



OVA & **GOLDEN**
SKY *Stories*
CROSSOVER

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CONNECTIONS & HENGE

- Throughout Golden Sky Stories, the strength of connections between henge (and their many acquaintances) is made abundantly clear. Love, friendship, and other bonds serve as the very essence that powers their fantastic abilities—and even their capacity to take human form. Connections can be powerful in OVA, too, and what follows are some rules for incorporating them into your games. And the henge too, of course.

Connections

Characters are rarely an island unto themselves. They have history, family, friends, and loved ones. These *Connections* are everywhere and bind characters together.

But sometimes, a Connection is more than just a common link. You are a part of them, and they are a part of you. This bond is strong enough that it has a tangible effect on your actions.

The Effects of Connections

When a Connection plays prominently in the current situation, characters may receive a +1 Bonus or -1 Penalty to all of their rolls. If a mecha requires perfect synchronization of thoughts and movements between two pilots, the *Friendship* Connection would easily grant a Bonus. On the other hand, if a character must throw a tournament in order to save the prince, they may be faced with Penalties to ignore a competitor with whom they have the *Rivalry* Connection.

The Game Master has the final say on whether a Connection applies, but ultimately common sense (and good storytelling!) should prevail.

Types of Connections

There are many kinds of Connections encompassing the breadth of human emotion. Some of these Connections are mutual, while others can be more one-sided.

Consider this when determining when you can, and can't, apply a Connection modifier.

- **Admiration** They are everything you want to be. Emulating them is your greatest wish and you try your best. But if they were to dislike you, or turn out to be an entirely different person, you might be crushed.
- **Friendship** You care about each other. You know them almost as well as you know yourself. When you work together, you feel more confident, but sometimes you might get in an argument, too.
- **Infatuation** You really like them, but maybe they don't like you. Yet. Trying to gain their affections drives you, and you can't help but do so. Sometimes their lack of interest gets you down.
- **Love** They are your other half. To be separated from them is like losing a piece of yourself, but together, you are better than you ever were apart.
- **Rivalry** You have to show you're better than them, and when you do, you feel elated. But other times, rivalry leaves you feeling hollow. It may be hard to let a Rivalry go.
- **Protection** Their well-being is your highest priority. You will do anything to protect them, whether they want you to or not. If they were to get hurt in any way, you would be distraught.

Making Connections

Connections cannot be bought. Even if your character's background, Abilities, or Weaknesses imply relationships with other characters, you are not automatically given a Connection.

When you role-play a relationship with another character, you may declare that you're making a Connection. Depending on the exact type of Connection, this may happen automatically or must be mutually agreed upon with the other character's Player. From that point on, you may list your Connection on your character sheet.

Dream Dice

If someone role-plays their Connection in such a way that it really moves the story forward, touches with emotional sincerity, or otherwise comes across as really great, any Player may nominate that person for a Dream Die. Dream Dice are special Drama Dice and usable in all the same ways. However Dream Dice may also be given to any other character that shares a Connection with that Player's PC.

Strengthening Connections

Once you have a Connection, you may choose to make it stronger. When you receive a Dream Die from another Player, you may spend it immediately to strengthen the Connection. Add a "+2" after it on your character sheet. You now gain a +2 Bonus wherever you would have normally received a +1 for your Connection. On the flipside, you also receive a -2 Penalty! The strongest any Connection can be is +3/-3.

Henge

Henge are mystical creatures, capable of possessing many amazing powers but also the same faults and shortcomings as humans. Below, each henge type has a list of Abilities and Weaknesses common to them. Every henge is different, so feel free to pick as many or as few as you like!

FOX: Charismatic, Connected, Flight, Illusionist, Invisibility; Arrogant, Emotionless, Overconfident, Soft Spot (Fried Tofu), Secret (Identity as Fox)

RACCOON DOG: Illusionist, Performer, Shape Shifter; Coward, Languid, Naive, Soft Spot (Food)

CAT: Agile, Art of Invisibility, Perceptive, Psychic, Teleport (Cat Roads), Quick; Compulsion (Shredding Furniture/Shoji Screens), Fear (Water), Greedy, Jittery, Languid

DOG: Heightened Sense (Smell), Intimidating (Bark), Iron-Willed; Clumsy, Compulsion (Honesty), Naive, Servant (Master), Shy

RABBIT: Cute!, Evasive, Quick, Vigorous; Crybaby, Fear (Being Alone), Frail, Impulsive

BIRD: Flight, Magic, Arcane (Grant Flight), Heightened Sense (Sight), Unique Ability (Wind Control); Absent-Minded, Frail, Weak

Henge naturally exist in an animal-like state. Becoming human, or at least, more human-like, requires their magical powers. Every henge has the ability to transform in this way, and it requires Endurance based on the degree of transformation and the time of day.

TRANSFORMING	ENDURANCE
At Evening/ With Ears and Tail	0
At Night/ With Tail	+5
At Morning or Day/ Completely Human	+10

As long as henge remain in a transformed state, this Endurance cannot be regained. Should enough time pass that the time of day changes, Endurance must be spent again using the appropriate numbers.

Riko

ELDER TURTLE HAS ALWAYS HELPED ME, AND
IT'S TIME FOR ME TO HELP HIM, YOU KNOW?

Background:

Riko is a henge, a magical animal spirit capable of miraculously taking on human form. More specifically, Riko is a raccoon dog, a cuddly creature vaguely resembling a little of both of its namesakes. But besides fuzziness and cuteness, raccoon dog henge are known for their amazing powers of transformation. Still, Riko is young and naive, not fully a master of when to use her powers and what for. In such matters she would often consult with Elder Turtle, a terrapin full of wisdom and good advice.

One day, Riko made her way across the Towa River and the Hitotsuna Bridge and on south to Elder Turtle's humble pond.

But he was not there. Elder Turtle was *always* there. Riko wasn't sure what to do. She decided to visit the *second* wisest person she knew. Suzune the kitsune seemed to know about everything, though she wasn't always forthcoming with that information.

"He went to the city," she said, once Riko found her at the shrine. To the city? Riko had never been to the city. In fact, she had never even left Hitotsuna Town. The city seemed like a big and scary place. Surely a turtle could get lost! What if Elder Turtle needed her help?

She told Suzune about her worries, but the always calm kitsune shrugged her shoulders. He would surely be back in a few days, after all. What use was there for worrying now?

But Riko *did* worry. Despite the cozy afternoon sun that was usually perfect for napping, she could not sleep. The lady at the general store was *extra* generous with treats, but she could not eat.



The more she worried about Elder Turtle, the more dire his "plight" became until she thoroughly convinced herself that Elder Turtle was in mortal danger.

That decided it! She had to go to the city! Normally she would have told her other henge friends, but she did not want them to change her mind. They probably felt like Suzune and that there was no problem at all.

Late that night, she transformed into her human self and waited at the bus stop. The bus driver soon arrived, and Riko loaded up, paid the fare (which had been

ABILITIES

+1	Charismatic
+2	Cute
+5	Illusionist
+3	Performer
+2	Quick
+5	Shape Shifter

WEAKNESSES

-2	Clumsy
-1	Impulsive
-2	Kind-Hearted
-1	Languid
-3	Naive
-2	Pacifist
-1	Quirk (Country Girl in the Big City)
-2	Soft Spot (Food)

OTHER STATISTICS

CONCEPT: Carried Away Henge

BIRTHDAY: May 21

AGE: 13

SEX: Female

HEIGHT: 5' 1"

WEIGHT: 110 lbs.

HAIR: Light Brown

EYES: Brown

ASSOCIATION: Henge

HOBBIES: Eating

FAV. FOOD: Everything!

ALLIES: Other Henge

ENEMIES: Unknown

Attacks & Combat Stats

Riko's Big Mistake!

Riko will never fight, but sometimes if she's *really* scared she might flail recklessly.

ROLL	DX	END	
-2	1	0	
DEFENSE	HEALTH	ENDURANCE	
4	40	30	
			TV
			0

dried leaves moments before), and took a seat. Was this the start of a great adventure or a big mistake?

Personality:

Riko is well-meaning and kind-hearted, but has the unfortunate habit of getting a little carried away. Coupled with her willingness to believe almost anything, it doesn't take long for Riko to make a mountain out of a molehill. Even so, Riko is imminently likable, and even her failings become points of endearment.

Transformation Powers:

Riko, like any raccoon dog, is a capable master of transformation powers. In addition to being able to take the form of

any object or person, she can trick others into seeing things differently than they actually are. She would never do so maliciously, but still, her bright ideas don't always work out as she hopes...