	ARMOUR CLASS	17		
CR	¼	HIT POINTS	7 (2d6) [6]		
XP	50	PROFICIENCY BONUS	+2 [4]		
		TOTAL POINTS	72		
STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	11 (+0)	8 (-1)	8 (-1)
WEAPON	TO HIT	DAMAGE	TYPE		
Scimitar (Dexterity)	+6	1d6	Melee; Slashing		
Shortbow	+6	1d6+2	Range 3 (100') Piercing		
RANK	POINTS	ATTRIBUTE			
2	2	AC Bonus (+2 AC)			
2	2	Armour Proficiency (Light armour, shields)			
2	2	Combat Mastery (+2 attack rolls)			
2	2	Extra Actions – Lesser (<i>Nimble Escape</i> – Disengage, Hide)			
1	1	Features (Darkvision 60')			
1	1	Language (Common, Goblin)			
1	1	Unique Attribute (Small, light, and unobtrusive)			
1	1	Weapon Proficiency (Scimitar)			
RANK	POINTS	DEFECT			
2	-2	Limited Damage (-2 Strength impacts)			
4	-4	Obstacle (Strength dice rolls)			
1	-1	Slow (÷2 speed; 15 feet/round)			
2	-2	Susceptible (+2 Standard damage)			
1	-1	Unique Defect (Thrown weapon distance ÷2)			
2		+ 10 Base + 60 Abilities = 72 POINTS			

ORC

Size and Type:	Medium (5'-6'); Humanoid; Mammalian
Movement:	Ground (30')
Habitat:	Ranges across all non-aquatic lands
Communities:	Small to medium tribes
Alignment:	Chaotic Evil

"...and thus, the Elven rangers followed their queen's command to exact revenge for the bespoiled forest maidens. Tracking the orc tribe was trivial, since they left a path of destruction in their wake, with half-eaten herds and farmsteads burned to the ground. Little did the Elves know that the orcs were mercenary servants of a powerful necromancer, and were merely leading the sylvan rangers into a deadly, unforgettable trap."



With a head similar to that of a boar and core capabilities that match or exceed an average Human (Intelligence excepted), the orc is one of the most common humanoid monsters found across the world. They are well-known and feared for their reputation as raiders, pillagers, slave traders, and great devourers. Orcs have an intense hatred for Elves and Half-Elves, as well as similarly aligned Races such as Dwarves, Gnomes, Asrai, Fairies, and Satyrs.

Orcs have a bloodlust that isn't easily sated, so they gather in tribes to march across kingdoms to kill and destroy. These wandering predators rarely settle in caverns, ruins, and forest glades for too long before they strike camp and continue their rampage. Occasionally, a strong leader commands the orcs to build lair fortifications with the intent to remain for an extended period – though this is only possible when the surrounding lands are rich with food to hunt (preferably humanoid) and resources to exploit. Orc tribes are also willing to serve as mercenaries for conquering warlords of nearly any identity when pay is offered in both coin and flesh.

Subrace Variation

An orog is a powered-up orc, with many increased Ability Scores (Strength, Constitution, Intelligence, Charisma) and enhanced combat talents that allow them to make two attacks each round.

ORC

SIZE	Medium	ARMOUR	Hide
SPEED	30'	ARMOUR CLASS	13
CR	½	HIT POINTS	15 (2d8+6) [8]
XP	100	PROFICIENCY BONUS	+2 [4]
		TOTAL POINTS	92

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

WEAPON	TO HIT	DAMAGE	TYPE
Greataxe	+5	1d12+3	Melee; Slashing
Javelin	+3	1d6+1	Range 2 (30') Piercing

RANK	POINTS	ATTRIBUTE
2	2	Armour Proficiency (Light and medium armour)
1	1	Extra Actions – Lesser (<i>Aggressive</i> – Move towards seen enemy)
1	1	Features (Darkvision 60')
1	1	Language (Common, Orc)
1	1	Skill Proficiency (Intimidation)
1	1	Weapon Proficiency (Greataxe)
7	+ 13 Base + 72 Abilities = 92 POINTS	

BUGBEAR

Size and Type: Medium (5'-7'); Humanoid; Mammalian
 Movement: Ground (30')
 Habitat: Underground caves and dense forests
 Communities: Small clans and as goblinoid leaders
 Alignment: Chaotic Evil

“The hunting party was triumphantly returning to the village with two large stags in tow. Suddenly and with ferocious roars, three hairy bugbears jumped from the undergrowth – seemingly appearing out of nowhere! Those bushes are scarcely large enough to hide children, and yet those monsters used them to their full advantage. Abe and Leema fell in seconds to the bugbears’ onslaught, while the other hunters scattered in terror.”



Bugbears share heritage with their smaller goblinoid cousins, goblins and hobgoblins. They are ideally suited for combat mayhem and live for the chance to dominate weaker opponents. They congregate in small clans that usually comprise a handful of families. They may also command individually as goblinoid leaders of tribes and armies. Sometimes, clever bugbears “negotiate” with these tribes, demanding food and treasure in return for serving as scouts and muscle; such negotiations always end in their favour. They are notoriously unreliable allies, though, who will flee rather than fight if threatened by more-powerful opponents.

Despite their bulk, bugbears are surprisingly stealthy and regularly set ambushes for their foes to catch them unaware. They are also brutally vicious in combat, inflicting additional damage during surprise attacks – whether they are throwing ranged weapons or engaged in close-quarters combat – and whenever they bash their foes in melee combat.

Subrace Variation

Arctic bugbears are a heartier and hairier northern stock, with increased Constitution. They also have Lesser Immunity to cold (Rank 3) and the Light-Footed Special Movement.

BUGBEAR

SIZE Medium **ARMOUR** Hide; shield
SPEED 30' **ARMOUR CLASS** 16
CR 1 **HIT POINTS** 27 (5d8+5) [20]
XP 200 **PROFICIENCY BONUS** +2 [4]
TOTAL POINTS 110

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	10 (+0)	8 (-1)

WEAPON	TO HIT	DAMAGE	TYPE
Morningstar Flail	+4	2d8+2	Melee; Piercing
Javelin	+4	1d6+2	Range 2 (30') Piercing

RANK	POINTS	ATTRIBUTE
3	3	Armour Proficiency (Light and medium armour, shields)
1	1	Features (Darkvision 60')
1	1	Language (Common, Goblin)
6	6	Massive Damage – Lesser (Surprise Attack – +2d6 surprise attacks)
4	4	Massive Damage – Lesser (Brute – +1d8 melee attacks)
2	2	Skill Proficiency (Stealth, Survival)
1	1	Weapon Proficiency (Morningstar Flail)
18	+ 24 Base + 68 Abilities = 110 POINTS	

OGRE

Size and Type:	Large (9'-11'); Humanoid; Giant
Movement:	Ground (60')
Habitat:	Caves and abandoned ruins/farmholds
Communities:	Solitary, or family units
Alignment:	Chaotic Evil

"When we came upon the farmhouse, savaged livestock and halfling carcasses were strewn about haphazardly. And the stench! We peaked through the window and spied an enormous ogre snoring away on four broken beds that he had crammed together. We quickly fled the scene before the monstrosity could awaken."



Known for their stupidity as much as their strength, ogres are brutal raiders and scavengers. They kill and destroy for food and for pleasure, and will frequently take up residence in the homes of humanoids they have vanquished. They have short tempers, and can become truly enraged when seriously injured or repeatedly taunted or insulted.

Ogres are greedy, which makes them easy to manipulate. Weaker groups often hire ogres as tribal protectors, offering shiny treasure and abundant meat in exchange for their muscle. Ogres practically worship giants of all types, respecting their awe and might, and will happily serve as their minions without compensation; the opportunity to associate with such powerful beings is intoxicating.

Subrace Variation

With dark, leathery skin, sun ogres are considerably thinner than their brethren, with higher Dexterity and average Intelligence. They make their homes in deserts and tropical climates.

OGRE

SIZE	Large	ARMOUR	Hide
SPEED	60'	ARMOUR CLASS	9
CR	2	HIT POINTS	59 (7d10+21) [35]
XP	450	PROFICIENCY BONUS	+2 [4]
		TOTAL POINTS	112

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

WEAPON	TO HIT	DAMAGE	TYPE
Greatclub, Large (One-Handed)	+4	2d8+6	Melee; Bludgeoning
Javelin, Large (Strength)	-1	2d6+6	Range 2 (30') x2 Piercing

RANK	POINTS	ATTRIBUTE
2	2	Armour Proficiency (Light and medium armour)
4	4	Edge (Strength dice rolls)
1	1	Fast (x2 speed; 60 feet/round)
1	1	Features (Darkvision 60')
1	1	Language (Common, Giant)
2	6	Massive Damage (+2 damage)
2	2	Protected (-2 Standard damage)
1	1	Unique Attribute (x2 Thrown weapon distance)

RANK	POINTS	DEFECT
2	-2	AC Penalty (-2 AC)
1	-2	Blind Fury (Extreme injury or taunting)
2	-2	Inept Attack (-2 attack rolls)
1	-1	Unique Defect (Big, heavy, and obvious)

11 + 39 Base + 62 Abilities = 112 POINTS

HELL HOUND

Size and Type: Medium (4'-5'); Canine Quadruped; Fiend
 Movement: Ground (60')
 Habitat: Lower planes; Summoned locations
 Communities: Medium packs, or solitary when summoned
 Alignment: Lawful Evil

"We knew that we overstayed our welcome in Xanthra's castle when we heard a guttural growl coming from around the corner as we exited the treasury. A giant hound from our worst nightmares stalked towards us, with glowing red eyes and a flaming maw. That's when we saw the other two emerge from around the opposite corridor. Not wanting to face the inevitable fire breath that I was sure was coming next, I activated the Ring of Teleportation to return us all immediately to the inn."



Though they normally call the various Lower Planes their home, hell hounds may be summoned to the Material Plane to serve as companions and guard animals for powerful magi and extraplanar beings. Their powerful bodies, fiendish instincts, and infernal breath make them formidable opponents.

Hell hounds naturally hunt in packs on their home plane, though they are often only summoned singly or in pairs to the Material Plane. They can comprehend language and instruction better than simple animals, which makes them highly trainable and good at following orders – if they respect or fear their master. They are far from domesticated beasts, though, with evil inclinations towards hunting, killing, and feasting. Their leathery hides are extremely durable, and can be worked into magical shields and armour with fire-resistant properties.

Subrace Variation

Hell toms are feline variations on hell hounds that breath a spray of acid or cloud of noxious gas instead of fire, with the corresponding Immunity Attribute to match. Hell toms also usually have higher Charisma and lower Constitution.

HELL HOUND

SIZE Medium **ARMOUR CLASS** 15
SPEED 60' **HIT POINTS** 45 (7d8+14) [28]
CR 3 **PROFICIENCY BONUS** +2 [4]
XP 700 **TOTAL POINTS** 122

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
2	2	Edge (<i>Pack Tactics</i> – Attack rolls when allies nearby)
1	1	Features (Darkvision 60')
1	1	Fast (x2 speed; 60 feet/round)
2	2	Heightened Senses (<i>Keen Hearing and Smell</i>)
3	9	Immunity (Fire)
–	–	Language (Infernal)
1	1	Skill Proficiency (Perception)
5	5	Weapon: Bite (1d8+3 piercing +2d6 fire damage)
9	9	Weapon: Fire Breath (6d6 fire damage; Range : 10' -1; Spreading: 5 targets -4; Charges: 6 times/day +1; Save +4 [Dexterity vs DC 12])

RANK	POINTS	DEFECT
2	-6	Impaired Manipulation (Paws only)
2	-6	Impaired Speech (No language)
22	+ 32 Base + 68 Abilities = 122 POINTS	

MUMMY

Size and Type: Medium (5'-6'); Humanoid; Undead
 Movement: Ground (15')
 Habitat: Tombs and crypts
 Communities: Solitary
 Alignment: Lawful Evil

"We should never have entered the crypt from the ancient human civilisation, but our greed pushed us forward. Their emperor's remains were guarded by four servants, cursed to protect him as undead. When one of the mummies looked at me, it froze my soul. I was paralysed with fear and couldn't move, yet I also couldn't drown out the screams of my allies as the undead pummelled them repeatedly. Our team eventually overcame the horrors of our encounter, and we rallied to burn them all to ashes – but the mummy's putrid touch left the three half-elven brothers with a necrotic rot that continues to eat them alive. I don't know how much time we have to find a cure until death takes them, but I fear it's not long."

Some humanoid cultures embalm and entomb their dead to send them into the afterlife, often wrapping them in linen bandages during the process. Necromancers and other dark art practitioners can raise mummified bodies as undead corpses by infusing them with negative planar energies during rituals.

Mummies can speak in languages they knew while alive, though they often prefer to remain silent. The magic that animated them may bind them with conditions to follow as undead, or they may be given a wider range of free will. Mummies are most often found protecting crypts and temples under the guidance of those who cursed them awake.

Fear and death are the tools of mummies. They can instil fear into the souls of nearby individuals with their dreadful glare unless it is successfully resisted. Their powerful fists inflict substantial damage, both bludgeoning and necrotic. Their touch has a chance of infecting its victims with a necrotic rot that lingers within for days until they succumb to death or are magically cured.

MUMMY

SIZE Medium **ARMOUR CLASS** 11
SPEED 15' **HIT POINTS** 58 (9d8+18) [36]
CR 4 **PROFICIENCY BONUS** +2 [4]
XP 1,100 **TOTAL POINTS** 140

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

RANK	POINTS	ATTRIBUTE
2	2	AC Bonus (+2 AC)
1	2	Extra Actions – Lesser (Mind Control)
1	1	Features (Darkvision 60')
2	6	Immunity (Poison)
5	5	Immunity – Lesser (Non-magical weapons)
1	1	Language (Common, one of choice)
1	3	Mind Control (<i>Dreadful Glare</i> – Potent -1; Range: 30' -2; Unique Limiter: One round only +1; Unique Limiter: Fear only +2)
4	4	Resilient (Disease, exhaustion, fear, paralysis)
1	2	Saving Throw Proficiency (Wisdom)
7	7	Weapon: Rotting Fist (2d6+3 bludgeoning +3d6 necrotic damage)
5 (4)	5	Weapon: Necrotic Rot (3d6 necrotic damage; Continuing: Daily -1; Linked: Rotting Fist Weapon -1; Unique Enhancement: Can't regain Hit Points until magically cured of the disease -3; Save +4 [Constitution vs DC 12])

RANK	POINTS	DEFECT
1	-1	Slow (÷2 speed; 15 feet/round)
2	-4	Vulnerability (Fire)
33	+ 40 Base + 67 Abilities = 140 POINTS	



TROLL

Size and Type: Large (10'-14'); Humanoid; Giant
 Movement: Ground (60')
 Habitat: Swamps, forest, and subterranean caves
 Communities: Small clans
 Alignment: Chaotic Evil

"It erupted with a snarl from the boggy water as we walked along the bank. Our elven guide was ready for an attack, though, and with the deft stroke of his katana, she sliced off one of the troll's arms. Within seconds, we could see its body began to grow a new arm – and its severed arm a new body! But rather than attacking back at the elf, the troll ran screaming towards the two torch-carrying satyr and prepared to eviscerate them."



Trolls are widely known for two things: their tremendous ability to regenerate and their ferocious appetite for flesh. They will eat nearly any creature they can capture and kill, though they prefer the taste (and screams) of intelligent humanoids over wild animals and aquatic creatures. These capable giant-kin will occasionally hire themselves out as mercenaries to other Races in exchange for meat and treasure, though they are notoriously difficult to control.

Trolls regenerate quickly from any injury, though healing damage sustained from fire and acid attacks is delayed slightly. Even decapitation won't kill a troll; full dismemberment and burning the pieces are usually required to end their lives permanently. With their freakish rejuvenation, trolls are even capable of regrowing entire bodies from severed limbs.

Subrace Variation

Snow trolls are a broader and shorter variant that is covered in white fur. They have reduced Regeneration (Rank 4) that is unaffected by acid and fire, and full Immunity to cold (Rank 3).

TROLL

SIZE	Large	ARMOUR CLASS	13		
SPEED	60'	HIT POINTS	84 (8d10+40)	[40]	
CR	6	PROFICIENCY BONUS	+3	[6]	
XP	2,300	TOTAL POINTS	156		

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

RANK	POINTS	ATTRIBUTE
2	2	AC Bonus (+2 AC)
4	4	Edge (Strength dice rolls)
2	8	Extra Actions (2 Extra Actions/round)
1	1	Fast (x2 speed; 60 feet/round)
1	1	Features (Darkvision 60')
1	1	Heightened Senses (<i>Keen Smell</i>)
–	–	Language (Giant)
2	6	Massive Damage (+2 damage)
2	2	Protected (-2 Standard damage)
8 (10)	8	Regeneration (10 HP/Round – Unique Limiter: Does not function for one round after suffering acid or fire damage +2)
1	1	Skill Proficiency (Perception)
1	1	Unique Attribute (x2 Thrown weapon distance)
2	2	Weapon: Bite (1d6+6 piercing damage)
2	2	Weapon: Claw (2d4+6 slashing damage)

RANK	POINTS	DEFECT
2	-2	Inept Attack (-2 attack rolls)
1	-1	Unique Defect (Big, heavy, and obvious)
36		+ 46 Base + 74 Abilities = 156 POINTS

WYVERN

Size and Type: Large (12'-16'); Winged Biped; Draconic
 Movement: Ground (25'); Flight (90')
 Habitat: Rocky mountains
 Communities: Solitary, or family units
 Alignment: Unaligned

"Before today, we had only heard of the infamous Haud Wyvern Cavalry unit. I guess your race's natural resistance to poison takes some of the sting out of their tail – no pun intended. And you both speak the same dragon language, right? Those beasts certainly are graceful in the air, and they dive with tremendous speed and precision. We didn't know how we'd defend our fort against the orc army and their ogre muscle, so we thank you profusely for coming to our rescue!"



Many people who have never seen these giant flying reptiles may mistake wyverns for dragons; while they are related, the two fearsome beasts are distinct. Wyvern range up to a length of 16 feet as adults – the size of a young dragon – and have only two scaly legs, rather than a dragon's four. Additionally, they lack the refined intelligence of dragons and act on instinct instead of reason. Most strikingly, a wyvern's tail is tipped with a deadly poisoned stinger that can kill many humanoids with a single injection. Their poison sack is a prized ingredient in alchemical compounds and it makes for a deadly venom to coat bladed weapons.

Wyvern are graceful aerial hunters who swoop down upon their prey from above to rend with their claws. Their hunting style relies more on brute force and speed, rather than guile and planned ambushes. Wyvern are ferocious but slow and awkward while on the ground, and are forced to rely on their bite and tail stinger during combat.

WYVERN

SIZE	Large	ARMOUR CLASS	11
SPEED	25'	HIT POINTS	110 (13d10+39) [65]
CR	8	PROFICIENCY BONUS	+3 [6]
XP	3,900	TOTAL POINTS	174

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

RANK	POINTS	ATTRIBUTE
1	1	AC Bonus (+1 AC)
4	4	Edge (Strength dice rolls)
1	4	Extra Actions (1 Extra Action/round)
1	1	Features (Darkvision 60')
2	6	Flight (90 feet/round)
–	–	Language (Draconic)
2	6	Massive Damage (+2 damage)
2	2	Protected (-2 Standard damage)
1	1	Skill Proficiency (Perception)
3	3	Weapon: Bite (2d6+6 piercing damage)
4	4	Weapon: Claw (2d8+6 slashing damage)
3	3	Weapon: Tail Stinger (2d6+6 piercing damage)
9 (10)	9	Weapon: Tail Stinger Poison (7d6 poison damage; Linked: Tail Stinger Weapon -1; Save +2 [Poison vs DC 18])

RANK	POINTS	DEFECT
2	-6	Impaired Manipulation (Claws only)
2	-2	Inept Attack (-2 attack rolls)
1	-1	Unique Defect (Big, heavy, and obvious)
35	+ 71 Base + 68 Abilities = 174 POINTS	

GIANT, STONE

Size and Type: Huge (20'-30'); Humanoid; Giant
 Movement: Ground (120')
 Habitat: Subterranean caverns; Mountains
 Communities: Small clans
 Alignment: Neutral

"It was an honour to be chosen for the mission to trade with the Helamite's clan – a tradition our tribe has been continuing for decades. We were invited into the stone giant's home and marvelled at the beauty and detail of the landscapes carved into the cavern walls. He explained that his family has been working on that single expansive scene for over 40 years! How can a race with such power also demonstrate such grace and artistry?"



Stone giants prefer living their lives in sprawling cavern networks, away from other Races. They are peaceful neighbours unless provoked. They tend to spend their days carving intricate works of art across their cavern walls – a testament to their love of the elegance and beauty of stone and crystal. When enraged or defending their home, stone giants prefer to pepper their targets with large thrown rocks, rather than fight with clubs.

Subrace Variation

The elusive and majestic crystal giants have high Intelligence and Wisdom, as well as one or more Spell-Like Abilities.

STONE GIANT

SIZE Huge **ARMOUR CLASS** 13
SPEED 120' **HIT POINTS** 126 (11d12+55) [66]
CR 10 **PROFICIENCY BONUS** +4 [8]
XP 5,900 **TOTAL POINTS** 192

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

WEAPON	TO HIT	DAMAGE	TYPE
Greatclub, Huge (One-Handed)	+6	2d8+10	Melee; Bludgeoning
Rock, Large (Strength)	+6	8d4+10	Range 2 (30') x4 Bludgeoning

RANK	POINTS	ATTRIBUTE
1	1	AC Bonus (+1 AC)
4	-	Augmented (Strength)
1	1	Edge (<i>Stone Camouflage</i> – Stealth Skill checks to hide in rocky terrain)
4	4	Edge (Strength dice rolls)
1	4	Extra Actions (1 Extra Action/round)
2	2	Fast (x4 speed; 120 feet/round)
1	1	Features (Darkvision 60')
1	1	Language (Common, Giant)
4	4	Massive Damage – Lesser (+4 Strength impacts)
4	4	Protected (-4 Standard damage)
3	6	Saving Throw Proficiency (Dexterity, Constitution, Wisdom)
2	2	Skill Proficiency (Athletics, Perception)
1	1	Tool Proficiency (Carving tools)
2	2	Unique Attribute (x4 Thrown weapon distance)
2	2	Unique Attribute (Catch rocks and large objects thrown at giant with Dexterity Save vs DC 10)

RANK	POINTS	DEFECT
4	-4	Inept Attack (-4 attack rolls)
2	-2	Unique Defect (Big, heavy, and obvious)
29		+ 74 Base + 89 Abilities = 192 POINTS

SUCCUBUS

Size and Type: Medium (5'-6'); Humanoid; Fiend
 Movement: Ground (30')
 Habitat: Lower planes; Various humanoid civilisations
 Communities: Solitary, or family units
 Alignment: Neutral Evil

“That woman – or what we thought of at the time as a woman – was the very definition of sex. Every man in the tavern, and even some of the women, were fully captivated by the way she looked, the way she talked, and the way she moved. I assumed she was a mistress of the night; to an extent, I guess she was. It wasn’t until we found the dead bodies in her room the next morning, with desiccated lips and enormous grins on their faces, that we realised she was probably a succubus.”



Succubi are native fiends of the Lower Planes who serve demon lords and higher beings in their quests for domination. Once they cross over to the Material Plane – through a summoning, magical transport, or other means – they can move freely between the Material and Ethereal Planes.

Succubi are the embodiment of sexuality, lust, and desire. They can assume the shape of one specific comely female humanoid form, and then use their allure to charm one nearby intelligent creature at a time. Once their target is charmed, a Succubus gains major control over their mind that includes the option of commanding aggressive actions against the target’s allies. A succubus has a strong telepathic bond with this charmed individual as well. Their deadly Draining Kiss corrupts the soul of their thrall and inflicts incredibly painful magical damage.

Succubi are lovers, not fighters. They know they’re not much of a challenge to a party of adventurers in straight-up combat, and thus use their sexuality, charm, wit, and guile to manipulate the situations to their advantage.

Subrace Variation

Succubus is a fiend that takes a female form on the Material Plane, while incubus refers to those who take a male form.

SUCCUBUS

SIZE Medium **ARMOUR CLASS** 15
SPEED 30' **HIT POINTS** 66 (12d8+12) [48]
CR 11 **PROFICIENCY BONUS** +4 [8]
XP 7,200 **TOTAL POINTS** 220

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	13 (+1)	20 (+5)

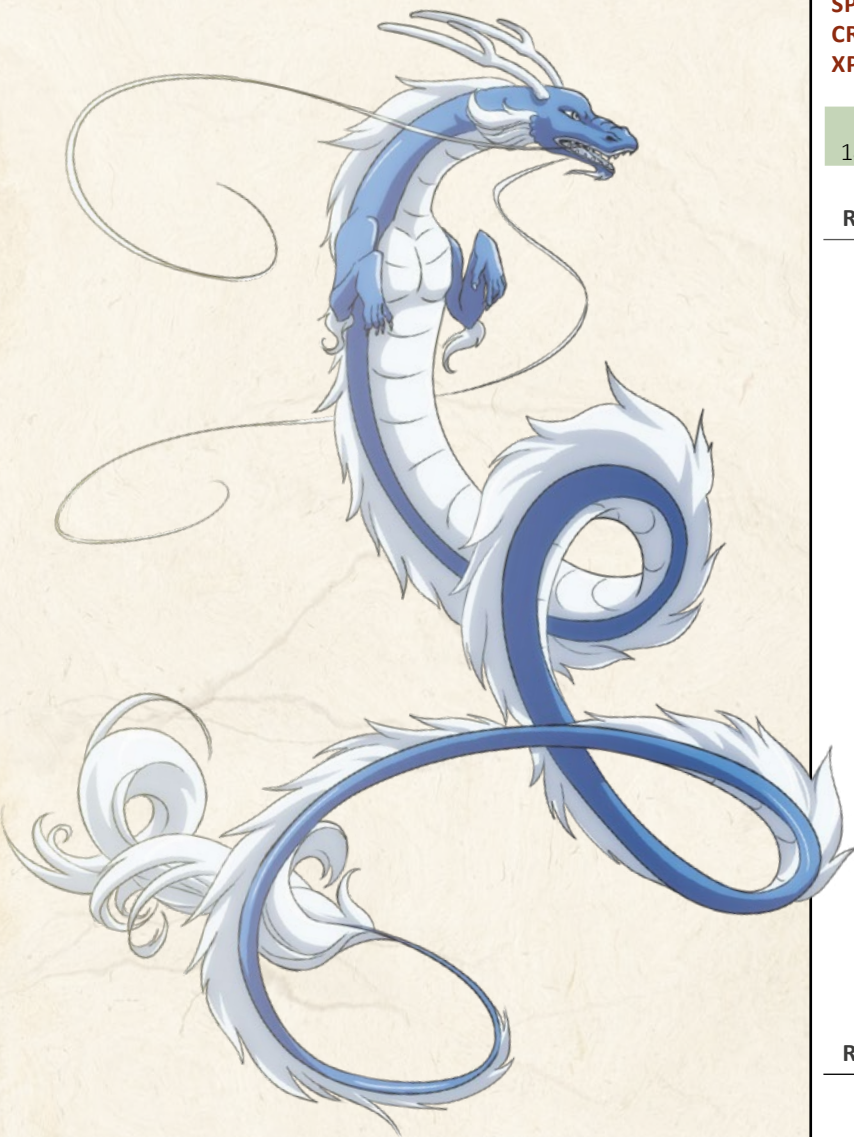
RANK	POINTS	ATTRIBUTE
2	2	AC Bonus (+2 AC)
1	1	Alternate Identity (<i>Shapechanger</i> – One Humanoid Form)
1	1	Features (Darkvision 60')
2	6	Flight (90 feet/round)
6	6	Immunity – Lesser (Cold, fire, lightning, poison, non-magical weapons)
2	2	Language (Common, Abyssal, Infernal)
6 (4)	18	Mind Control (<i>Charm</i> – Duration: 1 day -3; Range: 30' -2; Unique Limiter: Charm limited to one target at a time +3)
2	10	Portal (Ethereal Plane and back)
5	5	Skill Proficiency (Deception, Insight, Perception, Persuasion, Stealth)
5 (2)	15	Telepathy (<i>Telepathic Bond</i> – Area: 30' -2; Unique Enhancement: Unlimited area if target is under Mind Control already -1)
3	3	Weapon: Claw (1d10-1 slashing damage)
9 (14)	9	Weapon: Draining Kiss (6d10 psychic damage; Dependent: Mind Control +1; Save +4 [Constitution Magic vs DC 14])

78 + 56 Base + 86 Abilities = 220 POINTS

DRAGON, YOUNG WHITE

Size and Type: Large (10'-14'); Winged Quadruped; Draconic
 Movement: Ground (30'); Flight (90'); Water (30')
 Habitat: Arctic mountain caverns
 Communities: Solitary, or paired while mating
 Alignment: Chaotic Evil

“Our ice elf tribe has successfully shared our hunting grounds with Alathar the Young White since she ate the yeti family and took over their mountain cave five years ago. We don’t see her often, and so assume she sleeps much of the time. After losing several members of our clan in unexpected encounters with Alathar while hunting, we quickly learned what she will and will not tolerate from us. We keep our distance and leave small tributes of gems and jewellery when we sense her displeasure. Fortunately, we think she prefers the thrill of killing larger prey than our small elven bodies.”



White dragons are the smallest, least intelligent, and most bestial of the chromatic dragons. They are also the only dragons that prefer making their lairs in arctic regions. What they lack in cunning and wit, they make up for with ferocity and single-mindedness; a white dragon on the hunt is a predator to avoid. As befitting their habitat, their bite and breath weapon inflicts deadly cold-based damage.

The lair of a white dragon may not have as much treasure as other dragonkind, but they like keeping other trophies as well; the bodies of many defeated victims are entombed in translucent ice shards formed by their frozen breath.

Subrace Variation

Eastern white dragons (though actually blue and white) are a rare Subrace from a distant continent. Their long serpent-like bodies lack two legs and they don’t have wings, but the Eastern whites can still fly quickly (300 feet/round; Rank 3) with magic.

YOUNG WHITE DRAGON

SIZE	Large	ARMOUR CLASS	15
SPEED	30'	HIT POINTS	133 (14d10+56) [70]
CR	12	PROFICIENCY BONUS	+4 [8]
XP	8,400	TOTAL POINTS	235

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

RANK	POINTS	ATTRIBUTE
5	5	AC Bonus (+5 AC)
4	4	Edge (Strength dice rolls)
2	8	Extra Actions (2 Extra Actions/round)
3	3	Features (Blindsight 30', Darkvision 120' x2)
2	6	Flight (90 feet/round)
3	9	Immunity (Cold)
1	1	Language (Common, Draconic)
2	2	Massive Damage – Lesser (+2 Strength impacts)
2	2	Protected (-2 Standard damage)
4	8	Saving Throw Proficiency (Dexterity, Constitution, Wisdom, Charisma)
2	2	Skill Proficiency (Perception, Stealth)
1	1	Special Movement (Ice Walk – Light-Footed)
3	3	Tunnelling (10 feet/round)
1	1	Water Speed (30 feet/round)
7	7	Weapon: Bite (2d10+6 piercing +1d8 cold damage)
3	3	Weapon: Claw (2d6+6 slashing damage)
		Weapon: Cold Breath (10d8 cold damage; Range: 30' -2; Spreading: 4 targets -3; Charges: 6 times/day +1; Save +4 [Dexterity vs DC 14])
20	20	

RANK	POINTS	DEFECT
2	-2	Inept Attack (-2 attack rolls)
1	-1	Unique Defect (Big, heavy, and obvious)
82		+ 78 Base + 75 Abilities = 235 POINTS

PURPLE WORM

Size and Type: Gargantuan (50'-60'); Invertebrate Worm
 Movement: Ground (120'); Tunnelling (30')
 Habitat: Subterranean
 Communities: Solitary, or in small pods
 Alignment: Unaligned

"Calm down, everyone! Yes, the shriekers have sounded, which means that a purple worm has been detected in the area. Our distraction wards should send it on its way before it gets too close to the city, but we are also dispatching archers with piercing arrows as backup. It's nearly impossible to miss hitting the beast, but it's hide is thick and resistant to damage. We're also sending our spellbinders several miles away to cause minor earth tremors and draw its attention if needed. Let's not worry."



Purple worms are feared by all creatures big and small that dwell in subterranean caves and cities. These massive burrowing monstrosities can effortlessly munch through earth and solid rock as they search for prey. Purple worms are attracted to loud noises and intense vibrations, which they can detect at great distances. Consequently, many underground civilisations have developed early warning systems and magical wards to protect against worm invasions. Fortunately, there are few purple worms in existence, and their reproduction cycle is slow.

These near-mindless creatures have a range of natural weaponry. Their powerful bites may swallow targets whole, subjecting their meals to an intense stomach acid bath. Purple worms can also sting with their poisoned tail, painfully piercing their targets before inflicting toxic poison damage as well. Few choose to stand and fight when a purple worm comes their way.

PURPLE WORM

SIZE Gargantuan **ARMOUR CLASS** 12
SPEED 120' **HIT POINTS** 247 (15d20+90) [150]
CR 15 **PROFICIENCY BONUS** +5 [20]
XP 13,000 **TOTAL POINTS** 292

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
8	—	Augmented (Strength)
4	4	Edge (Strength dice rolls)
1	1	Extra Actions (1 Extra Action/round)
2	2	Fast (x4 speed; 120 feet/round)
1	1	Features (Blindsight 30')
6	6	Massive Damage – Lesser (+6 Strength impacts)
6	6	Protected (-6 Standard damage)
2	4	Saving Throw Proficiency (Constitution, Wisdom)
1	1	Supersense (Vibration detection)
4	4	Tunnelling (30 feet/round; permanent)
10 (6)	10	Weapon: Bite (3d8+15 piercing; Unique Enhancement: Swallows up to Large targets if they fail DC 20 Dexterity Save -4)
12 (9)	12	Weapon: Stomach Acid (6d6 acid damage; Unique Enhancement: Automatically hits swallowed target each round until target escapes from stomach by inflicting 30+ damage internally in a single round -3)
4	4	Weapon: Tail Stinger (3d6+15 piercing)
17 (18)	17	Weapon: Tail Stinger Poison (12d6 poison damage; Linked: Tail Stinger Weapon -1; Save +2 [Poison vs DC 20])

RANK	POINTS	DEFECT
3	-9	Impaired Manipulation (No arms)
2	-6	Impaired Speech (No language)
6	-6	Inept Attack (-6 attack rolls)
3	-3	Unique Defect (Big, heavy, and obvious)
52		+ 170 Base + 70 Abilities = 292 POINTS

DRAGON, ADULT RED

Size and Type: Huge (25'-30'); Winged Quadruped; Draconic
 Movement: Ground (60'); Flight (90')
 Habitat: Rocky mountains and mines; Volcanic caves
 Communities: Solitary, or paired while mating
 Alignment: Chaotic Evil

“Orcs of the Black Fist are a proud tribe. We bow before no one. Until today. Umithigarack the Red has awakened from its decade-long sleep in the abandoned mine, and it demands tribute. Or it will eat us. Oorok the Elder sometimes spoke of the time of the Red, and how we gave one half of all our treasure to the great dragon to please it so it wouldn't eat our tribe. That time has come again. Umithigarack can be a great protector of our lands, too, and the Black Fist will rise in power. Now, you five grab those bags and go to the mine. NOW!”



Greedy red dragons are amongst the most respected and feared of all chromatic dragons. Their primary concern is the size of their treasure hoard, which they covet proudly as much as life itself. Adults are vicious hunters, arrogant tyrants, and obsessive collectors. They demand loyalty and service from all humanoid tribes in the expansive domain surrounding their mountain lairs – or they will rain down fire on those who refuse to bend the knee and serve up appropriate tribute.

ADULT RED DRAGON

SIZE	Huge	ARMOUR CLASS	15
SPEED	60'	HIT POINTS	256 (19d12+133) [114]
CR	19	PROFICIENCY BONUS	+6 [12]
XP	22,000	TOTAL POINTS	364

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

RANK	POINTS	ATTRIBUTE
5	5	AC Bonus (+5 AC)
4	–	Augmented (Strength)
4	4	Edge (Strength dice rolls)
3	12	Extra Actions (3 Extra Actions/round)
1	2	Extra Actions – Lesser (Mind Control)
1	1	Fast (x2 speed; 60 feet/round)
4	4	Features (Blindsight 60' x2, Darkvision 120' x2)
2	6	Flight (90 feet/round)
3	9	Immunity (Fire)
1	1	Language (Common, Draconic)
4	4	Massive Damage – Lesser (+4 Strength impacts)
6 (1)	18	Mind Control (<i>Frightful Presence</i> – Range: 100' -3; Targets: 25 targets -4; Unique Limiter: Fear only +2)
4	4	Protected (-4 Standard damage)
4	8	Saving Throw Proficiency (Dexterity, Constitution, Wisdom, Charisma)
2	2	Skill Proficiency (Perception, Stealth)
3	3	Unique Attribute (<i>Legendary Resistance</i> – Can automatically succeed on a failed Saving Throw 3 times/day)
8	8	Weapon: Bite (2d10+12 piercing +2d6 fire damage)
3	3	Weapon: Claw (2d6+12 slashing damage)
31 (27)	31	Weapon: Fire Breath (18d6 fire damage; Range: 100' -3; Spreading: 5 targets -4; Charges: 6 times/day +1; Save +2 [Dexterity vs DC 21])
4	4	Weapon: Tail (2d8+12 blunt damage)
3	3	Weapon: Wing Attack (2d6+8 damage; Area -1; Unique Enhancement: Knocks prone -1; Save +2 [Dexterity vs DC 21])

RANK	POINTS	DEFECT
4	-4	Inept Attack (-4 attack rolls)
2	-2	Unique Defect (Big, heavy, and obvious)

126 + 126 Base + 112 Abilities = 364 POINTS

Neomorphs

Neomorphs are friendly hybrid mini-monsters that live, play, and reproduce in the wild. They are often adopted by children and teens, who may find Neogenesis eggs and incubate them over the course of several weeks until they hatch and start growing. Some Neomorph owners participate in organised play battles on the city, regional, continental, and world stage. Prizes sometimes include ultra-rare limited edition Neomorphs created by talented magi or trips to special training areas.

Bred for Competition

Neomorphs that are bred for competitive arena battles are usually assigned additional combat capabilities not seen in their domestic pet cousins. These talents usually focus on either ranged attacks or melee attacks, but rarely both since that could unbalance a competition. Creating mini-monsters for cockfighting arena combat is supposed to be entertaining, after all, and not too devastating.

Some advanced Neomorphs can even evolve into new forms during their lifespan, gaining different capabilities and slightly modified appearances. These evolution triggers are sometimes magically implanted during incubation.

Neomorph Defects

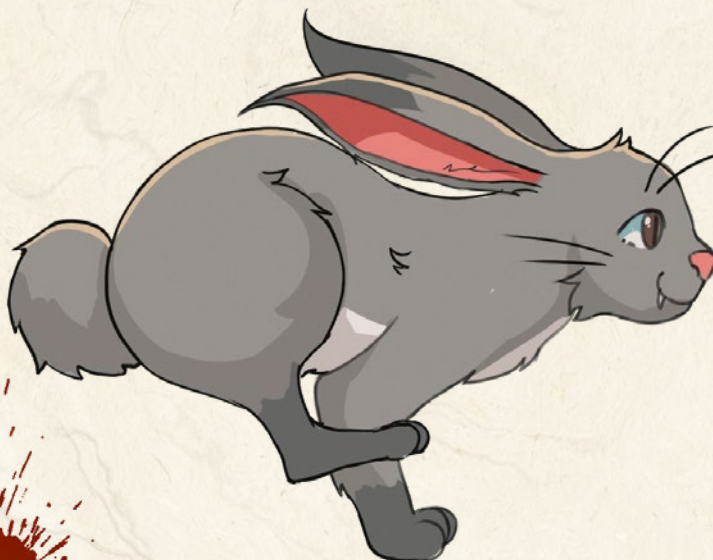
None of the Neomorph stats include typical animal Defects like Impaired Manipulation and Impaired Speech since they can talk and manipulate objects much like humanoids can.

CABBIT

Cabbits are a cute hybrid of a domestic cat and a bunny rabbit. They maintain the athletic agility and overall traits of both parent species, making them excellent pets for younger children. Cabbits are naturally empathetic and are distracted by the sad emotions they detect in nearby creatures.

Battle Cabbit

Cabbits bred specifically for organised play arena events have enhanced jumping abilities. Their primary weapon is their Sonic Meow, which drains the spirit and willpower of other Neomorphs caught in its sound wave.



CABBIT – PET

SIZE	Tiny	ARMOUR CLASS	16
SPEED	30'	HIT POINTS	3 (1d6) [3]
CR	1/8	PROFICIENCY BONUS	+1 [2]
XP	25	TOTAL POINTS	58

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	5 (-3)	12 (+1)	9 (+0)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
4	4	Combat Mastery (+4 attack rolls)
2	2	Heightened Senses (Hearing, Smell)
2	2	Unique Attribute (Small, light, and unobtrusive)

RANK	POINTS	DEFECT
4	-	Degraded (-4 Strength)
1	-1	Easily Distracted (Sadness)
4	-4	Limited Damage (-4 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
4	-4	Susceptible (+4 Standard damage)

-1 + 5 Base + 54 Abilities = 58 POINTS

CABBIT – BATTLE

SIZE	Tiny	ARMOUR CLASS	16
SPEED	30'	HIT POINTS	9 (2d6+2) [6]
CR	1/4	PROFICIENCY BONUS	+2 [4]
XP	100	TOTAL POINTS	76

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	12 (+1)	7 (-2)	12 (+1)	10 (+0)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
4	4	Combat Mastery (+4 attack rolls)
2	2	Heightened Senses (Hearing, Smell)
1	1	Jumping (x3 normal; 9/3 feet forward/up)
1	1	Special Movement (Speedburst: x2 sprint)
2	2	Unique Attribute (Small, light, and unobtrusive)
6 (2)	6	Weapon: Sonic Meow (1d6 force damage; Drain: -2 Wisdom -1; Penetrating -1; Range: 10' -1; Spreading: 2 targets -1)

RANK	POINTS	DEFECT
4	-	Degraded (-4 Strength)
1	-1	Easily Distracted (Sadness)
4	-4	Limited Damage (-4 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
4	-4	Susceptible (+4 Standard damage)

7 + 10 Base + 59 Abilities = 76 POINTS

ELEPHOX

The hybrid of an elephant and a red fox, most stocky elephox stand nearly four feet tall. They are naturally tough with thick fur and maintain the playfulness of their fox parent. Elephox are surprisingly agile and dexterous for their size and shape.

Battle Elephox

Battle Elephox have thick armoured skin and enhanced attack traits. They execute their Scamper Trample attack by playfully bounding across the arena floor and smashing into any opponents in their path.

ELEPHOX – PET

SIZE	Small	ARMOUR CLASS	10
SPEED	15'	HIT POINTS	6 (1d8+2) [4]
CR	¼	PROFICIENCY BONUS	+1 [2]
XP	25	TOTAL POINTS	56

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	12 (+1)	7 (-2)	7 (-2)	8 (-1)

RANK	POINTS	ATTRIBUTE
2	2	AC Bonus (+2 AC)
2	2	Combat Mastery (+2 attack rolls)
1	1	Heightened Senses (Smell)
1	1	Unique Attribute (Small, light, and unobtrusive)

RANK	POINTS	DEFECT
2	-2	Limited Damage (-2 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
1	-1	Slow (÷2 speed; 15 feet/round)
2	-2	Susceptible (+2 Standard damage)
-3	+ 6 Base + 53 Abilities = 56 POINTS	

ELEPHOX – BATTLE

SIZE	Small	ARMOUR CLASS	10
SPEED	15'	HIT POINTS	11 (2d8+2) [8]
CR	¼	PROFICIENCY BONUS	+2 [4]
XP	50	TOTAL POINTS	72

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	13 (+1)	8 (-1)	7 (-2)	8 (-1)

RANK	POINTS	ATTRIBUTE
2	2	AC Bonus (+2 AC)
2	2	Combat Mastery (+2 attack rolls)
1	1	Heightened Senses (Smell)
1	1	Unique Attribute (Small, light, and unobtrusive)
6 (3)	6	Weapon: Scamper Trample (2d6 damage; Spreading: 4 targets -3)

RANK	POINTS	DEFECT
2	-2	Limited Damage (-2 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
1	-1	Slow (÷2 speed; 15 feet/round)
2	-2	Susceptible (+2 Standard damage)
3	+ 12 Base + 57 Abilities = 72 POINTS	



JACKALOPE

Long thought to be an urban legend, the jackalope is a hybrid between a desert hare (or jackrabbit) and an antelope. Though small in stature, it can jump great distances. Jackalope can detect even small vibrations in the ground that help them avoid predators and unruly children.

Battle Jackalope

With many natural instincts and abilities, jackalope are difficult to catch unaware in the arena. Their primary Antler Slap attack offers no surprises, yet is part of an effective jump-and-jab technique given the battle jackalope's enhanced leaping range (10 times normal distance, or 60 feet).

JACKALOPE – BATTLE

SIZE	Tiny	ARMOUR CLASS	16		
SPEED	30'	HIT POINTS	5 (2d6-2) [6]		
CR	¼	PROFICIENCY BONUS	+2 [4]		
XP	100	TOTAL POINTS	76		

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	12 (+1)	7 (-2)	8 (-1)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
4	4	Combat Mastery (+4 attack rolls)
1	4	Extra Actions (1 Extra Action/round)
2	2	Jumping (x10 normal; 60/10 feet forward/up)
3	3	Special Movement (Speedburst: x5 sprint 2, Wall-Bouncing)
1	1	Supersense (Vibration Detection)
2	2	Unique Attribute (Small, light, and unobtrusive)
3	3	Weapon: Antler Slap (1d10-6 bludgeoning damage)

RANK	POINTS	DEFECT
4	–	Degraded (-4 Strength)
4	-4	Limited Damage (-4 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
4	-4	Susceptible (+4 Standard damage)

11 + 10 Base + 55 Abilities = 76 POINTS

JACKALOPE – PET

SIZE	Tiny	ARMOUR CLASS	15		
SPEED	30'	HIT POINTS	2 (1d6-2) [3]		
CR	⅛	PROFICIENCY BONUS	+1 [2]		
XP	25	TOTAL POINTS	56		

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	8 (-1)	10 (+0)	7 (-2)	8 (-1)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
4	4	Combat Mastery (+4 attack rolls)
1	1	Jumping (x3 normal; 15/3 feet forward/up)
1	1	Special Movement (Wall-Bouncing)
1	1	Supersense (Vibration Detection)
2	2	Unique Attribute (Small, light, and unobtrusive)

RANK	POINTS	DEFECT
4	–	Degraded (-4 Strength)
4	-4	Limited Damage (-4 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
4	-4	Susceptible (+4 Standard damage)

1 + 5 Base + 50 Abilities = 56 POINTS



NUE

Nue are a curious hybrid that combine a monkey head, raccoon body, tiger legs, and snake tail. They seem more “human” than most Neomorphs and have an intellectual range that exceeds some owners. Thanks to dexterous fingers and sharp nails, nue can scale walls and other surfaces with ease.

Battle Nue

The snake tail of battle nue can inflict a powerful Tail Sting attack that not only injects an enduring poison into the opponent but also heals the nue’s injuries. The best defence against the Tail Sting is a thick hide since the snake tail does not penetrate armour effectively.

NUE – PET

SIZE Tiny **ARMOUR CLASS** 15
SPEED 30' **HIT POINTS** 5 (2d6-2) [6]
CR ⅛ **PROFICIENCY BONUS** +1 [2]
XP 25 **TOTAL POINTS** 60

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	9 (-1)	10 (+0)	7 (-2)	7 (-2)

RANK POINTS ATTRIBUTE

4	4	AC Bonus (+4 AC)
4	4	Combat Mastery (+4 attack rolls)
2	2	Special Movement (Wall-Crawling 2)
2	2	Unique Attribute (Small, light, and unobtrusive)

RANK POINTS DEFECT

4	–	Degraded (-4 Strength)
4	-4	Limited Damage (-4 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
4	-4	Susceptible (+4 Standard damage)

0 + 8 Base + 52 Abilities = 60 POINTS

NUE – BATTLE

SIZE Tiny **ARMOUR CLASS** 17
SPEED 30' **HIT POINTS** 7 (2d6) [6]
CR ¼ **PROFICIENCY BONUS** +2 [4]
XP 100 **TOTAL POINTS** 80

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	10 (+0)	10 (+0)	7 (-2)	7 (-2)

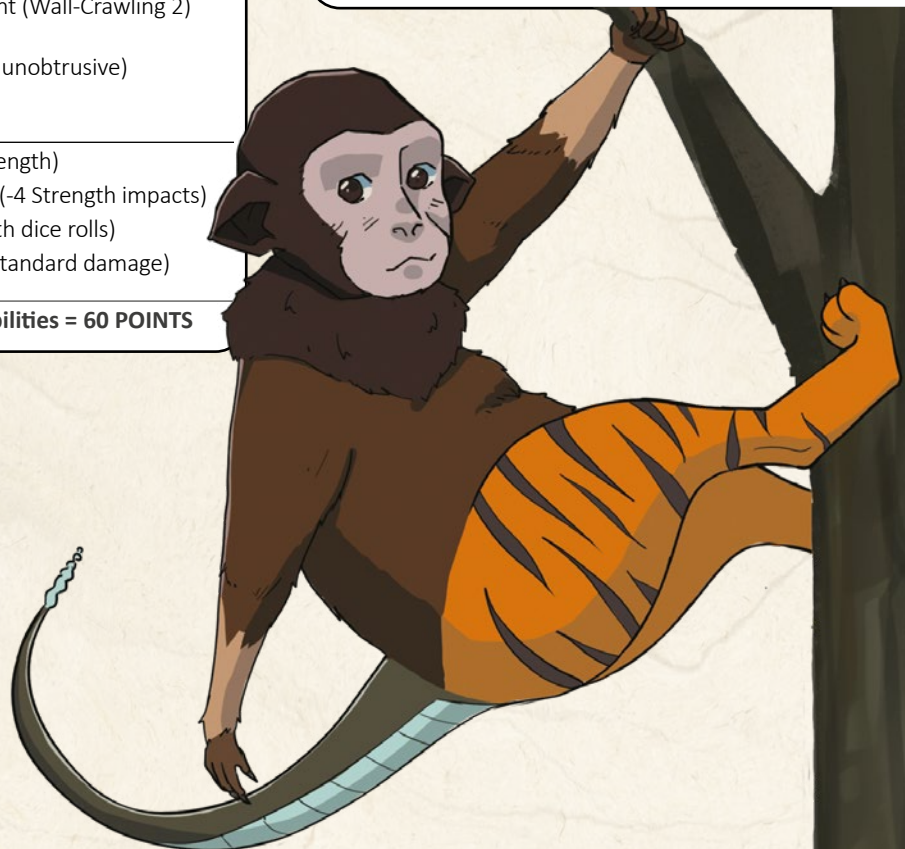
RANK POINTS ATTRIBUTE

4	4	AC Bonus (+4 AC)
4	4	Combat Mastery (+4 attack rolls)
3	3	Special Movement (Light-Footed, Wall-Crawling 2)
2	2	Unique Attribute (Small, light, and unobtrusive)
9 (4)	9	Weapon: Tail Sting (3d6-5 piercing damage; Blight -2; Continuing -4; Vampiric -2; Non-Penetrating +2; Toxic +1)

RANK POINTS DEFECT

4	–	Degraded (-4 Strength)
4	-4	Limited Damage (-4 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
4	-4	Susceptible (+4 Standard damage)

10 + 10 Base + 60 Abilities = 80 POINTS



WOLVERPOTAMUS

A tiny hybrid of a wolverine and hippopotamus, the wolverpotamus is both cute and ferocious. It has the thick skin and body proportions of a hippo and the keen senses and natural weapons of a wolverine. Its pungent scent glands discourage many potential owners, though.

Battle Wolverpotamus

In the arena, wolverpotamus tend to close on their enemy to attack with sharp claws and fangs. When feeling vulnerable, it unleashes its smelly Musk Spray attack, which physically exhausts and distracts opponents caught in the fine mist.

WOLVERPOTAMUS – PET

SIZE	Tiny	ARMOUR CLASS	12		
SPEED	8'	HIT POINTS	7 (2d4+2) [4]		
CR	¼	PROFICIENCY BONUS	+1 [2]		
XP	50	TOTAL POINTS	66		

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	13 (+1)	7 (-2)	7 (-2)	16 (+3)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
4	4	Combat Mastery (+4 attack rolls)
2	2	Features (Retractable Claws, Scent Glands)
2	2	Heightened Senses (Smell, Taste)
2	2	Unique Attribute (Small, light, and unobtrusive)
1	1	Weapon: Fangs/Claws (1d4-4 piercing damage)

RANK	POINTS	DEFECT
4	–	Degraded (-4 Strength)
4	-4	Limited Damage (-4 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
2	-2	Slow (÷4 speed; 8 feet/round)
4	-4	Susceptible (+4 Standard damage)

1 + 6 Base + 59 Abilities = 66 POINTS

WOLVERPOTAMUS – BATTLE

SIZE	Tiny	ARMOUR CLASS	12		
SPEED	8'	HIT POINTS	13 (3d4+6) [6]		
CR	½	PROFICIENCY BONUS	+2 [4]		
XP	100	TOTAL POINTS	84		

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	15 (+2)	8 (-1)	8 (-1)	16 (+3)

RANK	POINTS	ATTRIBUTE
4	4	AC Bonus (+4 AC)
4	4	Combat Mastery (+4 attack rolls)
2	2	Features (Retractable Claws, Scent Glands)
2	2	Heightened Senses (Smell, Taste)
2	2	Unique Attribute (Small, light, and unobtrusive)
2	2	Weapon: Fangs/Claws (1d6-4 piercing damage)
9 (4)	9	Weapon: Musk (2d8 poison damage; Blight -2; Drain: -4 Constitution -2; Irritant -1; Spreading: 3 targets -2; Range: 10' +1; Toxic +1)

RANK	POINTS	DEFECT
4	–	Degraded (-4 Strength)
4	-4	Limited Damage (-4 Strength impacts)
4	-4	Obstacle (Strength dice rolls)
2	-2	Slow (÷4 speed; 8 feet/round)
4	-4	Susceptible (+4 Standard damage)

11 + 10 Base + 63 Abilities = 84 POINTS



Allies and Enemies

Not all opponents are vile monsters, and not all Companions are cute Neomorphs. Character groups will often encounter a wide range of NPCs during their adventures, whether they take place along a countryside road, deep in an abandoned catacomb, or in the market square of a bustling city.

Casual NPC encounters with allies and enemies can be more focussed than those with boss monsters and major background plot characters, since the NPCs' interactions with the party members may be brief. Consequently, only limited information is necessary to frame the encounter, rather than a complete Race and Class profile associated with player characters. Table 33 below provides specific stat details for 20 common humanoids that may come across the player characters' path.

Vital Stats and Info

DMs should have a brief summary of important stats ready to go for allies and enemies. The NPC's Class and Level – along with their six Ability Scores – provide context for their Proficiency Bonus (PROF), HP, AC, damage (DAM), and Saves.

Common weapon damages are found in Table 29/30 (pages 196-197), or could be approximated based on the typical types of weapons the NPC may use: 1d4 for small common simple weapons like clubs and daggers; 1d6 for more forceful simple or martial weapons like spears and shortswords; 1d8 for common martial weapons like longswords and longbows; and 1d10 or 1d12 for powerful martial weapons like polearms and greataxes.

Additionally, ACs before considering Dexterity modifiers will range from 10 (unarmoured) to 11-12 (lightly armoured) to 13-14 (moderately armoured) to 15+ (heavily armoured).



TABLE 33: ALLIES AND ENEMIES

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



CHAPTER 12

Gaming

CHAPTER 12

GAMING

The earlier chapters provide you with the tools to create the anime and manga characters of your heart's desire, as well as the perspective to understand their place amongst the monsters and NPCs of the world, and the rules to set them all into action. Soon it will be time to pull those creations from the static page and into the fantasy realm of dynamic anime adventures.

This chapter addresses the effects-based system in Anime 5E, briefly explores hosting adventures and world-building from the DM's perspective, and then discusses navigating several hazards that could arise during gameplay. It also provides relevant advice for both players and DMs to help make campaigns flow more smoothly before ending with three example Anime Multiverse settings for your fantasy adventures: the angelic living world of Aradia, the demonic hellscape of Bazaroth, and the magical high-fantasy world of Ikaris.

The Anime 5E Foundation

As you will have concluded by now, the game system mechanics behind Anime 5E are easy to comprehend, as they were built upon the long-standing fantasy RPG groundwork that's currently in its Fifth Edition. Although you can play through adventures with only brief consideration given to the alternate structure that provides Anime 5E's foundation, having a comprehensive understanding of the mechanisms behind the system design decisions – and how they differ from the mechanics from the PHB and DMG – can guide your character creation in innovative ways. Furthermore, recognising early in the process which Attributes most closely align with the vision you have for your character, and how such Attribute choices affect game balance, can avoid awkward future situations that will need to be addressed once gameplay begins.

EFFECTS-BASED SYSTEM

As mentioned several times previously, Anime 5E is an effects-based system. This means that the game rules provide the effects or outcome of an Attribute, and you define the specific application of those effects. For example, a character might achieve the capabilities of the Flight Attribute using: wings, magic, anti-gravity fields, psionics, force of will, reality-warping techniques, thermal riding, divine or demonic gifts, or many other methods. Similarly, a Rank 2 Weapon inflicts 2d4 damage that could take the form of a near-infinite number of sources, such as physical trauma, fire, electricity, cold, acid, mental, poison, etc.

A power-based system defines both the effects and application of an Attribute. The traditional Fifth Edition game, for example, details magic attack spells such as burning hands, fireball, lightning bolt, and magic missile. They all inflict damage, but the way in which they deliver damage is determined by the rules, not the players. As an effects-based game, what Anime 5E contains in a single Weapon Attribute can require many distinct ability options in a power-based game.

Details Don't Change The Effect

Since Anime 5E's effects-based system is highly flexible, the broad rules do not account for the specific way an Attribute functions in each game campaign since it can vary from group to group. By decoupling associations between a feature's game effect and the description of the ability, players can build the functionality as they see fit. The possibilities are only limited by the player's imagination and the DM's guidance.

For example, the Flight Attribute at Rank 3 allows a character to fly at speeds up to 300 feet/round (or 30 mph). Exactly how the flyer executes their flight is not important to the results of assigning the Attribute: 300 feet/round top speed when flying. This base assignment could represent magical power, psionics, high-tech, willpower, and more. It could also represent using wings to fly, and thus the player could optionally assign a Unique Limiter to the Attribute to reflect the ample space that the large wingspan may require.

Assigning a Limiter is not necessary to reflect the use of wings when flying since it's the player's choice whether that game mechanism applies to their character's Flight. The effect of the Attribute (flying) and the description of how it functions (wings needing space) are not linked in Anime 5E's effects-based system unless the player chooses to describe the details through game mechanics.

Meanwhile, a different player may also decide that wings power their character's Flight Attribute but decides to not assign a Defect associated with needing space. Neither version of winged Flight is more correct than the other since the players are in control of the mechanistic expressions of their characters' Attributes.

Weapons, in particular, often have Enhancements and Limiters assigned to the base Attribute to provide additional details. For example, that Rank 2 Weapon described earlier may have the Continuing Enhancement to reflect the ongoing damage inflicted from an acid attack, or a cold attack could have the Incapacitating Enhancement that freezes opponents. Alternatively, it could have both the Blight and Ingest Limiters to reflect venomous damage. Without assigning Enhancements and Limiters, all Rank 2 Weapons inflict the same 2d4 damage in the same way, regardless of how that attack is expressed.

MIN/MAXING

As most Fifth Edition players already know, it's certainly possible to min/max a game system. With its Point-based creation system, Anime 5E makes this extreme character focus even easier to accomplish.

Briefly, min/maxing involves concentrating the majority of Points on a small pool of Abilities and Attributes, whether individually or in devastating combinations, to create a highly optimised and unbalanced character. The resulting character can be excessively powerful in certain ways – usually in combat, though it's also possible with a particular Ability Score or with a specific Attribute – and incredibly weak in other areas. In some games, this weakness creation is known as having a “dump stat”, which has frequently been relegated to the often under-utilised Charisma.

This is not inherently a problem with Anime 5E or with any Point-buy system. Focussed or specialised characters are common in many anime and manga series (and movies, and superhero comics, and, and, and...); naturally, Anime 5E can emulate this as a benefit rather than a detriment. Rather, the challenge usually lies in the perspective of the players who believe that the goal of role-playing adventures is to “win”. Anime 5E supports the position that the enjoyment derived from playing through a character's challenges and conflicts – and not a scenario's success – is the actual winning condition.

Difficulties Min/Maxing Creates

The DM may encounter several challenges with min/maxed characters when building adventures since they can unbalance the scenario somewhat. It can be stressful creating a challenge that provides engagement with all characters relatively equally if one (or possibly more) of the characters is exceedingly adept or incompetent at the presented task. This obviously applies to combats – when one character is massively more capable at fighting – but also applies to any Ability Score or Attribute, such as a genius with a 20 Intelligence or a speedy hero with Rank 6 Fast.

Benchmarks Help

Table 01: Character Benchmarks (page 20) provide players and DMs with guidelines that can help avoid wildly divergent player abilities since Anime 5E's flexibility can present challenges to players and DMs unfamiliar with the game. “Help avoid” is not the same as “completely eliminate”, though; ongoing communication and careful consideration are necessary to contain overly optimised characters (if that is, in fact, a desired goal). Of course, players and the DM can collectively decide to modify or ignore these benchmarks, as desired.

Balance Is a Myth

Alternatively, a gaming group can take the (entirely reasonable) position that game balance is a myth and that optimised and focussed characters provide excellent role-playing opportunities for everyone. When the combat expert needs to diplomatically talk their way out of a confrontation, the mage needs to pick up a sword and defend a helpless family, or the puppet master needs to turn off their mind control and trust the stranger before them – well, that's where the role-playing takes over and everyone wins.



Player Advice

The following 12 suggestions provide some kernels of player wisdom to consider during your Anime 5E adventures. The most notable game moments occur when players all share the same understanding of their roles and responsibilities.

Consume Great Content

If you're going to be playing a fantasy game set in an anime world, it only makes sense for you to seek out a diverse range of anime series and movies to watch for inspiration. Anime has never been more accessible to audiences worldwide, with dozens of free and pay-to-play streaming services offering up hundreds of dynamic titles. A quick internet search will provide ample suggestions to help narrow the field. Additionally, reading quality manga, fantasy novels, and RPGs can encourage your creativity – even if they aren't exclusively focused on anime.

Be Innovative in Character Design

Anime 5E was designed to be flexible, allowing you to create the anime character of your desire. Do not hesitate to develop Attributes, Defects, Races, and Classes not listed in these rules, talking with the DM about your ideas and co-creating with them. Playing an original character of your design is much more enjoyable than limiting yourself to someone else's ideas.

Go Beyond a Clone

It's fun to play a character who is perhaps inspired by a particular anime series or movie in your group's original setting, but do not simply clone a well-established media character. It is quite difficult to accurately portray a character created by someone else, yet easy to be disappointed should you be unable to role-play them "correctly". Develop your own character and give them their unique voice in the adventures ahead. Naturally, if the DM plans to run a scenario based directly on an established anime series, this suggestion does not apply.

Assign Defects

Your purpose is not to create a perfect character, but a character that is fun to play. Defects not only generate laughter and levity during each session but can also expand your role-playing opportunities. Besides, you will find that you never have enough Points to satisfy your desire for Attributes, so assign some Defects and you'll get a few more precious Points to spend on goodies.

Avoid the Lone Wolf

Do not create a character with a brooding backstory who prefers sealing themselves away from society to be alone. Role-playing is primarily about connections – DM/player and player/player interaction. Deny yourself one of those opportunities, and the enjoyment of the game is diminished for everyone.

Don't Obsess about the Rules

Every DM has their own individual style when running a game. If your DM wants to play fast and loose with the system, go with the flow. The rules should only be used when the structure and guidance they provide benefits the game. If you and your group can thrive on fewer rules (or without any), do not let this book hold you back.

It's Co-operative, not Competitive

You and the other players are working together to weave incredible role-playing stories, even when your characters are in conflict. Intra-party competition adds an exciting dynamic to your group, though most character conflicts are best maintained at reasonable intensities. Characters killing other player characters for real or imagined slights during the game usually falls outside the realm of a healthy rivalry.

Emotion is Real

Playing through an engaging adventure – especially those of a long-running campaign with the same characters – may evoke surprisingly raw emotions as the events unfold. Everyone expresses emotions differently, and although some players may view a game with a sense of third-person detachment, others may be much more invested and sensitive to the storyline. Unexpected emotions are real and should be treated by all players with compassion and understanding should they arise.

Embrace Failure

Your character need not always succeed at the tasks they are undertaking to create a satisfying game adventure. Character failure – whether instigated by bad dice rolls or outmanoeuvring opponents – provides excellent opportunities for character growth, story engagement, and exciting memories. Your mindset about how events unfold during a storyline has a direct and immediate impact on your degree of enjoyment. Embrace your character's missteps and go with the flow.

Trust the DM

Good DMs realise that player needs come before the story and that it is their obligation to make the game enjoyable for everyone. The DM is always your ally, always has your back, and always works to evoke maximum enjoyment during the game. Trust their judgement, and the game will flow more smoothly.

Give the DM Constant Feedback

Both positive and negative feedback is essential to create an exceptional gaming experience. On a regular basis – perhaps after each session or every few sessions – let the DM know what you like and dislike about the direction and momentum of the game. Without player input, the DM may not realise in which areas they need improvement or expansion. Be polite and courteous, but also be honest. The game can only get better, not worse, when you voice your comments and concerns.

Join the Community

A substantial gamer benefit of a globally connected world is the ability to effortlessly connect with a limitless number of players, DMs, and anime fans. The number of Fifth Edition RPG communities is vast and incredibly easy to locate with an internet search. Although Anime 5E can certainly be considered a new game product – and consequently, the number of online Anime 5E-specific resources are limited in comparison – there is an active community on the official Facebook group and Discord server. Furthermore, many BESM anime RPG players also engage with the traditional fantasy Fifth Edition game, and joining some BESM communities may provide you with inspiration. Connecting and sharing with groups of like-minded gamers is a great way to expand your player creativity. Visit dyskami.ca for links to our official Anime 5E communities.



Julie Wilson

Hosting Adventures

Everything presented in Anime 5E prior to this chapter provides ample ingredients to create amazing anime and manga adventures at your gaming table. The final component needed to blend everything together deliciously is the actual chef – also known as a master of the dungeon or DM (or described more generically in RPGs as a game master, or GM). As DM, you create the opponents, plots, and situations that challenge the player character heroes. You take on the roles of all of the other characters in the story, resolve actions using the rules system, and adjudicate questions that arise during play.

This section provides essential suggestions, guidelines, and advice you need to be a great Anime 5E DM, so you can start hosting dynamic and exciting anime and manga adventures that you co-create with your player group.

DM BASICS

As DM, you fill many roles and handle all the parts of the game that the players do not. These roles can be broken down into four main areas: creator, narrator, actor, and referee.

Creator

You are responsible for creating the world in which the player characters have adventures, from the opponents and supporting characters, to history, geography, and current events. It requires great effort, but many anime and manga fantasy worlds share commonalities with those in the collective societal consciousness, and consequently a lot of the setting information would be familiar to the players. Fortunately, there are also many published RPG world settings available for purchase for traditional Fifth Edition games, and you can modify most of them relatively easily to add the right amount of anime styling. You can alternatively use one of the three example worlds from the Anime Multiverse setting (page 254) as the basis for your game adventures as you create your own story background.

Narrator

You also narrate events in the game, describing to the players everything that their characters see, hear, touch, taste, and smell. A good DM provides players with enough descriptive information for them to understand their characters' surroundings, but not so much that it slows down the game and turns it into a droning monologue of "flavour text". For example, you might say to the players:

"Your midnight patrol has been uneventful. The forest glade is peaceful, with twinkling starlight shining down on your homeland. You all pause for a moment on a tall tree branch, watching the distant lantern glow of your village. Will it really be soon time for you all to depart again? Suddenly, the ancient warning horn of your ancestors trumpets, and you hear the faint sound of hoofbeats galloping through the night."

You have explained to the players where they are and what they are doing – and even what they are perhaps expected to do in the future – and have placed them in an active situation. The players may ask for clarification about your description. How many horses do they hear? Where exactly in the forest are they? Under what conditions would the sentries blow the ancient horn? Answer their questions to the best of your ability while encouraging them to take action.

As you provide narration to the players, it's important to avoid assuming actions or feelings on the part of their characters. For example, in the earlier description, do not end with "... the sound chills your blood with anticipated dread, so you leap into action, rushing toward the commotion!" Each player must decide their own character's actions.

Similarly, do not tell players how their characters feel about a particular NPC unless there is some outside force imposing those feelings. Rather than saying, "you take an instant dislike to them", when a character is dealing with an unpleasant NPC, you might try "they just do not seem very likeable". Better yet, simply play the NPC as unpleasant and rude, and the characters will start to dislike them naturally, without any prompting from you.

Actor

You play the roles of the various non-player characters (or NPCs) in the game, including the major opponents and enemies, the characters' love interests and other allies, and anyone else the player characters might encounter. Keep these background characters' goals and motivations in mind when crafting stories, but also focus on keeping the game fun for all.

Referee

Finally, you'll apply and interpret the game system and answer all the rules questions that arise during gameplay. You make the necessary dice rolls for NPCs, apply the effects of characters' Attributes and actions, and use the rules presented in Chapter 8 (and other sections, too) to resolve character conflicts that arise during game adventures.



CAMPAIGNS, MINI-CAMPAIGNS, AND ONE-SHOTS

A role-playing game can range from a brief one-shot adventure that takes a few hours to play to a lengthy campaign that can run over many sessions for a period of months or years. The story pacing and plot depth of a campaign are different from that of a mini-campaign, which in turn differs from that of a one-shot adventure.

Campaigns

A campaign usually has a vast or epic scope with a number of shorter plot arcs that weave together to reveal the greater story. The characters have time to develop unique personalities as they are faced with challenges to their bodies, minds, and souls. The characters can also learn new proficiencies and Attributes, and establish lasting relationships with NPCs. In a campaign, the players have ample time to explore the various aspects of the world that the DM has created. Additionally, antagonists will come and go over the course of a campaign as they are defeated, destroyed, or reformed by the characters. The DM should establish the outline of a plot for the beginning of the campaign before play begins, but the middle and the end of the story will largely be determined by the interests and actions of the characters.

Mini-Campaigns

A mini-campaign is a single story arc that usually takes place over 4-8 gaming sessions. The characters may not develop much over the course of a mini-campaign since the plot only spans a few days to a few weeks. Antagonists are often present in every session, with the major villain, if any, usually surviving at least until the final climactic conclusion to the story arc. Mini-campaigns require a greater plot structure than an open-ended campaign, and thus the players are required to focus more on the story and less on their own characters. The DM should know where the characters will start (the beginning) and where they should go (the middle), but the closure at the end of the story is heavily dependent on the choices made by the player characters during the game.

One-Shot Adventures

A one-shot adventure covers one single story idea in a 3-8 hour gaming session. These adventures are frequently run at conventions and for demonstrations at game stores. The characters are unlikely to grow much during an adventure because the story only spans a few hours to a few days. To maintain a high degree of intensity during the game, the role-playing of character personalities is often sacrificed for dramatic action and conflict. In order to finish the adventure in one session, one-shots are typically highly structured and only offer the characters a limited number of choices for each dilemma that they face. Most DMs usually script the plot to establish the beginning and middle of the story, and have a rough outline of the story endings that can be influenced by the players' actions (for example, will the villain win, lose, or escape?)

Consider the following factors when deciding whether to run a campaign, mini-campaign, or one-shot adventure:

- » Does the scope of the DM's ideas require a minimum number of game sessions to complete?
- » How much time are the players willing to commit to playing the game?
- » Is the game introductory in nature, or is it for experienced players? Will it involve people who have never met before, or players and a DM who are familiar with each other?
- » How much dramatic role-playing and characterisation is desired for the game?

CATEGORISING THE GAME

What is the feel and tone of your game, and under which broad category would you place it? Consider the few brief possibilities below.

Action

An action game highlights the exploits of heroic characters. Comedic and dramatic moments provide character insight, but the story is primarily concerned with the main characters moving from one battle or adventure to another. The traditional "dungeon crawler" scenario usually fits into this category.

Drama

The characters face challenges where things that they value (life, liberty, happiness, wealth, friendship, the lives of others, etc.) are at stake, and their actions affect the lives of others. There may be comedic moments, but failure has serious consequences for the characters and their life environment.

Comedy

Amusing, incongruous, or wacky things happen. Comedy is often a parody of a more serious traditional fantasy genre, provoking laughs by: exaggerating its clichés (such as the over-the-top religious warrior or the angst-ridden thief); adding anachronistic bits (like a rock star or a tank in a high-fantasy world); and/or inserting contradictory elements (such as a hero who is really greedy, clueless, lecherous, or destructive).

Romance

The characters will have a chance to fall into or out of love. To make things interesting, the DM should create NPC love interests and rivals since many players are not entirely comfortable with romancing each other's characters. Elements in romances include love triangles, mysterious strangers, childhood vows, many romantic partners chasing one target, and mistaken identity. A powerful element is forbidden love, where a romance appears doomed by family or societal disapproval of the relationship, such as an affair with a married person, someone of different social status, or someone who belongs to the other side in a war or enduring family conflict.

Mixed

A mix of two or three different themes such as action-comedy or drama-romance can often be more fun than maintaining a single tone. Experiment until you find the right combinations.

CONCEPT AND THEME

The game concept is the basic idea of who the characters are and what they are doing that brings them together as a group and gets them involved with adventures. The DM should develop it in concert with their ideas on a specific genre, period, and category, and always in conjunction with the players. The DM should develop a game concept that integrates the desired fantasy sub-genre, period, category, and game length into an interesting concept. The DM can imagine they are creating the basic concept of a new anime movie, TV series, or video game.

Associated with the game concept is the theme – an underlying idea that pervades the individual arcs of a plot or even the entire story itself. The game's theme should be one that will give players a good idea regarding what kinds of characters to create. A theme may be as straightforward as a quest for someone or something, as specific as “are monsters people?” or as abstract as “dark forces rising” or “love conquers all”. Themes give the campaign a certain sense of narrative cohesion. The DM should come up with a name for the campaign or adventure that conveys an appropriate animesque feel.

World Building

After the DM comes up with the scenario concept and theme, the players can begin creating their characters using the guidelines from Chapter 2. While they are doing that, the DM should work out the details of their campaign world setting that needs to be established before play begins.

The first thing to do is to narrow down exactly where the campaign will take place. The DM should consider both the overall environment where the game will be set (such as a village, countryside, kingdom, continent, planet, or even dimension) and the individual locations where day-to-day events will occur. The campaign will often have a number of “home base” locations where the characters will spend a lot of time, such as homes, work, or places they go to train or hang out. This can include their guild, training hall, tavern, military barracks, shop, etc. There is no need to go into great detail here. The DM can usually get by with a line or two of description. For example, the DM might write down:

The player characters and their close friends attend Cicada Spellbinding Academy – an older and slightly decrepit mage training facility located in a large ocean port city. Their new magus teacher this year is Professor Yamasaki, a short-sighted and handsome (but scatterbrained) monster-summoning teacher who loves butterfly collecting. The characters are often hanging out at the Blue Wave tavern or exploring the (seemingly empty) countryside crypts.

If the DM has set the game in a familiar fantasy world, there is usually no need to go into a great amount of geographical detail since references are readily available. In a completely made-up world, though, the DM may wish to add some details of the surrounding environment to help orient everyone. This could be done by drawing a rough map, but often a simple map-in-prose is enough to get by, listing the names of a few places that can be dropped into the game. DMs who like lots of detail can add plenty of description, but it is a good idea not to get too wrapped up in preparing the setting, or the game may never get started!

THE SUPPORTING CAST

There is no need to populate the entire universe, but the DM may wish to come up with a starting group of 2-5 supporting NPCs who can act as continuing characters in addition to any villains or victims that the first adventure might also require. Of course, NPCs related to the Nemesis or Significant Other Defects must also be developed. The DM can usually assume the player characters' friends and comrades are the other characters themselves. Most members of the supporting cast only need a name and a very brief description (“Azuko, the grizzled veteran with eye-patch” or “Pae, the spoiled rich girl and her flunkies who rule the academy”). The characters can also accumulate more supporting cast as adventures continue, like the pretty Fairy idol singer they rescued from orc raiders, who later becomes their regular travelling companion.



Organisations

If the characters or their enemies are part of an organisation (like the magical defence team, thieves' guild, or 22nd Forest Battle Squadron), the DM should spend some time working out details that include "What is their purpose?", "What kind of resources do they have?", and "What is cool about them?" The latter might include possession of mystical artefacts, paranormal powers, or just really sweet uniforms.

DESIGNING ADVENTURES

Creating an interesting adventure is an art, not a science, and the following guidelines reflect only one way to proceed. An experienced DM can create adventures with almost no advance preparation, especially if they are familiar with character motivations and have NPCs and situations established as part of a continuing campaign. On the other hand, it is a good idea for a novice DM to take at least a few hours to plan ahead when creating an adventure. Having a binder or computer full of notes can greatly increase one's confidence when sitting across the table (or video chat screen) from a group of expectant players. Some advanced preparation goes a long way.

Story Line

The first thing to do is to work out the backstory behind the adventure. This may follow naturally from earlier sessions, or it might be a completely new story arc. For instance, if the adventure involves a villain, decide what their goals are and the way that their plot will work itself out if the characters do not stop it. At this point, it is also a good idea to decide which major NPCs will play an important role in the adventure and what their goals are. In some cases, such as villains the characters will fight or allies who will work closely with the characters, the NPCs should be created as though they were player characters (with Points, Ability Scores, Race, Class, Levels, etc.).

One technique that can help spark a story line is to think of one evocative image or idea that will help make this adventure different from the last, and then use this as a seed to inspire the story. For example, it could be the image of a clockwork dragon, or the characters disguised in academy uniforms as part of an undercover operation, or a castle floating in the clouds above the city. Sometimes an idea will not work immediately, so just make a note of it for a future adventure.

Character Goals

Next, the DM should think about the adventure from the player characters' perspectives. How will they get involved, and what actions are they likely to want to take? Does someone ask them for help, or is the adventure something that revolves around them from the beginning? Will the characters even want to become involved? Consider the steps the characters will likely have to follow to resolve the situation and (if necessary) make a few notes of how they might succeed. It is all very well to craft a really cunning plan for a villain, but if it is so foolproof the characters will never even learn of it, there won't be an adventure!

Plot Elements

Now it is time to get down to the details of the plot. This is where the DM should work out a rough idea of what plot complications will develop and the order that the characters may encounter them. It is wise to consider this from the perspective of "here is the villain's plan" rather than "this is what the characters must do to make the plot work". It is usually more rewarding as a DM to set up situations that engage and challenge the characters to make decisions or use their abilities, rather than creating a complex puzzle box that they must solve in a certain way to progress to the next plot point.

If a villain drives the story, take some time to consider their back-up plan if the characters thwart "Plan A" early on. In a game where a main antagonist risks death or capture, they should not be introduced directly (as the characters may defeat them right away, ruining the suspense). Instead, introduce the villain through their henchmen and works ("we destroy this temple in the name of Lord Nobunaga!"), or in situations where combat is impossible. It is wise to have the initial enemies the characters encounter be henchmen, introducing the main villain in situations without fighting (like on a crystal ball or at a diplomatic dinner party). This way, the adventure will not go "off the rails" should the characters do the unexpected.

An adventure intended to come to some sort of resolution in one or two sessions should have four to six distinct plot elements, which can be thought of as various complications, encounters with interesting or hostile NPCs, or clues that will lead the characters forward. As DM, give some thought to making an interesting climax to the adventure. However, remember that this is a set of notes for a game, rather than the script for a play. The players will decide what their characters will do.

Plot elements come in two broad categories. First, there are those that tempt the characters into doing something, such as the sea pirate characters discovering a clue to a lost treasure ship, or a soldier on leave stumbling into their long-lost love. Second, there are complications that add difficulty, such as rival pirates attacking the characters on the way to the treasure, or the old flame turning out to be an enemy spy. A mix of both carrot and stick helps keep the story interesting without letting the characters feel railroaded. In a one-shot adventure, the DM should keep things simple with clear objectives. In a continuing campaign, plot elements can be ambiguous or mysterious; if the characters do not pursue them during one session, they can be reintroduced at a later date.

DMs should usually make a few notes of what they plan to happen. The simplest way to prepare is to list the plot elements in point form and rely on one's own imagination to translate this into descriptions of encounters or events during the game session. It is a good idea to prepare some notes on the NPCs that will appear in the adventure, especially their appearances and goals. Some DMs also like to make detailed maps or diagrams of places where any chases or battles might take place. The abstract nature of the Anime 5E combat system means this is usually unnecessary, though players of Fifth Edition may wish to incorporate tabletop grid mechanics into their game. However, if a new locale is introduced (like a haunted forest they must cross, a crime scene the characters will investigate, or a villain's fortress that they may have to capture), scribbling down a few lines of description in advance can pay dividends in helping describe a scene during the game.

One way to create an engaging adventure is to set situations where the characters must make tough decisions. These may be emotional ones: “Do I date cute Maki or sexy Keiko – and what if Keiko catches me two-timing her?” They may be strategic ones: “Do we send everyone against the fortress entrance, or should some of us create a diversion while the others sneak round the back way?” They may be heroic: “Do I let the magical power core melt down, or do I brave the energy and shut it down with my psionic powers?” They may be heart-rending: “We’ve only got a limited amount of room in the rescue boat; we can dump our cargo and take all the refugees, or we can rescue the kids but leave enough weapons aboard to protect ourselves on the journey home.” Ideally, the decisions will not be arbitrary, but will flow naturally from the adventure and choices the characters make.

Important NPCs

The guidelines for character creation apply to NPCs, although the DM will rarely need to go into as much detail about character backgrounds as the players do. If the characters will be fighting with or against any NPCs, the DM should take time to work out their basic characteristics before the adventure: Ability Scores, Proficiency Bonus and when they apply, Attributes, Defects, Armour Class, Hit Dice and Hit Points, and attack damage. The same is true of NPCs with whom they may be closely interacting on a regular basis, such as a prospective lover. Otherwise, it is often enough to just make a note of a name and position (“Grallick, the handsome man who runs the White Stag tavern that will be robbed by the thugs”) and maybe something that the characters can remember (“he has long hair; he was once an elite city guardsman but was hurt in an accident, and now he walks with a cane”).

Many minor NPCs need even less description, and the DM can simply make them up during the game if details are needed or (for minor villains like a henchman’s thugs) just have a single list of game characteristics that apply collectively to an entire batch of them (see Table 33 on page 236 for some options). It can be handy to make a short list of names that are ready to apply to NPCs that are invented on the spot, as “real-sounding” names are sometimes hard to improvise.

In a mini-campaign or campaign, a good technique is to introduce an NPC in passing in one session and then promote them to a major role in a subsequent session. This gives the characters the sense they are living in a “real” universe and, since they are used to having that character around, makes the players care about their fate. For example, having the teenage magic club rescue an academy teacher kidnapped by demons is fine, but it becomes a more powerful story line if the teacher involved is their own healing teacher that has already appeared by name in several prior adventures.

Presenting the Villains

The presentation of the antagonists (also known as villains or “bad guys”) is crucial. The villains should be among the most notable and distinctive NPCs in a campaign to emphasise the threat they pose to the player characters. If the central antagonist rarely opposes the characters directly, it is possible to still make their presence known to the players by introducing appropriate henchmen or monster minions. Consider each of the following details before presenting the villains to the characters:

Exactly who are the Antagonists?

Establish the villains’ names, physical appearances, origins, and hierarchical ranking (if applicable). If you have a detailed visualisation of the villains’ personalities, speech patterns, postures, and tones, it will be much easier to convey that depth to the players. Of course, a villain could be a powerful boss monster as well, rather than a common humanoid.

Understand Their Motivations

Villains who do nasty things simply because they are evil make very uninteresting NPCs. Villains do not typically view themselves as bad guys either, but often believe that they are the only ones who can see the bigger picture. Ask yourself why these villains are plotting against the characters or working against the values of humanity. Do they want power or revenge? Are they merely delusional? Are they working for a cause they believe is right? Do their ends justify the means? The villains’ motivations may never be perfectly clear to the players, but it is imperative that you understand what they are. In many cases, a villain is a matter of perception. Honourable antagonists (who may later ally with the characters against worse villains) are a common theme in anime, and one well worth developing.

Give Villains Distinct Personalities

Important NPCs will only stand out as individuals if you have spent the time to properly develop their personalities. The more clearly you construct the antagonists’ identities, the more real they will become to your players. Some villains will taunt the characters while others will try to convert them to their cause, yet they should all come across as distinct individuals with a spectrum of emotions and behaviours.

Understand the Henchmen Role

Do the villains work alone, or do they rely on henchmen or minions to do their dirty work? How is their organisation structured, and what role do secondary and tertiary commanders play? Low-Level monsters and ordinary grunts need not be as well developed as their employers, but should still possess some identifying traits such as physical appearances, weapons, or talents, and perhaps even a few names.

Weaknesses are Important

What are the villains’ weaknesses that may eventually lead to their fall from power? Keep a few options in the back of your mind that can be explored in detail as the adventure progresses. Giving a villain weaknesses that the characters can exploit allows the players to use tactics other than brute force.

Villains Must Match the Theme

Decide how the heinous acts that the villains perpetrate fit your chosen theme and tone. In a role-playing situation, if villains kill innocent victims, the player characters may not feel obliged to capture them alive. This means creating new villains every few adventures. The reverse is also true: to make a hated enemy, make sure the villains commit truly evil crimes and not simply petty misdemeanours. For greater motivation, introduce a likeable and virtuous NPC over several gaming sessions and then make them the villain’s next victim.

When important villains speak, they should command attention. When the villains fight, they should fight with passion. And if they die, they should be remembered forever.



Navigating Gameplay

Part of the DM's job is adjudicating and interpreting the various Anime 5E rules. The game system is fairly simple and light, but players have a way of putting their characters in situations that the game rules may not contemplate explicitly. No rules system can take every possible situation into account, and Anime 5E purposely leaves many aspects of the rules open for interpretation to allow for creative character exploration. As DM, you ultimately make the calls.

RULES QUESTIONS

Questions about the rules will arise during games, and you must resolve them. There may be questions about how a rule works, what rule applies in a particular situation, or how to handle an unusual situation or application of a rule. Anime 5E rules may also conflict with a few traditional Fifth Edition rules, and players may look to you for guidance.

When a rules question arises, take a moment to handle it and make your answer as clear as possible to the players. When you first play the game, you are likely going to need to consult the rules more often until you and the players understand Anime 5E's underlying system and its nuances. You may prefer to ask one of the players to look up rules for you during the game so you can focus on the story.

Most game situations that arise during adventures can be adjudicated without dice, or with a simple Ability or Skill check. Sometimes during the game, you will make a "DM call", where you say, "this is how I want to handle it for now". Ask the players to respect your ruling and move on with the game. If necessary, you can talk after the game about the ruling and how to best handle similar situations when they arise in the future.

HOUSE RULES

Every gaming group tends to develop its own set of "house rules" over time. These are modifications (or clarifications) of the game's rules or specific rules about conduct at the gaming table. House rules should make the game a more pleasant and enjoyable experience for everyone, and the players and the DM should agree upon them in advance.

Let the players know if you have changed any of the game's rules during your campaign. If the players have any concerns about these rules changes, discuss them and come to a compromise, if necessary. Record any rule changes and make a handout for the players, so everyone knows the rules; this will minimise disputes.

Rules of conduct, or "table rules" as they are sometimes known, vary from group to group. Some groups prefer to limit side conversations, inappropriate movie and television quotes, or jokes while the game is in progress. Others have no such rules. One example is the "you said it" rule: if a player says something at the table while the game is in play, then their character says it, too. This naturally limits the out-of-character conversation during the game, but some players may find it too restraining or frustrating.

Other table rules may cover:

- » Making die rolls in clear view or not rolling until it is your turn. Alternatively, your group may prefer to make rolls for their actions in advance so they can have the results ready when the DM calls for them. Both methods can work well.
- » Appropriate language and discussion content around the gaming table. This may be particularly important for groups that include younger players or for games that are played in public spaces (such as a game store).
- » Secret communication between players and the DM, whether it's passing notes, side conversations in the next room, or something similar.
- » Any other rules about how the game is conducted, such as: "we always start at 6 o'clock sharp" or "new players have to run an NPC 'guest star' character for at least two games before creating a character of their own" or "if your character dies, you can create a new one right away and jump in the adventure as soon as you are done".

CHANGING THE RULES

Gaming groups may want to change the Anime 5E rules to better suit their own games and style of play, or to more closely align the Anime 5E rules with their application in traditional Fifth Edition games. If you find that a particular rule does not work for you, then change it. Of course, you may want to consider carefully how any changes will affect Point balance and other rules in the game. Test a rules change for a session or two to see how it works, since you can always change it back or modify it further as necessary.

A particular openness or vagueness in the rules does not necessarily require a rules change, but rather discussion and agreement amongst the players. Anime 5E characters can have tremendous powers, and those powers can be unintentionally abused by inexperienced players. Rather than changing the rules to restrict the characters, consider talking to the players and asking them to voluntarily modify their characters' behaviour to eliminate the abuse.

Never change the rules arbitrarily or without informing the players in advance of the change and your reasons for it. This ensures there will be fewer rules disputes and confusion during the game.

CHEATING: JUST DO IT!

If you want your players to worship you and think you are the best DM in the world, you only have one option: cheat, and cheat often. Never make a single die roll without thinking to yourself, "Hmmm ... if I cheat and change the result of this roll, will I make it a better game?"

In DMing, there are no rules about "being fair", or "sticking to the dice roll", or "being honest with the players". There is only one primary rule: make your game the best it can be for everyone. Dice are only a tool to suggest how you should make up your mind. You make the decisions, not the dice.

Whether you ask your players to also follow this advice is up to you, of course.

DAMAGE CONTROL

Even the best gaming groups and DMs encounter difficult situations. When problems arise, you must resolve them. The following are some of the more common troubleshooting techniques you can use to help keep your anime and manga adventures running smoothly.

Making Mistakes

Sometimes you may make a mistake, whether it is misinterpreting a rule or not recalling an important fact about an NPC. If the mistake occurs during the game, own up to it, do what you can to correct it, and move on. It is much better to tell your players, “oops, I made a mistake”, than to try and cover it up or, even worse, refuse to admit it and allow the game to suffer because of it.

Most mistakes are not likely to make much difference in the game. If a mistake does result in serious consequences (such as the death of a player character), you can either choose to reverse the problem – changing history and saying it never happened – or you can redress it in a future adventure. Perhaps the characters get an opportunity to fix the mistake, or even to travel back in time and change history themselves, in order to “right the cosmic balance” by preventing an event that should not have happened.

Conflict Between Players

Although Anime 5E is a game about teamwork and cooperation, conflict may arise between players in your group. Note this is not conflict between characters, which can be interesting and fun, but a conflict between the players that threatens to spoil everyone’s enjoyment of the game.

If a conflict develops between two or more of your players, discover what it is and settle it through some mutually agreeable compromise. Make it clear to the players that they should keep their personal disputes out of the game. If they are incapable of doing so or settling matters, then consider asking one or more of the difficult players to leave the game. Most problems can be solved long before that becomes necessary, however.

In the case of conflicts over events happening in the game, remind the players that it is just a game and that the goal is for everyone to have fun. If an in-game conflict is not enjoyable for a player, try modifying or eliminating it. If there is conflict in the group about the game, find out what it is and settle it by changing the campaign’s plot or adding some house rules that address the issue.

Power Abuse

Characters in Anime 5E can have tremendous powers. Oftentimes, they can literally move mountains and change the course of history. In many anime and manga series, heroes almost always act with the utmost responsibility and restraint, but there is no guarantee that players will do the same. Sooner or later, someone may decide to see just how far they can go with their character’s abilities.

While you should encourage player creativity, there are some uses of powers that are either inappropriate to the genre, style, and tone of game you are running, or likely to ruin everyone’s

enjoyment of the game if permitted. In those cases, you need to step in and politely, but firmly, refuse to allow them. A gentle reminder is usually enough to dissuade most players, especially if it is for the good of the story as a whole.

In cases where players create abusive powers or characters – intentional or accidental, with or without the use of benchmarks (page 20) – you can simply ask them to drop or redesign them to fit the campaign. There is nothing wrong with saying, “your interpretation of that Attribute is simply too powerful for this game” and setting limits on what the characters are capable of accomplishing. Alternatively, when an abuse of power happens in the game, you can confront the players with the consequences of their actions. How do the background NPCs in the game react to a character who uses their powers for personal gain, or who murder villainous opponents in cold blood? The open hostility of respected NPCs may encourage players to alter the way they portray their characters.

Getting Back on Track

No adventure plan survives unchanged after contact with the players, who can do the most unexpected things and derail a planned adventure. Sometimes all you can do is go with the flow and follow where the players lead you. If you have a good grasp of the setting and characters for your game, you should be able to improvise and deal with most digressions from your plot. The players may even provide you with some ideas and opportunities you had not originally considered.

Other times, when an adventure is diverting wildly from the story, you may need to nudge things towards the best direction. The trick is to do this without the players realising, since the ideal adventure leads the players as little as possible. Fortunately, there are a number of ways to guide wayward players back in the right direction:

Give Them a Clue

Anime villains are notorious for taunting heroes with clues about their fiendish master plans. If the characters wander away from the plot, have the villain drop them a hint like a riddle, a sudden attack, or a threatening message. A decent clue can put the heroes hot on their enemy’s trail again.

Sudden Insight

Provide a more direct clue using the characters’ abilities. A Psionist or Dynamic Spellbinder might have a vision or flash of insight, or a skilled Hunter might piece together certain clues. Characters with Heightened Senses may pick up on clues others failed to notice, while a telepath might sense critical stray thoughts or psychic impressions of nearby bystanders.

NPC Leads

If all else fails, you can have an NPC guide the characters in the right direction. The best way to enact this is to have the characters come to the NPC’s rescue, rather than the supporting character solving the problem. For example, one of the group’s reporter friends follows up on some leads and stumbles across a vital part of the villain’s plan. They have just enough time to send a panicked note via pigeon to the group before being captured by the villain’s goblin minions. Suddenly, the heroes are off to the rescue, and the adventure is running smoothly again.

Advice for the DM

The following 21 suggestions are a collection of ideas for consideration as you embark on the role of Anime 5E DM, though they have universal application for any RPG. This advice is certainly not exhaustive – that amount of detail could be a complete book unto itself! – and is intended to provide a starting framework for your games.

Names are Important

Giving your NPCs memorable names will make them more interesting to the players. Every background character, no matter how minor, is an opportunity to enrich your world and story. Towns, regions, rivers, and other key terrain features also deserve rich and fun names. In your game notes, have a list of five or six extra names for NPCs and places you may need to create on the fly. Keep track of them once you use them for future adventure reference.

Players Love Familiarity

Reuse previous settings from earlier storylines to build a larger world. Revisiting the inn or guild from the first adventure in the seventh adventure, for example, will create a sense of nostalgia for the players and provide a larger context to your game setting. The NPCs they briefly encountered before are now part of their history and can create a new layer of intrigue to a standard scene. Players will love seeing the character they rescued in the dungeon or woods reappear later as a merchant, mayor, or skulking thief in the town. Don't overdo the references, though, because it will make your world feel too coincidental and staged. Rather, sprinkle these moments into your campaign and watch the joy unfold at your gaming table.

Create a Safe Space

Everyone needs to feel respected and safe while role-playing, free from judgment and triggers. Establish game boundaries well before play begins, including which lines shouldn't be crossed and which world elements should not be explored in detail. Ensure players know that they each have an absolute veto at any time to end the content of a scene if they don't feel comfortable in that situation. The needs of your players (and your own needs, too!) always take priority over everything else.

Dice Rolling is Boring

Dice rolling seemingly provides great fun during a game. When one player is rolling the dice, though, everyone else is waiting – and waiting is not fun. Keep dice rolling to a minimum to keep the narrative moving along. If a dice roll is not necessary or does not constructively add to the game, do not ask players to toss the dice. Start encounters quickly and end them quickly; don't make the players chase down every last critter to finish the scene. Save big combat scenes for achieving plot goals. In role-playing games, rolling dice is the work part, not the fun part.

Offer Players Options

Your game world is filled with endless possibilities, which can lead to lots of time spent deciding what to do. You need to help define paths that the players can take while making it clear they can come up with their own as well. Be clear on the type of action choices the players have and the general consequences of taking those actions to avoid unpleasant surprises.

Reward Player Cleverness

DMs often feel they are playing against the PCs because they are developing obstacles during the adventure. This dynamic sometimes translates into the DM being overly loyal to the story challenges and trying to be more clever than the players. If the players have discovered a loophole in your carefully constructed encounter or obstacle, don't try to fix the scenario in spite of the players. Give them the creative win when they deserve it.

Don't Add Crazy for Crazy's Sake

Make sure there is a reason for crazy characters and not just an excuse for an NPC or player to act irrationally. No doubt, zany behaviour has a place in good anime and manga stories, but not every unhinged character is going to come across as authentic. Such characters mostly add excitement to an interesting encounter, but should the players have to rely on this crazy character, you've added a vital component to the game. Add such elements purposefully.

Be Consistent

Randomness in dice is expected, of course. Randomness in rule interpretations can be frustrating for players since you are their game compass. When you make a dynamic game ruling during a scenario, write it down. Unless you discover a reason not to, stick with it for the future as well. If you need to alter your decision later, make a point to explain why it is being altered to the players to avoid confusion and mistrust. If a dagger was able to reflect a particular spell during one session, for example, but not able to reflect a similar spell in another, you need to convey solid reasoning.

Admit Misdirection as Soon as You Can

All DMs make errors. An NPC may say something or do something that sends the players into a whirlwind of tangential speculation. If your intended actions were not as the players have interpreted – and as a result, it sends the players down an unproductive path – own the misdirection by letting them know your phrasing wasn't actually a clue or anything more than a casual comment or device to move the story to a different point. Unless, of course, the player speculation has given you an idea for a future plotline, which you can develop more fully as part of a divergent story. Make sure player time isn't wasted going down unintended dead-ends.

Plan Significance

Develop and execute one significant character moment several times in each adventure session. Players are in the game to be entertained, and rewarding them with the spotlight creates a memorable experience. Rewards can come from character development or interesting story events and milestones. For their time, players expect to earn these small rewards frequently. Should these highlights not appear regularly, players can grow frustrated and bored and possibly disruptive.

Make Each Character a Hero

It is critical to give each character their chance to shine. The players must seize opportunities presented to make something great for their characters, but you need to provide the hook for the players to grasp. Make the moment meaningful, make it shorten the path to victory, or make it epic enough that players will talk about the moment for months, years, or even decades later. Even if their characters fail spectacularly, spotlight moments are always a memorable event. This advice applies equally when the characters are the villains of the story too.

Mundane Belongs Behind the Scenes

Let the mundane events that are a necessary part of every story take place “off-stage”. For example, unless there will be an enhancement to the story by having the players role-play purchasing equipment from the shopkeeper, don't spend valuable table time doing it. There are numerous moments like this in every game, where the players are trying to assemble the plot fundamentals (equipment, food, information, etc.) to get to the fun parts.

The DM Sets the Game Tone

You must take the game as seriously as you want the players to take it. If you are frequently distracted by digital devices, or break the in-game adventure time by going off on personal tangents, then you have given implied consent for the players to do the same. As the DM, you set the standard of behaviour at the table.

Let Character Strength Shine

Not everyone knows how to survive in the wilderness or extract information from a hostage, so you shouldn't expect the players to describe precisely how their capable characters will accomplish such tasks. Feed players the information they need to make their characters look good in appropriate situations. Gamers usually immerse themselves in role-playing games to engage the imagination and escape the confines of regular life. Even intellectual challenges, such as riddles and puzzles, should have a mechanism that allows the amazingly smart character to solve it even if the player can't figure it out. Clues, different configurations, group participation, or extra attempts can all be used to let the characters' strengths compensate for the players' weaknesses.

Character Weaknesses as Strengths

Use character Defects to the benefit of the game. Though they penalise the characters, Defects should not penalise the players by hindering their role-playing efforts. Be sure to map out how you plan to implement all Defects before the adventures begin to avoid forgetting about them during play. Using them effectively will add excitement and a touch of paranoia to your game.

Keep Player Character Sheets

Inevitably, players will forget to bring their character sheets to a session and may attempt to recreate it with bad results and a lot of lost time. Although each player should keep a copy of their own character sheet, having a DM duplicate is handy for such instances. With the current digital technology, of course, it is nearly effortless to keep a backup within easy reach.

Time is a Precious Element

Everyone's time is valuable, and everyone wants to spend their time in different ways. Unfortunately, some players don't perceive wasting other people's time as a problem. As DM, you are not only the arbiter of the game but also the keeper of time because you control the narrative flow. If you halt the game to read game rules or your adventure notes too frequently, the players' inactivity can devolve into personal conversations, which can then impede gameplay.

Have Fun, or the Players Won't

Don't force yourself to run a game plot, setting, or style you don't like. Players will sometimes want to play specific types of characters that reflect their favourite characters from anime or manga—yet such characters may lead to some types of stories that you don't enjoy telling. You may perform adequately running these types of games, but you probably won't have much fun and may start dreading each session instead of looking forward to it. If you spend less time planning, plotting, and developing your adventures, players will notice, and everyone's enjoyment will be reduced. Having honest conversations with the players during the initial conceptions for the game will help ensure maximum gratification for all.

You Can't Make Everyone Happy

Don't even try to be everything for everyone because your effort to appease one player may alienate the others. When you accept that, despite your best efforts, the unfolding action may not be equally enjoyable to all players during each game session, you can improve the game for those players who are fully engaged with the adventures. Of course, you should always try to advance the game from session to session in a way that addresses the needs of every player when feasible. If the same player continues struggling with game satisfaction, though, perhaps a conversation between sessions about what the player needs to have fun once again is needed.

Go Outside the Rules

If you dislike a rule presented in Anime 5E, you are encouraged to modify it to suit your needs or simply discard it completely. Do not let your vision of how anime and manga adventures should unfold be suppressed by anything you read in this book. These pages are filled with guidelines and suggestions, but they certainly do not reflect the One True Way to fantasy role-playing success. Use what you like, discard what you do not, and fill in the blanks with your own ideas.

Consume Great Content

This advice is repeated from the player's advice list. If you're going to be hosting a fantasy game set in an anime world of your own creation, it only makes sense for you to seek out a diverse range of anime series and movies to watch for inspiration. Anime has never been more accessible to audiences worldwide, with dozens of free and pay-to-play streaming services offering up hundreds of dynamic titles. A quick internet search will provide ample suggestions to help narrow the field. Additionally, reading quality manga, fantasy novels, and RPGs can encourage your creativity— even if they aren't exclusively focused on anime. Hosting viewing parties of a series with your players before or after game sessions is sure to be a hit.





SHINDAI 11

Example Settings

To help introduce new players to the game and provide a conduit by which we can provide examples, Anime 5E presents three possible fantasy settings as part of a larger multi-dimensional backdrop called the Anime Multiverse. The Multiverse is an incredibly powerful tool gaming groups can use whole-cloth or in select pieces.

THE ANIME MULTIVERSE

There are a nearly infinite number of worlds existing within an ever-shifting sphere of reality. All one has to do is find them. Some of these worlds are linked together, making travel between them possible. This set of tied realms is the Cosmic Web, also known as the Multiverse.

Waylines and the Cosmic Web

Waylines are the interdimensional connections between worlds – lines of energy that cross space, time, and even dimensions. These connections can be visualised as a “Cosmic Web” whose strands connect these worlds. The formation of the Cosmic Web appears to have been deliberate. Sometime in the past, a being or organisation, usually personified as “the Weaver”, connected all the strands of the Cosmic Web.

Some tribes believe the Weaver to have been a god, while others believe he, she, it, or they were powerful archmagi or other beings of less-than-divine stature. The completion of the Cosmic Web as it is known today probably dates back at least 10,000 years. Some “Weaver relics” – artefacts of power that exert control over the Cosmic Web – still exist. The most common of these relics are the world gates.

Worlds in the Cosmic Web usually have between one and six waylines. The more waylines a world has, the more important it is from an interdimensional perspective.

World Gates

World gates, or simply “gates”, are places where a wayline can be entered by those with the power to access them. Each wayline connecting two worlds usually has several gates that open to it. If the wayline is an extradimensional highway, gates are their exit and entrance ramps.

Each gate is associated with a specific wayline and has a matching gate on the “other side” of that wayline. Gates can take many forms, including such common designs as: a ring of toadstools in a forest grove; an actual door; an ancient stone circle; an enchanted mirror; a painting of a mysterious place; a clear mountain pool; a deep well; a tomb; the mouth of a giant idol; etc. Typically, anyone who touches a gate and expresses a wish to be elsewhere will be transported by it. Thus, if a gate existed within a closet of an old house, a child playing in that closet would not be transported. But if the child ran into the closet to hide from someone and wished they were elsewhere, the child could actually activate the gate!



The Way-Bound

Certain individuals are “Way-Bound” – their souls are linked to the Cosmic Web. This means that they can be summoned by anyone performing an appropriate ritual at a gate that leads to the Way-Bound’s home world. If a Way-Bound is already on the summoner’s world, the ritual has no effect.

The only way to summon a Way-Bound individual is with that entity’s true name. In most cases, the individual will simply hear a call and will have the ability to decide whether or not to come. In others, the Way-Bound may be compelled, although this usually requires some other link (such as a feather from an angel’s wing, a talisman of a demon, etc.).

Powerful demons and angels are Way-Bound, as are select gatekeepers of each world.

ARADIA

Aradia is sometimes called the “Living Heaven”. It is an Earth-like world, with two-thirds of its ocean and six continents, most of which are covered with dense sylvan forests. The land is unspoiled by sprawling cities or mines, and is breathtaking in its natural beauty. The air is clear, and a billion stars glitter in the night sky. Surrounding the planet is a ring, which is visible as a great arch from much of the surface (except in high winter, where it is a dark band that partially eclipses the sun, leading to a long twilight), or as a shimmering halo from space. This is the Tiara of Aradia, a shattered moon of ice and rock. Four tiny “shepherd moons” also orbit the planet and are visible from the surface as moving sparks of light.

The flora and fauna are common to many fantasy worlds, but Aradia is also home to many exalted mythical creatures. There are unicorns, winged horses, griffons, and sea serpents, for example. Some are fierce beasts that think little of snacking on an unwary native or traveller, but none are innately evil.

Aradia is not just a beautiful planet, though – it is a living being. The natives of Aradia believe it is a manifestation of the Weaver and call it the Womb of Life. In turn, the planet communicates its desires and wishes – the Wisdom of Aradia – through the movement of clouds and storms upon its surface. These patterns form a unique language of symbols that its priests, the Oracles of the Wind, interpret.

The dominant species on Aradia are the Asrai (page 31). They resemble Humans, except for their small feathered wings that can expand out to full size. The Asrai are highly magical, but some are more talented than others. They are born “from the dreams of Aradia”. When two Asrai mate, the female does not become pregnant; instead, their passion triggers a lightning storm in the clouds; eventually, an egg forms in the sky. The egg will fall into the ocean, wash ashore, and soon hatch.

Asrai civilisation is largely pastoral. Guided by the Oracles of the Wind, the Asrai farm, build, herd, hunt, and so on, but do not do much mining. Most Asrai live in small villages or isolated houses scattered across the world. There is no economy as such, just exchanges of goods for mutual benefit.

Other sentient beings also live on Aradia. The Elarad is a collective term for animals that can speak (Elarad means “wild companions”). About one in 10,000 animals on Aradia are Elarad. They protect their own interests, but some go to live with the Asrai, and study in their schools or even work as emissaries for the Asrai.

Fairies (page 34) are not native to Aradia, but there are now as many living there as there are Asrai. Fairies are tiny insect-winged pixies. They were rescued from Arcadia, an Outer World which was being transformed and corrupted by the Bane, a demonic power that sucked away its life. The surviving Fairy are now allied with the Asrai. There are about half a million fairies on Aradia, most of them living in the woods. They are typically good folk, though somewhat mischievous, but a few of these were tainted by the Bane and turned to evil. The Asrai and the Fairy’s Bane Hunters deal with these problems as they occur.

Directing the Asrai are two powerful institutions. The Council of Aeons is the ruling body. It meets in the Chamber of Aeons in the Vale of Thorns. Its 101 members are elected at the Festival of the Arch, which is held on the first day of spring each year. The College of Emissaries is another major body. Part of the Wisdom of Aradia is the knowledge that there are many worlds, some of them not “awakened” like Aradia is. This, according to their belief, is because the world-spirits are frightened by the evil that exists in those worlds, and are sleeping, trapped in nightmares, and afraid to awaken. In order to fix this, it is the responsibility of the Asrai to help overcome evil in those worlds. Here, specially selected Asrai go to school, where they are carefully trained in the role of Emissary. There they may be sent to other kingdoms or even worlds to further the cause of good. Often an Emissary will be sent to act as a mentor, partner, or guardian to a particularly promising individual identified by the College.

The Sabaoth was constituted recently, about 600 years ago, after the world of Aradia was faced with a demonic incursion known as the Bane. It is the armed Host of the Asrai, a fighting order of “warrior angels” that have undergone extensive military training. They report directly to the Council of Aeons but also instruct other Emissaries in fighting. Asrai of the Sabaoth are also Emissaries and are trusted with difficult and dangerous missions such as fighting demons.

The unique “living planet” nature of Aradia means there are dozens of unusual places on the world. Here are two examples:

The Whirl is a natural dimensional gate that leads to many other dimensions. It is a whirlpool that sometimes appears in the ocean. Every so often, an Asrai egg will fall into the Whirl instead of landing in the open sea. When this occurs, the egg will be carried through the gate and reappear somewhere on another world, washing ashore. Often the egg will drift for some time before being found. Once touched, it usually dissolves into nothing, leaving a baby who can easily be mistaken for a Human or another humanoid, since it takes the wings a long time to form away from Aradia (usually not manifesting until adolescence). One of the jobs of Emissaries visiting such other dimensions is to search for the occasional “lost angel”, but often they do not find them until years or even decades later.

Wormwood Blight is part of the price that Aradia paid to rescue the fairies. It is a cosmic cancer that inadvertently “crossed over”, an entire forested mountain valley that has become infected and corrupted by the evil Bane. The area is small, and the energies of Aradia have been able to contain it. Evil forces exist within it – terrible illusions, dark fairies, cannibal unicorns, wyverns, and other creatures of evil. The Asrai and others have only managed to contain it, not destroy it. Wayward seeds of Wormwood Blight have occasionally sprung up elsewhere, but the Asrai have always managed to destroy these.

BAZAROTH

Bazaroth is a dying world in a close orbit around a dim red dwarf star – the Demon Sun. The planet does not rotate in relation to the sun. Instead, one side is in perpetual daylight called the bloodlight by its denizens. The other is locked in eternal darkness and cold. The proximity to its star also causes tidal effects that shake the world: the land ripples with massive quakes, chasms regularly open with geysers of hot steam or molten lava, and chains of volcanoes spew molten lava that runs in rivers and stream across the land. On the Darkside, the fitful glow of the volcanoes and lava pools support life.

The denizens of this hellish land are the hellspawn, often called demons by those who encounter them. Hellspawn come in many tribes, which, thanks to the savage environment of Bazaroth, have diverged greatly.

Most are humanoid, or even centauroid or serpentine, and have a monstrous appearance, although many more powerful archdemons can also change their shape or size. All are predators, and many are psychic vampires to some degree, and gain nourishment not merely from eating things but also from extinguishing the life force of a being itself. The more sophisticated demons can feed on other raw emotions as well, and some powerful entities amongst them have even learned to create magical artefact items or places that can tap into the energy from large groups. Such raw energy can be transferred across the dimensional waylines. Some hellspawn may also possess the rare ability to transform and interbreed with other species, and this has led to many hybrids.



Over the last thousand years, such breeding programs have been deliberately sustained by the demon lords. Some of these programs are aimed at creating and nurturing especially powerful entities (“dark lords” or “harbingers of the apocalypse”) on other worlds and nourishing them with evil. One such entity was the terrible Bane that destroyed the Fairy world of Arcadia.

The Dark Side of Bazaroth forever hides its face from the sun. In the centre of the Dark Side is Moloch, a half-frozen continent that thrusts itself out of the ice – a wasteland of fire and cold, with endless plains of ice and rock, and enormous volcanoes belching clouds of soot and rivers of lava. Only the most hardy hellspawn dwell on the surface, but the continent is riddled with ancient lava tubes, great subterranean vaults, and tunnel complexes heated by pools of lava and geysers of steam. All manner of strange fungi, slimes, and oozes grow there – some naturally, others cultivated by slaves in bubbling vats.

Much of the Dark Side is an ocean called the Sea of Tears, whose surface is largely frozen, and whose depths conceal great leviathans (island-sized horrors of teeth and writhing tentacles), their smaller spawn, beautiful flesh-eating mermaids, and similar terrors. Some of these monsters are amphibious and crawl ashore or break through the ice to hunt or seek mates on the surface. The frozen sea is thawed in places by occasional volcanic islands that erupt from the ocean, both active and extinct. The larger islands are often shrouded by steam as rivers of lava flow into the icy waters. The islands, warmed by the fires of the deep, are also home to demonic citadels, built of black obsidian or from the shells and bones of the creatures of the deep.

The majority of hellspawn like Archfiend (page 30) and Demonaga (page 33) live on the Dark Side, in citadels in the Sea of Tears and the Underworld of Moloch. The ruler of the Dark Side is known as the Infernal King and rules from the Citadel of Fire – a black glass city carved from obsidian that resembles a hellish Venice with canals of molten lava and bridges of red hot iron. In the chilly centre of Moloch is the Palace of Frozen Screams, where dwells the medusa-like Faceless Queen of the tribe of snow demons. She is one of the 12 demon princes or princesses who owe fealty to the Infernal King, along with countless lesser demon lords, each of whom rules their own slice of hell (usually an island or a subterranean vault). All of the infernal aristocracies will usually visit the Citadel of Fire to pay court or bring tribute. The Infernal King’s subjects constantly scheme and backstab to sabotage one another in the hopes of winning the favour of their overlord. Each of the demon lords has their own legion composed of powerful aristocratic warriors. Hellspawn vie for positions in the most powerful and notorious legions as warriors, sergeants, knights, centurions, captains, etc. Promotions are earned by blood; when a leader dies, is executed or exiled for failure, or assassinated for perceived weaknesses by their underlings, duels are fought between those who feel strong enough to rise in ranks. The winner is promoted.

The Shadowlands lie on the borders between the Day and the Night Sides, or as the hellspawn say, between Blood and Ice. They are a narrow (a few hundred kilometres) band of perpetual cool twilight. These lands are feared, for they are filled with wraiths – energy-draining ghosts, banshees, and cannibal spirits. Some of the demon lords know rituals that can bind these creatures and bring them back as servants.

Dayside lies across the Shadowlands. The blood-red sun hangs overhead, and the sky is purple and orange. The omnipresent volcanoes are still there, the smoke rising. Most of Dayside is also ocean; the Sea of Tears breaks up into drifting icebergs, which melt as they cross the Shadowland and drift to Dayside. There are many large and small islands in the vast ocean, some volcanic and others barren rock. In the centre of dayside is the continent of Antaris, directly facing the eye of the sun; the temperature there is stifling.

It is here that vegetation grows on the surface, although these leaves are not the bright green of healthy plants but rather black, crimson, or the sickly purple of a fresh bruise. The islands of Dayside and the continent of Antaris are dominated by the Bloom – endless jungles and swamps, teeming with life and death. The unstable, flaring radiation from the red star causes rapid mutations, and species are constantly changing, evolving, and becoming more deadly. The Bloom is alive with monstrous and occasionally gargantuan hellbeasts. There are enormous three-headed worms the size of dragons, carnivorous trees, herds of armoured and spiked behemoths, and floating air-jellyfish. Thanks to the radiation of the Demon Sun and the active geology, evolution is out of control, and beasts are locked into a constant cycle of mutation. Even the most comely hellbeasts can be deadly, including swarms of flesh-eating butterflies, clouds of tiny vampire pixies ... or the cute floppy-eared and horned hell-bunny whose mouth may suddenly open wide to reveal flesh-rending tentacles or needle-sharp fangs! Even the demons fear the Bloom, but some desperate exiles, escaped slaves, and rebels against the Infernal King dwell here.

Toward the centre of Antaris, the temperature increases. There lies a massive ring of volcanic mountains called the Knives of the Sun, and beyond them looms the Plain of Despair. This red desert stretches hundreds of leagues across the land and is said to be a place where the hellspawn of Bazaroth defeated an army of invaders from Beyond. Scattered about the Plain of Despair are the remains of these entities: the dismembered corpses of weirdly beautiful giants, some hundreds of feet tall, decaying with preternatural slowness. The half-insectoid barbaric maggot-brood of Antaris dwell within the corpses; these hellspawn are said to practice strange magics, feared even by the darksiders. In the centre of the Plain is the Cauldron of Bazaroth, the hottest place on the world – a sea of bubbling blood that feeds the rivers that run through the Pain Forest. Rising from the sea are the Trees of Death, 13 gigantic trees, hundreds of metres high, whose roots drink the blood and upon whose thorns are traditionally impaled the worst enemies of the demon lords (captured Asrai, for example). Death Tree fruit is said to have powerful necromantic and alchemical properties. Nesting in the tree branches are hell drakes – fearsome hybrids of insect, vampire, and dragon, who often take wing to hunt the maggot-brood (and anyone else) venturing across the Cauldron or upon the Plain of Despair.

In some Darkside tribes, it is the custom to send young hellspawn into the Day Side to perform a quest, such as retrieving one of the Fruits of the Trees of Death or the skulls of 13 other demons. This is the Pilgrimage of Bloods – a common rite of passage and required to enter one of the greater Legions. Many adventuring parties from Bazaroth have formed when a group of hellspawn youths works together to conquer their Pilgrimage as a team.

IKARIS

Ikaris is a more-traditional world of swords and sorcery. The land is dominated by an immense supercontinent, also called Ikaris. This is bisected by an immense mountain range, the Dragonspine, that runs roughly east to west. Due to the size of the supercontinent, conditions in the interior are very harsh, with arctic winters and blazing hot summers. As a result, most civilisation is along the east, south, and west coasts.

The Shards of Azar

On the west coast are the Shards of Azar. These are successor states of the once-great Empire of Azar, which long ago ruled the entire coast – only to break up 300 years ago during a great civil war. The Shards are divided into nine squabbling principalities, and each one is ruled by a powerful Legate. Once these were provinces of Imperial Azar, and the Imperial Legates were bound by oath to serve and advise the Emperor. Now they are absolute rulers, equivalent to kings. The empire has never been reunified, although every so often, an Archmage tries to conquer one or more neighbours, leading to war. At various times the Nine Shards have dwindled to seven or eight, although it is more common for a single border province located within one of the shards to be conquered than for an entire Shard to fall.

The Shards of Azar's society mirrors a medieval feudal system with one big difference. Magic works on Ikaris, and a mage's fireball, not the mounted knight in shining armour, is the ultimate weapon. Thus, each Legate is served by several archmagi, each of them a mighty wizard. In exchange for a grant of land, the archmagi agree to provide the Legate with a force of powerful sorcerers (for up to 40 days) and also “hold, protect, and bless” their lands. Each archmage's province is divided into a few dozen mage-holds, each controlled by a sorcerer who has sworn allegiance, and who also owes 40 days service to the archmage. Typically, the sorcerers and archmagi loyally follow their respective vows, but treachery and rebellions are not uncommon and are often fomented by rival Legates.

Each sorcerer has a tower or other fastness that protects a village or town, which in turn supports them. In addition, every sorcerer usually has an apprentice adept or two – a mageborn boy or girl who is studying the magical arts and will become their heir after death or retirement. Sometimes a Legate or archmage will grant the title of sorcerer to an apprentice adept, usually giving them the land of a follower who was killed (or turned traitor), or in other cases, permission to carve new territory from the wilderness or a conquered land and take that as their holding.

Not every mage is part of the feudal aristocracy. “Wizards” and “witches” are terms used for any mage who does not have a grant of land. Some are mercenaries; others never received formal training or specialised in something other than the battle magic that is the stock-in-trade of the sorcerer, archmage, and Legates. They are usually regarded as dangerous troublemakers by the establishment.

“Warlocks” (“oath breakers”) are ex-sorcerers who have been expelled by their feudal lord or forsaken their vows. Their staff is broken, and they are reviled as without honour, and often accused of all manner of evil deeds, sometimes wrongly (much like Japanese ronin). Many become leaders of

bandit or goblin gangs; others leave the province and travel to another province, or even a different Shard, where they serve as wandering mercenaries, monster-killers, or bounty-hunters. Some archmagi hire warlocks to swell their forces in times of war or rebellion, but this is considered rather sinister. Some sorcerers become warlocks for good reasons (for example, their archmage is evil and their Legate won't listen, so they forswear their vows) and may lead a band of "good" outlaws, as a kind of magical Robin Hood. Occasionally a situation will arise where a warlock can swear a new allegiance if any archmage or Legate pardons them, but this is rare and would require a great deed.

Magic in Ikaris is not something anyone can learn; it requires a gift, said to come from the Weaver. Some people are mageborn while others are not. The gift is not heredity, and mage parents usually have normal children. The gift of magic can usually be detected in infancy, however, as mageborn children instinctively perform simple spells or otherwise release their powers. For this reason, sorcerers adopt a gifted child, whether born of peasant or noble blood, as their heir-apprentice. Ultimately, the heir-apprentice will "win their staff" and be dubbed a sorcerer. Similarly, the titles of archmage or Legate are also not hereditary. An archmage will have one of their sorcerers chosen as heir-apparent; a Legate will select an archmage. If the archmage dies without specifying one, a vote, acclamation, duel, or force of arms may be used to choose a new lord.

The ancient Vows of Azar are a magical code to which all true sorcerers, archmagi, and Legates are expected to adhere. It forbids the use of magic to harm the innocent and encourages magi to protect the weak and mundane. However, magi are also proud, and they will not brook challenge to their authority and dignity by mere mundanes. A sorcerer holds the power of life and death over all serfs within their holding.

Archmagi and Legates hold regular tournaments for all the sorcerers of the area (and sometimes these are open to warlocks, wizards, and witches, as well). The prize is usually a valuable artefact in the archmage's possession that is lent to the winner until the next tourney. Most tournament battles are single duels, although in some, the sorcerer is aided by the apprentice. There are matches between apprentices alone, and often a grand duel of powers. Tourneys also include games for the wizard's spearmen, monster-baiting contests, summoning competitions, music, etc.

In war or while policing their domains, sorcerers do not work alone. There are warriors as well as magi. Most sorcerers have some skill with a blade or staff (although they mainly use them for rituals). Sorcerers usually have a personal guard of spearmen, archers, or swordsmen. In the Shards of Azar, the arts of the warrior are not highly developed; it's mostly "stick them with the pointy end". True swordsmen, like the blademasters of the Seven Stars, are regarded with almost supernatural awe; their fighting prowess is seen as magical.

The majority of the population are farmers (or fisherfolk on the coasts, and sheep or goat herders in hilly areas) and those craftsfolk that support them, such as carpenters and blacksmiths. Most are bound to the land, though a few Shards in the north have freeholders. Their lives are reasonably prosperous since the magi are good at curing disease and controlling the weather to prevent killing frost or lengthy droughts. Conversely, wars tend to be more devastating, and some sorcerers think nothing of

turning an offending peasant into a draft horse or pig. Perhaps worse is the scourge of monsters that plague the border areas: dragons, ogres, trolls, undead, goblins, and other horrors. It is the sorcerer's sworn duty to put their life on the line to ward against such threats.

There are no large cities in the Shards, although each has at least one major town with a population of 5,000-15,000. The towns are also home to several craft guilds and merchant houses. Notable among the many guilds are the Alchemist's Guild and the College of Harpers, who traditionally appoint a learned harper to advise each Legate. The Alchemist's Guild, a relatively young organisation, is the leading "scientific" community on Ikaris, and possesses knowledge of arcane potions of many sorts. Alchemical potions are magical, but the sorcerers disdain them because they require only skill, not the Gift of Power. Even so, most Legates employ a court alchemist.

The Anvil of God

A vast desert steppe lies in the centre of Ikaris, known as the Anvil of God. Parts of it are inhabited by tribes of beast nomads who migrate around the edges and also raid the more settled nations. The Dragonspine acts as a barrier to the nomads, limiting their ability to attack into the west (where the passes are guarded). Nomad raids are common against the Land of the Seven Stars, though. The major nomad tribes are the Wyvern, Griffon, and Manticore.

The Dragonspine Mountains are a borderland between the North and the South. They get their name, obviously enough, from the winged firebrakes that dwell there. The dragons prey on the various migratory herds that cross the steppes and also sometimes travel into the Shards or the Seven Stars.

Tophet is a massive underground labyrinth and ruined city near the eastern spur of the Dragonspine Mountains. It is mostly underground as it was designed as a shelter to protect the population from dragon raids. It was once the capital of the Magerealm of Tophet, a rival to the Empire of Azar, but is now a ruin. The Archmage of Tophet had taken control of many monsters. When he was slain during a magical duel, the monsters escaped and overran the city. Most of the population were killed or fled.

The Land of Seven Stars

Across on the eastern side of the continent from the Shards of Azar is the Land of Seven Stars, also called the Heavenly Coast. The name comes from the legend that the land was blessed by seven celestial angels who founded the seven villages that grew into the seven coastal cities. There is also a legend of parallel shadowy demon clans that counterbalance them, and seven secret "undercities" beneath each city.

The land is temperate, more so than the Shards thanks to a warm ocean current. Fishing is good, and there are hundreds of fishing villages along the coast and the offshore islands. Four of the Seven Stars are port cities on the coast or on islands (three more are located on inland rivers), and they have large fleets of galleys and much sea trade. The culture is somewhat reminiscent of a cross between Ancient Greece and medieval Japan. There are four main castes: the "heaven-born" lords, their warriors, the priests, and commoners (farmers, artisans, and merchants).

Mages are rare in the Seven Stars since the practice of magic is forbidden by the teachings of the great prophet Achmed as corrupting the soul. It is said that those who perform magic will be reincarnated as rats or insects, for they have burned up all their spiritual energy. There are several orders of fighting monks and nuns who possess exotic powers, primarily having to do with spirits, exorcism, and personal perfection. Some also have potent martial arts abilities from focusing spiritual energy. All must swear vows of poverty and obedience to their orders. A few western magi (mostly wandering warlocks) and some nomad witches and wizards do set up shop in the Seven Stars, where they have little competition, but they are often feared and distrusted.

Each of the cities has a tradition that in each generation, the spirit of their founding angel will manifest again with divine powers as that city's protector. Six of the Seven Celestial Angels manifested most recently during the Ghoul Invasions, but they were all killed while preventing the Ghouls from resurrecting the great Kraken of the Deep. It is likely their spirits have been reborn again.

Until recently, all seven cities were independent, occasionally feuding with one another or fighting seasonal wars. They would sometimes combine to fight off nomads or reavers, but often by the time a combined force could be mustered, the raiders had retreated, carrying off prisoners into slavery and leaving burned and looted villages. After a particularly strong raid by the Wyvern Riders terrorised the northern borders, three cities joined to form the Northern League. Their strength was enough to force a peace treaty with the Wyvern Riders and an exchange of hostages. The plans of its founding father, Tezra the Just, to expand the league met with suspicion and jealousy, and he was assassinated. The League collapsed into chaos, and successive raids of the Ghoul Pirates and Manticore People ravaged the land. It became obvious that the situation could not endure.

Unification came from Tenrai the Conqueror, the half-blooded son of Tezra the Just and a hostage-princess of the Wyvern Riders. When he came of age – after spending some time fostered with the nomads learning their ways – the combined alliance of his city and his mother's tribe allowed him to dominate the other cities. He reformed and expanded the old Northern League, and with the aid of the Wyvern Riders, won the bloody Battle of Fallingstar Mountain against the combined forces of three holdout cities. He then showed magnanimity in pardoning those who had stood against him, provided they swore allegiance to him, not as head of his city, but as the Celestial Warlord of the Seven Stars.

While the Seven Stars was established under one ruler, it is by no means secure. Not all of the country has been fully unified, and there are still provinces that are rebellious. There are also border regions that were lost to the Ghoul Pirates or the Manticore Nomads during the fighting, and there are tensions between the barbarian Wyvern Riders and the more civilised city-folk. A rash of mysterious disappearances in one city is rumoured to be connected to the legendary undercities. One of the biggest disputes is over the succession. Tenrai has yet to marry, and some advise him to choose a bride from one of the defeated cities (to help reunify them) while the Wyvern Riders expect him to take one of their own as his queen.

Despite the magnanimity of the Celestial Warlord, the fighting has also created a large contingent of exiles, including one order of fighting monks that refused to support the new regime and several hundred warriors who would not take the Warlord's pardon and instead chose to become outlaws. Some of these have travelled as far as the Shards of Azar, where they are welcomed for their near-magical martial skills, often serving as merchant caravan guards, masters-at-arms for an archmage, or bodyguards of a guildmaster.

Various humanoid Races, such as Dwarves, Elves, Halflings, Gnomes, Nekojin, Satyrs, and Haud form pocket communities and kingdoms across Ikaris, and are known to disseminate from their lands to make homes throughout the world.



Gedanken

A thought experiment by Anime 5E designer Mark MacKinnon

Gedanken, a short form for the German *gedankenerfahrung* or “thought experiment”, is a way to consider a problem by thinking through its ramifications. I first encountered this expression during my first-year physics classes at the University of Guelph, and it has stuck with me ever since as a conceptual way to approach a troubling issue. While writing Anime 5E, this issue became the inelegance of the current structure of Ability Scores and their modifiers.

RETHINKING THE SCALE

Like many middle-aged gamers, I began my love of RPGs with the Basic Set red boxed set in the mid-80s before moving onto 2nd edition Advanced in high school. The concept of Abilities with 18 being awesome and 10 being average has therefore been ingrained in my gaming DNA for decades. My perspective changed when I started examining the Fifth Edition ruleset, though – a viewpoint that I attribute to my years of RPG and board game designing experience becoming increasingly focused on elegance and efficiency.

I noticed that nearly every aspect involving Ability Scores ignores the actual numbers themselves, and instead relies on their derived Ability Score modifier. Yes, a few minor rules use the raw Scores – such as long jumping distance equalling a character’s Strength Score – but those rules are the exception. This trend isn’t new to Fifth Edition, but the presentation of the rules made it stand out for me.

It’s clear that the 3-18 range is a legacy concept in fantasy role-playing. Rolling 3d6 for Ability Scores has been around for decades. Discarding it in favour of a more streamlined and elegant modern approach may not sit well with seasoned gamers. The game experienced a huge disruption between 2nd Edition Advanced and 3e (THACO, anyone?), so there is precedent for implementing massive changes to the fantasy gaming tradition with an eye on improvement.

It is in this space that I undertake my thought experiment.

The Approach

Since Ability Score modifiers are used most frequently, I want to convert the Scores into modifiers instead. So instead of a Strength of 15, it would be Strength 2; and instead of an Intelligence of 2, it would be Intelligence -4.

But why stop there? Negatives are messy and unintuitive numbers that don’t play well with other positive numbers. I propose resetting the numbers to start at 0 instead of -5, which means that every Ability Score would be an easy-to-grasp positive integer. So instead of a Strength 15 changing to 2, it would now be Strength 7; similarly, Intelligence of 2 wouldn’t be -4, but rather 1.

To convert from old Fifth Edition Ability Scores to this new scale, subtract 10 from the Ability Score, divide the total by 2 (round down, or towards 0 if negative), and add 6.

Table A1 contrasts the normal Fifth Edition Ability Scores with the new scale. Several other changes must accompany such a dramatic numerical shift; this revision has consequences.

TABLE A1 • REVISED ABILITY SCORES

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

Adjusted Difficulty Classes

If Ability Score modifiers are adjusted as suggested, the new modifiers will be 6 higher than those from Fifth Edition, and DCs must also be raised accordingly. Working with a change of 5 is more elegant than 6, though – and it only reflects a small 5% difference on a d20 check – so raising all DCs by 5 is the recommended solution (see Table A2). Contests don’t need to change since the opposing modifier adjustments cancel.

TABLE A2: REVISED DIFFICULTY CLASS

DESCRIPTION	OLD DC	NEW DC	INTERPRETATION
Very Easy	5	10	Characters will very rarely fail
Easy	10	15	Success often requires moderate talent or training
Medium	15	20	Success often requires above-average talent or training
Hard	20	25	Success often requires significant talent or training
Very Hard	25	30	Success requires exceptional talent or training
Nearly Impossible	30	35	Success requires unparalleled talent or training

Other Adjustments Required

- » The price of each Ability Score raises to 2 Points each
- » Armour Classes need to all increase by 5, with AC 15 now representing the unarmoured base (previously AC 10)
- » To avoid changing Hit Points or weapon damage dice, the damage of a successful attack is modified by 5 less than a character’s Strength or Dexterity Score when it would normally apply (which could be a negative number)
- » Other minor adjustments to game rules may be necessary to account for the revised Ability Score range

Game Conversions

Considerations for integrating Anime 5E with Fifth Edition

Since Anime 5E uses the central rules framework presented in Fifth Edition, importing characters and aspects to and from both games can be accomplished without significant effort (with a few exceptions). The lower complexity and reduced selection of options in Fifth Edition mean integrating those game elements into Anime 5E is certainly easier than the reverse.

These guidelines apply to the standard Fifth Edition options from the PHB/DMG/MM. Rules expansions from independent third-party publishers may pose other incompatibilities; consequently, those rule conversions should be approached with special attention.

BALANCING WITH POINTS

You can import Fifth Edition characters into Anime 5E directly without worrying about Points by simply using their Race and Class features as presented in the PHB. This may result in these imported characters being slightly stronger or weaker than Anime 5E creations, but the differences are slight.

Races

Anime 5E Races can be easily used in Fifth Edition games by treating their descriptive list of Attributes and Defects as features. The scope of their abilities is within a similar range as Races in the PHB, and thus are reasonably balanced. The exception is the Fairy; due to their Diminutive size penalties, Fairies are significantly weaker. Fairies are better balanced if they have -4 Degraded Strength instead of -8 when integrating them with Fifth Edition adventurers (i.e. increase an Anime 5E's Fairy by +4 Strength when it becomes a Fifth Edition Fairy).

Integrating Fifth Edition Races into Anime 5E should not present many problems, since their listed Race aspects are either easily mapped onto Anime 5E Attributes (such as Darkvision slotted in as a Feature, or an Elf's advantage on Saving Throws vs. charm equalling Edge Rank 1), or can be treated as Unique Attributes worth Points as indicated in Table 04 (page 29). Once again, complications may arise with Races smaller than Medium. To offset the lost Points due to the newly imposed Small size templates (page 44) for Halflings and Gnomes, grant them each 5 Bonus Points to spend on additional Attributes.

Classes

To reduce potential Point imbalances during integration into Anime 5E, consider granting the Fifth Edition characters additional Bonus Points associated with their current Class Levels, as presented in the Deconstructing Traditional Classes section of Chapter 4 (pages 82-88).

If you want to introduce a 6th-Level Fighter / 4th-Level Rogue into an Anime 5E game, the character would have 6 Bonus Points for spending on Attributes to provide balance with other 10th-Level Anime 5E characters – 2 Points over the first six Fighter Levels and 4 Points over the first four Rogue Levels.

ATTRIBUTES

Although most Anime 5E Attributes can be read as features that apply across a range of Races and Classes – perhaps expressing their power through magical or racial sources – a few of them may present challenges when integrating into Fifth Edition.

Dynamic Powers

This Attribute is an ideal tool for creating engaging and flexible narratives that focus on a single sphere of influence, but is poorly suited for integration into the standard Fifth Edition mindset of magic rigidity and structure. Characters that are intimately tied with the Dynamic Powers Attribute (such as the Dynamic Spellbinder Class) may need to be reconstructed as a traditional spellcasting Class (Sorcerer, Warlock, or Wizard) when making the jump from Anime 5E to Fifth Edition. Other characters with only one or two Ranks of Dynamic Powers should instead reallocate those 10 Points/Rank to the Spell-Like Ability or other Attributes for use in Fifth Edition adventures.

Enhanced Proficiency

The progression of a character's Proficiency Bonus is strictly tied to their total Level in Fifth Edition, and consequently, this Attribute is a rule-breaker. Points spent on Enhanced Proficiency should be reassigned to other Attributes during conversion. Of course, the Diminished Proficiency Defect and associated Points should similarly be eliminated from character sheets.

Extra Actions

Several Fifth Edition Classes already grant additional actions, and consequently, this Attribute can reasonably be applied in adventures – but only at Ranks 1, 2, or 3. Extra Actions Ranks exceeding three should be removed and the Points reallocated.

Skill Proficiency

The limited Skill list in Fifth Edition is more tightly controlled and focussed on traditional adventuring and dungeon-crawling activities than the significantly more comprehensive Anime 5E offerings. Characters with Skills specific to Anime 5E should instead reselect from the standard choices when transitioning to a Fifth Edition game, maintaining their overall story concept.

INDIVIDUAL RULES

The modular aspects of the two rules systems allow gaming groups to incorporate select elements they want from the other game. For example, it's easy to add Anime 5E's called shots or tactical actions to Fifth Edition games, or add traditional grid-based movement or encumbrance rules to Anime 5E games.

Monsters and CR

Anime 5E provides stats and Challenge Ratings for a small set of example monsters, but it doesn't come close to the vast number available in the MM. Unless a DM stats out all of their monster threats from scratch, it is far easier to integrate enemies from the MM into Anime 5E game as they are presented. Groups can use Fifth Edition Challenge Ratings as well – even if the CR values are calculated differently in Anime 5E (see page 184).



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ANIME 5E

FIFTH EDITION FANTASY ROLE-PLAYING ADVENTURES

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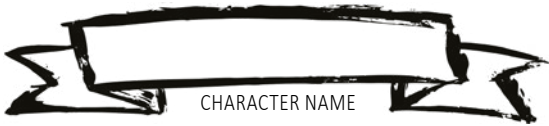
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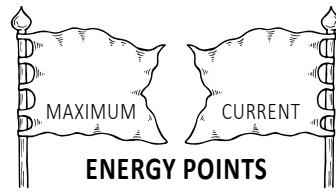
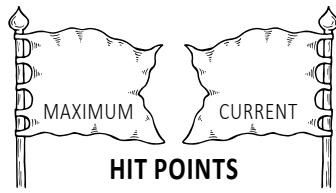
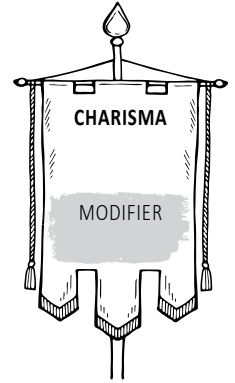
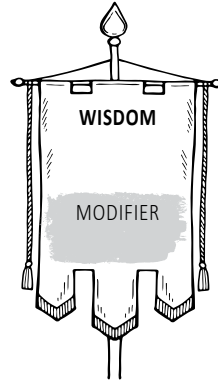
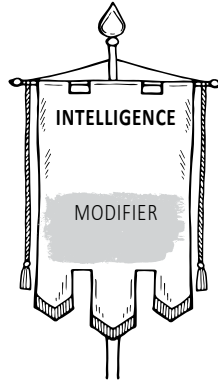
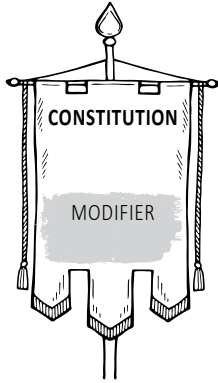
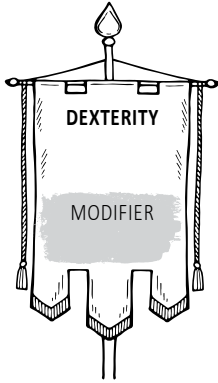
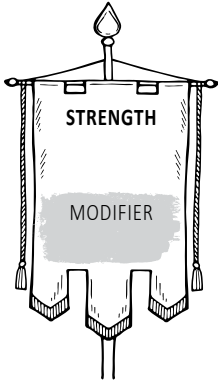
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CHARACTER NAME

_____ PLAYER NAME



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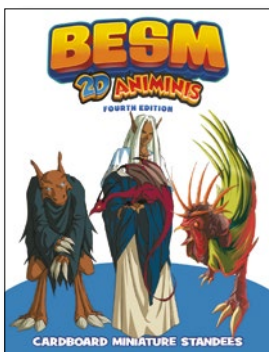
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