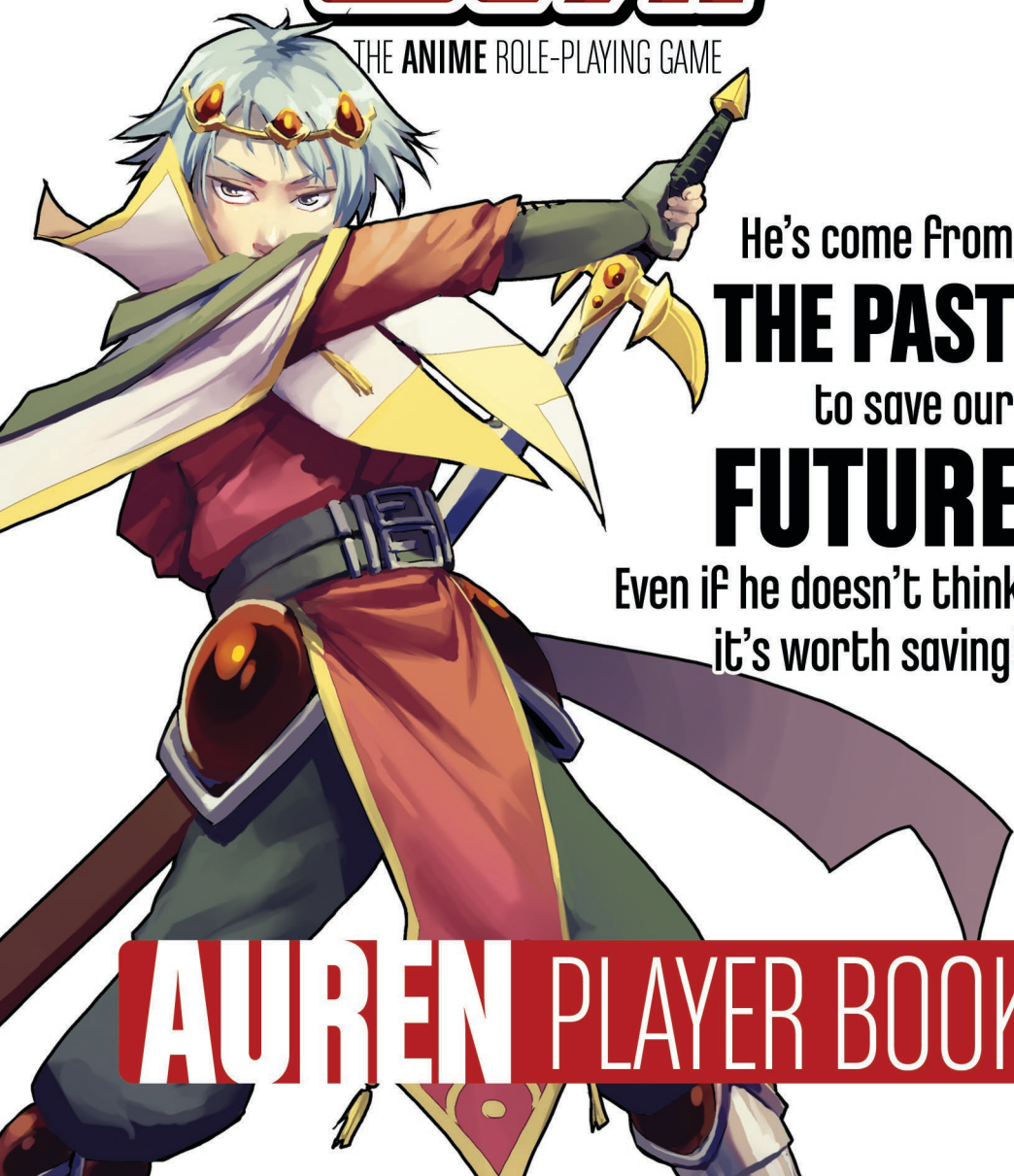


Everything you need to know to play OVA, plus a complete character to get started!

OVA

THE ANIME ROLE-PLAYING GAME



He's come from
THE PAST
to save our
FUTURE

Even if he doesn't think
it's worth saving!

AUREN PLAYER BOOK



I am **Auren**, and if I *must*, I will show you how to play *OVA: The Anime Role-Playing Game*. By the time you finish reading this player book, you will be prepared to play with your first character...me.

What Kind of Game Is This?

OVA is a specific kind of game called a *Role-Playing Game*. If you've never played an RPG before, it might be a little different from other games you're used to. There's no winning or losing, no optimum choices or preferred strategies. Instead, you and your friends are working together to create a story, one grounded in the tropes and ideas of Japanese animation. With the rules as a guide, you create characters that live in this world, acting out their hopes and fears as they face conflict, overcome adversity, and fulfill their destinies. There are rules for fighting, too, allowing you to unleash the flashy attacks and powers you've come to know and love from *anime*...or not. There's no *one* kind of story you can tell, and if that happens to forgo fiery explosions for romantic escapades, political intrigue, or slapstick comedy, that's okay, too!

Each segment of story you create is known as an adventure. An adventure can usually be completed in one session of the game—roughly 3–5 hours, but lengthy ones may be split up over several. You and your friends may like your characters so much that you continue to expand on their stories again and again, much like a series of episodes.

What You Need to Play

First off, you can't play *OVA* by yourself! At the very least, you will need one other player to become the Game Master. In fact, maybe a Game Master gave you this book! The GM (as the name is often shortened) controls everyone else you might meet in the game, as well as shapes the adventure

you will take part in. The GM also has a copy of the *OVA* rulebook, which contains a more thorough guide to how the game works. But enough about Game Masters, what do *you* need?

- **Pencil or Pen** or anything that writes, really. You'll need this to take notes during the game, like if your character gets injured or changes through play.
- **Paper** to write on. A blank sheet will do, but a notepad, index cards, or an official character sheet from Wise Turtle are great options, too.
- **Six-Sided Dice** that you can get in any old board game. The more the better, but 8 or so should suffice. If you don't have enough, your Game Master may have some to share, or you can find blocks of dice for sale online or at your favorite local gaming store.

And this Player Book! It contains everything you need to play the game as Auren, the begrudgingly chivalrous, sword-wielding sorcerer from the past trapped in our present. Once you have grasped its contents, you will be ready to try the full *OVA* game. With the rulebook at your disposal, you'll be able to create any character you want! Be sure to visit www.wiseturtle.com to find out how you can get your own copy.



Sigh Shall we get this invasion of privacy over with? You can discover everything you need to know about me on the following two pages.

Auren

IT IS MY DUTY TO PROTECT THIS WORLD, EVEN IF ITS
FUTURE MAKES ME DOUBT WHY I SHOULD BOTHER...

Background:

In an ancient time, when marvelous magics and malicious monsters ruled the earth, the power of sorcerers reigned supreme. Among them was the greatly respected Order of the Fallen Star. This small, reclusive order of wizards ruled the lands as a council, managing the affairs of the world from afar in their secluded secret chambers. Auren was the youngest of the Order, but his skill as a sorcerer was among the greatest.

But something was wrong. Tierus, the Great Seer of the Order, felt a dark portent coming from another time. It was a deep-felt omen of impending doom—a danger for the very existence of Earth!

It was unclear what this vision meant, but Auren was not willing to take any chances. He offered to use his magical powers to scout out the future himself. Time Magic was an esoteric school, one largely forbidden and never talked about. But the words of Tierus hung heavy, and the Order could find no other recourse. To sit idly by with this knowledge was impossible. So permission was granted, breaking an unwritten rule that had lasted centuries. Auren knew he was travelling into unfamiliar territory, with little expertise in the craft and no knowledge of the place to which he was going, but he would do it. After heartfelt farewells, Auren cast the appropriate incantations and spirited himself through time...into twenty-first century Japan.

Besides the completely new and bewildering world around him, Auren also



had another small problem. His travel through time seemed to adversely affect his age. His body now had the appearance of a teenager. No matter how hard he tried, the incantations to return him to his proper epoch failed. Stuck in a strange land with little direction, Auren had no choice but to pursue the unknown evil this time held and defeat it *himself*, if necessary.

...That and explore the mysterious world of “high school.”

Personality:

Auren is a very serious, drab sort of character. Known for his stubbornness, he can

ABILITIES

- +1 *Armored (Medieval Armor)*
- +3 *Attack (Sword & Sorcery)*
- +3 *Combat Expert*
- +2 *Evasive*
- +4 *Knowledge (Magic)*
- +3 *Magic, Arcane*
Mana Shield (Barrier +2; 10+ Endurance)
Wings of Dezantis (Flight +2; 10 Endurance)
Feeblemind (Intimidating +2; 10 Endurance)
Breath (Life Support +2; 10 Endurance)
Atlas Arm (Strong +3; 20 Endurance)
Hasten (Quick +3; 20 Endurance)
- +2 *Smart*
- +2 *Vigorous*

WEAKNESSES

- 1 *Ageism*
- 1 *Arrogant*
- 1 *Code of Conduct (Protecting Women... Begrudgingly)*
- 2 *Easily Distracted*
- 1 *Hatred (Animals)*
- 3 *Ineptitude (Modern Technology)*
- 1 *Quirk (Antiquated Language)*
- 2 *Quirk (Stranger in a Strange Land)*
- 2 *Stubborn*

OTHER STATISTICS

CONCEPT: Time Skipping Sorcerer

BIRTHDAY: June 24

AGE: 44 (Appears 16)

GENDER: Male

HEIGHT: 5' 10"

WEIGHT: 152 lbs.

HAIR: Grey-Blue

EYES: Grey

ASSOCIATION: Order of the Fallen Star

HOBBIES: Fencing

FAVE FOOD: Mutton

ALLIES: None

ENEMIES: None

Attacks & Combat Stats

Orion ARMOR PIERCING; WEAPON Auren's sword, crafted from unbreakable adamantium, is as beautiful as it is deadly.	ROLL	DX	END
	5	4	0
Fireball CONTINUED EFFECT, EFFECTIVE X2, RANGED, AFFINITY: FIRE Auren sends forth a spiralling blast of flame. Its magic continues to burn after it hits.	ROLL	DX	END
	5	6	20
Ice Spire Array AREA EFFECT, ARMOR PIERCING, OVERWHELMING, RANGED, AFFINITY: ICE FEATHER BLOW, INEFFECTIVE A prismatic array of frozen shards bombards multiple enemies, piercing any defenses.	ROLL	DX	END
	5	3	20
Thunder Godspell ACCURATE X2, EFFECTIVE, STUNNING, RANGED, AFFINITY: LIGHTNING; DELAYED Auren summons a bolt of electrical energy that stuns its target. It rarely misses.	ROLL	DX	END
	7	5	20
DEFENSE	HEALTH	ENDURANCE	TV
4	40	60	18

be difficult to deal with in any conflict of opinions. He is both perplexed and constantly frustrated by his lack of authority in the world as a teenager. Despite this, he often acts as if in the position to order others around. His old fashioned

background contributes to an obligation to protect women, much to his chagrin. Auren also has a curious distaste for animals, no matter how cute and cuddly.

Understanding Your Character

Every character in *OVA* is made up two things: *Abilities* and *Weaknesses*. Abilities are positive attributes like skills, talents, areas of physical prowess, and even supernatural powers.

On the other hand, Weaknesses represent negative or problematic traits like disabilities, undesirable quirks, responsibilities, and other things that can ruin your day.

Auren is made up of these, too. Later on, we'll describe what each item on his character sheet means in the game, but for now, know that Abilities are ranked on a scale of one to five, with 1 being competent, 3 being excellent, and 5 being one-of-a-kind, aweing levels of magnitude. Likewise, Weaknesses are ranked from -1 to -3, with -1 being annoying, -2 bad, and -3 just plain awful!

Health and Endurance

Characters also have two other important numbers: *Health* and *Endurance*. Health represents your character's toughness, the ability to take hard knocks and keep going. When your character gets hurt, this number will get reduced.

Endurance is your vitality and energy, representing your ability to not tire or give up. This number may become depleted when you unleash strenuous powers, perform feats of stamina, or attempt to resist the effects of certain obstacles.

Be careful! If both numbers hit zero, your character will fall unconscious.

Combat Statistics

The *Attack & Combat Stats* box organizes your character's important numbers for combat in one place. It's possible you may never need them, but in the likely situation that you will, this can help fights run smoothly. You'll find out more about fighting later on.

ABILITIES		WEAKNESSES	
+1	Armored (Me)	-1	Ageism
+3	Attack (Swo)	-1	Arrogant
+3	Combat Exp	-1	Code of Conduct
+2	Evasive		Begrudgingly)
+4	Knowledge	-2	Easily Distracted
+3	Magic, Arc	-1	Hatred (Animals)
	Mana Shields	-3	Ineptitude (Mode
	Wings of De	-1	Quirk (Antiquated
	Feeblemind		



HEALTH	ENDURANCE
40	60

Attacks & Combat Stats		
Orion ARMOR PIERCING; WEAPON Auren's sword, crafted from unbreakable adamantium, is as beautiful as it is deadly.	ROLL	DX
	5	4
Fireball CONTINUED EFFECT, EFFECTIVE X2, RANGED, AFFINITY: FIRE Auren sends forth a spiralling blast of flame. Its magic continues to burn after it hits.	ROLL	DX
	5	6

Taking Action

While playing *OVA*, your character will do many things. Most of the time, these are done simply by describing them aloud: “Auren investigates the source of the strange noise.” or “I frown at him with disdain.” But sometimes you want to do something special, something with genuine consequences for failure, or something where the outcome is uncertain: “Auren wants to rend the machinery to pieces,” or “I want to intimidate the man into leaving.” Remember those dice mentioned earlier? They represent chance and dramatic tension. This is where you put them to use!

When you want to take an *action*, roll two dice and take the highest one. If they end up the same, add them together. This number represents how well you did. It's then compared to a *Difficulty Number* set by the Game Master or to a roll made by someone else. If you beat it, you succeed!

Modifiers

But what if your character is particularly good at what he is trying to do? Or what if the odds are stacked against his favor? These things are represented by modifiers. Modifiers are added or subtracted from the number of dice you roll.

ADD DICE WHEN...

- You have an Ability that aids what you are trying to do. Add a number of dice equal to your Level in that Ability.
- You have something working in your favor. This *Bonus* is decided by the Game Master.

TAKE AWAY DICE WHEN...

- You have a Weakness that hampers what you are trying to do. Remove a number of dice equal to your Level in that Weakness.
- You have something working against you. This *Penalty* is decided by the Game Master.



The more dice one rolls, the more likely one is to succeed. Simple arithmetic, truly.

More dice are handled the same way. With doubles, add them together and compare the sum to any other number rolled. If the added dice are highest, use them. If not, use the other highest die. Triples, quadruples, and so on are all added together.

Negative Dice

Going by the rules, you may soon realize it's possible to have fewer than one die to roll. Don't panic; all is not lost! When dice are reduced this low, you roll *Negative Dice* instead. At zero, roll two dice and take the lowest. For each number below zero, roll an additional die and again take the lowest. Duplicate dice are never added together when rolling this way.

Drama Dice

Oh no! You just botched that roll, and now you are in one heck of a mess.

Or are you? If you feel success is vitally important, you may spend Endurance to help improve your result. For every 5 points you spend, you may roll one additional die, a *Drama Die*. These dice can be gained even after you have rolled!

What It Means to Fail

No matter how much characters try, or how badly they want it, they will eventually fail. But a bad roll does not always mean outright failure. Sometimes characters can still succeed...just not as they intended!

Perhaps something else goes wrong, or maybe one of your character's Weaknesses comes into play. You might even gain a temporary Weakness as consequence of your failed attempt. This is *Succeeding with Complications*. What exactly happens depends on the circumstances at hand and, ultimately, the Game Master's discretion.

Combat

Whether you want to or not, sometimes things cannot be resolved with words and other peaceful means. When it becomes clear that you have to fight it out, you enter *combat* and gameplay becomes separated into Rounds.

The Round

Most often when you are playing *OVA*, the passage of time is not important. Waiting for the bus at 3 o'clock can take as long as saying so many words. However, in situations of excitement, danger, and suspense, the nature of time starts to matter. You need to know exactly how much you can accomplish—and how fast.

In these cases, time is split up into dramatic units called *Rounds*. This is not a specific segment of time. A Round may represent mere seconds between a furious exchange of blows. Or instead, it can encompass minutes of heroic dialogue, the detailed exposition of evil plans, or other posturing. All a Round represents really is enough time for everyone to perform an action. The order in which characters can do so is determined by *Initiative*.

Initiative

At the beginning of the first Round, everyone involved in this conflict rolls their Initiative. Initiative is two dice, plus any modifiers from Abilities, like *Quick*, and Weaknesses, like *Slow*. Everyone acts from highest to lowest Initiative. Should two Initiatives tie, the person rolling the most dice goes first. In case of further ties, refer to the next highest die.

Actions and Free Actions

When your turn has arrived, you may make one action. An action is something that requires time and concentration, like attacking, running away, or helping a fallen comrade.

While these things are worthy of an action, many things are not. Attacking with a weapon is an action, but drawing that weapon would not be. Performing a detailed search of a dresser's contents would require an action, or even several Rounds of actions, but scanning a room quickly would not. If any action can be performed instantaneously, and has no room for failure, then it is a free action and will not take up your action for the turn.

Attack!

Like any other action, attacking an opponent is handled by rolling the dice. Pick a target, choose one of the attacks available on your character sheet, and roll for it! The number of dice you need to use is helpfully listed under *Roll* for that attack. The result of this roll will be compared to another made by your opponent. If you exceed this roll, you hit. If you roll less than or tie the target's, you do not.

Range

Exact distances are not important in *OVA*. It is assumed that any character can close the gap and properly face any opponent within a Round. However, there are times when this is not the case. Characters in flying vehicles, on top of buildings, or in other far away places are simply not in range. Unless the character has a convenient way of getting to them, such distant opponents can only be hit with attacks that have the *Ranged* Perk.

Defend!

As you read above, attacks are compared to another roll made in defense. When you are attacked, roll the number of dice listed under *Defense* on your character sheet. You are always entitled to roll for your defense, even if you have already acted earlier in the round or have fallen prey to some complication.

Damage

Once you've successfully hit someone, Damage is calculated. For every point your Attack Roll exceeds your opponent's Defense Roll, you deal your Damage Multiplier. This is listed under *DX* for your attack. The total is then subtracted from your opponent's Health.

Combat Complications

If characters ever take half or more of their maximum Health in a single attack, they receive a *Combat Complication* of the attacker's choice. This represents the overwhelming nature of the blow and puts characters in a position of disadvantage. A complication can mean many things, but it usually falls under one of these three types:

- **Stunned** characters are thrown off guard by the force of the attack. They may be knocked down, flung into a nearby wall, or simply dazed. Regardless of exact circumstances, the character loses their next action. If a character is already losing an action through another *Stunned* Complication, Ability, or condition, there is no additional effect.
- **Impaired** characters are debilitated by the attack. The offense may inflict a crippling injury, rattle the character's capacity to think clearly, or otherwise reduce the ability to fight. Characters who are *Impaired* receive a -1 Penalty to all actions for the combat's duration. Further attacks may add more *Impairments*, and the effects may last after the battle at the Game Master's discretion.
- **Weakness/Flaw Complications** cause characters to succumb to one of their Weaknesses or Flaws. A character with *Focus* or *Requirement* may be disarmed or have a key item broken. *Short-Tempered* characters may become enraged and have poor judgment. And so on.

Health & Endurance

Health will gradually wear down over the course of a fight as you take a few hits. Your Endurance, on the other hand, is reduced by actions *you* take. Feats of stamina and many attacks carry with them an Endurance cost to use.

If you run out of Health, the battle is not over yet! Through sheer force of will, you can keep on fighting. Further Damage will take away from your Endurance instead, but you now receive a -1 Penalty to all actions, much like the *Impaired* Complication. Likewise, if you use up all your Endurance, further expenditures will deduct from Health, and you'll incur this same -1 Penalty. Once both Health and Endurance are gone, your ability to contribute to the fight is over. You may fall unconscious, or tire to the point that you give in. In any case, it's up to your friends to continue the fight from here!

Recovering

Once in any combat, you may choose to let your character *recover* instead of taking an action that Round. This maneuver immediately replenishes 10 Endurance, not to exceed the character's maximum. The actual action the character performs is up to you, whether it's focusing ones energy, quoting axioms from an old mentor, or simply having a second wind. Once a character has taken advantage of recovering, they may not do so again until this combat has ended.



Among the myriad of talents I possess, you will find my attacks have special Perks. These allow me to ignore armor, do continued damage, compromise an opponent's defense, and so forth. My spells may also affect the number of dice I roll in various tasks. Balance the use of my abilities wisely!



Are you still here? Very well. So you may role-play me better, here follows an overview of all that makes me Auren, paragon of sorcery!

Auren's Abilities

ARMORED While Auren prefers mobility to bulky armor, he does have some protection. When others deal Damage to Auren, they reduce their Damage Multiplier by 1. If the Damage Multiplier would be reduced to zero or below, reduce it to 1/2 instead.

ATTACK This gives Auren +3 to his *Damage Multiplier* when attacking. This Ability is what all the attacks on his character sheet are based on.

COMBAT EXPERT Auren is not just a master of magic, he's a seasoned fighter as well. You can add three dice to Attack Rolls during combat.

EVASIVE Auren is also skilled at evading danger. You can add two dice to Defense Rolls during combat.

KNOWLEDGE (MAGIC) When it comes to knowledge of the mystical arts, Auren has few peers. You may add four dice when attempting to detect or understand magic, decipher mystical runes, or otherwise contemplate the esoteric details of magic.

MAGIC, ARCANE As any accomplished Sorcerer would, Auren has a collection of spells he knows by heart and can cast at any time. In *OVA*, the Arcane Magic Ability allows a character to duplicate the effects of other Abilities for himself or others in exchange for spending the Endurance listed next to the spell.

All effects take place immediately and last as long as Auren deems necessary. However, Endurance spent to cast any spell may not be regained until its effects

are relinquished. In combat, it counts as an action to cast a spell but does not to keep it in effect.

Mana Shield allows Auren to create a magical protective barrier for himself or another. By spending 10 Endurance, you may roll four *Barrier* dice instead of your normal Defense Roll. In addition, you may burn Endurance to "buy off" remaining Damage on a one-for-one basis. Barriers may also be used preemptively and become even more useful. If you decide to maintain a barrier, you may roll double your *Barrier* dice. This preparedness comes at a cost, as you may not perform any other actions.

Wings of Dezantis gives a character the power of flight. While flying itself requires no roll of dice, you may add two dice in attempts to outmaneuver or outpace others, or to perform aerial stunts and tricks.

Feeblemind gives a character the ability to easily intimidate and force their opinion on others in exchange for 10 Endurance. Add two dice in attempts to do so.

Breath allows a character to breathe in an environment they normally could not, such as underwater, in exchange for 10 Endurance.

Atlas Arm allows Auren to grant a massive boost of strength. For 20 Endurance, you can add three dice when lifting, climbing, breaking things, or any other action that tests natural strength. *Strong* also acts as a bonus to the *Damage Multiplier* when fighting barehanded or with a hand-to-hand weapon like Auren's sword.

Hasten allows you to spend 20 Endurance to enhance a character's speed. You can add three dice to Defense and Initiative rolls, as well as running, driving, or anything that challenges the ability to move quickly.

SMART Learning the inner workings of magic takes an advanced intellect—something that Auren has no problem attesting to. You can add two dice when recalling

facts, deciphering puzzles, passing that midterm, or attempting anything else that might challenge Auren's IQ.

VIGOROUS Auren has substantial stores of energy from years of practicing magic. He has 60 Endurance to spend instead of the usual 40.

Auren's Weaknesses

AGEISM Stuck in a teenaged body, Auren finds himself not commanding the respect he is used to.

ARROGANT Being one of the most powerful wizards in the world can give one an ego, and this is certainly true of Auren. He thinks of himself as superior to most around him, even though he'll treat those completely "beneath" him with at least mild civility.

CODE OF CONDUCT Despite his unfriendly demeanor, Auren is strictly chivalrous and will never leave a lady in distress...even if he openly dislikes every minute of his efforts.

EASILY DISTRACTED Despite his extensive intellect and years of experience, Auren's inherent curiosity proves more than he can resist. Sounds, bright lights, and even obvious feints for his attention will attract scrutiny for at least a while.

HATRED (ANIMALS) The cuter and fluffier it is, the more he hates it. Auren absolutely despises animals, and he has no qualms about using force to vacate them from his presence.

INEPTITUDE (TECHNOLOGY) While Auren's inexperience with the modern world is partially at fault, even if a given technology is fully explained to him, he somehow manages to really foul it up. Whenever trying to do *anything* with present-day technology, subtract two dice from your attempt.

QUIRK (ANTIQUATED LANGUAGE) While Auren has adapted to modern language quickly, he is prone to using old-fashioned and archaic words in his speech. He may sometimes be hard to understand, or at the very least sound out of place.

QUIRK (STRANGER IN A STRANGE LAND) Being from the past, even very mundane things may confound and confuse Auren. He may find it difficult to fit in or explain away his ignorance, and left without assistance he may find himself poorly equipped to act in even basic social situations.

STUBBORN Auren is very stubborn, and will keep to his current mindset unless provided with an incredibly blunt and forceful reason to change his mind.

Auren's Attacks

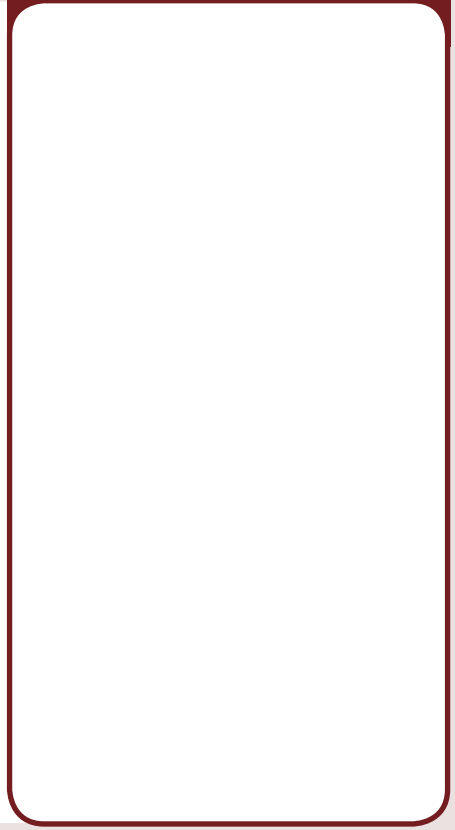
ORION Auren's magnificent sword allows him to ignore two levels of *Armored*.

FIREBALL This ball of flame can continue to do damage even after it hits. Once Auren successfully strikes an opponent, he deals half the inflicted damage again for the next three rounds, unless the opponent can somehow nullify the fiery blaze.

ICE SPIRE ARRAY This shimmering barrage of ice can affect up to three targets even at a distance, and forces them to give up their next action if they want to defend. However, this attack may not give any Complications, regardless of damage dealt.

THUNDER GODSPELL This accurate concentration of electrical power only requires a quarter of the target's Health to cause the *Stunned* Complication. However, this attack will only take effect before the start of Auren's next turn. While he can make Defense Rolls normally, or even be hit, if he is *Stunned* or otherwise unable to act before then, the attack automatically fails.

Background



Appearance

Personality

Other Notes



CHARACTER NAME

PLAYER NAME

ABILITIES

WEAKNESSES

COMBAT NOTES

DAMAGE, COMPLICATIONS, ETC.

Combat Stats

	ROLL	DX	END
	ROLL	DX	END
	ROLL	DX	END
	ROLL	DX	END
DEFENSE	HEALTH	ENDURANCE	TV

Character Record



Now it's time
for the

REAL

adventure
to begin!

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