

# GRATUITOUS ★ ANIME ★ GIMMICK

An anime flavored roleplaying game



Written by Matthew Morgan  
Art by Kaiami

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PHOTOSHOP BRUSHES USED ON COVER BY  
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# FOREWARD

I started off trying to make a generic anime RPG. After a lengthy spiritual journey in the mountains, I realized that “generic anime” doesn’t exist, and different people have different expectations when they see the word *anime*. I instead turned to trying to stuff the game with as many different anime *things* as I possibly could. I didn’t get all of them. There’s no planet exploding in this game.

Not yet.

There is huge guns, giant monsters, magical girls, out of control psychics, aliens, demons, talking cats, big robots, and nonsensical katana physics. You can kill a guy by talking to him hard enough, and I think that’s pretty anime, but your mileage may vary.

I wrote this game is for anyone that’s ever owned a wall scroll, gotten excited about chocolate biscuit sticks, or owned a bootleg VHS tape with bad subtitles. That ancient part of you may be painful. It may make you cringe when you reflect on it... but it’s still there. Deep, deep in the smelliest, most awkward part of your soul. This is your chance to make fun of it. It’s also your chance to bask in those forgotten fantasies of robot maids, catgirl witches, and screaming kung fu laser beams without being judged. At least, *I* won’t judge you.

Really, I just wrote this for me. The roleplaying game I wanted didn’t really exist, so I made it. I kind of hope you enjoy it, too, though. If you don’t, shoot me a comment on DriveThru RPG or something. I’m always open to feedback.

## STUPID BOXES

While you’re reading this book, you might notice a few of these stupid boxes floating around. These typically contain side notes—things that weren’t super important to the rules, but I felt like mentioning them anyway. They might be suggestions, tips, or bits of trivia. They might just be silly comments. I tend to be a little less, uh, *formal* in these boxes, just to warn you.



# THE BASICS

## WHAT IS GRATUITOUS ANIME GIMMICK?

Gratuitous Anime Gimmick (or GAG) is a tabletop roleplaying game based on Japanese animation, or anime. It's class based, level based, and works entirely off of 10-sided dice. In GAG, you'll take the role of an anime archetype (like a mecha pilot or a psychic), battling against alien invaders, yokai, killer robots, corrupt corporations, and whatever else happens to come up.

GAG tends to eschew realism or simulation in favor of feeling like an anime. In this game, a human being can punch a hole through a truck, cut arrows out of the air with a sword, or dodge bullets by moving *juust* as the attacker pulls the trigger. It's over the top and ridiculous, and at times, maybe even a little silly. The game is designed around trying to emulate a particular style of fiction; it is *not* designed to try and emulate actual physics.

## WHAT IS A ROLEPLAYING GAME?

A roleplaying game, or RPG, is a social game that relies on your imagination. One player takes on the role of the *Desu Master* (or Dungeon Master, if you're not feeling very cheeky), and creates a fictional world and adventures to be engaged in. The other players create and take on the roles of various characters, and in the guise of those characters act in the world the DM has imagined. The DM describes the situations and settings that the players find themselves in; the players describe how they react. The DM controls the supporting cast and the bad guys, and basically everything that's not the players themselves. The DM also acts as a referee of sorts, making sure that everything's fair and running smoothly.

Though the DM is in charge of challenging the players, they're not *against* the players. The DM is simply the storyteller, trying to facilitate an interesting premise for the players to engage with.

The only real limit to the game is your drive and imagination. You can play a single session with a simple goal (like an episode), or you can stretch the game out to lengthy campaigns of numerous sessions, all with a unifying theme and deep character arcs (like a whole season). You can even rotate DMs between games, if you want, giving every

player at the table the chance to run the world as they see fit. It's entirely up to you.

## THE MOST IMPORTANT RULE

The most important rule is this: the rules don't matter that much. If you and your friends don't like something, change it. If you think something should be there and it isn't, add it. The DM always has the final say, but nothing should be off limits for discussion. The RPG police will not break into your home and arrest you if you think the game should work differently. Do what's the most fun, and what works best, for your group. If that means breaking a rule temporarily, do it. If that means houseruling an entirely new policy for the rest of the campaign, do it. Roleplaying is entertainment. Do what is most entertaining. If you don't like something, talk to your DM about it. That goes not just for rules, but pretty much anything game related. Consider these guidelines, not gospel.

The second most important rule: specific always overrides general. If a rule normally works one way but a gimmick, item description, or something else tells you to break the rule, break the rule.

## WHAT YOU NEED

Gratuitous Anime Gimmick uses 10-sided dice, also known as d10s. The number of dice you roll is noted by the number in front of the d10. So, if you see the phrase 2d10, it means to roll 2 of the d10s. You'll also need pencils, paper, some friends, and this document in book or handy PDF format.

## CORE STATS

Your character has five main stats: Powerful, Resilient, Slippery, Wise, and Charming. When you first make your character, you'll have **7 points** that you can distribute between these stats. Each stat can have a maximum of 3 points in it, or a minimum of 0. *Even if a gimmick or item would grant you an additional point in a stat, the maximum is still and always 3.*

**Powerful** represents your ability to destroy, impose, force, and assert. When you attack an enemy with brute force, kick a door in, intimidate someone, or try to overpower a foe, you roll Powerful. Powerful doesn't necessarily represent strength--you can be physically weak or untrained in combat, but still have a

natural aggression, a knack for lethality, or just a tendency to overcome. Knowing how to throw a punch or aim a gun can be far more important than how big your muscles are. Alternatively, Powerful can *totally* represent how big your muscles are. A hulking, destructive meat head would be Powerful, as would a trained hitman or a dangerous witch.

**Resilient** represents your ability to maintain, resist, stand, and refuse. When you try to block an attack, deflect a blast, overcome a poison, keep your balance, hold a door shut, act in the face of fear, or defend someone else, you roll Resilient. Resilient can manifest as physical durability and strong constitution, but it can also be mental resilience. Someone who never gives up and always stands their ground in spite of adversity would be Resilient, just like someone that can down thirty beers without getting a buzz.

**Slippery** represents your ability to slip through, avoid, deceive, and act unnoticed or quickly. When you try to dodge an attack, hide, do something stealthily, climb a wall, outrun someone, sneak attack a foe, lie, feint, or tumble through a series of traps, you roll Slippery. Slippery can be physical speed, agility, and acrobatic finesse, but it can also just represent practice. Maybe you're just good at spotting an opportunity. Maybe you're not especially sneaky... it's just that people don't pay much attention to you. Or, maybe you're a master ninja that has spent years dancing across bamboo rods and stealing priceless heirlooms. You're Slippery, regardless.

**Wise** represents your ability to perceive, interpret, piece together, solve, plan, and remember. When you want to see if you know or notice something, when you want to outwit an enemy, spot a weakness or follow a pattern, or form an airtight argument, you roll Wise. Not all characters with Wise are smart (and visa versa). You can just *happen* to notice something critical, or *happen* to have stumbled across a key piece of relevant information. Circumstance and luck can ensure that you know what you *need* to know for the plot, even if you don't know much else. Wise is the possession of knowledge that *matters*, and its application.

**Charming** represents your passion, presence, empathy, and force of personality. When you want to subtly get someone's attention, be a distraction, talk someone out of fighting, encourage an army, or make great art, roll Charming. Charming also represents how much the gods and other cosmic forces

like you. Your spirit can be powerful enough that even the imperceptible beings and unseen hands of fate are drawn to you--thus, being Charming also gives you luck. Gambling, acquiring exactly what you need even if it shouldn't be there, and gaining divine intervention are all Charming rolls.

Your score in a stat determines how many dice you roll. So, if you're rolling to hurl a car at someone and you have a 3 in Powerful, you would roll 3d10 and take the highest die facing as your result. If your best die is higher than the current difficulty, you have succeeded at the task; if your best die is equal to or less than the current difficulty, you have failed at the task. When you have 0 in a particular stat, roll 2 dice and take the lower outcome for your final result.

The DM never rolls dice to resolve a check, only the players. The only time the DM needs to roll dice is to determine initiative (see later in this chapter).

## ROAMING DIFFICULTY

The difficulty is a static number that you need to roll over to succeed at any task. Jumping over a pit, knocking out a bad guy, defending yourself against a hail of bullets--all of it uses the same difficulty score, which varies by scene. For an early game scene where tensions are generally low, the difficulty may be a 2 or 3--it's almost impossible for the party to fail. A scene of average difficulty might be a 5 or a 6, with the danger ramping up but still being a normal day for the heroes. For a grand battle with the big bad, or some other intense, climactic scene, the DM might ramp the difficulty up to 7 or even 8. Since the heroes must roll over the current difficulty to succeed, difficulty should almost never reach 10.

Before a check is made, any player at the table is capable of lowering the difficulty by burning a point (see more on burning points in the next section). You simply announce your intent to lower the difficulty, burn a point, and the difficulty goes down. Difficulty goes down by 1 point for every 1 point burned, and multiple points can be burned at a time. In addition, you can burn points to lower *other players' checks*, whether you're involved in the roll or not. In this way, you and your group can coordinate to make tough checks. Note that this only lowers the difficulty for the single check, not for the rest of the scene, so burning points should be saved for especially critical moments.

The DM decides when a scene starts or ends, and alters the difficulty accordingly.

## BURNING A POINT

When you burn a point, choose one of your core stats (Powerful, Resilient, Slippery, Wise, or Charming). Lower that score by 1. This reduction is temporary; when you take an interlude, you get all of your burned points back. Points can be burned for various reasons--for instance, you can burn a point before rolling dice to lower the difficulty of a task (see above). Some abilities and powers will also ask for a point to be burned. When you need to burn a point, it can be from any of your core stats, even if that stat isn't relevant to the check you're trying to make. You cannot burn a stat to less than 0; if a gimmick or trait requires you to burn a point and you are out of spare points to burn, you may take 1 damage to your health instead.

If you have ranks in a skill, you can also burn a point to reroll a failed check related to that skill.

## SPEED IN COMBAT

How fast is the average character? How far can they move in a 10 second round? As of this writing, the fastest human running speed on record is almost 28 mph, or about 14,784 feet in 10 seconds. Studies published in the *Journal of Applied Physiology* suggest that the upper limit of humans could actually be upward of 40 mph. Given that this game is based on anime, where characters frequently break rational human limits... well, the heights of range and movement probably won't come up too much.

By contrast, the average human--not trained in anime kung fu, blessed with magical powers, or able to toss a truck into orbit--is about 15 mph.

The terrain won't always be smooth, of course, and not everyone will be doing a full Olympic sprint in the middle of a fight. If you need to see if one character can keep up with another, or if a character can get to a crucial objective before it's too late, consider a Slippery check. It's easier than trying to hash out the math.

## COMBAT

Normally, players can act and move and speak freely. However, when a fight breaks out or a more sustained danger is presented, order of actions and timing become important. This is considered **combat**, and the first step is to roll **initiative**. Each of the players, and the DM, will roll 2d10. Instead of taking the highest die like you would for a skill check, add the results of your dice together--that's your initiative. The participant with the highest initiative count acts first, then the second highest initiative, and so on, counting down. When everyone's had their turn, the combat round is over, and a new one begins starting with the highest initiative again. One round of combat is assumed to last about 10 seconds in game, with everyone's actions happening simultaneously in character.

On your turn, there are two types of actions: **main actions** and **side actions**. Main actions are actions with major mechanical repercussions. Attacking or accosting a foe, or otherwise attempting to deal damage, is a main action. You can only take a single main action per turn. Some activities have very minor effects, and are considered side actions. You can take multiple side actions per turn. Drawing or sheathing a weapon, taking an item from or passing it to an ally, and moving are considered side actions. As a general rule: if it's not meant to deal damage, it's a side action (unless a gimmick description says otherwise).

Talking doesn't take an action, unless your talking is meant to deal damage. You can talk whenever.

Though you can perform any number of side actions in a round, you cannot perform the *same* side action multiple times in one round. Which is to say, you can draw a weapon, hand it to a friend, and tell them how to use it in a single turn, but you can't draw and pass an infinite number of weapons to an infinite number of people. If a gimmick is a side action, you may only use that gimmick once per turn, even if you are intending to use it on different targets or in different ways. If a gimmick says it can be used **immediately**, it means just that--you don't have to wait for your turn to come up, just do the thing. Even if it's in the middle of someone *else's* turn, do it. If something is described as a counter-attack or counter-accost, it is immediate.

There are also ways to temporarily alter your turn order. You may declare that you are **holding your turn**, for instance. When you hold your turn, you take no actions, and instead act on a later, lower turn count of your choosing--at which point, you may take your main action and side actions as normal. This can be used to wait and see before you



act, or to coordinate your action with allies. Holding your turn cannot be used to interrupt someone else's action. When the new combat round begins, your initiative returns to normal. If you hold your turn through the *entire* combat round, you are not compensated for the wasted turn.

You may also **ready an action**. This works like holding your turn--you take no actions, but instead declare a contingency or trigger. For example, you could declare that "I'm going to wait and jump anyone coming through this door," or "if that witch starts to cast anything, I'm going to attack her." This allows you to actively interrupt someone else's actions, but also runs the risk of wasting your turn; if the qualifier is never performed, then you do not get to take a turn this round, and return to your normal turn count on the following round.

## ATTACKS AND ACCOSTS

When you decide to **attack** an enemy, you make what is known as an **attack check** against the current difficulty. What stat you roll depends on the type of attack. If you're trying to land a flying kick, fire your gun, or otherwise assault your foe with brute force, you would roll *Powerful*. If you're trying to, for instance, trip an opponent off the side of a bridge or ambush them from behind, you would roll *Slippery*, and so on. It's all about context. Attacks from up close are considered **melee attacks**, and can trigger certain abilities. Attacks from further away (like with bullets, arrows, spells) are **ranged attacks**. Anything that seeks to deal real, tangible damage or produce physical pain is considered an attack. Hitting a target with your car, caving in a ceiling on them, or tossing them into a vat of acid are all attacks.

An attack doesn't have to be simple! An attack can be a single punch or a flurry of blows. You can feint, dive between your opponent's legs, and try to strike them in the back--all as one roll. You can bounce a bullet off a couple of walls and while your foe is distracted with it, run up and cold clock them with your gun. The key to making attacks with *Slippery*, *Wise*, or pretty much any stat besides *Powerful* is to be involved and think creatively.

An **accost** is slightly different. In anime, words have tremendous weight. An insult can cut a person down. A startling revelation can destroy one's will to fight. Even a statement about ideologies or questioning someone's motives can tear the battle apart. When you make an **accost check**, you are attempting to stop your enemy with words or feelings. A *Powerful* check to intimidate someone, a *Slippery* check to trick them, a *Wise* check to make a perfect argument

against them, a Charming check to calm someone down, these are all considered accost checks. An accost check deals damage just like an attack would. There are many fights you can win without even drawing your sword! Though an accost is technically just talking most of the time, it is considered a *main* action, not a *side action*, since you are attempting to deal damage. You can also make accosts without talking, sometimes--just using sheer physical presence, a snide laugh, or those sweet puppydog eyes to stop your foe in their tracks. Again, context.

Be aware: not all enemies are susceptible to accosts. You could possibly scare off a lion, for instance, but you can't negotiate with him (unless you can talk to animals). Also be aware that you are *just* as susceptible to accosts as the bad guys are. When an enemy tries to attack or accost you, you must make a defense check.

## DEFENSE CHECKS

A **defense check** is an attempt to defend yourself from an oncoming attack, accost, or other threat. The DM will tell you what the danger is, such as "the soldier starts firing his machine gun at you," or "a huge blade comes swinging out of the wall." What kind of roll you make depends on how you choose to respond--Resilient checks for blocking or resisting, Slippery checks for dodging, Wise to be unaffected by a hallucination, etc. If you succeed on the check then you succeed at defending yourself, and the scene moves on; if you fail the check, your character takes damage.

## DAMAGE AND HIT POINTS

When you successfully roll an attack or accost check, you deal damage to your target. Individual enemies have **hit points**, a number that ticks down. More powerful enemies have more hit points. Once a target's hit points (or HP) hits 0, then they are removed as a threat. Damage starts at 1, by default; so, a successful bluff, feint, stab, kick, gunshot, or just trying to terrify someone would all do 1 damage on a success. An enemy dropped to 0 HP by violence is knocked out, killed, destroyed, or otherwise incapacitated physically; an enemy dropped to 0 HP by accosts is scared away, convinced to stop fighting, has their spirit broken, or is otherwise unwilling to fight any longer.

Player characters have hit points, as well--but yours works a little differently. Player characters never have more than 3 HP. When you fail a defense check, your HP lowers by 1. You start off at Fine (3 HP) by default, then move to Hurt (2 HP), then Impaired (1 HP), then

Defeated (0 HP). You also suffer a penalty for your current condition. At Hurt, you roll 1 less dice on all checks. At Impaired, you roll 2 fewer dice. If you're Unconscious, you're either knocked out by force, or rendered unwilling to fight by emotional damage; at this point, you cannot move, act, or speak. If an enemy attacks you after you've been Defeated, you are rendered Dead. Unless someone has a way to resurrect you, it's usually time to roll up a new character at that point.

Whenever you take an interlude, you fully recover any damage you've taken. Some abilities and items can also heal you sooner, even in the heat of battle.

## PERCEPTION OF ACCOSTS

Not all lies are accosts. Not all arguments are accosts. An accost is an attempt to *subdue a target entirely*. Convincing someone to let you into the club is not an accost; convincing someone to give up and go home *is*. If someone is dead set on killing you, then convincing them not to do that is probably an accost. A light joke is not an accost, but deeply insulting someone's gimmick to fight to try and get in their head, mid-combat, is.

Just like in a physical battle, someone who has taken enough damage from accosts might bail on the fight early, rather than be brought down. If you make enough genuine points about how just your cause is, an enemy soldier might turn to your side, rather than fight for his evil lord to the bitter end. Others might lie to themselves, fighting for the losing team, until the emotional weight finally breaks them. Some fights are *entirely* wars of accosts; an interrogation or courtroom battle, for instance, could be played that way.

All that being said, any artifact, power, or other source that grants you a bonus to accosts also grants you a bonus to the same style of social interaction, even if you're not intent on dealing damage. If a gimmick description says you're better at doing accosts by lying, then you're also just generically better at lying in non-combat scenarios. It's just easier to put this side note here, than to have every accost bonus say "you get +1 to accosts that involve \_\_\_\_\_, and also \_\_\_\_\_ when it's not an accost."

## BONUS DAMAGE

By default, all attacks and accosts you make against an enemy will deal exactly 1 damage. Some special abilities allow you to deal additional damage. In addition, all characters are able to deal extra damage by accomplishing two feats: attacking or accosting in a unique way, and attacking or accosting a weak point.

A **uniqueness bonus** is a +1 bonus to damage dealt when the damage is interesting, inventive, or especially entertaining. The first time a particular method of attack or accost is used, you can receive a uniqueness bonus. This has to be more than just firing a gun or throwing a punch--you need to get creative! Use the environment, come up with a hilarious insult, or use one of your powers or weapons in a way that defies expectations. Uniqueness bonuses are at the DM's discretion, but should be handed out liberally when players are being clever.

An **advantage bonus** is a +1 bonus to damage dealt when an enemy's weakness or vulnerability is exploited. Using fire against an ice golem, silver against a werewolf, stabbing at the tender underside of a monster, or addressing a well known foe's most sensitive subject would all warrant advantage bonuses. This bonus is for damage that *should* do more damage purely on principle, and rewards players for researching their opponents and really thinking on their feet.

Uniqueness bonuses and advantage bonuses stack with each other, but not themselves; in a perfect situation, you can achieve both bonuses in addition to normal damage, dealing up to 3 damage on a single attack.

## MULTIPLE TARGETS

You can attack, or accost, more than one target at a time. When you attack or accost a group of enemies, you only make one roll for the check; for every target beyond the first, the difficulty of the check is increased by 1. So, say you want to unload a hail of gunfire at three different targets at once. You would roll once, with the difficulty 2 higher than normal on the roll. If you succeed on the check, you deal damage to all three enemies. If you fail the check, you fail to deal damage to any of them. Uniqueness and advantage bonuses can still apply when you attack multiple targets this way.

## ARMOR

Some characters (and enemies!) have a secondary, alternate form of health, called **armor**. When you take damage from an attack, armor depletes before HP does. Accosts, and certain special attacks, completely bypass and ignore armor, and instead deal damage straight to HP. Some forms of armor (like mecha armor) can be manually repaired; most come and go with various conditions, and are gone forever when they are depleted. If the description doesn't say otherwise, assume armor is gone when it's used up.

## CHALLENGES

In some cases, the situation itself might be a threat. Maybe you're trying to disable a security system while automated turrets fire at you. Maybe you're trying to fix a massive airship before it crashes into the city. Maybe it's the holiday season, and you're trying to fight off other shoppers for the perfect gift. Whatever the case may be, dangerous situations can be resolved similarly to combat.

Like in combat, a **challenge** begins with all the players rolling initiative. Instead of the DM rolling for the enemies, however, the DM will roll for the *challenge itself*. On a player's turn, any action that helps resolve the situation deals damage to the challenge. In the first example--disabling a security system--you could roll Wise to further understand the system's mechanics, Powerful to try and crack the door open, Charming to encourage your hacking party members, or Slippery to try and distract the turrets from your allies. Because these actions are dealing "damage," they are considered main actions in the scenario.

On the challenge's turn, the DM introduces complications or tries to deal damage to the party. The system may prove more complicated than originally thought, and you must roll Resilient not to be hurt by your frustration. The turrets attack, and you have to roll Slippery to avoid the gunfire. The computer has false routes or decoy programs, and you must roll Wise not to get side tracked.

Once enough damage has been dealt to the challenge, the challenge is resolved--you have successfully overcome whatever the problem was. A challenge can even be combined with conventional combat, like in a car chase. You could make a Slippery check to drive the car, or Wise to help navigate the busy streets--or you could just attack the people that are chasing you. In this case, the DM may keep separate HP counts for the respective enemies involved, and for the challenge itself; if either gets resolved, the party is in the free and clear.

Instead of having challenges that actively oppose you, the DM can also set up challenges on a countdown. This might be something like a trap that has to be sabotaged before it can activate, a vault that needs to be breached before the guards return, or a room that needs to be escaped before it floods. This is treated like a normal challenge--each player takes their turn trying to resolve the situation, but at the end of every round, the clock ticks down another tier (or the DM erases a pip, or the DM adds another tally, etc). Once time has ran out, the repercussions are felt--the party takes damage, has to engage in a new fight, or must deal with some other threat (like poison gas filling the room or the floor dropping out).

## RESTING

In GAG, to **rest** is to go a length of time without doing anything strenuous. No heavy research, no gunfights, no frantic driving... just kicking back and taking it easy, maybe even sleeping. Hanging out with your friends, casually reading, or even going to the beach are all forms of resting.

There are two rates of rest in relation to abilities and powers. A **quick break** is a rest 1 minute in length. Some abilities specify "once per quick break;" this means that the gimmick can only be used once, but you regain it when you rest for 1 minute. Other abilities are recharged with an **interlude**. An interlude is a more prolonged rest, at least 6 hours long. During an interlude, your character is assumed to repair damaged gear, reload their guns, and recharge their energy. When you take an interlude you regain all burned points and health that you've lost.

## GIMMICKS

Gimmicks are special traits, powers, abilities, or super moves. They are what separate you from regular people (aside from the fact that you're a major protagonist, and they're not). They are also what separates you from other characters of the *same class*; different espers could have entirely different gimmicks, for instance. **Starting gimmicks** are gimmicks that your class gains automatically when you make the character. **Class gimmicks** are gimmicks that are acquired over time, with training and experience. If a gimmick's name has an asterisk next to it (\*), then it's a **cross-class gimmick**, and can be learned by characters outside of that class. Whenever you can acquire a new gimmick, you can choose one from your normal class list, or one from









## I DIDN'T WRITE THIS SETTING FOR YOU, B-BAKA

The game, mechanically, assumes a world in which psychic power, magic, chi, and unusual technology all co-exist. Outside of that, don't feel confined by the lore presented in this book. If you want magical girls to get their powers from eldritch abominations, do it. If you want oni to be the dominant species on the planet, go for it. If you want mecha to be artifacts of a bygone era, poorly understood by modern science but excavated by their potential pilots, have at it. Invent new races or re flavor old ones. Restructure the entire divine pantheon. Rephrase gimmicks as necessary.

This book is made of *firm suggestions*--ideas that should all stand up on their own two feet and work fine as written, but if you want to do your own thing, that's cool too. The universe is too big, too vast, and too crazy for Neo Dokio to be the only acceptable game setting. You can have adventures take place in the same world but on other sides of the globe, in other parts of Jippon, or simply in districts and corners of the city that aren't described here--or scrap the whole thing and make your own world. Run the game that your group wants to play.

That goes for players, too--if you've got a really off-the-rails idea for your character, pitch it to your DM. Talk this stuff over. *You* bought the book and *you're* playing the game. *Make* it yours. If you didn't buy the book, uh... please consider doing so. That's *also* just a firm suggestion, though. I won't tell anyone.







# RACES

## ANGEL

After winged skeletal structures were discovered by a private company, funding was poured into researching what scientists called “angels on Earth.” Various projects failed to achieve anything concrete, but eventually, someone succeeded in biologically re-engineering these mysterious creatures. After a mishap where some of the angels escaped, they’ve since reproduced... and now handfuls of white-winged angels wander Neo Dokio. Their origins are often speculated on, but there are still no clear answers. Where did they come from? Are they extradimensional entities, or truly *tennin*, heralds from the heavenly Tengoku? Most angels barely know where they came from *personally*, never mind seeing the big picture.

As an angel you have big, white, feathery wings, and lighter bones than a conventional human. You can fly, albeit awkwardly, flapping your wings the way a bird might. If your wings are damaged or otherwise impaired, you lose your ability to fly until they’ve properly healed.

## GOLEM

A very broad term, the word golem is a catch-all for sapient, sentient beings that are only “alive” via magic, psychic power, or advanced technology. Arcane constructs, robots, androids, animated skeletons, and other non-living-but-moving characters all fall under the wide umbrella of *golems*. Golems can’t be healed by spells or potions that normally work on biological creatures; they are, for the purpose of healing, considered an object. Manual care requires repair and reconstruction rather than medical expertise.

As a golem you don’t need to eat, drink, or breathe. You don’t feel exhaustion and you don’t feel the urge to sleep, though you can still benefit from resting. You can’t be poisoned or fall ill by conventional means, though you might be affected by computer viruses, wards or magical curses as appropriate. Though you might lack a physical brain, you still have a “mind” that can be affected by psychics. You can still use chi if trained in it, as chi flows through everything, from people to trees to common rocks.

## HUMAN

Humans are the most prevalent intelligent race on the planet, and make up the majority of the population in Neo Dokio. Is it luck? Is it the sheer tenacity of mankind? Or are human beings protected by some great divine presence? Hard to say, for certain, why the most seemingly meager race has ascended to the heights that it has.

As a human you have one floating point that can be burned instead of a stat point in any situation where a point is burned. This floating point does not actually affect your stats in any way, and replenishes with a quick break.

## KEROLIAN

The Kerolian Incursion occurred about 25 years ago; it was a brief attempt by the Kerolian military to infiltrate and upend the government of Jippon. However, they drastically underestimated how well armed we are. Since then, Kerolians have sporadically popped up in the city--some mutineers of the invading force, others just curious visitors. Kerolians look like cartoonish, bipedal frogs, about a foot and a half tall. They come in a variety of colors, though green is the most common. Kerolians prefer moderate to humid climates; cold weather makes them feel the need to hibernate.

As a Kerolian, you are small and very squishy. You can hide more easily than most, and squeeze into tighter spaces than your body suggests. You don't take damage from falling, but you do bounce pretty high. In addition, you have a decent knowledge of alien technology, and a working understanding of the outlying universe. Kerolians start with a free rank in the Engineering and Stealth skills.

## NINGYO

An ancient race from the ocean kingdom of Ryugu, ningyo--more commonly called merfolk--hardly ever make their way to Neo Dokio, but are always treated with wonder and awe when they do. Ningyo are a noble people, with their own society and culture beneath the dark depths of the water. They tend to have more interest in mysticism than in technology, since magic has served them perfectly fine for thousands of years.

As a ningyo, your lower half is not unlike that of a fish, making you slightly more awkward on land than someone with legs. However, you

are *extremely* competent in the water--not just graceful but incredibly fast. You can breathe, speak, and exist comfortably on dry land or underwater. You can see through water, no matter how dark it is, and are unaffected by the pressures or temperatures of deep water. You move about the speed of a regular, non-powered human on land, but can easily out-pace even the fastest ships in water. You can also touch someone to let them breathe in water until their next quick break.

## NYANKO

Resembling humans with cat-like ears, tails, and fangs, the Nyanko people mostly exist as wild tribes living off the land. They're found in deserts, forests, mountains, and other places untouched by modern civilization. Occasionally, a Nyanko is found and raised in a human residence. Most people know them as *catgirls* in particular, since *catboys* are exceedingly rare; the female members of the Nyanko species outnumber the males almost 20 to 1.

As a Nyanko you are naturally quicker, more agile, and more dexterous than a normal person. You can see in the dark, and your claws allow you to cling to, and slowly climb, solid surfaces. You start with one free rank in the Athletic and Perception skills, and you fluently speak the language of cats.

## OCTOPODE

Creatures from beyond the stars, octopodes are one of numerous alien species to have stepped foot in Neo Dokio. Unlike other space faring races that have infiltrated the planet, the octopode "invasion" was fairly quiet, amiable, and small in scale. Octopodes are still treated with hesitance and distaste by most people, but it's actually very rare to see an octopode rise to violence. Most of them are just here to peddle strange alien wares and obsess over local customs. It's just that, frankly, a six foot tall alien octopus with big, round eyes makes people uncomfortable. The actual name of their species is impossible to pronounce with a human mouth.

As an octopode you possess not one, not two, but eight arms in total. Well, tentacles. Though you lack the suction cups of a real octopus, your tentacles are flexible and nuanced enough to handle tools and compensate for your lack of fingers. You are dexterous with each tentacle simultaneously, and can effectively multi-task with all of your limbs performing separate duties. You also know all conventional, modern alien languages, and can speak and write them fluently.

## OOZLING

Oozlings were originally the work of mages, created as assistants and minions via powerful magics. Some oozlings have simply survived the test of time; others have broken apart and split into multiple, forging a method of duplicating when one wasn't designed for them. Oozlings bear a humanoid shape, but are made out of a viscous, semi-transparent slime. They're usually simple creatures but quick to learn, and some oozlings have lived long enough to grow quite wise. They're still not regarded well by the populace at large, considered a magical mishap or a monster rather than a functional people.

As an oozling, your body is malleable and gelatinous. You can stretch, contort, and alter the size of your body mass and limbs, as long as you maintain a roughly human shape. You have no organs or skeletal structure to speak of; you are a people-shaped ooze, animated by magic. You can still be affected by poisons and illnesses, which "taint" the blobby mass you're made of. You can still eat and drink potions (by just... kind of shoving or pouring it in there) and you breathe through the surface of your oozy-ness.

## ONI

An ogre-like entity, they are said to be demons that originated in Jigoku, the underworld. They are enormous creatures, averaging around 8 to 10 feet tall with wide builds. They have one or two horns protruding from their foreheads, feature sharp fangs or tusks, and have brightly colored skin--mostly in shades of red or blue, though other colors aren't unheard of. Most have two eyes, but some only have one. Oni are long lived and usually keep to themselves, living in caves or abandoned ruins.

As an oni you are far stronger than humans, typically lifting at least a ton with ease--and you can go beyond that. You can burn a point to automatically succeed on any test of physical strength, or to lift something regardless of its weight.

## TANUKI

Tanuki are mystical creatures, looking a bit like a fat, bipedal, 2 foot tall raccoon or badger with a big, fluffy tail. They're usually jovial, laid back beings associated with good luck, though with a tendency toward good natured mischief. Tanuki are increasingly rare and prefer to come

out at night. It's said that they were once gods themselves, eventually knocked down to merely messengers... and today, they're just tanuki. Though they prefer to stay hidden, they also have a weakness for human vices like gambling, smoking or excessive drinking.

As a tanuki, you are a magical shape shifter. You can transform into common objects not much bigger or smaller than you, including weapons, furniture, and statues. However, any object you turn into will still carry some of your features--like a large tail, furry ears, or beady eyes. This can be used for hiding if no one's paying too much attention.

## USAGI

Hailing from the heavily militarized country of Usaag, Usagi resemble humans with rounder features and large rabbit ears. Up until the last generation or so when their medical technology advanced, the average lifespan of a Usagi was about 30 years. As a result, they've mostly developed a habitual, possibly *genetic* impatience; the urge to go fast and waste no time is ingrained into the Usagi culture.

Your first instinct as a Usagi is to rush headlong into the fray. Luckily, you also tend to think and react a little quicker than your allies. When you roll initiative, roll 3d10 and take the best 2 dice.

## YOUSEI

Yousei resemble humans, albeit at about 5 or 6 inches tall, and with very delicate looking wings. They're often confused for foreign *fairies*, and indeed, even yousei themselves aren't sure of the difference. Yousei are generally innocent, playful creatures, though smarter than they appear. They're naturally drawn to magical and divine hotspots--old shrines, enchanted forests, and the burial sites of legendary weapons will often see congregations of yousei, which will likely scatter when someone approaches. Sometimes, a very bold yousei might set out on an adventure, away from the games and gossip of their kin.

As a yousei, you can fly about as fast as other heroic-type characters can run. You can also sense magic. You can, at any time, ask the DM if you feel any magic in the area. The DM's answer can be vague, even a simple "yes, a lot" or a "no, not at all," since your magical senses aren't necessarily refined. Your strength is immense--well, for someone your size. Your tiny hands can, with effort, lift almost as much as a normal human. You are, however, very small, and easily knocked around or restrained.

# DELINQUENT

Dyed hair in outrageous styles, long coats, cigarettes--these are the hallmarks of the modern delinquent. Delinquents are punks, bullies, and biker gangs, ruffians that have grown strong fighting constantly on the streets. Survival in the savage alleyways and underground tunnels of Neo Dokio is surprisingly difficult, and despite their lack of martial arts training, firearm expertise, magic, or other supernatural edges, delinquents are notoriously tough. Those that climb the ranks and become leaders among their neighborhoods, especially, must be strong enough to compete with high tech mercenaries, and fight off the sorts of monsters that regularly terrorize poorer parts of the city.

Delinquents are mostly driven by anger, a thirst for power, and a need to build their reputation. Notoriety and tenacity are their greatest strengths, and some delinquents will become heroes in their own right JUST to further prove and test their power against more challenging foes. Most delinquents have a personal code and a sense of honor, in their own way. They want to be respected and followed, and to that end, they'll intentionally avoid cowardice. Which isn't to say a delinquent won't fight dirty--in a world of aliens, witches, and robots, the unpowered delinquent has to win a fight any way they can. Delinquents will typically engage an enemy with their bare fists, but some prefer baseball bats, brass knuckles, knives, or whatever else they can get their hands on.

Delinquents like to be in the fray, getting dirty and swinging wildly at their enemies. A delinquent will take a challenge no matter the size. For this reason, the **Powerful** and **Resilient** stats are recommended for delinquent characters. Powerful ensures that when you throw a punch, it'll land, and it'll count. Resilient is also very important; it lets you stand your ground and never falter. Gimmicks that you can pick up may require a roll of Powerful or Resilient.

## TOOLS OF THE TRADE

A common delinquent is assumed to carry one or several cheap weapons, like a chain, an axe, a metal pipe, or a switchblade knife. You also possess simple mechanics' tools, mostly used for repairing (or stealing) vehicles, a custom motorcycle, and a garage somewhere seedy. Most delinquents sleep in their garage, or share an apartment with other delinquents.





## STARTING GIMMICKS

**Big Shrug:** You really just don't care about magic, words, or any of that other garbage. You can use this gimmick a number of times per interlude up to your Resilient score (minimum 1), and you can use it instantly, even if it's not your turn. When you do, choose one of the following: remove a poison, disease, curse, or transformation from yourself, see through an illusion, ignore the damage from an accost, or immediately break loose from something that's restraining you (such as handcuffs, webbing, being grabbed, being frozen, etc).

**Blow for Blow:** By no means a technical master, you often rely on sheer brute force and rage to see you through a fight. When a foe deals damage to you with a melee attack, you may burn a point; if you do, you take no damage from the attack, and may immediately make a counter-attack.

You begin with 1 rank in the skill Crime, and 1 other rank in whatever skill you want.

## CLASS GIMMICKS

**Bad Reputation\*:** When you meet someone, you can tell the DM one story they've heard about you. It doesn't have to be true, and they don't have to believe it, but they've definitely heard that story and it will definitely affect their opinion of you. Plus, once per interlude you can make an accost to try and intimidate or frighten every enemy that can see or hear you (without taking the usual penalties for accosting multiple targets).

**Body of a God:** You're fit. Like, real fit, and you can jump well. Real well. You can clear a city block in a single leap, or jump many stories straight into the air. You can fall from any distance without getting hurt. You can climb even perfectly flat surfaces like a spider with the strength of your grip. When you're at a full sprint, you have the speed and force of a semi truck.

In addition: up to a number of times per interlude equal to your Powerful score, you can treat an Athletics check as though you have 3 ranks in it. The check is less difficult by 3, and you can burn a point to reroll it on a failure.

**Brute Force:** Fists are your craft, unrelenting violence your superpower. You can't dismantle gods with your bare hands by holding back and playing nice--you have to get rude to survive these streets. Permanently increase your Powerful score by 1. If your Powerful score is already 3, then add the new point to a different stat of your choice.

**Hey, You!:** Challenge an enemy you can see. They can't attack anyone but you, and you can't attack anyone but them until one of you is dead or one of you escapes. If you're the first to back out or black out, burn a point. Challenging an enemy is a side action; you may only challenge one enemy per turn, but you may have up to your Resilient score in enemies challenged at a time in total. The enemy does not have to be able to understand you to be susceptible to your challenge--yours is a pride that transcends all boundaries.

**Improvised Weapon:** Any random object in your hands is a dangerous weapon. If you fail a melee attack check when swinging an improvised weapon (a steel chair, a signpost, etc), you can burn a point to reroll the check. If you do, the weapon breaks, and can no longer be used as a weapon (even if you miss the second swing).

**Mugger\*:** When you successfully damage an enemy with your bare fists, you may take an item from their person. It can be something from their pockets, the weapon right out of their hands, or even the shirt off their back. As long as they are carrying the object on them, it's fair game.

**Screw This:** As a main action you can completely destroy whatever item, device, or other non-living thing is held between your hands. It's gone, and it's not coming back. You can destroy even artifacts in this manner.

**The Boys:** You are in charge of a local gang. They are decently armed with weapons like knives and baseball bats, and fiercely loyal to you. You have a number of gang members equal to twice your Resilient score. Your gang uses standard follower rules, and are fit but otherwise normal people. If you lose any followers, you gain new ones up to your max during an interlude.

**Thing? What Thing?\*** If it's small enough to fit into a standard pants pocket, you can make it disappear. You still have it--and can pull it back out whenever you want--but no amount of searching, detection, or even stripping you down will reveal the item. For all intents and purposes, you've made it disappear from reality. Neither magic nor science can properly explain where you put the thing. You can conceal

up to your Powerful score in items at a time.

**Unyielding Pride:** Only the weak give up. Only the soft feel the need to run away. You're not weak, or soft. You're unstoppable, and you can't let anyone think otherwise. You'll find a way to tough it out, one way or another. Permanently increase your Resilient score by 1. If your Resilient score is already 3, then add the new point to a different stat of your choice.

## DO YOU EVEN LIFT?

How much weight can one character lift? Gratuitous Anime Gimmick tries to avoid hard, specific numbers as often as possible. It's more interesting for limits to get stretched as the drama calls for it. So, think about it this way: if a character of the given race, class, and build could not POSSIBLY, ever, EVER conceivably lift the object in question, then the answer is no. If they definitely, absolutely could, then the answer is yes. If there's even a figment of doubt--maybe they could, maybe they couldn't--then the player should roll for it.

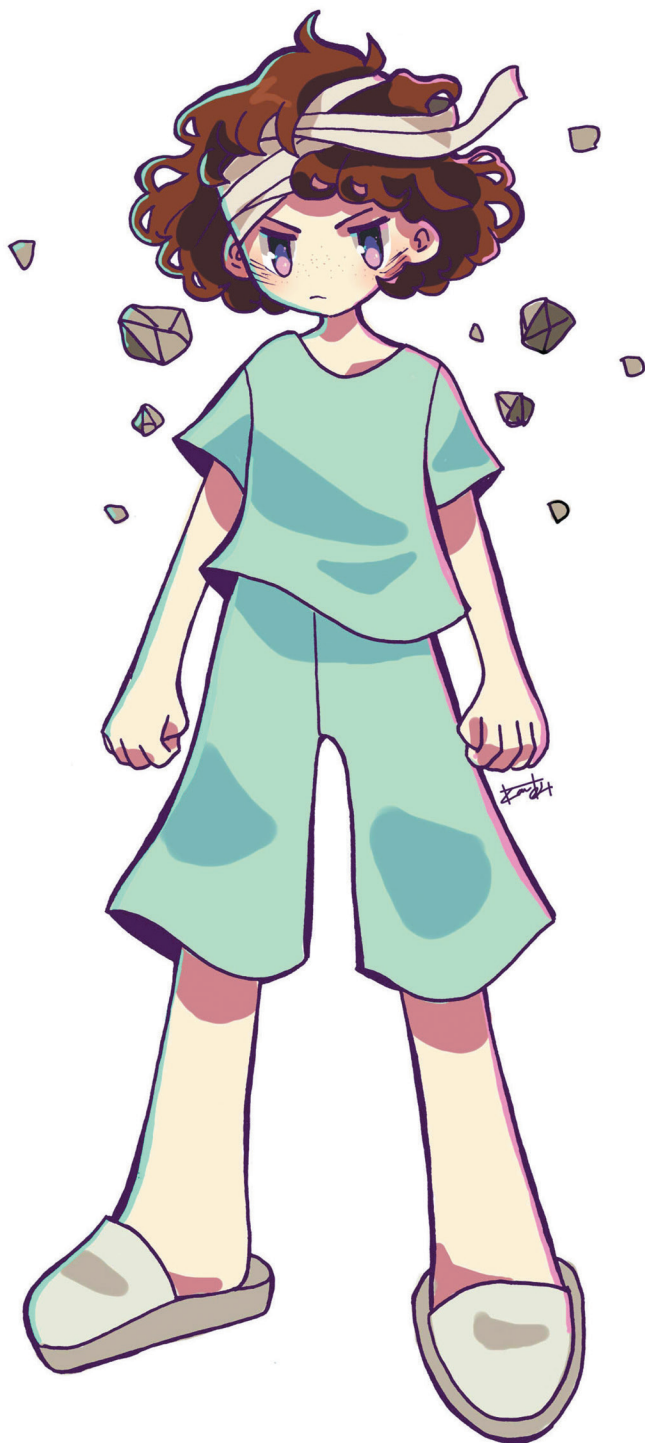
Incidentally, the real life world record for an overhead lift--as of this writing--is about 580 lbs by Olympic weightlifter Hossein Rezazadeh. The Guinness World record for weightlifting in general is owned by Paul Anderson, who hefted 6,270 lbs on his back. Given that Gratuitous Anime Gimmick is based on anime, where a well trained human can break real life limits with ease, these make decent base lines for "tough, but not impossible" weights for a human in decent shape. Smaller characters can lift substantially less, bigger and stronger characters substantially more. When in doubt, just roll for it.

# ESPER

Though numerous alien species have demonstrated psychic power, Earth-born espers are a relatively new phenomenon. Some scientists believe that extraterrestrial and extradimensional influences have rubbed off on our native species, perhaps in the form of hence far undetectable radiation. Some wild speculation even suggests that it's *intentional*, or that aliens have been modifying the DNA of "normal" people to bear psychics on our world. Other esper theorists claim that psychic power is just a natural evolution, or an adaptation made in response to all the new rising threats. In any case, the nature of psychic abilities is poorly understood, and many resources have been devoted to trying to comprehend espers better. Some facilities have even taken to genetically engineering their own espers, though there's plenty of debate about the legality and ethics of doing so.

Espers are a hot commodity for numerous organizations. Psychic power makes for an incredible tool, both for investigative purposes and for combat. Military and police forces have been trying to implement espers among their ranks, with mixed results. Independent outlets, like major corporations and laboratories, have also been investing in hiring espers for a multitude of tasks that only the predictive or hypercognitive can accomplish. The public at large ranges from wary to outright fearful of espers, and for good reason. Aside from the implications of mental intrusion, not all espers have solid control over their powers. An esper that has lost their grip on their abilities can cause serious damage, and at least one entire district of Neo Dokio has been ravaged by out of control psychic power. There are groups that exist solely to protest the presence of espers in the city, and some politicians seeking to reign in or control those with psychic talents.

Espers force their will on reality with unmatched focus and intensity. For an esper character, **Powerful** and **Charming** are the most useful attributes to invest in. With Powerful, you can effectively take control of a situation, subduing foes before things get out of hand. Charming lets you express yourself not just with your words and powers, but with your mere presence. Charming also helps in understanding those around you, and in mentally reading into intentions and agendas. Using your psychic powers effectively requires a strength in your presence, and a strong hold on your sense of self... so as not to be lost in a maelstrom of your own psionic energy. Some esper powers may require rolls of Powerful or Charming.



## TOOLS OF THE TRADE

Because espers are so feared around Neo Dokio, it may be difficult for you to find housing. You might live in a run-down apartment in a shady neighborhood, stay at cheap hotels, or even sleep at a nearby homeless shelter. If you work as a test subject for a laboratory or corporation, they might provide you with a place to stay. Most espers either work normal jobs and try to keep their head down, or are hired by shadowy companies *explicitly* for their psychic power.

## STARTING GIMMICKS

**Untethered:** The human body has limits, and these limits restrain the potential of the mind. For brief periods, you can exceed these limits. When you take damage you may choose to become untethered, going beyond your physical restraints to increase your psychic power. Esper abilities have additional effects if you're untethered, as described in their individual listings. You may also burn a point to become untethered independently. You can be untethered a number of rounds up to your Powerful score at a time, minimum 1.

**Desensitize:** When you become untethered, your psychic power flairs to new heights--even overwhelming your own senses, dulling your pain, and pushing your body past the point of no return. If you are defeated while untethered, you may still continue to move and act as normal until you tether again. You also take no penalties on rolls for being at less than full HP as long as you're untethered.

You begin with 1 rank in the skill Paranormal, and 1 other rank in whatever skill you want.

## CLASS GIMMICKS

**Brain Drain:** You can pull information from someone's mind, learning what they know. When you touch someone, you may ask the DM one yes-or-no question that your target would know the answer to. You may attempt this once per person per interlude. If you are untethered, you may ask the DM any sort of question, not just yes-or-no questions. When you use this gimmick, make a Charming check; on a failure you still learn something, but the target realizes what you've done, who you are, and the fact that you're an esper.

**Force of Will:** Psychic power doesn't negotiate. You have to control it. You have to bend it to your will. You have to take a mental hold of it

## I CAN'T... CONTAIN IT!

An esper becoming untethered is a big deal--or at least, it should be. Unrestrained espers have, in times past, lost control entirely... not just getting torn apart physically and joining the psychic aether, but decimating their surroundings in the process, leaving bizarre phenomena in their wake. When an esper becomes untethered, small items and debris will start to float into the air. Glass breaks, lights flicker, and the very structure of surrounding architecture might seem to buckle and shift. When an esper untethers, people *feel* it, even people that aren't sensitive to psychic power otherwise.

and never let it go, or it will run wild, and tear you to places you never wanted to be. You've heard stories about espers that couldn't contain their power... and you won't let that happen to you. Permanently increase your Powerful score by 1. If your Powerful score is already 3, then add the new point to a different stat of your choice.

**Precognition:** You get feelings, or even brief glimpses, about events to come. Up to your Charming score in times per interlude, you may ask the DM about the consequences of an action before you take it; the DM must honestly answer whether the action will have good, bad, neutral, or inconsequential results. Note that the results can only be *neutral* if the good is more or less even with the bad. If you are untethered, the DM must elaborate more on what the results will be. In addition to these uses of your precognition, if you ask the DM if you are presently in danger, they must answer honestly; this use of the gimmick has no limit.

**Psionic Shell:** Once per quick break as a side action, you can create a bubble of psychic energy around yourself or a willing ally in the area. This bubble is made of visible energy, and grants the target 1 armor. If you are untethered, you can create a larger bubble--as big as you want--which sports 3 armor. The large, untethered version of the bubble cannot be moved from where it is created, and protects anyone inside it. The bubble lasts until its armor is depleted, or until you willingly release it.

**Sensitive:** You can feel energy all around you, burning at your skin. Even those that aren't espers have an inkling of psychic potential, and their thoughts flare in your mind. Their passions blaze bright. Their hatred and their love, their struggles, their ups and downs... they're



like a storm, often unreadable or alien, but always there. Permanently increase your Charming score by 1. If your Charming score is already 3, then add the new point to a different stat of your choice.

**Spirit Projection\*:** By entering a trance as a main action, you can step out of your physical body. While in your spirit form (also called an *ikiryō*), you can move through walls, doors, and other solid objects. Energy, such as fire or chi, can still harm you when it passes through your form. Other spirits can also harm you. You can be sensed by animals and those that can see the invisible, but you cannot otherwise be seen, heard, or detected by normal people; you walk the spirit realm. You have no physical presence, and thus cannot move or harm objects in the physical world. You are also affected by any devices, powers, or creatures that affect ghosts. Your body is vulnerable while you are out of it, but you may return to your body as a side action. You may not rest while outside your body.

**Technopathy\*:** Is it a device implanted in your brain? Are AIs developing human-like “minds?” Whatever it is, you can communicate with electronic gadgetry. In a way, you can effectively “speak” with a machine. You can politely ask a security system to switch off, for instance, or try to convince an automated turret not to shoot you. You can also use this to make accosts against compatible machines. Roll Charming; on a success, you and the device you’re hacking start on good terms. On a failure the machine is confused by you, uninterested in discussion, or outright hostile at the DM’s discretion.

**Telekinesis:** You can lift objects with only the power of your mind. As a side action, you may lift--or continue to hold aloft--any object up to 500 lbs. You can move an object with precision, even wielding it as a weapon or hurling it at a foe (though, an attack with a telekinetic throw is still a main action). If you’re untethered, you may lift objects over your limit with a successful Powerful check.

**Telepathy\*:** You can form a telepathic bond with people. If they’re near you, you can do this easily and with any number of people as easily as you can speak. You can communicate with one person over a larger distance, but you must give the task your full concentration--and use a main action to sustain the link every turn that you are keeping it up. While untethered, you can telepathically communicate over any distance with any number of people with no effort. You may also, at any point, burn a point to find out if someone is lying (whether you’re telepathically bonded with them or not).

# EVERYGUY

There are strange forces at work in this vast, dark universe. Spirits, good and bad. Wielders of ancient magics. Technological marvels and giant robots. Extraterrestrials and psychic phenomena. And, at the center of all this, caught in the crossfire: regular people. Regular, everyday, hard working members of society, just hoping to get back to their normal schedule. Inexplicably, *some* people get drawn into the madness more often than others. Certain individuals may find themselves trapped between agents of weirdness--central to struggles between those powers, but lacking any power themselves. Such is the life of the unfortunate everyguy.

An everyguy is a completely normal person by the conventions of their race and culture. They're not a mecha pilot, or a spell caster, or a master martial artist. They might be a high school student, a white collar salaryman, or even an unemployed bum living with their parents. But, for whatever reason, they've found themselves tangled up in problems above their pay grade, mixing it up with gods and monsters. It might be that the everyguy has a destiny, a calling beyond their meager beginnings. Perhaps they have aspirations, grand goals that force them into the conflict in spite of their apparent weakness. They might just be *that* unlucky, and can't dig their way out of the strangeness no matter how hard they try.

Everyguys rely mostly on being **Resilient** and/or **Slippery**. You lack the punch of a delinquent or a shonin, or the versatile power of a witch or magical girl. Rather, you are most impressive for your *tenacity*, and for sticking it out even if you're in over your head. Resilient and Slippery help you withstand, dodge, and survive whatever life throws at you, and some of your gimmicks may require these stats.

## TOOLS OF THE TRADE

No powers, no special destiny, no unusual equipment. If you're old enough, you have an apartment of your own, and likely a train pass or bicycle to get yourself around. You might work a full time job, either in retail or for a faceless corporation. If you're on the younger side, you might still live with your parents, and operate as a student when you're not getting wrapped up in bigger things.



## STARTING GIMMICKS

**Misfortune:** When you fail on an attack, accost or defense check, gain 1 Misfortune. You can carry up to a maximum of 3 Misfortune at a time. You can burn 1 Misfortune to grant yourself or an ally an additional die on any roll, any time before the dice are actually rolled. The number of total dice that can be rolled for a check still maxes out at 3.

**Power in Pain:** The adversity you face makes you stronger, and sometimes, previous failures can drive you forward. You may burn 2 Misfortune to heal yourself or a nearby ally 1 HP as a side action.

You begin with 2 skill ranks; distribute them how you want.

## CLASS GIMMICKS

**Complete Breakdown:** When bad things happen to you, they serve as an example to others. When you're affected by a poison, disease, transformation, curse, possession, or some other form of indirect status effect or affliction, choose an ally in your presence. You may spend a Misfortune to render that ally immune to that affliction until their next interlude.

**Drive to Act\*:** Sometimes, being an inspiration is just as good as acting... even if you didn't plan on being that inspiring. You may give up your entire turn (main AND side actions) for the round to let someone else act in your stead, giving them a second turn this round.

**Great Avoider:** You avoid more problems than you confront. Like, substantially more. Outrunning, dodging, and getting away by the skin of your teeth is a way of life for you. Permanently increase your Slippery score by 1. If your Slippery score is already 3, then add the new point to a different stat of your choice.

**Hobbyist\*:** You have spent many, many hours enduring practice, training, and competition... at endeavors completely unrelated to combat, and that will probably never make you a dime. Choose a number of the following up to your Resilient score: gambling, video games, card games, writing, drawing, painting, board games (including games like chess or shogi), or other forms of games or arts at your DM's discretion. Treat your hobbies as though they are skills, and you have 3 ranks in them for all intents and purposes. If your Resilient score increases, add another hobby as appropriate.

**Mr. Popular\*:** Whenever you enter a new location, you may tell the DM that you know someone there. They might like you, dislike you, or barely remember you, at the DM's discretion--but you have met them and held a conversation at some point in the past, and the two of you will recognize each other. If you have Misfortune, you may spend 1 Misfortune to guarantee that you and the individual are on good, familiar terms.

**Never Say Die:** The going gets tough, and you are ill equipped to handle it. Nonetheless, you persevere; you have nothing, if not a refusal to stay down. Permanently increase your Resilient score by 1. If your Resilient score is already 3, then add the new point to a different stat of your choice.

**Noble Effort:** You know you're not as powerful as your friends--it makes it that much more important to protect them. When one of your allies gets attacked within moving distance of you, you may immediately jump in to take the attack on their behalf. Roll Slippery; on a success, you may then roll to defend yourself against the attack. On a failure, you take the whole attack with no defense or counters.

**Pester:** You are a consummate nuisance. As a side action, you can become an obnoxious hindrance on a single enemy; as long as you are pestering them, all attacks, accosts, and defense checks against that target are less difficult by 1 until your next turn or until you are defeated, whichever comes first. You can spend 3 Misfortune to let a failed defense check against the pestered target be rerolled--not just your own defense checks, but those of allies, as well. A foe can only be pestered by one character at a time.

**Retort:** Being a regular person among all these grand forces gives you a unique perspective. Sometimes, that perspective is perfect for putting the mightiest foes in their place. When an enemy fails an accost against you, you may immediately counter with an accost of your own.

**Sympathy Heals:** Seeing your friends and compatriots succeed, be safe, and be happy makes you feel better. When you see an ally healed for any amount of HP, you can spend 1 Misfortune to recover 1 HP yourself.

**Worst Option:** You come off as unimpressive. Not necessarily weak, just... not worth the effort. When the DM tells you that you're being attacked, you can spend 1 Misfortune to force the enemy to attack someone else (DM's choice), as long as there are other viable targets present. This must be done before any dice are rolled.

## GUN BUNNY

Once a crude term for all the Usagi gunrunners and mercenaries making their way into Jippon, gun bunny has since become a catch-all term for firearm specialists. From common criminals to elite law enforcement, from freedom fighters to bounty hunters, there's a lot of demand for a skilled gunner. Being a gun bunny is about more than just owning ordnance--it's about training and talent. Gun bunnies are agile and accurate, and can make gunplay look like an art form. There's a whole world revolving around gun bunny culture, with magazines and specialty shops all catering to their pistol prowess. Some gun bunnies like to haul around a wide variety of weapons for different situations; others like to focus, hone, and customize a single gun, making it their own.

While many classes are dragged into adventure by circumstance, gun bunnies seek it out. Anyone that can aim a big gun and drive a fast car is sure to find trouble, and where there's trouble, there's money. Nobler gun bunnies exist, often entering law enforcement or trying to clean up the mean streets on their own terms. Even the just among the gun bunny ranks tend to dirty their hands, however. Information isn't free, jobs aren't always above board, and the very best weapons and ammunition aren't exactly legal. Neo Dokio has a love/hate relationship with trained marksmen, as gun bunnies are the military's greatest assets... and its most dangerous foes.

Gun bunnies are quick, mobile, and prefer to fight with wits and accuracy rather than brute force. For gun bunny characters, being **Slippery** and **Wise** may mean the most. Slippery lets you get in, get out, and avoid return fire as you dance about the battlefield. Wise helps you interpret the combat scenario, scout for possible advantages, and plot what to do next. The gun bunny likes to stay a step or two ahead, and some of your abilities may require a roll of Slippery or Wise.

### TOOLS OF THE TRADE

As a gun bunny, you begin play with some form of licensed unconventional armament (like a shotgun, a rocket launcher, a sniper rifle, or a flamethrower), and multiple smaller arms (like throwing knives or pistols). You also have your own apartment and vehicle, typically a fast car. Most gun bunnies make their money as police, JDF soldiers, mercenaries, or doing private investigations, though



professional assassinations and corporate spy work aren't unheard of.

## STARTING GIMMICKS

**Master Gunner:** Your accuracy and skill with a firearm are hard to match. You may burn a point to reroll any failed attack check, as long as the attack was made with a ranged weapon. This applies not just to guns, but crossbows and thrown weapons, as well.

**Trick Shot:** The heart of a true gun bunny is about more than accuracy—it's about flash and flare, sexy shots and stylish reloads. When you successfully deal damage to an enemy with an act of ridiculous gun play (the bullet hits a switch on the way to its target, bouncing a bullet around the corner to hit someone behind cover, ricochet a bullet off another one mid-flight to hit someone, etc), it is considered a trick shot. Most gun bunny abilities have additional effects or benefits that trigger on a trick shot. You only gain one benefit per trick shot. Like Master Gunner, Trick Shot can be used with other ranged weapons, as well.

You begin with 1 rank in the skill Driving, and 1 other rank in whatever skill you want.

## CLASS GIMMICKS

**Ace Investigator:** Boot prints in the mud. The smell of gunpowder in the air. As you enter the room, you're already looking for weapons and exits. You can't afford to be caught off guard, you need to be smart. *Street* smart. Awareness is the difference between success and failure. Permanently increase your Wise score by 1. If your Wise score is already 3, then add the new point to a different stat of your choice.

**Aim Dodger:** There are two kinds of people in this world: the quick, and the dead. If you want to play with guns, you have to learn not to get shot, and you... you are exceptional at not getting shot. Or stabbed. Or exploded. There's a lot of dangerous, powerful things to avoid when all you have are firearms to fight them with. Permanently increase your Slippery score by 1. If your Slippery score is already 3, then add the new point to a different stat of your choice.

**Bullet Ballet:** You are a master of "gun-kata," able to dance and sway out of the path of incoming gunfire. When you dodge a ranged attack against you, you may immediately roll Slippery to try and redirect the attack to another target. On a success, you deal 1 damage to whoever



you wish to re-aim the attack at; on a failure, you cannot use this gimmick again until your next interlude. You may also perform a Trick Shot to regain the use of this gimmick.

**Clear Road:** If you can see it, you're getting to it. When you move toward a visible goal and there's even a *vague* semblance of a possible way to get to it, you reach it, regardless of the danger. You climb, you slide through tight spaces, you jump between walls. Whatever it is, you get there, guaranteed, without taking damage. If you do this in combat, you must spend a main action to get where you're going. You may also use Clear Road as a side action immediately after making a Trick Shot.

**Connections\*:** Word spreads fast, and it always spreads back to you. You can ask the streets about an individual, organization, place, object, or other target. At the end of your next interlude you'll obtain useful, rare, and even dangerous information about the subject of your request. You can have your informants researching a number of different targets at a time, up to your Wise score.

In addition, once per interlude, you may declare as a side action that an unnamed enemy (that you could feasibly communicate with) is actually one of your connections undercover. It comes under your control as a follower until your next interlude.

**Defensive Driving:** For most people, a car is just a car. It's lucky to stop a bullet, maybe--never mind a magical fireball or a wave of telekinetic shrapnel. You, however, know how to pull the hidden potential out of any ride. All cars, trucks, and other decently sized vehicles have 3 armor, which protects anyone inside from outside attacks. You only bring out this armor while you're behind the wheel, however. If someone inside the car is targeted, the car's armor will absorb the damage first. Once the armor is depleted the car can be destroyed like any normal car. A car's armor can be repaired during an interlude.

In addition: up to a number of times per interlude equal to your Slippery score, you can treat a Driving check as though you have 3 ranks in it. The check is less difficult by 3, and you can burn a point to reroll it on a failure.

**Fast Hands\*:** Once per quick break, you can commit some feat of manual dexterity (such as picking a lock or snatching an item) so fast that nobody can keep up with it. Most people might not even realize that the act occurred, and they certainly don't realize *you* did it. You can also use this gimmick to attack an additional target without the

usual penalty. You can regain the use of this gimmick by performing a Trick Shot.

**Grenadier:** You have explosives. Once per quick break, you can plant a mine, wire up a bomb, or toss a grenade. Your explosives have a roughly 50 ft radius, but you can go smaller, or spend more time to work out something bigger. You can use different types, even--cryogrenades to deal ice damage, for instance, or pulse grenades that gain advantage against technology. When you plant the explosive, you can decide what kind of bomb it is, and its activation cue:

The bomb will go off at the start of your next turn

The bomb will go off at a specific, much later time

The bomb will go off when someone gets near it

The bomb will go off when you take a main action to trigger it

Roll Slippery when you ready the explosive; on a success, none of your enemies see the bomb before it goes off. On a failure, *everyone* sees it. Your allies are always aware of your explosives. You can carry a number of explosives up to your Wise score, and restock your supply with an interlude. You can also restock 1 explosive by performing a Trick Shot. Anyone caught in one of your explosions takes damage; you do not have to roll.

**Prepared\*:** You never know when you might need a gas mask. Or a grappling hook, or a flashlight, or... you get the idea. When you need a mundane or easily accessible item, roll Wise. On a success, you have that item on your person. On a failure, you do not have it, and cannot use Prepared again until you take an interlude. You can also regain the use of this gimmick by performing a Trick Shot.

**Quick and the Dead:** When an attack would drop you to 0 HP, roll Slippery. On a failure, you are defeated as normal; on a success, you hold on with 1 HP.

**Sniper:** When you fire at an unsuspecting target from a decent hiding spot, roll Slippery; on a success, no one can tell where you fired from. On a failure, *everyone* can tell where you fired from. If you successfully attack from hiding and the target has your Wise score or lower in HP left, they are immediately defeated. When you perform a Trick Shot, you may roll Slippery; on a success, you vanish into the shadows, instantly becoming hidden in the nearest available hiding place. Even enemies watching you disappear can't tell where you went to.

# MAGICAL GIRL

Magic has always existed, and for as long as time has been recorded, witches have practiced the use of that magic. However, witches weren't always *safe*; too often throughout time, witches have been feared, hated, and treated as criminals. Some of the oldest secrets of witchcraft have been sealed away in various artifacts--jewels, wands, and other unassuming objects--so that their power could be utilized later, when magic isn't so despised by the public. These enchanted items can allow someone with no knowledge of magic to become something more. The rapid and recent discovery of such arcane devices has led to a rise in magical girls: modern individuals that have been granted magical gifts.

Using a transformation item, a regular girl can change into a magical girl. Once a girl uses such an object, it becomes attuned to her, integrating its magic into her very being; it cannot be used by anyone else. Often, mystical guardians will seek out those deemed "worthy" of such a power, and often transformative tokens will *refuse* to be wielded by the evil at heart. Sometimes, a transformative artifact will choose a magical girl *on its own*, calling out to her heart or in a dream. Magical girls are considered protectors, of sorts, for the modern world. They are healers and defenders that battle nefarious forces, saving regular people from foul monsters. They wage war on a more personal scale as well, fighting against human heartbreak and fear, seeking out sources of the world's sadness and treating them between big battles.

The most important stats to consider for a magical girl are **Resilient** and **Charming**. Resilient is important, because being a magical girl requires determination and fortitude. You can't let fear or sadness overwhelm you, no matter how dark it gets! Being Charming is also very important. Some of your hardest battles won't be fought with swords and guns, but with words and hearts. Some of your abilities may require rolls of Resilient or Charming.

## TOOLS OF THE TRADE

The secret nature of your dual identity doesn't afford you much in the way of special treatment. If you're older, you have an apartment of your own, and likely a train pass or bicycle to get yourself around, in addition to a part time job to help you afford all that. If younger, you might still live with your parents, and operate as a student when you're not fighting crime. While in costume you have a budding reputation as



a hero of good, and news of your courageous deeds spreads quickly.

## STARTING GIMMICKS

**Transform!:** You have two forms: that of a regular civilian girl, and that of a magical girl. As a regular girl, you have a normal, harmless reputation. Maybe you're a student, maybe you work at some local place, but you're not especially memorable or noteworthy. You have friends and a family and a home, just like any normal girl your age. However...

When there's danger afoot, you can transform into something greater. With a wave of your wand or other mystical device (followed by a brief but stylish transformation sequence), you change into a magical girl. As a magical girl you run faster, hit harder, and your reputation for crime fighting spreads fast. Even if your magical girl form is terribly similar to your regular form (most magical girls don't even wear masks), your identity is somehow secure. Magical forces ensure that no one, not even the brightest investigative minds, can piece together who you truly are. Unless someone physically watches you transform or is explicitly informed by you in person that you're who you are, they'll either never consider it or never believe it. Transforming into a magical girl is a side action, while turning back is a main action.

While in your normal girl form, you immediately start on good terms with anyone you encounter. You are treated by default as a non-threat, even if you've never met the individual before in your life. This can be weathered and tested by words and deeds, but you mostly get the benefit of the doubt. Wild animals and other instinct-based creatures will not attack you until they see a reason to treat you as a threat (such as being attacked by you).

If the device you use to turn into a magical girl is somehow lost or destroyed, you can form a new one during an interlude.

**Healing Wish:** While in your magical girl form, you can use your magic to heal others. You can heal 1 damage from a willing target, even if you can't see them and they aren't near you--you merely need to know who they are. You may also burn a point to use this gimmick on all allies in your immediate vicinity at once. Roll Resilient whenever you use Healing Wish; on a failure, the stress disables this power, and you cannot use Healing Wish again until you take an interlude. This gimmick only works on living creatures, not on golems, robots, undead, or other animated entities that aren't technically "alive."

You begin with 1 rank in the skill Arcana, and 1 other rank in whatever skill you want.

## CLASS GIMMICKS

**Bond:** Those that spend time with you can't help but form a powerful, emotional connection. You are good at getting to know who people really are, and making them feel stronger for your moments together. When you and another person spend the majority of an interlude in each others' presence (willingly and aware for both of you), you form a bond. Grant one of the following:

They gain armor up to your Charming score, which lasts until depleted or until they take another interlude, whichever comes first.

A number of curses, poisons, illnesses, transformations, or other afflictions are removed entirely at the end of the interlude, up to your Resilient score.

You may ask that person questions up to your Charming score, and they must be answered honestly. If it's another player character, the player answers these questions; if it's a non-player character, the DM answers these questions. They may also ask a single question of you.

On a number of non-combat checks of their choice (no attacks, accosts, or defenses) up to your Charming score, they may add 1 additional die to the roll. These must be taken before their next interlude or they are wasted.

Or, you may form a deep bond.

If you form a deep bond with another character, your link becomes potent and permanent--or at least, until either of you decide to sever it. The two of you will always be aware of each others' locations, emotional states, and health conditions. The two of you can communicate telepathically. Though you can only bond with a single person per interlude, you can, over time, form a deep bond with a number of people up to your Charming score. You can still bond (and give bonuses) to those you already have deep bonds with.

**Circle of Friends\*:** You have a tightly knit group of friends that trust and respect you in your civilian form. They may or may not know

## ALTERNATE MAGICAL GIRLS

Your magical girl transformation device doesn't *have* to be made by witches--that's just the standard for the Neo Dokio setting. It could be pirate gold that turns you into a magical pirate girl. It could be a gizmo made by magic aliens. It could be a divine gift from heaven. It could be sent back in time by the future you, creating a weird self sustaining paradox. It could be a talisman granted to you by fairies. Do what feels right.

about your secret life as a hero, at your option. Though they have no capacity for combat, they can perform simple, minor tasks for you at your request, such as gathering information, delivering messages, or giving you a place to stay. Once per interlude when you need something mundane, they can acquire it for you. They can also spread rumors for you. A rumor spread by your friends is believed to be true by the area's residents in a matter of days. Your friends come off as likeable, non-threatening, and not at all suspicious.

**Cute Animal Buddy:** You have a small companion, a magical creature that resembles a normal animal... but, like you, takes on mystical (and identity concealing) qualities when you transform. Your cute animal buddy is able to speak and rationalize, regardless of form. If your magical animal friend would ever take damage, they instead automatically escape--either physically retreating, or magically vanishing. They will return to you at your next interlude, and otherwise are treated as a follower.

You may ask your animal buddy a question about a magical or divine item, effect, creature, location, or other mystical concept, and the DM must answer honestly. You can do this a number of times per interlude up to your Charming score. While in the companion's presence, you share a portion of its mystical vision, and can see invisible, intangible, or dimensionally displaced creatures and objects. Being around your companion also lets you see through darkness, smoke, illusions, or other obscuring factors.

**Determination:** You have to hold on, no matter what! Other people are counting on you, and when the going gets tough, you can't just give up. You have to keep going... not just for you, but for everybody that depends on you. Permanently increase your Resilient score by 1. If your Resilient score is already 3, then add the new point to a



different stat of your choice.

**Empathic Heart:** It's not enough to know people, you have to *feel* them. Your greatest weapon isn't your magic, but your compassion and understanding. If your enemies can just meet you halfway, bask in your sincerity, see the power in your heart... maybe they won't be enemies anymore. Permanently increase your Charming score by 1. If your Charming score is already 3, then add the new point to a different stat of your choice.

**Magical Mending\*:** You can use your magic to slowly mend clothes, reassemble weapons, and fix other regular everyday objects. For a small object, such as a sword or a T-shirt, you can do this as a side action; bigger, more complicated things take longer. You can help someone knowledgeable repair complex devices and machines, but cannot fully repair on your own any item you don't completely understand. If you have the gimmick Healing Wish, you can now use it on non-living targets like robots or animated statues.

**Magical Weapon:** While in magical girl form, you are able to summon a unique weapon. This can be any weapon of your choice, such as a sword, shield, bow, or even a rifle, but must be chosen when this gimmick is taken. The weapon is considered a magical artifact for all intents and purposes, bestowed with elemental energy, and capable of harming ethereal or spiritual beings (such as ghosts and astral projections). If you lose it, you can summon it back as a side action. Once per quick break, you may perform a signature attack with the weapon; when this gimmick is taken, choose an element from the list below. Your signature attack is a normal attack but can be done from a distance, and with an added benefit based on the element chosen.

**Aquatic:** Bubbles take to the air from the edges of your weapon. When you perform your signature attack, all enemies in the area become slowed, their movements muddled as though they were drifting underwater. This lasts until you or the individual enemies take quick breaks. Your weapon always grants an advantage bonus against foes weak to water.

**Blazing:** Cinders drift off of your weapon, or its ammunition glows red hot. When you perform your signature attack, you burn straight through any armor the target is wearing, cutting straight into their actual health. Your weapon always grants an advantage bonus against foes weak to fire.

**Herbal:** Petals float from the surface of your weapon. When you perform your signature attack, thorny vines grow and curve



toward your enemy. If you miss your attack roll this round, you may roll for it again on your next turn as a side action. If your enemy is dealt damage by this signature attack they become tangled up, and must be freed with a main action (either their own or that of one of their teammates). Your weapon always grants an advantage bonus against yokai.

**Lunar:** Your weapon glows with a soft, soothing light. When you perform your signature attack, the light of the moon exposes the truth at the heart of your strike. If you successfully deal damage with your signature attack, the target is forced into its true form, and is incapable of lying until you (or they) take a quick break. Your weapon always grants an advantage against foes weak to light or the truth.

**Sonic:** Your weapon reverberates a harmonious frequency. When you perform your signature attack, a great sound deafens all of your enemies in the area, but not you or your allies. Your weapon always grants an advantage bonus against foes weak to loud or sharp sounds.

**Voltaic:** Sparks fly off of your weapon or its ammunition. When you perform your signature attack, bright lightning leaps from your target, reaching for other enemies. You do not take a penalty for extra targets on this attack, up to your Resilient score. Your weapon always grants an advantage bonus against foes weak to electricity.

**Pretty Guardian:** When someone cries out for your help, or otherwise invokes the name of your masked identity, you become immediately aware of it--and you can instantly teleport to their location, transforming in the process if you have it ready. When someone calls for your aid, roll Charming; on a success, you get a general idea of who they are, where they're located, and their current emotional state. If you fail the Charming check you can still teleport to them, but you're doing so blindly.

**Reincarnated\*:** You are the reincarnation of someone far more powerful and important, an ancient figure perhaps forgotten by history, or shrouded in legend. This may not even be your first reincarnation--you may be essentially eternal, having existed in multiple iterations throughout time and space. You may tap into your repressed memories, drawing on the talents of the you that once was. You can burn 2 stat points to reroll any skill check at 3 less difficulty, even if you otherwise have no ranks in it.

# MAGICAL GIRL

**Warrior Princess:** Once per quick break when you turn into your magical girl form, you gain armor up to your Resilient score. If this armor is not depleted by damage, then it vanishes when you turn back into a regular girl.

# MECHA PILOT

Mecha--as modern Jippon knows them--are humanoid robots, usually 12 to 20 feet in height. They are bulky and powerful, designed as a new style of mobile tank. Though once exclusively used by the military, mecha have begun to see civilian use in the last decade. Various industrial and municipal companies have found use in giant robots... even research facilities! Armored mecha can travel to places that unprotected humans can't easily reach, and perform otherwise impossible feats of strength. Though there's been work done with unpiloted or automatic mecha, nothing compares to a mech with a quality pilot.

Mecha pilots come from all walks of life. Some are soldiers who have smoothly transitioned from aircraft and armored vehicles to piloting mecha. Others were civilian enthusiasts, fanboys of the giant robot world who were finally granted a mech of their own. For some pilots, the mech is an extension of themselves; they personalize their robot, decorating and altering it to suit their taste. For others, a mech is merely another weapon. The sheer magnitude of thought processing and multitasking involved with piloting a mech excludes all but the most dedicated. To pilot a mech is a job unlike any other, and pilots often spend years just to learn the basics. There are some, though, that fall into it almost naturally, as if they were born to sit in a mech cockpit. Such pilots tend to infuriate the ones that had to learn their craft the hard way.

For mecha pilots, the most critical stats are **Resilient** and **Wise**. With its armor, bulk, and numerous defensive abilities, Resilient accentuates your mech's knack for getting into the thick of things and protecting allies. Wise lets you apply your mechanical expertise, repairing and identifying vehicles and other machines as the need arises. Mecha have numerous powers that focus on analysis and defense, so some of your abilities may require rolls of Resilient or Wise.

## TOOLS OF THE TRADE

Aside from your mech, you have a hangar bay and all the equipment necessary to do repairs, as well as some portable tools for fixing damage in the field. If stripped of your mech, you're assumed to carry a small firearm or other weapon (mech pilots with swords or tactical batons aren't uncommon). Owning a mech affords you access to



some unusual and decent paying work, usually for the military or for a mercenary corp, though your mechanical and technical talents can also pay the bills in a pinch.

## STARTING GIMMICKS

**Mech and Pilot:** Technically, you're the pilot. However, most of your abilities are performed by your mech, and without it, you're close to useless. Your mech has 3 armor. Most attacks will deplete this armor first, instead of your personal HP; if the mech reaches 0 armor, then it is destroyed, and you are ejected from the mech unharmed. Accosts, and certain attacks, will hit straight through armor (so be careful!). If your mech is not destroyed, you can repair its armor when you take an interlude. If the mech is completely destroyed, you can have it rebuilt or replaced in three days, no questions asked.

**Mech Weaponry:** Mecha wield powerful and unusual weapons. Your mech has two hands--a left and a right--which can be occupied with mecha weaponry of your choosing. Each weapon grants its own unique capabilities. Whenever you take an interlude, you can change your mech's weapons out for others. Some weapons are large enough, however, that they must be carried by both hands. Choose from the following:

**Beam Rifle:** Your mech carries an enormous rifle, which normally fires in a short range particle burst. However, it also has a long range beam function, which penetrates armor. When you use the beam function, roll Wise. On a failure, you discharge the weapon for too long, causing it to overheat--you cannot use the beam function again until you take an interlude. This weapon takes up both hands.

**Blast Saber:** Your mech has a sword made out of pure energy. Given enough time, it can cut through any solid, physical substance. Once per quick break, you may cut straight through something (or someone, if their HP is equal to or less than your Wise score) as a main action, destroying it outright. If you dual wield blast sabers, you may do this twice per quick break.

**Gattler Cannon:** Your mech has a massive gatling gun, which you can fire in a wild spray to provide cover fire. As a side action, choose an ally or object to protect; if anyone attacks that ally or object before your next turn, you may take a free, immediate attack at the perpetrator with your gattler cannon. When you take the shot, roll Resilient in addition to rolling

the attack check; on a success, you interrupt and prevent the enemy's attack entirely, even if you failed to deal damage. This weapon occupies both hands.

**Rapidgun:** This heavy machine gun comes standard with stock mecha. When you attack with a rapidgun, you can attack an additional target without suffering a penalty. If you wield two rapidguns, you can attack up to two additional targets without suffering a penalty.

**Utility Arm:** Instead of a weapon, a utility arm is a series of repair and diagnostic devices mounted to the mech. It can be used to help repair and construct objects, including other mecha. You may restore 1 armor to your own mecha, to a vehicle, or to another mecha as a side action, up to a number of times per interlude equal to your Wise score. If your mech uses two utility arms, it can restore 2 armor at a time, but is limited to the same number of uses.

**Stun Rod:** Your mech possesses a thick metal club. When this rod slams into a foe, it discharges an electrical burst that's calibrated for disabling mecha. When you attack with your stun rod, you automatically gain an advantage bonus to damage against mechanical opponents, as well as against any foes that are normally weak to electricity. If you wield a stun rod in each hand, defending against melee attacks is easier by 1.

**Tactical Shield:** Your mech carries a massive shield made from a dense composite alloy. Once per quick break, you can have an attack that should damage you instead be absorbed by your mech's shield. If you carry a tactical shield in each hand, you can do this twice per quick break.

You begin with 1 rank in the skill Engineering, and 1 other rank in whatever skill you want.

## CLASS GIMMICKS

**Analytical\*:** You are an analytical genius, at least when it comes to complex machinery. When you have time to thoroughly look at a device, gadget, or other machine, you can discern something about it. You must be physically holding the item, either in your own hands or that of your mech's. You may ask the DM one question about the item, and they must answer honestly. You can do this once per item per interlude.

**Awakened Mech:** Your mech is sentient. Either its AI has advanced enough for it to become mildly self aware, or something more esoteric is happening beyond the circuitry and metal. Regardless, it is able to act independent of you for brief periods. If you are unconscious, asleep, paralyzed, or otherwise disabled inside the mech (including disabled by HP loss), but it still has remaining armor, then you may still act and make checks as the mech for a number of rounds equal to your Resilient score. The mech is considered to be acting in your best interests--even if you are being mind controlled or possessed to do evil, the mech will do as you would have done in a normal state of mind. You can also call the mech to your location; if able, it will reach you in 20 seconds (or 2 turns).

**Built to Last:** A mech that can't take damage is no good, and a pilot that can't keep his mech together is about the same. You and your mech are as one, and together you're unbreakable. Permanently increase your Resilient score by 1. If your Resilient score is already 3, then add the new point to a different stat of your choice.

**CyberArms\*:** One or both of your arms has been replaced with a mechanical prosthetic, at your option. The strength in your cybernetic arm is roughly double what it was naturally. In addition, you may integrate a single weapon that you are in possession of into your arm, allowing you to conceal it and preventing its removal from your person. You may alternatively integrate a single set of tools--like mechanic tools, medical tools, or a lock picking kit. You can change the weapon or type of tool kit during an interlude or by burning a point, but may only have one tool or weapon integrated into each arm.

**Detection Suite:** Your mech has a complex array of radars, motion detectors, infrared and alternative spectrum cameras, and similar detection methods. You can detect unusual spikes in radio waves, heat, electricity, radiation, chi, magic, and psychic energy. Your detection suite is normally very localized (within a district, at maximum), but you can burn a point to extend this as far as you need to. You are able to see perfectly fine through utter darkness, blinding lights, magical illusions, or other obscurants. You are also able to "see" invisible creatures and things on the spiritual plane, such as cloaked robots or astral projections.

**Energy Cloak:** Your mech is installed with a specialized network of energy dampeners, which can protect it from certain afflictions. Your mech can be completely protected against heat, cold, electricity, or radiation, taking absolutely no damage from attacks of that type, and being unharmed by extremes of the relevant temperature. Your mech

can only be guarded against one element at a time. You can change which element it is protected against during an interlude, or instantly by burning a point.

**Jump Jets:** Your mech is capable of flight. You travel at full speed going laterally, but half speed when traveling upward. If you are attacked, roll Resilient (even if the attack deals no damage); on a success, you maintain your flight. If you fail the Resilient check, then you are thrown off balance and sent hurdling into the ground.

**Mechanic\*:** Your mechanical intuition lets you improve machines, gadgets, devices, and vehicles beyond their natural limitations. You can improve a machine as a main action. You can make it twice as fast, twice as strong, or twice as easy to use (though you still need to be a mecha pilot to properly pilot a mech). A single machine can only have one upgrade, but you can change that upgrade later if you wish. Improved machines are noticeably louder and bulkier than before.

**Mind and Machine:** You wear many hats. Battlefield tactician, mechanical genius, brilliant pilot. Your mech is a product of subtle refinement and trial and error, and absolutely no one understands your machine as well as you do. Permanently increase your Wise score by 1. If your Wise score is already 3, then add the new point to a different stat of your choice.

**Speed Shift:** Your mech can transform into a faster, sleeker mode or return to normal as a main action. It loses access to any other abilities and mech weapons in this mode, except for Jump Jets (if you have them). While in this mode, your mech can travel upwards of 100 mph on a good straightway, and can be occupied by up to five people. It will automatically eject the extra occupants if it transforms back.



# PRIMAL

The Earth speaks to those who listen. The wind, the mountains, the rushing rivers... even the beasts and the trees have a voice all their own. The primal are those who have learned to commune with the forces of nature. They draw their power from the ground and air and water, gaining greater aspects and abilities as they strengthen their bond with the planet. In time, an primal can blend in and out of their habitat, morphing from mortal to elemental and back with ease. More than just using the planet's power, the primal can feel and understand it.

There are many dangers to the natural order. Such hazards are, typically, what drives the wild primal to a life of adventure. Alien invaders planning to blow up the planet, demonic entities seeking to scorch the world, pollution-churning factories destroying forests in their wake... these are all tangible threats, wrongs to be righted, but none see them as strongly as the primal does. Even when life itself is not in danger, it is not strange for the primal to roam. Seeing other facets of nature up close, meeting strange animals, and breathing different airs grant the primal new wisdom. To stagnate is to die; it is imperative that the primal travels and grows. The greatest enemy of the primal is a cage, be it physical or self-imposed.

The most prevalent stats for a primal are **Slippery** and **Charming**. Slippery is key for navigating mountainsides, jungles, and even urban environments--you do a great deal of climbing, swimming, and running. Charming helps you empathize, not just with nature and the different beasts that you'll meet, but with your friends and allies. Though civilized man may not understand you, the gods and the spirits of nature will. Agility and empathy are both major aspects of the primal, and some of your gimmicks may require rolls of Slippery or Charming.

## TOOLS OF THE TRADE

Living far from the noise of the city, you consider some expanse of land out in the wild to be your home. You have the very basic essentials for survival--a stockade of food and access to water, for starters, but also enough gear to go hunting with. Hand crafted spears, knives, or even giant boomerangs are popular with those akin to you.



## STARTING GIMMICKS

**Fruit of the Vine:** You have a supernatural sway over plant life. You can prompt any flora--any tree, bush, grass, flower, or otherwise--to grow curative fruits. When eaten, these fruits either remove a poison or disease, or recover 1 HP, at the choice of the eater. If these fruits are left uneaten, they wither away and disappear after about an hour. You can grow a number of fruits this way equal to your Charming score per interlude, and the fruits don't have to be all grown at once.

**Prayers to the Ancients:** You are able to commune with the spirits of the world and the eternal gods of nature. You may--as a side action--offer a prayer to one of the following aspects, gaining the associated blessing. You may only have one blessing active at a time; if you offer a new prayer, the previous blessing is replaced. A blessing lasts as long as you will it.

**Beast:** You gain the power to communicate with animals and other natural, primitive beasts, as though you spoke their language. Your senses are enhanced, to the point that you could fight blind using only smell and hearing.

**Ocean:** You gain gills, perfect swimming skills, perfect eyesight in even the darkest waters, and the power to breathe underwater or on land.

**Mountain:** Your size and physical strength are doubled. Your Resilient score is always rolled as though it were at least a 1.

**Sky:** You can pray for the weather to change. At the start of your next turn, the weather will be altered to whatever you will it. You can summon rain, snow, even hail or dangerous winds. The weather condition will remain in the area until you will it to stop, or until you change blessings.

**Snow:** You become immune to the effects of extreme cold. You are comfortable in snowy weather and below freezing temperatures, and you cannot slip when you try to maneuver on ice or frozen surfaces. Ice-based attacks are 1 easier for you to defend against, and you can rest in unusually cold locations.

**Volcano:** You become immune to the effects of extreme heat. You can walk through a desert with no issue, unbothered by temperatures above a point comfortable for you. You do not thirst. Fire-based attacks are 1 easier for you to defend against, and you can rest in unusually hot locations.

You begin with 1 rank in the skill Nature, and 1 other rank in whatever skill you want.

## CLASS GIMMICKS

**Beat of the Earth:** Your heart beats the rhythm of the planet. You are one with nature, and all that live within it; even when you're alone, you can feel the energies of nature all around you, calling to you. Permanently increase your Charming score by 1. If your Charming score is already 3, then add the new point to a different stat of your choice.

**Commune with Nature:** You may consult the natural spirits of a location (a building, a forest, an alleyway, etc), seeking their guidance and learning their secrets. As a side action, you may ask the spirits a question about events that have transpired in the area, or the area's history, or anything else that they may have witnessed. If the area is full of life--animals, trees, and so on--then you may do this with no difficulty. If the area is barren (a warehouse, a laboratory, a graveyard, etc), then you must succeed on a Charming check to contact the spirits. You may ask a number of questions (successfully or otherwise) per interlude equal to your Charming score of any combination of areas.

**Companion\*:** You have a gigantic version of an animal as your trusted companion. A big wolf, a huge turtle, a massive boar, or some other natural creature, but large enough for you to ride. Your animal can see clearly in the dark, and can sense the presence of creatures on the spiritual plane. You can share general emotions and intents with the animal, even over a distance. The animal is treated as a permanent follower for you. Choose a property for your animal:

The animal can fly, loudly and obviously

The animal is amphibious, and can breathe on land and in water

The animal is immune to poisons and diseases

The animal has 1 armor, which it regains with a quick break

The animal is fast enough to keep up with a car or motorcycle

**Hunter's Prey\*:** You are a consummate hunter, and you never let your prey escape. If you have a figment of someone--like a piece of clothing, a footprint, a trace of blood, a spent bullet--you can ask questions about its owner. When you ask the DM the location of your quarry, the DM must answer with a correct direction and rough distance. When you are in an area, you may ask the DM if your quarry has been there, and how long ago. You may ask how long ago the quarry held or left behind the item in question. The DM must answer honestly. You may only ask a number of hunt-related questions (of any combination of targets) per interlude equal to your Slippery score, minimum 1.

**Jungle Shadow:** The world is your playground. You move as a panther in the dark, silent and agile, quick and dangerous. If your foes can see you, it's already too late for them. Permanently increase your Slippery score by 1. If your Slippery score is already 3, then add the new point to a different stat of your choice.

**Primal Rage\*:** You can let your anger consume you, your mind giving way to release the body. While under the effects of a primal rage, Wise and Charming checks are 1 more difficult for you, but Powerful checks are 1 less difficult for you. You cannot activate any other gimmicks during primal rage, or do anything that requires dexterity or fine motor skills (operating a door, drinking a potion, firing a bow, etc). Any gimmicks that are already ongoing when you activate Primal Rage continue as normal.

Your strength increases dramatically, allowing you to lift upwards of a ton. Your speed increases, allowing you to keep up with even the fastest cars. You are filled with a supernatural blood lust; if you reduce an enemy to 0 HP, you may immediately make another attack against a different target. Entering a primal rage is a side action, but returning to normal is a main action.

**Rockslide:** You can sink straight into dirt, stone, or other natural earth, moving through it as if you were swimming. You don't burrow a tunnel or leave behind displaced earth--you simply pass through the ground. You travel about half as fast underground as you would above it, and do not need to breathe while submerged in earth. You can travel through concrete, but with far more difficulty and half as much speed.

**Sprout Supply:** You can grow a simple item or entire structure out

of the ground. You can also will vines and the like to grow and attack opponents. For something small, like a tool or weapon, this is a side action. For a larger object, like a wall or bridge, this is a main action. For something truly massive, like a fortress or a ship that can carry a large crew, this can take minutes to hours. You can burn a point to grow something large instantly. Any objects you grow are made of abnormally strong grass, wood, thistle, or other materials that a plant would contain. You can spontaneously create these plants, and do not need a pre-existing plant to use this gimmick; however, you *do* need access to natural ground, like dirt, grass, or sand.

**Stone Self:** You can convert a part of your body to solid, heavy stone. You can turn your legs to stone to give yourself more weight, turn an arm to stone to use as a weapon, or even turn your heart to stone to keep poison out of it. You choose how much of your body becomes stone as necessary. You can turn a body part to stone or back as a side action.

**Tree Limbs:** You can stretch your arms out and bend them at strange angles, allowing you to grab or attack from a great distance or around corners. You can grow floral thorns and blades from your body as a side action. You can also, as a side action, grow roots into a wall or the floor below you. Once you've rooted, you cannot be moved from your current spot by any amount of force. Withdrawing your roots takes a main action.

# SHONIN

There is an energy that exists, invisible, all around us. It is known in mystical circles as *chi*. It dwells in all living things, giving them life. Shonin are martial artists, swordsmen, and other great fighters that have gone beyond simply honing their bodies and mastering their styles... they have learned to harness, manifest and manipulate chi itself. They can reach deep into their own reserves, pulling chi from within themselves and from the air they breathe, and shape it into blasts of light. They can push their chi into their skin, granting themselves unnatural resiliency. They can use their chi to move faster, and hit harder, than should be physically possible.

Shonin are able bodied combatants, the best of the best in their chosen fighting styles. To break through the ceiling of mortality, and slip past the bonds of the human form, they have ascended past fighting with their bodies alone. Some shonin build themselves up for a purpose. They may right wrongs and battle injustice with their bare hands... or, perhaps they use their incredible abilities to oppress and control, taking from those weaker than them. Many shonin live only for the thrill of the fight; they travel the countryside, seeking greater and greater tests of their skills. Some shonin seek something more, and use the pursuit of martial arts to better understand themselves, hoping to one day find true enlightenment.

For most shonin, the best stats to emphasize are **Powerful** and **Slippery**. Powerful helps you land your strikes and put enemies down when you come into conflict. Slippery makes sure that you can get where you need to be and dodge incoming threats. Shonin are fighters, first and foremost, and some of your abilities may require Powerful or Slippery rolls.

## TOOLS OF THE TRADE

A shonin lives a simple life, usually eschewing the material temptations of the world. You have access to one or more appropriate weapons (like a katana, nunchaku, or tonfas), and a private place for you to train and meditate--likely a shrine or dojo, or maybe just an open field and a meager home in the woods. Most shonin sustain themselves on the winnings from fighting tournaments, though you can also make decent money as a bodyguard or martial arts instructor.





## STARTING GIMMICKS

**Power Up:** You can ascend to a more powerful form. This may be a secret technique, the legendary form of your people, or just tapping into an inner reserve. Once per interlude, you can fully heal yourself back to Fine status; when you do, however, you escalate the situation. The current overall difficulty is increased by 1 point for everyone.

**Training Specialist:** You excel at training and preparation. For every hour that you train, add 1 to your Training Pool, up to a maximum of your Powerful score. The maximum of your Training Pool is at least 1, even if you have a Powerful score of 0. On any task that requires a burned point (failing certain abilities, lowering the difficulty, etc.) you may burn a point from your Training Pool instead, as long as you are doing what you trained for. You may also burn a Training Pool point to reroll a failed check, as long as it's part of the task you trained for (even if you don't have a skill for it). You must train for something specific ("Fighting robots" is okay, "fighting in general" is not).

You begin with 1 rank in the skill Athletics, and 1 other rank in whatever skill you want.

## CLASS GIMMICKS

**Chi Blast:** You can manipulate your chi externally, creating massive waves and shapes out of pure energy. You can throw your chi as an offensive action. You can throw generic blasts, or you may take properties from the list below. If you do add properties--and the attack successfully deals damage--roll an additional Powerful check, and increase the difficulty of the check by 1 for every property added. If you fail the Powerful check, burn a point.

Once per interlude when you fail the Powerful check, you can avoid burning a point--as long as you both gave the attack a name, and shouted that name out loud when you did the attack. If you don't deal damage with your chi blast, then you don't need to roll any additional checks. Potential chi blast properties:

The attack is homing; if it misses this round, you can roll for it again next round as a side action.

The attack explodes on impact, sending the target and everyone around them hurdling off away from each other (but only the initial target takes damage).

The attack is penetrating; it completely bypasses armor, dealing damage straight to the target's HP.

The attack is rapid-fire; you do not take penalties for extra targets, up to a number equal to your Slippery score.

The attack has a great deal of force behind it; on impact it launches you away from the target, launches the target away from you, or launches you and the target away from each other, as you prefer. You can even use this to launch yourself into the air, or traverse great distances quickly.

**Energy Weapon\*:** You can craft a weapon out of pure energy. It is a weapon of natural force, a manifestation of aggressive intent, ranged or melee at your option (ranged weapons fire ammunition that is also made of energy). The weapon lasts as long as you will it, regardless of distance from you. Your weapon can affect ghosts and other creatures on the spiritual plane. You can have a number of weapons active at a time up to your Powerful score.

**Featherwalker\*:** You can run across surfaces that should be dangerous or otherwise couldn't support your weight. You can sprint across water, acid, lava, even paper or the points of spikes as though it were solid ground. You can also run along vertical surfaces like walls as though they were flat earth, as long as you maintain your momentum. You can also fall from any height without being hurt.

## SHONIN JUMP (AND RUN, AND FIGHT, AND-)

In real life, Shōnen manga are Japanese comics aimed at young males. They typically feature male protagonists and a lot of action, with heroes trying to better themselves and overcome progressively greater foes. Elements like self discipline and perfection of skills are often emphasized. For the name of this class, I combined the word *Shōnen* with *ronin*, the word for a lordless samurai. The shonin class is a little bit martial artist, a little bit modern samurai, and a little bit stereotypical ninja, so it seemed appropriate.

**Illusory Motions:** You can move fast enough in short bursts that you leave after images, or seem to disappear entirely. When an enemy misses you with a melee attack, you can immediately make a counter-attack against that enemy. If you miss the counterattack, burn a point. Whenever you move, you can do so with such quickness that your motions are imperceptible; to the untrained eye, it will seem like you teleported.

**Insightful:** You can feel the energy of living beings. You can tell how strong someone is, not just physically, but how much energy permeates through them--though you can't tell if that energy is chi, psychic, magic, or otherwise. You can tell if someone's hurt or otherwise impaired with a glance. With focus, you can feel energy even through walls or over a great distance. This also lets you see in the dark or while otherwise blinded, using your energy detection as a type of radar. If you're incredibly familiar with someone, you can now track their energy and pinpoint their location from miles away. Finally, your awareness of these "power levels" lets you manipulate your own; you can reduce your visible power, making you seem like a normal person, or enhance your presence and aura to make people think you're a bigger threat than you really are.

**Master of the Blade\*:** You can channel your personal chi into your weapons. Any object held in your hands becomes capable of cutting, as though it were a well crafted and perfectly sharpened sword. If you will it, a weapon in your hands is indestructible. Because your chi empowers the weapon, it can hurt ghosts and other entities on the spiritual plane. Once per quick break, you can cut through something instantly as a main action, destroying it regardless of what its made of. This can even affect an opponent; if they have your Powerful score or less in HP remaining, they are immediately defeated.

**Secret Sensei:** Given a week with them, you can train anyone on the planet to be a competent martial artist. You can train up to ten people at a time; after a week's time, they will be the equivalent of a black belt fighter (albeit nowhere near as good as you). If you train more intimately with a single person for at least an hour, you may temporarily learn one of their class gimmicks, and they may temporarily learn one of yours. This sharing of abilities lasts until an interlude is taken. A character may only have one temporary class gimmick gained in this manner, and starting abilities may not be exchanged--only class abilities within reason (DM's discretion). Training with someone like this also gives you a point in your training pool, as though you had used Training Specialist.

**Weighted Clothes:** You've trained under the most rigorous conditions. You've stood under waterfalls, balanced on the tips of bamboo, and weighed yourself down for sparring matches. Some say this makes you crazy, but you know the truth: this makes you faster, and more agile, than anyone. Permanently increase your Slippery score by 1. If your Slippery score is already 3, then add the new point to a different stat of your choice.

**World's Strongest:** You've graduated from breaking boards to breaking bricks. With only an inch, your fist can devastate an opponent. You've refined your body to be a deadly weapon, unrivaled by any blade or bullet. Permanently increase your Powerful score by 1. If your Powerful score is already 3, then add the new point to a different stat of your choice.

# WITCH

In ages past, witches were... not so popular. Weavers of magic pulling at the strings of reality, they were feared by the populace at large. Witches hid out in the corners of the world, building their homes in deep forests, dark caves, and intimidating swamps. Witches did good deeds where they could--working from the shadows, influencing events, but never being heralded as the heroes they were. Many mystical forces threatened mankind, and often, it was only the work of noble witches that could fight back arcane enemies. The secrets of magic were passed on discreetly--sometimes from witch to apprentice, sometimes in well hidden tomes, other times in buried artifacts. Despite generally meaning well, witches were still ostracized and hunted by a more primitive society.

Times have changed. As the threat of magical monsters and interdimensional invaders increases, the power of magic becomes more enticing. Films, books, and other media have romanticized the concept of the witch, making the populace more sympathetic to them. Finally, witches can begin to emerge from the dark. Magic academies are popping up all over the civilized world. Witches are getting their own television shows and being employed by the government. Though still fairly uncommon, it's no longer dangerous to be a witch. ...Well, in most of Neo Dokio, at least. Witches still command a great deal of respect and sometimes fear, and there are numerous countries that frown on Jippon's pro-witch attitude. A lot of witches are still hesitant to share their secrets or act in the public eye, lest the world betray them.

The central stats for a witch are **Powerful** and **Wise**. Powerful helps you to battle against supernatural forces, and impose your desires on the world. A good Wise score ensures that you can distinguish between magics, identify strange creatures, and are well read on supernatural phenomena. Studious and powerful, some of the your abilities may ask for rolls of Powerful or Wise.

## TOOLS OF THE TRADE

Witches are often trained by other, older witches, and tend to inherit their supplies afterward. You have a decently sized house or other dwelling, probably somewhere isolated or hidden. You have numerous dusty books that you can go to for magical research, and sufficient



supplies for brewing potions with. Most witches prefer to use their magic for offense, rather than carry a weapon, but you may have a wand or staff to help you focus.

## STARTING GIMMICKS

**Potions:** You can brew potions that have unique effects. There is no hard limit to how many potions you can carry; as long as you have access to your equipment, you are assumed to be carrying all the potions you know how to make. You can distribute your (basically infinite) supply of potions however you see fit.

When you or someone else drinks one of your potions, roll Wise. On a success, the potion works as intended. On a failure, your magic cannot support the potion and it backfires, creating some strange side effect AND rendering the imbiber immune to your potions until their next interlude. This check cannot be rerolled or undone. The powers of a potion (and its unwanted side effects) depend on the type of potion. You learn to make a new potion with most witch abilities you pick up.

By default, you can make healing potions. When a healing potion is drunk, roll Wise or have the drinker roll Resilient. On a success, the drinker recovers 1 HP. On a failure, the drinker must burn 1 stat point. Drinking a potion is a side action.

**Witch Spark:** You can launch blasts of offensive magical energy as a main action. Whenever you do, you can choose whether its a fireball, a spear made of ice, or a jolt of lightning. You can also manifest these elements in smaller doses for minor tricks, such as cooling a glass, lighting candles with magic fire, or startling someone with a small shock; these harmless tricks are side actions.

You begin with 1 rank in the skill Arcana, and 1 other rank in whatever skill you want.

## CLASS GIMMICKS

**Animate:** You can give power and animation to mundane, otherwise inanimate objects. These objects become followers under your control, bouncing, rolling, or moving however else they can, and following your orders to the best of their (limited) ability. They remain animated and under your control until you choose to relinquish them. You may only have a number of animated object followers up to your Wise score at a time.

**Arcane Power:** You are a font of magical energy, a bastion of mystical force. Even those that know nothing of the arcane can sense something *powerful* about you, something great in your mere presence. Permanently increase your Powerful score by 1. If your Powerful score is already 3, then add the new point to a different stat of your choice.

**Demon's Eye:** You have replaced one of your eyes--not with the eye of a *demon*, per se, but definitely something supernatural. You can see in the dark with perfect clarity. You can see invisible creatures, astral projections, ghosts, kami, and other beings that walk the spirit world. If a creature is disguised, transformed, or possessing someone, you can see the shape of its true form. Finally, you can see curses, diseases, and other ailments in the bodies of others or drifting through the air, though you're not granted any further details about these calamities. If you choose, your eye can produce a potent glow, illuminating dark areas for your allies as well as yourself.

You can brew a potion that grants others a sample of your power, letting them see what you see until their next quick break. If the potion check fails, however, the drinker is instead blinded completely until they take a quick break.

**Flying Broom:** You can use any broom, shovel, or similarly shaped object to fly. The broom can support your weight, plus the weight of another person. It can fly as fast as a car if traveling straight and unimpeded. You can also brew a potion to grant others the same ability. When someone drinks the potion, roll Wise; on a success, the potion works as intended until their next interlude. On a failure, the person instead becomes heavy, clumsy, and awkward; Slippery checks are made at 1 difficulty higher until their next interlude.

**Forbidden Knowledge:** You know things. Dangerous, forgotten things, things that perhaps mankind was not *meant* to know. Your studies have changed your perspective, shaken your ideals, and left you with a clearer view of how things *really* are. Permanently increase your Wise score by 1. If your Wise score is already 3, then add the new point to a different stat of your choice.

**Studied [Electricity]\*:** You have spent a great deal of time studying lightning. You can fire great bolts of it from your hands, or summon lightning from out of the sky. Your lightning is strong enough to kick-start powerless machinery. You can redirect, halt, or even drain existing electricity.



If you have the Potions gimmick, you can also create an electrical potion. If the potion check succeeds, the drinker becomes magnetized; any object weighing less than them, they can pull toward themselves or repel. Any object weighing more than the drinker, they can launch themselves toward or away from. This lasts until the drinker take an interlude. If the potion check fails, this magnetism isn't voluntary--all small metal objects are *automatically* pulled toward the drinker, and they are instantly sent hurdling, without control, toward any sufficiently large metal. This lasts until a quick break.

**Studied [Fire]\*:** You have fine tuned the manipulation of fire magic, and can create intricate fires with your bare hands. You can spray flames wildly, or create concentrated orbs of heat that move to your whims. You can turn a candle's flame into a blaze, or pacify an inferno.

If you have the Potions gimmick, you can brew a potion of fire. If the potion check succeeds, the drinker of the potion becomes engulfed in magical fire (which, thankfully, doesn't hurt said potion drinker). If a character is magically on fire and an enemy makes a melee attack against them, they can roll a free counter-attack as the flames lash out. The drinker also becomes resistant to cold environments. Both effects last until the drinker takes a quick break. If the potion check fails, the drinker of the potion is engulfed in magical fire... and feels it. Though brief, the heat is intense enough to deal 1 damage to the potion drinker.

**Studied [Ice]\*:** You have put exceptional time and energy into the study of ice magic. You can form mundane and simple objects out of ice. For smaller objects, such as a sword or a battering ram, this is a side action. For larger objects (a wall capable of covering you, for example), this will take a main action.

If you have the Potions gimmick, you can also create a potion of arctic energies. If the potion check succeeds, this potion grants its drinker a certain level of *emotional cold*. Until the drinker's next quick break, defense checks against accosts are made at 1 less difficulty. These potions don't stack with multiple uses. If the potion check fails, the potion drinker becomes instantly frozen in a block of ice, and needs to be thawed by outside heat or broken out with force.

**Transmogrify:** If an enemy has HP equal to your Powerful score or less, you can transform them into a small, harmless animal (such as a cat, a pig, a chicken, etc) as a main action. You can transform people with more HP into harmless animals, as well, but only if they allow you to do so. You can unmorph any creatures you've transformed whenever you like as a side action.

You can also make potions that undo magical transformations. When someone is transformed or morphed into something other than their natural form (like getting turned into an animal, a statue, a tree, etc), they can drink this potion to return to normal. If the potion check succeeds, the drinker returns to their natural state. On a failure, the transformation or curse is reinforced, and *nothing* can turn them back for at least 24 hours. This potion does nothing if the drinker is already in their true form. If the target's form doesn't allow them to drink the potion (like being turned to stone), then splashing the potion on them will suffice.

**Witch's Familiar:** You have a familiar. It may look more or less like an animal, or it may be more monstrous and unnatural. In either case, it puts off an air of something magical and mysterious. Your familiar can speak, and you can see and hear anything that your familiar can. Your familiar can see in the dark and smell exceptionally well, but otherwise has no unusual senses. When you take this gimmick, choose one:

The familiar is small and sneaky

The familiar can fly, but is loud and clumsy

The familiar is humanoid in shape and size

Your familiar has no combat ability, and poofs into magical nothingness if it would sustain any damage. It otherwise functions as a follower. Your familiar will return, none the worse for wear, during your next interlude.

## THINGOMANCY

If you're cross-classing the Studied [Element] line, the gimmick doesn't *have* to be magical, per se. An esper with Studied [Fire] might be a pyrokinetic. A shonin with Studied [Ice] might have some secret arctic martial arts technique. A robot that has Studied [Electricity] might just be built to shoot lightning. There's plenty of room for explaining where the power came from.

# SKILLS

Skills represent your character's wealth of knowledge and talents. Unlike gimmicks--which are often unique, powerful, and sometimes superhuman--skills could theoretically be achieved by anyone dedicated enough to study or practice. You gain skills in *ranks*, with 1 rank gained every odd level. If you have any ranks in a skill, then you can burn a stat point to reroll failed checks associated with that skill. In addition, each rank you possess reduces the difficulty for checks associated with that skill on a 1-for-1 basis. For instance, if you made a check to identify an animal and you had 2 in Nature, you would reduce the difficulty for the check by 2. If you failed the check, you could burn a stat point to reroll the check.

You can use any of these skills without having ranks in them. Possessing ranks simply indicates that you are much, *much* better at these skills than regular people, and thus you are less likely to fail at them.

## ARCANA

Arcana is the study of all things magical. If you've invested in arcana, you've read your fair share of ancient tomes, witnessed mystical phenomena, and probably encountered a few extraordinary creatures. Enchanted golems, fairies, witches--these things all count as arcane entities.

Examples of arcana checks: identify a spell or potion, disable a magical trap, recall lore or history about a magical creature or artifact, discern the purpose of or learn to use a magical object, read a magical language or a language encrypted with magic, diagnose or know the cure for a curse, sense that you are being watched through magical means.

## ATHLETICS

Athletics represents general physical prowess. Swimming, jumping, climbing, acrobatics, these things are all athletic feats. Athletics isn't just a matter of physical conditioning; it's about knowing how to maximize the use of your body, and training to push past your limits. It takes more than muscles to be a weightlifter--you have to know the proper method and lift appropriately.

Examples of athletics checks: swim through dangerous waters, climb a

difficult surface, run or perform other exhausting acts for an extended period, hold your breath underwater, make a leap beyond your normal limits, run at higher speeds than you're normally capable of, maintain balance, fall from a great height without taking damage.

## COMPUTERS

Computers are a key element of the modern world. If you're well versed in the use of computers and the internet, all the information on the planet is at your fingertips. You can find anything online--everything from personal information to arcane tomes in digital formats. You can bank, shop, and even order takeout online. Those that are masters of the cyber world often have trouble explaining its importance to those that aren't.

Examples of computer checks: searching for information online, hacking into a device, playing an online game, programming, altering, or disabling a program, comprehending an artificial intelligence, digitally simulating an event, disabling an electronic trap or lock.

## CRIME

The criminal underground is a whole world unto itself. There's code words, slang, names to know--even wearing the wrong colors or walking the wrong way could reveal you as an outsider, or worse. A career criminal, or at least someone that's studied them, is in the know about a wide range of illegal dealings... and how to get away with them.

Examples of crime checks: pick a mundane lock, crack a safe, bypass a security system, hotwire a car, gather information from the streets, plan a robbery, buy, sell, or recognize illegal drugs, forge a document, recognize behavior from a local gang, get into an illicit club.

## DRIVING

Driving is a catch-all for operating any non-mecha vehicles. Boats, cars, tanks, planes, and even scooters all count for the purpose of the driving skill. Piloting a mech is far more complicated than driving a conventional vehicle, requiring more intensive, dedicated training and a certain mindset; only someone of the mecha pilot class can pilot a mech properly. You don't need to roll just to drive a car. Rather, this skill informs the ability to perform stunts, avoid hazards, and cut a

perilous path from behind the wheel. Though you normally can't use skills to reroll attack or defense checks, an exception is made for, say, ramming a car into someone, or barrel rolling to avoid gunfire in a plane.

Examples of driving checks: drive a land-based vehicle such as a car, tank, or motorcycle, steer or pilot aquatic based vehicles such as boats or submarines, or pilot air-based vehicles such as planes or helicopters.

## **ENGINEERING**

Engineering is the ability to build and repair mechanical objects. You have a basic to advanced understanding of piping, wiring, combustibles, and other basic components of the average engine or similar device. This can include not just cars, but mecha, weapons, or even the heating and cooling systems for buildings.

Examples of engineering checks: build or repair a vehicle or mecha, cut or restore power to a building, modify or restore a gun, recognize the brand or model of a machine, identify mechanical prosthetics, craft ammunition, operate a heavy gun, draft a blueprint.

## **MEDICINE**

Medicine encompasses the whole of our planet's biological sciences--not just humans, but usagi, oni, and other races with similar anatomy. If you have ranks in medicine, you have a good grasp of body processes, pharmaceuticals, and maybe even more advanced medical concepts like genetic engineering and mutations. Not all uses of medicine are beneficial; you also have a solid understanding of poisons, diseases, and the most efficient ways to injure someone.

Examples of medicine checks: diagnose or treat a disease or poison, stop bleeding and administer first aid, perform a complex surgery, turn materials into proper medicine, analyze laboratory findings, recognize genetic anomalies and mutations, create synthetic poisons and drugs, use lab equipment.

## **NATURE**

Nature is more than just lush jungles and grassy planes. Nature is burning deserts, killer tundras, and the deep dark underground. Nature is the creatures in the sky, and creatures below the depths of the ocean. If you have ranks in nature, you've experienced--or at least

studied--a wide variety of flora and fauna, and can properly survive away from civilization.

Examples of nature checks: track a creature, navigate a wilderness, forage for food, identify an animal and know its natural behavior, avoid or resist a natural hazard (such as plant toxin or quicksand), identify and treat natural poisons, recognize plants and their potential uses, craft basic commodities from natural resources, find fresh water.

## PARANORMAL

The paranormal is a somewhat broad subject, mostly encompassing spiritual, psychic, and alien phenomena. Paranormal is the science of things that science can't *quite* explain yet. It's a fringe subject, often derided or mocked by "proper" scientists, but in Neo Dokia the paranormal is very real and very relevant. If you have ranks in paranormal, you've combed through blurry photos, scoured redacted government documents, or experienced a few close encounters of your own.

Examples of paranormal checks: recognize a spirit, ghost, or psychic entity, identify or activate a haunted object, psionically imbued weapon, or other supernatural device, sense psychic or similarly supernatural turbulence, see through a psychic illusion, recognize an alien species, activate an alien technology, perform a proper tarot reading or seance, know the names of ancient demons.

## PERCEPTION

Perception is the skill of observation and awareness. If you have ranks in perception, you're a little quicker on the draw than most people. You hear things, smell things, and catch inconsistencies quicker than those around you. You might even see further, or sharper, than someone unpracticed at such things.

Examples of perception checks: notice something unusual, find an object you are searching for, deduce the facts about a crime scene, detect a hidden or cloaked enemy, recognize a trap or ambush, hear something distant or quiet, know if someone is lying or otherwise catch deceptions, recognize a forgery.

## STEALTH

Stealth is, in a way, the yin to perception's yang. Stealth is the ability to do things without being noticed, to commit deeds without getting caught. If you have ranks in stealth, you have a certain subtlety to your actions, a knowing of when to act and how to do it to avoid leaving a trail. Stealth is more than just acting quickly--it's acting quietly, and leaving nothing behind.

Examples of stealth checks: hide in the shadows, sneak past security cameras, pickpocket an unsuspecting target, tail someone without looking suspicious, walk without making noise, leave no evidence at a crime scene, find cover in a pinch, convincingly tamper with a crime scene.

## QUIRKS

Quirks are subtle nuances. They don't grant unique powers or focus in skills, but rather, fill in the more mundane blanks of your character. They can represent your personality, your intentions and agenda, or even your faults. When you create your character, you may choose up to two quirks. When your quirk affects your character's behavior in a meaningful way, you can regain a burned point. There is no limit on how often you can regain points this way.

It's important to note that quirks are usually activated by you as a player, not the DM. You, personally, choose when a quirk will get in the way of your goal--the DM can't *force* you to act. You can voluntarily forego a roll, instead automatically failing a task to activate your quirk, or simply do something irrational or dangerous to fulfill the quirk's requirements. More than just a way to restore points, these are roleplaying opportunities, and a way to really bring your character to life. Though, the DM should certainly be on the look out for opportunities to bring out your quirk, or to give you a chance to play it.

Whenever you level up, you may change one of your quirks to a different one, as appropriate. Characters change and evolve over time, and some quirks may no longer be a right fit for the character.

### ADDICTED

Most people have basic needs--food, water, air. You have something else, something that you have trouble functioning without. It could be alcohol, a particular drug, or even something more personal. Maybe there's a person you can't stand to be without, or maybe there's a place you always feel the need to return to. When your addiction gets in the way of your goals--or you endanger your allies or yourself to get access to your addiction--you may recover a burned point.

### ARROGANT

You hold yourself in high esteem. Maybe you think you're the strongest fighter on the planet, or maybe you think your vast wealth renders you untouchable. Whatever it is, your confidence does not necessarily mesh with reality, and is more than capable of getting you into hot water. Whenever your arrogance complicates a matter or makes things harder for you, you may recover a burned point.



## CAUTIOUS

You'd prefer not to rush into things if you can help it. You like to plan, strategize, and know every detail before you put yourself in any danger. One can be *too* cautious, though, and your hesitance can be a burden on those around you. Whenever your caution causes you to act too late, delay an important act, or prevents you from helping an ally entirely, you may recover a burned point.

## CLUMSY

Some people are naturally dexterous. They can pick up juggling in an instant, perform impressive feats of sleight of hand, and have impeccable balance. You... are not those people. Even after years of training at a task, you might sometimes stumble, fumble, or even fall flat on your face. You can try to work around it, but your natural clumsiness will, eventually, shine through--and at the worst possible moment. Whenever your clumsiness causes a serious problem, you may regain a burned point.

## COMPETITIVE

You like to do things the hard way--not because it's the best way, but because it's a challenge. You are always trying to push your limits, always trying to improve... and more importantly, always trying to be the best. Whenever you attempt something just because you saw someone else do it, whenever you take significant time, effort, or resources to catch up to someone, or when you challenge someone to a contest and they accept, you may recover a burned point.

## CRIPPLED

You are in some way permanently injured, damaged, or *incomplete*. You may be missing an arm or entirely blind. Perhaps your legs just don't quite work like they used to. This doesn't prevent you from adventuring, but it does tend to get in the way once in a while. When this becomes a serious liability or otherwise hinders you in a meaningful way, you may recover a burned point.

## DISTANT

To call you *insensitive* would be the nice way to put it--some outright call you heartless. The plight of others hardly seems to bother you, if at all. If someone's pain or misery doesn't affect you or your plans, then you scarcely notice it. At least, it might appear that way; perhaps you really *do* care, you're just bad at showing it. Whenever your emotional distance causes a conflict, or results in you being shunned in some way, you may recover a burned point.

## DISTINCT

You are not easy to miss. Maybe you're terribly scarred or burned, or some sort of gruesome mutant. People recoil in disgust, or run in terror when they see your face. Maybe it's the opposite problem--maybe you're some beloved celebrity, and everyone instantly recognizes you. Your fans crowd you in the street, and you can't go anywhere without paparazzi. Whatever the case, you are easily recognized and your appearance has a profound effect on those unaccustomed to you. Whenever this becomes a real burden, or hampers your attempt to accomplish something, or when you successfully leverage your distinction to your advantage, you may regain a burned point.

## FAITHFUL

You have faith in something greater than yourself. You might worship a divine power, believe in a prophecy or destiny, or maybe you're just abnormally dedicated to someone on your team. You are willing to take very perilous actions, confident that everything will work out in the end--someone, or something, somewhere, has your back. Whenever you take an incredible risk purely on faith, when you take significant time to preach your faith to someone else, or when your faith creates conflict, you may recover a burned point.

## FORGETFUL

Though you may otherwise be perfectly intelligent, you tend to be a little absent minded. You forget key pieces of information, or important thoughts get scrambled if you try too hard to keep track of them. Whenever you happen to forget something really important--like a mission critical code, or to avoid a particular trap, or something that otherwise makes things difficult for you and your party--you may recover a burned point.

## GREEDY

You love money. You absolutely adore it. There are few lengths that you would not go to if the price was right, including dangerous deeds and unethical acts. This may put you and your allies at extreme risk, endanger your broader and more important goals, or just cause your friends to see you in a less wholesome light. Whenever your greed creates a problem, you may recover a burned point.

## HONEST

You have difficulty lying. Like... a *lot* of difficulty lying. Even withholding key information may be a struggle for you. You have what some may call a *big mouth*. Whenever your refusal to deceive (or tendency to blab about big secrets) presents a real issue, you may recover a burned point.

## LONE WOLF

You are not much for teamwork. Even when a task would go much, much smoother if you had a little help, you insist on handling it alone. Maybe it's a matter of pride, or maybe just a force of habit. Whatever the reason, you feel you must shoulder your burdens unaided. Whenever your refusal to let others help you puts you in a tough spot, you may recover a burned point.

## NOBLE

When it comes to combat, you have a strict code. A certain level of dignity and poise is what separates you from the monsters you're fighting, after all. This could be one specific thing, or a list of them—maybe even an entire book of rules you must adhere to. This can include things like: refusing to fight unarmed foes, refusing to kill, or refusing to fight someone you perceive as weaker than you. Whenever your code forces you to do something undesirable (like letting the big bad guy escape), you may recover a burned point.

## OBESE

You are quite portly. Your weight isn't typically an issue, since you're likely a master of chi, a renowned mech pilot, or some other beacon of power and you've learned to work around your size. Every rare once in

a while, though, you're reminded of your roundness. Maybe you can't run as fast or as far as your companions. Maybe you have to stop and eat a little more often. Maybe you can't make it through a tight space, or you have to try twice as hard to climb a wall. Whenever your size or weight present an issue, you may regain a burned point.

## PHOBIC

You are absolutely afraid of... something. Snakes. Ghosts. Heights. Tight spaces. Girls. The possibilities are endless. Maybe it's just a slight anxiety, or maybe this thing sends you running and screaming for the hills. Maybe you're scared of *a lot* of things. When your phobia becomes a genuine issue (as in, prevents you from acting, puts your friends in danger, etc), you may recover a burned point.

## RECKLESS

Maybe you lack the patience for planning, or maybe you just get a thrill from being in danger. Whatever the case may be, you tend to leap feet first into risky situations. You gamble on your life, rarely (if ever) considering the consequences ahead of time. Whenever your recklessness puts you or one of your allies in harm's way, or otherwise jeopardizes your party's success, you may recover a burned point.

## RESOURCEFUL

You can get a lot done with very little. You can make a small team seem like an army, or turn a box of scraps into a technological wonder. You excel at, and revel in, making the most of bad situations. Whenever you accomplish something great with very few resources, or find an important use for something that appears insignificant, you may regain a burned point.

## SHY

You and social interaction don't really see eye-to-eye. Maybe you're terrified of big crowds, or maybe you just can't quite spit out the right thing at the right time. Whenever your shyness prevents you from accomplishing a critical task--or actually makes a situation worse--you may recover a burned point.

## STUDIOUS

You want all the facts. It's not enough that something has happened, you need to know *how* and *why*. You may spend hours studying monsters you've already beaten, or put undue focus on the history of the area you're visiting. Even if it doesn't really help you, you're dedicated to learning everything you can. Whenever you spend significant time, effort, or resources to study and research a recently relevant subject, or put yourself in danger to obtain information, you may regain a burned point.

## SUBSERVIENT

You tend to work best not as a leader, but working for one. It might be that you lack initiative, and are afraid to act without instructions from someone you see as wiser than you. Alternatively, you may work for a greater organization (like a company or the military), whose orders may conflict with what you really want or what your party is trying to accomplish. When a lack of orders from a superior prevents you from acting, or when acting on your orders puts yourself or your allies in a bad position, you may recover a burned point.

## UPLIFTING

You just can't bear to see someone down. There's many ways to lift someone's spirits--such as giving a rousing pep talk, taking them out drinking, buying them a gift, or even going out of your way to stop whatever is making them down. When you take any significant amount of time, effort, or resources just to make another person feel better, you may recover a burned point.

# ARTIFACTS

Artifacts are weapons and gear of unimaginable power. They're alien technology. They're divine gifts. They're objects that alter reality. Artifacts are rare, unusual, and powerful--and often, completely unique. They have history and occasionally, agendas. This is far from a complete list; talk with your DM about new artifacts appropriate for your character.

**As-You-Will Pole:** Legend says that this magical staff was wielded by the notorious Monkey King. It resembles a pole or cudgel made of black iron, with a gold ring on each end. As long as you have contact and control of the rod, you can will it to grow or shrink to any length in an instant. You can also alter its weight, rendering it impossible for a normal man to pick up, or making it as light as a feather. It's said that the pole has a mind of its own, and will only comply with the wishes of someone it likes.

**Berserker Armor:** This heavy, black iron armor was one of many forged by dwarves centuries ago. It enhances the durability of its wearer, making them able to withstand blows that would kill a normal man. It also tries to remove the inhibitions of those that don it--letting them ignore pain and fear... and possibly lose control of themselves, hence the name. While wearing this you gain 3 armor, which regenerates with an interlude; however, Slippery, Wise and Charming checks are 1 more difficult for you.

**Black Crown:** This thorned, black crown shimmers under moonlight. It is said to be crafted by a powerful necromancer that sought immortality. When placed upon a corpse, it brings the dead back to life... but only as long as the dead continues to wear the crown. A body reanimated by the black crown becomes whole again, even if they were just a skeleton before; however, they still *resemble* a ghoul of some kind, with paled skin and sunken, glowing eyes.

**Cannoneer's Gloves:** These black-and-gold gloves appear to be made of leather, but are not only indestructible, they never get dirty. A skull and crossbones adorns the back of each hand. While wearing them, you can lift and carry any firearm imaginable, regardless of its weight and size. Your superhuman strength only applies to guns. Anything else you try to lift is subject to your normal strength.

**Championship Belt:** This golden belt is stained with sweat, and bears the fighting spirit of hundreds of pro wrestlers. As long as you have this belt strapped on, you can lift about two tons, or 4000 lbs, overhead with your bare hands.

**Cursed Bandages:** These bandages were stored in a museum for years before disappearing in a major heist. Allegedly, they were once bound to a powerful pharaoh. While wearing the bandages, you can turn parts of your body--or your entire body--into sand as a side action while still maintaining your basic shape. In addition, your mere touch causes a painful rot on living skin, which can be used as a main action to deal damage.

**Dark Smoke Pipe:** This pipe is always full of its own magical tobacco. When you breathe it out, the smoke is thick, and so black that normal people can't see through it. You can exhale an abnormal amount of the stuff as a side action, easily blocking out a hallway with the dense fog. Whoever exhaled the smoke can see through it perfectly.

**Dashing Boots:** These leather boots are adorned with fancy wing designs on the sides. Though they look heavy and cumbersome, they're surprisingly light and comfortable. While wearing the boots, you can run faster than most vehicles. You can also walk or run across the air, as long as you are only going in a straight line.

**Deadman Revolver:** This dusty old six shooter has an intimidating presence. If it's used to kill a target, it absorbs their soul; it can absorb up to six souls at a time. Absorbed souls can be summoned to fight one battle as a follower of the wielder, as though the victim still had their body; alternatively, an absorbed soul can be conjured to answer one question truthfully to the best of their ability. In either case, the soul is freed after use.

**Dragon Armor:** This glistening scarlet armor appears to be made out of dragon scales... and perhaps it is. Whoever wears this armor becomes immune to heat and fire-based attacks, and able to breathe bouts of fire themselves.

**Excalibur:** Though the handle of the sword is solid, the blade appears to be a sharp, ever shifting wind. The blade acts like a solid, normal sword when swung. Excalibur has numerous other functions, however; it can create a sweeping wind wall around the wielder, push foes back by aiming the sword at them, pull foes in by forming a vortex, or propel the user forward by aiming the blade behind you.

**Flying Cloud:** This fluffy, golden cloud can soar through the air, and support the weight of a couple of full grown adults. The cloud seems to have a mind of its own, and can be called by its friends; however, it will only let the pure of heart ride atop it.

**Gatebreaker:** This heavy stone hammer once belonged to a god. Once per interlude when Gatebreaker is brought against a door, lock, window, set of bars, shackles, or other method of passage or confinement, it automatically opens. While you grip Gatebreaker, you can fall any distance without being harmed.

**Ghost Train Ticket:** This glowing ticket is partially see-through. When held into the air, the ticket can summon a ghostly train with a skeletal conductor. The train can take you to any location you can name and describe, and will pass through walls and phase through existence to take you there. Once you arrive at your destination, the ticket and train fade away.

**Hammerspace Bag:** These bags come in a variety of shapes and sizes, from duffel bags to purses. They are actually portals to personal pocket dimensions; they can hold an infinite number of items. If you can shove it into the bag, you can hoard it. Despite this, the bag never feels any heavier.

**Heart's Compass:** This compass was once the property of a legendary pirate. Once per interlude, you may hold the compass and make a Charming check; on a success, the compass will point in the direction of whatever your heart most desires.

**Infinity Spear:** This ornate spear has an aura of violence about it. While the spear is held, the wielder can summon similar but simpler looking spears. These spears can be telekinetically manipulated and launched by whoever carries the real Infinite Spear.

**Lilit Mirror:** This strange mirror has decorative snakes and wings about its frame. Any transformed being that gazes into the mirror returns to its true form. Each time the mirror is used like this, it cracks; it can be cracked three times before breaking entirely.

**Lux Charm:** This golden gem hangs from a necklace, and is warm to the touch. Whoever wears the Lux Charm can manipulate sources of light, like candles or light bulbs. You can create total darkness by snuffing light out, or enhance light to become blinding. You can see perfectly fine in either, as long as you wear the charm.



**Mirrored Shield:** This ancient shield was forged in Tengoku, and wielded by long forgotten heroes. Despite its age, its surface has a perpetually reflective surface. When the shield is used to successfully defend against an energy attack, like a fireball or a laser beam, the attack can be redirected at another target as a counter-attack.

**Old Monk's Bones:** As their name implies, these nunchaku were crafted from the bones of a skilled monk. When you succeed on an attack check with the Old Monk's Bones, you may automatically disarm the target of any weapons they're wielding.

**Pelt of the Beast:** These cursed hides can be made from a variety of different animals, such as a boar or wolf. When you wear it, you can turn into a werebeast version of the animal as a side action. You grow dramatically in size, and gain sharp claws and fangs. You move faster, and your senses are enhanced to a supernatural level; however, you lose access to any gimmicks you have access to. Changing back to normal is a main action.

**Pretty Compact:** This beautiful makeup compact is a gift from the magical girls of the future. By opening it and gazing into its mirror, you can magically change your clothes into whatever outfit you desire. The outfits produced by this have no special properties; they may be very extravagant or well made, but bestow no special powers.

**Robe of Arachne:** This silky violet robe was made by a witch many ages ago. It features designs of webs and eyes all over it. While wearing it you can climb walls, sprout up to six additional arms like your own natural arms, and spin webs from your wrists as though you were a spider.

**Secret Key:** Though shaped like a normal, silver key, it is actually formed from thousands of tiny, adjustable parts, which let it fit into any lock. An alien device, any door opened with this key opens instead to a blank pocket dimension unique to the key. Once the key is removed from the door, the door goes back to normal.

**Shieldkiller:** There are numerous Shieldkiller guns in various styles, from rifles to long barrel pistols--even mecha-sized guns. Though they bare similar aesthetics, no one is sure who made them. Bullets fired from a Shieldkiller ignore armor, boring straight through even the toughest metals and tearing right into a foe's HP. However, the gun has a profound impact on the very soul of the wielder; when you fire a Shieldkiller, roll Resilient. On a failure, burn a point.

**Skeleton Key:** Though rare, there exists multiple of this item, all hunted for by unscrupulous black market types. This strange, bony looking key can fit into any traditional lock and open the door as if it belonged there. Whenever the key is used, roll Slippery; on a failure, the key shatters, and its fragments turn to dust.

**Sneaking Suit:** These technological marvels were stolen from a foreign government's top secret laboratory. While wearing a sneaking suit, you can become completely invisible as a main action. You can become visible again as a side action.

**Tiger Mask:** Though this tiger-like mask is weathered and worn, it stands the test of time. It has been worn by a lineage of previous wrestlers, and it becomes more powerful as its imbued with more fighting spirit. While wearing the mask, your grip cannot be broken; once you've taken hold of something (or someone), only you can choose to let go. Not even cutting off your arms will relinquish your now detached grip.

**Teleportation Belt:** This strange looking belt has a glowing, swirling buckle. It was brought to this plane by beings from another dimension. While pressing down on the belt buckle, you can teleport to any location that you can clearly visualize. Teleportation in this method is a main action. Anyone touching you at the time will teleport with you.

**Transcendent Tonic:** This potion was brewed by a mad witch; its formula seems impossible to replicate, though anyone with arcane knowledge can identify its effects. When the entire bottle is drunk, the imbiber's spirit instantly leaves their body; this functions identical to an esper's Spirit Projection gimmick.

**Universal Translator:** This combination of a visor and headset was created in Neo Dokia using technology salvaged from an alien invasion. It allows you to read, write, speak, and understand any language you hear enough of, or stare at for a long enough period of time. It comes pre-loaded with a variety of strange extraterrestrial languages. A crafty engineer could probably install this directly into a mech.

# NEO DOKIO

With a population of roughly 18 million, Neo Dokio is the largest city in the world, and the capital of Jippon. Though it's referred to as a single city, Neo Dokio also includes and encompasses a number of rural neighborhoods, coastal settlements, and areas of barely settled wilderness on the outskirts of the major metropolitan areas. There are even a handful of islands considered to be part of the city! Neo Dokio is separated into fifty town-sized *districts*, which tend to be segregated by their purpose or what types of structures are built there. The sheer diversity in infrastructure and land, and the staggering number of people living in Neo Dokio, makes it a hotbed for unusual activity. Everything from mass hauntings to alien invasions to subterranean monster attacks have gone down in some part of the city or another.

## ECONOMY

Jippon has one of the most powerful economies in the world, with Neo Dokio being Jippon's leading source of industry. Manufacturing of books, small electronics, robotics, medical supplies, and vehicles all take center stage in Neo Dokio. Neo Dokio is also the center of finance and management for the rest of Jippon, with most of the country's major corporations placing their headquarters squarely in the Zan Gyou district. Neo Dokio is also one of the global innovators in the field of transportation--the city's maglev systems are the envy of the developed world.

On a smaller scale, Jippon is one of the top ten countries for the export of fish, thanks in no small part to dedicated fishing districts in Neo Dokio. Neo Dokio has hands in coastal fishing, offshore fishing via larger ships, and even deep sea fishing. Tourism has always been a big source of income for Jippon, and the last five to ten years has only seen that business increasing. The official currency of Jippon is the *zenni*, typically represented as a *z* (as in, "this new shirt costs 12*z*").

## HOUSING

Well over half of Neo Dokio's citizens live in apartment complexes or dormitories in residential districts. Apartments often come with basic furnishings, like a bed, couch, and laundry equipment, though most tenants rush to replace these simple, bland items with something more personal. Any apartment building worth its salt features vending

machines for sodas and snacks. Apartments are typically rented on a month-by-month basis, though less savory individuals hoping not to be bothered might pay for months in advance. Residential districts aren't all apartments, however--they often sport small blocks of traditional housing, and a plethora of convenience and grocery stores, as well.

Nice, large homes mostly stand out in the country. No one wants their house crammed in between office buildings, nor do they want to deal with the riffraff that occupy apartments. Actual neighborhoods are uncommon, but not unheard of, in Neo Dokio. Most houses are built with substantial distance between them, owing to the vast amount of open terrain on the edges of Neo Dokio. There are a handful of residential districts that operate like a conventional neighborhood, with local schools and the like, catering to the upper end of the middle class. Intense focus on business, and lessening opportunities to socialize, has greatly slowed down the number of families cropping up in Neo Dokio; as such, most of the housing structure caters to individuals, not families. Many salarymen and women working full time jobs and living out of an apartment dream of having a house and family in a nice neighborhood, but statistically, few reach that goal.

This has also caused an odd shift in social tendencies: the age at which most young people move out of their parents' house is increasing. Faced with the prospect of living isolated in an apartment, many are waiting until their 20s or even 30s to get their own place. Relatedly, there's a growing trend in those that do rent apartments to share them with other young people rather than living alone.

Due to how much the average professional commutes in Neo Dokio, hotels are also an extremely lucrative business. Even someone bordering on broke can find an affordable hotel room, though it might not be the most luxurious stay imaginable. People with wealth to spare can splurge on a fancier hotel room, with room service, wifi, or even a hot tub. "Novelty" hotels are also a growing source of entertainment in the last decade, with hotel rooms themed around particular concepts (a wild west hotel room, an ocean themed hotel room, etc).

## TRANSPORTATION

Neo Dokio is a big place, and most of its citizens must make a lengthy commute from home to work. For this reason, the most popular form of transportation is magnetic levitation trains, or maglevs. These advanced trains use magnetic systems both to lift the train and to drive it forward, allowing it to travel along special railway paths without ever touching the ground--and thus eliminating friction. A maglev can reach

speeds of up to 300 mph, though they tend to average around 160 to 200 mph. They're substantially quieter *and* require less upkeep than conventional trains. Maglev stations have been established in almost every district, with multiples in the larger districts. Train tickets can be bought individually, but most people will end up buying an annual pass at a discount.

Travel within a single district tends to vary. For residential districts, which lack highways and have less distance to traverse, bicycles and bus stops are both fairly popular. People who spend a great deal of time in large commercial districts--such as those in big business--may own or rent cars. All cars in Neo Dokio are electric cars, with the more densely populated districts bearing plenty of charging stations. Fully charging the average automobile costs about 3z.

Taxi cabs were once all over Neo Dokio, but they've fallen out of style as demands shift. Private transportation networks are becoming all the rage. In most cases, these are just corporate-owned drivers that are paid to carpool employees of their company, but a few personal services exist as well. Personal transportation networks usually involve a phone app, which can be used to signal part-time drivers in the area that their services are needed. The paid driver then acts as a sort of unofficial taxi, taking the customer to their destination. Because this tends to be cheaper than professional taxis--and provides income for people that work other jobs on the side--this sort of "pirate taxi" service has become more prominent than genuine taxi companies. This has caused some significant conflict in recent years, with legitimate taxi companies trying to shut down these less professional programs.

## ENTERTAINMENT

The life of the average citizen in Neo Dokio is very work centric. As such, there's plenty of demand for ways to "wind down" after work. Big entertainment districts typically sit right next to major commercial districts. Karaoke bars, arcades, cafes, outdoor noodle shops--these all give adults somewhere to loosen their ties and forget their troubles for a moment. Attractions in the style of amusement parks have also been on the rise, from small roller coasters to tarot reading tents and game booths. These typically cluster together, forming miniature parks unto themselves.

Because the average person in Neo Dokio spends so little time at home, entertainment tends to be quick and accessible. Handheld video games and phone games are far more popular than console games--owing in no small part to a proliferation of wifi hot spots embedded in almost

every street light. TV shows and animation were on the decline for years, but have picked back up as such programs took to the internet and phone apps, rather than sticking exclusively to television. Comics are a big hit among kids, as are trading card games and other portable excuses to interact.

Though sports aren't extremely popular among the populace, those that do enjoy them tend to be very dedicated and vocal, keeping the business alive. Baseball stadiums are frequently sold out, and Neo Dokio's figure skating venues draw crowds and competitors from all over the world. Motor sports have been on the decline for commercial reasons, but instead have gone underground in the form of street racing. Full contact sports, like boxing, pro wrestling, sumo, and especially martial arts contests are some of the biggest draws.

## RELIGION

Neo Dokio does not have a single, universally accepted religion. Numerous religions over the centuries have intertwined and dispersed in the region, and now take the form of numerous broad, general beliefs without a unifying header. For most of the public, religion is background noise. The average citizen will celebrate religious holidays and give money to local shrines, maybe even attend festivals when convenient, but aren't especially devout in their beliefs. Adventurers in Neo Dokio may be a little more active about religion, however--especially those that have actively fought demons, witnessed acts of the gods, and walked the spirit realm.

Gods, also known as kami, are embodiments of basic things and concepts. There are gods of the rain, gods of cats, gods of fertility, gods of pretty much everything. With prayer and offering, the spirit that resides in a single tree may grow and gain power, becoming the god of its surrounding forest. That small forest god can become stronger still with more intensity from its worshipers, potentially becoming god of *all* forests, and with lesser gods like it once was falling under it. Most spirits and gods are intangible, existing in or around their element. Only gods with power behind them can physically affect our world, and rarely do they manifest and walk among us. The spirit in a tree can do little but help its tree grow; the god of a forest may be able to bend the wood and the grass to its will. A god of all forests would be able to walk the ground, springing up trees in its wake.

Shrines are established to please the spirits and gods alike, and to ward off negative forces. Offerings can be given to the shrine to please and empower local kami, which is said to bring good luck. These shrines

are tended to by priests and priestesses, who perform rituals to stay in the good graces of the gods and spirits, and protect Neo Dokio from evil. Most shrines are generic, and not aimed at any particular deities, though more powerful kami may get a shrine built to them specifically. The One Goddess of the Sun, in particular, has numerous well furnished shrines built to her all over Jippon. Some people even have small altars at home that they pray at, requesting aid or just good fortune from the spirit realm. Statues representing more popular gods and goddesses are also common.

Most religious people in Neo Dokio believe in reincarnation, and that good people can be reincarnated as powerful spirits on the way to godhood. For this reason, veneration of the ancestors is also considered important. Funerals are very somber, with dedicated rites to ensuring that souls pass on to the next form appropriately, rather than haunting the mortal realm as a ghost. If you live a good life, its written, you may get to become a god someday--or even ascend to the golden shores of Tengoku, where you can live happily for all eternity.

## LAW ENFORCEMENT

Each of Neo Dokio's districts is a distinct entity, with its own representatives and its own police force. Districts have gotten progressively more and more independent and powerful in their own right, which has made legal issues very complicated. Police from one district may not have jurisdiction to pursue a criminal into another district. Laws can vary subtly between district lines. Because red tape puts so many restrictions on Neo Dokio's police, they're often derided as ineffectual or incompetent.

This has also lead to a rise in vigilantism. Private detectives, corporate spies, masked heroes, and general problem solvers are now thoroughly rooted in the larger districts. Corporations and even anonymous politicians frequently employ the work of private mercenary companies, some of which are rumored to be armed better than Neo Dokio's own military. The use of unrestrained, unmonitored mercenary forces has stirred serious controversy, as these "*police for hire*" tend to be more violent and invasive than real police.

## MERCENARIES

While police can adequately handle minor crimes, they're ill equipped to deal with superpowered criminals and mystical monstrosities. The need for better armed protectors (without calling in the Jippon military

every five minutes) has helped mercenary groups gain traction. There are countless smaller mercenary outfits all across Neo Dokio, usually resigned to a section of a district or working for a particular company, but there's also a handful with political leverage and major ambitions. These groups constantly fight for contracts, struggling to gain control of Neo Dokio through questionable means.

**Mars Company:** Mars Company isn't stationed exclusively in Jippon--in fact, they're not even from this *planet*. Mars Company got its foothold in Neo Dokio only in the last few years. They're an intergalactic defense force for hire, often bringing in alien soldiers to help fill their contracts. Though they're eager to accept any and all species into their fold, they rely exclusively on their own alien technology. Anyone from this world joining Mars Company must spend months learning how to fire extraterrestrial guns, and use alien gadgets and terminology.

**PALE:** One of the largest mercenary organizations in the world, PALE is an international corporation whose employees fight foreign wars, in addition to doing jobs all over Jippon. PALE soldiers are heavily armed and heavily armored, and said to have the most brutal training regimen in the world. Allegedly, PALE also employs the use of biochemical enhancements, pumping their mercenaries full of medicinal concoctions that aid their strength and resiliency. As a result, PALE soldiers have a sunken appearance, with skin that's... well, pale.

**Silverarm:** Relying less on manpower and more technology, Silverarm is one of the foremost buyers of AutoDoll technology. Silverarm mercenary squads consist entirely of sleek robots, controlled by tactical teams from remote facilities. Silverarm gunships work on the same principle--they're deadly airborne drones, armed to the teeth, which can be piloted from many miles away.

**Wyvern, Inc:** In the highly competitive world of mercenary contracts, it's hard to get an edge. Wyvern works by utilizing weapons other companies fear to. Wyvern mercenaries use magic, extradimensional technology and psychic phenomena as frequently as they use firearms. They hire and train espers, witches, and whatever else they can get their hands on. Former employees of Wyvern have described the organization as almost cult-like; it's said that they fight not strictly for business, but to be ready for some vague and sinister threat in the future.



## MILITARY

Jippon's old military was left in shambles after the first alien invasion of Earth, roughly 120 years ago. The Jippon Defense Force, or JDF, was established shortly after Dokio was rebuilt as Neo Dokio. The JDF is broken into four branches: ground defense, air defense, maritime defense, and the mecha division. Jippon in general has very strong pacifistic leanings, and thus, the JDF has never been used for war. It exists solely for the defense of Jippon and its people. Even attempts to bulk up the JDF, or to use the JDF for the protection of allied nations, has been met with hostility and protest from the populace.

The JDF are never used for internal security, law enforcement, or other police action. Much of their work is relegated to disaster relief--helping with out of control fires, searching for missing persons after natural disasters, cleaning up after untethered espers, things of that nature. They stay ready to defend Jippon from outside threats--not just other militaries, but demonic incursions, giant monsters, extraplanar phenomena, pirates, time traveling robots, and whatever else may try to sink its fangs into Jippon this week. The JDF has been looking to incorporate more esoteric methods in recent years, but the transition to stranger methods has not been a smooth one. Espers and witches have been brought into the JDF uneasily, and suggestions to replace human soldiers with robotic ones have been shot down repeatedly.

## MECHA

The mecha division of the JDF was officially established 50 years ago. Giant combat robots were deemed the best method of battling the giant monsters, or *daikaiju*, that were beginning to attack the country. Initially, the JDF worked with larger, more cumbersome mecha; as time wore on and more testing was done, the mecha were built progressively smaller, lighter, and faster. Modern JDF mecha are about 18 feet in height. Though clearly the most specialized branch of the JDF, the mecha division is also the most popular. Big robots beating bigger monsters always makes the headlines, and videos of daikaiju fights are plastered all across the internet. Some JDF mecha pilots have become minor celebrities in their own right.

The popularity of mecha in Neo Dokio has grown more than the government would prefer, with the sudden surge in personally built and privately owned mecha making the country's leaders quite uncomfortable.

## WEAPONS

Gun control in Neo Dokio is, in most districts, very strict... in theory. Gun and ammo registration is heavily regulated, and the process for getting a firearm license is lengthy, with numerous and frequent tests involved. Shotguns for home defense are the easiest to acquire, but even those require the average citizen to jump through many hoops. Low level criminals, without access to serious resources or black market ties, tend to wield swords, clubs, or knives instead of firearms.

That being said, there's a very lucrative black market in Neo Dokio. Gangs with enough manpower make an exceptional amount of money sneaking guns into the city. Less ethical laboratories often fund their work with weapon development, either for high paying businesses or for vast criminal empires. Major corporations and even some mercenary groups pay off local police to turn a blind eye to their weapon stockades. In addition to the various arms manufacturers all over the globe, demand has begun to rise for alien technology--laser blasters and disintegration rays, psychic weapons, and other anomalous devices make serious money on the internet. Getting such weapons restocked, let alone repaired, is a very thorny task; thus, such weapons are considered niche, and not humored by serious criminal groups. This has only driven demand up higher by collectors and enthusiasts.

Mecha technology is also becoming more popular. Though most criminals don't want to dabble in giant robots (they're not exactly covert), the internet age is making it easier for mercenary companies and private hobbyists to get their hands on blueprints and parts for personal mecha. Whole forums and websites are dedicated to constructing mecha on a budget. Police already struggle to deal with gunrunners and drug dealers--they're woefully unprepared to pull over mecha. District laws, similarly, have been slow to catch up on mecha regulation; some districts are more "mecha friendly" than others.

## ALIENS

Mankind's first recorded interaction with extraterrestrials was about 120 years ago, and it was not a pleasant one. Alien invaders attacked the whole of the planet, targeting major cities and wreaking havoc across the globe. Dokio was completely destroyed in the first invasion, burned to the ground by flying saucers. Our technology was ill prepared to deal with them; modern scholars believe it was actually earth born microbial infections that stopped the invaders from annihilating us entirely. The alien forces hesitantly withdrew before more severe damage could be done, and Neo Dokio was built over the ruins of old Dokio.

Events advanced rapidly from that point. What alien technology could be salvaged from a handful of successful battles was reverse engineered. Computers, rockets, weapons--everything seemed to jump ahead by decades. By the time more otherworldly forces showed up, we were ready. Invaders from outer space, creatures from other dimensions, arcane beasts from the planet's core... every threat to the planet's safety has been repelled. Jippon has found an uneasy peace, albeit one that must be defended constantly.

Of course, it's not all been bad. A few alien species have met our world's leaders on good terms, negotiating treaties and cutting deals. As it turns out, there's plenty of extraterrestrial races that find our culture absolutely *fascinating*, and they're happy to offer us technological secrets in exchange for a window. Aliens, and inhabitants of parallel realities, happily buy our music, movies, and even food. They've given us not only a leg up on communication technology, but a few even help to protect the planet they've come to love. Most of the world's population hesitates to welcome these galactic foreigners, unfortunately. There's still much debate as to whether aliens should be allowed citizenship, let alone housing or political pull. The aliens that live among us now are seen with distrust and sometimes, hatred.

Jippon is one of the less accommodating countries for alien visitors, owing to a remembered soreness over the destruction of old Dokio. Many stores will refuse to serve extraterrestrials, and a few districts ban their presence entirely.

## DAIKAIJU

Stories of giant monsters have existed since... well, forever. Great sea serpents were said to patrol the edges of the map. Ancient heroes battled with multi-headed dragons and towering cyclopes. These tales fell into the realm of myth, their details blurred and their inherent truths forgotten... until about 60 years ago.

Technology had advanced by leaps and bounds. The various governments of the world were experimenting with new ideas for power... and for weapons. When a 150 foot monster rose from the seas, stomping toward the coasts of Neo Dokio, the news reported it as another alien attacker. Once the dust had settled and scientists began to dissect the creature's body, however, the horrible truth was slowly unraveled: this was from Earth. It was an ancient monster, once sealed away, and awoken by foreign bomb testing.

The first daikaiju attack prompted the Jippon military to establish its mecha division. Daikaiju appearances, though not frequent, are common enough to keep the need for mecha recognized. Daikaiju come in a variety of flavors--some are from space, some comatose beneath the ocean, and some were magically sealed away centuries ago. Some daikaiju have even seemed to arrive from *the future*. Some attempts have been made to engineer biological "counter-daikaiju," or daikaiju that could be put to service for Jippon. These ventures have always ended in disaster, and genetic experimentation with daikaiju DNA has since been outlawed in Neo Dokio.

## THE PARANORMAL

There are many supernatural entities, ghosts, and paranormal monsters dwelling in Neo Dokio. Vengeful spirits, or onryo, are the souls of the departed wronged upon death. When someone's anger is so great that they refuse to depart the mortal realm, they become an onryo. An onryo may lose itself in its vengeance, unable to stop killing after exacting its revenge. Shiryō are simply ghosts--the spirits of the dead with unfinished business. They may linger in our realm to try and deliver a message, to prevent others from dying as they did, or because they were so attached to a particular place that they refuse to let go. Ikiryō are the disembodied souls of the still living. This is usually done intentionally with psychic or magic power, but there are stories of those that became ikiryō against their will.

Yokai are creatures of the spirit realm, but not ghosts, per se--they often exist in both the spiritual and physical planes, simultaneously. Some are foul, murderous monsters, while others are merely mischievous. Some are native entities of the spirit realm, while others were once human, or grew out of human behaviors. Some yokai were even kami, once, but became corrupted and polluted, becoming something new. Some yokai are even helpful, bringing good fortune and gifts. Though monsters exist all over the world, yokai seem to exist exclusively in Jippon. Some say the boundary between the mortal world and the spirit world is thinnest in Jippon.

## DISTRICTS OF NEO DOKIO

Here's a list of some of the more notable districts in Neo Dokio. This section is far from complete; Neo Dokio is a *huge* place, and creative DMs are free to come up with new districts that might be wedged in between.

**Denki Oshiire:** This district is considered *the* subcultural hub, and most prominent shopping district, for manga, anime, video games, miniatures, computer parts, gadgets, and other “nerdy” endeavors. Conventions, major game releases, and similar events have reinforced Denki Oshiire as a sort of holy land for geek culture. Posters and billboards are everywhere, and some whole buildings have been redesigned to resemble fictional locations.

**Hakanai:** Once a bustling metropolitan district, Hakanai was ravaged by an out-of-control esper. Now it is nothing but floating debris, broken buildings, strange monsters and crazed psychics, drawn like a moth to a flame. The desperate sometimes find their way to Hakanai, either to pick apart the junk that lines the wreckage, or as a place to hide. The JDF have been trying to clean Hakanai up, but terrifying beasts and psychic maelstroms have slowed things down.

**Horitsu:** Debatably the most important place in Jippon, Horitsu is where the governing forces of Neo Dokio--and the rest of the country--reside and work. Large, regal buildings are scattered about. At the center of it all stands a massive castle, rebuilt from before even old Dokio, where the empress of Jippon signs her decrees.

**Kakurega:** While most of Neo Dokio has built steadily skyward, growing more corporate and industrial, the world seems to have left Kakurega behind. Its buildings have a very “old world” feel; because it never modernized, its store spaces are all quite affordable. Kakurega is full of hole-in-the-wall bars, offbeat shops, and up-and-coming bands. There are more slants and stairs than straight streets, as few parts of the district are on flat ground.

**Little Venus:** A significant portion of Neo Dokio’s extraterrestrial population lives, and works, in Little Venus. It is a bizarre and appropriately alien district, with streets crowded by otherworldly vendors, and buildings covered in signs unreadable by the average human. The original, true name of this district is no longer known to anyone; people mostly blame the aliens for that.

**Manabu:** Mostly built around a larger shopping square, Manabu has a reputation for its art and counterculture leanings. There are numerous schools and universities in Manabu, including Neo Dokio’s first experimental witch academy. Small cafes, book stores and street performers line the roads, and most of Manabu’s residents live in nearby dormitories. Almost every wall features a mural or painting across its surface.

**Moja Giya:** Once the absolute center of the robotics world, Moja Giya was filled with factories and laboratories. A freak accident occurred a few years back, however, and the robots began to revolt. About half of the district is blocked off now, with police at constant war with out of control mechanical menaces; the other half of Mojo Giya treads on, heavy industries pumping out androids and cybernetic implants. Smoke blackens the air; the pollution from Moja Giya can be seen from almost anywhere in Neo Dokio.

**Nekobasho:** One of Neo Dokio's islands, Nekobasho was a nameless center for fishing and silk-worms in decades past. Cats were brought to the island to scare away mice; now, the cats rule the island. Cats are *everywhere*, which has made the island into a unique tourist attraction. There's still a couple of standing villages, mostly occupied by elderly residents and fishermen. Otherwise, it's miles and miles of forests and cats and empty houses. Some say the sheer number of cats has also made the island a node for the magical.

**Nemashita:** Amply familiar to the working class, Nemashita is packed to the edges with cheap apartment buildings and small houses. As space starts to run thin, the various complexes have been forced to build upward, creating impressive towers of small, often poorly kept complexes. Convenience stores are everywhere; since most people living here can't afford a car, it's important to be able to shop within walking distance.

**Po-to:** A district on the coast, Po-to is where a significant amount of Neo Dokio's shipping in and out of the city takes place. In recent years, it has started to become something of a tourist site, as well. Small amusement parks and arcades have begun to crop up along the unused docks in tight clusters, giving more life to the once subdued district. Crime is prevalent on the docks after midnight.

**Reisei:** A large but lightly populated district, Reisei mostly consists of fields, lakes, and sporadic forests. Because of its tranquil, calming atmosphere, it's also a popular site for shrines, museums, and parks. There are no real neighborhoods here, per se; huge houses and other structures have vast distance between them, necessitating bus travel.

**Shinku:** A coastal district, Shinku was where many a fisherman made their living decades ago. As the fishing industry grew bigger and moved to roomier districts, Shinku began to fall into disrepair. A few still live here, but Shinku is mostly abandoned houses and rotting docks now. It's been said that this district is haunted by the ghosts of drowned fishermen, and that various creatures from the sea stalk the foggy alleyways.

**Tanoshikatta:** A popular and beloved region of Neo Dokio, Tanoshikatta is where most go to have a good time after hours. Bars, noodle shops, novelty stores, theaters, and other distractions are packed in tight. No matter where you go or where you turn, there's always something new to see or do. All the neon signs in this district make it a shining beacon at night, and the destination of many after a hard day's work.

**Zan Gyou:** A massive district, Zan Gyou is massive buildings as far as the eye can see. Considered the most important business center of Neo Dokio--possibly all of Jippon--Zan Gyou is a hub of banks, office buildings, TV stations, and major corporations. Most white collar workers commute to the Zan Gyou district every day, though CEOs and other major players have residential towers here.

## OTHER REALMS

Though details blur from one old text to another, there are said to be numerous alternate realms beside our mortal one. It is from these realms that many monsters, demons, yokai, and perhaps even angels arrive from.

**Jigoku:** Said to be Jippon's version of Hell, Jigoku is the origin of oni and other demonic entities. Jigoku's geography is marked by rivers of blood, howling black winds, and enormous skull-shaped mushrooms. The ground is rocky and uneven, and the creatures that inhabit Jigoku are terrifying. Though most souls are reincarnated after death, the foulest, most evil, most sinful of spirits are instead trapped in Jigoku, where their soul will begin to warp and change to resemble the beast they were in life. Legends say there are ways out of Jigoku, none of them easy.

**Meido:** Meido is a sort of purgatory, a check-in station for the dead. Those that have committed both good and evil in life are measured by the gods here, their worthiness evaluated, and their next form decided. Those that are destined to be resurrected (through magic or science) are typically forced to wait here, rather than be sent elsewhere or reincarnated. Some beings have been waiting in Meido for a long, long time, anticipating the day that they return.

**Ryugu:** Built by the dragon sea god Ryujin, Ryugu began as a single palace beneath the ocean. Since ancient times it has expanded, becoming a sub-aquatic city with coral and crystal walls. It is said that those within the boundaries of the city can breath water as well as they can air, though few can cross the depths of the ocean to reach Ryugu

to begin with. Occasionally, portals to or from Ryugu are opened in Neo Dokio. Ryugu disregards technology, though the populace is in no way offended by it; they've simply taken to magic, rather than science.

**Spirit Realm:** The spirit realm exists parallel to our mortal world. It is the world that the kami inhabit, and where ghosts wander. Most creatures in the spirit realm are invisible to us, even though they exist all around us. Some gifted people can see figments of the spirit realm, and occasionally, something may choose to cross the boundary. When someone with the gift of astral projection leaves their body, their soul takes form in the spirit realm.

**Tengoku:** Very little is known of Tengoku, the legendary paradise or Kingdom of Heaven. When souls are measured in Meido, the purest, most worthy of souls may be sent to Tengoku, rather than reincarnate. Old scrolls claim that Tengoku is where the *tennin* are born from, beautiful women with feathered wings. It is unknown if there's a connection between the mythical tennin and the genetically engineered "angels" that wander Neo Dokio.



# HAZARDS

Not enemies, per se, hazards are environmental and situational issues that can complicate a situation. They can prove problematic for the heroes, or even work in the characters' favor--depending on how well the party can cope with their presence.

## BLINDNESS

Smoke, darkness, bright lights--there's many ways to inhibit someone's ability to see. Some characters may be able to detect their surroundings without eyesight, utilizing chi, magic, or psychic power. For characters that can't, being blinded is a serious handicap. A Wise check can be used to listen closely, and attempt to gauge where a threat might lie; without knowing roughly where an enemy is, attacking can be outright impossible. Even if you know *more or less* where your foe stands, a successful strike is still more luck than skill--a Charming check may be more appropriate than a Powerful check for hitting the mark while blinded.

Incidentally, if your enemy is blinded and you aren't, successfully attacking and avoiding their attacks is much, much easier. All attacks against a blinded foe automatically gain the advantage bonus to damage. When a blinded enemy attacks, you can choose to dodge normally (Slippery, Resilient, etc), or use Charming--since luck is the only way they're going to hit you anyway. Be warned, however: not all enemies rely on eyesight. Monsters can smell, sense tremors, detect energy, and otherwise overcome blindness with some frequency. Some creatures may even be *naturally* blind.

Cases like thick fog or tall grass might not offer total blindness; rather, you can only properly target people *very* close to you. If you're near enough to see your foe's outline, then you can attack them as normal; over a greater distance, you are considered blinded. A Wise check can help you follow the rustling of grass or the sound of footsteps to where your enemies are.

## CURSES AND TRANSFORMATION

In a world of yokai, monsters, and magic, there's many strange and mystical ailments that can befall a hero. Ancient tombs trapped with curses, creatures and spells that can change a person's body, even

weapons that affect the very soul instead of the body. While poisons and the like can be treated fairly easily, curses and transformations tend to be more difficult to remove. They often require esoteric methods, or other forms of magic, to properly deal with. An Arcana-based Wise check can be made to know what methods to investigate. Many witches can also brew potions that cure curses and transformations. Curses also tend to be very specific; this list should provide a decent baseline for coming up with your own curses, however.

**Animal:** A popular move among witches, and a good reason not to go drinking random potions. A character affected by this magic becomes a small, non-threatening animal, like a frog, chicken, or cat. As an animal, you are limited by... well, whatever that animal can normally do, which doesn't tend to include speaking. Gimmicks can still be used, though it may take some time to adjust to having an animal's chi, brain, or appendages--but nothing is *technically* stopping a pig from launching energy blasts or piloting a mecha.

**Clumsiness:** This curse seems to mostly befall those that wrong a spirit or god--such as stealing from a temple's donation box, or breaking into a locked tomb. As long as you're magically clumsy, picking up or retrieving an item on your person, drinking a potion, or doing anything else that requires manual dexterity takes a main action instead of a side action. Removing this curse is usually as simple as praying for forgiveness from the entity you offended, though some sort of gift may be required.

**Filth:** Often contracted by lingering too long in a filth licker's hideout, or similarly grungy location. This curse is resisted with a Charming check, rather than Resilient. If you're affected, you become... well, filthy. Dirt beneath your fingernails, grime under your eyes, an unmistakable yet enigmatic odor... and no amount of washing will get it out. While under the effects of supernatural filth, all checks that may be influenced by your appearance (that is, almost all social checks) are more difficult by 2. Washing in certain enchanted bodies of water can remove this unfortunate curse.

**Corrupted Chi:** Technically a transformation of the spirit, rather than the body, corrupted chi involves having one's chakras disrupted. There are forbidden martial arts techniques that can cause this, now used mostly by ninjas. If your chi has become corrupted, it no longer flows properly, preventing you from using chi-based techniques. Meditating extensively with a true master of the martial arts can repair corrupted chi.

**Petrification:** Made most famous by the gorgon Medusa, petrification slowly turns its victim to stone. Many ancient dungeons and temples are trapped to inflict this disease, either through blood-soaked bolts or through gray mist, rigged to be sprayed on and inhaled by unwary travelers. Non-player characters turn completely to stone within seconds; heroic protagonists tend to be more resistant. While inflicted with petrification you begin to feel heavy and clumsy; all of your Slippery checks are more difficult by 2. There's stories of acupuncture techniques, performed with golden needles, that can cure petrification.

## DISEASE AND POISON

There's a wide variety of diseases and poisons one can contract. Typically, a disease will make various types of checks more difficult for player characters, but may have more drastic and intimidating effects on non-player characters. Some can be contracted via bites or scratches; others are ingested or inhaled. Poisons and diseases are usually resisted with a Resilient check, and can be treated with the right equipment and a solid Wise check. Some diseases or poisons may require very specific or hard to find supplies to cure; a Medicine-based Wise check can inform you of how to treat different effects. Feel free to alter the flavor on these illnesses and toxins to suit your needs, or come up with new diseases of your own.

**Green Poison:** The most common type of poison, green poison can be used in a multitude of ways. Vile assassins may even coat the blades of their weapons with it to poison those they strike. While poisoned, even menial tasks can be painful; whenever you make an attack, or otherwise engage in a task that would exert you physically, roll Resilient. On a failure, you take 1 damage. Side actions can be taken without much difficulty. Antidotes to green poison are fairly easy to acquire and sold at many drug stores.

**Nekomata Disease:** An illness contracted from the bite of a nekomata. Victims of Nekomata Disease become feral; their eyes become milky, they begin to foam at the mouth, and their posture becomes more hunched and uncivil. For normal people, this can result in them become wild and violent. Protagonist characters are more resistant to the effects, and only suffer a minor penalty. While inflicted with Nekomata Disease, your Wise and Charming checks are more difficult by 1. This disease

can be cured with an interlude.

**Radiation Poisoning:** Being exposed to high levels of ionizing radiation can cause radiation poisoning. Nuclear wastes, unprotected sections of power plants, and even certain monsters can inflict radiation poisoning. Every round spent in a heavily irradiated area, roll Resilient; on a failure, you've contracted radiation poisoning. Radiation poisoning causes severe nausea, but also affects the body's ability to heal and defend itself. While affected by radiation poisoning, all of your Resilient checks are more difficult by 2. Curing the contamination is doable, but tends to be very involved.

**Tranquilizer:** A very modern sort of "poison," often employed by medical facilities and scientists. A person injected with tranquilizer will be chemically pacified, finding it difficult to continue fighting. Most people will just pass out, though heroes of GAG aren't most people. If you've been affected by tranquilizer, your Powerful checks are more difficult by 2 until you take an interlude.

## DROWNING/SUFFOCATION

In real life, a normal human being can hold their breath from anywhere between 30 seconds and a few minutes. The world record, as of this writing, is around 22 minutes. Since anime characters are a *little* more over-the-top than real people, we'll round it off and say the average character in Gratuitous Anime Gimmick can hold their breath for at least 20 minutes. Every minute after that, make a Resilient check; on a failure, you fall unconscious (and die on your next turn; it takes about 10 seconds to drown if you're unconscious). However! Getting tossed around and hit can make it harder to hold your breath. If you take damage from an attack while trying to hold your breath, make a Resilient check; on a failure, you are no longer holding your breath.

## EXTREME HEAT/COLD

When it gets *too* hot or cold, it's more than just uncomfortable--it's dangerous! Proper gear, such as heavy winter attire, can stave off the effects of extreme temperatures. Every hour that you spend in outrageous heat or cold, roll Resilient. On a failure, burn a point or take 1 damage. You cannot take a quick break or interlude while in extreme heat or cold.

## FALLING

In real life, the average distance for a fall to be lethal is about 50 feet. At about 150 feet, death is almost guaranteed--though there's stories about people in real life surviving falls of further. World War II pilot Alan Magee fell over 20,000 feet and survived, though going through a glass roof may have spread out the impact. So what about an anime character?

If you fall less than 50 feet (about 4 or 5 stories), you can presumably take the force of the drop. No damage, though it won't be fun. If you fall more than 50 feet without some way to slow yourself down, roll Slippery to tuck, roll, and distribute the impact, or Resilient to absorb the impact outright. On a failure, you take 1 damage. If you fall more than 200 feet (about 18 to 20 stories), roll Resilient--because at that point, no amount of tucking and rolling is going to help. On a success, you take 1 damage; on a failure, you are dead. Not unconscious, but dead. As a side note, a person would need to fall from about 1,500 feet to start approaching terminal velocity. If you fall from that height or greater, roll Charming, because only the gods can help you now.

## NOXIOUS GAS

Poisonous vapors can come from any number of sources. They can be the result of pollution, byproduct of industrial labor, engineered bioweaponry, or even naturally occurring. As long as you don't breathe in, you don't get poisoned; holding your breath in a toxic environment follows the same rules as holding your breath underwater (see **Drowning/Suffocation**, above). If you end up breathing in dangerous gases, you become poisoned.

## PSYCHIC MAELSTROMS

When an esper becomes untethered, bad things happen. Heavy use of high end esper powers can sometimes leave a psychic "stain" on an area, altering its local reality levels. Objects might telekinetically drift on their own, walls might bend or twist in uncomfortable ways, and there's an overall feeling of uneasiness to anyone present. While inside a psychic maelstrom all thoughts are distorted, and concentration is hard. All Wise checks in a psychic maelstrom are more difficult by 2.

## SLIPPERY GROUND

Great cold can cause the ground to freeze. Uneven terrain, shifting sand, or wet floors can also make it hard to gain traction. Slippery checks that may be impaired by the surface you're moving on are more difficult by 1. If you successfully attack an enemy, you have the option of shoving them across slick floor or ground, sending them skidding away from where they currently stand. When you fail a defense check against an attack, the enemy has the same option to slide you.

## THIRST / STARVATION

Being trapped underground, buried under a building, lost in a desert, or other spots of isolation can present a very different kind of threat. Without something to drink, you can survive about 5 days--after that, it's a Resilient check every day. On a success, you make it another day. On a failure, well... you don't. For food, the barrier is a little broader; you can make it about 3 weeks before you need to start rolling Resilient checks for hunger.

## TRAPS

Traps come in all shapes and sizes. They might be modern security systems, or ancient ploys to thwart tomb raiders. Noticing a trap in the first place is usually a Wise check. On a success, you notice the trip wire, the unusual plate in the floor, the thin laser light, or the perfectly round holes in the walls. Beyond that, it's usually a Slippery check to start avoiding the giant rolling ball, the arrows, the spike-filled pit, the swinging scythes, and/or the big gout of flame.

A very devious trap might not even offer that. Violent strobes might require a Resilient check to not be disoriented. A locking door and enclosing walls might require some quick thinking and elaborate planning to escape. A sudden spray of acid from the floors might just do damage outright. Flooding chambers, magnetic plates, unwanted teleportations, alarms to alert nearby enemies--the possibilities are endless, if you're vindictive enough.

## RUNNING A GAME

One player is the DM in Gratuitous Anime Gimmick. As the DM, you take the weighty responsibility of constructing and controlling the world. You play all the non-player side characters, all of the monsters, and all of the events going on in the background. You guide the players, you keep track of initiative counts, and when it comes to it, you are the referee. When a question is asked, you are the one that answers it. When a rule needs to be interpreted, you get the final say. Running a game is quite a bit different from playing in one, and this section looks at some of the important things to keep in mind.

### SCENES AND DIFFICULTY

A game session is typically designed with various “scenes” in mind. The heroes stumble upon a dead body. They stop a bank heist. They enter an old, haunted forest. The natural flow of events will take players from one scene to the next; once they fulfill their purpose in a location, they will go somewhere else with a new goal. After your players find clues to a murder, they’ll begin tracking down the killer. If the bank robbers escape the scene of the big heist, the players will probably chase them. Once in an old forest, they’ll begin to make their way through the various sections of it. Events lead to other events, chaining together to eventually form a cohesive story. Pieces of the puzzle are put together, missions are accomplished, headway is made.

Every scene has a difficulty score, and that’s decided by *you*. For an early game scene with little pressure, the difficulty could be a 3 or a 4. When things start heating up and the tension rises, a 5 or a 6. For a huge battle with the real villain of the story, a 7 or an 8 may be appropriate. When a scene “transitions” is subjective; the tone of the game may switch even while the characters are in the same place. Imagine: the heroes have snuck into a secret laboratory, and are looking for clues to a string of monster outbreaks. They’re alone in the dark, combing over old notes and looking for hidden passageways. The difficulty might be a solid 5.

But suddenly, the owner of the laboratory returns! He’s genetically modified himself into a monster! The first thing he does upon spying

# RUNNING A GAME

the heroes is pull a switch, unleashing the rest of his modified creatures to attack! At this point, you might hike the difficulty up to a 7, letting the players know *that things just got real*.

You should always let players know what the difficulty is, and inform them when the difficulty changes. You can place a single die in the middle of the table, and turn it to whatever the difficulty is. Alternatively, write the difficulty on a piece of paper--big and bold--and leave it where everyone can see it. Knowing the difficulty helps players understand the risk, and more accurately aim for their goals. Depending on how things go, the difficulty may be a rollercoaster ride, rising and lowering over the course of a single game. Maybe the heroes fight off all the laboratory monsters, but the evil scientist gets away--and the players decide to try and figure out where he could have ran to. Researching the doctor's other properties, or looking into his contacts, would probably be a 3 or a 4 difficulty.

## ROLLING DICE

As much fun as rolling dice is, it's not always necessary. The players' characters are strong, capable anime heroes with superpowers, magic, and special fighting techniques. Some things, like jumping over a knee-high fence or kicking in a wooden door, are trivial. Don't make players roll for trivial things. There's nothing exciting about failing to do something simple. *Do* make the players roll when a task is difficult, and always try to have an interesting result ready if the player fails. In combat, the penalty for failing a roll is a wasted turn, or damage taken from a botched defense check. *Out* of combat, failure should have its own unique repercussions.

If a character tries and fails to pick a lock, it should set off an alarm or alert a nearby guard. Maybe that guard has a key on him, but now the players have to work for it. Failure should never be a *dead end*. It should introduce complications, new challenges and unwanted results, but it shouldn't stop the players cold. Make the players struggle, but don't shut them down completely--offer alternatives. Offer side roads. Failure can still move the game forward, though the characters may take damage or lose resources in the process.

In the same vein, don't make players roll if the outcome is impossible. A human with no powers cannot will himself to fly. A person that's never studied magic cannot spontaneously conjure a spell. You may suggest a longer path to take--like purchasing a jetpack, or hunting down an old tome to learn a spell from--but don't make them roll dice just to flatly tell them "no" afterwards.



## IMPROVISING

These rules don't cover everything. Period. Your players may ask a question this book doesn't have answers to. Your players might want to try something *perfectly rational* that's not explored in this text. Heck, this book could be *wrong* about something. The rules could be inconsistent. The rules could be stupid. It happens. One of the biggest keys to tabletop roleplaying is this: **the DM has the final say**. If you don't like something, change it. If you think something should be added, do it. Change the rules. Ignore the dice. Make up powers. That's not just true for a game-to-game basis, but in campaign design, as well. Invent new monsters, and artifacts, and hazards. This book is a guideline, a leaping off point--*you* run the game, and *I* haven't thought of everything. Do what works for you and your group.

## BUILD AROUND YOUR PLAYERS

It's fine to have a goal in mind for your game. Have ideas ready. Have bad guys written up and prepared. Have a vision of where things could go, and how to maybe nudge the players in that direction. Also be ready to throw *all* of that out the window. Players are, by and large, unpredictable human beings with their own ideas and their own intentions. Be ready to build around them. Be ready to read into a character's agenda, their personal desires and their interactions with other characters, and offer that character something that drives them *specifically*. Not all characters are going to be virtuous heroes looking to right wrongs! They might be after money, power, or political gain. They might be anarchists looking to bring the system down.

It *helps* if you discuss the game with your players ahead of time. Let them know what kind of session you want to run. Talk to them about their characters, their quirks, and what they want to do. Meet them halfway and make a game that satisfies you *and* the party. *Build around your players*. If the whole party wants to run greedy criminals, start the game off with a big score. If the party wants to be a squad of mercenaries, run a big, official mission from their employers. You can work from there, establishing concepts and villains and plans in a way that feels natural. Let the players carve their own path into your world--don't *railroad* them, or force them from point A to point B. Entice them. Lure them. Dangle what they really want in front of them, and use that to drive a story forward. All the cool monsters and amazing set pieces in the world meaning nothing if the players don't want to be there and have no attachment to what's going on around them.

# RUNNING A GAME

By the same token, *make your players the protagonists of your story*. It's fine to have interesting side characters, but they should be exactly that: side characters. Your game should be about your players. They should be the heroes of it. Make things personal. Get them involved. Play off of their backstories. Give them reasons to interact and feed into that. And--this is very important--*give them a chance to play their quirks*. Put the coward in scary situations. Give the lone wolf a chance to put himself in danger. Challenge the noble character's code of honor. Give the stupid character a chance to do something *profoundly* stupid. Your players want to roleplay. Let them. *Enable them*.

Also figure out ahead of time how the characters are going to meet. One of the hardest things about designing a campaign can be figuring out how the heroes run into each other, and why they stick together afterward. Feel free to discuss it with the players! Having the characters be friends or co-workers or allies before the game even officially starts can make things infinitely easier. Otherwise, you need to find reasons to make them stick around. A shared goal, a personal vendetta that permeates the whole of the party, a secret that must be kept--get creative, and encourage your players to work with you.

## BONUSES

There are two possible bonuses, which let players deal more damage on attacks: uniqueness bonuses, and advantage bonuses. The uniqueness bonus is gained when a player does something interesting, different, or entertaining to deal damage. Hand this out *liberally*. You should absolutely reward players for thinking outside the box. Encourage unusual methods and breaking away from the standard rut of "I attack it. I attack it again." Make your battlefields interesting! Streetlights, cars, boxes of weapons, industrial machinery, hazardous chemicals, pitfalls and spikes and conveyor belts--give the players room to get weird! If you reward players for lateral thinking, they'll keep doing it.

Likewise, don't be afraid to give out the advantage bonus when the players are really trying. A character aims for the giant eye on your cycloptic creature. A character rips hot wires out of the walls to electrocute your robots. A character tries to flood the room to exterminate a weird chemical monster. Even if *you* hadn't thought about an enemy's weaknesses, humor the ideas your players are throwing at you. Would it work? *Would* it be especially effective? Like the uniqueness bonus, the advantage bonus rewards being clever and really considering the threat at hand. Don't be afraid to admit that the players have come up with something good.

## REWARDS

The most obvious reward for a finished session is experience. Gratuitous Anime Gimmick doesn't use a compounding experience score for player characters; rather, characters just level up when the time feels right. Don't be afraid to hand out level ups. After a serious arc is completed, or even after a particularly tough game, give the players a level. Levelling up in the first few sessions is especially important, since a level 1 character has so few options. The difference between having one power, and two or three powers, feels immense. Once the party has a few games (and levels) under its belt, you can start slowing down the advancement, giving them levels after major goals or accomplishments or minor arcs are completed.

Of course, there are other ways to reward players, as well. Give narrative rewards--political power, fame, equipment, new allies, an army to lead or a building to call their own, or an airship... things that give the players more options and make them feel like they've earned something. If a player shows interest in a local gang, give them a chance to join that gang. If a player shows interest in an NPC, give them an opportunity to interact with that NPC. If a player is serious about being a local cop, let them be promoted. Look at what the characters are about and what they want, and let them earn that.

Also: artifacts. Artifacts are magical items, technological marvels, or other tangible things as outlined in the Artifacts section of this book. Artifacts are a big deal. Maybe a major villain wields one, and one of the heroes gets to keep it when the big bad guy is defeated. Maybe the artifact rests on an altar in some ancient temple, waiting to be picked up by someone worthy. Maybe an old witch is selling one in some forgotten alley--not for money, but in exchange for a dangerous and lengthy favor, or something important to the character. Artifacts have legends around them. Artifacts have *auras* and a sense of presence. They can shape and define what a character *is*. Make them significant. Don't hand them out--give the players a chance to discover them, to *earn* them. Make the artifact feel like it was fought for, even if you planned on letting the player have it the whole time.

...But also, don't be stingy. People love getting cool stuff. Talk with your players about what kind of neat artifacts they might want. Give a class powers it wouldn't normally have. Is one of your party members super sneaky? Give him something that facilitates that. Cater to your players and their individual styles. Make them feel like their artifacts were custom made for them.

## KEEP IT FRESH

A minor thing, but important all the same: keep it fresh. If the last couple of sessions were bloody fightfests, hit the players with a low key investigation. If the players have spent half the campaign in subway tunnels and warehouses, give them a car chase or send them to another dimension. Party's getting tired of robots? Throw a dragon in there, shake things up. Not every game has to be combat, or political intrigue, or researching magical societies, or breaking into secure facilities, or tough ethical dilemmas. Neo Dokio is a big city with endless possibilities and diverse locations, and there's an infinite number of other worlds out there. Take to the sky. Dive beneath the ocean. Shrink the party and fight sentient bacteria. Send a comet at the Earth. Bring in a travelling circus full of evil clowns. Go crazy.

## LETHALITY

A player's character has been knocked out. His friends are still up and able. You're the DM, and you must decide: should the bad guys keep fighting the conscious, or finish off that knocked out player?

The answer is all about context. Are the players fighting the big, evil, nefarious, nasty villain that's been plaguing them all campaign? Or are they fighting a bunch of random goons? Characters will die--this is inevitable, but death should be *cool* and *dramatic*, and push the rest of the party to fight harder. Nobody wants to die to faceless mooks. It's your game, and you can run it how you want--but personally, I recommend playing softball until it really matters. Make death count. Make it stick. Turn that one big bad guy into a *really* big bad guy.

# BESTIARY

Here is a listing of various foes, enemies, monsters, and other generic bad guys. You're certainly free to make up your own, as well, as the campaign requires; this is just a little something to get you started.

## READING THE ENTRIES

**HP:** This is how many hits the enemy can take. Whenever an enemy takes damage (either from attacks or accosts), its HP is depleted. When its HP hits 0, the enemy is considered defeated.

**Armor:** This is how much armor the enemy sports. Attacks will penetrate armor first, then go to HP. Accosts, and attacks with certain properties, will penetrate or bypass armor entirely.

**Difficulty:** This is a rough estimate of how tough an enemy actually is, at least when facing down a party of 3 or 4 player characters. It's not an exact science.

If an enemy is 1 star (★), they're almost no threat at all.

At 2 stars (★★), they work decently as minions; it would take a sizable number of them to really scare the heroes.

At 3 stars (★★★), a group of 3 or 4 would be a decent threat, or only a couple with a stronger monster at their side.

A couple of 4 star (★★★★) monsters might make the players sweat.

At 5 stars (★★★★★), the enemy by itself could give the party a run for their money.

The DM is free to alter HP and Armor counts as the need arises. This can make a single monster more dangerous for a more dramatic encounter, or help ease off of a smaller, less prepared party. Note that some enemies can deal damage as side actions, unlike player characters. Enemies are still limited in that they can't perform a single type of side action multiple times per turn.

## ACID GEL

6 HP

Difficulty: ★★★

A byproduct of industrial waste, acid gels are big, shimmering blobs, about twice the size of a normal human. They can make themselves as solid or fluid as they need to get through a given area, often oozing through grates and under doorways. Their entire body is extremely acidic, easily burning through wood and bone. Acid gels attack by forming solid appendages, and swinging them at potential threats. An acid gel's greatest weakness is, oddly, water.

When you fail a defense check against an acid gel, roll an additional Resilient check. On a failure, you are pulled into its gelatinous mass. As a main action, you or an ally can make a Powerful check to try and pull you out, or just attack it from within. If you are still inside the ooze on the acid gel's turn, it can use a side action to automatically deal you damage. An acid gel can only have one person inside it at a time.

When attacked, an acid gel will splatter in small portions. Its body is heavily acidic, and will burn anyone that touches it. When you make a successful melee attack against an acid gel, make a Slippery check; on a failure, you take damage from the splashing acid. This is considered a counter-attack for the acid gel.

## AUTODOLL

1 HP / 5 Armor

Difficulty: ★★

AutoDolls are mass produced unpiloted mecha. They are programmed for basic combat scenarios with select contingencies, but can also be set up for more specific tasks. They are low budget robots, nowhere near the quality of piloted mecha. They are considered "stock," often used in large numbers to make up for their ineffectiveness. In a mech war, AutoDolls would be the front line infantry.

AutoDolls are, by default, equipped with a heavy machine gun and a knuckle guard or baton. Some can be ordered with shields or jump jets for short-term flight. They otherwise lack the intricacies and customization of a true mech. Because they are unmanned robots, AutoDolls are immune to poisons, diseases, and accosts. Attacks with an electrical element gain advantage bonus against AutoDolls.

## BIOLUN

16 HP

Difficulty: ★★★★★

Though classified as a daikaiju, Biolun is actually a gigantic *plant*. Biolun resembles a massive rose with fangs inside, connected to an intricate network of huge, thorned, prehensile vines. Biolun is a scientific mishap, an experiment in splicing daikaiju DNA and plant DNA gone awry. In addition to lashing out with her vines, Biolun can launch a ball of corrosive sap as a side action.

Though Biolun can move, pulling itself along the ground with its vines, it prefers to root itself. Once rooted in a safe place it can begin to steadily increase its size, absorbing nutrients from the environment. When killed, Biolun explodes into small spores; if these spores are not disposed of, any one of them can begin growing into a new Biolun. Biolun has attacked Neo Dokio many times in this manner, with a single spore often narrowly escaping. The largest Biolun on record was almost 300 feet tall, though other iterations rarely made it close to that size.

As a plant, Biolun is weak to fire, acid, and traditional poisons. Poisoned or burning attacks made against Biolun gain an advantage bonus to damage.

## BOSOZOKU GANG MEMBER

3 HP

Difficulty: ★★

Bosozoku gangs are roving bands of rebels without a cause, young delinquents and motorcycle enthusiasts stirring trouble where they find it. They typically wear leather jackets and, aside from their bikes, attack with improvised weapons like chains and baseball bats. They often see themselves as warriors, comparing their biker tribes to ancient samurai, though they rarely protect anything more than their streets and their pride. Bosozoku gangs fight each other as often as they combat outsiders; any alliance between gangs rarely lasts.

If you're struck by a bosozoku gang member, be careful: they are very quick and very skilled at theft. They've been known to steal the shirt right off a victim's back halfway through pummeling him, not to mention any valuables in your pockets. On successfully dealing damage in melee, a bosozoku gang member gets to take one item from you, automatically.

## COCKATRICE

5 HP

Difficulty: ★★★

A mythical creature that has somehow found its way across the ocean, cockatrice resemble something between a chicken and a toad. They're large, almost perfectly round and standing a little taller than a man. Though they mostly attack awkwardly with flailing talons and a sharp beak, a cockatrice has one nasty trick up its feathered sleeves--its breath can turn you to stone. A cockatrice can huff thick, gray mist as a side action, targeting anyone near it at the time. If you're in the vicinity, roll Resilient; if you fail the check, you're infected with petrification. A cockatrice can fly, but not very well, and not for very long--they're way too fat to get much distance.

## ECTOPHASM

3 HP

Difficulty: ★★

Not a ghost, per se, an ectophasm is an accumulation of spectral energy and substance. They can shift between the physical and spiritual world at will, becoming "invisible" to human eyes. They tend to congregate in haunted areas, created by the lingering forces of real spirits. Ectophasms are large, rotund creatures with grotesque faces and small arms, but no legs to speak of. They float through the air, terrorizing their location but rarely dealing any real damage. They mostly shake furniture or knock things over when no one's watching.

Ectophasms can drift through walls and other solid substances, though they move much slower through things than they do through the air. An ectophasm will leave behind a sticky fluid, called ectoplasm, at both their entry and exit points. They can also, as a side action, phase through a person as a form of accost; getting drenched in ectoplasm tends to leave you shaken and grossed out.

## FILTH LICKER

2 HP

Difficulty: ★

Filth lickers are small, child-sized goblin-like creatures with a single eye each. They move in to abandoned homes and other filthy, cluttered locations where they can hide in the shadows. Their hair and skin is greasy, and they alternate between being bipedal and running on all fours. They come in a variety of colors, from moldy green to bruised



pink. They use their long, sticky tongues to lap up slime, hair, and other filth where they find it.

Filth lickers try to avoid humans unless they've got a sufficiently sized group. They can be incredibly savage when they have a numbers advantage. They mostly prefer to inhabit dirty places and feast on dirt and grime. Most of their damage is dealt with accosts, rather than attacks. Though they might bite or scratch, it's easier for them to frighten off trespassers with their grotesque tongues and crude behaviors. You can get an advantage bonus to damage by focusing on the filth licker's big, weird eye. They are also repelled by light, as a general rule, and will stick to the shadows when they can. Filth lickers are notoriously nasty, and despised even by other monsters.

## **GIANT BOAR**

**6 HP**

**Difficulty: ★★**

Some say it's the magic that permeates the forests of Jippon; others speculate that local truffles are retaining radiation from old experiments. Whatever the case may be, some of the boars around the wilds of Neo Dokio are exceptionally large. Giant boars are both powerful and relentless, charging furiously into battle and seeming immune to pain. The thick tusks of a giant boar can uproot a tree with one good charge, and will often send adventurers flying across the battlefield.

## **GLITCH**

**5 HP**

**Difficulty: ★★★**

The result of an ambitious but tragically failed virtual reality experiment, glitches are digital constructs given presence in the real world. They stand humanoid in shape, but blockier and composed of shifting static and numbers. When they move they seem to jump around, warping in and out of existence and teleporting brief distances. Their touch seems to disagree with functioning reality, resulting in a painful, displaced feeling and disorientation. They have no known agenda, and no attempt to communicate with them has ever succeeded; they mindlessly attack major computer installations and large collections of data, harming anyone who gets in their way.

Electrical objects have trouble functioning in the presence of a glitch. Around a couple of glitches, it takes a successful Wise check to make a phone, computer, or other device work as intended; around a larger

group of glitches, such a task is hopeless. Glitches can also warp themselves through televisions, computers, and other networked devices. They tend to avoid areas without active wifi, and large amounts of pure electricity make them struggle to keep their shape. Anything that would try to force them to assume a “true form,” or collect their bodies into a cohesive singleness, causes them incredible suffering.

## HORNET SWARM

4 HP

Difficulty: ★★

Jippon has some of the largest hornets in the world, measuring at about 1.8 inches long. They’re big enough to be known, colloquially, as “sparrow bees.” They’re also very territorial and incredibly aggressive, attacking perceived invaders in massive swarms. A Jipponese hornet’s venom attacks the nervous system, shutting down the victim’s capacity to fight; if you fail a Resilient check after taking damage from a hornet swarm, treat it as being affected by tranquilizer.

## ONIGAWARA

1 HP / 3 Armor

Difficulty: ★★

Though thought to be closely related to oni, onigawara are better described as looking like ugly goblins or animals. Small statues or roof tiles resembling oni or other generic ogres decorate shrines and other old buildings all over Jippon; typically, it’s the presence of dark magic or yokai that bring these stone entities to life. Onigawara will pretend to be normal statues until a potential victim draws near, at which point they’ll spring into action. The scratch or bite of an onigawara can inflict petrification on a failed Resilient check.

## JOROGUMO

12 HP

Difficulty: ★★★★★

Jorogumo are creatures with the upper half of a woman and the lower half of a giant spider. They tend to hide out in dark places, like caverns or abandoned warehouses, where they craft massive webs. They often attempt to bait victims into their lairs, feasting on everything from stray cats to human beings, but a hungry enough jorogumo may wander out and actively hunt for prey. Though driven purely by the will to survive, jorogumo are fairly intelligent and crafty, and known to set traps. There are many stories of men following the sound of a flute,

or rushing to aid a woman shouting for help, only to find themselves snagged by a jorogumo's web.

Jorogumo have two human arms and eight strong, spider-like legs, with which they can climb walls and ceilings. They can spin strong, sticky or stretchy webs from spinnerets in their wrists or lower abdomen. When treading through jorogumo webbing, all physical Slippery checks are more difficult by 2. They can also use this web offensively as a side action, blasting it to pin their foes to walls, to blockade entrances, or even to catch the ceiling and reel themselves to safety. A jorogumo can even create a network of thinner webs to sense vibrations, alerting them to possible intruders. Jorogumo webs are extremely flammable.

When a jorogumo sinks her fangs into you, roll Resilient; on a failure, you become infected with green poison.

## **KILLER ROBOT**

**2 HP / 6 Armor**

**Difficulty: ★★★**

Once built for defense and similar services, some robots malfunction and turn on their creators. Many were unfinished when they woke up, giving them a horrifying, mutilated appearance. A normal combat robot will be built with a machine gun equivalent, letting it attack up to two targets per turn. They are incredibly strong, easily able to rip off a car door or punch through a brick wall--a robot has no qualms engaging in melee combat if approached. Robots are easily scrambled by excess electricity; an electrical attack gets an advantage bonus to damage against a robot. Going after an exposed power source is also a good idea, if the robot's generator isn't properly protected.

## **LIVING STATUE**

**3 HP / 5 Armor**

**Difficulty: ★★★**

Constructs brought to life by magic, living statues are often deployed in castles, temples, and other ancient structures. Living statues tend to resemble normal statues, especially other statues in the area; they only begin to animate when an unwanted visitor or perceived threat draws near. They can resemble a lion, a demon, or even a guard armed with a sword and shield, as is appropriate for the aesthetic of the place they protect. A Wise check can detect that a statue is "not like the others" before it springs to life.

Living statues are made of the same material as real statues--that is, stone, bronze, iron, or even solid gold. When you fail an attack check to strike a living statue with a mundane weapon, that weapon breaks.

## MAD MEDIUM

**1 HP / 3 Armor**

**Difficulty: ★★☆☆**

The process of awakening to psychic power is often more than an esper can withstand. An esper with a broken mind is a dangerous foe indeed, as their deranged outlook may lead them to use their powers irresponsibly. Mad mediums will often hide, either in a real, tangible location, or behind illusions of their own design.

Using their telepathy to track down potential targets from a safe distance, mad mediums will manifest imaginary monsters to attack their targets. Though hallucinated monsters aren't real--and can't be damaged themselves--the perceived pain they inflict on their victims is. "The mind *makes* it real," so to speak. A successful Wise check can see through these monsters, rendering them harmless.

If you're not fooled by the mad medium's illusions, they'll typically go straight to psychic intrusions. Mad mediums can attack the mind even without seeing their target, attempting to overload your brain with frightening imagery and distractions. For all intents and purposes, this is considered an accost. Mad mediums also have a small amount of armor, representing a telekinetic field that they envelop themselves with. When confronted, they'll use main actions to hurl nearby objects telekinetically, while trying to force their way into a mind as a side action.

## MEGEETLE

**8 HP / 10 Armor**

**Difficulty: ★★☆☆**

Resembling something between a beetle and a cockroach, Megeetle is a daikaiju, roughly 40 feet in height. Megeetles live underground, where the few members of their species are worshiped by a subterranean race of bug men. Megeetles sometimes find their way to the surface, where they become confused, panic, and begin attacking Neo Dokio.

Megeetles have unusual hands shaped like jagged drills. These drills are not only functional, but a Megeetle can combine its drills together to form one massive drill. In addition to being used for combat, the

drill lets a Megeetle burrow underground, tearing through steel and concrete at an incredible speed. They can also, as a side action, launch a bolt of lightning from their enormous horn.

## MERCENARY

2 HP / 3 Armor

Difficulty: ★★

Mercenary groups are becoming more and more popular across Neo Dokio, especially among corporations. They commit acts of espionage and infiltration, sabotaging rival companies for their employers. Though acting as a mercenary is not itself illegal, much of the work that they do under the table *is*.

Generic mercenary squads usually attack with automatic weaponry, opening up with a barrage of machine gun fire. Like the mercenaries themselves, their gear is fairly inexpensive and unreliable. They wield inaccurate firearms, but may occasionally lob a grenade or smoke bomb as a side action, as well. In terms of other equipment, a standard mercenary will have a gas mask, radio, and night vision goggles on their person. They're mostly dangerous because of their tactics--mercenary squads will flank and ambush, and aren't afraid to call for backup.

## NEKOMATA

8 HP

Difficulty: ★★★

Nekomata are big, feral yokai that typically live in the mountains. A nekomata resembles a wild, muscular cat, about the size of a lion or slightly bigger. It has two long tails and large, sharp teeth. Though they will hunt anything they find, they seem to have genuine contempt for humans in particular, and will attack them relentlessly. They are more hesitant to attack cat people, incidentally. Stories say that nekomata were once domestic cats, but ran to the mountains after being mistreated. The more abused the cat was, the more powerful and hate-filled it will be as a nekomata.

While young nekomata mostly attack with their claws and teeth, an older nekomata will begin to develop wisdom, mystical powers, and the ability to speak. Old nekomata have been seen conjuring and launching fireballs out of thin air and animating the bodies of those they've killed, sending them out to defend the nekomata with gestures of their paw and tail. Some can even change into a smaller, more humanoid form, though it still has a number of their feral cat features. Properly

disguised, this form can allow a nekomata to sneak into civilization.

If you're bit by a nekomata, there's a chance you may contract Nekomata Disease.

## NINJA

6 HP

Difficulty: ★★★

Though considered a faded, mythical entity by the public at large, the art of ninjutsu is not dead. Ninjas roam the dark underground of Neo Dokio, pressing their uncanny speed and martial arts prowess for nefarious duties. Unlike more noble fighters who value hard work and the purity of a challenge, ninjas tend to work exclusively for money, committing sabotage and assassination under the cover of night. Ninjas are fast enough that the normal human eye can scarcely keep up with them.

Ninjas can wield a variety of tools and weapons. For combat, they tend to rely on nunchaku, chained sickles, and single edged swords. They often poison their weapons, and strike with forbidden attacks that cause instant injury or corrupted chi. In an emergency, they carry smoke bombs and flash bangs to deter pursuers. A ninja can throw a shuriken, kunai, smoke bomb, or flash bang as a side action.

Like some shonin, a ninja can run straight up walls, or jet across the surface of water as though it were solid. They can move quick enough to leave behind false images, as well. If you fail a melee attack against a ninja, they may immediately counter attack. When a ninja deals damage with his bare hands, roll Resilient; on a failure, your chi is corrupted, and you cannot use chi-based abilities until cured.

## NUE

15 HP

Difficulty: ★★★★★

Standing upwards of eight feet tall and over sixteen feet long, nues are terrifying and (thankfully) rare monsters. This fierce beast has the four limbs of a tiger, the torso of a wild boar, and the head of a grotesque monkey. It also has expansive, bird-like wings, with which it can fly. Its tail is a long, venomous serpent, which seems to have a mind of its own and will protect the nue from behind. Its monotonous, otherworldly crying sounds resemble that of a strange thrush. Where a nue goes, a terrible storm follows, with black clouds circling the sky

around its location. A nue is able to summon lightning bolts from the heavens as a side action, which often cause fires where they strike. The snake end of the nue is able to breathe thick, black mist; if inhaled, roll Resilient. On a failure, you become affected by green poison.

A Nue mostly attacks by taking to the air and pouncing its prey, or rending them with its mangled teeth. The tail end of the nue will only attack if someone approaches the beast's back or sides, but can do so as a side action. If the nue has an agenda or intelligence, it is not understood; they seem to lock onto targets of great importance, such as district representatives or major celebrities, and stalk them. A nue can stay near its prey for days or even weeks, intimidating them with its lightning strikes and its unusual call, before finally finishing them off... at which point, it will take off into the sky, seeming to disappear. No one knows why they pick the victims that they do.

## **ONRYO**

**16 HP**

**Difficulty: ★★★★★**

An onryo is a vengeful spirit, created when someone is killed in a violent or unnecessary fashion. Onryo are restrained to the location they died in. This creates a sort of tether, and they cannot travel much farther than their haunting ground. They look as they did in life, but far paler and with darker hair. Any injuries they received in death take shape in their onryo form. Onryo are incredibly fast, able to crawl across floors and ceilings far quicker than a normal human can run.

Onryo are strong enough to deal damage with their bare hands. Onryo with long hair are also able to animate it, entangling their victims and crushing or whipping them about from a distance as a side action. Within the confines of their haunt they are able to teleport as a side action, as long as they are not presently visible to someone (that is, not being watched). They can also manipulate the functionality of any electrical equipment within their haunt, allowing them to shut off lights or show horrible things on TV screens as an accost.

Once per round as a side action, an onryo can make eye contact with a character. A character locking eyes with an onryo must make a Resilient check to not be frozen in place. Characters paralyzed by an onryo can still take actions as normal, but may not move from their current position. Being frozen in place in this manner ends if the onryo breaks its eye contact.

## PTERADION

20 HP / 10 Armor

Difficulty: ★★★★★

A 130 foot tall daikaiju, Pteradion is a dinosaur mutated by experimental radiation. It resembles a bipedal winged lizard with a long, dragon-like neck, orange-brown scales, and two long horns on the back of its head. Pteradion mostly attacks with its mobility, flying with its massive wings and striking quickly with its sharp talons. Most impressively, Pteradion can emit a blast of radioactive heat from its mouth. By jerking its head to the side as it fires, it can attack up to three targets per turn this way, carving a zigzag pattern into the surrounding area.

Areas that have been marked by Pteradion's radioactive breath remain radioactive for several days. At the beginning of every round, every player character in the area must make a Resilient check; on a failure, you are affected by radiation poisoning.

There has been numerous attacks against Neo Dokio by Pteradion and Pteradion-like creatures. Most of them are simple, instinctive beasts lashing out against the city, but a few, oddly, have been more intelligent. Several versions of Pteradion have been able to speak, though all they managed to convey was a hatred for mankind. Though it has little in the way of weaknesses, attacking its wings mid-flight is a good start.

## SALAMANDER

8 HP

Difficulty: ★★

These great, red amphibians have bright golden spots or stripes and shimmering scales. They can measure upwards of 16 feet long from head to tail, and mostly reside in the mountains. They mostly stick to places of extreme heat, enjoying natural hot springs and even molten lava when they can find it.

Salamanders will eat just about anything, from great piles of fruits to small animals, even humans and monsters. A salamander prefers to cook its food before eating it, breathing great gouts of magical flame. Salamanders aren't aggressive, per se; they tend to underestimate their prey, and will likely retreat when they realize they're outmatched. A salamander that's been thoroughly fed already is hardly a threat at all. Their constantly hot scales also don't take exceptionally well to colder temperatures, and ice seems to harm them more than most.



## SEWER MUTANT

5 HP / 2 Armor

Difficulty: ★★★

These grotesque, amphibious creatures are the result of mutagenic runoff and other hazardous chemicals coming into contact with sewer dwelling reptiles. What's left is a hulking bipedal creature, often 7 to 8 feet tall, with jagged teeth and a thick, scaly hide. These terrifying beasts are primitive but cunning, sometimes forging crude weapons out of whatever they can find. Some have even been known to tame lesser creatures they encounter, taming alligators and the like as guard animals. They stalk the sewer systems and empty subway stations for potential sources of food--almost entirely dining on hunted meat.

Sewer mutants primarily fight with their claws, their vicious bite, or with a simple spear or axe they've made. As a side action, they can swing their enormous tails, typically aiming for anyone behind or beside them.

The bite of a sewer mutant is not unlike that of a Komodo dragon, and is toxic to those affected by it. If you take damage from the mutant's bite attack, you become affected by radiation poisoning. Combat savvy mutants will even spread their radioactive bile from their mouths to the edges of their weapons.

## SPIDER SWARM

3 HP

Difficulty: ★★

Literally, a swarm of venomous spiders. Adult spiders don't normally group up in massive swarms, but the magic and odd psychic energy that permeates Neo Dokio can lead to unusual behavior in animals and insects. Spider swarms will sometimes congregate in the lair of a jorogumo, joining her in battle if need be. Their main combat tactic is to begin scaling a potential threat, using their main action to frighten as an accost. Once a good number of them are piled onto one person, however, they're not afraid to start biting, which has the risk of inflicting green poison on a failed Resilient check. Spider swarms don't take too well to the presence of fire.

## WANYUDO

7 HP

Difficulty: ★★★

Said to protect the gates of Jigoku, wanyudo sometimes make their way to the mortal world. A wanyudo resembles the wheel of a huge cart, but is sheathed perpetually in flames. At its center is the anguished face of a tortured man. When in our realm they often seek out the immoral and vile, attempting to run them down or burn them alive--and taking down anyone that gets in its way. When a wanyudo defeats someone, it takes their soul, carrying it back to Jigoku. Wanyudo can roll at ridiculous speeds, easily outpacing the average car--even rolling up walls and along ceilings. With a single charge, they can attack up to 2 people per turn. Extreme cold weakens their flames, and ice-based attacks get an advantage bonus to damage against them.



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