

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

OVA

THE ANIME ROLE-PLAYING GAME

To atone for

SINS

of his past...

He will give

HELP

to those who
cannot help
themselves!

RAINE PLAYER BOOK





Greetings. I am **Raine**, and I will show you how to play *OVA: The Anime Role-Playing Game*. By the time you finish reading this player book, you'll be fully prepared to play the game with your first character...me.

What Kind of Game is This?

OVA is a game, but it's not a game like you may be used to. There's no winning or losing, no optimum choices or preferred strategies. You and your friends are taking part in creating a story, one grounded in the tropes and ideas of Japanese animation. As a Player, you become a *character* in this story. With the rules as a guide, you can make this character really come alive, acting out hopes, desires, and fears. There's 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 eschew fiery explosions for romantic hijinx, 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. She also has a copy of the *OVA* rulebook, which contains a more thorough guide to how the game works.

But enough about GMs, what do *you* need?

- **Pencil or Pen** or anything that writes, really. You'll need this to copy down notes during the game, like if your character gets injured or otherwise changes through play.
- **Paper** for writing 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 do. 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! This contains everything you need to play the game as Raine, the swordmaster ex-assassin who seeks to atone for the sins of his past. Once you have grasped its contents, you may be ready to try the full *OVA* game. With the full rulebook at your disposal, you'll be able to create any character you want! Go to our website at www.wiseturtle.com to find out how you can get your own copy – or you could just borrow the book from the Game Master...we won't tell.



The longest journey begins with a single step. Prepare yourself as you can. The following two pages contain all the information you need to know about me.

Raine

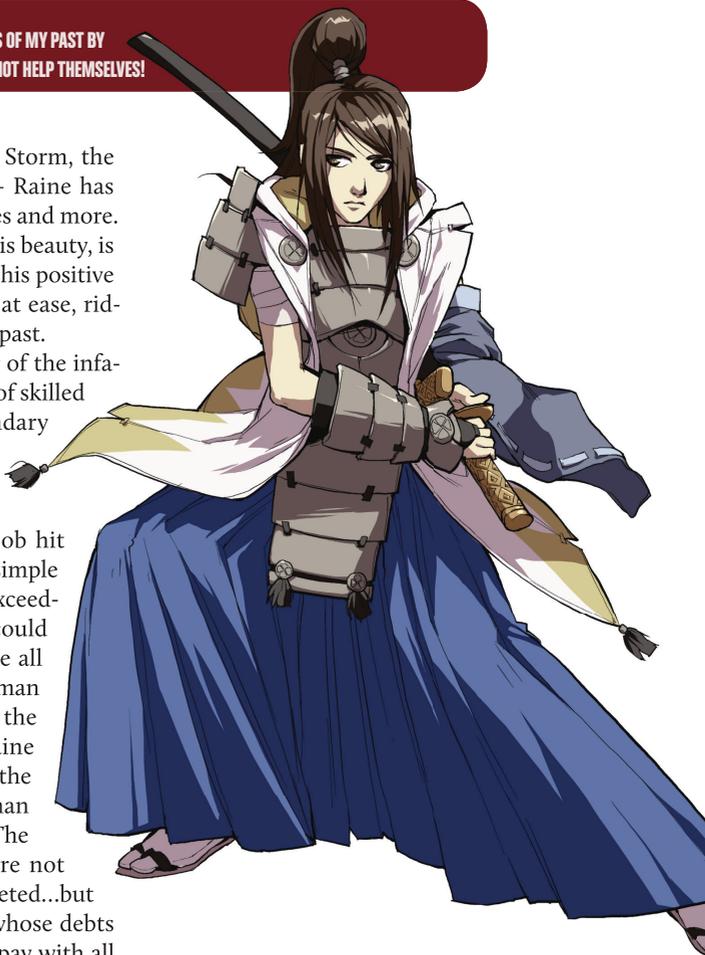
I WILL ATONE FOR THE SINS OF MY PAST BY
HELPING THOSE WHO CANNOT HELP THEMSELVES!

Background:

The Warrior of the Mist, the Storm, the Sword That Cuts the Wind – Raine has been known by all these names and more. His skill with his sword, like his beauty, is nearly unmatched. But for all his positive attributes, Raine's mind is ill at ease, riddled with the misdeeds of his past.

Raine was once a member of the infamous Clan Cave Fox, a group of skilled assassins for hire. His legendary ability was well-suited for the task, and he was content to supply it for the money it procured. That is, until his job hit too closely to home. It was a simple task: kill a man whose debts exceeded that which the Clan felt could be repaid. A simple task made all too easy in the darkness. The man never saw it coming, and, to the warrior's ultimate regret, Raine never saw his prey's face until the deed was done. Feebly, the man clasped onto Raine's clothes. The eyes that looked into his were not that of yet another job completed...but of his own father. The man whose debts he had desperately tried to repay with all those years of service to the Clan.

For the first time, Raine questioned his deeds. He realized life was more than a thing you could take, that every life meant something to someone. Disgusted with himself, he wordlessly left the Clan, adopting the life of a wandering ronin. But no one, *no one*, left the Clan and lived. Cave Fox dispatched another skilled assassin, Raine's old comrade Shou, to hunt him down. Now Raine wanders, doing good when he can in hopes of repenting for his life of sin. He looks for the day when he can finally escape Clan Cave Fox...and the shadows of his past.



Personality:

Raine is a quiet person, usually only speaking when something significant must be said or in reply to someone else. Even though he is skilled and a solid thinker, Raine's mind tends to wander. He often loses track of what a person is saying to him, a trait that may cause people to underestimate his intelligence. In his spare time, Raine can usually be found practicing his swordsmanship or quietly contemplating, but he also has a passion for origami, the Japanese art of folding paper. He sometimes uses the paper to focus his thoughts.

ABILITIES

- +1 Agile
- +2 Art of Invisibility
- +3 Attack (Kaze Satsujinsha)
- +4 Beautiful
- +4 Combat Expert
- +1 Iron-Willed
- +2 Knowledge (Origami)
- +1 Sixth Sense
- +2 Survivalist
- +1 Tough
- +2 Vigorous

WEAKNESSES

- 1 Airhead
- 2 Code of Conduct (Will not fight unarmed or surprised opponents)
- 2 Guardian (Those in Need)
- 3 Ineptitude (Home Economics)
- 1 Pacifist
- 2 Rival (Shou)
- 1 Secret (Past as an Assassin)
- 1 Sensitivity (Sexual Misidentification)
- 1 Unique Weakness (Nightmares)
- 3 Wanted (Clan Cave Fox)

OTHER STATISTICS

CONCEPT: Ambiguously

Sexed Sword Master

AGE: 22

SEX: Male

HEIGHT: 5'9"

WEIGHT: 146 lbs.

HAIR: Brown

EYES: Brown

ASSOCIATION: Ex-member of Clan Cave Fox

HOBBIES: Origami

FAV. FOOD: Miso Soup

ALLIES: None

ENEMIES: Shou, Clan Cave Fox

Attacks & Combat Stats

| | | | |
|--|------------------|------------------|------------------|
| Kaze Satsujinsha ARMOR PIERCING; WEAPON Raine's skill with a katana is unmatched. This legendary sword is a suitable companion. | ROLL 7 | DX 4 | END 0 |
| Raging Thunder Slash DAMAGING X3, AFFINITY: ELECTRICITY; WEAPON Raine whispers across the blade before striking with crackling electrical energy. | ROLL 7 | DX 7 | END 10 |
| Electrical Storm DAMAGING, AREA AFFECT X2, AFFINITY: ELECTRICITY; REQUIREMENT: MUST BE OUTSIDE, WEAPON Raine summons the power of nature to cut swathes through legions of enemies. | ROLL 7 | DX 5 | END 15 |
| Mist Touch CONTINUED DAMAGE, ENDURANCE DRAIN WILL ATTACK, AFFINITY: SPIRIT Raine concentrates his energies to project his very spirit into the opponent's mind. | ROLL 5 | DX 4 | END 10 |
| DEFENSE | HEALTH | ENDURANCE | TV |
| 6 | 50 | 60 | 23 |

Nightmares:

Raine is regularly haunted by nightmares of his bloody deeds, especially of his father. He rarely sleeps through the night, and his sudden awakenings may startle companions.

Understanding your Character

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

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

Raine 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 5, with 1 being competent, 3 being excellent, and 5 being one-of-a-kind, awing 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 perform strenuous powers, feats of stamina, or attempts to resist the effects of certain obstacles.

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

Combat Statistics

The sheet also helpfully organizes your characters important numbers for combat into one place. It's possible you may never need them, but in the likely situation that you will, this makes fights run more smoothly. You'll find out more about fighting later on in the book.

| ABILITIES | | WEAKNESSES | |
|-----------|-----------------------|------------|---|
| +1 | <i>Agile</i> | -1 | <i>Airhead</i> |
| +2 | <i>Art of Invisib</i> | -2 | <i>Code of Conduct</i> <i>unarmed or sur</i> |
| +3 | <i>Attack (Kaze</i> | -2 | <i>Guardian (Those i</i> |
| +4 | <i>Beautiful</i> | -3 | <i>Ineptitude (Home</i> |
| +4 | <i>Combat Ex</i> | -1 | <i>Pacifist</i> |
| +1 | <i>Iron-Willec</i> | -1 | <i>Rival (Shou)</i> |
| +2 | <i>Knowledge</i> | -2 | <i>Secret (Past as an</i> |
| +1 | <i>Sixth Sense</i> | -1 | <i>ativity (Sexu</i> |
| +2 | <i>Survivalist</i> | | |



| HEALTH | ENDURANCE |
|--------|-----------|
| 50 | 60 |

| Attacks & Combat Stats | | |
|--|------------------|----------------|
| Kaze Satsujinsha ARMOR PIERCING; WEAPON Raine's skill with a katana is unmatched. This legendary sword is a suitable companion. | ROLL 7 | DX 4 |
| Raging Thunder Slash DAMAGING X3, AFFINITY: ELECTRICITY; WEAPON Raine whispers across the blade before striking with crackling electrical energy. | ROLL 7 | DX 7 |

Taking Action

While playing *OVA*, your character will do many things. Most of the time, you do these things simply by describing them aloud: “Raine investigates the source of the strange noise.” or “I smile warmly at her.” But sometimes you want to do something special, something with genuine consequences for failure, or something where the outcome is uncertain: “Raine wants to slice through the barred door,” or “I want to convince Shou not to fight!” Remember those dice mentioned earlier? They represent chance and dramatic tension. This is when 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 dice are ripples in the water. Number matches number, as the concentric circles mirror each other.

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 above, 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 action, 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 of Endurance you spend, you may roll one additional die. Drama 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 botched 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 you have to fight it out, you enter *combat* and gameplay becomes separated into rounds.

The Round

Much of the time when you are playing OVA, the passage of time is not important. Waiting till the bus arrives at 3 o'clock can take as long as saying so many words. However, in situations of excitement and danger, time starts to matter. You need to know how much you can accomplish – and how fast.

In cases like these, time is split up into dramatic units called a “Round.” This is not 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, exposition of evil plans, and other posturing. All a Round really represents is enough time for everyone to perform one 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 will be cases where this simply does not work. 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 saw 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 knocked 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 his or her next 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 ability to think clearly, or otherwise reduce the ability to fight. Characters who are impaired receive a -1 Penalty to all actions for the duration of the combat. Further attacks may add additional 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 Ability 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 hard knocks. 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. 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 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 to do this 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.



My various attacks have special Perks that allow me to ignore armor, do continued damage, strike multiple opponents, or even damage one's Endurance directly. However, many require my sword. Without Kaze Satsujinsha, I am bereft of much of my power.



My teachings are almost at an end, but our journey is only beginning! To play me better, here is a thorough overview of all that makes me who I am.

Raine's Abilities

AGILE Raine is naturally adept at moving skillfully. You can add one die to *Attack* rolls, aiming, dancing, sleight of hand, and other activities that test coordination and manual dexterity.

ART OF INVISIBILITY One does not stay in the business of assassins long without great skill in moving silently and blending into the shadows. You can add two dice when hiding, sneaking, shadowing others, or at any time when remaining unnoticed is desirable.

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

BEAUTIFUL Raine possesses an almost unearthly beauty, so beautiful, in fact, he is sometimes mistaken for a woman! Through his looks, Raine may be able to excel in jobs that require it, have an easier time convincing others to do what he wants, and be sufficiently distracting when he want to be. Whenever using appearance to help in the task at hand, add four dice to your roll.

COMBAT EXPERT Raine's skill in combat is almost unparalleled, and his swordsmanship is the stuff of legends. You can add four dice to both *Attack* and *Defense* rolls during combat.

IRON WILLED Rain has developed a steely resolve from his life in Clan Cave Fox—always remaining reliable under pressure and true to his values and loyal-

ties. You can add one die when resisting mind control, curses, temptation, fear, or anything that tests your conviction and mental stamina.

KNOWLEDGE (ORIGAMI) When not perfecting his sword technique, Raine often concentrates his thoughts through the art of folding paper. When attempting to create a complex design, discuss origami's history and merits, or teach the art itself, add two dice to your roll.

SIXTH SENSE Raine has a peculiar sense that few have, a kind of feeling that alerts him when he, or someone important to him, is in danger. Add one die to your roll to notice something "fishy" going on, in addition to attempts to notice ambushes, traps, foul omens, and other unforeseen dangers.

SURVIVALIST After so much time spent eluding the resourceful Clan Cave Fox, Raine has become adept at living in the wilds of the world. Add two dice to attempts to hunt, forage, track, find shelter, or otherwise survive without modern society's usual comforts.

TOUGH Despite his frail, effeminate appearance, Raine is built of tough stock and able to withstand countless blows in a fight. He has 50 Health instead of the usual 40.

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

Raine's Weaknesses

AIRHEAD Despite his experience and aptitude for handling danger, Raine often finds himself lost in thought. Should someone speak at length or drolly, Raine's mind may wander, making him miss its content.

CODE OF CONDUCT After the great misfortune of his father's death, Raine refuses to fight anyone without fully announcing his intent, nor will he engage an unarmed or otherwise defenseless opponent. A skilled hand-to-hand combatant may count as "armed" in Raine's book, but only after seeing proof of an opponent's willingness to fight will he raise his own weapon in answer.

GUARDIAN Raine will do anything in his power to serve and protect those who cannot defend themselves. This desire to atone for his past supercedes any concern for his own safety, even if it means Clan Cave Fox getting one step closer to his capture.

INEPTITUDE (HOME ECONOMICS) With so much time spent in the great outdoors and other fringes of society, even the most basic of housekeeping eludes Raine. Subtract three dice to any attempts to cook a comforting meal, to impress with a well-kept dwelling, or otherwise maintain a household and its occupants.

PACIFIST Despite his nearly unmatched skill with the sword, Raine will choose all other means possible to solve a dispute or obstacle. But if violence proves to be the only solution, Raine won't hold back!

RIVAL (SHOU) Raine's longtime friend in Can Clave Fox is now one of his fiercest opponents. Among the clan, Shou is one of the few that can truly match Raine's prowess for fighting, and their inevitable battle will make for quite the stalemate.

SECRET (PAST AS AN ASSASSIN) While he knows his wrongs can never be truly undone, Raine has done his best to cut ties with his past. He will never lie if questioned directly, but he knows if the truth were known, the aid he desires to give may be questioned or outright refused.

SENSITIVITY (SEXUAL MISIDENTIFICATION) Raine's delicate beauty leads many to assume he is not a man. This sort of mistake is one of the few things that causes him to betray his otherwise calm demeanor, and while outright anger is rarely demonstrated, his annoyance becomes immediately clear.

UNIQUE WEAKNESS (NIGHTMARES) Raine is plagued by vivid nightmares of his past, especially the events of his father's death. His fitful sleep and sudden awakenings prevent rest and may startle those around him.

WANTED (CLAN CAVE FOX) Put simply, Clan Cave Fox wants Raine back at any cost...Dead or Alive! Worse, they have enormous resources to retrieve him.

Raine's Attacks

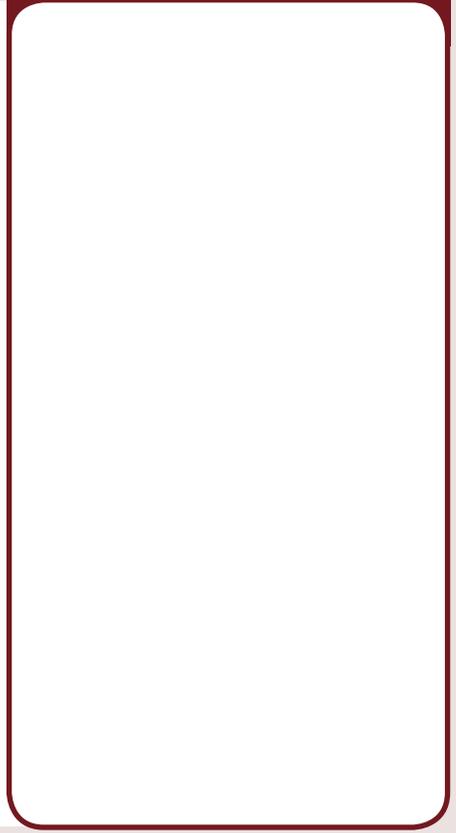
KAZE SATSUJINSHA Raine's katana, Kaze Satsujinsha—the wind killer—allows him to ignore two levels of *Armored*.

RAGING THUNDER SLASH This fierce sword blow charged with electrical energy makes an already dangerous weapon even more deadly.

ELECTRICAL STORM By calling on the forces of nature and channelling it through his sword, Raine can send a concentrated storm of electrical power into large groups of opponents. It is only effective outdoors.

MIST TOUCH By grasping onto an opponent, Raine can channel his spiritual energy and attack the opponent's mind directly. Opponents may only use abilities like Iron-Will to defend (and must subtract Weaknesses like Weak-Willed). Any damage dealt draws directly from the opponent's Endurance. After successfully striking an opponent, deal half the inflicted damage again for the next three rounds, unless the opponent can somehow free their mind of Raine's image.

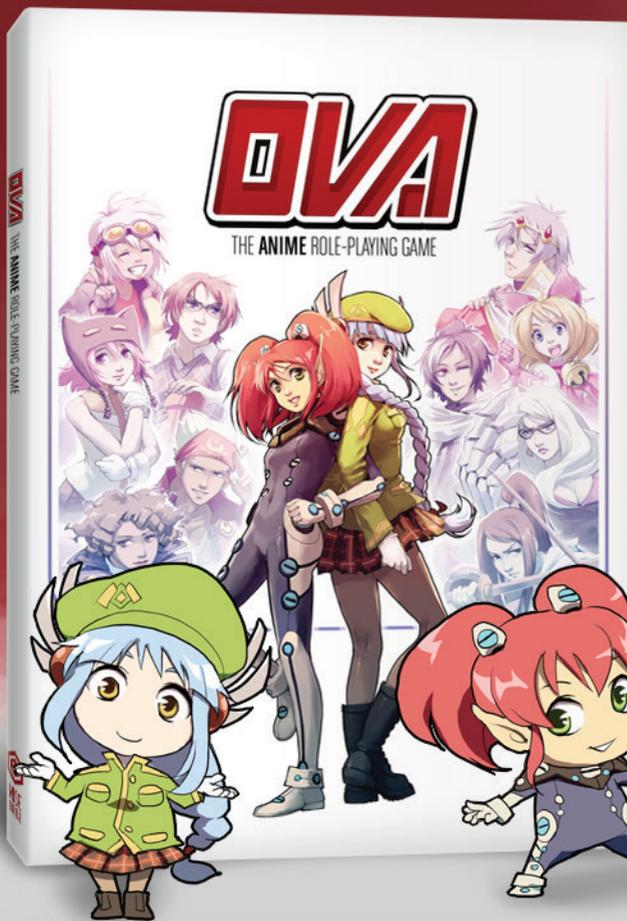
Background



Appearance

Personality

Other Notes



Now it's time
for the

REAL

adventure
to begin!

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