

# TENCHI MUYO!

RPG AND RESOURCE BOOK



## FOREWORD

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I started watching *Tenchi* later than most fans. My introduction to the *Tenchi* multiverse was the first movie, *Tenchi Muyo in Love*. The movie was a bit confusing since I had no context for the characters, but I thought that it was quite good and decided to pursue the remaining *Tenchi* videos. Over the years, I tracked down all the *Tenchi* tapes and soon became close friends with the awkward Japanese boy and his household of alien women. What an awesome series.

It has been a great pleasure working with Pioneer over these past months to produce this guide to the *Tenchi* OAV series, but it has been a long journey. When we decided to up our production values on the book and make it full-colour, we had quite a task on our hands. We knew that a full-colour book demanded nothing less than the best, and set out to give *Tenchi* fans the best product value on the market. David did a wonderful job with the new Sub-Attribute game mechanics and *Tenchi* research, Karen gave thoughtful insights on the characters in their write-ups and spent months acquiring all the images from the DVD, and Jeff worked long hours to ensure that the graphic design and layout was just right. Originally, David and I were going to co-author the book, but as our company continues to grow I find myself with less time to design and write. Still, this book is undoubtedly our best production to date and I look forward to the rest of the *Tenchi Muyo! RPG* resource books. In line for 2000 and 2001 are supplements for *Tenchi Universe*, *Tenchi in Tokyo*, and the *Tenchi Movies*, so keep watching out website for details.

Fans of our Tri-Stat System™ will notice a few changes in character creation that makes the design proceed more smoothly. The biggest change: we decided to remove the artificial barrier between Stat Points and Character Points. Since these two values could be converted back and forth through Attributes and Defects anyway, it just didn't make any sense to separate them any longer. Also, the modularity of the Sub-Attributes allows the three distinct *Tenchi Muyo!* powers — Jurai Powers, Mass Powers, and Mecha Powers — to use the same rules text. Finally, we have also incorporated Skills into the game since they are now part of the core Tri-Stat™ mechanics. When *Big Eyes, Small Mouth 2<sup>nd</sup> Edition* is released in August 2000 (in full-colour, no less), it will resemble this book more than any of our other publications to date.

GUARDIANS OF ORDER would like to thank the many people who assisted our company, and helped make the *Tenchi Muyo! Role-Playing Game and Resource Book* a reality: Kevin Chu, Todd Coleman, Dino Frisella, Hideki Goto, France Loubier, Dianne and Angus MacKinnon, Jim McGowan, Dominic Papineau, Andy Ransom, Bill Reimer, Jesse Scoble, and Stewart Sargent.

Mark C. MacKinnon  
May 2000

## DEDICATION FROM KAREN A. McLARNEY

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*"I dedicate this book to the GUARDIANS OF ORDER team. May this book inspire confidence in our abilities, pride in all of our work, and the desire to persevere despite all odds."*

# TENCHI MUYO!

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# CHAPTER 1

## INTRODUCTION

*Tenchi Muyo!* is a 13-volume original animation video (OAV) series that was first released in Japan in 1992 by Pioneer LDC. A dubbed and subtitled version was produced for North America in 1994. The series follows the adventures of Tenchi Masaki, a seemingly ordinary Japanese high school student. His life is changed forever when he accidentally breaks a seal imprisoning a legendary demon. The female demon, Ryoko, is actually an alien space pirate. Her awakening draws other aliens to Earth, starting with her rival Princess Ayeka and Ayeka's sister, Sasami. A battle between Ayeka and Ryoko's spaceships strands all three aliens on Earth, so they accept Tenchi's offer of hospitality and call a truce. Ayeka and Ryoko discover they have two things in common: they both are falling in love with Tenchi, and they both know he is no ordinary boy. However, Tenchi soon has more to worry about than discovering the secrets of his family heritage or keeping two jealous alien girlfriends from fighting over his affections. There are many more alien visitors on their way to Earth, and Tenchi's troubles have only just begun!

*Tenchi Muyo!* (the name can be translated several ways, including "No Need for Tenchi!" and "No Need for Heaven and Earth!") was produced by the animation production house AIC. In an industry where most Japanese animated series (or anime) are based on an existing *manga* (comic book) or novel, *Tenchi Muyo!* is unusual since it began as an original animation series. Its initial concept was developed by Hiroki Hayashi and Masaki Kajishima. After working on the action-heavy mecha dramas *Gall Force 2: Destruction* (1987) and *Bubblegum Crisis* (1988), the creators wanted to do a "day in the life" side story that would focus more on the character relationships of their heroes than the plot. When support for this concept fell through, they came up with the idea of a totally new series that would emphasize interpersonal relationships, but also retain the wild action of their earlier projects. *Tenchi Muyo!* was intended as a fun, open-ended series that would draw on many other anime shows for inspiration, but would also have a unique, over-the-top identity all its own.

*Tenchi Muyo!*'s first, six-episode OAV story arc was popular enough to be followed by a bridging seventh episode, a side story ("Galaxy Police Mihoshi") and then another six-episode OAV story arc. Since then, two broadcast television series, three movies, and countless multi-media spin-offs have explored other aspects of the *Tenchi Muyo!* continuum, many of them in "alternative universes" that share the same core characters as the first 13 OAVs, but differ significantly in plot.

The *Tenchi Muyo!* series is a mix of slapstick comedy, action, mecha drama and soap opera. Its strongest appeal lies in the cast of memorable characters that gravitate into Tenchi's orbit. Each is a distinctive personality: his laconic grandfather Yoshō, the "bad girl" Ryoko, haughty Ayeka, sweet-but-sensible Sasami, ditzzy space cop Mihoshi, and the playful genius scientist, Washu. Not to be underestimated is the appeal of the show's mascot, the cabbit (cat-rabbit) Ryo-Ohki, who is not only the cutest critter in any anime show, but is also able to transform into a gigantic space battleship. The series is not merely a shallow vehicle for cute-girl character designs. In its 13 OAVs, *Tenchi Muyo!* manages to give every member of its major cast either a mysterious back story, tragic past, or secret origin, often weaving together the backgrounds of individual characters in the process.

In conjunction with the detailed characterization, the surprising complexity of the *Tenchi Muyo!* OAV storyline is a significant part of the series' appeal. The abundance of background material combined with the series' open-ended nature and built-in tolerance of alternate universes provides fans (and gamers) plenty of room for creative speculation on character relationships and their ultimate outcomes.



## THE EXOTIC GIRLFRIEND SUB-GENRE

An important contribution to the *Tenchi Muyo!* OAVs' popularity is the way that the series draws upon popular themes and tropes familiar to anime fans. Perhaps the most enduring of these themes has been the "exotic girlfriends" concept. Indeed, with the success of *Tenchi Muyo!*, it has almost become its own sub-genre within Japanese animation. One or more exotic girls — alien, genie, witch, demon, robot, etc. — enter into a relationship with a seemingly normal boy-next-door, and a plethora of complications result.

This sub-genre is the central concept of *Tenchi Muyo!*, and it is one that appears in many other anime series, as well as countless Japanese "relationship based" video games. A short list of OAVs and TV shows built around the "exotic girlfriend" include:

- 1981: *Urusei Yatsura*
- 1985: *Outlanders*
- 1992: *Tenchi Muyo! OAV*
- 1992: *Video Girl Ai*
- 1993: *Oh My Goddess!*
- 1993: *The Girl from Phantasia*
- 1994: *801 TTS Airbats*
- 1996: *Saber Marionette R*
- 1997: *Tenchi Universe*
- 1998: *Saber Marionette J*
- 1997: *Sakura Wars*
- 1998: *Tenchi in Tokyo*
- 1999: *Princess Rouge*



The exotic-girlfriend genre is mainly a *shonen* (aimed at teenage boys) phenomena, although it has some crossover appeal. The reason for its popularity is obvious: boys can enjoy looking at the cute girls, and can identify with the ordinary guy whose hidden qualities have finally been recognized. Making the girl an alien, robot, fighter pilot or psychic warrior justifies the addition of superpowers, magic, cool mecha, and supernatural creatures to the mix. These elements add to the boy appeal, and gives the male viewers something to talk about other than romance. In addition, the relationship at the core of the show may attract some female viewers, who might not be interested in a pure boy's action show. The reverse — an ordinary girl pursued by one or more super-powered alien boyfriends — is far less common in anime, although a few *shojo* or teenage girls' anime, such as *Fushigi Yugi: The Mysterious Play* (1995) have elements of this paradigm.

In the "exotic-girlfriend" sub-genre, the boy is typically an ordinary guy — one who is not usually very lucky at attracting girls. The exotic girl, on the other hand, is usually beautiful, uninhibited (by ordinary Japanese standards), and has special abilities. Since an exotic beauty is not likely to mix in the same circles as an ordinary teenage boy, mitigating circumstances are often necessary to get them together. For example, the girl might be a robot programmed to fall for whomever awakens her, or a goddess, demon or spirit he accidentally summons or rescues. The boy might just be the first Earthling our lovely alien visitor gets a chance to know, or might have the luck to defeat her in battle. Either way, the visitor develops an immediate and irrevocable interest in the hero, and the resulting plot complications lead to comedy, drama, romance, or all three. In America, the sitcom *IDream of Jeannie* (1965) is a prototype of this sub-genre. Using the principal that if one super girlfriend is cool then more is better, it is common for some shows to have an exotic girlfriend's arrival signal a complete breakdown in a hero's normal life. The girlfriend is soon followed or accompanied by an invasion of strange relatives, rivals or enemies.



The first (and most successful) anime with this premise is the comedy *Urusei Yatsura* ("Those Obnoxious Aliens", 1981-1986), based on the manga by Rumiko Takahashi. An unlucky and lecherous loser, teenager Ataru Moroboshi, is chosen to save Earth from invasion by the Oni, a race of aliens who resemble traditional Japanese demons. Ataru must win an athletic contest with Lum, the beautiful, uninhibited and possessive daughter of the invader's

leader. This is not easy, since Lum can fly and project electrical shocks. When Ataru beats the odds and defeats Lum, she becomes mistakenly convinced that he wants to marry her, and develops a massive crush on him. This does not go over well with Ataru's human girlfriend, the long-suffering "girl-next-door" Shinobu. Lum moves into the Moroboshi residence, turning Ataru's life into a living hell. Lum's presence acts as magnet for other aliens and supernatural beings, many of them beautiful girls which Ataru (despite his slowly growing affection for Lum) cannot resist pursuing. An ensemble cast grows ever larger as new characters (including Lum's friends and relatives from outer space) are introduced, adding new rivalries and relationships.

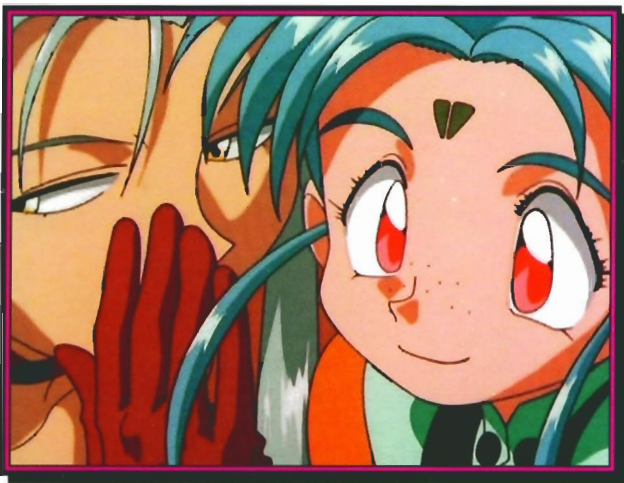


*Tenchi Muyo!* has many elements in common with *Urusei Yatsura*, most notably the idea of a super-powered demon girl/alien falling for an Earth boy. Just like Lum, Ryoko first appears to be an enemy, but reveals an unrequited love for the boy who defeats her. Similarly, as the cast of *Tenchi Muyo!* regulars rapidly expands, their tangled relationships provide much of the impetus for the ongoing story. Although Tenchi's brotherly kindness is the exact opposite of Ataru's lechery, both teenage protagonists share an inexplicable quality that attracts exotic females to them like bees to flowers, and neither is able to commit himself to just one of the many girls who appear in their lives.

At the same time, *Tenchi Muyo!* is also quite different from *Urusei Yatsura*. For one thing, it is as much an action show as a comedy. Although slapstick elements are present, they are balanced by nearly as many serious battles or passages of romantic angst. A classic element that, at first glance, seems to be missing from *Tenchi Muyo!* is the rivalry between the exotic girlfriend (or girlfriends) on one side and a safe "girl-next-door" on the other. Common in much of the genre, this may manifest as a love triangle (*Urusei Yatsura*, *Video Girl Ai*), comedy relief (in *Saber Marionette J*, the "girl" next door is actually a foppish guy) or a dramatic conflict of loyalties between human and alien (*Outlanders*). On the surface, *Tenchi Muyo!* eschews this by making all of Tenchi's girlfriends people from outer space; not until the much later *Tenchi in Tokyo* series is he caught between an Earthling and alien girlfriend. However, the conflict between the exotic and the familiar does exist in *Tenchi Muyo!* in the rivalry between Ayeka and Ryoko. Ayeka is an alien princess, but she is also related to Tenchi (making her less alien) and polite, shy, and decorous (except when in a jealous rage) — all

qualities expected of the stereotypical anime “girl-next-door”. She is human in nearly every way, and Tenchi even remarks on her “red blood”. Her rival Ryoko is passionate, uninhibited, and possesses superpowers and an origin that brands her as non-human. Ayeka is thus able to symbolically play the nice “girl-next-door” role to Ryoko’s bad girl alien.

Where *Tenchi Muyo!* really differs from previous alien girl shows is in the nature of its pivotal character, Tenchi Masaki. Earlier examples of the sub-genre created romantic comedy or tension by having the central boy character either unwilling to admit his true feelings or uncertain who to choose. Tenchi, however, is neither overly shy nor after the wrong girl, nor is he a “wishy-washy” character who cannot make up his own mind. Instead, he is frightened by romance or sex, even though he is presented with an ever-increasing number of alien girls who demonstrate affection for him. His refusal to play the dating game means that the romantic element of *Tenchi Muyo!* is almost completely one sided — Ayeka and Ryoko fight and fret over him, but Tenchi’s feelings for them are quite different in nature. He does not want a partner. He wants friends.



*Tenchi Muyo!* (and many later anime series that drew inspiration from it) is thus not so much a romantic comedy as it is an action-comedy about friendship and relationships. Tenchi is an only child who lost his mother when he was young, and was raised by his father and grandfather. He has no siblings or close friends. Until the others arrived, his life was incomplete. Tenchi and the alien females that settle at the Masaki residence together form a family unit, one whose bonds are constantly being tested by the Ayeka-Ryoko rivalry amongst other things. This unit is frequently rearranged by the arrival of new characters and situations, and reinforced by the dramatic elements in the story. At times, the show assumes the seriousness of a mecha action drama, in the intensity of the battle sequences against dangerous foes such as Kagato or Zero Ryoko, and in the emphasis given to details of mecha design or the workings of the characters’ powers.

In *Tenchi Muyo!*, the slapstick of comedy routines is replaced with deadly action in which life and death battles are fought against foes, and death is presented as a very real possibility. However, the true danger posed by the threats Tenchi and his friends face is not to their lives, but to their identity as a family unit. When mad scientists or space pirates or the Jurai

royal family arrive, what upsets our heroes is the fear that they will take Tenchi away (or Ryoko or Washu or Ayeka or Sasami), breaking up the new family unit that has been forged at the Masaki household. The fear that overwhelms Sasami as she struggles to come to terms with her secret past is that if it is discovered, she will be rejected by her friends. Each such drama forces the characters (especially Ayeka and Ryoko) to stop fighting over Tenchi and join together to prevail over a common menace to one or more of their friends. In succeeding, they constantly reaffirm their existence as a family group. This also adds a bittersweet quality to the romantic rivalry which still exists: if Tenchi ever chose only one of the girls, everyone is aware that it would be the end of the relationship they share.

At its heart, *Tenchi Muyo!* is a series that celebrates the bonds of friendship and family — a bond that transcends planet, race and gender. The appeal of this message is undeniable.

## TENCHI MUYO! OAV SUMMARIES

*Tenchi Muyo!* takes place in the mid-1990s, near the city of Kurashiki, Japan (Okayama prefecture). Some of the plot also occurs in various parts of the galaxy on spaceships and military outposts. The first OAV series (Episodes #1-6) is followed by a bridging Episode #7 (“Ryo-Ohki Special”), and a charming side-story, “Mihoshi Special”. The second OAV series (Episodes #8-13) concludes the OAV continuity, but still leaves a number of plot elements unresolved. Finally, a short concluding special (“Here Comes Jurai, Part Two”) provides some additional information concerning Dr. Clay’s fate and the mystery of Lady Tokimi.

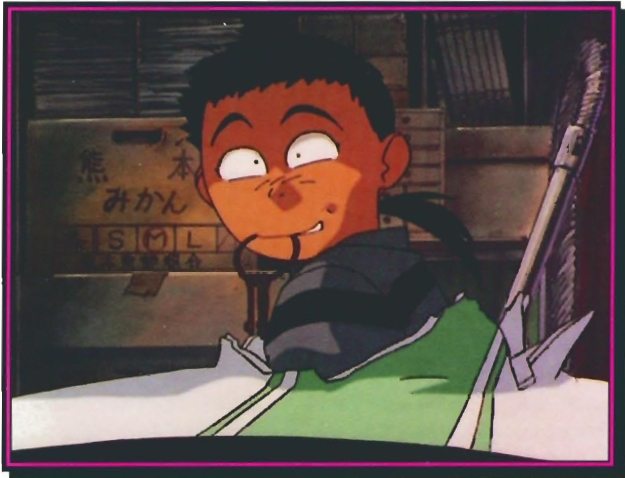


### EPISODE #1 THE RESURRECTION OF RYOKO

第一話 夏  
One hot summer day in Kurashiki, Japan, an older man is walking with purpose to a shrine atop a hill. The man is named Katsuhito, and he is searching for his grandson, Tenchi Masaki. The younger lad is inside the shrine office, searching through his grandfather’s belongings to find a set of keys. The keys will



unlock the sealed entrance to a nearby cave, where a great demon is said to be trapped. Tenchi is not having any luck finding the keys, however, because his grandfather keeps them with him at all times. After Katsuhito enters the office and startles Tenchi, he offers his grandson an opportunity: if Tenchi can snatch the keys from his hands, Katsuhito will allow Tenchi to unlock the cave's gate. His grandpa easily deflects Tenchi's assault, causing Tenchi to crash through the door of a closet. In the end, Tenchi finds himself in possession of the keys; it is obvious that Katsuhito "allowed" his grandson to take them.



Tenchi immediately rushes to the cave entrance, remembering the story of the demon that came to Earth to terrorize the land. It was Tenchi's samurai ancestor, Yoshō, that descended from the sky in a giant ship and sealed the demon within the cave using a powerful sword. Soon after Tenchi unlocks the gate and enters the cave, he discovers a sword with a beautifully carved handle imbedded within a rock. Tenchi draws the sword, and is quite disappointed with the rusty state of the blade. When he slashes the sword against a large stone, the blade shatters. Much to Tenchi's surprise, the stone is split in half, which opens a passageway in the wall next to Tenchi. He enters the opening, but slips down a steep slope on the other side and finds himself in a large chamber deep within the earth. In the centre of the chamber is a circular depression that emits a soft glowing light from its misty depths. Amazed by the sight, Tenchi drops the sword hilt at the edge of the depression. As he extends his hand to pick it up, a gnarled hand reaches from the mist and grabs Tenchi's arm. When the head of a demonic figure rises out of the depression to face him, Tenchi grabs the sword hilt, runs out of the chamber, and clammers up the slope as quickly as possible. Tenchi feverishly binds the halved rock together with vines, which closes the passageway as he had hoped. Tenchi runs from the cave, and vows never to return.

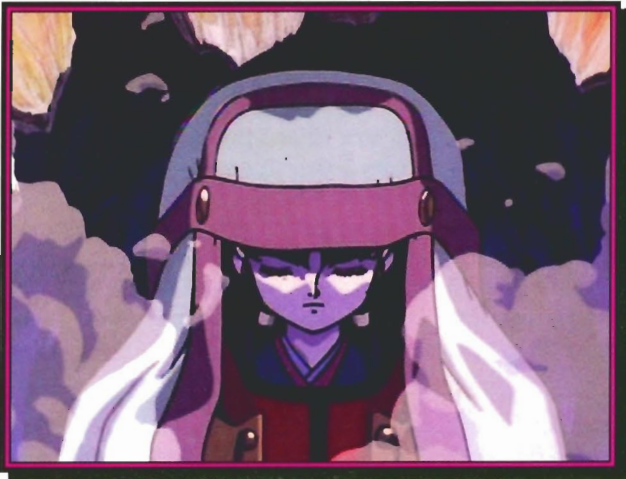
Tenchi returns to school that fall and brings the sword hilt with him. During lunch break, he takes a nap on the school's roof, but sleeps so deeply that he does not awake until the evening. A beautiful woman with spiky, light-blue hair appears to Tenchi on the roof, and introduces herself as Ryoko. She tells Tenchi that she is the demon who was locked in the cave for 700 years, and all she wants now is revenge. Ryoko first attacks Tenchi with an energy sword, and then shoots energy blasts from her hands. Tenchi tries

to fight back by grabbing a metal bar from part of the rooftop damaged by Ryoko's blasts, but she easily neutralizes his assault. Realizing he is completely overpowered, Tenchi races back inside the school and hides in a classroom. Seconds after Tenchi notices that the room is filling with natural gas from a pipe that was snapped by Ryoko's earlier energy blasts, Ryoko appears in the room and prepares to attack Tenchi once again. Tenchi warns Ryoko not to launch any more attacks for fear of the gas exploding, and distracts her with "Hey, what's that outside the window?" so he can escape. Ryoko is furious when she finally realizes that Tenchi tricked her. Electric sparks of anger surround Ryoko, which ignite the gas and cause a tremendous explosion.

Tenchi believes that his demon attacker was killed in the explosion, and is extremely surprised when an angry Ryoko emerges from the fire. As Ryoko is pursuing Tenchi, she is distracted and horrified by her disheveled reflection in a mirror. She takes several minutes to clean her clothes and restyle her hair, which gives Tenchi the time to return to his classroom and grab his book bag. During this time, Tenchi realizes that Ryoko's magical powers must be linked to the tiny red gem on her right wrist.



Ryoko soon hunts down Tenchi and launches another attack with her energy sword. Both combatants are surprised when the sword hilt from the demon cave protects Tenchi against the attack from within his book bag. The sword floats from the bag and hovers before Tenchi, forming an energy blade that protects him from several more attacks from Ryoko. When Tenchi grabs the hilt, the magical sword dominates his body's movements and forces him to launch a furious assault against Ryoko. Two of Ryoko's fingers and her right hand are severed by Tenchi's sword. The red gem explodes immediately, and the energy blade of Tenchi's sword disappears. Ryoko does not seem hurt after losing her hand, but is upset that she has lost her gem. Tenchi feels incredibly guilty for dismembering Ryoko, and is both relieved and amazed when Ryoko regenerates her hand effortlessly. Having lost the battle, Ryoko fades into the ground and does not return. When Tenchi arrives home, however, he is shocked to find Ryoko sleeping in his bed...



**EPISODE #2**  
**HERE COMES AYEKA!**

阿重霞が  
来た!

第二話

On a spaceship somewhere in the solar system, a young woman is awakening from a deep sleep in stasis. Her name is Princess Ayeka of the planet Jurai, and her ship is near "Colonized Planet 0315: Earth". Ayeka believes that her half-brother and fiancé, Yoshō, is on the planet, but her two Guardians — sentient tree logs over six feet tall — indicate that the ship only detects the presence of the space pirate, Ryoko, and not Yoshō's starship. Ayeka is looking forward to capturing Ryoko, and is quite angry when her ship informs her that Ryoko's past crimes have just been erased by the Statute of Limitations set by the Holy Council of Planet Jurai. Nevertheless, Ayeka orders the ship to begin its descent to the planet.



Back in Tenchi's room, Ryoko tells Tenchi that she wants the three gems that are imbedded in the pommel of his magical sword. Ryoko claims that she needs the gems to awaken and control her companion demon, Ryo-Ohki, because a greater devil is approaching the house. When Tenchi refuses her demands, Ryoko grabs the sword but suffers an electric shock. Meanwhile, Tenchi's father, Nobuyuki peeks into Tenchi's room and is mistakenly impressed by his son's sexual progression (for Tenchi, having a girl in his room is a significant event). Nobuyuki grabs his video camera

and climbs a ladder outside Tenchi's window to archive his son's new experiences. Suddenly, Ayeka's spaceship appears above the Masaki house, and Ayeka orders Ryoko to surrender. After the ship fires a warning shot next to the house, Tenchi believes Ryoko's story about the dangers of the "devil" in the spaceship, and agrees to use his force of will to transfer the gems to Ryoko. Tenchi only transfers one gem to Ryoko's left wrist, however, which still provides Ryoko with sufficient magical energy. Ryoko calls to her spaceship companion, Ryo-Ohki, to awaken from its deep sleep. Ryo-Ohki emerges from a nearby lake and flies to Tenchi's house. Ryoko teleports herself and Tenchi to the bridge of the ship, and orders Ryo-Ohki to shrink the entire Masaki house and bring it aboard as well. Ryo-Ohki then flies into space, with Ayeka's ship in pursuit. Ayeka summons dozens of small, magical logs to surround her enemy's ship, which freezes Ryo-Ohki in place. Ayeka then sends her Guardians, Azaka and Kamidake, to capture Ryoko and Tenchi.

Ayeka wants to know why Ryoko's Earthling companion had Yoshō's sword hilt, and orders her Guardians to torture the captured Ryoko with electric shocks. Unfortunately, the torture has quite a different effect and only excites Ryoko to orgasm, thus revealing her affinity for sadomasochistic activity. Only when shocked by Tenchi's sword does Ryoko actually feel pain and thus tell Ayeka what she wants to know. Ryoko tells Ayeka to ask Tenchi about the sword, which confuses Ayeka since the sword is also named Tenchi. Before Ayeka can question Ryoko any further, the spaceship delivers orders from the Queen that Ayeka must turn in for the evening. Reluctantly, she agrees, and sends Ryoko to a prison cell aboard the ship.



Tenchi awakens to find himself encased in a prison cell made from tree vines. Just as he starts using his pocketknife to cut through the vines, a very cute, young girl emerges from behind some bushes and introduces herself as Sasami. Sasami wants to play with Tenchi, and thus releases him from his cell. Tenchi asks Sasami to return him to Earth, and she agrees to do so if he will do a favour for her. Sasami tells Tenchi to sneak into Ayeka's room after she is asleep and retrieve her head ornament. Once in Ayeka's room, Tenchi discovers that Ayeka is not only wearing her head circlet, but is also holding the hilt of the magical sword in her hands as she sleeps. Tenchi pulls the hilt from her grip, but Ayeka awakens, kicks Tenchi off the bed, and orders her Guardians to stop him. Tenchi runs with Sasami to escape, and at Sasami's urging, they enter a hollowed tree trunk that transports them to the area next to Ryoko's prison cell.

Tenchi unknowingly uses the powers of the sword to open Ryoko's prison just before Ayeka arrives. When Ayeka demands to know the whereabouts of the sword's rightful owner, Tenchi says that he died a long time ago. Ayeka refuses to believe Tenchi, and orders the Guardians to attack. Ryoko grabs Sasami (who is Ayeka's little sister) to use as a hostage, but upon Ayeka's command, vines from the nearby trees entwine Ryoko's arms. Again, Tenchi uses the power of the sword accidentally and out of fear, which results in the vines entangling the Guardians. Ayeka realizes that Tenchi must have the blood of the Royal Family of Jurai if he could use Yoshō's sword — Jurai's Master Key — to stop the Guardians.

Ryoko and Tenchi reactivate Ryo-Ohki, which is held in docking clamps by Ayeka's ship, and they teleport onto Ryo-Ohki's bridge. At Ryoko's command, the two attached ships begin a descent through the Earth's atmosphere, which damages both ships as their hulls begin to burn. Ayeka begs Ryoko to stop before they crash, and jettisons her spaceship's exterior wall unit when Ryoko does not listen. Ryo-Ohki and the interior dome of Ayeka's ship skip along a large body of water on the Earth, and crash into the Seto Bridge in Japan. Luckily, the jettisoned hull absorbed much of the energy of the crash.

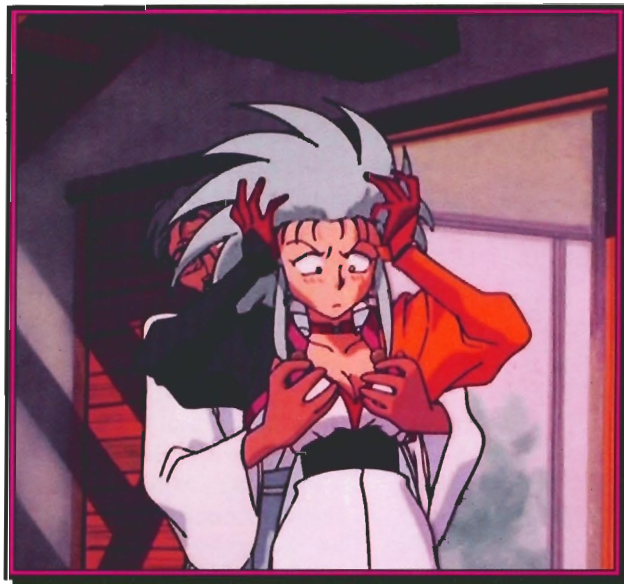
The next day, Tenchi and his father are eating breakfast in their house, which had been expanded back to regular size next to Katsuhito's shrine. Ryoko and Sasami are also at the table for breakfast, but a frantic Ayeka is outside unsuccessfully trying to rescue the splintered pieces of her spaceship, Ryu-Oh.



### EPISODE #3 HELLO RYO-OHKI!

**第三話** Ayeka has a dream about her time as a child on Jurai. She is standing in a large field making a wreath of flowers when her older half-brother, Yoshō, comes along. Yoshō lifts Ayeka into his arms, and she tells him that they will be married when she is older. Ayeka's dream then shows Ryoko attacking Jurai, and Yoshō following Ryoko in his spaceship when Ryoko flees. As the dream turns into a nightmare about Yoshō's possible death, Ayeka awakens.

In the morning, Ryoko walks along the surface of the nearby lake, searching for something in the water. Meanwhile, Sasami is back at the house, trying to convince Ayeka to leave her upstairs bedroom and interact with Tenchi and the other guests. After Sasami explains how difficult Ayeka's absence has been, Ayeka apologizes and agrees to venture downstairs. When the two sisters finally make an appearance in the family room, Ryoko is sitting on the couch with a melon-sized egg. Ryoko claims that the egg is actually her love-child with Tenchi, which infuriates Ayeka. Tenchi enters the room moments before a small, furry animal breaks out of the shell. The creature's name is Ryo-Ohki, and it appears to be a cross between a cat and a rabbit (it is a cabbit). Ryo-Ohki is actually the offspring from Ryoko's spaceship, which self-procreated when it was destroyed in the crash to Earth. Now tired of Ryoko's teasing, Ayeka storms from the room. Tenchi attempts to calm Ayeka's anger, but receives a slap across his face in return. On her way outside, Ayeka bumps into Katsuhito. When she looks into the old man's eyes, she sees the visage of her lost love, Yoshō. Thoughts of her lost love sadden Ayeka, and she rushes outside to be alone.



With Ayeka gone, Ryoko asks Tenchi where he keeps Yoshō's sword. When she learns that Tenchi returned the sword to Ayeka, Ryoko is furious — the sword hilt holds the gems that are the key to Ryoko's powers. Ryoko falls backwards in disbelief, but stumbles into Katsuhito. The old man avails himself of the opportunity to fondle Ryoko's breasts briefly before she turns around to pound him with her fist. Katsuhito astounds Ryoko, however, when he effortlessly catches her fist with his hand. Worried that her punch has lost its strength, Ryoko takes a swing at the nearby stairway. The stairs buckle from the force of the blow, which assures Ryoko that her great strength remains.

Ryo-Ohki sees a depressed Ayeka standing by the lake and hops over to cheer her up. Ayeka is startled at first by the cabbit's touch, and tells Ryo-Ohki to go away. When Ryo-Ohki refuses to listen, Ayeka leaves, climbs halfway up the stairs to the Masaki shrine, and enters the woods. Naturally, Ryo-Ohki follows. In the woods, Ayeka finds a Royal Teardrop, a beautiful flower indigenous to planet Jurai, and remembers her love for Yoshō. Full of despair over her lost half-brother, Ayeka's eyes fill with tears.



Ryo-Ohki sees Ayeka's sadness and brings Ayeka another flower to cheer her up. Ayeka is grateful to Ryo-Ohki, and welcomes the comfort that the cabbit provides. After a short while, Ryo-Ohki leaves Ayeka and runs deeper into the woods; Ayeka follows to ensure that Ryo-Ohki does not get lost. Ayeka soon comes across the training ground where Katsuhito is instructing Tenchi in sword manoeuvres. As Ayeka secretly watches from behind the bushes, she notices that the two combatants are sparring in a style used extensively by Yoshō. Unfortunately, Ayeka loses her balance, sprains her ankle, and falls to the ground. When Tenchi and Katsuhito investigate Ayeka's injury, Ayeka asks the old man about his sword style. Katsuhito dodges the question, however, and instructs Tenchi to carry Ayeka home.

Tenchi and Ayeka seek shelter and warmth in a food storage shed when it begins to rain. Tenchi waits outside while Ayeka dries herself by a fire. Ryo-Ohki is also hiding in the shed, and inadvertently scares Ayeka by jumping on her. Tenchi barges into the room when he hears Ayeka scream, and Ayeka runs to him for comfort. Ayeka is quite embarrassed when she learns the shadowy figure is only Ryo-Ohki, and tells Tenchi that it is all right for him to stay. As they sit by the fire, Tenchi tells Ayeka of the battle between Ryoko and Yoshō on Earth, and Ayeka tells Tenchi about her arranged marriage to her half-brother.

They proceed home when the rain stops, but at Ayeka's request they first stop at the holy tree of the Masaki Shrine. Ayeka identifies the tree as Funaho — the tree that was the heart, soul, and brain of Yoshō's ship. Funaho has taken root, however, and thus cannot transform back into a spaceship. When Ayeka holds the hilt of Yoshō's sword to Funaho, beams of light shine from the tree and Funaho's memories become visible to Ayeka and Tenchi. In the vision, they see Funaho and Yoshō chasing Ryoko and Ryo-Ohki to the Earth. Ryo-Ohki is damaged by an attack from Funaho, which causes the cabbit ship to crash into the ground (thus creating the nearby lake). In the final battle, Yoshō plunges his sword into Ryoko's neck and pulls her gems into his sword hilt. Now weakened, Ryoko is easily captured by Yoshō.

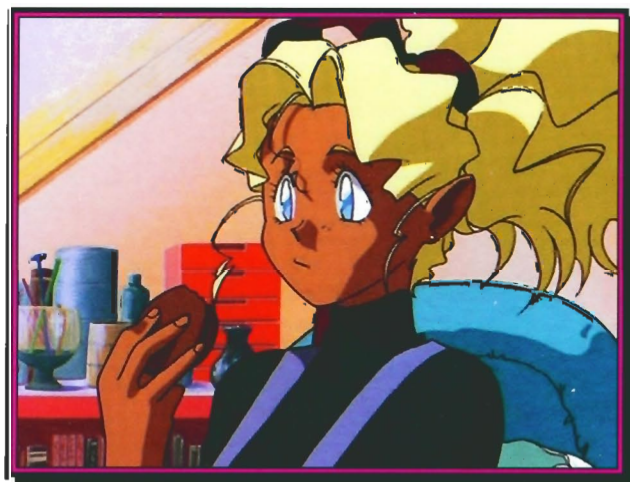
After seeing this image, Ayeka regains hope that Yoshō is alive. She returns Yoshō's sword to Tenchi, since he is obviously related to Yoshō through blood, and asks Tenchi for protection for herself and Sasami until Yoshō is found. Sasami, Ryoko and Ryo-Ohki soon arrive at the tree as well. Ryoko congratulates Tenchi on recovering the sword for her, but is both upset and jealous when Ayeka tells her that the sword was returned to Tenchi freely and that they are related to each other.



**EPISODE #4**  
**MIHOSHI FALLS TO THE LAND OF STARS**

第四話  
美星降る星降る里に

Somewhere in space, a battle is waging between one giant battle cruiser and a fleet of smaller Galaxy Police vessels. When the cruiser demonstrates its awesome fighting abilities, the commander of the fleet orders a retreat. It is too late for this order, however, and all of the police ships are destroyed. A short time later at the sprawling Seventh Galaxy Police Headquarters, the Commander — a tall and muscular man with features resembling a feline — receives a call from the Galaxy Police Marshal. The Marshal reveals that the infamous space pirate, Kagato, was confronted at the ancient ruins of Planet 617, Area 3. Kagato escaped the police, and was last seen heading towards Earth's solar system. The Marshal emphasizes the urgency with which Kagato needs to be captured before ending the transmission.



Meanwhile, Galaxy Police Officer Mihoshi is in her spaceship, having a snack during her break. An incoming emergency call beckons her to the bridge, but her clumsiness and awkwardness does not make this task easy. When she finally accepts the call, her Galaxy Police supervisor orders her to watch her patrol area for Kagato, and contact the Special Investigation Unit should she identify his ship. Mihoshi decides to follow her own plans, and tells



her supervisor that she will proceed to capture Kagato herself. She abruptly ends the transmission and asks her ship's robotic assistant, Yukinojo, for a profile on Kagato. A quick database search reveals that Kagato (a.k.a. Ruins Buster) is a 5000 year old space pirate who owns a huge and powerful ship called Soja. He is known to ravage cultural ruins, and has stolen artifacts from 3326 planets to date. As Yukinojo details Kagato's profile in depth, Mihoshi become sleepy and attempts to use a Dimensional Cube to summon a cup of coffee. Once again, Mihoshi bungles the attempt and causes chaos on her bridge, cutting Yukinojo's report short.



Back on Earth, the Masaki family and friends visit an inn that is run by an old woman. Soon after their arrival, everyone heads to the hot baths to relax. It is here that Nobuyuki teaches Tenchi how to spy on females while they bathe, and shows his son how to wear the "authentic peeping tom outfit". However, Ryoko, who appears naked before Tenchi and hauls him over to the female bathing area, interrupts Nobuyuki's peeping. Naturally, Tenchi gets a nosebleed from the excitement. Ayeka is far too shy to take a bath while Tenchi is their area, but something special passes between them while they stare at each other. This moment calms Ayeka and she decides to enter the water with Tenchi. Ryoko uses Ayeka's distraction to pull the towel from Ayeka's body, leaving the Jurai princess standing naked before Tenchi. Ayeka screams in embarrassment, while Tenchi gets another nosebleed and chastisement from Sasami for being a pervert.

Ayeka is furious with Ryoko, and challenges her to a battle. Ayeka summons her Jurai logs to attack and trap Ryoko, while the space pirate uses one of her gems to call upon a demon spirit to destroy the princess. Unfortunately, Ryoko cannot control the demon because she needs a second gem, and thus the demon indiscriminately attacks both Ayeka and Ryoko. After Ayeka runs from the area to escape the demon, Ryoko calls to Tenchi to fetch Yoshō's sword and then follows Ayeka. Meanwhile in the upper atmosphere, Yukinojo alerts Mihoshi that they are falling towards an energy pocket that is forming on Earth.

When Tenchi returns with the sword to face the demon, he discovers that he cannot summon the blade from the hilt. After suffering one forceful attack at the hands of the demon, Tenchi concentrates on his grandfather's training and manages to finally summon the blade. It is not until Tenchi cuts clean through the spirit demon without injuring it that he realizes that the sword is

useless against it. At that moment, a large black energy pocket opens in the sky above the baths. Mihoshi's Galaxy Police vessel emerges from the hole only to be pulled back in, which causes a whirlwind to suck the demon spirit and Tenchi towards the pocket. Ryoko acts quickly to save Tenchi from disappearing into the pocket, and Tenchi catches Mihoshi (who had fallen from her ship). The energy pocket closes after the demon is completely engulfed, which causes Tenchi and Mihoshi to fall into the spring.

When Mihoshi awakens a short while later, Ryoko identifies her as an officer of the Galaxy Police. Ryoko tells Mihoshi that she fixed her Galaxy Police bracelet, which leads Mihoshi to believe that Ryoko is a jewellery repairperson. Sasami reveals that Ryoko is actually a space pirate, and the bracelet indicates that the villainous Ryo-Ohki — who has destroyed 28 planets and 69 colonies — is actually the cuddly cabbit. Mihoshi pulls her gun on Ryo-Ohki, only to have the cabbit eat the end of its barrel.

That night Sasami has a nightmare about being on a ledge next to a giant tree. She then starts to float through space, and begs for help from a being named Tsunami when she is attacked by a man with a sword. Sasami awakens, and steps outside to join Ryo-Ohki. Up in the sky, both Sasami and Ryo-Ohki see a huge spaceship against the light of the moon.

A man is standing in the cave in which Ryoko was imprisoned. Finding the cave empty, he teleports himself into the large throne room of his ship. This mysterious man knows something about Jurai's royal family, the crown prince Yoshō, and princess Ayeka. He also knows about Ryoko.



## EPISODE #5 KAGATO ATTACKS!

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Tenchi is in the fields harvesting carrots while Ryo-Ohki is eating them almost as fast as he can pick them. Suddenly it begins to snow and Ryo-Ohki shows great fear. Tenchi assumes that the reaction is to the snow and tries to pacify her, but she runs away. Meanwhile, Ryoko is drinking sake in the floating hot spring (*onsen*). Ayeka enters but when she sees Ryoko, she turns to leave. Ryoko convinces Ayeka to join her in the bath for

some *sake* and shares some of her fondest memories about Tenchi. There are flashbacks to scenes when Tenchi was growing up and Ryoko's spirit watched over him. Ayeka, somewhat inebriated, uses the opportunity to tell Ryoko that the reason Tenchi does not like her is because of her old age. Mihoshi also enters the bath and, while drinking great amounts of *sake*, proclaims her feelings for Tenchi as well.



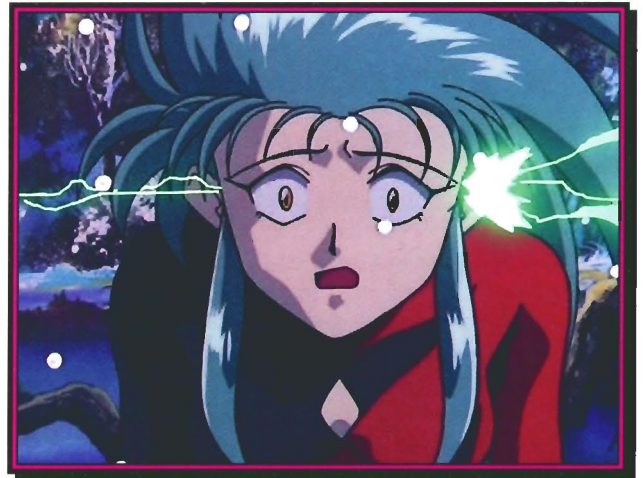
After Ryo-Ohki bounds into the *onsen* and jumps into Ryoko's arms, a green sphere enters and Kagato emerges from it. He attacks Ryoko with electricity and renders her unconscious. Tenchi arrives but Kagato has already captured Ryoko and taken her with him. Mihoshi tracks Kagato with her Galaxy Police bracelet to Funaho and attempts to arrest him. Kagato's insulting remarks about her performance record infuriate her, however, and she completely discharges her pistol at him. Unfortunately for Mihoshi, the lasers bounce off of Kagato's forcefield, leaving her, Sasami and Ayeka vulnerable.



Tenchi wills the sword to appear and Kagato recognizes it as the "King's property". Kagato reaches out to take it from him but Ryoko pushes Tenchi out of the way and warns him not to let Kagato have the sword. Kagato first takes control of Ryoko's mind and then he speaks to Tenchi of the awesome power of the sword, and how only a suitable owner may wield it. Ryo-Ohki jumps onto Kagato and bites his hand to distract him. With a snarl, Kagato

tosses her aside. Tenchi attacks Kagato but is only able to graze his cheek with the sword. Kagato's face heals in seconds and he attacks and overpowers the stunned Tenchi.

Kagato levitates the sword and reaches out to grasp it but it is suddenly whisked away through the air and into the hand of Katsuhito. Kagato identifies Katsuhito as the first crown prince of Jurai's royal family and asks him about the greatest energy in the universe. Katsuhito replies, in a cocky manner, that no such energy exists and even if it did, humans could not control it. Kagato attacks Katsuhito but a shield surrounds Katsuhito and protects him from a volley of energy attacks from Kagato's sword. Katsuhito wills the sword to materialize and he and Kagato battle, but Kagato is no match for Katsuhito. Ryoko, now under Kagato's mind control, intervenes to help her master and attacks Katsuhito. The old man manages to sever Ryoko's wrist — the one with the jewel embedded in it. Katsuhito throws the sword into the trunk of Funaho and chuckles mischievously. Kagato believes that Katsuhito has given up and tries to remove the sword from Funaho, but is hurt by the electrical charges that are emitted from the sword after he grasps it. Kagato takes Ryoko and disappears with her inside a green sphere, but not before inviting Tenchi to face him again once the boy has improved his skills.



Ayeka jumps into Katsuhito's arms and exclaims that she now knows he is her brother, Yoshō. Katsuhito gently explains his reasons for leaving Jurai: due to his Earth ancestry, there would have been a conflict over succession to the throne. He could not bear the great prejudice at the time so he left Jurai to fight Ryoko, vowing never to return. He tells Ayeka that Earth is his home now and where he wants to be buried when he dies. While holding back her tears, Ayeka tells him that without Jurai's life tree and water, he will no longer be immortal. Katsuhito tells her that this does not matter and one day, she too will understand. He then relinquishes his engagement with Ayeka and suggests that she and Tenchi should marry.

Yoshō gives the sword to Tenchi, who expresses doubt in his ability to handle it. Katsuhito reminds Tenchi of his responsibility to protect the women and after gaining some confidence, Tenchi vows to rescue Ryoko from Kagato. Sasami and Mihoshi offer to accompany Tenchi but Ayeka is hesitant to help. Ayeka soon meekly agrees to accompany the others on their mission. Much to everyone's surprise, Ryo-Ohki transforms into an enormous space ship and envelops the command centre of Ryu-Oh within herself.

On Kagato's ship, Ryoko is trapped in a gigantic hourglass. Kagato is surprised that Tenchi and the others would bother to come and rescue Ryoko. He informs Ryoko that he created her and gave her a human appearance merely out of convenience. Kagato's ship fires successfully on Ryo-Ohki while the occupants inside lament that they cannot operate her. Ayeka commands Mihoshi to learn how to control their ship but instead Mihoshi shares her *sake* with Ryo-Ohki. Ryo-Ohki's drunken state causes her to fly awkwardly, which helps her evade the Soja's blasts.

Tenchi volunteers to enter Ryu-Oh's command centre to activate its Lighthawk Wings so they may intercept the attacks from the Soja. With Ayeka's instructions from Ryo-Ohki, Tenchi uses the sword to open the Lighthawk Wings and attack the Soja with a giant blast of energy. The Soja also fires and the two attacks merge, but the Soja's blast overpowers Ryu-Oh's and the ship is hit and destroyed by the combined force. Ayeka frantically searches for Tenchi using Ryo-Ohki's monitors but to no avail. Ryoko witnesses the course of events and, with a great surge of anger, she breaks free from her imprisonment. She teleports outside the Soja and looks for Tenchi but only finds a bloodied scarf. With tears in her eyes and vengeance in her heart, Ryoko swears before the universe that Kagato will pay for his actions.



## EPISODE #6 WE NEED TENCHI!

**天地必要** 第六話 Ryoko is holding herself while clutching Tenchi's scarf. Ryo-Ohki appears and Ryoko teleports aboard her bridge where Ayeka and Mihoshi are sitting and looking stunned. Ryoko tells the others that they must fight Kagato. She creates a gem for her right wrist from her left earring. With a guttural shout, Ryoko orders Ryo-Ohki to mobilize and the awesome ship charges at the Soja. One of Ryo-Ohki's spikes pierces the Soja's shield and creates an opening for Ryoko, Ayeka, and Mihoshi, who enter the ship. They fight their way down the Soja's passageways while Kagato awaits their arrival in the chapel of his ship as he plays the organ. Meanwhile on Earth, Sasami is running quickly and, through her tears, begging Tenchi not to die. She calls upon her powers to open a gateway into Funaho and is then transported inside the great tree.

Tenchi is floating in space, along with the sword, protected by a force field generated by Azaka and Kamidake. He is unconscious and has only the upper-half of his body. Tsunami arrives and merges with Tenchi's body, after touching his nose with her own.

Ryoko, Ayeka, and Mihoshi are invited into the chapel when the wall that surrounds it parts and opens. Mihoshi drops her control cube, which sends her into the middle dimension of the Soja. Ryoko and Ayeka approach Kagato, who finishes his song and greets them with a flourish. Ayeka attacks him but the chapel's forcefield protects him and her energy is directed back at her, knocking her unconscious. Ryoko attacks but she only destroys his Shadow. Kagato is then able to grab her by the neck and turn her to stone. He approaches Ayeka and enters her mind to try to discover Tsunami's secret.



Mihoshi, now in the middle layer of the Soja, steps on a platform that activates two giant snakes, which then attack her. She uses her glove-weapon to freeze her opponents, but they break free after Mihoshi quotes them their legal rights. Mihoshi tries to use her cube to summon a larger gun but she is unsuccessful. At the same time, a young woman with red hair is breaking free from her crystal imprisonment. Just as one of the snakes opens its giant maw and prepares to swallow Mihoshi, the young woman turns the snakes to stone.





The young woman then brings Ryoko's astral body to the middle layer and with a snap of her fingers, she dispels the stone curse that was placed upon her. The woman reveals that her name is Washu and she is Ryoko's mother, who created her with one of her ova. Washu indicates that she created the Soja and Ryo-Ohki as well, and tells Ryoko that she knows all about her feelings for Tenchi because she and Ryoko are connected. As Ryoko, rather embarrassed, turns to leave, Washu asks if Ryoko will call her "mom" but with a growl, Ryoko disappears.

Ayeka is having a dream. She is naked and Yoshō is asking about how the master key can tap into Tsunami's power. Ayeka realizes that the person before her is not her brother and she screams for Tenchi's help. Tsunami is able to intervene and blocks Kagato's mind control. Ryoko interrupts Kagato and, with a scowl, prepares to battle.

Tenchi awakens inside of Tsunami, with his lost body parts restored. Tsunami reveals her identity as the "Ship of Jurai". She explains that she is the mind of the ship and Sasami is the owner. She tells Tenchi that his friends are alive but are in close combat on the Soja. Tsunami cannot accompany Tenchi to the Soja but she kindly gives him encouragement and tells him to trust in his own power and not the sword's.

On the Soja, Ryoko and Kagato are fighting while Mihoshi and Washu, who are trapped in the middle layer, watch and cheer for Ryoko. Washu realizes that Ryoko is not using her full powers against Kagato because the force of her powers would kill Ayeka as well. Washu takes Mihoshi's cube and uses it to bring Ayeka into the middle layer. Kagato projects his astral body into the middle layer and threatens to destroy the Earth by unleashing all of the power of the Soja's gems. Tsunami's nine Lighthawk Wings neutralize his attack and she returns fire on the Soja to destroy the Soja's shield.

Tenchi arrives on the Soja to battle Kagato but has some trouble fully materializing. He soon gathers himself and lunges at Kagato with the sword, but Kagato catches it easily. He tells Tenchi that the sword is useless once it is cut-off from the power of the main ship. He then transfers all of the power from the Soja's gems to himself and delights in the surge of power. Tenchi despairs and admits defeat but then he hears Tsunami's voice. She tells him to have faith in himself and his own power. Tenchi says he realizes he has been relying on the sword too much and he tosses it aside as he stands to face Kagato once again.

Tenchi finds his inner strength and constructs three Lighthawk Wings from his own body and then creates a new sword. Kagato attacks Tenchi

with all of his power but Tenchi cuts through him with his sword. As Kagato is disintegrating, he congratulates Tsunami and tells Tenchi, "You've won, boy."



Once Kagato is destroyed, the others are freed from the middle layer. They rush to hug Tenchi and Ryoko is upset because she was not the first one to hug him. Their happy reunion does not last long when Washu realizes that Tenchi cut through the Soja as well and thus they must flee from the ship. Once they get back to Earth, everything returns to normal — Sasami is cooking, Ayeka and Ryoko are fighting, Mihoshi is trying to mediate between them, and Washu is enjoying the show.



## EPISODE #7 RYO-OHKI SPECIAL: THE NIGHT BEFORE THE CARNIVAL

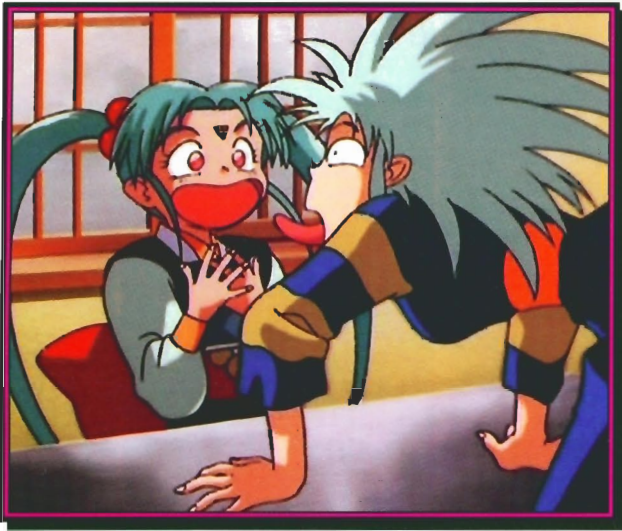
前日の夜、お祭り  
It is a beautiful morning with wonderful spring-like weather. Tenchi awakens to see Ryoko's face suspended in mid-air above his bed. She tells him that she was so afraid that Tenchi would leave her that she watched him all night. Tenchi tries to get some privacy in the bathroom but Ryoko peeks in on him. Tenchi finally orders her to stay out and breathes a sigh of relief. He notices a silver ring on his right hand and, deciding that he does



not need it any longer, tries to remove it. With a flash of light, Tenchi is transformed into his battle costume. While he is trying to figure out how to change back to normal, a small seed drops from his costume.



Soon after, Ayeka emerges from her room and sees Ryoko kneeling on the floor, scratching at Tenchi's bedroom door. Tenchi steps out and gives the seed to Ayeka. She explains that it is Ryu-Oh's seed and now she can replant her dear companion. Ayeka visits Washu in her dimension under the Masaki stairs. Ayeka asks Washu if she will create a unit in which she can plant Ryu-Oh's seed. After demanding to be called "Little Washu", Washu agrees to help Ayeka. Kagato already built a unit when he schemed to take Tsunami, and thus Washu simply brings it to her dimension for Ayeka's use.



Mihoshi and Sasami are reading girls' romance comics (*shojo manga*) in the living room. Ryoko asks for an explanation and Sasami tells her that they are love handbooks, based on Earth-style romance. Ryoko, overcome with jubilation, gently takes the *manga* from her. Soon after, Sasami announces that breakfast is ready and Tenchi goes to tell Washu and Ayeka. Washu uses one of her devices to capture and detain Tenchi for an examination, however. Meanwhile, Ayeka is at the unit planting Ryu-Oh's seed, when Ryu-Ohki starts to dig it up. Ayeka stops Ryu-Ohki and exclaims that the seed is not a carrot.

Tenchi is being held by Washu who has completed the physical exam, except for one last thing — a semen sample. She changes into a nurse's outfit ("an angel of mercy") and offers to collect the sample in any way that Tenchi would prefer, such as with her hands, her mouth, or her cleavage. When Tenchi loudly protests to all three, she tells him that she will give him a "full course". As she reaches into Tenchi's boxer shorts, Mihoshi suddenly appears behind Washu. After sitting on her computer and touching some buttons, Mihoshi causes Washu's computer to malfunction.

Later that day, Ryoko tries to win Tenchi's love by bumping into him (as she had read in the *manga*). Mihoshi intervenes and drags Ryoko away to give her some medicine to alleviate Ryoko's "sickness". Ayeka, who had been watching from inside the house, asks Sasami what happened. After Sasami explains that Ryoko read Nobuyuki's *manga* for research, Ayeka commits herself to do the same. She trips Tenchi with a rope and, after handing him her handkerchief, runs away pretending to be embarrassed. Later, Tenchi is at the shrine and Ryoko and Ayeka are watching him while hiding behind Azaka and Kamidake. Katsuhito asks Tenchi for an explanation but he is just as bewildered by their actions.

Ayeka and Ryoko continue to try to win Tenchi's love by knitting him a sweater and cooking an exquisite meal, respectively. When their projects fail, they both confront Tenchi with copies of a *manga* that foretell a perfect match between each of them. Tenchi tells them that the *manga* are over 10 years old. Washu arrives with a current copy and exclaims happily that it says she and Tenchi are the ultimate mates.

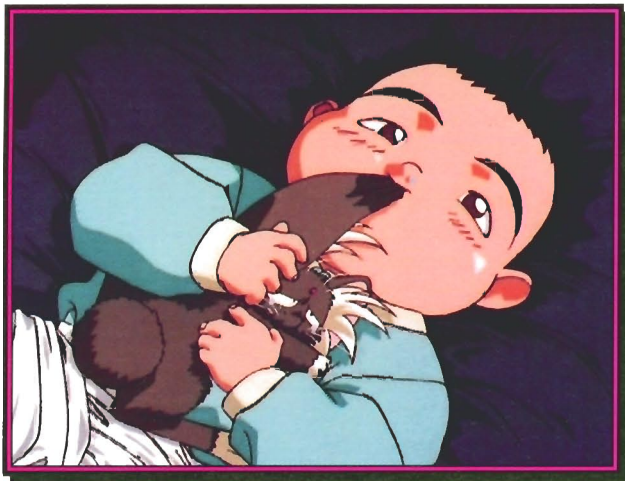
The next day, Ryoko and Ayeka are in the *onsen* and Ryoko dumps a bucketful of cold water on Ayeka. Eventually the two of them decide to cooperate to lock Washu in her dimension and trick Mihoshi into returning to the Galaxy Police. That evening, Mihoshi says a tearful goodbye to Tenchi, Sasami, and Ryo-Ohki. She is elated when Tenchi invites her to return to his home at any time. Mihoshi vows to return once she has submitted a written and verbal report. Once Mihoshi contacts GP Headquarters from her main ship, the Captain joyfully tells her that she can return to the GP Central Office, but Mihoshi asks for reassignment to Earth. The Captain objects and says that Earth is under Jurai's jurisdiction and that Galaxy Police Officers can not go there without permission. Mihoshi tells him that she already has permission, and skips about happily as she dreams about a future romance with Tenchi.



Back on Earth, Ryoko has bound and gagged Ayeka. Ryoko is wearing the traditional peeping attire as well as a revealing dress. Her plan is to seduce Tenchi that evening in his room. When Ryoko opens his door, she is immediately teleported outside and into the lake. Ryoko runs back into the house and Ayeka smugly tells her that she had placed a trap on Tenchi's door. Ryoko tries to trick and fluster Ayeka by accusing her of wanting to make love to Tenchi. When this fails, a physical confrontation ensues between them.

Sasami is having a nightmare about Tenchi being taken away by someone named Tokimi. Crying, she goes to Tenchi's room and asks if she can sleep there. Tenchi invites her in and settles on the floor while Sasami, Ryo-Ohki, and even Washu share his bed. Ryoko and Ayeka try to enter without knocking, but both are teleported into the lake. Suddenly a loud noise is heard from overhead. It is Mihoshi returning from the Galaxy Police in her shuttle. She forgets Earth does not have an automatic landing beacon and fails to slow down manually causing her to crash-land her shuttle, destroying both the ship and Tenchi's house.

The next morning, in Washu's dimension, Ayeka is the first to awaken. She sees Ryo-Ohki in Ryu-Oh's unit and fears that Ryo-Ohki has dug up the seed. She is very pleased when she sees that Ryu-Oh has started to grow.



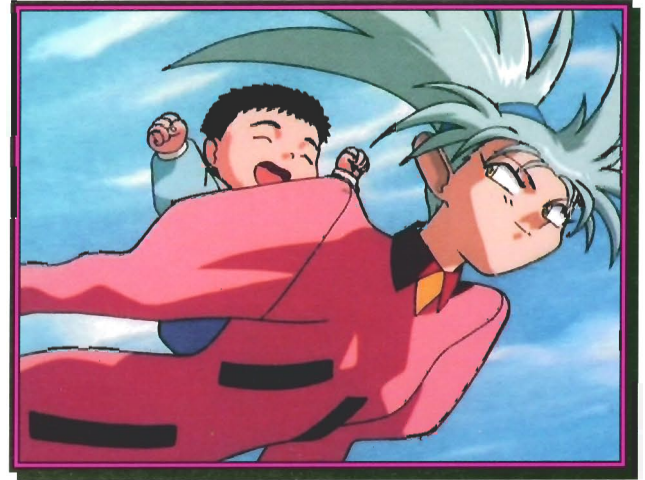
## EPISODE #8 HELLO! BABY

赤ちゃん  
くんには

第八話 The phone is ringing in the Masaki house and Ayeka answers it. Tenchi's aunt is on the line and she asks Ayeka to pick up Sasami who is at her house. Tenchi is outside when Sasami and Ayeka arrive. Sasami acts in a shy manner and runs into the house. Tenchi's aunt hands a wrapped package to Tenchi who accepts and tells her to "come back with the baby" as she is leaving. The next day, Tenchi's aunt returns with a baby and places him, as well as his baby supplies, into Tenchi's arms. The baby's mother is ill and Tenchi's aunt convinces him to care for the baby while his mother recovers.

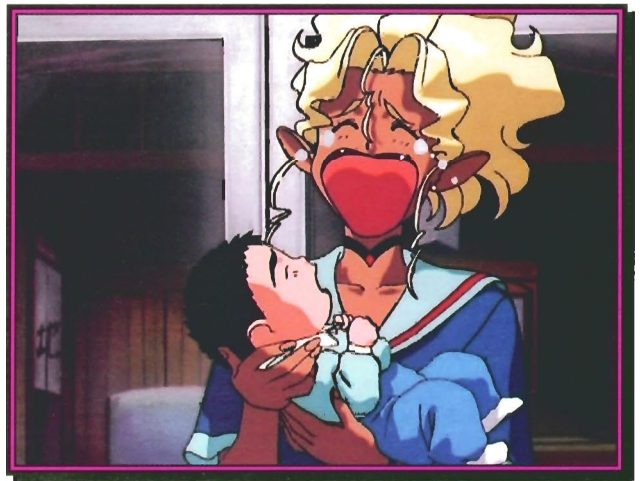
Ryoko, Ayeka, and Mihoshi are excited about caring for the baby for the next few days. However, they become uncertain about the task after Baby Taro pees on Ryoko and slobbers on Ayeka. Mihoshi undertakes the daunting task of changing Taro while Ryo-Ohki's ear momentarily becomes his teething ring. Ayeka has

volunteered to wash Taro's diapers while Ryoko tries to feed Taro dry baby formula. Tenchi intervenes and shows her error by pouring the powder on the table.



At the end of the day, everyone is exhausted from rushing about trying to care for Taro. That evening, Taro awakens and begins to wander about while everyone is sleeping. He stumbles into Washu's lab and pulls her hair to get her attention. Washu returns with Taro but is disgusted to see Ryoko, Ayeka, and Mihoshi sleeping. Washu takes Taro into the kitchen and, after creating a formula that is suited to his dietary needs, she feeds him.

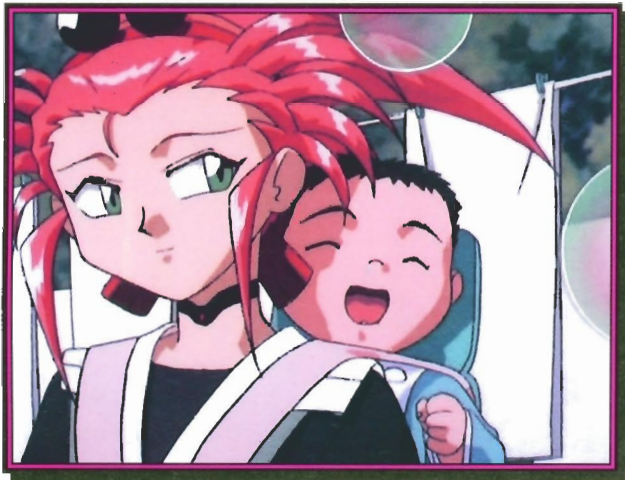
In the morning, Tenchi is upset when he sees that the baby is missing. He finds Taro in the kitchen with Washu who is cooking some food. Washu complains about the burden of caring for Taro because no one else would. After teaching Ryoko that she has to let the baby breathe while he is taking his bottle, she returns Taro to the care of Ayeka, Ryoko, and Mihoshi. She goes to her lab and begins to work with her computer but she soon stops. She cannot concentrate on her work and spends the day ruminating. She returns to the living room to see Ryoko, Ayeka, and Mihoshi fast asleep while Taro dumps his powdered formula all over himself.



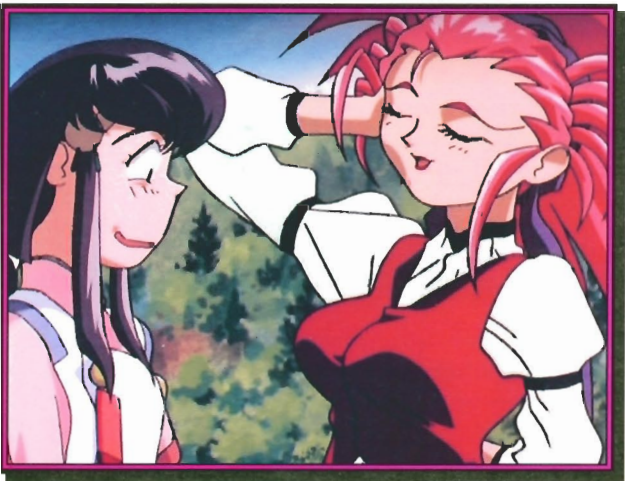
After chastising the sleeping women, Washu takes a bath in the *onsen* with Taro. When she looks down at Taro, she briefly sees the image of another baby with blonde hair and green eyes. Her reverie is disturbed when she notices that Taro is straining. Washu

screams in disgust when she realizes that Taro has gone to the bathroom in her bath water, forcing her to drain the *onsen*. Washu then scrubs the *onsen* while grumbling about “always having to do this” but she soon changes her mood when she looks at Taro who is sleeping peacefully in a hovering basket.

After a musical interlude depicting the household performing various tasks to care for Taro, Tenchi approaches Washu who is holding Taro in the living room while he is sleeping. Tenchi asks Washu if her way of caring for Taro is how all mothers behave with their babies. Washu tells him that “this is exactly how you and your mother were”. Tenchi is shocked that Washu knows this, but makes a graceful retreat when Taro starts crying loudly. Taro reaches up to Washu while calling her “mama”. Washu becomes tearful as she holds Taro close and tells him that she is not his mother.



The next morning, Washu is in the kitchen cooking, while Taro is in a haversack on her back. Soon, the doorbell rings because Tenchi's aunt and Taro's father have arrived to take Taro home. They thank Washu and Tenchi for caring for Taro and compliment Washu on the job. Before they leave, Taro reaches out to Washu and calls her “mama” once again. Washu looks a little surprised at this, but after they are out of earshot, she jumps up and says, “thank god he's gone!” As she watches the three leave, she sees the image of a blonde man walking away with a baby in his arms. Washu begins to cry and comments how Taro called her mom.



Washu then tells Tenchi that she had a baby whose father was a member of the Royal Space Academy, like herself. They were both students when they married. She says that she felt so attached to both of them and they were all she needed in the whole world. Washu laments that her husband was from a very prestigious family and while she was gone one day, messengers came from his family and took him and the baby away. She expresses anger about the importance of lineage and social status for grown-ups and says that is why she prefers being a child.

Tenchi voices his sadness for Washu's grief and turns to hug her, only to have his face buried in her bosom. Washu has grown taller and appears as a young, but physically mature woman. Tenchi is speechless after Washu tells him that she would be happy to bear his child. He tries to pull away from her when she embraces and leans in to kiss him. Suddenly Ryoko slaps Washu on the cheek, and Washu chastises Ryoko in return. After Washu tosses Ryoko into the lake, Ayeka tries to reason with her regarding her outlandish behaviour. Ryoko pushes Ayeka into the lake and warns Washu not to lay a hand on her Tenchi. Tenchi sighs in exasperation as Ryoko and Ayeka argue over to whom his love belongs.



## EPISODE #9 SASAMI AND TSUNAMI

砂 第九話 All of the members of the Masaki household  
津沙美と arrive at the Hot Springs Inn and are greeted by  
名美 the woman who owns and runs it. She instructs  
魅と them to clean and fix everything that was  
damaged from their last visit. However, Sasami and  
Washu are excused from these duties because the woman does  
not want to force children to work. Washu triumphantly walks away  
with Sasami and they enter the forest where they are awed by the  
beauty of the flowers and foliage. Sasami suddenly leaves with Ryo-  
Ohki after Washu shows her the incredible view from atop the hill.

The others are busy working in the inn. Tenchi, Nobuyuki and Katsuhito are repairing the roof while Ayeka, Ryoko and Mihoshi are peeling potatoes. Ayeka and Ryoko notice a strange figure float by the door and Ayeka steps out to investigate. Ayeka sees Sasami walking down the hall and asks her if she saw anyone else just a minute ago. Sasami claims that she did not and is just about to tell Ayeka something when Ryoko calls out to Ayeka. Sasami changes her mind and backs away from Ayeka. In another part of the inn, Nobuyuki and Katsuhito see the ghostly figure as well.

Ryoko and Ayeka confront Mihoshi and Tenchi with the news that there may be a spirit wandering around the inn. Katsuhito frightens all of them with a ghost story while Nobuyuki creates an eerie mist for atmosphere by fanning some smoke. Suddenly the old woman barges in and, after ordering everyone back to work, chastises Katsuhito for telling his false story. Nobuyuki and Katsuhito laugh mischievously but Nobuyuki fails to duck when the old woman throws a flashlight at them.



After regaining his composure, Tenchi attempts to restore electricity to the inn after a power loss, but is startled when a can falls on the floor in the fuse room. A glowing white hand reaches out and touches him gently on the shoulder. Tenchi, now terrified, drops the flashlight he was carrying and runs straight into the hot spring in which the women are bathing. When Washu asks where exactly Tenchi saw the figure, he points to the doorway through which he ran. Sasami is standing there and after Mihoshi releases Washu from a bear hug, she cries out when she sees that Sasami's reflection looks like Tsunami. Sasami runs away in embarrassment and fear while the others try to stop her.



The household splits up into search parties to try to locate Sasami in the woods. Ayeka finds Sasami and Ryo-Ohki sitting on a rock next to a pond. Tenchi wanders over but is pulled down into a bush by Washu. She tells Tenchi to be quiet and suggests that they leave Ayeka and Sasami alone. Tenchi, noticing that Ryoko and Mihoshi have been bound and gagged, agrees with Washu.

Sasami apologizes to Ayeka and tells her that she is not the real Sasami. Sasami begins to sob loudly and Tsunami's reflection comes to life and begins to speak. 700 years ago, on the day that Ryoko attacked planet Jurai, Sasami was somehow separated from her nanny. She was talking to the trees in the Royal Tree Room when a ship collided with the palace and she was knocked off one of the ledges. She fell several hundred feet and lay before Tsunami, almost dead. When her blood touched Tsunami's life water, Tsunami merged Sasami's body with her own to save her life.



Ayeka is shocked when she hears the story and is concerned that Sasami believes that she will not love her. Ayeka tells Sasami that she loves her and the only thing that matters between them is their love and their relationship as sisters. Washu then pushes Tenchi out of the bush in which he was hiding, and he tells Sasami

that he feels the same way towards her. Sasami, overcome with relief, runs to Tenchi and hugs him.

After a short period, Sasami falls asleep. Tsunami's image appears from the lake and she begins to speak to Ayeka and Tenchi. Tsunami tells them that Sasami did not die that day, instead she survived by assimilation with her. She tells Ayeka that the truth about her identity was less important to Sasami than knowing that Ayeka loved her. One day, Sasami will understand that she and Tsunami are the same person.

Ayeka and Tenchi are joined by the rest of the family under the cherry trees for a festival of lights. Ryoko notices that Ayeka is sitting by herself next to the lake, drinking *sake*. She sits next to her and asks if she is feeling "blue". When Ayeka tells her that Sasami will look identical to Tsunami when she has matured, Ryoko and Ayeka see her as threat for Tenchi's love. Ryoko and Ayeka quarrel about which one of them is more attractive and Mihoshi tries to intervene to stop the argument. However, she trips over Tenchi's legs and pushes them both into the lake. Ryoko then chases Mihoshi and throws her into the lake while Tsunami watches and chuckles warmly.



## EPISODE #10 I LOVE TENCHI

**天地が好き** 第十話 Tenchi is cleaning out his closet when he finds his mother's kimono and umbrella. He remembers her and how beautiful she looked while she wore it. He continues to organize his closet, but feels very sad because of his loss. Later that day, Tenchi returns home from working in the fields. He enters his room and sees Ryoko wearing his mother's outfit. Ryoko is so elated after Tenchi tells her that she looks good, that she twirls about and catches one of the sleeves on the door handle. The sleeve rips off and, to balance the outfit, Ryoko rips off the other sleeve as well. Tenchi, overcome with disbelief and angry that Ryoko would show so little respect for his mother's outfit, yells at her saying that he hates her. At the same time, Ryo-Ohki enters his room and thinks that his anger was directed at her. She is crushed and runs away crying while Tenchi tries to catch her to explain.

Ryo-Ohki runs into Washu's dimension and she sits in front of an aquarium, crying. Washu approaches her and tries to determine what is wrong, but Ryo-Ohki runs from her too. Outside, Tenchi, Sasami and Mihoshi are looking for Ryo-Ohki. Suddenly Tenchi gets the idea to check the carrot fields and runs to them. He sees Ryo-Ohki sitting by herself on a rock and sneaks up behind her. He grabs her (so she will not run away again) and apologizes to her. At first, Ryo-Ohki is miffed but after he harvests many carrots, she is back to her old self again. Ryoko is waiting at the gate for Tenchi to return. She has repaired the kimono and when Tenchi tells her that he is no longer angry, she jumps for joy and carries the heavy basket of carrots for him.

The next day, Ryo-Ohki is sad because Tenchi would not take her to fields with him. She enters Washu's realm and sits in front of the same aquarium that has several, brown, floating globs inside. Ryo-Ohki is interested in them and Washu explains that they are aquatic creatures called the Mass (*Masu* in Japanese) and come from a planet that is 23,000 light years from Earth. She continues to explain that their name means the original element of all things and they are Ryo-Ohki's life base. After Washu and Ryo-Ohki leave for tea, the Mass begin to combine in the aquarium.

The women are watching a soap opera while enjoying their tea, oblivious to the fact that the Mass are combining to create what appears to be a female, humanoid creature. The Mass escape from their aquarium and alarms in the shape of Ryo-Ohki are activated. Suddenly, the soap opera is interrupted by a news report which states that the Galaxy Police battleship, Shunga, has been stolen. Everyone leaves to return to their duties but Mihoshi remains, concerned about the news.

Washu storms back upstairs and leads everyone into her realm. She shows them the aquarium from which the Mass escaped and disabled her alarm (judging by the large bump on the head of the Ryo-Ohki replica, the Mass whacked it very hard). Washu knows that the Mass are gentle creatures by nature and would not behave in this manner unless a specific factor intervened. Mihoshi, Ayeka, Ryoko, and Sasami are confused and Washu creates a classroom (complete with desks, books, a podium and an instruction board) to teach them about the Mass. The Mass act as a group and one leader, known as the brain, decides the behaviour of the group. However, when they sense a will stronger than their own, they accept it as their leader and act accordingly. When the Mass feel threatened, they will shoot out parts of their body at their perceived enemy, which are powerful and can cause an enormous explosion. Washu figures out that it was



Ryo-Ohki who influenced the Mass when she sat in front of the tank. With Ryo-Ohki's permission, they look into her memory and see that she wanted to help Tenchi. They all run to Tenchi's aid because of the great threat that the Mass pose if they sense Tenchi's hidden power.



In the fields, the Mass approach Tenchi and begin to help him hoe the garden. Tenchi wonders if it is an experiment of Washu's and heads towards it slowly. It backs away in fear but extends its hand to him. At the same time, Washu and the others arrive (minus Ryoko) and warn him that the creature is very dangerous. When he turns to run, Washu warns him not to move or else he will incite them. The Mass advance on Tenchi and prepare to attack him. Ryoko arrives and unknowingly steps in between them. The Mass attack her and she is blown backwards by the force of the explosion. Ryo-Ohki jumps on the head of the Mass and Washu orders her to assimilate and control.

The others rush to Ryo-Ohki's side and are pleased when they see that she assimilated successfully with the Mass. Ryo-Ohki now has the ability to take on a female, humanoid appearance. However, she discovers that she has difficulty maintaining her balance. Thus, in order to practice walking, she changes herself into a child to lower her centre of gravity. Meanwhile in space, a mysterious ship in the shape of a woman with a long, flowing white gown is patrolling the galaxy.



## EPISODE #11 THE ADVENT OF THE GODDESS

**女神降臨** 第十話 The mysterious ship stops near a planet and a shuttle is released from it. The ship travels through a river of debris in space and comes to rest in what appears to be an aquatic extra-dimensional area. A man who is missing his left eye and a robot exit the ship onto a spiral-shaped transporter pad that carries them across the water. The two are then seen on top of a platform inside a great hall.

A huge, translucent head in the image of an older man with a white beard, white moustache and white eyebrows appears before the man and the robot. There is also a large, red gem embedded in the centre of his forehead. The head, D3, addresses the visitor as Dr. Clay. Dr. Clay demands an interview with "Lady Tokimi", and is aware that she is looking for a specific person; Dr. Clay believes he has located this person. Lady Tokimi grants his request for an audience with her and through a high-level dimensional reaction, she descends and appears before Dr. Clay as an elaborately dressed woman. Behind her are the silhouettes of Washu and Tsunami.

Dr. Clay greets Lady Tokimi and is about to tell her about the person he has located (which is Washu), but Lady Tokimi is already aware of his information. She allows him to undertake the mission of bringing Washu to Lady Tokimi's dimension but he is ordered not to hurt her. In return, Dr. Clay will be granted rulership over an entire galaxy. Dr. Clay gratefully bows before the beings and then leaves the hall with his robot. As they are travelling back to their shuttle, the robot reveals that she is frightened because Lady Tokimi's existence is impossible. Dr. Clay is more concerned about the robot's claim to be frightened than he is with Lady Tokimi, however, since the robot does not have the capabilities to experience emotions.

Ryoko is enjoying a drink from a jug of *sake* when she senses someone behind her. The robot appears and captures Ryoko in sticky tentacles that come out of the ground. Ryoko tries to fight back but is shocked when the robot's exterior melts away to reveal Ryoko's identical form and image. She tells Ryoko that she will borrow her body and memory but is surprised when she discovers that she cannot duplicate Ryoko's gem. The robot takes the gem from Ryoko and Dr. Clay decides to keep Ryoko for study.



In the lab, Washu is examining Tenchi once again. She is trying to determine how he created the Lighthawk Wings, but Tenchi cannot shed any light on the subject either. Sasami enters and tells them that it is mealtime. Robot Ryoko appears and is about to capture Washu when Tenchi interrupts. Robot Ryoko freezes on the spot and her face turns beet-red. She is overwhelmed by Ryoko's feelings for him and does not understand what they mean.



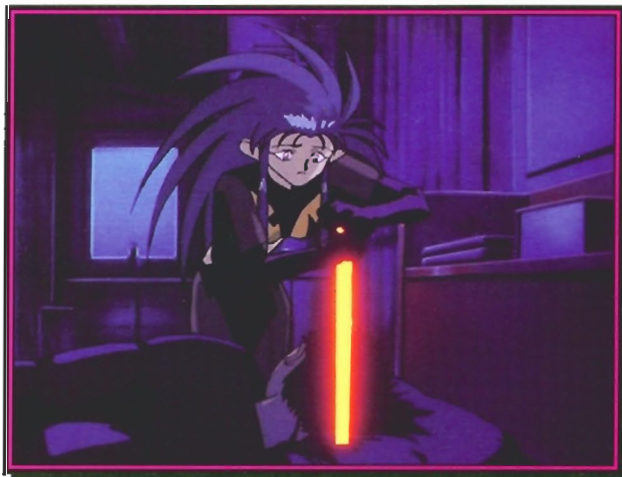
After dinner, Washu is checking Ayeka's life signs to compare how she reacts to Earth's environment as opposed to Jurai's. Washu then orders Robot Ryoko to undergo the same test. Robot Ryoko is concerned that Washu has detected that she is a clone when the computer seems to malfunction. Washu tells her that her breasts are sagging and Robot Ryoko becomes infuriated. That evening, Dr. Clay reveals that the robot's name is Zero when he repeats his orders to capture Washu.



Mihoshi is napping in the living room when she gets an emergency call on her Galaxy Police bracelet. She takes her control cube out of her hair and then uses it to change into her uniform and to teleport herself onto her ship. Yukinojo plays the emergency call from her Captain regarding the stolen battleship, Shunga. He orders her to contact Headquarters right away if anything happens. Mihoshi interprets the order in her own manner — she leaves with her ship immediately to investigate the disappearance.

After spending an unsuccessful day trying to capture Washu, Zero visits the cave in which Ryoko was sealed and relives her memories regarding Tenchi's growth and development. When Zero returns to the house, Washu drags her to the *onsen* so they can take a bath together. While washing Zero's back, Washu notices a symbol on Zero's buttocks that will not scrub off. Washu then tricks Zero by telling her that Tenchi was angry that she had not cleaned the toilets yet. Tenchi notices her while she is cleaning and says that he is impressed that she would volunteer to clean the toilet when it is actually Washu's turn.

Zero is pleased that Tenchi complimented her but Dr. Clay's voice disturbs her daydream. Dr. Clay has noticed that Tenchi is distracting her from completing her mission so he orders her to kill Tenchi. Late that evening, Zero teleports into Tenchi's room and creates her sword. She lifts it high above her head, pauses for a moment, and then plunges the sword down towards Tenchi who is sleeping in his bed. She lets out a scream that echoes throughout the galaxy while Dr. Clay laughs maniacally.



## EPISODE #12 ZERO RYOKO

零、  
廻呼

第十二話

A tear falls on Tenchi's cheek as he snores quietly. Zero has stabbed the pillow instead of Tenchi. She smiles sweetly at him and then teleports outside of his room. Washu is also there and after commenting about how Zero's actions were "cute", she runs down the stairs with Zero in pursuit. Zero grabs Washu and tells her that she is taking her to Dr. Clay but is then surprised when she realizes that she is holding a doll in the form of Washu. Ayeka appears with her Guardians and orders that there will be no more violence in the Masaki house. Tenchi comes down the stairs from his room and asks what is happening. Zero begins to cry and then disappears. Washu pulls Ryo-Ohki out of her nightshirt and tells her that they are going after Zero.

Ryo-Ohki traces Ryoko's life signs to Dr. Clay's ship. Mihoshi is there in her shuttle, evading the ship's attacks. Seconds after she crashes on the battleship, Tenchi and Ayeka leave to storm the enemy, and Washu finds Dr. Clay's location with her computer. Tenchi and Ayeka take a crystal shuttle from Ryo-Ohki to land on the ship's surface, and discover Mihoshi is there battling defense robots.



Washu teleports to Dr. Clay's chamber aboard his ship. Washu and Dr. Clay once competed with each other for the director's chair at the Royal Space Academy. Dr. Clay shows Washu that he has Ryoko as a prisoner. She is topless, inside a glass capsule that is filled with water. Dr. Clay threatens to blow up the entire ship unless Washu tells him about Ryoko's gems and why she is so interested in studying Tenchi. Washu mocks Dr. Clay's voice and tells him that she does not know very much about the gems. This infuriates Dr. Clay but he regains his composure and tries to upset Washu by insulting Tenchi. Washu asks him what he wants from her.



Dr. Clay has held a grudge against Washu for the past 20,000 years. Washu accuses him of wanting to do perverse things with her body but Dr. Clay counters by commenting that her breast size is very small. Washu is about to show him her breasts when Dr. Clay tells her that Lady Tokimi wants to see her. Washu claims that she does not know who Lady Tokimi is because of her 5,000 years of imprisonment. Meanwhile, Tenchi, Ayeka and Mihoshi are lost in the vast tunnels of the battleship. They run down a tunnel when suddenly the walls close around them and they are trapped. In another part of the ship, Zero is looking very sad and thoughtful.

Dr. Clay offers Washu a chair in which to sit, and she tells him how she managed to find him aboard his ship — Dr. Clay has a habit of marking his favourite things with his logo, including his favourite vase. She throws the vase around, but to Dr. Clay's relief,

she does not drop or break it. Suddenly Washu's chair turns into a mass of green, sticky goo and surrounds her, holding her in place. Washu appears behind Dr. Clay, her energy-sword at his throat — the chair only caught one of Washu's decoy dolls.

Suddenly Washu's sword is blasted out of her hands. Zero has arrived and orders the two of them not to move. She asks Dr. Clay not to harm Tenchi and he is surprised that Zero is reacting so strongly to the implanted emotions. Zero reveals that she wants to live as Ryoko forever. After trying to reason with her, Dr. Clay breaks a ring he is wearing on his left hand which causes a great electrical surge in Zero and she falls down, presumably completely disabled. Washu is imprisoned for real this time.



Dr. Clay reveals that he believes Washu was responsible for having him driven out of the Academy. When she explains that he was driven out because he did not love his work, he threatens to make a copy of Washu's memory to learn the secret of her relationship with Lady Tokimi and the gems. Just as Dr. Clay realizes that the existence of the gems is impossible (like Lady Tokimi) Zero fires a blast at Washu's prison, freeing her. Washu attacks Dr. Clay and punches him in his right eye. Before she can throw a sofa on top of him, Dr. Clay jumps up and activates the self-destruct sequence for the ship. Before he leaves, he tricks Washu by telling her that she can stop the self-destruct mode by using the interface that is inside one of his statues. He then grabs his precious vase, runs off the bridge and escapes in a shuttle.





Washu soon realizes that she has been tricked and begins to stop the self-destruct sequence with her own computer. Tenchi, Ayeka, and Mihoshi are jostled about when the ship begins to divide. Mihoshi's bracelet detects that the very spot on which they are standing will become a black hole. Ayeka tries to hold a forcefield up to protect them, but she only manages to sustain it for ten seconds against the black hole. Dr. Clay then sees Tenchi's Lighthawk Wings emerging from the black hole. He is shocked when he realizes that Tenchi is the one creating them. He vows to bring this information to Lady Tokimi, but Ryo-Ohki stops him.



Mihoshi arrests Dr. Clay and prepares to escort him back to the Galaxy Police Headquarters for questioning. Washu gives Dr. Clay's favourite vase to Mihoshi, who breaks it within seconds. After she leaves, Washu promises to merge Ryoko and Zero together, provided that Ryoko will allow this. Ryoko sees Zero as a threat and at first does not want to be merged with her. She grudgingly accepts after she sees how much it means to Zero, but not before cursing Washu's name loudly. Later, Ryoko is a little more true to her feelings after she has been assimilated with Zero.



Lady Tokimi is confused by Tenchi's ability to generate the Lighthawk Wings. She wonders if it was Washu's or Tsunami's doing. D3 leaves his dimension to ensure that Dr. Clay cannot tell others about Lady Tokimi and himself.



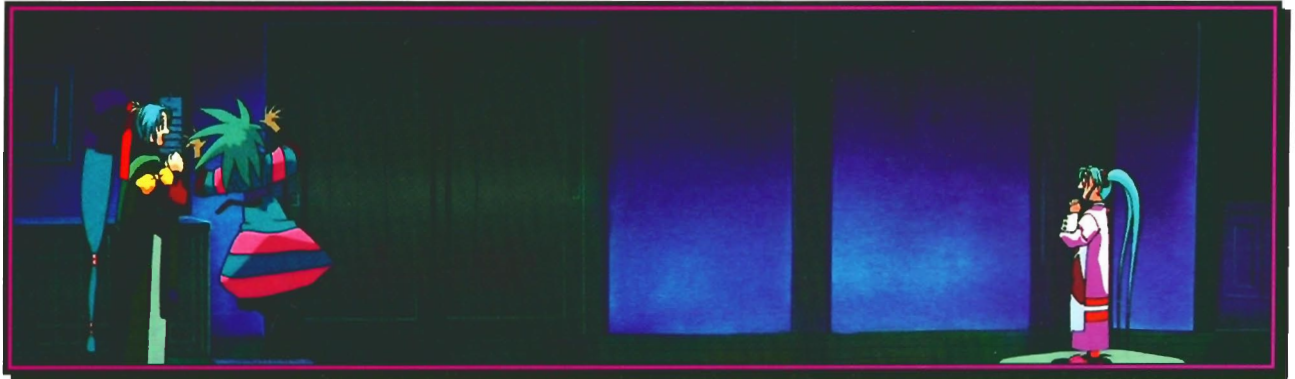
**EPISODE #13**  
**HERE COMES JURAI**

幸遠からし 皇来たるは 第十三話  
Detective Mihoshi has just submitted the final report regarding Kagato to her Captain, which contains information related to the secret of Jurai. The Captain destroys the hard copy of the report but sends a copy to Jurai. He laments because he has only two hours to complete a censored report (which he believes will take four to five days to complete) that would be suitable for the Galaxy Police.



On Earth, Ayeka is helping Tenchi with some of the chores around the Shrine while a female stranger is ascending the steps nearby. She meets Tenchi and asks to speak with the priest of the Shrine. As Tenchi runs to tell Katsuhito, Ayeka sees the woman. Ayeka identifies her as Funaho and then asks if her mother has arrived as well. After Funaho tells Ayeka that she is at the house, Ayeka bows respectfully before Funaho and then hurries off. Katsuhito exits his office and when he sees the woman, he freezes and gasps. Funaho is his mother and therefore a Queen of Jurai.

Ryoko is enjoying a nap when the doorbell rings and wakes her. She answers the door and is heartily embraced by a woman who thinks she is Sasami. Sasami exits the kitchen and is overjoyed to see her mother. Ryoko is thrown into a wall just before Sasami and her mother embrace each other. Soon after, Ayeka enters the



house and formally greets her mother. Her mother is not pleased about this and she gives Ayeka a stern look. Ayeka informs Ryoko that she is going to do something that Ryoko had better not tease her about later. As Ayeka's eyes well up with tears, she clasps her hands together and says loudly in a child-like voice, "My Mommy!" Ryoko, meanwhile, has fallen on the floor due to the shock. Ryoko looks on, chuckling and mocking Ayeka for calling her mother "Mommy". Ayeka's mother faces Ryoko and grabs her mouth, telling Ryoko that she cannot forgive anyone who mocks her little Ayeka. Sasami holds up a sign for Ryoko which reads, "I'm sorry, pretty young lady." Ayeka's mother forgives her instantly and wraps her arms around Ryoko in a giant bear hug. However, once she sees the cute Ryo-Ohki, Ryoko is casually tossed aside again and smashed into a wall.

At the shrine, Katsuhito serves some green tea to his mother while they discuss some important issues. Funaho asks Katsuhito how long he plans to remain in disguise. Katsuhito is surprised, but then changes his appearance to that of Yoshō. He looks the same age as when he was on planet Jurai. He explains that no one on Earth knows what he really looks like. Funaho then tells him that they came to Earth because they received a top-secret report from the Galaxy Police, but she herself came to see her son. She tells him that the report mentioned Ryoko's gems, which Yoshō says are fuelling his tree's power which is sustaining his life.



After their discussion, Yoshō (as Katsuhito) asks Tenchi to escort Lady Funaho back to the house. Washu arrives and asks Tenchi to go on ahead. Funaho then kidnaps Washu about wanting to be called "Washu-chan" and tells Washu that this was in the report. Funaho asks Washu what her answer is, to which Washu answers "no". It is later revealed that Funaho was concerned about the capability for mass production of Ryo-Ohkis and worried that others could get hold of this technology. Washu promises not to help anyone and says she will never create another Ryoko.



The King of Jurai arrives and teleports to the Earth where he is greeted by Misaki (Ayeka and Sasami's mother), Ryo-Ohki, Tenchi, Ayeka and Sasami. The King has chosen a prince for Ayeka to marry, but Ayeka does not want to leave Tenchi. After Sasami tells her father that if he forces her to return home, she will hate him forever, Ryo-Ohki (in her young girl form) steps forward and does a little dance to try to dissipate the tension. The King is confused by her display and when Ryo-Ohki sees that she could not make the King smile, she begins to cry loudly. Funaho approaches Ryo-Ohki and, while comforting her and praising her dance, she gives the King an angry look. The King quickly kneels down in front of Ryo-Ohki and while smiling, thanks her for her dance. Ryo-Ohki is overjoyed and skips away happily and jumps into Tenchi's arms.

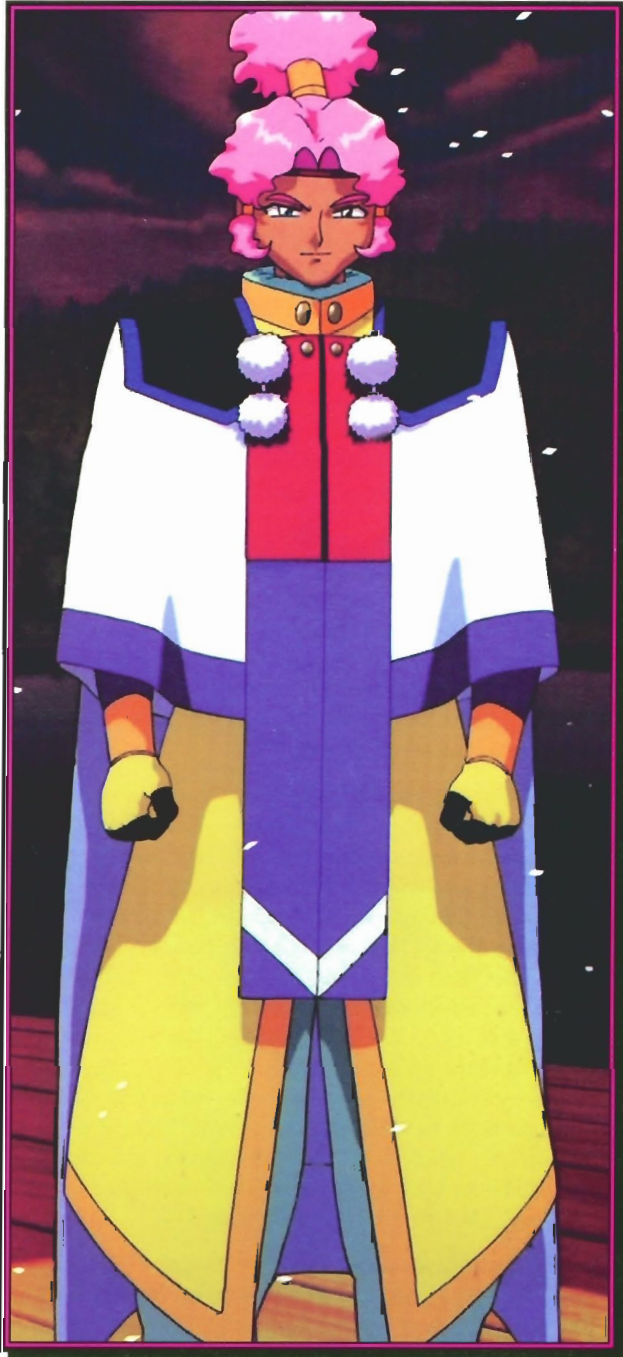


The King then tells Ayeka that she may stay on Earth if Tenchi can defeat her suitor in battle. A man with pink hair makes a dramatic entrance and reveals that his name is Seiryu. Tenchi gets his sword and prepares to fight while everyone except the King places their bets on Tenchi to win. Washu says that she is betting on Mihoshi and suddenly Mihoshi's shuttle is heard descending from the sky. She crashes her ship into the Masaki lake and Seiryu is washed away by the wave, leaving Tenchi victorious.

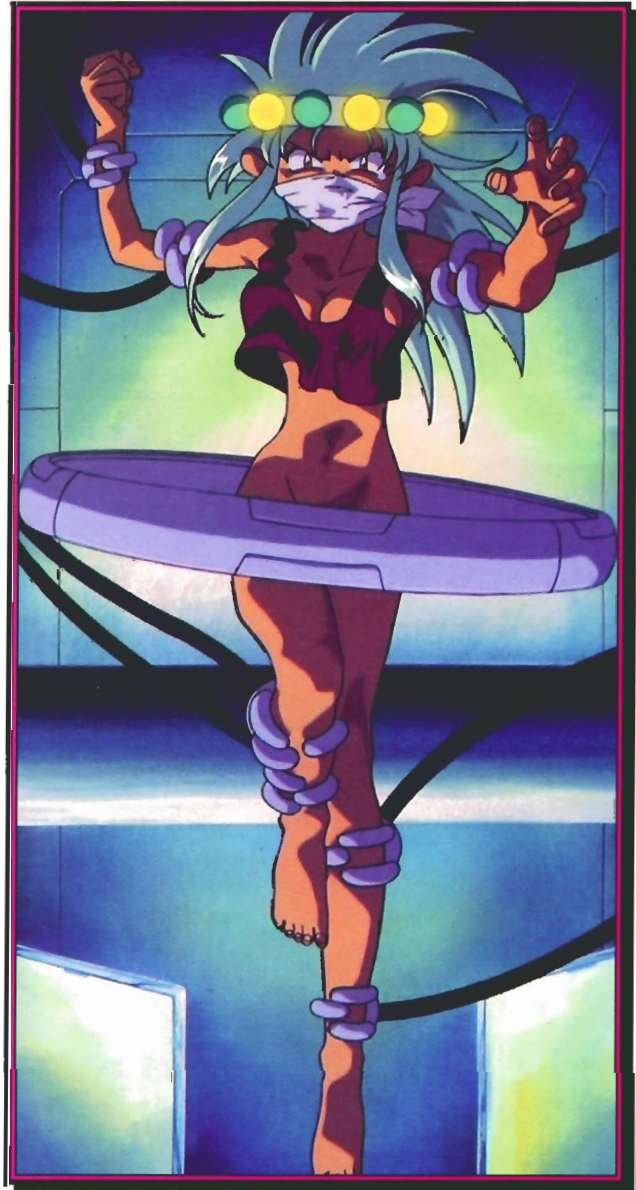
**SPECIAL EPISODE:  
HERE COMES JURAI, PART TWO**

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Mihoshi is looking for Washu in her lab. She sees that Washu has Ryoko gagged and tied up in one of her machines and she assumes Washu is studying Ryoko today instead of Tenchi. After pressing a button and causing an explosion, Mihoshi joins Washu for tea.



As the King and the Queens are preparing to leave, everyone is saying their sad good-byes. Later on the Royal ship, the King is sitting on his throne. He warns Tenchi that he has not yet given up and laughs evilly. Misaki and Funaho decide that the next time they visit Earth they will plan to stay for several days.



Washu asks if Dr. Clay enjoyed the gift she sent along with Mihoshi. Mihoshi tells Washu that once Dr. Clay saw his broken vase, he turned white, started to tremble and cry and then demanded that Mihoshi compensate for the damage. Mihoshi gave the pieces of the vase to her mother who is an authority on antique appraisal. Mihoshi's mother discovered that it was a replica of a chamber pot from Galaxy Prehistoric Civilization in the Meowmeow Paleozoic Era — the cheap kind anyone can find in any souvenir shop. Washu confesses that she made the pot 20,000 years ago and sold it to make some quick, easy money.

Mihoshi tells Washu that the Galaxy Police have requested her permission to study Ryoko-Zero because the portion of Dr. Clay's memory relating to Lady Tokimi is completely gone. Washu answers that the same portion is missing from Ryoko-Zero's memory also. Thus, studying her would not reveal any information related to Lady Tokimi. Mihoshi then leaves to retire for the evening and Washu ponders the mystery of the memory loss. She believes that it is some sort of powerful protection mechanism that is preventing anyone from accessing the memories. Washu decides to go to bed as well, leaving Ryoko still imprisoned in her machine. At first Ryoko is swearing and demanding to be released, but she soon starts to cry, begging to be set free.

Meanwhile in D3's realm, Lady Tokimi and D3 are having a discussion. D3 explains that he has completed the memory blocks on Dr. Clay and Zero, but anyone who can undo them will be able to come to their realm. Lady Tokimi wonders aloud what will happen to Tenchi. She looks into the future and sees her "sisters" there. D3 is sure that there is now the opportunity for new possibilities but Lady Tokimi doubts this. When D3 asks if they should initiate a move, Lady Tokimi orders him not to lay a hand on Tenchi or fight against him.



In the lab, Ryoko is still bound and crying out for her mommy to release her. Washu gleefully chuckles from behind one of her machines and says that Ryoko is so cute. As Washu is videotaping every second of Ryoko's heightened emotions, she happily exclaims, "This is what they mean about the pleasures of motherhood!"



## **GALAXY POLICE MIHOSHI'S SPACE ADVENTURE (MIHOSHI SPECIAL)**

While the household is busy with daily chores, Mihoshi is napping and Ryoko is playing video games. Ayeka wakes and scolds Mihoshi who apologizes for dozing off. Ayeka then asks how Mihoshi could have ever been hired as a Galaxy Police detective. Mihoshi tells everyone the story of "the case of the ultra-energy matter robber" — one of the biggest cases in galaxy crime history.

It all began in the year when the galaxy economy crisis had reached its peak. At that time in the galaxy, a most wicked space pirate was robbing ultra-energy matter time after time. The space pirate, Ryoko, would crash into a transport vessel with her ship, Ryo-Ohki, and after subduing the crew, would steal many cases of ultra-energy matter. But one day a young and handsome stranger stood in her way and fired his gun...

That day, Detective Mihoshi meets up with her partner, Detective Kiyone in their office. Kiyone tells Mihoshi that the police commissioner has assigned them the investigation of all the cases involving ultra-energy robberies. They also discover that the stranger with the gun was Investigator Tenchi from police headquarters who has been captured by Ryoko and it is unknown whether he is dead or alive. Suddenly a wealthy and beautiful young woman enters their office and says that she knows Lord Tenchi is still alive. She is Lady Ayeka, the heiress of Jurai plutocrats and the self-appointed fiancée of Investigator Tenchi. After apprentice detective Sasami serves tea to everyone, Detective Kiyone gets down to business and asks what brought Ayeka to headquarters. Ayeka wants Detective Kiyone and Detective Mihoshi to rescue Lord Tenchi and to "deal" with Ryoko until she is "finished". The Detectives accept the case.

After many hardships, Detective Kiyone and Detective Mihoshi manage to locate Ryoko's hideout to which they head with a "death or glory" spirit. Apprentice detective Sasami is in the ship as well as Lady Ayeka who insisted on going with them. As Detective Kiyone searches Ryoko's garbage for clues, Detective Mihoshi decides to try the direct approach and rings the doorbell. When no one answers, Detective Kiyone tells Mihoshi that it would be best if they sneak in through the back door.

Inside, Ryoko is drinking *sake* with Tenchi. When he tries to leave, Ryoko jumps him and pins him down on the floor. Lady Ayeka makes a grand entrance and announces that she has come to save Tenchi, while Detective Kiyone covers her with her gun. When Lady Ayeka sees Ryoko on top of Tenchi, she becomes enraged and starts destroying the room while attacking everyone in sight. After an incredible battle, Detectives Kiyone and Mihoshi manage to arrest Ryoko and confiscate all of her belongings, but they do not find the ultra-energy matter.



Back at the office, Detective Mihoshi is flipping through one of Ryoko's photo albums and apprentice detective Sasami wonders if there is someone else involved who has ordered Ryoko to steal the ultra-energy matter. Detective Mihoshi finds a picture from Ryoko's childhood in which Ryoko is standing next to a woman. Detective Kiyone identifies her as Dr. Washu, the greatest mad scientist in the galaxy. They conclude that she is the one for whom Ryoko is working.

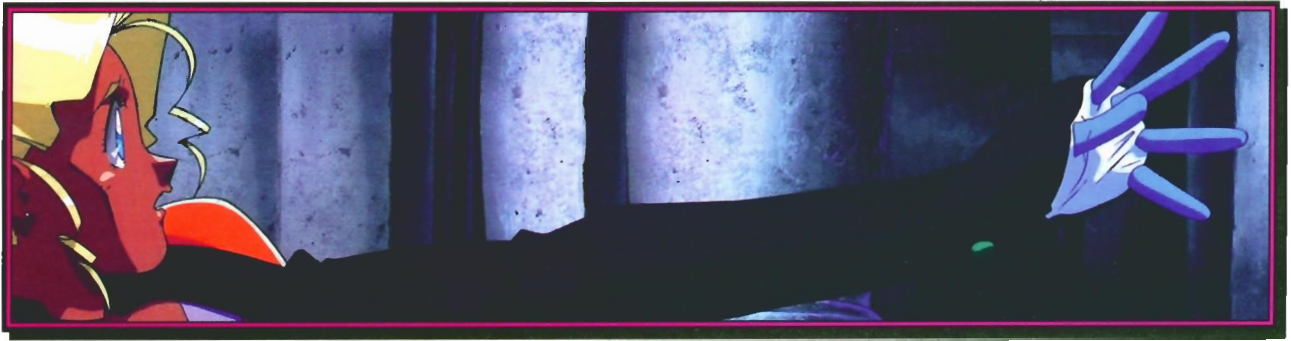
Detective Mihoshi leaves to speak to Ryoko who is being held for questioning. She asks Ryoko for her help to arrest Dr. Washu but Ryoko refuses. Detective Mihoshi shows her an old school picture and tries to appeal to Ryoko's kind side by telling her that she believes Ryoko can mend her ways. When Ryoko agrees to help, Mihoshi lets her out of her cell. Ryoko exits and giggles...The next day the GHK News reports that after a gunfight at the shuttleport Galaxy Police branch office, the heinous space pirate, Ryoko, kidnapped Investigator Tenchi, invaded the shuttle port and fled in a captured shuttle. Mihoshi vows to rescue Tenchi while Kiyone laments that she will never get a promotion.

Mihoshi, Kiyone, Sasami and Ayeka finally find Dr. Washu's space fort, which is the huge spaceship, the Soja. Mihoshi, Kiyone, and Ayeka are lead unwittingly by Mihoshi into a trap while a plate piled high with carrots tempts Ryo-Ohki. When Sasami tries to stop her they step on a trap door and drop several feet into darkness. Mihoshi, Kiyone, and Ayeka are taken away and tied to crosses. Dr. Washu introduces herself and reveals her latest invention — the galaxy destroyer. She reveals that her evil purpose is to use her invention to destroy the universe. Meanwhile, Ryoko has tied Tenchi to a large bed and she prepares to have her way with him.

In a dark room, Ryo-Ohki urges Sasami to wake up. Using her heart baton, Sasami transforms into the travelling magical girl, Pretty Sammy and single-handedly saves Tenchi from Ryoko before his chastity is lost forever. Then, with a bright green flash, she and Tenchi enter Washu's lab and stand before her. Dr. Washu announces that nothing can stop her galaxy destroyer, not even magic. Kiyone runs to confront her but she is stopped by an enormous pit of energy that surrounds the galaxy destroyer. Pretty Sammy summons her powers and uses her attack, Baton Flash, to knock the controller for the galaxy destroyer out of Dr. Washu's hand. Detective Kiyone runs to where it lands and picks it up while holding a gun to Dr. Washu and ordering her to surrender. Detective Mihoshi runs up behind Kiyone but she slips on a banana peel and knocks Kiyone into the energy pit. This causes a surge in the balance of energy and Ayeka, Tenchi, Mihoshi and Pretty Sammy flee from the Soja, seconds before it explodes. Mihoshi thanks Kiyone for sacrificing herself to save them and Lady Ayeka wonders aloud who the mysterious Pretty Sammy could be.

Light-years from Earth, Detective Kiyone is sitting on the remains of the Soja which are floating in space. With all of her determination and contempt for Mihoshi, she swears before the stars that she vows to kill Mihoshi.





## WHAT IS ROLE-PLAYING?

For many people a role-playing game (RPG) is the “mature” or “advanced” version of the games we used to play as children such as “House”, “Cops and Robbers” and “Super Heroes”. Each player creates a character that he or she wishes to play (appropriately called a **Player Character**, or **PC**), and endeavours to view the unfolding events of the game through the eyes of that character. The character’s outlook on life is separate and distinct from that of the player, though at times they may be similar. RPGs are not table-top board games — the games take place in the imagination of the players, occasionally assisted by visual aids such as pictures, figures, maps and other props. Role-playing can also be likened to improvisational theatre where everyone involved in the game must respond to the actions or decisions of the other players, but must do so from their character’s perspective (called playing “in character”). These character-character interactions are often the primary focus of the entire game, capturing the heart of the role-playing experience.

To help answer the question “What are the limitations on my character’s abilities and talents?”, RPGs employ a rule system to help settle character conflicts and resolve character actions. The system mechanic usually outlines the use of a random generator (dice for random numbers, cards for random events, etc.) to add an unpredictable element to the game. A typical role-playing scenario requires a handful of players and one person to run the game, known as the **Game Master (GM)** or referee. The players tell the GM what their respective characters would like to do throughout the course of the adventure scenario and the GM describes the results of their actions. When the GM works closely with each and every player, the game adventure remains exciting and fun for all.

In the *Tenchi Muyo! Role-Playing Game and Resource Book*, players can create and assume the role of various character types, including:

- A central character from the series (e.g. Tenchi Masaki, Ryoko)
- A major villain from the series (e.g. Kagato, Dr. Clay)
- An original character related to a series character (e.g. A Royal family member of Jurai)
- An original character who is connected to the series background (e.g. A Galaxy Police Detective)
- A completely original character of your own design

The characters created will depend on the type of adventures the GM intends to run and the number of players involved. For example, if the GM is intending to run an adventure focused on the main characters set immediately after the events of the second OAV series, he or she may wish to limit the player characters to those portrayed in the show: Tenchi, Ryoko, Ayeka, Mihoshi, Washu, Sasami, Yosho, and maybe Ryo-Ohki. Alternatively, the GM might focus the adventure on the events that occurred between Episodes #3 and #4, and thus only some of the series characters would be available. If the GM wants to focus on the Dr. Clay’s operations and has more than two players, the players will certainly need to create new characters since only two antagonists (Dr. Clay and Zero) were presented in any detail. There is nothing that prevents the mixing of existing series and original characters in the same adventure.





The game system helps players assign some strengths and weaknesses to their characters, using number rankings to indicate relative ability. Much of the remaining elements of a character's background, family, hobbies and interests are not covered by the rules but rather are described by each player according to his or her view of the character. Players may use information and statistics that this book presents on the characters in the first two *Tenchi Muyo!* OAV series, but can also choose to recreate the characters according to their own unique outlook on the characters' backgrounds.

The *Tenchi Muyo!* RPG can be played in sessions, episodes and/or campaigns. A **session** is the period of time in which the players gather to play the game. Sessions are often 2 to 8 hours in length, and are frequently held on a weekly or biweekly schedule. The players work their way through the immediate plot, picking up where the last session ended and proceeding until the current session is over. Over a period of time of usually one to four sessions, the players will have completed a number of tasks to achieve at least partial closure of the game plot. This closure does not answer all the questions or eliminate all of the characters' problems, however, but is similar to the closure seen at the end of a video story line (such as Dr. Clay's pursuit of Washu). The resolved story arc is called a game **episode**. An episode that only takes a single isolated session is referred to as a "one-shot" adventure, which are the scenarios primarily used at role-playing conventions. Finally, a number of episodes which use the same characters can be linked together to form a *Tenchi Muyo!* **campaign**. An example of a short campaign would be the story of both OAV series. A longer campaign could extend past the OAV series, since the events of a campaign may occur over weeks, months, or even years. Campaigns require more commitment from everyone involved, but watching the characters develop and gain new abilities and talents as the greater plot unfolds makes the effort worthwhile. The most engaging role-playing campaigns can last upwards of 5-10 years, but keeping a campaign running for 8 months to a few years is considered to be tremendously successful.

As a player, you will control your character's actions in the game as he or she works through the unexpected twists and turns of the plot, with assistance provided by the other player characters. Your character's actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence that may return to haunt your character in a future session. Role-playing is a group effort, however, and positive interactions between your character and the characters of the other players is vital to everyone's enjoyment of the game.

As a GM, your contribution to the game will be much greater than that from any one player. You must establish the setting, villains, conflicts, and plot of the adventure, as well as all of the other **non-player characters (NPCs)** your gaming group will meet during the game. NPCs are similar to the background characters from the OAV series, ranging from the obscure and unimportant (nameless Galaxy Police officers and residents of Japan) to rarely seen and mildly important (the Captain, the Queens of Jurai) to frequently seen and very important (Ryo-Ohki, if she is not a player character). The enemies of the player characters are also NPCs, but because of their recurring importance to the plot they need to be better developed before game play begins.

If you plan to be a GM, you must also be able to project your imagination to the players by describing the world in which they live in vivid detail. Use of visual aids such as maps, diagrams, or even scenes from the *Tenchi Muyo!* videos, can help make your players' world more tangible. Finally, your plot must remain sufficiently flexible to allow the characters' actions to make a definite impact on the adventure. A plot that is too rigid or "scripted" may leave players feeling that their characters have lost the free will to affect their own destiny. Should you assume the role of GM, you must possess creativity, sound judgment, and the ability to improvise in unexpected situations. Game Mastering takes extra time and effort, but the reward of watching the players revel in the game setting and plot that you created makes it all worthwhile.

## SCOPE OF THIS BOOK

This book focuses on the characters, plots, settings and themes presented in the first two *Tenchi Muyo!* OAV series. The North American English subtitled release from Pioneer Entertainment (USA) L.P. serves as the primary source for the game text, although the English dubbed version was also used extensively. Some background information was checked with other sources, such as magazine articles and the *Tenchi Encyclopedia*.

## OTHER TENCHI WORKS

*Tenchi Universe* is a 26-episode television series that retells the story of the *Tenchi Muyo!* OAV series from a very different point of view. All of the main characters are included in this series, and some new characters are added (such as Galaxy Police officer, Kiyone). This first season of the TV series aired in Japan 1996.

*Tenchi in Tokyo* is an original story. This second TV season also spans 26 episodes, and as the name suggests, focuses on the characters in the thriving metropolis of Tokyo. *Tenchi in Tokyo* features new characters (such as Tenchi's classmate, Sakuya) and new character designs.

Three theatrical movies were also released that detailed three very different stories about Tenchi and his companions. *Tenchi Muyo in Love* was released in 1996, *The Daughter of Darkness* was released in 1998, and *Tenchi Forever* was released in 1999. The movies are from a mixed story line continuity from the OAV series and the TV series.

GUARDIANS OF ORDER will be releasing supplements/resource books in 2000 and 2001 for the *Tenchi Muyo!* RPG that focus on all three aspects of the alternate Tenchi stories. Each book will add to the material presented in these core rules, and will provide character and plot information specific to the particular story.

## EXAMPLE OF PLAY

The following dialogue is an example of how a typical role-playing session might progress. The fictitious game involves three players — Peter (Tenchi), Mei (Ariel), and Lisa (Ryoko) — and the Game Master (or GM), David.

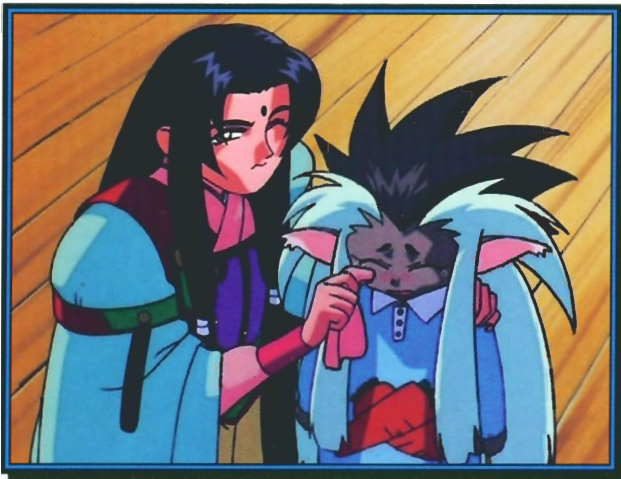
Tenchi, Ariel, and Ryoko are chasing down one of Kagato's robotic spies on planet #ADKD029, because it drugged and kidnapped Ryo-Ohki. They believe that the robot is hiding by the ocean, and have tracked it down to a cavernous area during low tide.

- GM:** You have reached the mouth of the cave. The water is up to your ankles and you know that the tide will start rising again soon. Water also reaches into the cave, which becomes almost pitch black after 30 feet. What do your characters do?
- Lisa:** (as Ryoko) I create my energy sword which should radiate enough light to see in the cave.
- Peter:** (as Tenchi) Good idea! I do the same to create some more light so we can see clearly.
- GM:** You both realize that your swords use energy — you won't be able to do this for too long. Peter, with Tenchi's Energy Points of 135, Tenchi will be able to maintain his sword for about 13 minutes before he runs out of energy and Lisa, Ryoko will be able to maintain hers for 17 minutes.
- Mei:** (as Ariel) That's not a problem guys — as a Galactic Mail Service delivery person, we're all given standard issue penlights. I pull mine out and turn it on.
- Peter:** Ok. I hadn't thought of that. (Peter grins sheepishly) Well, now that we have light, let's head on in and find this robot.
- Mei:** Do you think it's possible that it might have laid a trap for us? It is one of Kagato's robots after all.
- Lisa:** Good point. Let's all stay on guard and keep our eyes open for any traps or anything out of the ordinary. David, Ryoko flies ahead first, so she isn't touching the ground. If any trap was set on the ground, Ryoko should be fine. I'll try to spot anything out of the ordinary.
- Peter:** Tenchi will walk close beside Ariel in case there is a trap — that way my Lighthawk Wings can probably protect both of us.
- Lisa:** What about me? Don't I get protection?
- Peter:** You're playing Ryoko — she's tough enough that she can probably take whatever trap is down here if you don't notice it.
- Lisa:** Well, that's true enough. So I guess we head into the cave and try to find the robot.
- GM:** All right. You start into the cave and periodically have to brush seaweed aside that hangs from the roof of the cave. Lisa, please make a Mind Stat check.
- Lisa:** Oh great! Ryoko's Mind is only 4. Do any skills affect this roll?
- GM:** (pauses to think) Wilderness Tracking would, but I don't think Ryoko has that skill. No dice modifiers, then.
- Lisa:** Ah well. (Lisa rolls two dice) I got a 6. Please say this is an Extremely Easy thing to do.
- GM:** (grins) Sadly, no. Ok, Ryoko is flying ahead of Ariel and Tenchi. Suddenly, without warning, the seaweed hanging from the ceiling comes alive and wraps itself around Ryoko in an instant. As she splashes to the ground, bound tightly, you realize it wasn't actually seaweed — it's some kind of tentacle-vine trap.
- Lisa:** Great...I try to use Incorporeal Form and phase through it.
- Mei:** I draw my gun and stay on guard.
- Peter:** I create my Lighthawk Wings and Lighthawk Sword and stay near Ariel.
- GM:** Ok, Lisa, Ryoko tries to phase through the vine trap but it doesn't seem to work. It must be able to block incorporeal movement. Peter and Mei, please make Mind-based Wilderness Tracking Skill checks. Since Ariel has Wilderness Tracking at Level 1, she gets a -1 dice roll bonus.
- Peter:** (rolls two dice) I got a 7. Not even close.
- Mei:** (rolls two dice) I rolled a 6 and since my Mind Stat is 5, I actually make it!
- GM:** Ariel notices that the cave is starting to get a bit darker, as if the minimal ambient light is somehow disappearing.
- Mei:** Oh, that can't be good. Tenchi, try and help Ryoko, I'm going to try and figure out what is going on.
- Peter:** Ok. If you need help though, just shout. Tenchi tries to cut the vines that are holding Ryoko with his Energy Sword.
- Lisa:** Be careful that you don't cut me!
- Peter:** That's why I'm using my Energy Sword rather than my Lighthawk Sword — if I slip, it won't hurt as much.
- GM:** Make an Attack Combat roll. Your Sword Skill affects the roll.
- Peter:** (rolls two dice) I rolled a 4! No problem.
- GM:** Your Energy Sword does 70 points of damage and is Field Penetrating so you easily cut the vines from Ryoko and with your roll, you don't come close to cutting her. Now, Mei, what exactly is Ariel doing?
- Mei:** Well, I would guess that whatever ambient light there is in this cave comes from outside so I quickly run back towards the entrance. Tenchi and Ryoko will be able to see because of Tenchi's Energy Sword. Is anything blocking the entrance of the cave?
- GM:** Actually yes, you see a large, robotic shape walking into the cave. It looks like the robot that kidnapped Ryo-Ohki. What do you do?
- Mei:** I race back to Ryoko and Tenchi. Guys! We've got trouble...





**CHAPTER 2**  
**CHARACTER CREATION**



The design of a new character for the *Tenchi Muyo! Role-Playing Game* should involve a thoughtful collaboration between the player and the GM. Your objective is to create a character who is fun to play, has plenty of reason to adventure and who fits into the GM's campaign. As mentioned in the *Chapter 1: Introduction*, there are many possible types of characters you can create, including:

- A central character from the series (e.g. Ayeka, Mihoshi)
- A major villain from the series (e.g. Kagato, Dr. Clay)
- An original character related to a series character (e.g. one of Washu's siblings)
- An original character who is connected to the series background (e.g. another creation of Dr. Clay)
- A completely original character of your own design

In the *Tenchi Muyo! Role-Playing Game* you can choose to spend as little as ten minutes designing a character, or upwards of an hour. The difference lies in the level of detail and individuality you invest in your character. At no time during an RPG campaign do you have more control over the destiny of your character than during the character creation process. If you have any questions about game mechanics or specific character abilities, talk to the GM before you begin character creation.

Throughout the steps of character creation, you can follow the creation progress of three characters: Tenchi (Peter's character), Ariel (Lisa's character) and Ryoko (Mei's character). As more details are added to the characters, the text will focus on the design of Tenchi. The examples are presented in italics following the main text of each step.

## STEP 1: GM DISCUSSION

You and the other players should discuss the nature of the upcoming game with the GM. The GM needs to address several important issues, including:

### GAME DURATION

Will it be a six-hour one-shot, a mini-series that spans a half-dozen sessions, or an epic campaign lasting months or years?

## CHARACTER CREATION SUMMARY

### STEP 1: GM DISCUSSION

Talk to the GM about the nature of the upcoming game. Issues that should be addressed include the duration of the game, scheduled play time, the setting and related timeline, and the thematic intensity level. Based on this, the GM should set the power level of the campaign, which will determine the number of Character Points that each player may use to design their character. See page 34.

### STEP 2: CHARACTER OUTLINE

Use the game boundaries established through your talk with the GM to develop a rough character outline. Will you be playing an original or series character? A male or female? A character raised on Earth or born in space? See page 36.

### STEP 3: ASSIGN STATS

Use Character Points to give your character Body, Mind and Soul Stats, making sure each Stat is not lower than 1 nor higher than 12. See page 37.

### STEP 4: CHARACTER ATTRIBUTES

Any unused Character Points that remain after assigning Stats may be used to acquire Character Attributes, rated in Levels from 1 to 6. See page 39.

### STEP 5: CHARACTER DEFECTS

You are encouraged to select some Defects for your character. These Defects will provide you with more role-playing opportunities, and give you Bonus Points to use in raising Stats or acquiring additional Character Attributes. Make certain, however, that the Defects you purchase are appropriate to your character outline. You should assign no more than eight Defects. Mecha Defects can also be assigned. See page 76.

### STEP 6: SKILLS

Your character receives 20 starting Skill Points, plus additional points if you took the Highly Skilled Attribute (or fewer, if you took the Unskilled Defect). Use the Skill Points to acquire Skills and specializations relevant to your character outline. Skill Levels range from 1 to 6. See page 84.

### STEP 7: DERIVED VALUES

Now that you have completed your character's Stats, Attributes, and Defects, you can calculate his or her three derived values—Combat Value (both Attack and Defense), Health Points and Energy Points. See page 90.

### STEP 8: BACKGROUND POINTS

You can earn 1-3 extra Background Character Points by giving the GM a history of your character, an important character story, or a character drawing. See page 91.

## SCHEDULED PLAY TIME

Many players need to know the game schedule before they can commit to a campaign, since the game might conflict with other responsibilities such as school, work, recreational activities, or family matters. Finding a regular time slot may prove quite difficult, however, so it may be necessary to keep the sessions flexible by alternating the game day or time. A word of caution: the decision to play "whenever we can all get together" often leads to a dead campaign within a few sessions.



## THE SETTING AND RELATED TIMELINE

The *Tenchi Muyo!* OAV series offers several potential one-shot or campaign settings. It is possible to play adventures set during or immediately after the video series, such as a star-spanning galaxy police or space piracy game, or a series set centuries (or millennia) in the past. A campaign can even use the central concept of super-powered aliens taking up residence in an Earth household, but use a completely different set of original characters. *Chapter 5: The Game Master's Section* discusses these and other campaign ideas. If you have a setting preference, let the GM know before he or she has put too much work into creating the campaign.

The focus of the campaign should enable the various characters to work together despite any differences they may have.



In the *Tenchi Muyo!* series, that common ground is provided by the women's joint interest in Tenchi (whether it is romantic, scientific, or sisterly) and his friendship with them. Although the women may fight with each other for his attention, they can depend upon Tenchi for help if any one of them is faced with trouble. With Tenchi around, all of the characters will become involved. In your own *Tenchi Muyo!* campaign, the characters could also be united by shared friendship, rivalry and romance, or a different factor could bind them together, such as membership in the same organization, family ties or battling a common enemy.

## THEMATIC INTENSITY LEVEL

You and the other players need to inform the GM about your preferences concerning the thematic scope of the game. Are you looking for straight comedy, action, intense drama, or the comedy-action mix of the video series? Will the action follow the OAV series, with a character-driven plot that features the regular arrival of other aliens to complicate the situation, or will the existing cast of characters be working purposefully toward a specific goal? Do you have preferences on issues such as the action/combat intensity, the amount of character focus, or scenario complexity and maturity? The GM is ultimately responsible for establishing the game's boundaries and presenting the game universe to the players, but a role-playing campaign is more than the GM's personal vision. It requires the combined effort of all participants to be successful. Consequently, you, the other players, and the GM must work together to create the game that you all want to play.



## CHARACTER POINT TOTAL

Character Points are a measure of the relative power and capability of characters. The GM decides how many Character Points will be available to each player. If the players are creating original characters, the GM will usually assign the same number of Character Points to each player, while the GM's NPCs may be given widely varying point totals depending on their role in the game.

If the players decide they wish to play the existing *Tenchi Muyo!* characters as they are presented in the OAV series, some individuals (such as Washu) will be more powerful than the other characters. If the players are uncomfortable with characters of diverse power levels but would rather not create their own original characters, the GM should decide how to handle the play balance

issue. One approach is to reserve the more or less powerful characters for use as NPCs, allowing the players to use the characters who have similar power levels. An alternative is to have the players create slightly more or less powerful versions of the existing characters so that everyone has an identical point total, even if the result does not exactly parallel the series.



The number of Character Points the GM assigns will depend on the intended power level of the game. The GM may run a low-powered game (15, 20 or 25 points), an average-powered game (30 or 35 points), a high-powered game (40 or 45 points), a very high-powered game (50 or 55 points) or an extremely high-powered game (60 or more points). For a game where characters are roughly equivalent to those in the Tenchi series, a very high-powered game with characters having from 50 to 60 Character Points is recommended.

**Example:** David (the GM) sits down with Mei, Lisa and Peter to see if they are interested in a Tenchi Muyo! role-playing campaign set a few months after the events of the Tenchi Muyo! OAVs. The three players are enthusiastic, and agree that a semester-long (4 months) weekly campaign (Saturdays 1-6 PM) best matches their schedules. After an hour of discussion, they decide they want to retain most of the elements of the original Tenchi Muyo! OAVs, but focus on some of the story concepts that were left unresolved, such as the Lady Tokimi plot. Their game's emphasis will be on action and drama, with more romance and less comedy than the OAV series. The main themes are fate and mystery. It will be a very high-powered campaign, with a 55 Character Point Total.

## STEP 2: CHARACTER OUTLINE

Now that you know the game's power level, setting, time period, theme, the campaign duration, and the expected time commitment, you can begin to develop a character outline. The outline is not a fully completed character, but a broad concept that provides you with a focus from which you will build the character. You need not concern yourself with the specific power, or background details at this time. Use the game boundaries established in your discussion with the GM as the starting point for your character and build your outline on that foundation. Discuss your character ideas with the GM to ensure your character will work with the other players' characters and with the overall themes and focus of the campaign. For example, if everyone has agreed to a game with a space pirate theme, choosing a haughty Jurai princess might be out of place...unless she had been exiled as a result of a palace coup, and is now an outlaw. Here are some questions you should answer in your character outline:

### WHAT KIND OF BEING ARE YOU?

In the *Tenchi Muyo! Role-Playing Game*, characters can range from seemingly ordinary humans to cute furry creatures that transform into giant crystal spaceships. A few of the many possible origins for a character are:

#### House of Jurai

A character who is a member of the Jurai royal family, such as Ayeka. He or she will possess Jurai Power (page 45), and may also have access to spaceships, guardian robots, or other mecha. The character's relationship to other members of the House of Jurai will be important. Is the character in good standing with the King and court, or is he or she in exile or in trouble?

#### Jurai-Earthling Mix

A character like Tenchi or Yoshō, with mixed human and Jurai blood. The character may have been raised on Earth, on Jurai, or elsewhere.



#### Galactic Citizen

A member of one of many alien species in the galaxy. Many aliens are either completely identical to humans, or belong to a



near-human species with minor cosmetic differences, such as the tiny fangs and pointed ears that Mihoshi displays. There are also races that are more alien in appearance, often resembling anthropomorphic animals. The typical galactic citizen has no special powers, but may possess spaceships, robots or other mecha, especially if the character is a super-scientist, space pirate or Galaxy Police officer.

**Earthling**

None of the main protagonists of the *Tenchi Muyo!* series are completely human, but that need not prevent a player from having a normal Earthling as a character. If taking a human character, it is a good idea to develop a background that gives him or her access to a mecha. This will prevent the character from being overshadowed by aliens with exotic powers or gadgets. There are numerous ways that a human might gain possession of alien technology. For example, he or she could have helped a visiting Galaxy Police officer catch a dangerous alien fugitive, and afterward, been recruited by the agency and relocated from Earth for training as a Galaxy Police Detective.



**Unique Entity**

Several of the characters in *Tenchi Muyo!* have very unusual backgrounds. Sasami is a fusion of a dying Jurai princess and Tsunami, the First Jurai tree-spaceship. Washu appears to be “merely” a super-genius scientist, but she has a mysterious past stretching back 20,000 years. Ryoko is the result of a deliberate genetic engineering experiment that combined one of Washu’s ova with those of the primal Mass entity. Ryo-Ohki is the product of a similar experimental process, combining the Mass with a crystalline life form; moreover, her alternate humanoid shape resulted from her assimilating another Mass entity. Players create their own unique characters, but should consult with the GM to ensure the character fits in the campaign.

**WHAT DID YOU DO BEFORE THE CAMPAIGN BEGAN?**

You should develop a background or occupation that helps define your character. Examples from the OAV series include Galaxy Police detective, high school student (and apprentice at a Shinto shrine), royalty, priest of a Shinto shrine, scientist, and space pirate.

**Example:** Keeping the game boundaries firmly in mind, the three players each develop their own character outlines:

**Mei** — She intends to create a new character: Galaxy Courier Ariel, an intergalactic delivery person who works for the Galactic Mail Service (which Mei has invented). In the time-honoured *Tenchi Muyo!* manner, Mei intends to have her courier spaceship arrive at the Masaki Family shrine during the first adventure, bearing an important package for someone living at Tenchi’s house. Mei tells the GM she does not know what is in the package or who it is from; the GM can work this into the game. The GM agrees to do this.

**Peter** — He has decided to play Tenchi Masaki, exactly as he is presented at the end of the OAV series. Peter likes the character Tenchi and wants to enjoy the challenge of role-playing his coming of age as a prince of Jurai.

**Lisa** — She wants to play the space pirate Ryoko. Although Lisa intends to create a Ryoko who is similar to the TV series, she decides to play her slightly differently. Taking the final scene of the OAV series to heart, she decides that Ryoko’s relationship with both Washu and Tenchi is going to begin to change as a result of her assimilation of Zero Ryoko’s personality. Lisa intends to explore these changes over the first few game sessions.

The GM plans to have most of the other *Tenchi Muyo!* OAV series characters appear in his campaign as NPCs.

**STEP 3: ASSIGN STATS**

Stats (or Statistics) are numerical assignments that reflect your character’s base capabilities. Higher Stat values indicate an advanced level of accomplishment or achievement. The *Tenchi Muyo! Role-Playing Game* is part of GUARDIANS OF ORDER’S Tri-Stat System™ game line, and uses three Stats to represent your character’s abilities — Body, Mind and Soul.



## BODY STAT

This Stat measures the physical aspects of your character. This includes overall health, strength, endurance, quickness, rate of healing, manual dexterity, and ability to withstand trauma. Ryoko is an example of a character with a high Body Stat.



## MIND STAT

This Stat represents a character's mental abilities. A character with a high Mind Stat is intelligent, witty, and a quick learner. Washu is an example of a character with a high Mind Stat.

## SOUL STAT

This Stat represents willpower, determination, and spirit, and can sometimes represent psychic power, empathy and unity with nature. A high Soul Stat helps a character focus his or her personal energies or life-force to go beyond his or her normal limits, and to power special abilities. Tenchi is an example of a character with a high Soul Stat.

Each Stat is rated on a scale of 1 to 12. A value of 4 in a Stat is the adult human average, with values under 4 indicating decreasing competence in that area, and values over 4 indicate increasing superiority. Thus, a person with average build, high intelligence, and above-average determination might have Body 4, Mind 7, Soul 5.

Your character's starting Character Points are used to acquire his or her Stats. You must decide how many of these Character Points will be spent on Stats, and then divide these points among the character's Body, Mind and Soul. A Stat's value is the number of Character Points assigned to it. At least 1 but no more than 12 Character Points must be assigned to each Stat, giving them values between 1 and 12. You may only give your character one Stat with a value of 12 but otherwise, it is up to you to decide how many Character Points will be used for Stats and what each Stat's value will be. Any Character Points not used for Stats will be used to acquire various useful talents and powers called Character Attributes (page 39). For this reason, it is a good idea to allocate anywhere from 12 to 24 Character Points to Stats, and to save the remaining points for Attributes.

**Example:** Peter has 55 Character Points available to create his version of Tenchi. He thinks that Tenchi is in good shape, and possesses average intelligence, but has incredible determination and spirit. Peter uses 20 of the 55 Character Points for Stats, assigning Tenchi a Body of 5, a Mind of 4 and a Soul of 11.

## TABLE 2-1: STAT VALUE DESCRIPTIONS

Stat Value	Description
0	Completely and utterly useless.
1	Inept.
2	Significantly below adult human average.
3	Below adult human average.
4	Adult human average.
5	Above adult human average.
6	Significantly above human average.
7	Highly capable.
8	Extremely capable.
9	Best in the land.
10	World-class ability.
11	Legendary ability.
12	Best in the universe. Unequaled.



## STEP 4: CHARACTER ATTRIBUTES

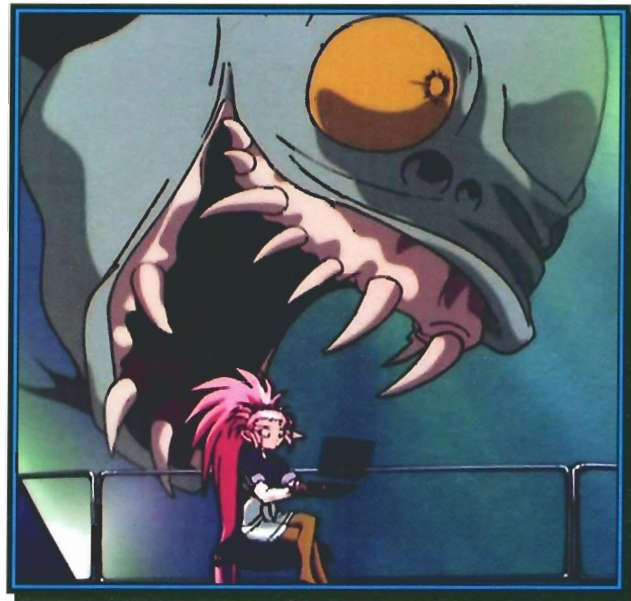
Your character's basic abilities are represented by the three Stats, but his or her more specific acquired or innate talents and abilities are known as Character Attributes (or Attributes for short). Any Character Points remaining after your character has acquired Stats are available to acquire Attributes. There are many different Character Attributes, each representing a particular talent or special ability. Each Attribute is rated with a Level from 1 to 6. Acquiring an Attribute, or increasing it in Level, requires one or more Character Points, depending on the Attribute's Character Point per Level cost.



The Attribute descriptions indicate the Character Point cost, game effects, limitations, examples, and the Stat most relevant to the Attribute's use should a Stat Check dice roll be needed (see page 136 of *Chapter 3: Game Mechanics*).



If one of your Attributes is modified by another Attribute to extend beyond Level 6 (such as the Appearance Attribute modifying the Art of Distraction Attribute), you should discuss the influence and limitations of the new Level with the GM. Attributes at higher Levels may also be taken deliberately (with GM permission) or when the GM is creating NPCs. For example, high Attribute Levels are very appropriate for villains, who may need exceptional resources to oppose an entire group of characters.



The selection of Attributes is one of the most important steps during character creation. Through Attributes, you define your character's unique capabilities compared to other individuals. Think carefully about the balance between a few high-level Attributes and a large number of low-level Attributes.

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Character Defects (*Step 5: Character Defects*, page 76). Each Defect can provide you with an additional Character Point or two, which can be used to acquire more Character Attributes.

**TABLE 2-2:  
CHARACTER ATTRIBUTES**

Appearance	Art of Distraction
Combat Mastery	Damn Healthy!
Divine Relationship	Energy Bonus
Focused Damage	Heightened Jurai Power
Heightened Mass Power	Heightened Senses
Highly Skilled	Item of Power
Jurai Power	Mass Power
Mechanical Genius	More Powerful Mecha
Own a Big Mecha	Personal Gear
Speed	Unique Character Attribute

*After assigning Tenchi's Stats, Peter has 35 Character Points left for acquiring Attributes. He decides to give Tenchi the following Attributes: Combat Mastery Level 2 (4 points), Divine Relationship Level 2 (2 points), Energy Bonus Level 6 (6 points), Highly Skilled Level 2 (2 points), Item of Power Level 3 (6 points), Jurai Power Level 5 (20 points) and Speed Level 2 (1 point). However, this totals 40 Character Points, five more than the character had available. Peter chooses to leave the Attributes as they are, and make up the remaining points in Step 5: Character Defects.*



**APPEARANCE**

**Cost:** 1 point/Level  
**Relevant Stat:** Body

This Attribute reflects physical attractiveness. A character lacking points in this Attribute is considered to be of average appearance. Values of 4, 5 or 6 increase the Art of Distraction Attribute by 1, 2 or 3 Levels respectively, but only when the character is visible to his or her audience. A character with the Appearance Attribute may be defined as “cute” rather than simply attractive. A cute character will usually inspire affection rather than igniting romantic desire.

- Level 1** The character is moderately attractive or cute.
- Level 2** The character is quite attractive or cute.
- Level 3** The character is very attractive or cute.
- Level 4** The character is extremely attractive or cute. Art of Distraction Attribute is increased by 1 Level.
- Level 5** The character possesses legendary beauty or cuteness. Art of Distraction Attribute. is increased by 2 Levels.
- Level 6** The character possesses unparalleled beauty or cuteness. Art of Distraction Attribute is increased by 3 Levels.

**Examples:** Tenchi has an average appearance, and thus does not have this Attribute. Kagato and Sasami are moderately attractive (Level 1), with Sasami taking the “cute” qualifier. Ayeka, Mihoshi, Washu, and Ryoko are all quite attractive (Level 2). When Sasami grows into Tsunami, she will be very attractive (Level 3). Ryo-Ohki (in cabbit or child form) is extremely cute, capable of melting the hardest of hearts — even the King of Jurai is won over. This is Appearance (cute) Level 4, which increases her Art of Distraction by one Level (granting Level 1 for free).

**ART OF DISTRACTION**

**Cost:** 1 point/Level  
**Relevant Stat:** Body or Soul

The Art of Distraction Attribute allows a character to distract a number of people or animals at a critical moment, provided he or she has some method of communicating with them (for example, talking, dancing, television broadcast, illusionary image, written word, etc.) This Attribute may be modified by the Appearance Attribute, but only if the character is visible to his or her audience (see the Appearance Attribute description). If multiple people with this Attribute work as a team, the total number of people distracted is added together. The Body Stat is used when distracting people physically (for example, with sex appeal) while the Soul Stat is used when distracting someone through emotion, rhetoric or force of personality.



- Level 1** The character can distract one person or animal.
- Level 2** The character can distract up to two people or animals.
- Level 3** The character can distract a small crowd (1-10 people or animals).
- Level 4** The character can distract a medium crowd (11-50 people or animals).
- Level 5** The character can distract a large crowd (50-200 people or animals).
- Level 6** The character can distract a very large crowd (200-1000 people or animals).

**Examples:** Ryo-Ohki gets Level 2 for free as a result of her Appearance Level 4. Mihoshi also has Level 1 Art of Distraction — at crucial moments, she can ask inane questions that can distract nearly anyone.





**COMBAT MASTERY**

**Cost:** 2 points/Level  
**Relevant Stat:** None (uses Combat Value)

This Attribute reflects the character's intimate knowledge of a wide range of offensive and defensive combat techniques, covering all aspects of armed and unarmed encounters (including ranged weapons). Individual combat Skills (page 84) let a character specialize with particular weapons or specific styles, but Combat Mastery allows a character to pick up any weapon (or use none at all) and still be proficient. See page 90 of *Step 6: Derived Values* for more information on the Combat Value.

- Level 1** The character's Combat Value is increased by 1 point.
- Level 2** The character's Combat Value is increased by 2 points.
- Level 3** The character's Combat Value is increased by 3 points.
- Level 4** The character's Combat Value is increased by 4 points.
- Level 5** The character's Combat Value is increased by 5 points.
- Level 6** The character's Combat Value is increased by 6 points.

**Example:** Tenchi is a fairly good, all-around fighter (Level 2), but not up to his grandfather's standards (Level 3).



**DAMN HEALTHY!**

**Cost:** 1 point/Level  
**Relevant Stat:** None

Possessing this Attribute increases the Health Points of the character, allowing him or her to withstand more damage in combat. The Damn Healthy! Attribute, along with the Body Stat, also reflects a character's resistance to sickness, disease, and other physical ailments. See page 90 of *Step 6: Derived Values* for more information on Health Points. Note that characters with high Body or Soul Attributes may be very healthy even without this Attribute.



- Level 1** The character's Health Points are increased by 10 points.
- Level 2** The character's Health Points are increased by 20 points.
- Level 3** The character's Health Points are increased by 30 points.
- Level 4** The character's Health Points are increased by 40 points.
- Level 5** The character's Health Points are increased by 50 points.
- Level 6** The character's Health Points are increased by 60 points.

**Examples:** Ryoko's genetically-engineered body is highly resistant to damage (Level 3), and when combined with her high Body and Soul Stats, she is extremely tough. Mihoshi has an average Body Stat and above average Soul Stat, but can survive terrible spaceship crashes that would put an ordinary person in the hospital (Level 2).



**DIVINE RELATIONSHIP**

**Cost:** 1 point/Level  
**Relevant Stat:** None

A character possessing a Divine Relationship has powerful forces acting as his or her Guardian, which can beneficially influence the outcome of important events. Alternatively, the character may just really be lucky. This relationship is represented through the re-rolling of undesirable dice rolls.

- Level 1** The player may re-roll 1 dice roll each game session.
- Level 2** The player may re-roll 2 dice rolls each game session.
- Level 3** The player may re-roll 3 dice rolls each game session.
- Level 4** The player may re-roll 4 dice rolls each game session.
- Level 5** The player may re-roll 5 dice rolls each game session.
- Level 6** The player may re-roll 6 dice rolls each game session.

**Example:** *Sasami has a special Divine Relationship: Tsunami's spirit watches over her (Level 6). Mūhoshi may not have a goddess on her side, but she has "genius" level luck (Level 6). Tenchi is often quite lucky, and may also be aided by the power of Tsunami (Level 2).*

**ENERGY BONUS**

**Cost:** 1 point/Level  
**Relevant Stat:** None

Possessing this Attribute increases the Energy Points of the character, allowing him or her to draw on a greater pool of energy reserves in times of need. See page 90 of *Step 6: Derived Values* for information on Energy Points and their uses.

- Level 1** The character's Energy Points are increased by 10 points.
- Level 2** The character's Energy Points are increased by 20 points.
- Level 3** The character's Energy Points are increased by 30 points.
- Level 4** The character's Energy Points are increased by 40 points.
- Level 5** The character's Energy Points are increased by 50 points.
- Level 6** The character's Energy Points are increased by 60 points.

**Example:** *Tenchi possesses amazing energy reserves (Level 5), as demonstrated by his ability to manifest great Jurai power.*

**FOCUSED DAMAGE**

**Cost:** 1 point/Level  
**Relevant Stat:** None

A character with the Focused Damage attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage while using one specific weapon or method of attack (this attack is defined during character creation). For example, it might represent a special talent with a weapon, knowledge of a particular martial arts technique, or a natural weapon of some sort. For more information on physical combat and damage, see page 140 of *Chapter 3: Game Mechanics*.



- Level 1** Damage delivered in combat for the specific attack is increased by 10 points.
- Level 2** Damage delivered in combat for the specific attack is increased by 20 points.
- Level 3** Damage delivered in combat for the specific attack is increased by 30 points.
- Level 4** Damage delivered in combat for the specific attack is increased by 40 points.
- Level 5** Damage delivered in combat for the specific attack is increased by 50 points.
- Level 6** Damage delivered in combat for the specific attack is increased by 60 points.

**Example:** *Ryo-Ohki has a powerful bite that can chomp through metal objects (Level 2).*



**HEIGHTENED JURAI POWER**

**Cost:** 1 point/Level  
**Relevant Stat:** None

This Attribute adds to a character's Jurai Power Points. It is only available if he or she already has the Jurai Power Attribute (page 45) at Level 1 or higher.



- Level 1** The character gains an additional 2 Power Points.
- Level 2** The character gains an additional 5 Power Points.
- Level 3** The character gains an additional 7 Power Points.
- Level 4** The character gains an additional 10 Power Points.
- Level 5** The character gains an additional 12 Power Points.
- Level 6** The character gains an additional 15 Power Points.

**Example:** This Attribute is useful to create a character with an intermediate number of Jurai Power Points.



**HEIGHTENED MASS POWER**

**Cost:** 1 point/Level  
**Relevant Stat:** None

This Attribute adds to a character's Mass Power Points. It is only available if he or she already has the Mass Power Attribute (page 46) at Level 1 or higher.

- Level 1** The character gains an additional 2 Power Points.
- Level 2** The character gains an additional 5 Power Points.
- Level 3** The character gains an additional 7 Power Points.
- Level 4** The character gains an additional 10 Power Points.
- Level 5** The character gains an additional 12 Power Points.
- Level 6** The character gains an additional 15 Power Points.

**Example:** This Attribute is useful to create a character with an intermediate number of Mass Power Points.





**HEIGHTENED SENSES**

**Cost:** 1 point/Level  
**Relevant Stat:** Body

A character with Heightened Senses will have an acute perception of taste, touch, sight, smell, and hearing compared to those of an average human adult. Alternatively, a character may possess only one Heightened Sense at a greatly increased level of perception (shown in brackets below). Objects that enhance a character's senses (for example, binoculars) are not covered by this Attribute, but by the Personal Gear Attribute (page 49) or the Sensors Sub-Attribute (page 62).

- Level 1** The character has a slight heightening of all senses (or twice as sharp for a single heightened sense).
- Level 2** The character's senses are all twice as sharp (or four times as sharp for a single heightened sense).
- Level 3** The character's senses are all three times as sharp (or six times as sharp for a single heightened sense).
- Level 4** The character's senses are all four times as sharp (or eight times as sharp for a single heightened sense).
- Level 5** The character's senses are all five times as sharp (or ten times as sharp for a single heightened sense).
- Level 6** The character's senses are all six times as sharp (or twelve times as sharp for a single heightened sense).

**Example:** *Yosho's centuries of disciplined training have given him an uncanny ability to notice people sneaking up behind him. He has Heightened Senses Level 1.*

**HIGHLY SKILLED**

**Cost:** 1 point/Level  
**Relevant Stat:** Varies

A character with this Attribute is more experienced or better trained than an ordinary person, and as a result has more Skill Points (see page 84) than an average human adult. Skill Points are used to acquire individual Skills such as Melee Attack or Piloting. Extending this Attribute beyond Level 6 provides 10 additional Skill Points per Level (for example, Level 11 would provide a total of 110 Skill Points). Acquiring several Levels of the Highly Skilled Attribute is the ideal method for creating a versatile character.



- Level 1** The character gains an additional 10 Skill Points.
- Level 2** The character gains an additional 20 Skill Points.
- Level 3** The character gains an additional 30 Skill Points.
- Level 4** The character gains an additional 40 Skill Points.
- Level 5** The character gains an additional 50 Skill Points.
- Level 6** The character gains an additional 60 Skill Points.

**Examples:** *Tenchi is still young, but he has undergone regular training under an excellent teacher; he has Highly Skilled Level 2. Yosho has practiced his Skills for centuries, he has Highly Skilled Level 6.*

**ITEM OF POWER**

**Cost:** 2 points/Level  
**Relevant Stat:** Usually none, but sometimes Soul

This Sub-Attribute describes any exotic item that directly enhances a character in some way, or one that serves as a useful tool or weapon. There are two types of items that can be considered Items of Power. The first item is one that provides the character with special abilities, often described using a Mecha, Jurai Power, or Mass Power Sub-Attribute. This Item of Power Level is determined by the benefit it provides to the character. The second type of item is one which provides special abilities as well as acting as a focus for a character's other abilities (see example on page 45). This Item of Power Level is determined by the benefit of the abilities it provides, ignoring the powers for which it acts as a focus. For those focused powers, the character should take the

Item Dependency Defect (see page 80). If an item only focuses a character's abilities, it is not an Item of Power, since it does not provide the character with any additional benefits; the character should simply assign the Item Dependency Defect.

An Item of Power normally represents advanced technology or a relic with unusual powers. More mundane but useful items (such as a pistol or medical kit) are covered by Personal Gear (page 49).



The player whose character has an Item of Power must discuss this Attribute with the GM to determine what abilities the Item of Power possesses and how it works. The player, with GM approval, may create unique abilities for Items of Power. As a guideline, a typical item's capabilities should be the rough equivalent of about 5 Jurai Power Points, Mass Power Points or Mecha Points per Level of the Item of Power.

- Level 1** The item offers a small advantage to the character, or is built on 1-5 Mecha or Jurai/Mass Power Points.
- Level 2** The item offers a moderate advantage to the character, or is built on 6-10 Mecha or Jurai/Mass Power Points.
- Level 3** The item offers a good advantage to the character, or is built on 11-15 Mecha or Jurai/Mass Power Points.
- Level 4** The item offers a great advantage to the character, or is built on 16-20 Mecha or Jurai/Mass Power Points.
- Level 5** The item offers an extreme advantage to the character, or is built on 21-25 Mecha or Jurai/Mass Power Points.
- Level 6** The item offers a primal advantage to the character, or is built on 26-30 Mecha or Jurai/Mass Power Points.

**Example:** Tenchi's Master Key has a variety of special abilities, such as being able to control other Jurai space ships and shocking enemies who touch it. However, Tenchi primarily uses the Master Key as a focus for two of his Jurai Power Sub-Attributes. The GM and player decide that the powers integral to the Master Key (for a full description, see page 95) offer a good advantage to its wielder, making it a Level 3 item. Tenchi's use of the Master Key as a power focus will be represented through the Item Dependency Defect.



**JURAI POWER**

**Cost:** 4 points/Level  
**Relevant Stat:** Varies

Jurai Power is the ability to channel "Jurai energy" — the life energy that exists within the living trees of Jurai and its royal family. A character who is assigned this Attribute should either be part of the Jurai royal family, one of the ancient entities with mysterious connections to them (Tsunami, Tokimi and Washu), or a blood relation to either. Jurai Power may also be acquired through artificial means. For example, Ryoko is the artificially-produced "daughter" of Washu and draws power from the gems Washu originally possessed, while Kagato draws power from the Soja, another creation of Washu.

Characters with Jurai Blood and Jurai Power can use an appropriate Ship Key to interface with the control systems aboard a ship of Jurai, provided the Key accepts them. In addition, characters with Jurai Power may learn or instinctively perform various feats of energy and matter manipulation. Jurai Power encompasses the ability to manipulate energy and gravity to create energy swords, energy blasts, and force fields (including the Lighthawk Wings), as well as psychic abilities and feats of material metamorphosis.

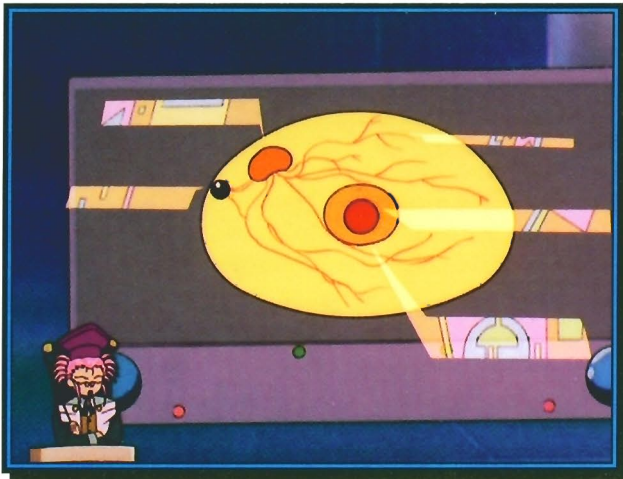
The number and type of abilities vary somewhat from individual to individual. For each Level of this Attribute that a character possesses he or she will receive 10 Jurai Power Points (different from Character Points). These points are used to acquire



a set of Jurai Sub-Attributes with which the player can define the character's capabilities. Jurai Sub-Attributes are similar to regular Attributes in that they represent a particular ability or power, measured in Levels ranging from 1 through 6 (or in some cases, 1-2). Each Sub-Attribute has its own Power Point cost, from 1-10 points/Level. Refer to Sub-Attributes on page 51 and select the Jurai Sub-Attributes the character possesses from those available to characters with Jurai Power.

- Level 1** Minor power. 10 Power Points for Sub-Attributes.
- Level 2** Modest power. 20 Power Points for Sub-Attributes.
- Level 3** Strong power. 30 Power Points for Sub-Attributes.
- Level 4** Very strong power. 40 Power Points for Sub-Attributes.
- Level 5** Extremely strong power. 50 Power Points for Sub-Attributes.
- Level 6** Primal power. 60 Power Points for Sub-Attributes.

**Example:** Tenchi has Level 5 Jurai Power, with 50 Jurai Power Points usable for Sub-Attributes. Peter selects these Jurai Power Sub-Attributes for Tenchi: Battle Costume Level 1 (1 Jurai Power Point), Force Field Level 5 (20 Jurai Power Points), Force Field Level 4 (1 Jurai Power Point), Space Flight Level 2 (4 Jurai Power Points), Weapon/Special Attack Level 6 (18 Jurai Power Points) and Weapon/Special Attack Level 5 (1 Jurai Power Point). This adds to only 45 Jurai Power Points, and thus Tenchi will be assigned the Weakened Jurai Power Defect (page 83).

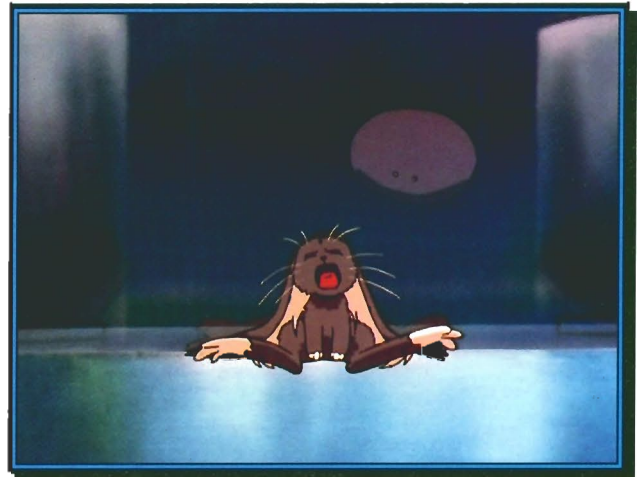


## MASS POWER

**Cost:** 4 points/Level  
**Relevant Stat:** None

The Mass are a primal, aquatic life form with unusual qualities that makes them suited for genetic experimentation. A character with Mass Power may be a genetic hybrid of Mass and another species, or use super-technology influenced by the study of the Mass. In the *Tenchi Muyo!* OAV series, Mass Power is possessed by Ryoko and Ryo-Ohki (who were both created using Mass genetic material) and by Kagato (either through his study of the Mass entity, or his link with his ship, the Soja, which possesses crystals similar in form to Ryo-Ohki's). It is possible that other entities were created using the Mass as a base, or that other species have similar powers.

A character with the Mass Power Attribute will possess various exotic abilities. These may include the ability to walk through walls, to teleport, or to split into two or more bodies. The number and type of abilities vary somewhat from individual to individual. For each Level of this Attribute that a character possesses, he or she will receive 10 Mass Power Points (different from Character Points). These points are used to acquire a set of Mass Sub-Attributes with which the player define the character's capabilities. Mass Sub-Attributes are similar to regular Attributes in that they represent a particular ability or power, measured in Levels ranging from 1 through 6 (or in some cases, 1-2). Each Sub-Attribute has its own Power Point cost, from 1-10 points/Level. Refer to Sub-Attributes on page 51 and select the Mass Sub-Attributes the characters possesses from those available to characters with Mass Power.

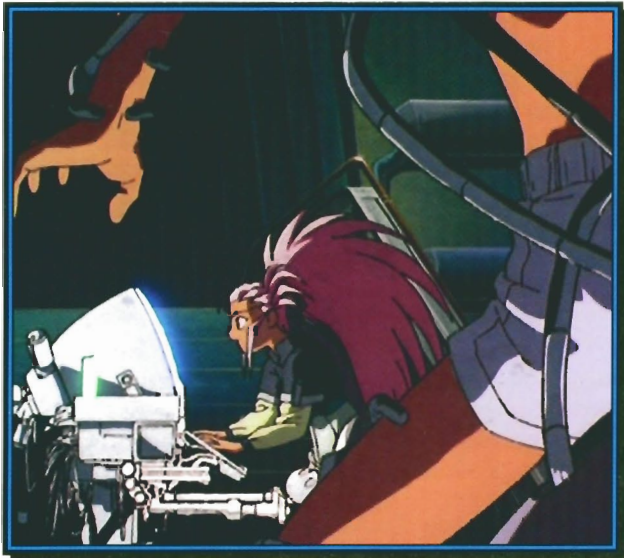


Some individuals possessing Mass Power have also revealed the ability to assimilate another entity on contact, merging the two life forms into one being. In *Tenchi Muyo!*, this has only been successfully demonstrated on two occasions. The first occurred when Ryo-Ohki assimilated the Mass entity, which gave her the entity's humanoid form. The second took place when Ryoko absorbed her duplicate, Zero Ryoko, and as a result gained Zero Ryoko's emotions. In each case, the entity assimilated was closely related to the character doing the assimilation: the Mass entity was effectively Ryo-Ohki's "parent", while Zero Ryoko was Ryoko's exact double. Whether assimilation would be possible under other circumstances is uncertain. It is never done lightly, since it permanently changes the beings involved. The success and results of an assimilation attempt is up to the GM.

Mass Power Sub-Attributes are described in the Sub-Attribute section on page 51.

- Level 1** Minor power. 10 Power Points for Sub-Attributes.
- Level 2** Modest power. 20 Power Points for Sub-Attributes.
- Level 3** Strong power. 30 Power Points for Sub-Attributes.
- Level 4** Very strong power. 40 Power Points for Sub-Attributes.
- Level 5** Extremely strong power. 50 Power Points for Sub-Attributes.
- Level 6** Primal power. 60 Power Points for Sub-Attributes.

**Examples:** Ryo-Ohki (cabbit form) has Level 2 Mass Power. Ryoko, on the other hand, has a strong Level 5 Mass Power.



**MECHANICAL GENIUS**

**Cost:** 2 points/Level  
**Relevant Stat:** Mind

The character has an innate knack for creating, modifying, and working with both mundane and complex machines. Unlike someone who is merely well trained in a particular technical skill, the character is a natural, and is able to flip through a tech manual for an advanced-technology mecha in 30 seconds and figure out a way to repair the mecha in an hour or so. Every second Level of Mechanical Genius (round up) also adds +1 Level to the Electronics and Mechanics Skill. A character with this Attribute can also build new gadgets at an astonishing rate, provided he or she has appropriate parts and facilities. In game terms, this means he or she can modify existing mecha (or personal gear, or technology-based Items of Power) as long as the overall point total is unchanged.

- Level 1** The character can repair mecha damage or build things at 2 times normal speed; +1 to Mechanics/Electronics Skill.
- Level 2** The character can repair mecha damage or build things at 5 times normal speed; +1 to Mechanics/Electronics Skill.
- Level 3** The character can repair mecha damage or build things at 10 times normal speed; +2 to Mechanics/Electronics Skill.
- Level 4** The character can repair mecha damage or build things at 20 times normal speed; +2 to Mechanics/Electronics Skill.
- Level 5** The character can repair mecha damage or build things at 50 times normal speed; +3 to Mechanics/Electronics Skill.
- Level 6** The character can repair mecha damage or build things at 100 times normal speed; +3 to Mechanics/Electronics Skill.

**Example:** As the galaxy's greatest inventor and scientific mind, Washu has Mechanical Genius Level 6.

**MORE POWERFUL MECHA**

**Cost:** 1 point/Level  
**Relevant Stat:** None

This Attribute adds to a character's Mecha Points. It is only available if he or she already has the Own a Big Mecha Attribute (page below) at Level 1 or higher.

- Level 1** The character gains an additional 5 Mecha Points.
- Level 2** The character gains an additional 10 Mecha Points.
- Level 3** The character gains an additional 15 Mecha Points.
- Level 4** The character gains an additional 20 Mecha Points.
- Level 5** The character gains an additional 25 Mecha Points.
- Level 6** The character gains an additional 30 Mecha Points.

**Example:** Princess Ayeka's mecha require 15 Mecha Points more than her Level of Own a Big Mecha provides. Rather than acquire a whole additional Level of Own a Big Mecha (which would provide more points than she needs), she has 3 Levels of More Powerful Mecha.



**OWN A BIG MECHA**

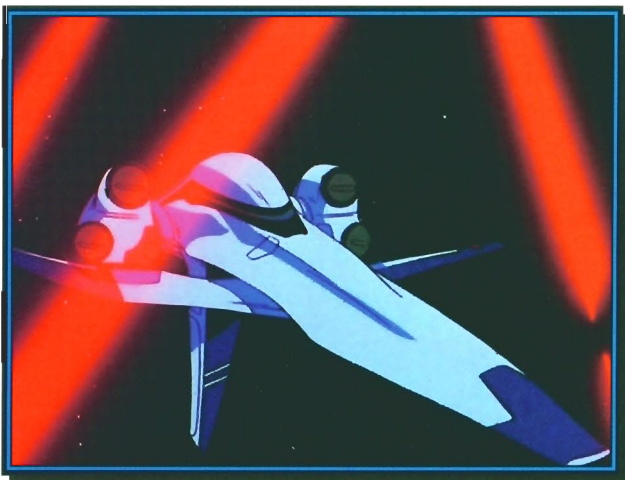
**Cost:** 4 points/Level  
**Relevant Stat:** None

This Attribute allows the character to possess a spaceship, robot, laboratory or other artificial construct. Each Attribute Level provides the player with 20 Mecha Points (MP, different from Character Points) to use in the construction of a mecha design, or to acquire pre-designed mecha from the *Tenchi Muyo!* series (see page 129 for descriptions of various mecha, their Mecha Point costs, and capabilities).

Designing a new mecha involves selecting a set of Mecha Sub-Attributes that apply to that mecha and define its capabilities. Although these may parallel Jurai or Mass Power Sub-Attributes, the abilities acquired with Mecha Points apply only to the character's mecha, not the character. For example, if a character acquires Armour Level 3 with Mecha Points, his or her mecha is armoured, but the character is not.

A mecha design may also be given Mecha Defects (page 76) that apply strictly to the mecha rather than the character. Only those Defects classed as Mecha Defects can be chosen. Instead of providing bonus Character Points usable for acquiring Character Attributes, a Mecha Defect provides extra Mecha Bonus Points (MBP) usable only for acquiring more Mecha Sub-Attributes.

The default mecha received through this Attribute is assumed to be about as large and mobile as a human being: a man-sized one-person suit. To change this, choose appropriate Mecha Sub-Attributes or Mecha Defects. For example, to make a mecha that carries several people, assign it the Extra Capacity Sub-Attribute; to make a mecha that has no arms, such as a ship or car, choose the Other Mecha Defect "No Hands". A mecha does not normally have Body, Mind or Soul Stats, since it is controlled by the owner. It may gain such Stats and the ability to operate itself if given appropriate Levels of the Artificial Intelligence Sub-Attribute (page 52). If this is the case, the mecha's Derived Values (see page 90) will also need to be calculated, as if it were a character.



### Summonable Mecha

Some *Tenchi Muyo!* characters can summon a mecha around them, either by having it appear out of sub-space or by transforming into or merging with one (such as Ryo-Ohki and Tsunami). To create a character with this capability, take the Own a Big Mecha Attribute and then assign it the Summonable (Become a Mecha) Sub-Attribute (page 66).



### Multiple Mecha

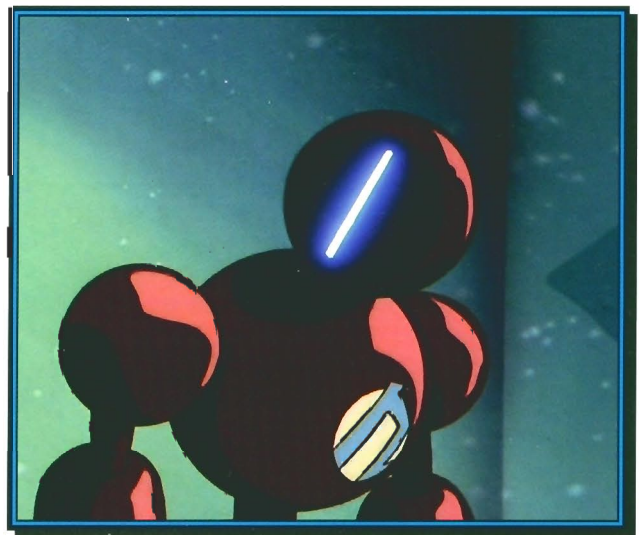
A player may use Mecha Points from the Own a Big Mecha Attribute to acquire more than one mecha for his or her character. For example, a player could spend the majority of points on a big spaceship and the few remaining points on a small battle suit. Each mecha requires at least one Mecha Point, however. Note that very inexpensive mecha (costing only 1-5 Mecha Points) such as ordinary cars, space suits and motorcycles can be designed as mecha but acquired as Personal Gear (page 49) instead.

### Shared Mecha

Two or more players can pool some or all of their character's Mecha Points to acquire a more powerful mecha, or a group of mecha they own and operate in common. This is most common for a very large space ship (such as a big Galaxy Police cruiser) that has a multi-person crew.

### Spaceship Design Tips

The most common kind of mecha in *Tenchi Muyo!* is the personal spaceship. A typical *Tenchi Muyo!* spaceship will possess some or all of the following Sub-Attributes: Armour (page 52), Extra Capacity (page 55), Extra Endurance (page 56), Flight Level 4+ (page 56), Life Support Level 2 (page 59), Sensors (page 62), Space Flight Level 2+ (page 63), Star Drive (page 64), Toughness Level 2+ (page 68), and Weapon (page 69). The Sub-Attributes Artificial Intelligence (page 52), Force Field (page 56) and Special Equipment (page 64) are also common. A spaceship will usually have the Mecha Defect Awkward Size (page 78) and the Other Mecha Defects (page 81) No Arms and No Ground Movement.



### Robot Design Tips

Another common mecha in *Tenchi Muyo!* is the robot body guard (often referred to as a Guardian) or companion. These come in numerous shapes and sizes. The key Sub-Attribute is Artificial Intelligence (page 52).

### Battle Suit Design Tips

A personal fighting suit, such as the one Mihoshi uses, typically has the Sub-Attributes of Armour (page 52) and Weapon (page 69), but suffer from the Other Mecha Defects Mutual Damage (page 81) and sometimes Partial Armour (page 81).



It is also important to create a cool name and description for the mecha, and to develop the mecha's origins. Was it built by Jurai or the Galaxy Police? Is it a living thing like Ryo-Ohki, or a machine like the Soja? Was it created by a super-scientist like Washu or Dr. Clay? Was the character issued it by some organization, or did he or she buy it, grow it or steal it? Is someone else after it?

- Level 1** Modest mecha. 20 Mecha Points for Sub-Attributes.
- Level 2** Somewhat powerful mecha. 40 Mecha Points for Sub-Attributes.
- Level 3** Moderately powerful mecha. 60 Mecha Points for Sub-Attributes.
- Level 4** Highly powerful mecha. 80 Mecha Points for Sub-Attributes.
- Level 5** Extremely powerful mecha. 100 Mecha Points for Sub-Attributes.
- Level 6** Super mecha. 120 Mecha Points for Sub-Attributes.

**Example:** *Galaxy Courier Ariel will have a small mail-carrying starship, issued to her by the Galaxy Postal Service. Ariel takes Own a Big Mecha Level 4 costing 16 Character Points. Ariel now has 80 Mecha Points (MP) to design her ship. Ariel's player, Mei, selects these Mecha Sub Attributes to define the spaceship's capabilities:*

*Armour Level 2 (8 MP) — 20 points of Armour.*

*Extra Capacity Level 2 (2 MP) — It can carry up to six people. Ariel chooses to sacrifice the ability to carry two people and substitutes 10 tonnes cargo capacity.*

*Extra Endurance Level 3 (3 MP) — It can operate for weeks at a time.*

*Flight Level 4 (can hover, 16 MP) — It flies at supersonic speeds in a planet's atmosphere.*

*Force Field Level 2 (6 MP) — A protective energy shield.*

*Life Support Level 2 (2 MP) — It protects its occupants in space.*

*Sensors Level 2 (2 MP) — It has modest sensor capability.*

*Space Flight Level 4 (8 MP) — It is capable of fast interplanetary travel.*

*Special Equipment Level 3 (6 MP) — An interstellar radio.*

*Star Drive Level 3 (6 MP) — It can travel at fast interstellar speeds.*

*Toughness Level 2 (8 MP) — It gets +40 Health Points, giving it Health 80.*

*Weapon Level 5 (20 MP) — A powerful laser cannon, to protect the mail.*

*This totals 87 Mecha Points. This is 7 more Mecha Points than Ariel has available, so Ariel's player chooses some Defects to give extra Mecha Bonus Points. She selects: Awkward Size Level 3 (3 MBP, ship is the size of an airliner), No Arms (2 MBP, the ship cannot manipulate things), and No Ground Movement (2 MBP, the ship can only fly, not move on the ground).*

## PERSONAL GEAR

**Cost:** 1 point/Level

**Relevant Stat:** None

Characters do not need to spend Character Points for items that are utterly mundane in the campaign setting (such as clothing, a flashlight, a television, a backpack, etc.) However, GMs may require players to allocate points to this Attribute if their characters will begin the game with numerous pieces of equipment to which the average person might not have easy access, such as weapons or specialized professional or adventuring equipment. Personal Gear cannot include alien technology vastly more advanced than what is standard in the campaign, secret prototypes, magical items, or super-artifacts. In the *Tenchi Muyo!* setting, Personal Gear can include various items of fairly mundane Galactic technology, such as Mihoshi's laser pistol or Galaxy Police signal watch, provided that these items are judged by the GM to be fairly ordinary. The GM always has the final say on whether or not an item is available to the characters.



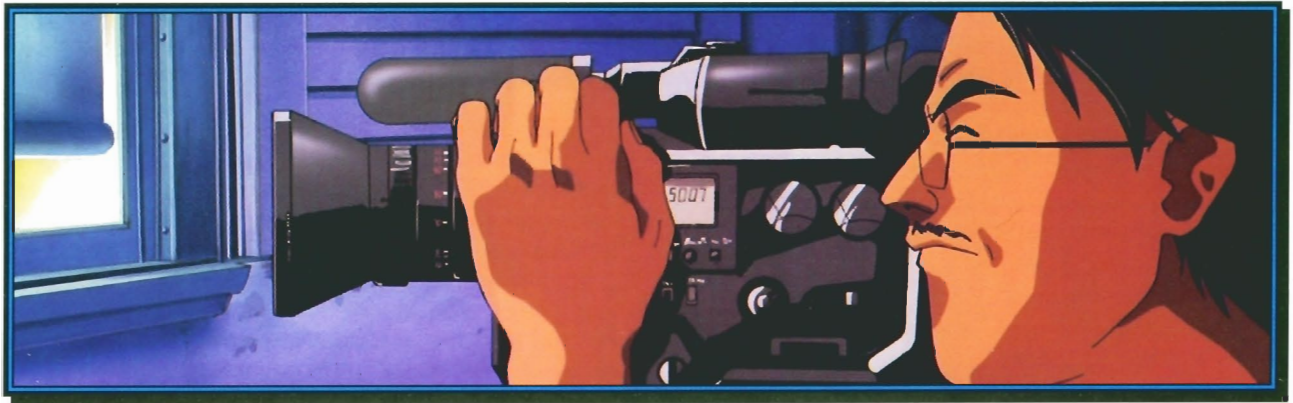
Each Level in this Attribute permits the character to take one major and four minor items. Alternatively, the character can replace one major item with an extra four minor items. Use the guidelines below to differentiate between major and minor items:

### Minor

The item is somewhat hard to get, or rather expensive. It is something available in a shop or store but costs as much as an average person's monthly wage, or it is cheaper but needs a license or black market contact to acquire. These may be items to which an average police detective, private eye, scientist or criminal has access. Examples of minor items include handguns, a *katana* (long sword), premium medical kits, night vision goggles, full camping gear, burglary tools, expensive tool kits, and personal computers.

### Major

The gear is usually illegal for civilians, but is that with which an elite law enforcement agency, an average soldier or a government spy may be issued. Examples of major items include machine guns, laser pistols, rocket launchers and space suits. Major gear items can also include quite expensive, but commercially available equipment, such as a science lab, workshop, car, or motorbike.



Some sample weapon statistics can be found in *Chapter 3: Game Mechanics* and other items can be described by the GM based on real world capabilities of items. The GM may decide that vehicles and suits of body armour in the minor or major equipment category can be designed as mecha, using 1-2 (minor) or 4-6 (major) Mecha Points. Likewise, weapons can be designed with the rules for mecha weaponry: a minor weapon has the equivalent of one Level of the Weapon Attack Sub-Attribute (page 69), while a major weapon would be designed with two or three Levels.

- Level 1** The character possesses 1 major item and 4 minor items.
- Level 2** The character possesses 2 major items and 8 minor items.
- Level 3** The character possesses 3 major items and 12 minor items.
- Level 4** The character possesses 4 major items and 16 minor items.
- Level 5** The character possesses 5 major items and 20 minor items.
- Level 6** The character possesses 6 major items and 24 minor items.

**Example:** *Mihoshi has Level 2 Personal Gear, and has a laser pistol (a major item), a wrist watch that acts as a sensor/signal device (a minor item), and access to several other undefined items with her cube. Additionally, Mihoshi has some items that are too powerful to qualify as Personal Gear: her dimensional cube is an Item of Power, while her battle suit and spaceship are acquired with the Own a Big Mecha Attribute.*



## SPEED

**Cost:** 1 point/Level  
**Relevant Stat:** Body

The Speed Attribute dictates how quickly a character can potentially move (run, swim, fly) in comparison to an average human adult. Level 1, 2 or 3 is comparable to a character with a Body Stat of 10, 11 or 12 respectively. Thus, if a character possesses a Body Stat of 10, 11 or 12, his or her Speed Attribute starts at Level 1, 2 or 3 respectively (without requiring Character Points). At Level 3 and above the character gains an Initiative bonus when engaged in physical combat; at Level 4 the character's Combat Value is also increased (*Step 7: Derived Values*, page 90).

- Level 1** The character is one and one-half times faster than an average human adult.
- Level 2** The character is two times faster than an average human adult.
- Level 3** The character is three times faster than an average human adult, gaining a +1 to Initiative.
- Level 4** The character is four times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +2 to Initiative.
- Level 5** The character is five times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +3 to Initiative.
- Level 6** The character is six times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +4 to Initiative.

**Example:** *With a Body Stat of 10, Ryoko gains 1 Level of Speed without a Character Points cost. Since she possesses Level 2 Speed, her cost is only 1 Character Point.*

## UNIQUE CHARACTER ATTRIBUTE

**Cost:** 1-4 points/Level  
**Relevant Stat:** Varies

This section covers any and all Character Attributes not detailed in the rules. Often one single point in a Unique Character Attribute is sufficient to give the character "flavour", but more points can be allotted to enhance the effects on game play and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Unique Character Attribute possesses.



- Level 1** The Attribute has little character or game effect.
- Level 2** The Attribute has a moderate character or game effect.
- Level 3** The Attribute has a large character or game effect.
- Level 4** The Attribute has a major character or game effect.
- Level 5** The Attribute has an extreme effect on the character or game.
- Level 6** The Attribute has a primal effect on the character or game.

**Example:** Ryo-Ohki has a number of subordinate crystals. When not functioning as part of her battleship form's control system, they can assume an illusionary cabbit form and be pressed into service as flunkies, helping her transport heaps of carrots or perform other minor tasks. The GM rules this is a 1 point/Level Unique Character Attribute at Level 2, which costs 2 Character Points.



## SUB-ATTRIBUTES

Sub-Attributes are special abilities that are only possessed by characters with certain Attributes. A character with the Attributes of Jurai Power, Mass Power, or Own a Big Mecha receives a number of Points that can be used to acquire these Sub-Attributes.

Regular Character Points can never be used to acquire Sub-Attributes directly. You must use appropriate Jurai Power Points, Mecha Points, or Mass Power Points. Certain Sub-Attributes can only be acquired using specific types of Sub-Attribute Points, as indicated following the name of the Sub-Attribute. For example, Incorporeal Form can only be acquired using Mass Power Points, not Jurai Power or Mecha Points.

Most Sub-Attributes have six Levels, but a few are limited to only two Levels. The GM may opt to allow characters or NPCs to have a Level greater than the maximum Level that is shown. If so, the GM should extrapolate the benefit of a higher Level Sub-Attribute based on the existing progression in power depicted for the other Levels.

### TABLE 2-3: JURAI POWER SUB-ATTRIBUTES

Astral Projection	Battle Costume
Force Field	Illusionary Disguise
Mind Control	Mind Shield
Precognition	Space Flight
Summon/Control Servant	Telekinesis
Unique Sub-Attribute	Weapon/Special Attack

### TABLE 2-4: MASS POWER SUB-ATTRIBUTES

Astral Projection	Duplicate
Flight	Incorporeal Form
Life Support	Mind Control
Rejuvenation	Sensors
Space Flight	Super Strength
Teleport	Unique Sub-Attribute

### TABLE 2-5: MECHA SUB-ATTRIBUTES

Armour	Artificial Intelligence
Dimensional Portal	Extra Capacity
Extra Endurance	Flight
Force Field	Life Support
Reincarnation	Sensors
Space Flight	Special Equipment
Star Drive	Subordinate Mecha
Summonable	Super Strength
Teleport	Toughness
Unique Sub-Attribute	Weapon/Special Attack



### ARMOUR

**Cost:** 4 points/Level  
**Type:** Mecha Sub-Attribute  
**Relevant Stat:** None

Armour acts to reduce damage that is inflicted on the mecha (see *Chapter 3: Game Mechanics* for how damage and armour work). Each Sub-Attribute Level provides 10 points of Armour. It is usually easy to identify if a mecha possesses armour, but a mecha can be given "hidden" armour. This type of armour only stops 4 points of damage per Level, but cannot be recognized as armour. Hidden armour is most useful for design concepts such as a humanoid robot, which is intended to pass for a normal person.

- Level 1** The armour reduces all damage by 10 (or 4) points.
- Level 2** The armour reduces all damage by 20 (or 8) points.
- Level 3** The armour reduces all damage by 30 (or 12) points.
- Level 4** The armour reduces all damage by 40 (or 16) points.
- Level 5** The armour reduces all damage by 50 (or 20) points.
- Level 6** The armour reduces all damage by 60 (or 24) points.

**Example:** *Space Battleship Ryo-Ohki is quite tough, but not invulnerable. It has Armour Level 4, which will stop 40 points of damage from each attack.*

### ARTIFICIAL INTELLIGENCE (A.I.)

**Cost:** 2 points/Level  
**Type:** Mecha Sub-Attribute  
**Relevant Stat:** See below

A.I. provides a mecha with some form of control mechanism that enables it to operate by itself, or be operated via remote control. This might be a computer brain, or the ship itself might be alive or have a living core. A.I. is not necessary if the mecha has the Summonable (Become A Mecha) Sub-Attribute (page 66). The different Levels of A.I. are:

#### Basic remote control

The mecha is controlled from the outside by the owner, who will use a radio (or other) control system. Doing so requires the operator's full attention, and thus he or she cannot carry out any

other activities. This also means the operator can only run one mecha at any time. The mecha uses the operator's Stats, Skills and Combat Values as if the operator was piloting from within a cockpit. The control system for the mecha must be specified to be located in another mecha, an operations base, or a hand-held unit. The GM should decide upon the limitations of the control system (range, jamming, etc.)

#### Advanced remote control

As above, but the mecha requires less supervision: the operator can also carry out other activities while commanding the mecha (including operating his or her own mecha, or controlling more than one advanced remote control mecha). If the operator divides concentration in this way, he or she suffers a cumulative +1 Stat check and Combat dice roll penalty on all actions for each mecha controlled simultaneously.

#### Semi-Autonomous

The mecha can operate without constant supervision, but has no self-initiative and lacks emotions and desires. It can be given orders or programmed with directives, but obeys in a slavish, unimaginative fashion. The mecha is assigned its own Body and Mind Stats, but does not have a Soul Stat.



#### Intelligent

The mecha is capable of exercising (or at least simulating) self-initiative and creativity, but remains loyal to the character who owns it. The mecha uses its own Body and Mind Stats. Level 4 and 5 A.I.'s do not have Soul Stats, and are not "self aware". Level 6 provides the machine with its own Soul — the A.I. is a true NPC that behaves as a real person. The A.I. is assumed to be an ally of the character, but may have its own agenda as well.

If the mecha possesses the A.I. Sub-Attribute at Levels 3-5, the player should choose its Body and Mind Stats by dividing the point total listed below between them. For example, a Level 4 A.I. could have a Body 8 and Mind 4, or a Body 3 and Mind 9. If the mecha is a Level 6 A.I., the player should divide the points among all three Stats (Body, Mind and Soul). Refer to Derived Values on page 90 to determine the Energy Points and Combat Value that the mecha may possess, as if it were a character.



- Level 1** Basic Remote Control.
- Level 2** Advanced Remote Control.
- Level 3** Semi-Autonomous. Body and Mind Stats total 10.
- Level 4** Intelligent. Body and Mind Stats total 12.
- Level 5** Intelligent. Body and Mind Stats total 14.
- Level 6** Intelligent. Body, Mind, and Soul Stats total 18.

**Examples:** *Kagato's giant cobra robots are only semi-autonomous (Level 3), but Ayeka's Guardians of Jurai are fully intelligent and self-aware (Level 6).*

## ASTRAL PROJECTION

**Cost:** 2 points/Level  
**Type:** Jurai Power or Mass Power Sub-Attribute  
**Relevant Stat:** None

The character can leave his or her real body behind, in a trance or asleep, and travel in the form of a second, ghostly, astral body. The astral body is intangible, and can pass through walls or other solid objects, walk on air or water, or perform similar ghostly feats. The astral body is normally visible.

Most attacks will pass through an astral body without harming it. The exceptions are attacks with the Affects Incorporeal Ability (page 70), assaults that affect the Mind or Soul (such as Mind Control, page 59) or those made by another astral character. Damage or other injury that is somehow inflicted upon an astral body will apply to the original body. A character's astral body cannot affect the material world in any tangible way, such as making a physical attack. However, an astral character can interact normally with another astral character.



An astral body moves at the character's normal movement rate, although it can also fly at a walking or running pace. If the character has the Flight or Teleport Sub-Attributes, his or her astral body can also utilize them to move faster or teleport. An astral body can cross inter-dimensional barriers that would otherwise be impassable, such as one-way Dimensional Portals (page 54).



Maintaining an astral body burns Energy Points (page 90), depending on the Sub-Attribute's Level. If the character ceases to energize the astral body, the astral form reunites instantly with his or her material body.

- Level 1** Energy Points are reduced by 10 points each round the character remains astral.
- Level 2** Energy Points are reduced by 1 point each round the character remains astral.
- Level 3** Energy Points are reduced by 1 points every 2 rounds the character remains astral.
- Level 4** Energy Points are reduced by 1 point each minute the character remains astral.
- Level 5** Energy Points are reduced by 1 point every 30 minutes the character remains astral.
- Level 6** Energy Points are reduced by 1 point each hour the character remains astral.

**Examples:** *While asleep or in a trance, Sasami can send out her astral body in the form of her Tsunami persona. Sasami/Tsunami is quite good at Astral Projection (Level 2).*



### BATTLE COSTUME

**Cost:** 1 point/Level  
**Type:** Jurai Sub-Attribute  
**Relevant Stat:** None

This ability allows the character to transform his or her clothing, either for cosmetic reasons or into a protective battle outfit.

**Level 1** The character can materialize a special battle costume around the character. This outfit acts as 2 points of hidden Armour.

**Level 2** The character can transform clothing into a battle costume that provides 4 points of hidden Armour, or can transform his or her clothes into other types of more mundane clothing, as he or she desires.

**Examples:** Tenchi and Ayeka can both summon a battle costume when necessary (Level 1). Ryoko can create any type of outfit (Level 2).

### DIMENSIONAL PORTAL

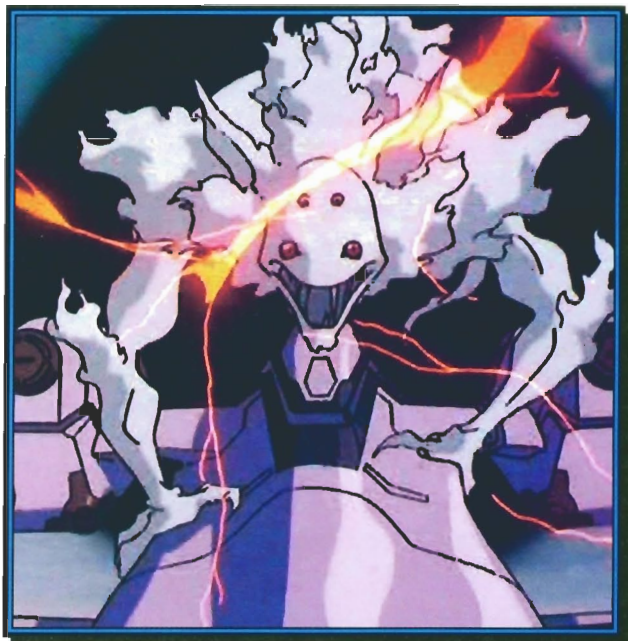
**Cost:** 2, 3 or 4 points/Level  
**Type:** Mecha Sub-Attribute  
**Relevant Stat:** None

This Sub-Attribute allows the opening of a hole or doorway — a portal — into another “pocket dimension”. The Level of this Sub-Attribute determines the size of the pocket dimension, which may range from suitcase-sized to the size of a city (or even larger). The environment and furnishings of the dimension are up to the player, within the GM’s discretion. Extensive furnishings should be acquired as Personal Gear or (if structures are included, as in Washu’s laboratory) through Own a Big Mecha. A pocket dimension could even be partially unexplored or dangerous territory where characters could adventure.

The cost of this Sub-Attribute is 2 points per Level if it is limited to a single fixed portal (such as a house closet), 3 points per Level if the portal is in a mobile location (such as inside a vehicle, an item, or fixed to a living being), or 4 points per Level if the character can use a particular class of objects as a portal (such as “any mirror” or “any pool of water”). A character with this ability

cannot create new portals leading out of the pocket dimension; he or she may only leave by the one that was entered. A character can usually only have a single portal opened to his or her dimension at a time, but additional portals to the same dimension may be possessed for one extra Character Point each.

A Dimensional Portal may be of any size. Once created, a portal stays open for as long as the creator is in the pocket dimension. The creator may also be able to “leave the door open” if he or she wishes to allow individuals to enter or leave while the creator is not present within the dimensional pocket. Dimensional Portals may optionally be designated as only one-way, restricting access in or out until the character or machine maintaining them is destroyed, or some other condition is fulfilled.



This Sub-Attribute may be taken several times to give access to multiple different dimensions. If so, it may be taken at different Levels for each individual dimension.

- Level 1** The dimension can be as large as a suitcase.
- Level 2** The dimension can be as large as a closet.
- Level 3** The dimension can be as large as a room.
- Level 4** The dimension can be as large as a house.
- Level 5** The dimension can be the size of a city block.
- Level 6** The dimension can be the size of an entire town (or even larger).

**Examples:** Washu has a dimension the size of an entire town (Level 6). She has a mobile portal (her laptop terminal, 3 points/Level) that leads to it, as well as a second portal at a fixed location (Tenchi’s storage closet, 1 point). Thus the total cost is 19 Mecha Points. Mihoshi’s red cube is a portal to a dimension the size of a room (Level 3) that is mobile (an item she can carry anywhere; 3 points/Level) for a total of 9 Mecha Points (acquired through Item of Power).

## DUPLICATE

**Cost:** 2 or 7 points/Level  
**Type:** Mass Power Sub-Attribute  
**Relevant Stat:** Varies

A character with this ability can create one double of himself or herself, that acts as a decoy or servant under the character's control. A character can only have one duplicate in existence at any one time. There are two different kinds of duplicates that can be created.

### Shadow

A shadow is an intangible duplicate — essentially a visual and audible illusion. It cannot interact physically with the world, and vanishes when touched, without harm to the original. A Shadow can also be created that resembles a different person than the character, but costs twice as many Energy Points to create and maintain. Kagato has the ability to create a Shadow Duplicate. This version costs 2 points/Level.



### Twin

A Twin is a complete duplicate, with full self-awareness. Ryoko can briefly create this form of Duplicate. When the Twin is no longer energized or is destroyed, the Twin vanishes and any experiences that the Twin underwent are transmitted to the original. If the Twin is killed, or traumatized before vanishing (GM's option), this can send the original character into shock (the original loses 10 Energy Points and should role-play the trauma for at least one round). This version costs 7 points/Level.

The creator does not "see through the eyes" of a Duplicate. He or she can mentally give a Shadow orders, while a Twin will simply behave as the original would (the Twin should be role-played by the GM, or possibly even another player). A character can attempt to simultaneously create a Duplicate of him or herself while escaping from combat, in an attempt to dupe observers into thinking the Duplicate is the real person. This requires a Sleight of Hand (Stage Magic) or Stealth Skill check to do properly, using a Body and Mind Stat average.

Creating a Shadow burns 10 Energy Points, while creating a Twin burns 20 Energy Points. These duplicates remain in existence for 1 round. Additional Energy Points must be burned each round to maintain either Duplicate form, which depends on the Level of the Sub-Attribute.

- Level 1** Energy Points are reduced by 10 points (Shadow) or 20 points (Twin) each round the Duplicate is maintained.
- Level 2** Energy Points are reduced by 6 points (Shadow) or 12 points (Twin) each round the Duplicate is maintained.
- Level 3** Energy Points are reduced by 3 points (Shadow) or 6 points (Twin) each round the Duplicate is maintained.
- Level 4** Energy Points are reduced by 1 points (Shadow) or 2 points (Twin) each round the Duplicate is maintained.
- Level 5** Energy Points are reduced by 1 point (Shadow) or 2 points (Twin) every 30 seconds the Duplicate is maintained.
- Level 6** Energy Points are reduced by 1 point (Shadow) or 2 points (Twin) each minute the Duplicate is maintained.

**Example:** Ryoko has demonstrated the ability to briefly duplicate herself. She has Duplicate (Twin) at Level 1, and thus it costs her 20 Energy Points to create a Twin, plus an extra 20 Energy Points for each round after the first maintain it.

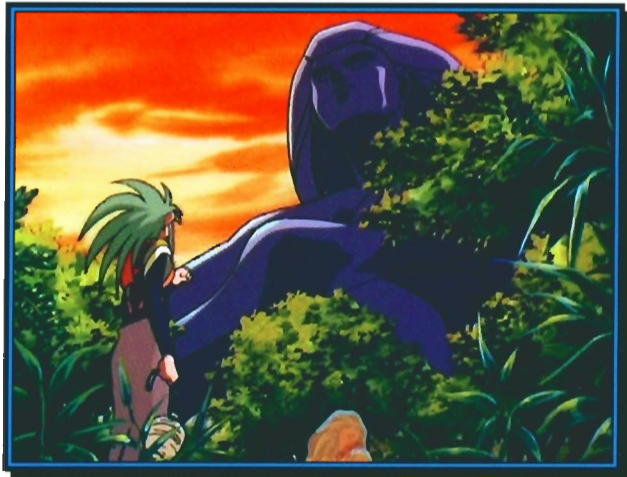
## EXTRA CAPACITY

**Cost:** 1 point/Level  
**Type:** Mecha Sub-Attribute  
**Relevant Stat:** None

Most mecha can comfortably carry a single pilot or passenger without requiring the expenditure of Mecha Points. To carry additional people, the mecha needs Extra Capacity; the Level determines how many people the mecha can carry. For each person not carried, the mecha can substitute one tonne dense cargo capacity (5 tonnes if the mecha also has two or more Extra Endurance Sub-Attribute Levels). This cargo-for-people substitution must be specified when the mecha is originally designed. Cargo capacity can be further specified as either a general cargo area, or as mecha-launching hangar bays. A mecha requires at least as many MBP of Awkward Size (see Defects, page 78) as it has Levels of Extra Capacity.

- Level 1** The mecha can transport 1 extra person.
- Level 2** The mecha can transport 2-5 extra people.
- Level 3** The mecha can transport 6-10 extra people.
- Level 4** The mecha can transport 11-50 extra people.
- Level 5** The mecha can transport 51-500 extra people.
- Level 6** The mecha can transport 501-5,000 extra people.

**Example:** Mihoshi's patrol shuttle is fairly small, but can still transport a few extra people besides herself: this is Extra Capacity Level 2.



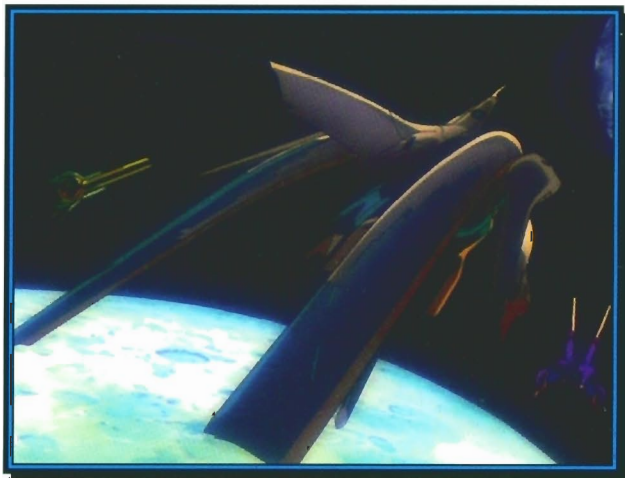
**EXTRA ENDURANCE**

**Cost:** 1 point/Level  
**Type:** Mecha Sub-Attribute  
**Relevant Stat:** None

An ordinary mecha can operate for a few hours at a time before it runs out of fuel, energy, or life support. A mecha given Extra Endurance is designed for lengthier operations. Extra Endurance at Level 2 or higher may include facilities for sleeping, cooking, and even recreation if the mecha is big enough.

- Level 1** The mecha can operate for a full day.
- Level 2** The mecha can operate for several days.
- Level 3** The mecha can operate for several weeks.
- Level 4** The mecha can operate for several months.
- Level 5** The mecha can operate for several years.
- Level 6** The mecha can operate indefinitely.

**Examples:** *Jurai tree-ships are usually designed to operate indefinitely — Ayeka's was in transit for 700 years (Level 6). Galaxy Police cruisers can run steadily for weeks or months (Levels 3-5), but a shuttle might operate for only a few hours (no Extra Endurance) or a few days (Levels 1-2).*



**FLIGHT**

**Cost:** 3 or 4 points/Level  
**Type:** Mass Power and Mecha Sub-Attributes  
**Relevant Stat:** Body

A mecha or character with Flight can fly through the atmosphere. Flight costs 3 Points/Level if the flier cannot hover, but instead must fly like a bird or normal airplane. These mecha or characters must remain in motion and maintain a minimum speed (at least 1/10 maximum speed) once airborne to avoid crashing. Flight costs 4 points/Level if the character or mecha can hover, and can thus levitate and fly at variable speeds.



- Level 1** Very slow flight, like a bird (up to 75 kph).
- Level 2** Slow subsonic flight, like a helicopter (up to 200 kph).
- Level 3** Fast subsonic flight, like a WWII fighter (to 600 kph).
- Level 4** Transonic flight, like a jetliner (up to 1,200 kph).
- Level 5** Supersonic flight, like a jet fighter (up to 2,500 kph).
- Level 6** Triplesonic flight, like a space plane (up to 5,000 kph).

**Examples:** *Ryoko can fly as fast as a helicopter (Level 2) and can hover, so her Flight requires 8 Mass Power Points. Space Battleship Ryo-Ohki has demonstrated at least transonic speed in atmosphere (Level 4) and it can hover, so its Flight costs 16 Mecha Points.*

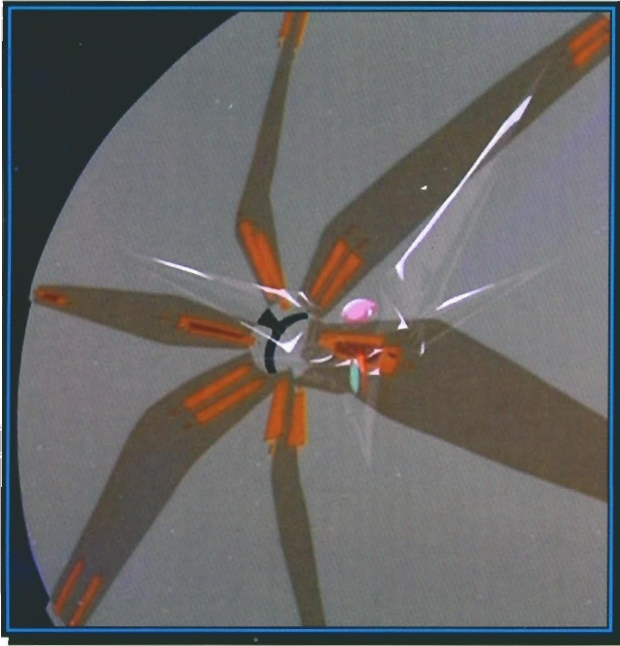
**FORCE FIELD**

**Cost:** 3 or 4 points/Level  
**Type:** Jurai Power and Mecha Sub-Attribute  
**Relevant Stat:** None

The character can form a defensive force field barrier as needed. At a cost of 3 points/Level, a Force Field protects only the character (or the mecha and everything inside it). If it is extendable, it costs 4 points/Level and can be expanded out to protect other nearby individuals. A Force Field is different from Armour, since it can be battered down by a sufficiently powerful attack or deactivated. A Force Field can be "up" or "down". When down, it does not stop any damage. When up, it is often invisible (GM's option), but sensors can usually detect it. Force Field status



must be determined at the start of the character (or mecha operator's) actions for the round and cannot be changed until it is their turn to act again in the next round.



When a force field is activated, attack damage is first applied to the Force Field, with any additional penetrating damage applied to the character. Even if an attack successfully penetrates a Force Field, the Armour or Battle Costume Sub-Attributes can still protect against the damage. A Force Field that is "up" can also protect those inside it from drowning, suffocation, or high or low pressure until any air trapped inside the field runs out. Air trapped inside a small Force Field may only last for a few minutes.

A Force Field can be reduced, or knocked down by a sufficiently powerful attack. If an attack does more damage than the Force Field prevents (even if the rest of the damage is absorbed by Armour), the Force Field temporarily loses one Sub-Attribute Level of effectiveness. The field can only regain Levels if the field is down and regenerating. A Force Field recovers one Level every round it is turned off and not in operation ("down"). A Force Field that is knocked down to zero Levels automatically shuts off to regenerate.

The most powerful Force Fields in the *Tenchi Muyo!* series are the Lighthawk Wings produced by living Jurai ships (and by Tenchi and Yosho) which appear as blades or shields of energy. A single Lighthawk Wing (created by Yosho) is a Level 4 Force Field. Three Lighthawk Wings (created by Ryu-Oh or Tenchi) is a Level 5 Force Field, while ten Wings (created by Tsunami) is a Level 6 Force Field. Lighthawk Wings will have the Uses Energy Disability (see page 58).

A character or mecha may purchase one or more secondary Force Fields, each one with slightly different capabilities. The point cost of these additional "secondary" Force Fields are significantly lower than the cost of the primary one: 2 points for each Force Field at the same Level as the main one and 1 point for each that operates at a Level lower than the primary Force Field. The primary Force Field is the only one that costs the standard 3 or 4 points/Level. Secondary Force Fields may each possess different protective values, Abilities and Disabilities.

The Level of a Force Field determines how much damage it stops:

<b>Level 1</b>	Stops 15 points of damage.
<b>Level 2</b>	Stops 30 points of damage.
<b>Level 3</b>	Stops 45 points of damage.
<b>Level 4</b>	Stops 60 points of damage.
<b>Level 5</b>	Stops 75 points of damage.
<b>Level 6</b>	Stops 90 points of damage.

A Force Field can be given additional customized Abilities or Disabilities. Each Ability taken reduces the protection provided by the shield by 15 points, but gives it some special capability. Each Disability taken increases the protection of the field by 15 points but adds some sort of weakness.

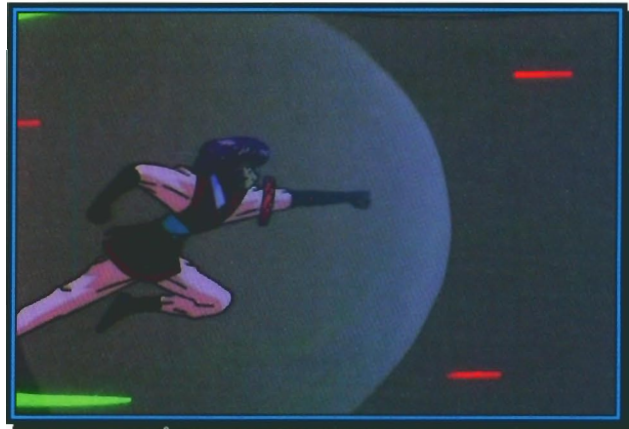
## FORCE FIELD ABILITIES

### Blocks Incorporeal

The field prevents the passage of incorporeal characters through it. This is useful as a Mecha Sub-Attribute, or if the field can be extended to cover an area.

### Blocks Teleport

A character cannot teleport into or out of the field. This is useful as a Mecha Sub-Attribute, or if the Force Field is extendable.



### Offensive

The shield delivers a powerful electric or energy shock to anyone who touches it. The damage is 10 points for every Level of the Force Field. This counts as two Abilities.

## FORCE FIELD DISABILITIES

### Internal

The field is only usable inside a specific mecha or other structure. Both Washu's Subspace Lab and the spaceship Soja (in the chapel) have internal force fields under their owner's control.

### Shield Only

The field does not entirely surround the character. Instead, it is a small shield that the user must deliberately interpose between an attack. If the user barely failed a Defense Roll against an attack (the roll was missed by one) the character is assumed to have

interposed the shield. The attack strikes the character, but the Force Field's armour value is first subtracted from its damage. If the user misses a Defense Roll by two or more, he or she was unable to interpose the Force Field, and it offers no protection. This Disability cannot be used with the Both Directions Disability.



### Static

The character (or mecha) cannot move when generating the field. He or she may still attack or otherwise act, but must stay in one place (or continue to drift if floating through space, continue to fall if falling, etc.)

### Uses Energy

The Force Field drains Energy Points from the character (or the mecha's operator). The field requires 5 Energy Points per round to sustain. This can be taken twice; if so, the cost increases to 5 Energy Points per Level of Force Field per round (with a minimum of 10 Energy Points per round).

### Both Directions

The Force Field blocks attacks moving in any direction, both inwards and outwards, thereby virtually preventing the user from attacking when their Force Field is up. As such, when the Force Field is active and the user makes an attack, the Force Field will affect their attack as it would an outside attacker's; reducing the damage inflicted and going down in Level if its protection value is exceeded. This Disability cannot be used with the Shield Only Disability.

**Example:** Tenchi can generate the Lighthawk Wings to protect himself and anyone close to him. This is Force Field (extendable) at a cost of 4 points/Level. His ability is phenomenal for an individual, and so Peter gives him Level 5 at a cost of 20 Jurai Power Points. This would normally stop 75 points of damage, but Peter decides to further increase its protection by taking the Uses Energy Disability twice, increasing the damage it stops by 30 points. Tenchi must now expend 25 Energy Points/round to maintain his Force Field, but it stops an impressive 105 points of damage.

Tenchi can also generate a less powerful Force Field using the Master Key. Peter decides this is Force Field Level 4 with the Uses Energy Disability. Since Uses Energy is taken only once, it costs 5 Energy Points/round. This Force Field only stop 60 points of damage, but will not drain Tenchi of too many Energy Points. As a secondary Force Field that is one Level lower than the primary Force Field, it costs just 1 Jurai Power Point.



### ILLUSIONARY DISGUISE

**Cost:** 1 Point/Level  
**Type:** Jurai Power Sub-Attribute  
**Relevant Stat:** None

The character can create an illusion to mask his or her true form. The disguise requires no energy to maintain, but does cost energy to initiate it, change it, or resume it if dropped.

**Level 1** The character may make minor changes to his or her appearance, such as disguising his or her apparent age. This costs 2 Energy Points.

**Level 2** The character has the same capabilities as a Level 1 Illusionary Disguise, and can also alter his or her appearance significantly. This costs 5 Energy Points.

**Example:** Yoshō has Illusionary Disguise (Level 1), which he uses to disguise his true identity from his family.

### INCORPOREAL FORM

**Cost:** 5 points/Level  
**Type:** Mass Power Sub-Attribute  
**Relevant Stat:** None

The character's body can become incorporeal, without physical substance, allowing him or her to pass through walls, walk on air or water, and perform similar ghost-like feats. He or she is normally still visible.

When a character becomes incorporeal, they can bring anything they could normally carry. An object dropped by an incorporeal character becomes corporeal. As a general rule, an incorporeal character cannot materialize themselves (or let go of something else) inside a solid object. GMs may vary this for dramatic effect.

When a character is incorporeal, any kind of physical attack passes harmlessly through his or her body. Mental attacks, such as Mind Control, can affect the character, as can attacks with the Affects Incorporeal Ability. Other attacks deliver no damage at all. A character knocked unconscious or killed while in Incorporeal Form will return to a corporeal form.

An Incorporeal character can make non-physical attacks such as Mind Control against "solid" people (this includes use of any kind of Mind or Soul-based attacks) but each such attack costs 5 Energy Points, in addition to any Energy Point cost the attack might require. Two incorporeal characters can battle each other normally.

It takes one round to assume an Incorporeal Form, which burns 10 Energy Points. No Energy Points are required to change back. It costs additional Energy Points to remain incorporeal. The Energy Points that are required depend on the Sub-Attribute's Level, as shown below.



A character may attempt to become Incorporeal instantly, in lieu of a Defense roll. This is an ordinary Defense roll against Defense Combat Value, with a -1 Modifier for every Level of this Sub-Attribute. If successful, the character has instantly transformed into his or her Incorporeal Form. This defense will cost the user the normal 10 Energy Points required to become incorporeal.

- Level 1** Energy Points are reduced by 10 points each round the character remains incorporeal.
- Level 2** Energy Points are reduced by 1 point each round the character remains incorporeal.
- Level 3** Energy Points are reduced by 1 point every 2 rounds the character remains incorporeal.
- Level 4** Energy Points are reduced by 1 point each minute the character remains incorporeal.
- Level 5** Energy Points are reduced by 1 point every 30 minutes the character remains incorporeal.
- Level 6** Energy Points are reduced by 1 point each hour the character remains incorporeal.

**Example:** Ryoko has Incorporeal Form Level 3. She must use 10 Energy Points to become incorporeal, and must expend an extra 5 Energy Points for every minute she remains in that state.

## LIFE SUPPORT

**Cost:** 1 Point/Level  
**Type:** Mass Power and Mecha Sub-Attribute  
**Relevant Stat:** Body



This Sub-Attribute indicates that the character or mecha (and any occupants) are protected from hostile environments.

It is also possible to operate for brief periods in space without Life Support, if protected by a Force Field (until the air runs out).

- Level 1** Protection extends to filtering gas, radioactive fallout, dust, and germs from external air.
- Level 2** Protection sufficient to operate in space (low external pressure), underwater (high external pressure), and on a world without a breathable oxygen atmosphere. In a spaceship or space station, this Level of Life Support may also be assumed to provide artificial gravity.

**Example:** Space Battleship Ryo-Ohki has Life Support Level 2 (2 Mecha Points), allowing herself and her occupants to operate safely in space or underwater.

## MIND CONTROL

**Cost:** 1 or 4 points/Level  
**Type:** Jurai or Mass Power Sub-Attribute  
**Relevant Stat:** Mind

The ability to control or read minds exists in *Tenchi Muyo!*, but it is a rare talent that is quite limited in scope. A character may have the ability to control or scan the mind of specific individual at a cost of 1 point per Level; for example, Ryoko has Mind Control that only applies to Ryo-Ohki. The ability to use Mind Control on any entity costs 4 points per Level. A character may have both these abilities at different Levels.

To establish dominance over another being's mind, the character must make a successful Mind Stat check. A target may make attempt to roll against the average of his or her Mind and Soul to resist the Mind Control.



Once Mind Control has been established it remains until the dominant character willingly relinquishes control, or when the aggressor or the victim is rendered unconscious (sleeping has no effect on the mind control). A character need not control every thought and action of his or her victims, but can allow them to live normal lives. The character can then regain instantaneous control later, even over incredible distances or between dimensions. Should the character overestimate his or her control over the victim and order an action beyond those listed for the relevant Sub-Attribute Level as shown below, the character must immediately make a Mind Stat check. The roll is modified by a +2 penalty for each Level of difference between the character's current ability Level and the Level of the desired effect. A success means that the order must be executed by the controlled victim, but a failure results in the total loss of mind control until the contact is re-established as before.



As an example, assume a character possesses the Mind Control Sub-Attribute at Level 1 and has established mind contact with a victim to read his surface thoughts. If the character tries to

force his victim to attack a close relative (assumed to be one Level beyond Level 2) the player must make a Mind Stat check with the dice roll modified by a +4 penalty (since Level 3-Level 1=2; 2x2=4). If the Stat check is successful, the victim must execute the order. If the Stat check is unsuccessful, the character loses the mind control over her victim.

Each use of this Sub-Attribute drains 20 Energy Points from the user. Player Characters should only be placed under Mind Control for extended periods of time in exceptional circumstances.

**Level 1** The character possesses little mind control ability. He or she can read a single victim's surface thoughts and plant simple, non-aggressive suggestions.

**Level 2** The character possesses moderate mind control ability. He or she can read a single victim's deep thoughts and plant complex, non-aggressive suggestions. The character can also force the victim to perform aggressive acts, but this goes one Level beyond what is usually possible with Level 2 Mind Control (effectively a Level 3 suggestion). The character will thus require a Mind Stat check at a +2 penalty in order to exert and maintain that level of control.

**Example:** *Kagato has Mind Control Level 1 (anyone; 4 points), as well as Mind Control Level 2 (Ryoko only; 2 points).*



### MIND SHIELD

**Cost:** 1 point/Level  
**Type:** Jurai Power Sub-Attribute  
**Relevant Stat:** Mind

A character with Mind Shield is protected against Mind Control. The character may add the Level of Mind Shield to his or her Mind Stat when defending against a Mind Control attempt (see page 59).

- Level 1** Add 2 to Mind Stat to resist Mind Control.
- Level 2** Add 4 to Mind Stat to resist Mind Control.
- Level 3** Add 6 to Mind Stat to resist Mind Control.
- Level 4** Add 8 to Mind Stat to resist Mind Control.
- Level 5** Add 10 to Mind Stat to resist Mind Control.
- Level 6** Add 12 to Mind Stat to resist Mind Control.

**Example:** Ayeka's mind is protected by Tsunami's spirit, giving her Mind Shield Level 2.



**PRECOGNITION**

- Cost:** 1 point/Level
- Type:** Jurai Power Sub-Attribute
- Relevant Stat:** Soul

The character occasionally has visions of the future, usually as a premonition of approaching danger. These visions may occur in dreams, or while awake. They will rarely be very detailed, but may provide a useful clue or warning. The timing, nature and content of precognitive visions are up to the GM. If the GM is in doubt as to whether a character may have a vision, he or she can require a Soul Stat check, with a -1 dice roll modifier per Level of Precognition; success means the vision occurs. Characters with the Defect Recurring Nightmares (page 82) may have trouble telling a frightening premonition from a bad dream.

- Level 1** The character occasionally has precognitive visions (occurring every couple of game sessions, as appropriate).
- Level 2** The character often has precognitive visions (but no more than once or twice per game session).

**Example:** Sasami has Precognition Level 1, and has visions about the safety of those around her (often Tenchi).



**REINCARNATION**

- Cost:** 1 point/Level
- Type:** Mecha Sub-Attribute
- Relevant Stat:** None

This ability can only be taken by intelligent living mecha who possess either the A.I. or the Summonable (Become A Mecha) Sub-Attributes. If the mecha is destroyed, some of its essence may still survive its destruction, perhaps as a seed (Jurai ships) or egg (mass-crystal hybrids like Ryo-Ohki). This remnant can be salvaged from the wreckage and in a matter of days or weeks, with proper care, will develop a new body similar to the original.

- Level 1** Reincarnation requires a special ritual or equipment, such as the high-tech planter device Kagato built (which Washu gave to Ayeka to nurture Ryo-Oh's seed).
- Level 2** Reincarnation is relatively simple, as in the case of the egg left by Ryo-Ohki, which simply required time to hatch.

**Examples:** Ryo-Oh has Reincarnation Level 1, while Ryo-Ohki has Reincarnation Level 2.





**REJUVENATION**

**Cost:** 1 Point/Level  
**Type:** Mass Power Sub-Attribute  
**Relevant Stat:** Soul

Characters with this Sub-Attribute can, on the round after they have been injured, restore lost Health Points or Energy Points. The Rejuvenation can only be initiated during an intense moment (usually during combat, or right afterward). The Rejuvenation requires one combat round during which time the character can only dodge or avoid attacks. Taking damage during the Rejuvenation will prevent the character from regaining the Health or Energy Points that round, although the character may attempt Rejuvenation again the following round. Neither Health Points nor Energy Points may be increased above the character's normal maximum values during Rejuvenation. Additionally, Rejuvenation may be used only once during a single intense moment (such as a single combat).

- Level 1** The character's current Health Points or Energy Points increase by 10 points.
- Level 2** The character's current Health Points or Energy Points increase by 20 points.
- Level 3** The character's current Health Points or Energy Points increase by 30 points.
- Level 4** The character's current Health Points or Energy Points increase by 40 points.
- Level 5** The character's current Health Points or Energy Points increase by 50 points.
- Level 6** The character's current Health Points or Energy Points increase by 60 points.

**Example:** Ryoko has Rejuvenation Level 3, and can draw upon her powerful body to restore up to 30 lost Health or Energy Points.

**SENSORS**

**Cost:** 1 point/Level  
**Type:** Mass Power and Mecha Sub-Attribute  
**Relevant Stat:** Mind

The character or mecha has sensors (such as radar or infrared vision) that can see in the dark or detect distant targets (provided they are in line of sight). Earth's horizon limits line of sight to 4-6 kilometres unless the user or target is either very tall, atop a hill or building, or flying. Thus, long-ranged sensors are mainly useful when mounted on a flying character or mecha, or when used in space. Buildings, hills, big mecha, planets and other objects will block a sensor's line of sight.



A sensor's listed range is how far away it can detect a roughly man-sized object. Very large objects (or objects that emit a lot of energy) can be detected at much longer ranges. If a target object has the Awkward Size Defect (page 78) at Level 2 or more, multiply the range shown below by the Level of Awkward Size. GMs can also assign Levels of Awkward Size to non-mecha objects (such as buildings) for this purpose.

Ordinary sensor ranges assume the target object is within a planetary atmosphere. Objects in space are easier to spot, since they and their power emissions stand out against the cold blackness of space. For this reason, when a sensor is used to detect an object in space, the range is greatly increased.

Sensors can usually detect high-energy discharges, such as the "battle energy" produced by the firing of beam weapons and shields. Sensors can also be given special abilities. The cost for each such ability is one additional Mecha or Mass Power Point. Two examples of special abilities are the ability to detect life forms and scientific sensors.

**Life Forms**

The sensor can detect the general type and presence of life forms. This may include plant life at the GM's discretion.

**Scientific**

The sensors can analyze the actual nature of objects or energy. This may require a roll against an appropriate science Skill to perform a correct analysis. As an example, while performing a scan of another person, Washu often checks for astral pattern, over-dimensional parallel pattern, psycho-layer pattern, and organic pattern. The Galaxy Police also have identity scanners that can detect a person's astral pattern and individual genetic code.

- Level 1** Range to 10 kilometres (1,000 km in space).
- Level 2** Range to 20 kilometres (10,000 km in space).
- Level 3** Range to 50 kilometres (100,000 km in space).
- Level 4** Range to 100 kilometres (1,000,000 km in space).
- Level 5** Range to 200 kilometres (10 million km in space).
- Level 6** Range to 500 kilometres (100 million km in space).

**Example:** *Tsunami has powerful Level 5 sensors, with the ability to detect life forms. This costs 6 Mecha Points.*

**SPACE FLIGHT**

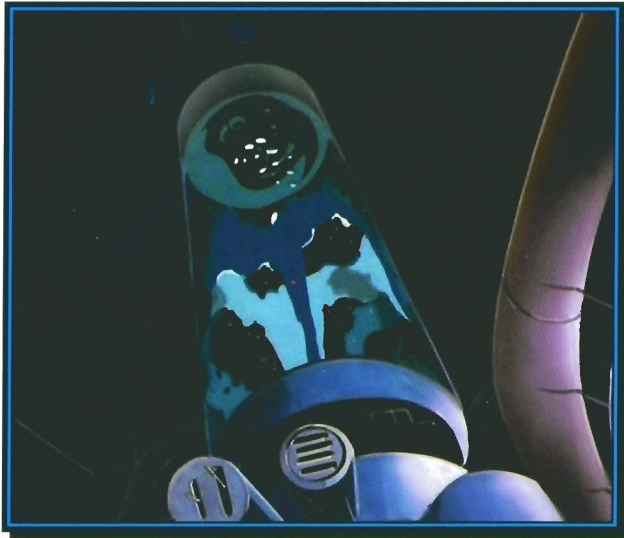
- Cost:** 2 points/Level
- Type:** Jurai Power, Mass Power and Mecha Sub-Attributes
- Relevant Stat:** None

Space Flight allows a character or mecha to propel itself in space. Any character or mecha with Space Flight can travel between ships, space stations, asteroids, or low-gravity planets or moons such as Luna, Mercury or Pluto. If the character or mecha intends to lift off from a planet with stronger gravity fields, such as Mars, Jurai or Earth, the Flight Sub-Attribute at Level 4 or better is required to escape from the atmosphere and gravity. The Level of Space Flight primarily indicates long-distance travel capabilities. A character can also use Space Flight inside any part of a spaceship or space station that has little or no gravity. When doing so, treat it as an equivalent level of the Flight Sub-Attribute for movement.

- Level 1** Primitive or very slow space flight. Travel from planetary orbit to moon(s) takes a few days; a flight to a nearby planet (such as Mars) takes a year or more.
- Level 2** Slow Interplanetary flight. Trips from planetary orbit to its moon(s) takes several hours; a flight to a nearby planet (such as Mars) takes months.
- Level 3** Average Interplanetary flight. A flight from the Earth to the Moon takes hours, while Earth to Mars only takes a few weeks.
- Level 4** Fast interplanetary flight. The character or mecha can zip around the solar system in a few days, or fly to the nearest star in about ten years.
- Level 5** Super interplanetary flight. The character or mecha can zip around the solar system in several hours, or visit other stars in a few years (reaching near-light speeds).
- Level 6** Faster-Than-Light flight. The character or mecha can fly at "warp speeds" in normal space, travelling across a solar system in mere minutes, or reach another star in weeks, days, or hours at the GM's discretion. The Star Drive Sub-Attribute must also be taken.



**Examples:** *Tenchi can generate Lighthawk Wings to fly to safety from a doomed spaceship. This is Spaceflight (Level 2). Space Battleship Ryo-Ohki is capable of super interplanetary flight (Level 5).*



**SPECIAL EQUIPMENT**

**Cost:** 2 Mecha Points/Level  
**Type:** Mecha Sub-Attribute  
**Relevant Stat:** Varies

Some mecha have special equipment, which provide useful, non-combat advantages. Special Equipment is usually large, costly, or rare. The equipment is always built into the mecha and cannot be removed. A mecha can have several different items of special equipment, but each item must be acquired individually. Thus, having both a science lab and a sick bay would cost 6 Mecha Points; having a science lab and a tractor beam would cost 10 Mecha Points. If the special equipment is very big (for example, a sickbay or science lab), the mecha requires an appropriate Awkward Size Defect (page 78).

- Level 1** Equipment offers small advantage, such as a suspended animation "time freeze" system or a sick bay.
- Level 2** Equipment offers moderate advantage, such as a high-tech science lab.
- Level 3** Equipment offers a good advantage, such as a tractor beam (replaces one of the mecha's arms, usable at a distance), or a superior science lab.
- Level 4** Equipment offers a great advantage, such as an automated medical bay that doubles a patient's healing rate, or a shrinking ray (usable only on non-resisting or inanimate targets at short range).
- Level 5** Equipment offers a powerful advantage, such as a cloaking device that turns the mecha invisible, preventing it from being detected on any round that it does not attack.
- Level 6** Equipment offers an incredible advantage superior to anything listed above, such as a laboratory that allows a genius inventor to build almost anything extremely quickly.

**Examples:** Space Battleship Ryo-Ohki is equipped with a shrinking ray (Level 4) and the ability to launch a small landing-pod crystal (Level 1).

**STAR DRIVE**

**Cost:** 2 Mecha Points/Level  
**Type:** Mecha Sub-Attribute  
**Relevant Stat:** None

Star Drive allows a mecha to travel between the stars at faster-than-light (FTL) speeds. Star drives in the *Tenchi Muyo!* OAV series open a portal into subspace. In subspace, FTL speeds can be achieved, before the mecha emerges again near its destination in normal space. A ship requires a normal space drive (the Space Flight Sub-Attribute) to travel through ordinary space.



If interstellar space travel becomes important to the campaign, the GM may wish to add additional types of Star Drive, or develop the capabilities and limitations of each mecha's Star Drive in more detail. For example, some models of Star Drive may have limitations that prevent them from instantly escaping pursuit, such as a Star Drive engine that takes a long time to recharge, or one which exhausts fuel between trips, or which must have travelled some distance from a planet through normal space before it can be safely engaged. Navigation could also be tricky, requiring a Mind-based Navigation Skill check to avoid being lost in space or travelling to an unintended destination.

- Level 1** The mecha possesses a slower-than-average Star Drive.
- Level 2** The mecha possesses a modest Star Drive.
- Level 3** The mecha possesses a fast Star Drive.
- Level 4** The mecha possesses a very fast Star Drive.
- Level 5** The mecha possesses a extremely fast Star Drive.
- Level 6** The mecha possesses the fastest Star Drive, or one that "breaks the rules".

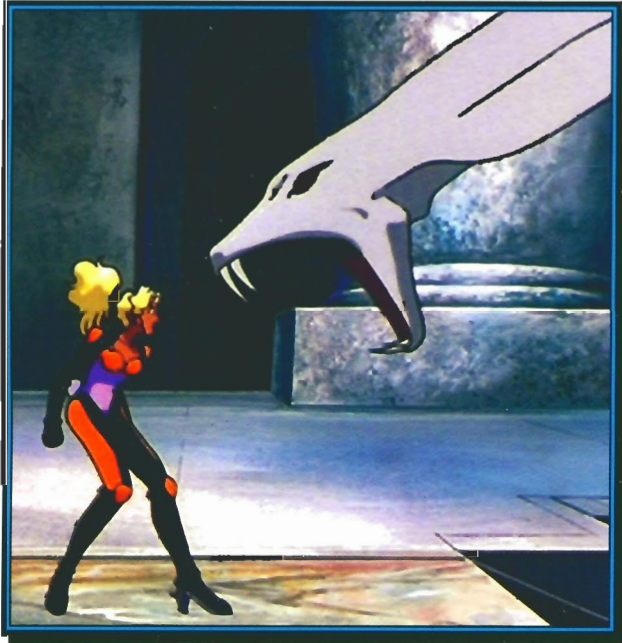
**Example:** Space Battleship Ryo-Ohki possesses a very fast Star Drive (Level 4), which allows it to travel from star system to star system rather rapidly.



**SUBORDINATE MECHA**

**Cost:** 1 point/Level  
**Type:** Mecha Sub-Attribute  
**Relevant Stat:** None

The mecha is the base for one or more low-powered subordinate mecha, usually for security or maintenance purposes. The subordinate mecha may not leave their base mecha (except to move about on its surface).



All subordinate mecha are constructed the same way as other mecha, but their Mecha Point cost does not count against the character's Mecha Points. Instead, each subordinate mecha is designed with up to 10 Mecha Points or with one-tenth the total number of mecha points with which their base mecha was built (round down), whichever is less. They may be given Mecha Defects to gain extra Mecha Bonus Points.

Subordinate mecha may not have the following Mecha Sub-Attributes: A.I. at Level 6, Subordinate Mecha, or Summonable. They must also be small enough to fit inside the base mecha. See Awkward Size and Extra Capacity for how and how much space large mecha may have inside for supporting subordinate mecha.

- Level 1** The master mecha uses 1 subordinate mecha.
- Level 2** The master mecha uses 2 subordinate mecha.
- Level 3** The master mecha uses 3-5 subordinate mecha.
- Level 4** The master mecha uses 6-10 subordinate mecha.
- Level 5** The master mecha uses 11-20 subordinate mecha.
- Level 6** The master mecha uses 21-50 subordinate mecha.

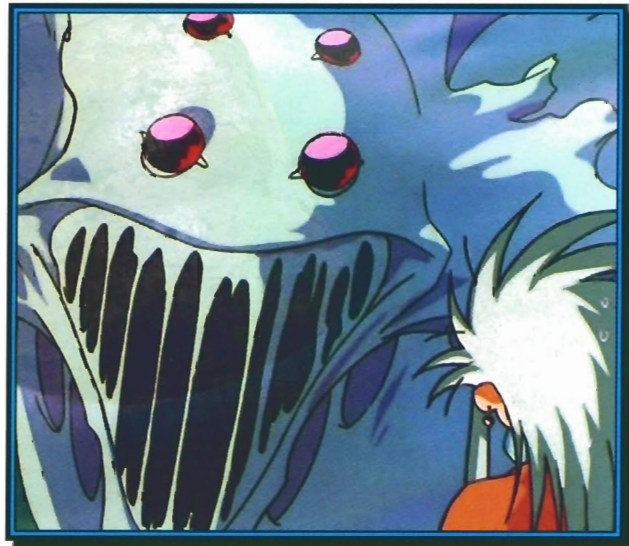
**Example:** *Dr. Clay's starship is built using 120 Mecha Points. One of its Mecha Sub-Attributes is Subordinate Mecha Level 4. It has ten small "octopus head" robots that provide internal security. Each robot is identical, and each of them is built using 10 Mecha Points.*

**SUMMON/CONTROL SERVANT**

**Cost:** 1-2 points/Level  
**Type:** Jurai Power Sub-Attribute  
**Relevant Stat:** Soul

This rare ability allows the summoning and/or control of elemental monsters. The ability costs 1 point per Level to summon a monster to wreak random havoc. Such a monster will attack anything nearby, including the summoner. This can be an advantage if the summoner wants a distraction and intends to beat a hasty retreat (for example, teleporting or flying away). Once a servant is summoned, it remains until destroyed or dismissed. The ability to control or dismiss a monster also costs 1 point per Level. Thus, a character with a combined summon/control servant ability must spend 2 points per Level.

Dismissing or controlling a monster requires a Soul Stat check; apply a -1 dice roll bonus if the character simply wants to dismiss, rather than control, the monster. If the summoner fails the Soul Stat check dice roll, the summoned creature becomes a rogue servant and will not listen to his or her summoner's commands (and may even decide to attack the summoning character). It is also possible to dismiss or control a monster summoned by someone else, which also requires a Soul Stat check.



The GM decides the natures and abilities of all servants. The GM may simply create the monster's abilities, or may build it as a character. The elemental spirit monsters that Ryoko summons are strong, fast and fierce but not very intelligent. To reflect this, few monsters should have a Mind Stat above 2. If a character takes this Sub-Attribute, GMs should create a few sample servants before the game begins. This will prevent a problem of having to create the servant "on the spot" should the character summon a servant in the middle of the game.

A character who lacks the ability to control a summoned servant may still summon a mindless "golem body" that surrounds his or her own form, as Ryoko did while fighting in Kagato's ship. Such a monster will usually have the Super-Strength Sub-Attribute, and essentially functions as a form of mecha the character can operate temporarily.

Summoning a new servant (to replace one that has been destroyed, or to "trade one in") burns 10 Energy Points, and requires concentration for a round or two. Summoning a "golem body" requires more Energy Points, since it lacks self-will, and the monster's body must be held together by the character's own power. This increases the cost to 10 Energy Points per round. A character cannot have more servants at a time than allowed by his or her Level of Summon/Control Servant:

- Level 1** The character can summon and control 1-2 weak servants (generally built on no more than 15 Character Points).
- Level 2** The character can summon and control 3-5 weak servants.
- Level 3** The character can summon and control 6-8 weak servants or 1-2 servants of moderate power (approximately 20 Character Points).
- Level 4** The character can summon and control 9-12 weak servants, 3-5 servants of moderate power, or 1-2 strong servants (approximately 25 Character Points).
- Level 5** The character can summon and control more than 12 weak servants, 6-8 servants of moderate power, 3-5 strong servants, or 1-2 very strong servants (approximately 30 Character Points).
- Level 6** The character can summon and control 9-12 servants of moderate power, 5-8 strong servants or 3-5 very strong servants.

**Example:** *Ryoko can summon a strong servant, and thus possesses Summon Servant Level 4 (4 Jurai Power Points). Unfortunately, she currently lacks the means to control it.*

**SUMMONABLE**

**Cost:** 4 or 5 Points/Level  
**Type:** Mecha Sub-Attribute  
**Relevant Stat:** Soul

A Summonable mecha is linked to one special owner and can appear or disappear on command. The player must decide whether the mecha simply appears beside or near the character or actually forms around the character (placing him or her within the mecha's cockpit). This Sub-Attribute is quite powerful, since it allows the character to bring his or her mecha into situations where taking one along is normally unacceptable, such as to school, into an audience at the royal court, or into prison. The Sub-Attribute Level governs how quickly the mecha appears. The Summonable Sub-Attribute normally costs 4 Points/Level, but a more exotic and expensive version (Become a Mecha) is also possible.

**Summonable (Become A Mecha)**

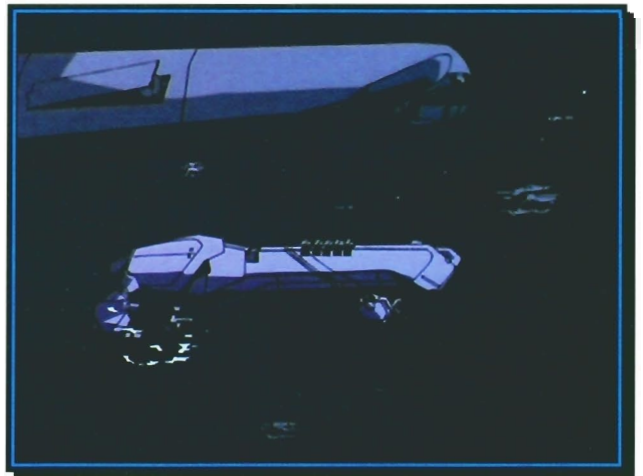
At a cost of 5 Points/Level, the summoned mecha may absorb the summoning character into it, making the character a part of the mecha. The summoner's consciousness usually resides in a specific location in the mecha (such as the royal tree inside Tsunami, or the primary crystal in Space Battleship Ryo-Ohki's bridge). The character's personality controls the mecha, and he or she may use Stats, Skills, Energy Points and Combat Value while operating it. Jurai or Mass Sub-Attributes the character possesses are not



generally usable by the character while in "mecha form," with the exception of the Astral Projection Sub-Attribute. If the mecha is destroyed, the character's original body is destroyed as well (unless the Reincarnation Sub-Attribute is successfully used). Otherwise, damage sustained by the mecha does not affect the summoner once he or she has dispelled the mecha and returned to normal form, unless the mecha also has the Other Mecha Defect Mutual Damage (page 81). Damage suffered by the mecha will be retained by the mecha (until it is repaired) if the character summons it again.

- Level 1** The mecha takes several rounds to summon (GM's option, or roll two dice), or may require a special place or ritual. The character cannot undertake other activities during the summoning.
- Level 2** The mecha takes only one round to summon.

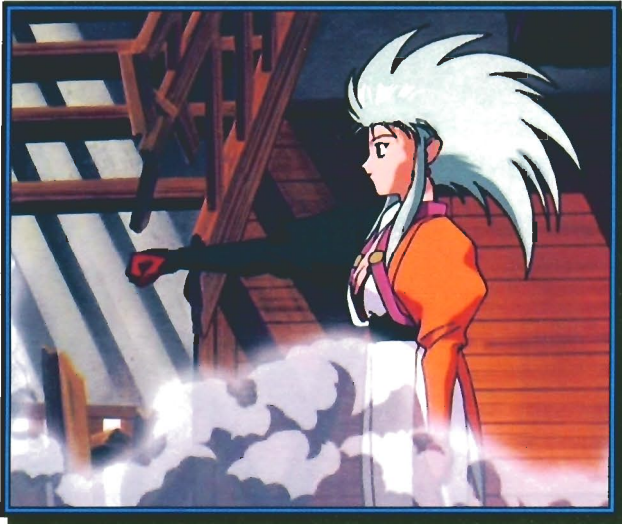
**Examples:** *Washu's ethereal laptop and cushion can be summoned by Washu at any time. This is Summonable Level 2, costing 8 Mecha Points. Tsunami, the Ship of the Beginning, has Summonable (Become a Mecha) Level 1 (5 Mecha Points). Sasami must perform a special ritual to open a gateway in a Juraian Tree and transport herself to Tsunami, after which her body and soul become a part of the ship. Space Battleship Ryo-Ohki has Summonable (Become a Mecha) Level 2 (10 Mecha Points); Ryo-Ohki in cabbit form can turn into her battleship form whenever she desires.*



## SUPER STRENGTH

**Cost:** 3 points/Level  
**Type:** Mass Power and Mecha Sub-Attribute  
**Relevant Stat:** Body

This Sub-Attribute gives the character or mecha strength far in excess of the parameters of their ordinary Body Stat. Each Level of Super-Strength determines how much the character can lift with one appendage (it can lift 50% more if using more than half its appendages), and also adds +10 close combat damage when using punches, kicks, body slams, or muscle-powered melee weapons.



- Level 1** The mecha or character can lift a motorcycle (about a 1/2 tonne). Close combat damage +10.
- Level 2** The mecha or character can lift a car (about 2 tonnes). Close combat damage +20.
- Level 3** The mecha or character can lift a large truck (about 10 tonnes). Close combat damage +30.
- Level 4** The mecha or character can lift a tank (about 50 tonnes). Close combat damage +40.
- Level 5** The mecha or character can lift a house (about 250 tonnes). Close combat damage +50.
- Level 6** The mecha or character can lift a large ship (over 1,000 tonnes). Close combat damage +60.

**Example:** Ryoko is strong enough to punch through a wall, and collapse a wooden staircase (Level 1).

## TELEKINESIS

**Cost:** 2 points/Level  
**Type:** Jurai Power Sub-Attribute  
**Relevant Stat:** None (Attack Combat Value)

The character can concentrate on an object and move it with the force of his or her mind. He or she can lift an object or group of objects and move it at walking speed (10 metres/round) or manipulate it with the dexterity of a human hand. Telekinesis works over a short distance (about 50 metres). The mass that a character can lift depends on his or her Level.



The character can also levitate an object into the air and have it strike another person as if it were a short-ranged thrown weapon. The mass a character can lift is reduced by a factor of ten when throwing an object hard enough to inflict damage. For example, a character with Level 4 could lift up to 1,000 kg but only throw objects weighing up to 100 kg. This is treated as a normal attack, and thus can be negated by a successful defense. Damage depends on the weight of the object hurled: 5-15 points for an object weighing up to 1 kilogram, 15-30 points for up to 10 kilogram, 45 points for one up to 100 kilograms, 60 points for one up to 1,000 kilograms (one tonne). The same damage applies to the object being hurled.

A character can use Telekinesis to grab another person with his or her mind and throw the opponent away. This requires successful roll against Attack Combat Value to "grab" them. Accurately tossing an opponent to hit another target requires a second successful attack. If attempting to disarm a character with Telekinesis, the subject should be allowed a Body Stat check to retain their weapon, at a +1 dice roll penalty per Level of the disarming character's Telekinesis Sub-Attribute.

Telekinesis requires Energy Points to perform. It uses 5 Energy Points times the minimum Level required to perform the task per round. For example, lifting 500 kg would require at least Level 5, and thus it would cost 25 Energy Points per round.

- Level 1** The character can lift up to 1 kg.
- Level 2** The character can lift up to 10 kg
- Level 3** The character can lift up to 100 kg (a person).
- Level 4** The character can lift up to 1,000 kg (a car).
- Level 5** The character can lift up to 10 tonnes (a large truck).
- Level 6** The character can lift up to 100 tonnes (a small spaceship).

**Example:** Yoshio is able to telekinetically grab the Master Key, which weighs under 1 kg. This is Telekinesis Level 1.

**TELEPORT**

**Cost:** 5 Points/Level  
**Type:** Mass Power or Mecha Sub-Attribute  
**Relevant Stat:** None

Teleport enables the character (or mecha) to transport himself or herself instantly from place to place without crossing the intervening space. Teleporting is only possible if the character (or mecha operator) has visited the intended destination, or can clearly see or otherwise sense the destination area (possibly through the Sensors Sub-Attribute). Accidentally teleporting into a solid object may be fatal or simply cause a failed teleport, at the GM's option.



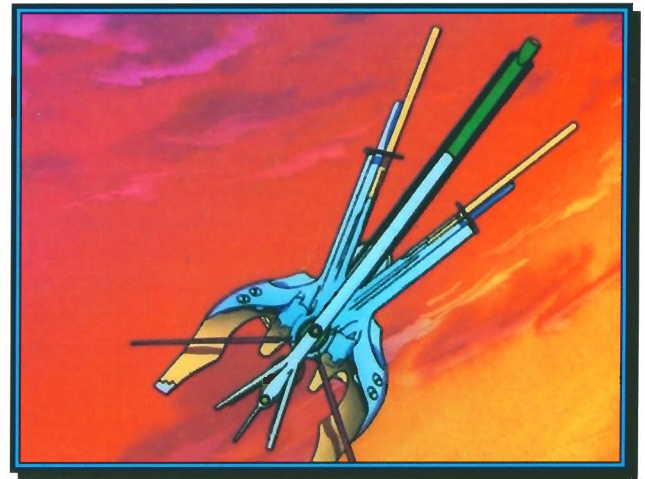
A character or mecha can carry anything while teleporting that he, she or it could normally carry. Teleporting burns 15 Energy Points per use. For mecha that do not have Energy Points, the teleport may drain the energy from the mecha's operator, fuel from the mecha, or have some other equivalent limitation at the GM's option.

Mecha with internal teleport machinery that can transport other characters should instead acquire the Special Equipment Sub-Attribute (page 64).

The maximum distance that the character (or mecha) can teleport in a single jump is shown below. As a comparison, the diameter of the Earth is approximately 12,000 km and the distance from the Earth to the moon is approximately 380,000 km.

- Level 1** The maximum teleportation distance is 10 km.
- Level 2** The maximum teleportation distance is 100 km.
- Level 3** The maximum teleportation distance is 1,000 km.
- Level 4** The maximum teleportation distance is 10,000 km.
- Level 5** The maximum teleportation distance is 100,000 km.
- Level 6** The maximum teleportation distance is 1,000,000 km.

**Example:** Ryoko has Teleport Level 1, which she often uses around the Masaki residence. Zero (in her robot form) is a mecha that also has the Teleport Sub-Attribute at Level 1.



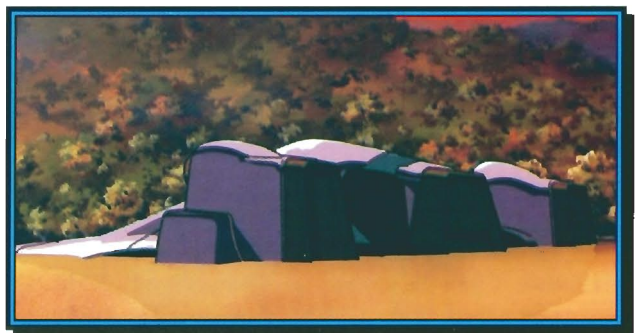
**TOUGHNESS**

**Cost:** 4 points/Level  
**Type:** Mecha Sub-Attribute  
**Relevant Stat:** None

All mecha possess 40 Health Points as their base starting Health Point value — about as much as a motorcycle, small robot or high-tech space suit. Each Level of Toughness provides an additional 20 Health Points. The larger the mecha, the more Toughness it usually has, but Toughness can also represent ruggedness rather than size.

- Level 1** The mecha possesses +20 Health Points. Example: a powered armour suit, or a gorilla-sized robot.
- Level 2** The mecha possesses +40 Health Points. Example: a truck or a jet fighter.
- Level 3** The mecha possesses +60 Health Points. Example: a battle tank.
- Level 4** The mecha possesses +80 Health Points. Example: a small ship.
- Level 5** The mecha possesses +100 Health Points. Example: a large ship.
- Level 6** The mecha possesses +120 Health Points. Example: a gigantic ship.

**Examples:** Ayeka's two Guardians of Jurai are quite tough, with +20 Health Points (Level 1). Kagato's ship, Soja, is huge, and possesses a Toughness Level 5.





**UNIQUE SUB-ATTRIBUTE**

**Cost:** 1-10 Points/Level  
**Type:** Varies  
**Relevant Stat:** Varies

The character has an ability not otherwise described in the rules. The player and the GM should work together to determine its abilities and weaknesses.

- Level 1** The Sub-Attribute has little effect.
- Level 2** The Sub-Attribute has moderate effect.
- Level 3** The Sub-Attribute has a large effect.
- Level 4** The Sub-Attribute has a major effect.
- Level 5** The Sub-Attribute has an extreme effect.
- Level 6** The Sub-Attribute has a primal effect.

**Example:** Ryo-Ohki has the ability to assume a child or adult humanoid form in addition to a cabbit form — a function of its Mass Power. In game terms, this allows the character to exchange a small number of physical Attributes and Defects for others, while keeping her Character Point total the same. This is only a moderate effect, and the GM decides it costs 1 point/Level. Ryo-Ohki thus spends 2 Mass Power Points for this particular Unique Sub-Attribute.



**WEAPON OR SPECIAL ATTACK**

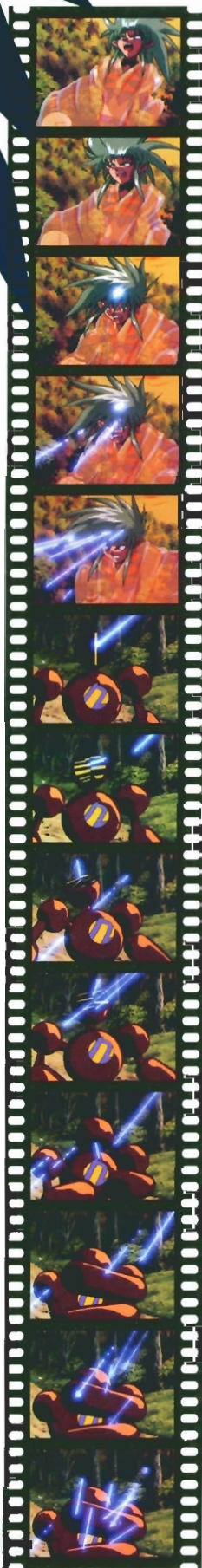
**Cost:** 3 or 4 points/Level  
**Type:** Jurai Power and Mecha Sub-Attribute  
**Relevant Stat:** None (uses Attack Combat Value)

Characters with Jurai Power can often wield powerful offensive energies, usually manifesting as an energy blast or energy sword. This is a “Special Attack” and costs 3 points per Level, and delivers 10 points of damage per Level. Mecha may also be designed with weaponry, typically energy beams, projectile weapons, or other more exotic attacks. This is a Mecha Weapon Attack (or Weapon Attack for short). A Weapon Attack costs 4 points per Level, and delivers 15 points of damage per Level.

- Level 1** The special attack delivers 10 points of damage; the weapon delivers 15 points damage.
- Level 2** The special attack delivers 20 points of damage; the weapon delivers 30 points damage.
- Level 3** The special attack delivers 30 points of damage; the weapon delivers 45 points damage.
- Level 4** The special attack delivers 40 points of damage; the weapon delivers 60 points damage.
- Level 5** The special attack delivers 50 points of damage; the weapon delivers 75 points damage.
- Level 6** The special attack delivers 60 points of damage; the weapon delivers 90 points damage.

Weapon and Special Attacks may be assigned one or more attack Abilities from the list on pages 70-73. Each attack Ability taken reduces the damage by 10 points (Special Attack) or 15 points (Mecha Weapon), but adds an additional capability. Weapon and Special Attacks may also be assigned one or more attack Disabilities from the list on pages 74-75. Each attack Disability taken increases the damage by 10 points (Special Attack) or 15 points (Weapon Attack), but reduces the attack’s utility by imposing some form of limitation.

Both Abilities and Disabilities must be assigned when the Weapon/Special Attack is designed. (On the player’s character sheet, they are listed in parenthesis following the attack’s modified



damage.) A Weapon or Special Attack may be assigned a combination of Abilities and Disabilities that would reduce its damage to 0, but not less than 0. For example, a character with a special attack at Level 1 would only be able to purchase one Ability, which would reduce the attack's damage from 10 to 0. If they wanted to purchase a second Ability, they would have to also assign a Disability to raise the attack's damage back to 10. They could then purchase a second Ability, again reducing the damage to zero.

The attack should always be given a descriptive name, such as "explosive energy blast" or "energy fist". When designing the attack, the player (with GM input) should determine what Skill and specialization is appropriate for its use. For most Jurai Power ranged attacks, it will be Thrown Weapons (Energy Blasts). For mecha Weapon Attacks, it is usually Heavy Weapons (Gunnery). For ranged weapons designed as Personal Gear, it is usually Guns or Thrown Weapon, with an appropriate specialization depending on the description. Any weapon with the Contact Disability uses the Melee Attack or Unarmed Attack Skills, depending on its description. For example, Melee Attack (Sword) is appropriate to an energy sword such as the ones that Ryoko or Tenchi wield, while Unarmed Attack (Striking) matches the energy fist that Ayeka uses.

### Alternate Attacks

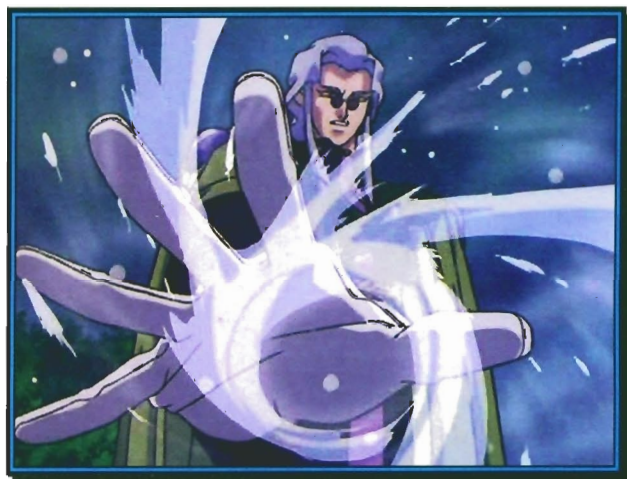
Although a character or mecha often uses its most powerful "primary" weapon, different ones may also be possessed. The point cost of these additional "secondary" attacks are significantly lower than the cost of the primary attack: 2 points for each Special Attack or Weapon at the same Level as the primary attack and 1 point for each one that operates at a Level lower than the primary attack. The primary attack is the only one that costs the standard 3 or 4 points/Level. Secondary attacks may each possess different damages, Abilities and Disabilities.

### Mecha Weapon Attacks and Different Gunners

If a mecha has the Weapon Attack ability, each weapon is normally designed for use by whomever is controlling the mecha, and a mecha with several weapons can only fire one at a time. However, if the mecha carries multiple people, it may be designed with several independently operated weapons, allowing simultaneous attacks. If a weapon is created from this category, it should be noted as requiring a "Different Gunner" and purchased at an additional cost of 5 Mecha Points.

### Hand-Held Weapons

Mecha weapons are assumed to be attached to the mecha, but they may instead be designated as hand-held. A hand-held weapon can be lost or grabbed by an enemy, and the mecha must have at least one arm to hold it. However, mecha can (in theory) swap hand-held weapons with other mecha, provided both weapons are approximately the same size (so that handgrips are compatible). If this weapon creation system is used to design human-sized hand-held Personal Gear (page 49) base damage is only 5 points per Level (or per Ability or Disability) instead of 10 or 15.



### SPECIAL ATTACK/WEAPON ABILITIES

The following Abilities may be assigned to a Weapon or Special Attack. The GM is free to disallow any combination of Abilities that seems inappropriate.

#### Accurate

The attack is unusually accurate giving a -1 bonus to Attack rolls (or Soul Stat Checks if the attack has the Soul Attack Ability). This ability can be assigned two or three times for a -2 or -3 bonus, but may not be combined with the Linked Ability.



#### Affects Incorporeal

This attack will affect characters who are currently Incorporeal or Astral as if they were solid.

**Area Effect**

The attack affects not only the direct target, but also anyone in the immediate area, such as an explosive blast. All affected characters are allowed a Defense roll (diving for cover, swerving out of the way), but unless a character is flying, a successful Defense is not enough to escape completely — ground targets still takes half damage from the attack (round down). Characters and mecha that can shield themselves with objects or terrain in the vicinity may avoid damage completely (GM's discretion). The GM will decide whether an object or person is within the area of effect, and may assume the area radius, in metres, is equivalent to one-third the weapon's damage. Area Effect can be assigned multiple times: each Ability doubles the area radius.

**Auto-Fire**

The attack consists of a burst of multiple shots like a machine gun or rapid sequence of energy bolts. Instead of scoring one hit when an attack is successful, the attacker scores hits equal to the difference between the attack roll and his or her Attack Combat Value (minimum of one if successful, maximum of five). For example, if a character's attack Combat Value is 7 and the player rolled 5 (after all modifications), he or she would score two hits. However, the defender's chance to avoid the attack is derived in a similar way: a successful defense roll will defend against a number of hits equal to the difference between the defense roll and Defense Combat Value (with a minimum one hit avoided if successful).

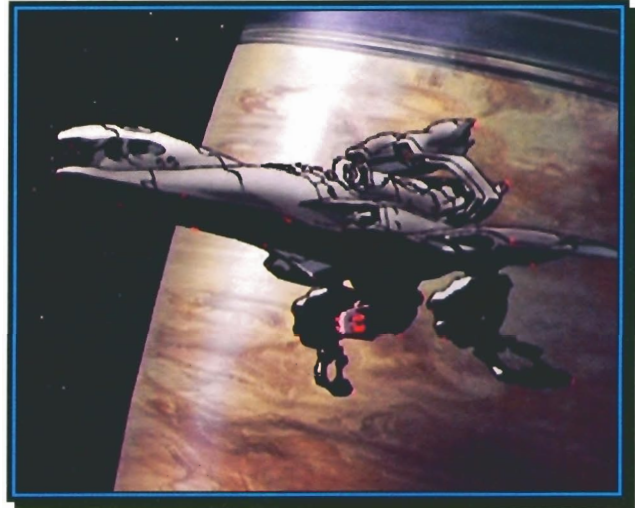


**Burning**

This represents acid, flaming liquid or similar attacks that deliver continuing damage over several rounds. If the initial attack damage penetrated the opponent's armour, the target will suffer an additional 1/10 of the basic damage each round for the next 5 rounds, or until the effect is somehow neutralized (GM's discretion; it should depend on the type of attack, and may require several rounds for full neutralization). Armour does not protect against the extra burning damage in subsequent rounds. Alternatively, burning can be defined as a "slow burn" in which case the damage is 1/5 of the basic damage rather than 1/10, but is applied on a daily basis (not round-by-round). This ability may best represent a disease or slow poison attack (regular healing may be disallowed). Unlike a regular Burning attack, the damage will continue until the victim is dead or makes a successful check against the average of his or her Soul+Body (made on a daily basis).

**Concealable (Weapon Only)**

Mecha Weapons are normally assumed to be visible, with obvious barrels or gun ports. A Concealable Weapon is not so obvious — it may retract out of the mecha or be disguised as something else. If built as Personal Gear, this option means the weapon may be small enough to be used with one hand and can be concealed under clothing. Most pistol-sized weapons will be Concealable.



**Drain Body**

The attack causes the victim to suffer weakness and/or loss of coordination. The victim's Body Stat is reduced by one for every 10 points of Damage of the attack. This damage is in addition to any Health Point losses from the attack; to design an attack that only drains the Body Stat, the No Damage Disability must also be assigned. Losing Stat Levels will also lower the Combat Value, but Health Points and Energy Points will not be affected. The GM may rule that a character who is reduced below a 0 Body Stat is unable to move. The drained points return at the rate of one every hour.

**Drain Mind**

The Attack causes the victim to lose his or her mind. The attack may be a psionic attack, a tranquilizer or similar drug, or anything else the GM and player can create. The victim's Mind Stat is reduced by one for every 10 points of Damage of the attack. This damage is in addition to any Health Point losses from the attack; to design an attack that only drains the Mind Stat, the No Damage Disability must also be assigned. The GM may rule that a character reduced below a 0 Mind Stat is "mindless" and will act in an illogical and animalistic fashion, completely without reason. The drained points return at the rate of one every hour.

**Drain Soul**

The Attack affects the victim's soul. This attack may be a wave of fear, despair, or some other willpower-destroying emotion. The victim's Soul Stat is reduced by one for every 10 points of Damage of the attack. This damage is in addition to any Health Point losses from the attack; to design an attack that only drains the Soul Stat, the No Damage Disability must also be assigned. The GM may rule that a character reduced below a 0 Soul Stat is "broken", lacking all drive or volition. The drained points return at the rate of one every hour.

### Drain Energy

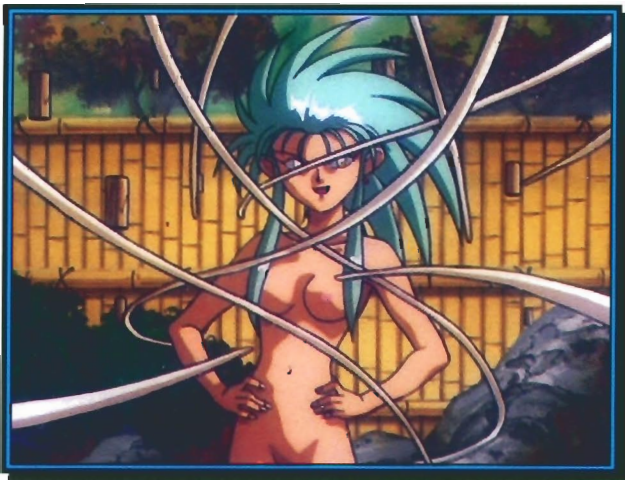
The attack drains away the victim's personal energy supply, causing him or her to become fatigued and/or despondent. In addition to the damage delivered to the victim's Health Points, the attack causes the same loss of Energy Points. To design an attack that only drains Energy Points, the No Damage Disability must also be assigned. Lost Energy Points recover at their normal rate.

### Flare

If the target is hit (or in the radius of an Area Effect weapon attack) the defending character may be blinded. Every target looking in the vicinity of the attack must roll a Body Stat check at a +1 penalty for every 10 points of weapon damage (ignoring armour). If a target character rolls greater than his or her Body Stat, he or she is blinded for a number of combat rounds equal to the difference between the dice roll and the Body Stat.

### Flexible

This ability represents long, flexible, or extendible attacks such as a prehensile whip, energy-lash, razor-ribbon, or similar attack mode. The target defends at a +1 penalty. If the attacker is strong enough to physically lift the target, a successful attack can trip or disarm an opponent (snagging a hand-held weapon) in lieu of delivering damage. Such non-damaging attack stunts are made at a +2 penalty to the Attack roll, since they require great skill to execute accurately.



### Incapacitating

This represents any form of attack that can instantly incapacitate a foe even if it does not inflict actual damage. This includes putting an opponent to sleep or turning them to stone. In addition to any damage the attack causes, the victim of a successful attack must make a Stat Roll (either Body, Mind or Soul; decided when the attack is designed) to avoid being completely incapacitated. The roll is made at a -4 bonus, with a +1 modifier per 10 points of Damage from the attack. For example, an attack doing 60 damage would require a Stat Roll at a +2 penalty; one doing 30 damage would be made at a -1 bonus. When designing the attack, specify the form the incapacitation takes: asleep, awake but paralyzed, turned to stone, transformed into a harmless frog or insect, etc. The effects will wear off in several minutes, unless the Incurable Ability is also taken. To design an attack that only incapacitates the target, the No Damage Disability must also be assigned. Incapacitating counts as three Abilities.

### Incurable

The attack produces wounds or other effects that do not heal naturally, and are incurable by normal methods or Rejuvenation. Rather than recovering at a normal rate or being amenable to medical treatment, recovery cannot take place until some exotic event or treatment has occurred. This requirement must be specified when the attack is designed, subject to GM approval. Incurable counts as two Abilities, or even more (GM discretion).

### Linked

The ability is "attached" to another weapon or attack. If that attack is successful, the "linked" attack automatically hits as well (no Defense allowed), but if it misses or fails to penetrate armour, the linked attack automatically fails (with full Energy Point cost, if applicable). The linked attack may require a mundane weapon, be a natural or unarmed attack, or be a different Special Attack/Weapon. If the first attack delivered damage and successfully penetrated any armour, then the armour does not protect at all against the damage of the second linked attack. The GM must approve all Linked attacks.

The range Disabilities and Abilities (Contact, Short Range and Long Range) affect Linked attacks. When Linked attacks possess any of the Range Attack Abilities, the secondary attack must be capable of hitting the opponent in order to benefit from the automatic hit.

**Example:** A character possesses Special Attack in the form of a ball of fire (the primary attack) with the Short Range Defect (50 metre range) which is linked to a bolt of electricity (the secondary attack) with the Long Range Ability (5 km range). In this case, when the character hits with his fireball, the lightning bolt will always hit because it is easily within range. However, if the lightning bolt was the primary attack, rather than the fireball, the fireball would only automatically hit if the target was within 50 metres of the character. The lightning bolt can hit a target up to 5 km away but the fireball can only reach 50 metres, hence, anything beyond that 50 metres is considered out of range.

### Long Range

An ordinary attack is assumed to have an effective range of about 500 meters (10 km in space). This Ability extends the range to 5 km (100 km in space). Long Range weapons are typical of beam cannon on spaceships, guided missiles, or the guns of tanks or big robots. It can be assigned multiple times: each time it is taken after the first doubles the actual range.

### Muscle-Powered

The character or mecha may add any damage bonus from the Super-Strength Sub-Attribute (page 67) to the attack's basic damage. The Contact Disability must also be taken. If the character does not possess the Super-Strength Sub-Attribute, his or her Body Stat is added to the delivered damage instead.

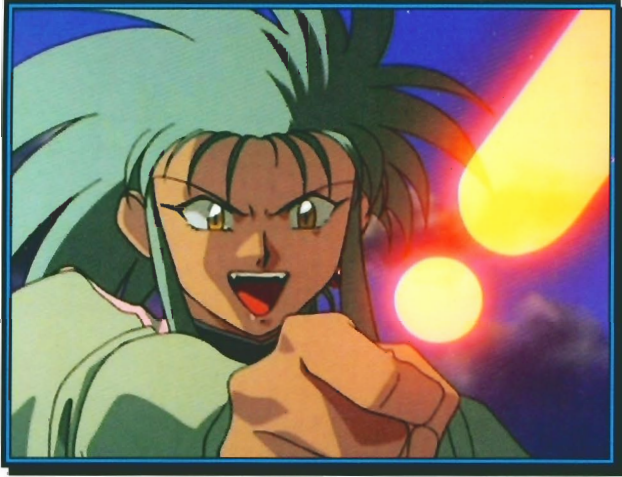
### No Rejuvenation

This is a lesser form of Incurable. The damage from the attack cannot be healed using the Rejuvenation Sub-Attribute, but will otherwise heal normally.



### Penetrating

Either the Armour or Force Field Sub-Attributes only stops half as many damage points against a Penetrating attack. The penetration type must be specified as either Field-Penetrating or Armour-Penetrating during character or mecha creation. The Ability must be purchased twice to have an attack that penetrates both the Armour and Force Field Sub-Attributes. Many “energy swords” in *Tenchi Muyo!* are Field-Penetrating.



### Soul Attack

The attack is not a physical attack, but is rather a contest of spirit or will. Instead of the attack requiring an Attack Combat Value roll, the player must roll a successful Soul Stat check for his or her character. The target is not granted a Defense roll, but instead may roll against the average of his Mind and Soul to resist. Normal combat modifiers (for cover, terrain, etc.) do not apply and the attack ignores armour. This attack is effective against Astral characters. Soul Attack counts as five Abilities.

### Spreading

This type of attack spreads out to cover an expanding area, like a cone of energy or a spray of projectiles or energy bolts. The defender receives a +1 penalty to his or her Defense roll. Multiple adjacent targets in the attack path may also receive damage if they are lined up or in a dense formation, up to a maximum of one extra target for every 15 points of weapon damage. The Spreading Ability can be acquired multiple times: each one further penalizes the target’s Defense roll by +1 and doubles the number of possible adjacent targets.

### Stun

An attack with this Ability inflicts temporary damage, such as an electric shock that shorts out electronics and renders people unconscious. Lost Health Points are recovered or repaired at one point every minute, rather than the normal one per hour. Stun damage cannot kill. Although the attack delivers less damage than an attack of comparable Level, the Stun Ability provides a significant advantage; such attacks may be used to incapacitate a foe without the risk of killing them.

### Tangle

Attacks that can entangle the victim may include a spray which freezes the target in ice, or traps him or her in the branches of an animated plant or simple webbing. The attack delivers ordinary damage as well as Tangle damage (equal to the ordinary damage), and thus needs to be recorded separately. Armour does not protect against Tangle damage (although energy barriers and force fields might). If a character suffers more Tangle damage than he or she has remaining Health Points, the character is trapped and unable to move, attack physically, or defend. The character can usually still speak, and may be able to perform other actions that do not require physical gestures. Tangle damage can be “healed” by attacking the binding substance (net, glue, ice, etc.) in melee or with an Area Effect (page 71) weapon — the latter may also damage the entangled victim, however. Each point of damage that is inflicted on the Tangle “heals” one point of Tangle damage. An entangled character is set free once the Tangle damage is reduced to zero from “healing”. An “Incurable” entanglement can only be damaged by some special means defined when the Tangle attack is created.

**Example:** A character with 35 Health Points is attacked by a mecha that projects electro-shock webbing which does 10 points of damage. The first attack by the mecha would inflict 10 points of damage as well as 10 points of Tangle damage. This would reduce the character’s Health Points to 25 meaning that the 10 points of Tangle damage is not sufficient to reduce his Health Points below zero and thus he is not entangled. The mecha’s second attack delivers another 10 points of damage as well as an additional 10 points of Tangle damage. This means the character’s Health Points are reduced to 15. Since a total of 20 points of Tangle damage have now been inflicted (10 in the first attack plus 10 from the second attack), it is now sufficient to reduce the character’s Health Points below zero. He is therefore now entangled by the webbing.

### Trap

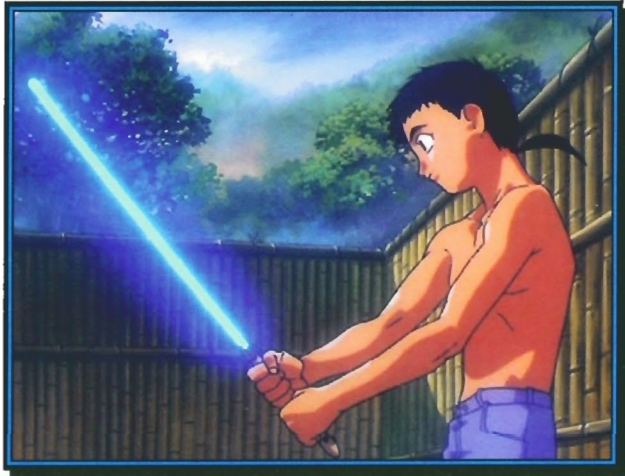
The attack lays a mine, booby trap or some other similar trapping device. The attack “sits and waits” until someone triggers it. A successful Mind Stat check will reveal the trap’s presence. The Trap Ability can be paired with the Contact Disability (page 74) to simulate a booby trap that must be carefully planted. Without the Contact Disability, the trap can be deployed at a range — a successful Attack roll indicates that the Trap was fired or tossed into the correct area.

### Unique Ability

The attack has some other unspecified other Ability that is not listed, subject to GM approval. Examples can include an attack that can track and follow its target, one that affects the appearance of the target, and many more.

## ATTACK DISABILITIES

The following Disabilities may be assigned to a Weapon or Special Attack. The GM is free to disallow any combination that seems inappropriate.



### Contact

The attack is only usable against adjacent opponents and may require physical contact. An example of a Contact attack is an energy sword. The Contact Disability cannot be combined with the Long Range Ability or Short Range Disability. It is sufficiently limiting that it is equivalent to two Disabilities.

### Drop Shields

This Disability can only be taken if the character or mecha also has a Force Field. It requires the character to turn off all force fields before using the attack; they must remain down for an entire round, until the character or mecha operator's turn to act on the following round. Lighthawk Wings, when used offensively by a spaceship like Ryu-Oh (page 130), are an example of a Weapon with the Drop Shields Disability.



### Inaccurate

The attack is not as accurate as normal attacks, and imposes a +1 penalty to all Attack rolls (or Soul Stat checks, if it is a Soul Attack). This ability can be taken two or three times for a +2 or +3 penalty

### Internal

The attack is only usable inside a specific mecha or other structure. For a mecha weapon, this may represent built-in internal security systems (such as the animated tree branches inside Jurai ships). In the case of a character with Jurai Power, it may also be an attack in which the character channels the energies or capabilities of the ship or structure itself through his or her body.

### Limited Shots

The attack is only useable for a few combat rounds of fire, after which it either runs out of ammunition or power, or simply burns out. Assigning this Disability once means it can make up to six attacks; if taken twice, up to three attacks; if taken three times, only one attack. If the attack also has the Auto-Fire Ability (page 71), one "attack" means a single auto-fire burst (one combat round).

### No Damage

The attack does not deliver ordinary physical damage. This Disability is usually only taken if combined with Drain Body, Drain Energy, Drain Mind, Drain Soul, Incapacitating, Flare, or Tangle Abilities (page 72-73). The damage value of the attack is used only to rate the effectiveness of these special abilities — the greater the damage value, the more effective the attack.

### Self-Destruct (Weapon Only)

Use of this weapon destroys the mecha. It counts as four weapon disabilities. This Disability is usually combined with Contact and Area-Effect to represent an explosive self-destruct system. It may not be combined with Limited Uses.

### Short Range

This attack is only usable at fairly close range (effective to about a range of 50 metres). This is typical of many Jurai Power energy blast attacks, as well as short-ranged weapons like pistols. The Short Range Disability cannot be combined with the Long Range Ability or the Contact Disability.

### Slow

The attacker must use one combat action to aim, charge, chant an incantation, load the weapon or perform some other necessary activity before each attack.

### Static

The attack cannot be used while the character is moving (or if a mecha weapon, while the mecha is moving under its own power). This could be due to a need for precise aim, total concentration, to divert all power to the attack, or because of recoil, or for some other reason. The character (or mecha pilot) may not even make Defense rolls on the round a Static attack is used; if he or she has already made a Defense roll, he or she cannot attack with it until the following round.

### Stoppable

The attack fires a projectile or energy bolt that is massive or slow enough to be shot down, and does not reach the target until Initiative zero. Consequently the attack can be stopped in mid-flight. A cannon shell would probably not qualify, but a missile or plasma-ball might. The energy blast produced when Ryu-Oh's

Lighthawk Wings were used offensively is an example of a Stoppable attack (which was intercepted by the Soja's own weapons). Anyone with an unused combat attack action during the same round may make a ranged attack against the projectile. To stop the attack or shoot it down, a successful hit (or hits) must deliver at least one-third as much damage as the damage delivered by the Stoppable attack. Stoppable may not be combined with the Contact disability. Stoppable may be purchased more than once to reflect an attack that takes even longer to reach the target. Each additional Stoppable rating grants one additional round where characters may attempt to intercept or otherwise stop the attack. Slow moving missiles and plasma bolts are examples of attacks that might have Stoppable two or three times.



**Toxic**

The attack is a gas, toxin, radiation, biological weapon, sound, or other harmful effect that only damages living species. Non-living material (such as most mecha) are immune to its effects, as is any person with appropriate protection (such as a gas mask, or inside a mecha or structure with life support). This Disability may not be combined with the No Damage Disability.

**Unique Disability**

The attack has some other unspecified limitation, subject to GM approval. Examples could include a weapon that fires in a random direction, one that is extremely costly to operate, an attack that drains 1 Health Points from the user, etc.

**Uses Energy**

The attack draws upon the user's personal energy; each attack drains 5 Energy Points. Special Attacks that utilize Energy Points are usually partially magical or psionic in nature. This Disability can be taken twice; if so, it uses 5 Energy Points per Level.

**Examples:** *Tenchi has a number of Special Attacks. His most powerful is the Lighthawk Sword. Peter decides this is Special Attack Level 6, at a cost of 18 Jurai Power Points, which would give a base Damage of 60 points. Since the attack is shown to cut through Kagato's Force Field defenses and Kagato cannot regenerate the damage he suffers, Peter adds the two Abilities of Field-Penetrating and No Rejuvenation, which reduces damage by 20 points to 40 points. Peter thinks 40 points is not enough damage for Tenchi's ultimate attack, so he adds the Disabilities of Contact (which counts as two), and Uses Energy (which he takes twice, for an Energy Cost of 5 Energy Points a Level, or 30 Energy Points). With the equivalent of four Disabilities, the Lighthawk Sword now does 80 points of Damage. Peter records it as Special Attack: Lighthawk Sword (Damage 80, Field-Penetrating, No Rejuvenation, Contact, Uses Energy x 2).*

*In addition to this attack, Tenchi can also create a less powerful energy sword using the Master Key as a focus. Peter has already decided that the Master Key does not itself generate this energy — it is only a focus for Tenchi. Peter judges this will be a secondary attack, Energy Sword, at Level 5. Since it is a secondary attack one Level less than the primary attack, it only costs one Jurai Power Point. The attack has a base Damage of 50 points. Peter gives it the Ability of Field-Penetrating (reducing damage to 40) and the Disability of Contact and Uses Energy (increasing damage to 70). Since this attack only has Uses Energy once, it will be less draining on Tenchi's Energy Point resources (costing only 5 Energy Points for each attack) than his Lighthawk Sword.*





## STEP 5: CHARACTER AND MECHA DEFECTS

Defects are small disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent, and often comical, role-playing opportunity. Defects only impede your character to a limited extent however, and are not intended to totally negate his or her many abilities. By taking a Character Defect you can gain one or two Bonus Points (BP) to use for acquiring Character Attributes (explained in *Step 4: Character Attributes*). After you have selected your character's Defects, return to *Step 3: Assign Stats* and *Step 4: Character Attributes* to use your Bonus Points. The Character Defects available are listed in *Table 2-6: Character Defects*. It is recommended that you assign no more than eight Defects to your character (for 8-16 Bonus Points).

The Defects Awkward Size and Other Mecha Defects work just like Character Defects, except that the Defect applies to a mecha the character owns, rather than the character, and they provide Mecha Bonus Points (MBP) rather than Bonus Points. Mecha Bonus Points may be only used as Mecha Points to acquire more Mecha Sub-Attributes for the mecha that was assigned the Defect.

**TABLE 2-6A:  
CHARACTER AND MECHA DEFECTS**

Attack Restriction	Awkward
Awkward Size	Conditional Ownership
Easily Distracted	Girl/Guy Magnet
Item Dependency	Latent Jurai Power
Marked	Not So Strong
Other Mecha Defects	Phobia
Recurring Nightmares	Rejected By Society
Servitude	Unique Character Defect
Unique Mecha Defect	Unskilled
Weakened Jurai/Mass Power	

**TABLE 2-6B:  
OTHER MECHA DEFECTS**

Limited Endurance	Mutual Damage
No Arms	No Ground Movement
Not So Tough	Partial Armour
Reduced Capacity	Weak Point

*Peter must still account for the five extra Character Points he spent on Character Attributes for Tenchi. Considering what he knows of Tenchi from the OAV series, Peter assigns the character the following Defects: Girl Magnet (1 BP), Item Dependency (1 BP), Latent Jurai Power (1 BP) and Weakened Jurai Power (2 BP).*

The Defect descriptions below indicate the possible effect on role-playing and any adjustments made to Stats or other character values. When in doubt, consult the GM for details on how he or she plans to implement your character's Defects. The GM may allow mecha with the A.I. Sub-Attribute to take Character Defects as Mecha Defects.



### ATTACK RESTRICTION

**Type:** Character Defect

A character with the Attack Restriction Defect has limitations on whom he or she can or will attack because of moral reservations, emotional attachments, strict orders from a superior, or actual mental programming (for example, an android might be programmed to follow certain laws). The attack restriction can only be overcome during exceptional circumstances, and may result in harsh consequences, including unbearable guilt or punishment by superiors.

- 1 BP** The character's restriction applies to very few people, or the character has moderately strong reservations.
- 2 BP** The character's restriction applies to a number of people, or the character has very strong reservations.

**Example:** Zero Ryoko absorbed Ryoko's memories of being in love with Tenchi, which gave her a strong aversion to attacking him, despite her master's orders (2 BP).



### AWKWARD

**Type:** Character Defect

A character with the Awkward Defect has not yet learned exactly how his or her body works, or rarely pays attention to what he or she is doing, and consequently is very clumsy. This Defect has the nasty tendency of hindering the character at crucial moments — in times of stress, when great concentration is required, and sometimes even in combat. See *Step 6: Derived Values* (page 90) for more information on the Combat Value.

- 1 BP** The character is generally clumsy and accident prone.
- 2 BP** The character is very awkward. Combat Value is decreased by 1 point.

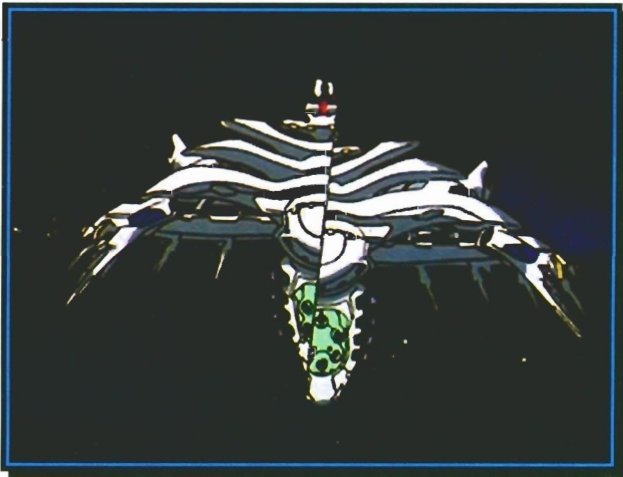
**Example:** The reborn Ryo-Ohki is still young, and as a result is somewhat clumsy, often forgetting to turn incorporeal before she attempts to phase through a wall or door (1 BP). Mihoshi is very accident prone (2 BP).



## AWKWARD SIZE

**Type:** Mecha Defect

A mecha the size of an ordinary human (a form-fitting powered suit, for example) can go anywhere a person can (such as through a small doorway), and is easy to transport and conceal. Not all mecha are this handy, however. In fact, many mecha are extremely large, making it very awkward for them to be operated inside small buildings, transported in trucks, or concealed from detection. The larger the mecha, the more Mecha Bonus Points awarded for the Awkward Size Defect (see below).

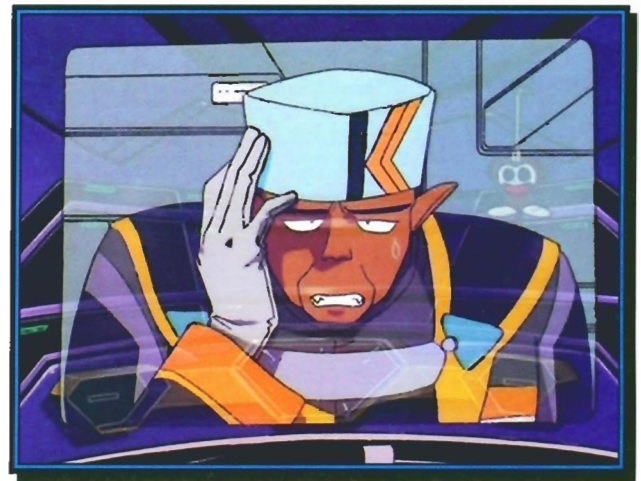


A mecha that possesses arms, but has two or more MBP of Awkward Size is too big to use equipment designed for human hands. This Defect can be continued past six Levels for really huge vessels, typically used as a campaign setting base of operations rather than as a regular mecha.

With GM permission Awkward Size may be used as a Character Defect for very large aliens or monsters.

- 1 MBP** Bulky, such as a gorilla, horse, motorbike or big powered suit. Masses 100 to 1,000 kilograms.
- 2 MBP** Large, such as an elephant, car, van, light plane or speed boat. Masses 1-10 tonnes. Cannot pass through normal doors.
- 3 MBP** Very large, such as a whale, tractor-trailer truck, tank or fighter plane. Masses 10 to 100 tonnes.
- 4 MBP** Huge, such as a jet airliner or small ship. Masses 100 to 1,000 tonnes. Cannot fit on most city streets, and normal roads and bridges might collapse under the mecha's weight.
- 5 MBP** Gigantic, such as a large ship. Masses 1,000 to 10,000 tonnes.
- 6 MBP** Titanic. Masses 10,000 to 100,000 tonnes.

**Example:** Space Battleship Ryo-Ohki is huge (4 MBP), but the Soja is much larger (6 MBP).



## CONDITIONAL OWNERSHIP

**Type:** Character Defect

This Defect can only be taken by a character who has Own a Big Mecha. It indicates that the character's mecha actually belongs to another organization: it is issued to the character, but the agency imposes "mild" or "strict" conditions on its use.

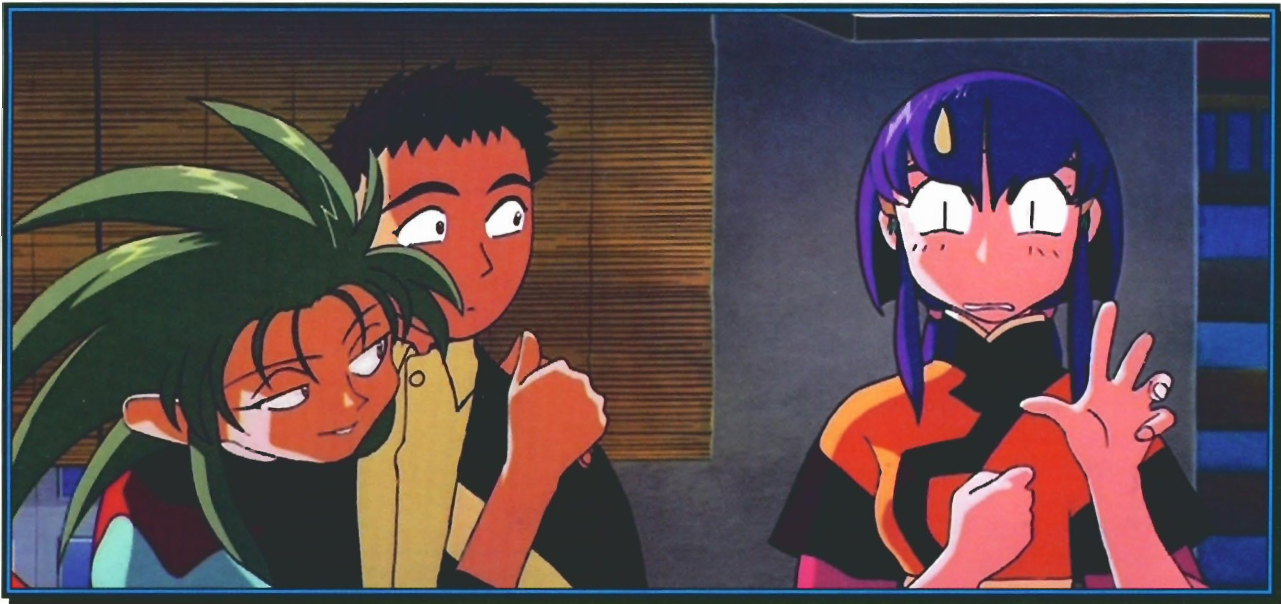
"Mild conditions" indicate that the character can use the mecha for some personal business (such as travelling), but if he or she is released from the organization or disobeys direct orders, the mecha can be taken away. The character can also be assigned a different mecha at any time. For example, a Galaxy Police detective might have conditional use of a space patrol ship.

"Strict conditions" indicate that the character is only permitted to use the mecha for activities as ordered by the organization. This is the way most military mecha are issued. If the character is caught using the mecha for personal pleasure, he or she will receive a severe reprimand.

- 1 BP** Mild conditions are imposed on the mecha's ownership and usage.
- 2 BP** Strict conditions are imposed on the mecha's ownership and usage.

**Example:** As a Galaxy Police detective, Mihoshi has Conditional Ownership (1 BP) of her various mecha.





**EASILY DISTRACTED**

**Type:** Character Defect

Some characters are Easily Distracted by events, objects, people, or ideas (called triggers). Notable examples of triggers include a specific individual (such as Tenchi), attractive members of the opposite (or same) sex, food, movie stars, hobbies, gossip, music, one's own looks, or super-powered artifacts. A character with this Defect will become enthralled with the trigger until it can no longer influence him or her (once it is out of sight, for example). Many characters have interests in a variety of triggers, but do not possess this Defect because their interest is moderated by their sense of judgement.

- 1 BP** The character is distracted by one specific trigger, or by a broad trigger that is encountered infrequently.
- 2 BP** The character is distracted by a number of triggers, or by one trigger that is encountered frequently.

**Example:** *Ryoko is Easily Distracted by her love for Tenchi, boredom, and her own looks (2 BP).*

**GIRL/GUY MAGNET**

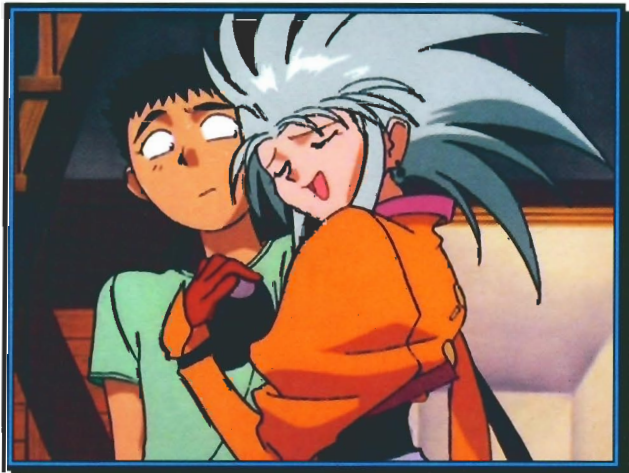
**Type:** Character Defect

The character attracts susceptible girls (or guys, or even both sexes) like bees to nectar. For some reason they are just drawn to the character, fall helplessly in love (or lust), and will not let go, nor give the character a minute's peace. Even worse, they will fight each other over the character to keep one another from consummating the relationship.

Not every girl (or guy) will be affected — only those who have an appropriate Easily Distracted Defect. The Girl/Guy Magnet does not represent some unusual charisma on the part of the character, but rather his or her fate to constantly meet obsessed people.

- 1 BP** At any one time, only a couple of girl/guy characters are actively chasing the character.
- 2 BP** Swarms of girls/guys may be after the character — a new one appears every adventure or two!

**Example:** *Tenchi has Girl Magnet (1 BP). Although several alien girls are interested in him, only Ayeka and Ryoko spend a great deal of their time chasing him.*



**ITEM DEPENDENCY**

**Type:** Character Defect

The Item Dependency Defect applies if a character requires an item to help power one of his or her Attributes or Sub-Attributes, most commonly Jurai Power or Mass Power Sub-Attributes. The item can usually assist the character to channel the required energies. If the item possesses any other abilities on its own, it should also count as an Item of Power (page 44). Should the character ever forget, lose or misplace the item upon which his or her powers depend, the character cannot access the item-dependent power. However, if an item is lost forever, the GM may make changes in the affected character so that his or her Sub-Attribute will not be wasted. Alternatively, the GM may allow the character, on a subsequent adventure, to discover a way around the difficulty (such as finding or constructing a new item).

- 1 BP** One or two of the character's abilities are dependent on the item.
- 2 BP** Three or more of the character's abilities are dependent on the item.

**Example:** Tenchi requires the Master Key in order to use his Energy Sword and Energy Shield Jurai Power Sub-Attributes. This is Item Dependency (1 BP).



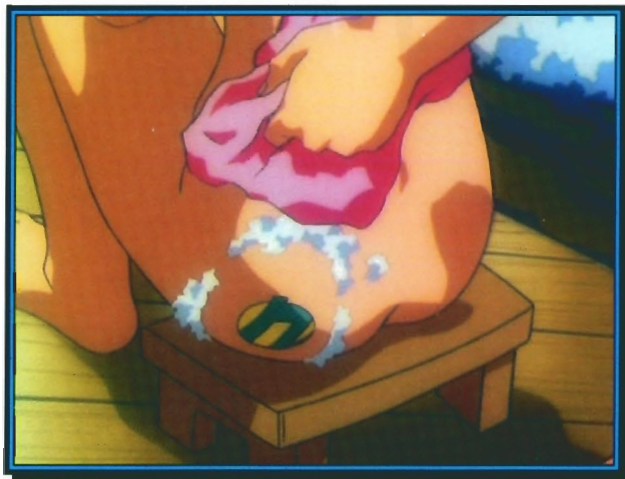
**LATENT JURAI POWER**

**Type:** Character Defect

A character with Jurai Power may not be in full control of his or her abilities. This is particularly likely if the character is relatively young (such as Sasami) or was raised away from Jurai society (like Tenchi). In this case, their full powers might not be under conscious control, and may manifest only when they or their loved ones are in extreme danger. The definition of extreme danger is up to the GM. This Defect may be taken by anyone with Jurai Powers to represent this limitation.

- 1 BP** The character can only consciously control the least powerful half of his or her Jurai Power Sub-Attributes. The GM and player should determine which of the Sub-Attributes qualify.
- 2 BP** None of the character's Jurai Power Sub-Attributes can be used consciously.

**Example:** Tenchi has Latent Jurai Power (1 BP). He is not able to use his Lighthawk Sword, Lighthawk Wing Shield or Space Travel Sub-Attributes unless he or his friends are in grave danger.



**MARKED**

**Type:** Character Defect

A character is considered Marked if his or her body hosts a permanent and distinguishing design that may be difficult to conceal, or possesses some sort of unusual feature. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Defect does not apply. In *Tenchi Muyo!*, minor alien features (such as Mihoshi's pointed ears and small fangs) do not usually count, unless they carry some particular stigma.

- 1 BP** The mark is easily concealable because it is small or in an inconspicuous location.
- 2 BP** The mark is difficult to conceal because it is large or in an obvious location.

**Example:** Sasami's reflection is that of her older self, Tsunami, which marks her as different from the others (1 BP).



## NOT SO STRONG

**Type:** Character Defect

The character is much smaller or weaker than his or her Body Stat would otherwise suggest. Although Combat Value and Health Points are not affected, the character's Body Stat is reduced in any situation where carrying heavy loads, wrestling or other feats of sheer strength are involved.

- 1 BP** The character is somewhat weaker than indicated. Reduce his or her effective Body Stat to one-half what it actually is (round down) in regard to feats of strength.
- 2 BP** The character is substantially weaker than his or her Body indicates. Reduce his or her effective Body Stat to one-quarter what it actually is (round down) in regard to feats of strength.

**Examples:** Ryo-Ohki has the Not So Strong Defect (2 BP) in her cabbit form, and Not So Strong (1 BP) in her humanoid child form.

## OTHER MECHA DEFECTS

**Type:** Mecha Defects

In addition to Awkward Size, various other Defects can be used to define a mecha's capabilities and limitations. Players should feel free to create various Mecha Defects, with the GM's approval, using these guidelines:

- 1 MBP** The Defect occurs rarely, or has a small effect on the mecha.
- 2 MBP** The Defect occurs often, or has a large effect on the mecha.

**Examples:** All of these Defects are displayed in mecha used by the series characters (pages 129):

**Limited Endurance:** The mecha can only operate for one hour (1 MBP) or a few minutes (2 MBP) before it must be refuelled, recharged, or otherwise maintained. Cannot be combined with the Extra Endurance Sub-Attribute.

**Mutual Damage:** Any damage sustained by the mecha is also sustained by its operator (2 MBP).

**No Arms:** The mecha has no arms, like many spaceships and non-humanoid robots (2 MBP).

**No Ground Movement:** The mecha only flies; it cannot move on the ground (2 MBP).

**Not So Tough:** The mecha has 5 fewer (1 MBP) or 10 fewer (2 MBP) Health Points.

**Partial Armour:** The mecha has a spot which has only half as much Armour (1 MBP) or is completely unprotected (2 MBP). An attacker may take a +2 Attack roll penalty when aiming for this spot.

**Reduced Capacity:** The mecha cannot carry anyone inside. This is typical of most robots (2 MBP).

**Weak Point:** Attackers may aim at weak spot at a +4 Attack roll penalty (1 MBP) or +2 penalty (2 MBP) and if successful, will score an automatic critical hit.





## PHOBIA

**Type:** Character Defect

A Phobia is often an irrational fear of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

- 1 BP** The character has a minor phobia, or one that is encountered infrequently.
- 2 BP** The character has a significant phobia, or one that is encountered frequently.

**Example:** *Yosho displays a mild phobia concerning the prejudice he experiences as a half-Earthling Juraian prince. Yosho's inability to face these fears prompted him to leave Jurai without returning (1 BP).*

## RECURRING NIGHTMARES

**Type:** Character Defect

When the Recurring Nightmare Defect haunts a character, he or she has trouble sleeping at nights and occasionally functions at less than optimal performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else, such as a side effect from brainwashing. The



nightmare may not occur every night but it will haunt the character on a regular basis. The nightmares do not need to portray the exact same events again and again, but the visions should be related in some way. Alternatively, recurring nightmares can refer to flashbacks to some traumatic event — the GM should decide when something triggers the memory, and how the flashback impacts the character's behaviour. The details concerning the subject matter of the nightmares or flashbacks and why they occur is the responsibility of the GM and the player.

- 1 BP** The nightmares occur infrequently and have a small effect on the character's lifestyle.
- 2 BP** The nightmares occur frequently and have a major effect on the character's lifestyle.

**Example:** *Sasami suffers infrequently from nightmares of her "death" on Jurai, which bring forth fears that her sister will think she is not the real Sasami (1 BP).*

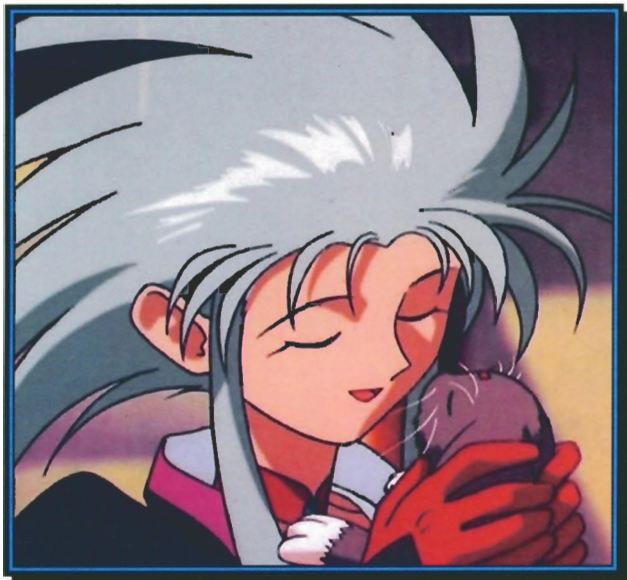
## REJECTED BY SOCIETY

**Type:** Character Defect

The character is frequently subject to prejudice from many people in mainstream society or is actively wanted by the law. This affects the way people react to the character, limits his or her chances of getting a normal job and may impede his or her ability to wander around in public without risking police harassment or arrest. Whether this is frequent enough to actually count as a Defect should depend on the general scope and location of the campaign. A character who is on the Galaxy Police's Eternal Wanted List would qualify just about anywhere in the galaxy.

- 1 BP** The character is frequently the victim of prejudice.
- 2 BP** The character is actively "wanted" by the police.

**Example:** *Kagato is a criminal on the Galaxy Police's eternal wanted list (2BP). When the half-Earthling, half-Jurai Yosho lived on planet Jurai, he suffered from this Defect (1 BP) due to the prejudice many of its people held against individuals of mixed blood. This Defect no longer applies now that he has decided to remain on Earth.*



**SERVITUDE**

**Type:** Character Defect

A character with the Servitude Defect has an obligation to carry out the orders of his or her master. In the *Tenchi Muyo!* series, this Defect is most often possessed by intelligent constructs such as Ryoko or Ryo-Ohki who can be compelled to obey their creators (or, occasionally, anyone who has discovered their creator's secrets) through character-specific Mind Control (see page 59).

- 1 BP** Serving the master is a small part of the character's life, allowing him or her to maintain a large amount of free will.
- 2 BP** Serving the master is a large part of the character's life, allowing him or her to retain only a small amount of free will.

**Examples:** *Ryo-Ohki is effectively a servant of Ryoko (1 BP), but most of the time Ryoko gives the rabbit freedom to do what she wants.*

**UNIQUE CHARACTER DEFECT OR  
UNIQUE MECHA DEFECT**

**Type:** Character or Mecha Defect

This section covers any and all possible Defects that a character might possess but are not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the GM.

- 1 BP** The Defect occurs rarely, or has a small effect on the character.
- 2 BP** The Defect occurs frequently, or has a large effect on the character.

**Example:** *Dr. Clay has an obsession with marking all his favourite possessions (including Zero) with his personal symbol (1 BP).*



**UNSKILLED**

**Type:** Character Defect

An Unskilled character starts with less than the usual number of Skill Points. This Defect cannot be combined with the Highly Skilled Attribute.

- 1 BP** The character has 10 fewer starting Skill Points.
- 2 BP** The character does not have any starting Skill Points.

**Example:** *Sasami is still young, and thus has the Unskilled Defect (1 BP). Instead of 20 Skill Points, she only has 10.*

**WEAKENED JURAI POWER OR  
WEAKENED MASS POWER**

**Type:** Character Defect

This Defect reduces the number of Power Points available to the character for acquiring Jurai or Mass Power Sub-Attributes (it can be taken twice if the character has both Attributes). Only characters who have Jurai Power Level 1 or higher may take Weakened Jurai Power; only characters who have Mass Power at Level 1 or higher may take Weakened Mass Power.

- 1 BP** The character's Jurai or Mass Power Points are reduced by 2 points.
- 2 BP** The character's Jurai or Mass Power Points are reduced by 5 points.

**Example:** *This Defect is best used to provide intermediate Levels of Jurai or Mass Power. For example, only 45 Jurai Power Points were required for Tenchi to acquire the Sub-Attributes he demonstrated during the OAV series. Since his Jurai Power Level 5 gave him a full 50 points, he also has Weakened Jurai Power (2 BP).*

## STEP 6: SKILLS

Your character's Skills represent his or her extensive training and experience in a particular field. Skill Points, not Character Points, are used to acquire Skills. A starting character receives 20 Skill Points, plus an additional 10 Skill Points for each Level of the Highly Skilled Attribute (page 44) that he or she possesses. A character with the Unskilled Defect (page 83) has 10 or 20 fewer Skill Points. Non-player characters created by the GM may have fewer Skill Points than the 20 Skill Point base. An ordinary person (such as Nobuyuki) will usually have only 5-15 Skill Points, for example.

The different Skills are divided into Levels 1 through 6. Increasing the value of a Skill by 1 Level requires one or more Skill Points, depending on the Skill (see **Table 2-7: Character Skills**, page 85). The higher the Skill Level, the better your character is at that Skill, and the broader his or her knowledge within the field. In the Tri-Stat System™, the point cost of a Skill is based on its utility in the genre, and not the difficulty of learning the Skill. Thus, sword-fighting and spaceship-oriented Skills are fairly costly at 3-5 Skill Points for each Level, while other Skills (which are less likely to come into play) only require 1-2 Skill Points per Level. The Skill Point cost is printed in bold beside each Skill name. The description indicates possible game effects, and the Stat most relevant to the Skill's use if a Skill Check dice roll is needed (see page 136 of *Chapter 3: Game Mechanics*).

### **Skill Level 1 — Trained**

The character has had some training and practice with the Skill.

### **Skill Level 2 — Well-Trained**

The character has had moderate training and practice with the Skill.

### **Skill Level 3 — Expert**

The character has had significant training and practice with the Skill.

### **Skill Level 4 — Veteran**

The character has had extensive training and practice with the Skill.

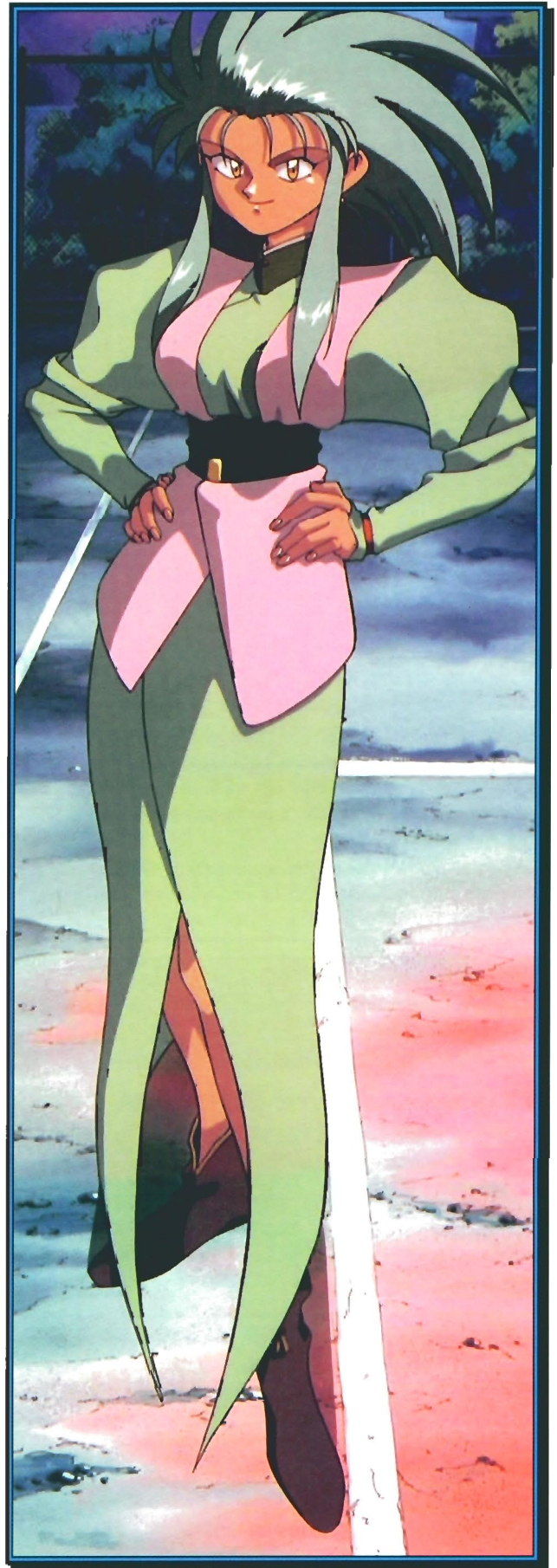
### **Skill Level 5 — Master**

The character has had exhaustive training and practice with the Skill.

### **Skill Level 6 — Grand Master**

The character has unparalleled ability and knowledge with the Skill.

Every Skill has a number of associated "specialities", which describe the different ways that the Skill may be used. For example, Melee Attack is divided into Axe, Baton/Club, Knife, Improvised Weapons, Polearms, Sword and Whips/Chains. When you assign a Skill to your character, choose one of the listed specialties or create a new speciality with GM approval. Your character will be significantly better in the chosen specialization than he or she will be in the other aspects of the Skill. A specialization is usually recorded in parentheses after the Skill, for example, "Melee Attack Level 3 (Sword)".





Instead of improving a Skill by one Level, it is possible to take an extra specialization. Each extra specialization costs only one Skill Point, regardless of the point cost of the Skill. If your character has Skill Points to spare, you may find it advantageous to add an extra Skill Level rather than take many extra specializations.



Game mechanics for using Skills in game play are described in Chapter 3, but there is no need to worry about them while designing a character — simply choose those Skills that most closely fit your character concept. If you are recreating a character from the *Tenchi Muyo!* OAV series, you should choose Skills which the character displays, or would logically possess based on his or her background.

**TABLE 2-6: SKILLS**

Skill	Cost	Skill	Cost
Acrobatics	3/Level	Architecture	1/Level
Biological Sciences	2/Level	Computers	2/Level
Cooking	2/Level	Cultural Arts	1/Level
Disguise	2/Level	Electronics	2/Level
Forgery	1/Level	Gardening	1/Level
Gun Combat	5/Level	Heavy Weapons	4/Level
Interrogation	2/Level	Mechanics	2/Level
Medical	2/Level	Melee Attack	5/Level
Melee Defense	5/Level	Navigation	2/Level
Performing Arts	1/Level	Physical Sciences	2/Level
Piloting	3/Level	Police Sciences	2/Level
Ranged Defense	5/Level	Sleight of Hand	1/Level
Social Sciences	1/Level	Stealth	2/Level
Thrown Weapon	5/Level	Unarmed Attack	5/Level
Unarmed Defense	5/Level	Urban Tracking	1/Level
Visual Arts	1/Level	Wilderness Tracking	1/Level
Writing	1/Level		

**Important Note:** You do not need to assign your character's Skill Points to a particular Skill to justify slight familiarity within the field (this tends to lead to skill inflation). Even a Level 1 Skill assignment reflects a significant amount of training, and will demonstrate that your character is quite knowledgeable or capable in the chosen area. If your character has only limited capabilities with any Skill, he or she should not possess any Levels in the Skill. For example, a character that knows how to dance socially at night clubs does not automatically need the Performing Arts (Dance) Skill. Similarly, a character that only took a first year university course in chemistry does not automatically need the Physical Science (Chemistry) Skill. Of course, any character can pick up a sword and swipe at someone — the Melee Attack (Sword) Skill is not necessarily a requirement unless you want a character who is especially good at swordplay.

**Example:** *Tenchi has the Highly Skilled Attribute at Level 2, giving him 20 extra Skill Points added to his base 20 Skill Points, for a total of 40 Skill Points. Peter decides to assign Tenchi the following Skills and specializations: Acrobatics (Balance) Level 2, Gardening (Vegetable) Level 1, Melee Attack (Sword) Level 2, Melee Defense (Sword) Level 2, Ranged Defense (Personal) Level 1, Sleight of Hand (Pick Pocketing) Level 1, Stealth (Silent Movement) Level 1, and Unarmed Defense (Striking) Level 1. These add up to 40 Skill Points.*



**ACROBATICS**

**Cost:** 3 Skill Points/Level  
**Relevant Stat:** Body  
**Specializations:** Balance, Flexibility, Flying (for characters with Flight), Jumps, Tumbling

The ability to perform gymnastic feats including jumps, flips, bends and contortions.

## ARCHITECTURE

**Cost:** 1 Skill Point/Level  
**Relevant Stat:** Mind  
**Specializations:** Bridges, Buildings, Fortifications, Space Stations, Tunnels

Knowledge of construction methods, architectural drafting, etc. A successful use of this Skill can also find weak points in constructions, or help in locating old structural plans.

## BIOLOGICAL SCIENCES

**Cost:** 2 Skill Points/Level  
**Relevant Stat:** Mind  
**Specializations:** Bacteria/Viruses, Botany, Ecology, Genetic Engineering, Physiology, Zoology

This field covers scientific knowledge of how living things function.

## COMPUTERS

**Cost:** 2 Skill Points/Level  
**Relevant Stat:** Mind  
**Specializations:** Artificial Intelligence, Databases, Intrusion/Security, Networks, Programming

Practical knowledge of computer use. Computer engineering (hardware) is covered by Electronics.



## COOKING

**Cost:** 2 Skill Point/Level  
**Relevant Stat:** Mind or Soul  
**Specializations:** Ethnic, Exotic, Fast Food, Gourmet, Home

The ability to prepare tasty meals, cook for aliens and to find the best ingredients when shopping.

## CULTURAL ARTS

**Cost:** 1 Skill Point/Level  
**Relevant Stat:** Mind  
**Specializations:** Art Appraisal, Archaeology, History, Literature, Occultism, Urban Legends

This is the knowledge of aspects of a specific culture or history.

## DISGUISE

**Cost:** 2 Skill Points/Level  
**Relevant Stat:** Varies  
**Specializations:** Costume, Make-up, Prosthetics

The ability to change one's personal appearance, mannerisms, or voice to deceive others.

## ELECTRONICS

**Cost:** 2 Skill Points/Level  
**Relevant Stat:** Mind (sometimes Body)  
**Specializations:** Communications, Computers, Consumer Electronics, Robotics, Security, Sensors

The ability to maintain, repair, build, modify (and at high levels, design) electronic equipment.

## FORGERY

**Cost:** 1 Skill Point/Level  
**Relevant Stat:** Mind  
**Specializations:** Electronic Documents, Handwriting, Paper Documents

The ability to counterfeit documents and papers. This Skill may be used in conjunction with Computer Skill.



## GARDENING

**Cost:** 1 Skill Point/Level  
**Relevant Stat:** Mind  
**Specializations:** Floral, Lawn, Market, Ornamental, Vegetable

The ability to cultivate plants or tend a garden.



## GUN COMBAT

**Cost:** 5 Skill Points/Level  
**Relevant Stat:** None (uses Attack Combat Value)  
**Specializations:** Auto-fire, Pistol, Rifle

The ability to accurately shoot with a hand-held firearm, and to keep it properly maintained. This is an Attack Combat Skill. Auto-fire applies to firing bursts from fully automatic guns, whether it is a small submachine gun, an automatic-fire laser, a big assault rifle, or a machine gun. Pistol handles firing single shots from a handgun, and Rifle covers firing single shots from guns with a shoulder stock such as rifles and shotguns. This is an Attack Combat Skill.

## HEAVY WEAPONS

**Cost:** 4 Skill Points/Level  
**Relevant Stat:** None (uses Attack Combat Value)  
**Specializations:** Artillery (indirect fire weapons, such as howitzers), Gunnery (spaceship cannon and other vehicle-mounted direct-fire weapons), Launchers (rocket and missile launchers)

The Ability to accurately fire vehicle-mounted or tripod-mounted weapons, such as spaceship weaponry or weapons built into big robots, and to perform routine maintenance. This is a Combat Attack Skill.

## INTERROGATION

**Cost:** 2 Skill Points/Level  
**Relevant Stat:** Mind  
**Specializations:** Diplomacy, Drugs, Mind Probes, Physical, Psychological

The ability to convince someone to provide information against their will.



## MECHANICS

**Cost:** 2 Skill Points/Level  
**Relevant Stat:** Mind (sometimes Body)  
**Specializations:** Aerospace, Armourer, Automotive, Locksmith, Micro, Robots, Traps, Weapons

The ability to maintain, repair or build mechanical and electro-mechanical devices. This also includes knowledge of tool use, welding, etc. Armourer applies to heavy vehicle-mounted weapons, while Gunsmith covers personal weaponry. Cars, trucks, and similar devices are covered by Automotive. Spaceships and aircraft are covered by Aerospace.

## MEDICAL

**Cost:** 2 Skill Points/Level  
**Relevant Stat:** Mind (sometimes Body)  
**Specializations:** Acupuncture, Aromatherapy, Dentistry, Diagnosis, Emergency Response, Homeopathy, Mystical, Pathology, Pharmacy, Surgery, Veterinary

This Skill reflects knowledge of how to heal the human body. A typical general practitioner would usually specialize in Diagnosis, while most police officers or paramedics specialize in Emergency Response (also known as First Aid).



## MELEE ATTACK

**Cost:** 5 Skill Points/Level  
**Relevant Stat:** None (uses Attack Combat Value)  
**Specializations:** Axe, Baton/Club, Knife, Improvised Weapons (from the nearby area), Polearms (spears, naginata, etc.), Sword, Whips/Chains

The ability to attack effectively with a hand-to-hand weapon. This is an Attack Combat Skill. The fighting style of the House of Jurai emphasizes sword strikes and acrobatic movement. Characters who have been trained in Jurai swordplay should take Melee Attack (Sword) and Acrobatics.

## MELEE DEFENSE

**Cost:** 5 Skill Points/Level  
**Relevant Stat:** None (uses Defense Combat Value)  
**Specializations:** Axe, Baton/Club, Knife, Improvised Weapons (like chairs or bottles), Polearms (spears, naginata, staff, etc.), Sword, Whips/Chains

The ability to defend well with a melee weapon. By acquiring different levels of the Attack and Defense Skill, a character's personal style can be simulated. For example, a conservative fencer would have high levels of Melee Defense, while an aggressive attacker would specialize in Melee Attack. Melee Defense is only usable against melee weapon or unarmed attacks, and not ranged attacks.



## NAVIGATION

**Cost:** 2 Skill Points/Level  
**Relevant Stat:** Mind  
**Specializations:** Air, Sea, Space, Urban, Wilderness

The ability to read maps or use specialized navigation equipment, or just a good knowledge of the various routes through a particular area. The Navigation Skill will help a character find the fastest/safest route to a destination.

## PERFORMING ARTS

**Cost:** 1 Skill Point/Level  
**Relevant Stat:** Average of Body and Soul  
**Specializations:** Comedy, Dance, Drama, Public Speaking, Singing

The ability to perform well before an audience. With the GM's approval, a successful Skill Check can temporarily increase the character's effective Level in Art of Distraction by one.

## PHYSICAL SCIENCES

**Cost:** 2 Skill Points/Level  
**Relevant Stat:** Mind  
**Specializations:** Astronomy, Biochemistry, Chemistry, Physics

Scientific training in the way the universe works, including the necessary mathematical background.

## PILOTING

**Cost:** 3 Skill Points/Level  
**Relevant Stat:** Body  
**Specializations:** Heavy Airplane, Helicopter, Jet Fighter, Light Airplane, Lighter-Than-Air Craft, Spaceship

The ability to operate air vehicles. Skill checks are normally only necessary when performing an unusual manoeuvre, avoiding a hazard, piloting an unfamiliar aircraft, etc.

## POLICE SCIENCES

**Cost:** 2 Skill Points/Level  
**Relevant Stat:** Mind  
**Specializations:** Ballistics, Criminology, Forensics

This is the science behind detective work. Ballistics covers analysis of weapons, bullet paths and ammunition residues. Criminology focuses on studies of criminal behaviour and strategies, while forensics covers evidence gathering (including hair-and-fibre, fingerprint, and DNA-based identification techniques).



## RANGED DEFENSE

**Cost:** 5 points/Level  
**Relevant Stat:** None (uses Defense Combat Value)  
**Specializations:** Personal (on foot), Air Vehicle, Ground Vehicle, Space Vehicle, or Water Vehicle

The ability to avoid ranged attacks. This Defense Combat Skill does not enable a character to actually dodge bullets. Rather, it is a combination of situational awareness and tactical movement, as well as knowing when to keep moving (to present a more difficult target), and when to drop for cover.

## SLEIGHT OF HAND

**Cost:** 1 Skill Point/Level  
**Relevant Stat:** Body  
**Specializations:** Card Sharking, Lock Picking, Pick Pocketing, Stage Magic

A character with this Skill (also known as prestidigitation) has superior manual dexterity, greater than that suggested by his or her Body Stat. This includes the ability to perform "magic" tricks, palm small objects, cheat at cards, plant an item on someone, etc.





**SOCIAL SCIENCES**

- Cost:** 1 Skill Point/Level
- Relevant Stat:** Mind
- Specializations:** Anthropology, Politics, Psychology, Social Work, Sociology, Theology

Understanding of the way people function in society, as well as societal behavioural patterns.



**STEALTH**

- Cost:** 2 Skill Points/Level
- Relevant Stat:** Body (sometimes Mind)
- Specializations:** Camouflage, Concealment, Silent Movement

The ability to disguise objects or people so that they blend into their surroundings. This also includes the ability to conceal small objects on one's person, and the ability to move silently.

**THROWN WEAPONS**

- Cost:** 5 Skill Points/Level
- Relevant Stat:** None (uses Attack Combat Value)
- Specializations:** Blades, Energy Blasts, Rocks, possibly others

Ability to aim a ranged energy blast produced by Jurai Power, or a thrown attack such as a thrown rock, knife, baseball, etc.

**UNARMED ATTACK**

- Cost:** 5 Skill Points/Level
- Relevant Stat:** None (uses Attack Combat Value)
- Specializations:** Strikes, Holds, Throws

The ability to attack without weapons. This is an Attack Combat Skill.

**UNARMED DEFENSE**

- Cost:** 5 Skill Points/Level
- Relevant Stat:** None (uses Defense Combat Value)
- Specializations:** Blocking, Strikes, Throws, Wrestling

The ability to block armed melee or unarmed attacks bare handed (or by dodging). This is a Defense Combat Skill. It is useless against ranged attacks.

**URBAN TRACKING**

- Cost:** 1 Skill Point/Level
- Relevant Stat:** Mind
- Specializations:** Academic, Corporate, Residential, Ruined, Underworld

Urban Tracking is the ability to "shadow" someone through an industrialized, populated area or to find certain people in a particular sub-culture or environment by asking the right questions.

**VISUAL ARTS**

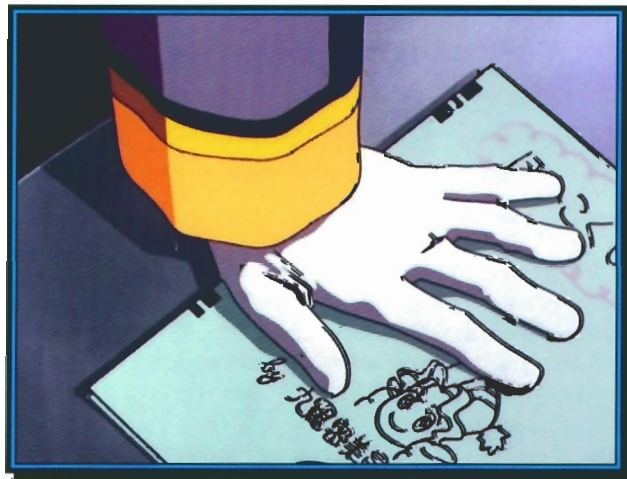
- Cost:** 1 Skill Point/Level
- Relevant Stat:** Varies (often the average of all three Stats)
- Specializations:** Animation, Drawing, Painting, Photography, Sculpting, Video

The ability to produce a work of fine or commercial art in a particular visual field.

**WILDERNESS TRACKING**

- Cost:** 1 Skill Point/Level
- Relevant Stat:** Body or Mind
- Specializations:** Arctic, Aquatic, Desert, Forest, Jungle, Mountain, Ruins

The ability to successfully trail or track someone or something in an outdoor rural or wilderness setting, following spoor, blood trails, et cetera.



**WRITING**

- Cost:** 1 Skill Point/Level
- Relevant Stat:** Average of Mind and Soul
- Specializations:** Academic, Fiction, Journalistic, Poetic, Reports, Technical

The ability to communicate ideas, arguments, or emotions in written work.

## STEP 7: DERIVED VALUES

You should now calculate your character's Derived Values. These values are based directly on the Body, Mind, and Soul Stats and thus do not afford any choice of point distribution.

### COMBAT VALUE

This value governs all facets of physical conflict, including your character's skills in attacking, defending and delivering damage. A higher Combat Value reflects an increased ability level and knowledge of all physical combat forms: armed, unarmed, martial arts, and ranged weapons. There are two separate components of the Combat Value — Attack and Defense. Character Attributes and Defects may modify either component separately, but unless otherwise noted, the term "Combat Value" refers to both Attack and Defense.

Increased ability in combat can only be achieved through harmony of the Complete Self. Lack of self-unity through weakness of any facet of the character will restrict his or her ability in combat. Consequently, the Body, Mind and Soul are all of equal importance to the combat master: Body Stat for a forceful attack and defense, Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions, and Soul Stat for the winning spirit and good fortune. Knowledge and determination is just as important as brute force. To calculate the base Attack Combat Value, add together all the Stat Values and divide by three (round down).  $[(\text{Body} + \text{Mind} + \text{Soul}) \div 3]$  (If calculating the Combat Value of an A.I. mecha that lacks a Soul, use  $[\text{Body} + \text{Mind}] \div 2$ , rounded down). The Defense Combat Value is two less than the Attack Combat Value.

*Peter's character, Tenchi, has a Body Stat of 5, a Mind Stat of 4 and a Soul Stat of 11. His base Attack Combat Value is therefore equal to 6  $[(5 + 4 + 11) \div 3 = 6.67, \text{rounded down to } 6]$  and his base Defense Combat Value is 4  $(6 - 2 = 4)$ . Tenchi's Combat Mastery Attribute at Level 2 increases both values by 2, raising them to 8 and 6 respectively. His Attack and Defense Combat Skills do not increase the Combat Value directly, but will provide favourable combat dice roll modifiers.*

### HEALTH POINTS

This Derived Value dictates the amount of physical damage your character's body can sustain before it ceases to function (resulting in incapacitation or death). Damage points delivered in combat are subtracted from your character's current Health Point total. If the total ever falls below zero, a mortal injury was delivered to your character. Alternatively, the GM may decide that your character was only rendered unconscious if the delivered damage does not reduce his or her Health Points below -20. The base number of Health Points is equal to the sum of the Body Stat and Soul Stat, multiplied by 5.  $[(\text{Body} + \text{Soul}) \times 5]$ . Possession of the Damn Healthy! Attribute (page 41) will increase this total.

*With a Body Stat of 5 and a Soul Stat of 11, Tenchi's base Health Points value is equal to 80  $[(5 + 11) \times 5 = 80]$ .*

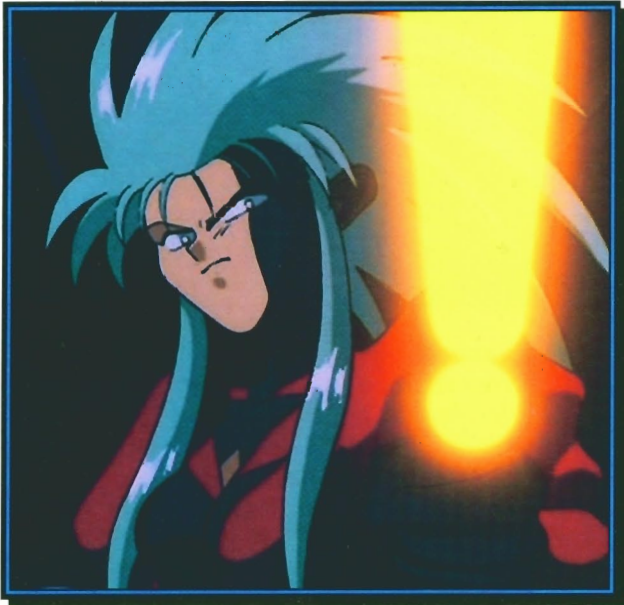


### ENERGY POINTS

This Derived Value represents the personal reserves and fortitude your character has at his or her disposal when carrying out difficult tasks, or to energize many Jurai or Mass Powers. Energy Points can also be used to temporarily increase Stats or Health Points, but the increase usually lasts for only a few minutes — the duration to finish an important task. Any Stat can be raised by 1 point for every 10 Energy Points drained from your character's total. The new Stat Value can be used during Stat check dice rolls, but does not affect your character's Combat Value. Health Points can also be increased by 1 point for every 5 Energy

Points sacrificed and may keep a character who has fallen below zero Health Points alive long enough to receive medical attention. This translation between Energy Points and Health Points will occur automatically if a character's life is in danger. If your character's Energy Point total is ever reduced below zero, he or she will fall unconscious from exhaustion. To calculate your character's initial Energy Point total, add together the Mind and Soul Stats and multiply by 5. **[(Mind + Soul) x 5]**. Possession of the Energy Bonus Attribute (page 42) will increase this total.

*With a Mind Stat of 4 and a Soul Stat of 11, Tenchi's base Energy Points value is equal to 75 [(4 + 11) x 5 = 75]. Tenchi's Energy Bonus Level 5 Attributes adds 50 to this, giving him a final Energy Point value of 125.*



## STEP 8: BACKGROUND POINTS

Now that the numerical component of your character is complete (Stats, Attributes, Defects and Derived Values), you should concentrate on fine-tuning his or her personality. One of the most effective ways to better visualize your character creation is to provide detail through a background history, an important character story, a character drawing, etc. If you have created a character from the *Tenchi Muyo!* OAV series you should be creative with your character background contributions and not simply regurgitate what is already common knowledge. Spending time to develop your character without a rule structure will enhance your role-playing greatly, and can give the GM a window into your character's motivations. As an incentive, the GM can award your character 1-3 Background Points for each contribution that you complete, which are used to acquire additional Character Attributes, or saved for later use. If any of your character's Stats are changed after using the Background Points, you should recalculate the Derived Values since they might have changed as well.

This final step in character creation also serves as your last chance to answer important character questions before play begins. Where does he or she live? Work? Earn money? What are your character's hobbies? Knowledge? Likes? Dislikes? Strengths? Weaknesses? What about family? Friends? Romantic interests? Enemies? Details add depth to your character, but you should not become obsessed with them. Leaving room for growth can provide numerous character development opportunities during the course of the adventures.

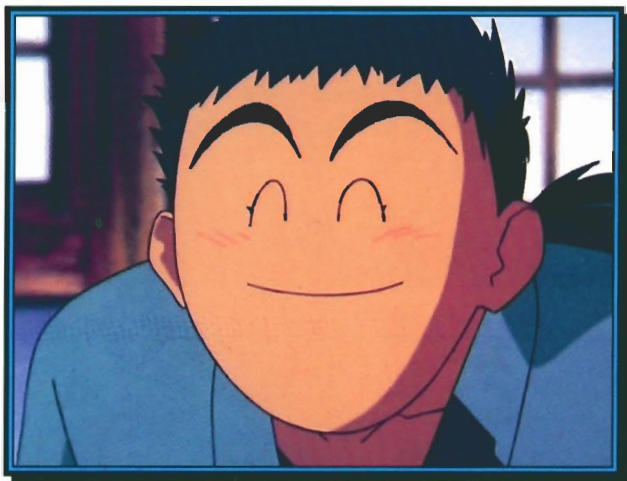
*Peter feels he knows all that he needs to know about Tenchi's character from watching the OAV series, but he decides to draw a detailed plan of Tenchi's house (different from the one in Chapter 4). The GM awards Peter one additional Background Point. Peter decides to save the point, hoping to raise Tenchi's Level of Jurai Power sometime in the future.*



## TENCHI MASAKI



Tenchi, the “boy who can create the Lighthawk Wings” and effect material metamorphosis, is a minor who attends high school in Japan. Tenchi’s mother, Achika, died when he was still a baby, and his grandmother died while he was a little boy. He was raised primarily by Katsuhito and Nobuyuki and thus has had very little female influence in his upbringing. He misses his mother and, at times, still grieves for his loss of her.



From a young age, Tenchi has been very curious about the forbidden cave and the story of the demon that is sealed inside. As a baby, it is possible that he may have been able to see Ryoko’s spirit outside of the cave. At the appropriate time, Katsuhito allowed Tenchi to take the keys from him and, after finding the Master Key, Tenchi released Ryoko. Tenchi soon learned that the Sword will act on its own to protect him from any serious threats. With Ryoko’s help (and persistence) he learned how to concentrate and will the Master Key to return one of Ryoko’s jewels. Tenchi takes the Master Key with him everywhere he goes, but it may not necessarily be on him whenever he needs to use it. Overall, he does not understand the complexities of the Sword or its significance.

Tenchi is exceptionally loyal to his friends and family, to the point where he would rather die than forsake any of them. His loyalty is apparent when he was willing to put himself in danger in Ryu-Oh to

try to defeat Kagato with Ryu-Oh’s Lighthawk Wings. It is important to understand exactly what happened to Tenchi when Kagato fired upon Ryu-Oh — Tenchi did not die. Although he completely lost the lower-half of his body, he survived because Ryu-Oh and Ayeka’s guardians encased him in a protective barrier that sustained his life. While unconscious, he was united with Tsunami who restored the lost parts of his body. Once he received his replaced body parts, a symbol appeared on his forehead that is visible whenever he creates the Lighthawk Wings or when he is before Tsunami.



Tenchi wears a silver ring on the second finger of his right hand that alters his clothes into his battle costume whenever he squeezes it (or tries to remove it). When he touches the blades of his Lighthawk Wings, this outfit is transformed into a much more elaborate ensemble. After this, he can grasp one Lighthawk Wing, which produces a large and exceptionally powerful sword. This sword was able to cut through the entire width of the Soja



after Tenchi destroyed Kagato. Tenchi can attack at the same time as he uses the defensive ability of his Lighthawk Wings. Tenchi’s Lighthawk Wings can hold people in stasis (at least 3) and will act as a shuttle to transport him and any others protected inside. It is likely that this ability would operate in any hostile environment, such as in extreme heat or underwater. At the present time,

Tenchi cannot will his Lighthawk Wings to materialize — they appear when he is in danger. It is interesting to note that Tenchi could not create the Lighthawk Wings until after Ayeka taught him how to open Ryu-Oh's Wings. It is possible that this knowledge was instrumental in unlocking his hidden power.



During battle and on missions, Tenchi is impatient and will act in haste instead of thinking his tactics through. At first, he had little confidence in himself and his ability to use the Master Key. As such, he relied on it too heavily and not enough on himself. However, once Tenchi gains the confidence or the will to act, he is very determined and will not waiver from his quest, even if it will result in his death.

Tenchi's closest friends are Ryoko and Ayeka. When Tenchi first met Ryoko, he was very upset by her behaviour and display of power. In general, he tolerated her and tried to keep her pacified. Over time, he developed strong feelings for her and is willing to risk himself to protect her, but he does not completely trust her. Tenchi does consider Ryoko attractive and cannot hide his interest when he is around her.

Although he has had little contact with women, he is extremely chivalrous and gentle. When Ayeka hurt her ankle, Tenchi carried her home but a storm forced them to take shelter in an old tool shed. Tenchi built a fire for Ayeka, offered his shirt to her to use as a towel, and stayed outside in the cold so she could change her wet clothes. It hurt Tenchi deeply to see Ayeka grieving for her brother and although he did not really know what to say, he told her she should "cheer up". Tenchi felt responsible for Ayeka becoming stranded because he let Ryoko out of the cave. At times he has allowed Ayeka to lead him around and has obeyed her commands. In the beginning he was usually the target of Ayeka's abuse. Despite all this, his feelings for Ayeka deepen after Kagato was destroyed.

Tenchi's inexperience with women gives him little insight to their behaviour and actions. For example, he is confused about Ryoko's and Ayeka's behaviour towards him after they read





Nobuyuki's *manga*. He is often in the middle of Ayeka's and Ryoko's battles for him and can be pulled in many directions. Washu uses Tenchi as her "guinea pig" and he is often subjected to extensive and invasive examinations from which he cannot escape. He is at most ease with Sasami and plays the role of an older brother with her.

Due to his young age, Tenchi is still in the process of learning about his own sexuality. He is easily aroused by sexual images and his frequent nosebleeds suggest that he is a virgin. He is embarrassed about his father's peeping habits and becomes very uncomfortable in romantic situations. He also shows embarrassment about the possibility of marrying Ayeka.

Tenchi will often act in ways to try to preserve the harmony between people and, like Ryo-Ohki, he dislikes seeing anyone crying or upset. He feels their pain and wants to say something to ease their distress but he never knows what to say. He is especially careful and polite when he is around the old woman who runs the Hot Springs Inn. This is probably because he sees her as a mother figure and does not want to lose his only older female influence.

Tenchi has some basic knowledge about how to care for a baby. Perhaps he has spent some time watching mothers with their children and wistfully wondered what it was like with his own. When he expressed this to Washu, she told him that his mother did hold him and love him while he was a baby. Not surprisingly, this seemed to both comfort and unnerve him.

In terms of general characteristics, Tenchi tends to be naïve, trusting and, at times, gullible. Overall, he is very polite to others, to the point where, even when very hungry, he will not begin a meal until the entire household is present around the table. He has a fierce temper that can erupt at times, but once he has returned to his level-headed thinking, he is very forgiving of any wrongdoings. He becomes flustered easily and then has difficulty defending himself verbally. Ever since he was a young child, Tenchi has been scared easily by Katsuhito's ghost stories and as such, he is frightened of ghosts and apparitions. For the most part, Tenchi's character is often used as comic relief but once he is committed to a course of action, enemies should take heed because he is a strong opponent with unseen forces acting on his behalf.

## TENCHI MASAKI

Body **5**                      Mind **4**                      Soul **11**  
Health Points **80**                      Energy Points **125**  
Attack Combat Value **8**                      Defense Combat Value **6**  
Total Character Points **55**                      Total Skill Points **40**

Attributes	Level	Points
Combat Mastery	2	4
Divine Relationship	2	2
Energy Bonus	5	5
Highly Skilled	2	2
Item of Power (Master Key)	3	6
Jurai Power	5	20
Speed	1	1

Jurai Power Sub-Attributes	Level	Points
Battle Costume	1	1
Force Field, extendable		
• Lighthawk Wings Shield, Stops 105 (Uses Energy x2)	5	20
• Energy Shield, Stops 75 (Uses Energy)	4	1
Space Flight	2	4

### Special Attacks

Lighthawk Sword, Damage 80	6	18
• (Field-penetrating, No Rejuvenation, Contact, Uses Energy x2)		
Energy Sword, Damage 70	5	1
• (Field-penetrating, Contact, Uses Energy)		

Skills	Level	Points
Acrobatics (Balance)	2	6
Gardening (Vegetable)	1	1
Melee Attack (Sword)	2	10
Melee Defense (Sword)	2	10
Ranged Defense (Personal)	1	5
Sleight of Hand (Pick Pocketing)	1	1
Stealth (Silent Movement)	1	2
Unarmed Defense (Striking)	1	5

### Defect

	BP
Girl Magnet	1
Item Dependency (Master Key)	1
Latent Jurai Power	1
Weakened Jurai Power	2

### Latent Jurai Power

**Lighthawk Wings, Lighthawk Sword and Space Flight** — Tenchi can only use these Sub-Attributes in life-or-death situations when he is under extreme emotional stress.

**Battle Costume** — Tenchi is not fully in control of how and when this will appear.

**Energy Sword** — For the first half of the OAV series, Tenchi had difficulty creating or sustaining his energy sword whenever he needed it, although he generally had no trouble making it appear when he was in any real danger.

**Item Dependency**

**Energy Sword/Energy Shield** — Tenchi requires the Master Key in order to use his Energy Sword and Energy Shield Sub-Attributes.



**Item of Power**

**The Master Key Tenchi-Ken** — This item is an odd sword hilt that was carved from the tree sap of a Jurai Tree. It once belonged to Yoshō. Throughout most of the *Tenchi Muyo!* OAV series, the Master Key has two of Ryoko's Gems embedded in it.

The Master Key displays a certain amount of sentience. It decides to “accept” a particular owner, presumably based on whether or not they are worthy members of the House of Jurai. It has presently accepted Tenchi.



**Control:** The Key allows the user to mentally control the functions of any Jurai tree-ship as if he or she was the owner of the ship. The user of the Key must be touching, nearby or inside of the ship to do this. The same ability also allows the wielder to access the holographic “ship’s log” stored in Funaho, the Masaki Shrine holy tree.

**Self-Defense:** Anyone that the sword perceives as an enemy who deliberately touches the Master Key will take 40 points of Field-Penetrating, electric shock damage per round that they are

in contact with it. This damage is increased to 60 points if the sword is currently embedded in a Holy Tree at the time. In order to inflict this damage on an unwilling person, the sword must be held against them for the entire round; simply striking a person in combat is not sufficient to inflict this damage. Members of the House of Jurai (such as Ayeka) can hold the Master Key without suffering harm. This does not apply to individuals with Jurai Power who are seen as enemies (such as Ryoko and Kagato).

**Power Catalyst:** The Master Key acts as a catalyst for Jurai power. Someone accepted by the Key who is unaware of his or her Jurai power will find his or her Jurai abilities spontaneously manifesting. Until the character learns how to use his or her abilities, the Master Key itself will activate them as necessary in accordance with the character’s unconscious desires. The Master Key is potentially very dangerous, however, it is useless for anyone without Jurai power.

**Item Dependency:** The Master Key is necessary for Yoshō and Tenchi to use some of their Jurai Sub-Attributes.

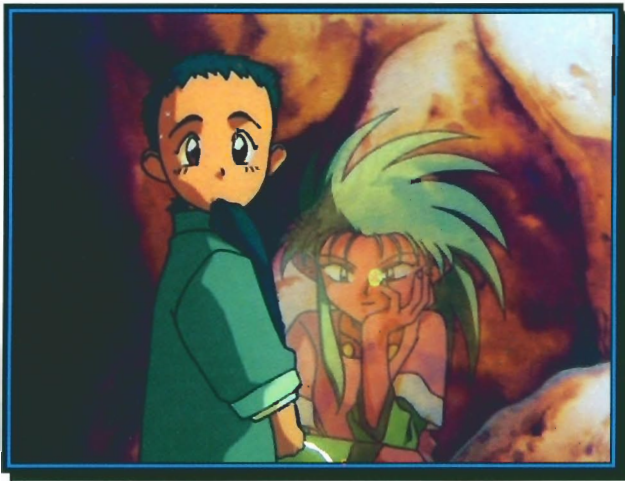


**Ryoko’s Gems:** The two gems embedded in the Master Key provide it with certain extra abilities. The gems enabled the Master Key to hold Ryoko imprisoned within the “demon cave,” as well as nullifying her ability to use any of her Jurai or Mass Sub-Attributes except for Astral Projection. The gem’s energies permeated the land near the cave, and this seems to have sustained the Holy Tree’s (Funaho) and Yoshō’s lives with it. The Master Key’s wielder can choose to will some or all the gems to return back to Ryoko.



## RYOKO

When the OAV opens, Ryoko is a mummy who has been locked away in a deep, dark cave for 700 years. She was able to project her spirit outside of the cave but she could not physically leave the cave. She was aware of her surroundings while she was held in stasis. She said it was cold and dark and she felt very alone. Ryoko never wants to return to the cave and does her best to avoid it all costs. When Tenchi first revived her, she touched his face because she was overjoyed to finally be united with him. After her body was restored, she confronted Tenchi at his school and told him she wanted revenge for her imprisonment. Later, Ryoko reveals to Ayeka that her fondest wish, while locked in the cave, was to one day have the opportunity to play with Tenchi. This was consistent with her actions towards him when they battled — she never tries to seriously injure him (and only one destroyed building is considered “playing” to her).

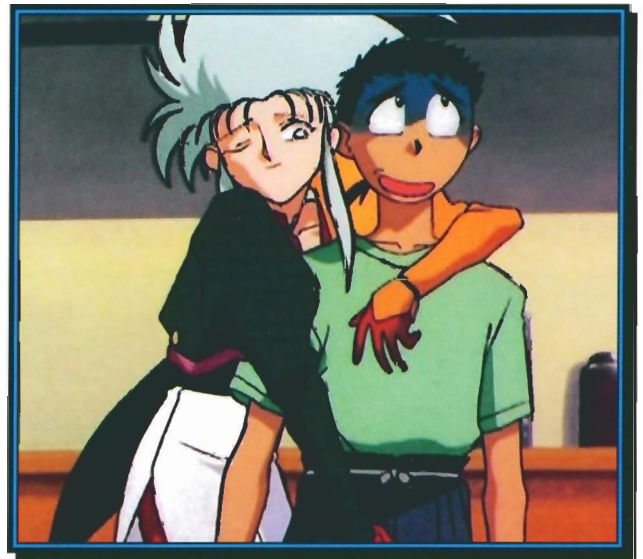


Although Ryoko acted under Kagato’s influence, she is proud of her history as a space pirate. Ryoko’s crimes of vandalism and destruction were not considered as serious as Kagato’s violence towards others. She was never on the Eternally Wanted list and her crimes were cancelled by the Statute of Limitations made by the Holy Council of Jurai. However, due to her compassionate nature (which she keeps hidden most of the time) it is likely that she feels great remorse for hurting anyone over the years. Because of her many encounters with the Galaxy Police, Ryoko can recognize their ships and uniforms, and somewhere along the way she has learned the structure of the Galaxy Police watches and can fix them. Ryoko could also recognize the Soja from a distance and sensed when it was present in Earth’s atmosphere. Due to her many years of servitude, Ryoko knows the layout of the Soja quite well. However, she did not recognize Kagato’s shadow and he was able to seize her.

Ryoko has access to many powers, some of which are given here. She has the ability to create realistic illusions (including ones of herself), make her eyes glow red, and turn herself to stone. Several orange orbs of light can be created and then combined to form a sword. This sword is orange in colour and can cut through just about anything, such as a dense tektite column. In addition to creating a sword, Ryoko’s orange orbs of light can be channeled as powerful, offensive energy blasts, but she must use her hands to accomplish this. If she is bound, her hair can act as an assault

weapon (thick quills) and can be fired at an opponent. Ryoko can fly, teleport and phase through any object either by herself or while holding someone. Ryoko can split into two identical images of herself and each one can act and speak on its own. She can remake her hand and presumably any lost appendage. Ryoko can survive in several hostile environments such as in a vacuum, underwater and while surrounded by intense heat. She can walk through fire without being burned and can survive an explosion at point blank. Her evasion tactics are honed, her reactions are quick and she enjoys brawling. Ryoko is strong enough to punch through brick walls and is nearly as skilled as Kagato in swordplay.

Washu endowed Ryoko with three gems that Ryoko uses for some of her powers but at the present time, she has only one jewel on her left wrist. Whenever Ryoko is near the Master Key, the other two jewels react and glow. Ryoko can take the jewels from the Master Key if Tenchi is holding it. When Ryoko embraces Tenchi and concentrates, the jewels can be returned to her. Additionally, the Soja is able to extract the power from Ryoko’s gems and transfer it to Kagato. Interestingly, the power that the Soja extracted came from Ryoko’s fake gem and not from one of her true ones (her left wrist and jewel had been cut off by Katsuhito and left on Earth). It is unknown what effect Tenchi’s Lighthawk Sword would have had against the true power of Ryoko’s gem.



Ryoko must have a jewel on her left wrist to control Ryo-Ohki as a spaceship, and to summon demons. A jewel on her right wrist allows her to control the demon that she summoned but, unfortunately for the old woman at the Hot Springs Inn, Ryoko momentarily forgot this. Ryoko wears an earring on her left ear that looks exactly like a jewel, however it is only an imitation. True gems can never be created nor destroyed. The earring acts as a reserve gem for Ryoko and it is not as powerful as a genuine jewel. With all three gems, Ryoko will be as powerful as Tsunami, however at the present time Ryoko’s body is not strong enough to use the full power of the jewels (she had been in stasis for 700 years). When her body strengthens, she and Ryo-Ohki will be able to access and use the power of the gems to their fullest. Yoshio was able to beat her in combat 700 years ago because she was still (relatively) young. Ryoko knows what her abilities are with the gems, but she has no knowledge concerning their origin.



Ryoko has had no experience in caring for a baby and this is likely due to her lack of a parental figure while she matured. It is also not known whether Ryoko was a child or whether she has always appeared as an adult. Ryoko harbours some anger that Washu did not raise her and she refuses to call her "mom". Nonetheless, Washu and Ryoko are connected to each other and Washu knows about Ryoko's most private feelings towards Tenchi. They can also speak telepathically to each other when they are in close proximity. Although Ryoko was not aware of Washu's existence until she was freed by Mihoshi, Ryoko was able to use Washu's creation system to build the floating *onsen*.

Just as Washu is connected to Ryoko, Ryoko is connected to Ryo-Ohki. Ryoko can communicate with her over long distances (presumably telepathically). Ryoko knows when Ryo-Ohki has reproduced and when the new Ryo-Ohki will hatch. Additionally, Ryoko can look into Ryo-Ohki's memory and see previous events for which she was not present. Ryoko enjoys flying in Ryo-Ohki and, after 700 years of confinement, the exhilaration of feeling free. Ryoko's hardened front and Ryo-Ohki's innocence and gentleness compliment both of them very well.



Ryoko's feelings for Tenchi are so strong that she considers him to be "the one most dear to her". Ryoko would give up any material possession if it meant she could have Tenchi's love. She has known Tenchi since his birth and her spirit watched over him while he grew. When Tenchi's grandmother died, Ryoko's spirit (astral form) sat next to him and comforted him, but Tenchi was unaware of this. Ryoko is very protective of Tenchi and when she believed that Tenchi was dead, she expressed extreme grief and vowed to kill Kagato to avenge Tenchi, even if it meant losing her own life. Ryoko's greatest fear is that Tenchi views her as a monster and feels uncomfortable around her because of her strange powers. She is so afraid that Tenchi will leave her she has forced herself to stay awake all night so she could watch him. Ryoko says that she teases Tenchi because he treats her like a monster, however this is likely Ryoko



projecting her own fears about herself. Nonetheless, Ryoko knows that she is very attractive and she is aware that Tenchi is aroused by her appearance. Thus, she toys with him and enjoys seeing him react to her nudity. Ryoko can be just as vulgar as her mother and she has no qualms about fondling Tenchi. She competes with Ayeka for Tenchi's affections and will become very desolate and/or jealous if Tenchi pays more attention to Ayeka than to her. Ryoko is so thrilled whenever Tenchi compliments her that she is willing to help him with housework.

Ryoko enjoys teasing and taunting Ayeka. Ayeka acts in a staunch, sophisticated manner and Ryoko enjoys seeing "The Crown Princess of Jurai" become frazzled. In the beginning, Ryoko showed no mercy to Ayeka and was very stubborn. She was willing to sacrifice herself and Ryo-Ohki to get even with Ayeka by crashing with her and Ryu-Oh into the Earth. Ryoko knows that Ayeka is embarrassed about sexual issues and is not comfortable with her own nudity. As such, Ryoko uses any opportunity to tease and antagonize Ayeka about the subject. Before Kagato was defeated, Ryoko tried hard to connect and become friends with Ayeka while they were in the *onsen*. Ryoko expressed some of her most special and private memories about Tenchi but Ayeka used the opportunity to tease Ryoko about her age.



Although there is tension between them, Ryoko is protective of Ayeka. Ryoko saved Ayeka from the falling pillar on the Soja and she chose to run with her to distract the demon that Ryoko had summoned at the Hot Springs Inn. When Ayeka was sitting by herself and brooding because she learned Sasami would be beautiful, Ryoko approached her to try to determine what was bothering her. Overall, Ayeka and Ryoko share a similar relationship to siblings — they care about one another, but they like to drive each other crazy and each will allow no one (other than themselves) to hurt the other.

Ryoko is a very vain character who cannot pass a mirror without looking at herself, and if necessary, cleaning up her appearance. Any negative comments regarding her age or appearance angers Ryoko and she considers being called a monster or a demon the worst insult she could ever receive. Ryoko cares for Sasami and treats her like a younger sister. However, when she realized that Sasami will look identical to Tsunami, she saw her as a threat for Tenchi's love.

Ryoko often wears a belt that has a tail attached to it that reacts to her moods. For example, when she is irritated, it twitches back and forth, and when she is surprised or shocked, it becomes very straight and stiff and sticks up. Her favourite sitting position is crossed-legged. Ryoko claims that she is a sadist but certain levels of pain have been known to arouse and excite her. However there is a limit to her pleasure — the energy from the Master Key (which she cannot touch) causes her great discomfort, to the point where she begged Ayeka to stop hurting her with it. Ryoko seems to share Katsuhito's sixth sense ability albeit to a lesser degree. She was aware that Ayeka was approaching the Earth and knew when Zero was standing behind her. Unlike Ryo-Ohki, Ryoko has no sense of taste and eats only to be social. Interestingly, she does seem to enjoy *sake*, or perhaps it is just the effects that she savours. Ryoko can be lazy at times and will do everything she can to avoid housework. She likes lying about and napping, which is interesting considering that she has been locked away, motionless, in a cave for 700 years.



When Ryoko was first introduced, she was wearing a mask, which is an appropriate symbol for her character. Ryoko is a person who wears a mask to hide her true self and her true feelings — she puts on airs of being tough and strong. This front probably came about because she has learned that once she expresses her true feelings, she is emotionally vulnerable. Kagato took advantage of her feelings for Tenchi by kidnapping her to force Tenchi to come to him. Also, Ayeka teased Ryoko about her age when Ryoko pronounced some of her fondest memories of Tenchi. Thus, she keeps most of her emotions buried to protect herself. This explains why Ryoko felt so threatened to have Zero united with her — Zero is able to display Ryoko's true feelings which makes Zero a threat. In the end, Ryoko agrees to the assimilation of Zero and herself, however her emotions become very exaggerated, especially her feelings for Tenchi. Regardless, Ryoko is very confident in herself and her abilities and she does not intimidate easily.

## RYOKO

Body **10**                      Mind **4**                      Soul **7**  
 Health Points **115**                      Energy Points **85**  
 Attack Combat Value **8**                      Defense Combat Value **6**  
 Total Character Points **60**                      Total Skill Points **50**

Attributes	Level	Points
Appearance	2	2
Combat Mastery	1	2
Damn Healthy!	3	3
Energy Bonus	3	3
Heightened Mass Power	1	1
Highly Skilled	3	3
Jurai Power	3	12
Mass Power	5	20
Speed	2	1

Jurai Power Sub-Attributes	Level	Points
Battle Costume	2	2
Illusionary Disguise	2	2
Summon Servant	4	4

### Special Attacks:

Energy Sword, Damage 60 • (Field-penetrating, Contact, Uses Energy)	4	12
Explosive Blast, Damage 50 • (Area- Effect, Short Range, Uses Energy)	4	2
Rapid Fire Energy Blast, Damage 50 • (Auto-Fire, Short Range, Uses Energy)	4	2
Hair Needles, Damage 30 • (Auto-Fire, Spreading, Short Range, Limited Shots)	3	1

Mass Power Sub-Attributes	Level	Points
Astral Projection	1	4
Duplicate (twin)	1	7
Flight (can hover)	2	8
Incorporeal Form	3	15
Life Support	2	2
Mind Control (Ryo-Ohki only)	1	1
Rejuvenation	3	3
Teleport	1	5
Space Flight	1	2
Super Strength	1	3
Unique Mass Power (create minor illusions)	1	2

Skills	Level	Points
Acrobatics (Flying)	2	6
Electronics (Computers)	1	2
Melee Attack (Sword)	1	5
Melee Defense (Sword)	2	10
Navigation (Space)	1	2
Piloting (Spaceship)	1	3
Ranged Defense (Personal)	1	5
Stealth (Silent Movement)	1	2
Thrown Weapons (Energy Blasts)	1	5
Unarmed Attack (Striking)	1	5
Unarmed Defense (Striking)	1	5

### Defect

Defect	BP
Easily Distracted (love of Tenchi, own looks)	2
Item Dependency (Ryoko's Gems)	1
Phobia (avoidance of cave)	1
Servitude (Washu/Kagato)	1
Weakened Jurai Power	2
Unique Defect (no sense of taste)	1

### Item Dependency

**Ryoko's Gems** — The gems embedded in Ryoko's body originally belonged to Washu, who had possessed them "since she was a little girl." They were given to Ryoko in order to amplify her Jurai Powers. Originally, Ryoko possessed one gem in her torso and one in each wrist. 700 years ago, Yoshō defeated her in battle and used the Master Key to take away her gems. They were implanted in its hilt, which was used to seal her away in a cave. At the start of OAV Episode #2, Tenchi restored one gem to her.

Ryoko's powers fluctuate depending on which gems she possesses:

**With only false gems:** Ryoko can create "false gems" to replace any of the real gems she is missing. She can manufacture false gems simply by using her Rejuvenate Sub-Attribute and expending 10 Energy Points, or 5 Energy Points if she has some other gem stone (such as an earring) to use as a template. These gems allow her to access some Jurai power, but not her full potential power. Her current Level of Jurai Power assumes that she has one real gem (in her left wrist) and two false gems.

**With the gem for her left wrist (her present situation):** Ryoko's powers are as described on her character sheet above. If she were to lose the original gem, Ryoko's Mind-Link (Ryo-Ohki) and Summon Servant Sub-Attributes will not function.

**With the gem for her right wrist:** If this gem were restored, Ryoko would gain Control Servant at an equal Level to her Summon Servant Sub-Attribute (increasing her Character Point total).

**With the gem for her body:** The exact powers of the third gem are unknown, but when Ryoko possessed it in conjunction with the other two original gems, she and Ryo-Ohki were able to penetrate the defenses of planet Jurai. Even so, Yoshō was able to defeat her. Funaho (the Queen of Jurai) believes that if Ryoko had all three original gems she could create Lighthawk Wings.

**Without any gems (false nor real):** Ryoko would lose her Jurai Powers.

A character using a blade (energy or physical) may deliberately aim at part of her body where a gem is implanted. This requires an attack at a +4 penalty. To succeed, it should cause Ryoko to lose at least 17 Health Points (one-fifth her original Health Points). In addition to injuring Ryoko, success will either remove a real gem or destroy a false gem (causing it to explode).



## PRINCESS AYEKA

Ayeka is Tenchi's great aunt, the Crown Princess of Jurai and the owner of the powerful ship, Ryu-Oh. When Ayeka is first introduced, she is grieving for her lost brother, Yoshō. Many years ago, Ayeka was betrothed to her brother, but at the time, she was too young for marriage. When Ayeka matured, Yoshō left Jurai very suddenly after Ryoko and Ryo-Ohki attacked. For several hundred years, Ayeka searched the galaxy for Yoshō while crying many tears for her loss. She was never completely sure whether Yoshō was alive, but until she could see his body, she would always deny his death. In her quarters is an animate, holographic image of Yoshō to which she used to speak and then often cried. She blamed Ryoko and Ryo-Ohki for her brother's disappearance and was enraged when her guardians, Azaka and Kamidake, informed her that Ryoko's crimes had been cancelled by the Holy Council of Jurai. Although she is many light years from Jurai, Ayeka is still under the authority of the Queen, and her servants ensured that Ayeka followed her orders while she was travelling in Ryu-Oh.



After Ayeka captured Ryoko and Tenchi, she brutally tortured Ryoko with the Master Key (which she recognized as Yoshō's sword), all the while displaying a very confident attitude. When Tenchi escaped from her guardians with the Master Key, Ayeka could see that it accepted him. Ayeka concluded that Tenchi is related to her through blood, which devastated her because of his association with the person who took Yoshō from her so many years ago (Ryoko).

When Ryu-Oh crashed into the Earth, Ayeka felt very desolate because she had to stay on what she considered to be a "remote planet". Ayeka confined herself to her room in the Masaki house and refused to come out. In addition to mourning for her brother, Ayeka felt very alone and bitter about being stranded. It is interesting that her feelings of loneliness became a self-fulfilling prophecy when she shut herself in her room and pushed others away with angry words and violence. Ayeka's feelings of abandonment from her brother surface in the form of nightmares in which Yoshō leaves her and then dies. Sasami, unaware of her sister's nightmares, explained that it was Ayeka's responsibility to speak with the head of the household and not hers. Ayeka then apologized to her sister and accepted her diplomatic role. She was still lonely and at first, her long-hated enemy, Ryo-Ohki, was the only one who could comfort and get close to her.

Eventually she shows kindness to Tenchi after he chivalrously makes a fire with which she can warm herself after they were caught in a bad storm. She also seemed relieved when Tenchi told her that he did not really consider Ryoko to be his friend. While travelling back to the Masaki house, Ayeka recognized Funaho on sight and was able to tap into its memory with the Master Key. Once she viewed the events that are part of Funaho's memory, she fully believed that her brother was still alive and became even more determined to find him. With this newly found hope, Ayeka was able to apologize to Tenchi for her rude and unkind behaviour towards him. She then charged Tenchi to protect Sasami and herself.



Ayeka's turning point in her character was at the moment she decided to accompany Mihoshi, Tenchi, and Sasami on their mission to rescue Ryoko. After this, she showed less hostility towards Ryoko, but she still did not fully forgive her. Ayeka was probably also impressed when Ryoko said she was willing to die to seek revenge against Kagato for Tenchi. Ayeka seemed to finally forgive Ryoko after she learned that Ryoko did not attack Jurai out of her own volition. With her anger lifted from her, Ayeka is also able to show more kindness, patience and warmth to the others in the Masaki house and can behave in a less formal manner.

When Ayeka introduced Tenchi to her father, she was surprised by his cold reaction towards him. She told the King that she would prefer to remain on Earth with Tenchi rather than return to Jurai. Ayeka's love for Tenchi is so strong that she is willing to separate herself from her family and her home. However, Ayeka may also want to stay because, for the first time in her life, she has been able to live freely and without the scrutiny that a princess must endure.

Out of all of the characters, Ayeka's changes the most dramatically from when she is first introduced. In the beginning, she was a very impatient, demanding and spoiled person who did not realize that she had no authority or power over others on Earth. She rarely used polite forms and instead gave orders that she expected to be obeyed and carried out. When her orders were not followed, she became extremely frustrated and demanded an explanation. While living in the Masaki house, Ayeka learned tolerance and humility. She also learned some domestic skills, such as knitting and washing — chores that she would never have to perform while on Jurai. It is important to remember that Ayeka was



accustomed to having many servants on Jurai who would respond to her bidding at a moment's notice. The concepts of friendship and equality were difficult for her to embrace willingly and understand. However, she still expects complete obedience from Azaka and Kamidake, who are so loyal that they can obey her commands with only a nod of Ayeka's head. She is possessive about her guardians and does not like anyone else to use them without her permission.

Ayeka can be very staunch and she holds herself in a regal manner. However, she does act hastily and will resort to physical violence without hesitation. When in dire situations she commands others around her. Ayeka values her beauty and displays a shallow side when she puts appearances above all else. She is quite concerned that, once mature, Sasami will be more attractive than she will. Before going to bed, Ayeka ritually brushes her hair many times and then wraps it. She never removes her head ornament — even while sleeping and bathing. She has a strong grip while sleeping and is, in general, a deep sleeper. Issues involving sex and sexuality are very taboo, embarrassing, and hard for her to manage.

Ayeka possesses great knowledge of Ryu-Oh and how he operates as a ship. She is able to teach Tenchi how to command and use Ryu-Oh's Lighthawk Wings. She knows exactly what kind of environment from which Ryu-Oh needs to germinate and grow. Ayeka understands how most ships operate in general, but she cannot successfully manoeuvre any ship with controls unlike Ryu-Oh's. Examples of this knowledge include: working Ryo-Ohki's communication system and monitors, recognizing when the Soja was going to attack, and speculating that Ryo-Ohki's drunken flight pattern was the result of the balancer being damaged.

Ayeka has the ability to ensnare others and objects (as large as Ryo-Ohki) in a force field. A series of what look like smaller versions of her guardians surround the target and trap it in tentacles. In addition to this offensive force field, Ayeka has a defensive, transparent shield that encircles her entire body. She



can will this to extend to protect others as well, but it is more difficult for her to keep it active. She can also heal very quickly. For example, when she fell down the hill from the Masaki training area and sprained her ankle, she was able to walk again in only a few hours. Ayeka is an adept runner and she has excellent endurance.

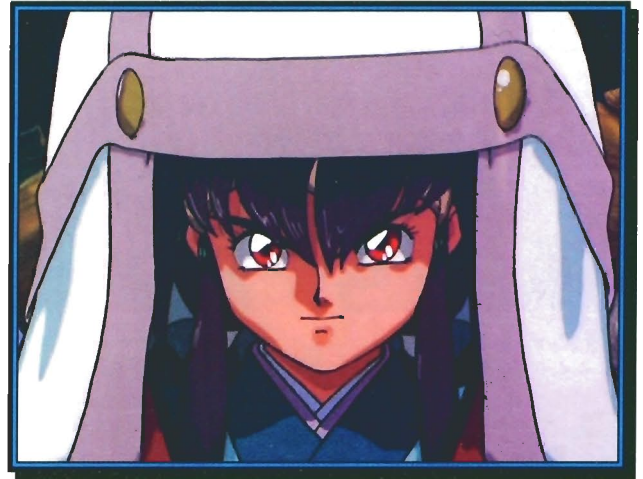
Ayeka is not a social drinker and does not know her own tolerance level. She seems to have developed the habit of turning to alcohol to numb the pain caused from problems. For example, she consumes a large amount of *sake* when she realizes that Sasami's beauty will surpass hers. She also uses denial as a coping mechanism. This was illustrated when the Soja fired on Ryu-Oh (with Tenchi inside) and Ayeka cried out in grief, agony, and anger. Ayeka did not fully believe that Tenchi was dead until Ryoko produced a piece of his clothing stained with blood. Once she saw the truth, she was surprisingly calm, but ready to take revenge for his death.

Ayeka has learned the skill of negotiation and diplomacy and is able to tell others exactly what they want to hear (with the exception of Ryoko). She uses these skills to get what she needs from Washu, such as the special unit in which she plants Ryu-Oh's seed. However, she has more difficulty using these talents with her father, especially when Ryoko is present.

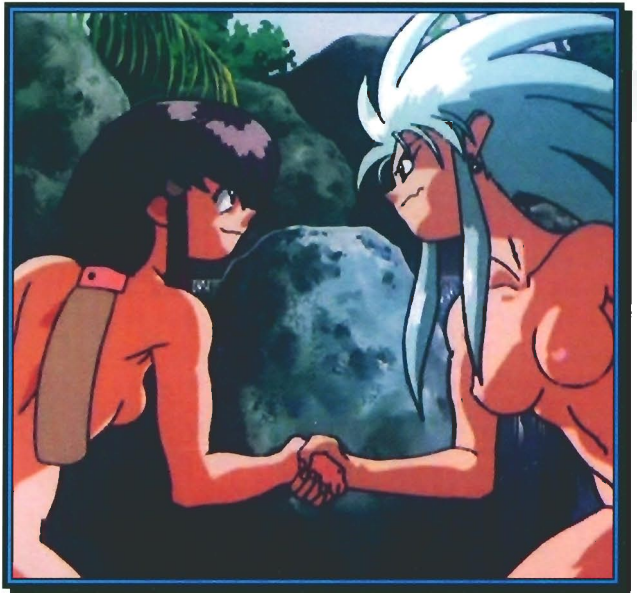


Ayeka is directly responsible for Sasami while they are away from the Palace, and she often reprimands her while she tries to teach her decorum. At first, Ayeka is angry that Sasami enjoys Ryoko's company and she expresses her displeasure with Sasami for interacting with Ryoko. Ayeka also tells Sasami that she believes her manners have deteriorated since she met Ryoko.

Despite her strictness, Ayeka cares deeply for her sister and expresses these strong feelings to her even after Sasami tells her that she died many years ago. Ayeka helps Sasami to see that she will not abandon her and that the only thing that matters between them is their love and relationship as sisters.



Over time, Ayeka's feelings towards Ryoko change considerably. In the beginning, Ayeka says that she will never forgive Ryoko. It is interesting that Ayeka calls Ryoko unreasonable when she can be just as inordinate. Ayeka's hatred disappears when she learns that Kagato was controlling Ryoko during the time she attacked Jurai. Their relationship is still quite volatile, however, and Ayeka shows little patience with her. She competes with Ryoko for Tenchi's affections and wants to win his love at all costs. She enjoys antagonizing Ryoko, especially about her age, which is a sore spot for Ryoko. In general, Ayeka is not sensitive to Ryoko's feelings and tends to project her anger towards her. However, by the end of the second OAV series, Ayeka showed some concern for Ryoko after Dr. Clay abducted her. Interestingly, she could not watch when Tenchi held Zero (who is in Ryoko's form). For the most part, Ayeka and Ryoko are very akin (stubborn, antagonistic and strong-willed) and this similarity is probably the root cause of the majority of their conflicts.





## PRINCESS AYEKA

Body **4**                      Mind **4**                      Soul **7**  
 Health Points **55**                      Energy Points **55**  
 Attack Combat Value **5**                      Defense Combat Value **3**  
 Total Character Points **60**                      Total Skill Points **30**

Attributes	Level	Points
Appearance	2	2
Highly Skilled	1	1
Item of Power (Ship Key & Capture Field)	1	2
Item of Power (Door Portal Trap)	1	2
Jurai Power	2	8
More Powerful Mecha	3	3
Own a Big Mecha (Ryu-Oh, Guardians)	8	32

Jurai Power Sub-Attributes	Level	Points
Battle Costume	1	1
Force Field, extendable (Stops 45, Uses Energy)	2	8
Mind Shield	2	2
Space Flight	1	2

### Special Attacks

Energy Fist, Damage 50 • (Contact, Uses Energy)	2	6
Energy Balls, Damage 30 • (Short Range, Uses Energy)	1	1

Skills	Level	Points
Interrogation (Physical, Diplomacy)	1	2
Piloting (Spaceship)	1	3
Ranged Defense (Personal)	1	5
Social Science (Politics)	3	3
Unarmed Attack (Striking)	1	5
Unarmed Defense (Striking)	1	5
Unique Skill (Domestic Crafts)	2	2
Unique Skill (Escape from Bonds)	1	1

### Defect BP

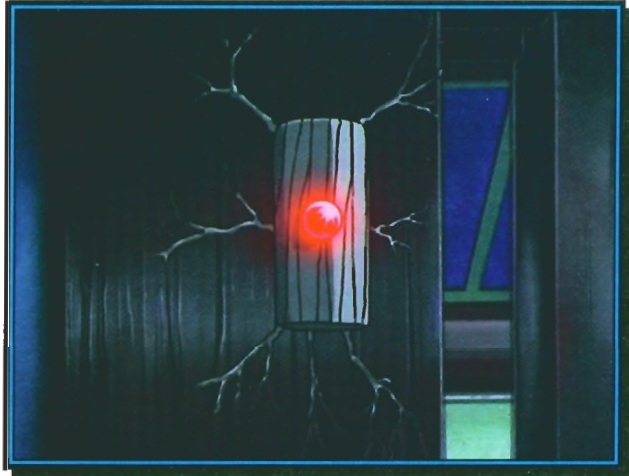
Easily Distracted (Ryoko and Tenchi)	2
Recurring Nightmares	1
Unique Defect (royal responsibilities)	2



## Items of Power

### Ryu-Oh's Ship Key and Capture Field —

Resembling a head band/ornament, Ayeka can use this Key to control the functions of her Jurai tree-ship. Either through the ship key or other means, Ayeka can also summon a swarm of tiny logs that are capable of surrounding and capturing someone. This is a Weapon Attack Level 2 (Damage 30, Tangle, Slow).



**Door Portal Trap** — Although referred to as a “Force Field” in the OAV series, this is functionally a small Teleport device. It can be attached to the inside of a doorway, window or other portal. Anyone passing through it will materialize roughly 500 metres away (location chosen by the character who sets the trap). To pass through safely, the person on the inside must open the door — anyone barging in will otherwise be affected.

### Mecha

**Guardians of Jurai** — Azaka and Kamidake (page 129) are Ayeka's personal bodyguards.

**Ryu-Oh** — Ayeka's starship (page 130). It is crippled at the end of OAV Episode #2. Ryu-Ohki lifts its core into space in OAV Episode #5, but it is completely destroyed by the Soja. Tsunami gives Tenchi its seed in OAV Episode #6, and he presents it to Ayeka in OAV Episode #7. She acquires a planter from Washu to begin the process of its rebirth.



## PRINCESS SASAMI

Sasami is Misaki's second child, Ayeka's younger sister and Ryo-Ohki's constant companion. In anime shows, the eyes are often used to convey a character's feelings. Sensitive characters have larger eyes than insensitive ones, and Sasami has enormous eyes. She is an extremely empathic character and is able to see the true side of people. She does not like to see anyone in pain, whether this is physical or emotional. She is also very intelligent and logical. For example, she knows that Ryu-Oh absorbed most of the crash when they fell from space and that she and Ayeka cannot salvage Ryu-Oh from the lake. She is very inquisitive and curious, which may be due to her high level of intelligence. Sasami has great appreciation for the beauty of nature and has a strong affinity with animals. When she is first introduced, she has a white, weasel-like pet that stays around her neck or in her arms. It is not known what became of it after the crash.



700 years prior, when Sasami was very young, she was exploring the palace alone at the same time that Ryoko attacked her planet. Sasami entered the Royal Tree Room and was fascinated by the number of trees. She ran from tree to tree, while using the transporter pads, to speak to different trees on the various levels. Suddenly, a spaceship crashed into the palace and the force of the blow knocked Sasami off one of the ledges in the massive Tree Room. She fell several hundred stories and lay at the bottom, in front of Tsunami, nearly dead. When her blood touched the water that surrounded Tsunami, Tsunami took on human form and assimilated with Sasami to save her life. The original Sasami did not have a mark on her forehead. When she ran out of the Royal Tree Room and into the arms of her loving nanny, she had the same mark as Tsunami — two blue circles. This mark changed while Sasami was hugging her nanny into the double triangle shape that she currently bears.

The events of her assimilation were a secret that Sasami harboured in silence for 700 years (although she was in stasis for much of this time). She believes that she died that day and is now Tsunami's creation. However, Tsunami and Sasami are identical beings with separate minds. When they are joined in one form they will share the same mind but Sasami will have a complete memory of the time she was separated from Tsunami. Sasami feared that Ayeka and the others would reject her and stop loving

her once she told them her beliefs about the real Sasami dying that day. She was extremely relieved when Tenchi's and Ayeka's love for her were confirmed. At the present time, their feelings are more important to her than the truth of her identity.



Sasami wields great power due to her union with Tsunami, however her reactions tend to be instinctive. Tsunami is a part of her and while Sasami usually knows what to do, she may have very little knowledge why. For example, in OAV Episode #6, Sasami knows that Tenchi is in trouble even though she is on Earth, because Tsunami told her. Tenchi's Master Key informed Tsunami, whom in turn passed this information on to Sasami. Sasami ran to Funaho and recited the verse that would allow her to open a gateway to Tsunami so she could be united with her in order to save Tenchi's life.

*From heaven to the ocean  
Ocean to the earth  
And earth back to heaven,  
Show me the path engraved by the light.*

It seems that for Tsunami to be able to use all of her powers to their full extent, she and Sasami need to be united. When the two are joined, Sasami's reflection is visible in any mirrored surface. When they are not united, Tsunami's reflection is present or people see her image when they are not looking directly at Sasami.

Sasami is a very forgiving person and does not seem to hold any ill will towards Ryoko and Ryo-Ohki. Instead she is impressed that Ryoko is a space pirate with a long list of offences. This is amazing considering they almost cost her life. Perhaps Sasami does not share that part of Tsunami's memory and is not aware that two of her closest friends nearly killed her. It will be interesting to see what effect it will have when she is completely merged with Tsunami. Now that Ryo-Ohki has been assimilated with the Mass, Sasami's feeling of friendship towards Ryo-Ohki have increased due to the empathy she shares with the rabbit.

In the beginning, Sasami was portrayed as very young and naïve but when she was given responsibility (cooking, assuming Ayeka's role when Ayeka is grieving), she behaved in a way that was years ahead of her time. She also has some knowledge about sex as she knew that Tenchi's nosebleed (while in the hot springs) meant that he was a "naughty boy". Her naïveté may be an act so others do not suspect that she is different from any other child her age. Sasami appears to have matured greatly while she stayed at the Masaki house. This may be in part because she had to assume responsibilities that she never





needed to when she was a princess on Jurai. Sasami has a mischievous side to her, especially when she is bored. For example, she asked Tenchi to retrieve Ayeka's head ornament, but her playful laugh suggests that she knew it would be a failed cause.

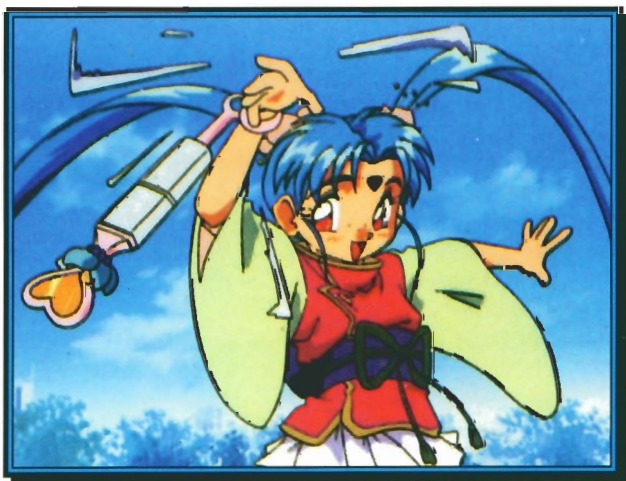
At first, Sasami seemed to be a very lonely child. On Jurai, she probably had few friends of her own and spent most of her time with adults learning how to behave like a proper princess. Her affinity for animals may in part be due to her loneliness. Now that she cooks for the Masaki family, she feels that she is needed, useful, wanted and important.

Sasami's mannerisms are similar to her mother, Lady Misaki: she is very energetic and likes to hug others. She knows how to appease her mother and holds up a sign with the correct words for Ryoko to use to apologize to Misaki. She also knows that hugs and physical affection are not appropriate with her father. She managed to encourage Ayeka out of her room at the Masaki house by referring to diplomacy, decorum and Ayeka's responsibilities as the older sister and the Crown Princess of Jurai. In short, she knows her family members well and how to best deal with them. It is interesting to note that she refers to Ayeka as "Onee-sama" (a respectful title for an older sister) and Tenchi as "Onii-chan" (an affectionate term for an older brother).

Sasami is a very deep sleeper, which is ironic considering she has frightening, prophetic dreams. In her dreams, she is usually alone and feeling very vulnerable. She also fears that Tsunami will abandon her and she is often calling to her for help. Perhaps these images are symbols of her feelings of helplessness and unimportance. She usually experiences flashbacks to the day she fell in the Tree Room. It seems that although she finally has a respected place in her new family, her emotional scars still run very deep.

## PRETTY SAMMY

In the Mihoshi Special, the Sasami character has the ability to transform into the magical girl, Pretty Sammy. Ryo-Ohki is her advisor and companion. Pretty Sammy considers herself to be a travelling magician who helps others who are in need. Her sceptre allows Pretty Sammy to wield strong magic based on the power of love. Her main attack is "baton flash" which involves a series of pink hearts that are emitted from her sceptre and directed towards her opponent. Pretty Sammy appears only briefly in a story that Mihoshi tells to Ryoko, Ayeka, Sasami, Tenchi, and Ryo-Ohki.



## PRINCESS SASAMI

Body **3**                      Mind **5**                      Soul **10**  
 Health Points **65**                      Energy Points **85**  
 Attack Combat Value **6**                      Defense Combat Value **4**  
 Total Character Points **50**                      Total Skill Points **10**

Attributes	Level	Points
Appearance (cute)	1	1
Divine Relationship	6	6
Energy Bonus	1	1
Heightened Jurai Power	3	3
Jurai Power	1	4
Own a Big Mecha	6	24

Jurai Power Sub-Attributes	Level	Points
Astral Projection	2	8
Mind Shield	2	2
Precognition	1	1
Unique Jurai Power (Juraian Tree Gateway)	3	6

Skills	Level	Points
Cooking (Home)	5	10

Defect	BP
Ageism	1
Conditional Ownership (Tsunami)	2
Latent Jurai Power	1
Marked (Tsunami's reflection, symbol on forehead)	1
Recurring Nightmares	1
Unskilled	1

### Latent Jurai Power

**Astral Projection** — Sasami's Astral Projection can only be used when her Tsunami personality takes over. This normally occurs only in times of emotional stress, or when Sasami has been absorbed into the Tsunami spaceship, or when she is sleeping. Sasami's astral image always appears as Tsunami, a mature version of herself.

### Mecha

**Tsunami, Ship of the Beginning** — Tsunami is a spaceship, a royal tree, and Sasami's future self. The Tsunami ship (page 132) has the Summonable (Become a Mecha) Sub-Attribute at Level 1. To summon Tsunami, Sasami must use a Juraian Tree Gateway (see below). Sasami's essence then enters Tsunami, who appears somewhere in nearby space. Sasami's Conditional Ownership of Tsunami means she shares ownership of the ship with her "future self" and will not summon the vessel frivolously.

### Unique Jurai Power

**Juraian Tree Gateway** — Sasami's ability to open gateways between royal Juraian trees stems from her connection to Tsunami. Then Sasami approaches a tree and chants a special verse, she creates a portal that can transport her to any other Juraian tree.

## Ryo-Ohki

Ryo-Ohki is the lovable “cabbit” (a cross between a cat and a rabbit) as well as Ryoko’s spaceship. Washu created the first Ryo-Ohki by combining a mineral life form and the Mass. The current Ryo-Ohki is the offspring of Ryoko’s first spaceship. The first Ryo-Ohki was completely destroyed when she crashed into Earth with Ryu-Oh. The ship was aware of its destruction and reproduced itself with an egg from which the current Ryo-Ohki was born. As a ship she is identical to her parent Ryo-Ohki, however it is unknown whether her animal form is synonymous as well. In addition to her animal and spaceship shape, Ryo-Ohki has the ability to change into a crystal state.



Ryo-Ohki has the body of a rabbit but many of the habits of a cat (except for her appetite for carrots). Her cat-like mannerisms are due to Ryoko’s intervention. On the first day of his summer holiday (before the first OAV episode begins), Tenchi found a seriously injured cat (whom he named “Chibi”) lying near the steps of the Shrine. Tenchi cared for the cat but it was really Ryoko who saved Chibi with her energy. When Ryoko was revived, she had to take her energy back from Chibi. Ryoko then assimilated it into the second generation Ryo-Ohki, which is why she behaves like a cat. In Episode #1, Chibi is seen sunning herself on the top step of the Misaki Shrine, but it is unknown what became of her after Ryoko returned.

Ryo-Ohki is connected to Ryoko and can communicate with her in a telepathic manner as well as locate Ryoko over long distances. Interestingly, she does not seem to be able to tell that Zero is not the true Ryoko. Somehow she is able to sever her connection with Ryoko so that it is difficult for Ryoko to find her (or so Ryoko claims). When she is in ship form, Ryo-Ohki does not understand (or perhaps recognize) operating orders from anyone except Ryoko. Although there are times that Ryoko is mean to Ryo-Ohki, they share a strong bond and Ryo-Ohki is intensely loyal to her.

When she was first hatched, Ryo-Ohki liked Sasami immediately and is now her constant companion. Ryo-Ohki enjoys riding on Sasami’s head or shoulders, and they usually share the same bed at night. Ryo-Ohki is very sensitive to Sasami’s feelings and knows when she is upset. She also adores Tenchi and was devastated when she believed that he hated her. She has strong feelings for Mihoshi and cried loudly when Mihoshi left to complete her work for the Galaxy Police.

In the beginning, she was naive about her surroundings and did not realize she could not walk through glass. She has the ability to phase through objects, but when she is excited she can forget to focus her power and then bumps into doors. She was able to recognize when Kagato was in the Earth’s atmosphere (before the snow began to fall). As a ship, she had the ability to penetrate the Soja’s shield with one of her spikes and open a portal so Ryoko, Ayeka, and Mihoshi could enter the ship. When she is intoxicated, she loses control of her ability to maintain her cabbit form and she will change back and forth from a cabbit to a crystal.

Ryo-Ohki has an overwhelming affinity for carrots and she can eat them without ever becoming full (if anyone would allow her to do this). She enjoys helping Tenchi plant and especially harvest the carrots, but at first she was unaware of the length of time required for a carrot to grow and was impatient to dig them up and eat them. It is very easy to bribe and taunt her with carrots and she can be very possessive of them.

Ryo-Ohki wants to be friends with everyone and she does not like to see anyone angry, upset, or crying. She becomes very elated whenever she can help or make someone smile. She can be very persistent in her efforts to comfort someone, but when the roles are reversed, it can be extremely difficult to console her. Ryo-Ohki will isolate herself from others and refuse to try to communicate what is bothering her. At first, Ryo-Ohki did not know what a baby was, but she soon learned that she did not like it because in addition to eating her carrot, baby Taro sucked on her ear and thumped her up and down by the tail. Nonetheless, due to her desire to please, she tried to comfort Taro, only to leave with a sore tail and a very wet ear.



Ryo-Ohki is very interested in her origins as well as images or reflections of herself. She accidentally influenced the Mass that were being held in one of Washu’s tanks and they escaped. Although the risk was great, Ryo-Ohki wanted to protect Tenchi and she put herself in great danger by attacking the Mass. At Washu’s command she assimilated with the Mass and took on a humanoid form. Ryo-Ohki soon realized that she could not maintain her balance in an adult humanoid shape, so instead she changed to a child to practice walking (and to lower her centre of gravity for better balance). Whenever she is in humanoid form and is startled or falls, she reverts back to her cabbit form. Her only identifiable word (aside from “meow”) is “carrots”. Whether she is a child or a cabbit, the adorable Ryo-Ohki has the ability to charm even the most reserved and withdrawn person.

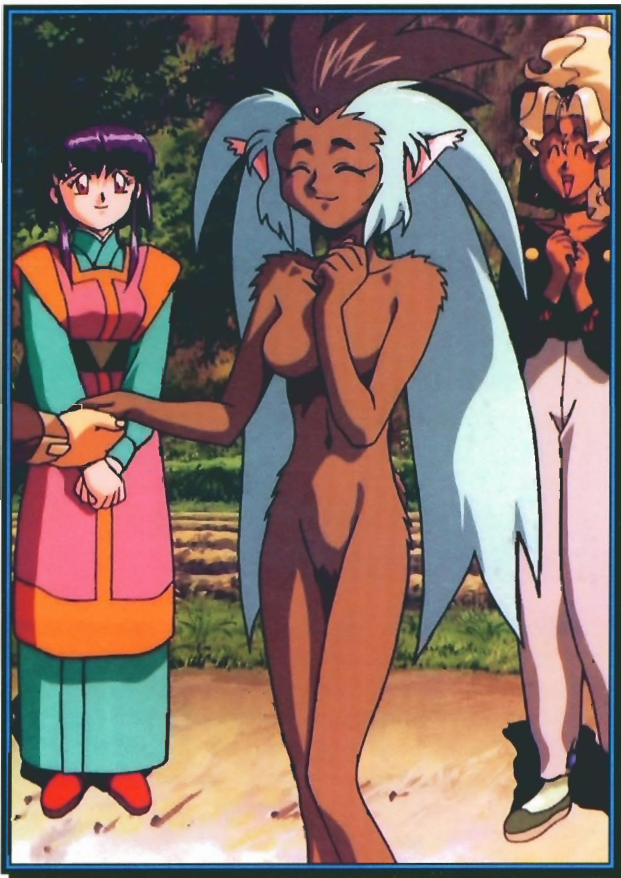
## RYO-OHKI

Body **3**                      Mind **3**                      Soul **6**  
 Health Points **45**                      Energy Points **75**  
 Attack Combat Value **4**                      Defense Combat Value **2**  
 Total Character Points **55**                      Total Skill Points **20**

Attributes	Level	Points
Art of Distraction	1	0
Appearance (cute)	4	4
Energy Bonus	3	3
Focused Damage (bite)	2	2
Heightened Senses	5	5
Mass Powers	2	8
Own a Big Mecha	6	24
Speed	1	1
Unique Attribute (Crystal Flunkies)	2	2

Mass Sub-Attributes	Level	Points
Flight (can hover)	1	4
Incorporeal Form	2	10
Sensors (life forms, Ryoko)	2	4
Unique Sub Attribute: Assimilated Form	2	2

Skills	Level	Points
Heavy Weapons (Gunnery)	1	4
Navigation (Space)	1	2
Piloting (Spaceship)	1	3
Ranged Defense (Air, Space)	2	11



Defect	BP
Awkward	1
Easily Distracted (Carrots, Tenchi, being neglected)	2
Not So Strong	2
Servitude (Ryoko)	1

### Unique Character Attributes

**Crystal Flunkies** — Ryo-Ohki can occasionally materialize a swarm of many small, floating crystals (a part of her battleship-form's control system) that can appear as either illusionary cabbits or gem stones. These crystals have the collective capability of a few human flunkies, acting to assist Ryo-Ohki with lifting or carrying things, such as a large number of carrots. It costs Ryo-Ohki 2 Energy Points per minute to maintain her swarm of crystals.

### Mecha

**Space Battleship Ryo-Ohki** — Ryo-Ohki can transform into this much-feared spaceship (page 129) at will.

### Unique Sub-Attributes

**Assimilated Mass Humanoid Form** — Ryo-Ohki has the unique ability to switch to a more humanoid (but still furry) form, thanks to the Mass humanoid entity that she assimilated in OAV Episode #10. (See Mass Power, page 46, for a discussion of assimilation.) She can assume either a child or a teenage girl form, but is more comfortable as a child.

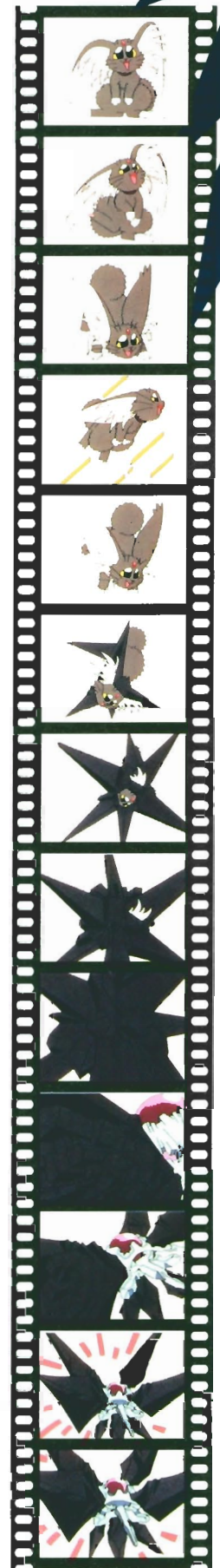
In her Child Form, Ryo-Ohki grows from the size of a cat to that of a human child (age 5-6), assuming a furry, humanoid appearance. She loses her Speed Level 1 Attribute, but her Not So Strong Defect drops from 2 BP to 1 BP.

In her Teenage Form, Ryo-Ohki loses her Speed Level 1 Attribute and the "Cute" qualifier on her Appearance Attribute. She no longer has the Not So Strong Defect, but her Awkward Defect increases to 2 BP.

It costs Ryo-Ohki no Energy Points to change between forms, but it takes one round. If Ryo-Ohki is surprised or injured in one of her forms she must make a Soul Stat roll to avoid accidentally changing to a different form.

### Attribute Note

**Focused Damage (bite)** — Ryo-Ohki has demonstrated the ability to bite through metal objects, such as Mihoshi's Laser Pistol.



## **GALAXY POLICE DETECTIVE KURAMITSU MIHOSHI**

Mihoshi is an extremely lucky but naïve, clumsy and bubble-headed woman. She is the granddaughter of the Marshal of the Galaxy Police, while her mother is an authority on antique appraisal. Mihoshi holds the rank of First-Class Detective with the Galaxy Police after she was demoted from the Central Office due to her poor performance record and the many bills she created because of her clumsiness. Mihoshi was then assigned the patrol of a specific area of the galaxy and she travels alone in her spaceship with her on-board computer, Yukinojo.



After her Captain informs her that the Galaxy Police have located Kagato, Mihoshi vows to prove herself by capturing him. During her search, Yukinojo fearfully informs her that they are falling out of control into an energy pocket. The energy pocket opens above the Hot Springs Inn in which Tenchi, Ryoko, Ayeka, and Sasami are trying to get Ryoko's demon under control. Tenchi is levitated towards the energy pocket as Mihoshi, unconscious, falls from it. Tenchi catches her and when the energy pocket closes, the two fall to the Earth and into the hot spring outside the inn. When Mihoshi regains consciousness, she is surprised and upset that she has come in contact with the locals — a violation of Galaxy Police policy. She is extremely concerned about the whereabouts of her lost watch and surprised that Ryoko was able to fix it. Mihoshi does not recognize Ryoko as a space pirate, but her watch detects that Ryo-Ohki is near. Stunned to find that Ryo-Ohki is in the same room with her, Mihoshi faints after the cabbit takes a bit out of her gun.

When Mihoshi helps Ayeka and Ryoko to track down Kagato on the Soja, she becomes separated from them and her control cube transports her to the inner layer. She stumbles across the place of Washu's captivity and after she steps on the platform that leads to Washu's prison, the gigantic guardian snakes are activated. Mihoshi tries to use her cube to summon a larger and more powerful gun but instead, the cube frees Washu from her trap.

After Kagato's demise, Mihoshi is offered a promotion to the Central Office with the Galaxy Police, but she turns down this opportunity. She submits her detailed report to the Galaxy Police and returns to Earth. Unfortunately she forgets that the Earth does not have the capabilities to apply the reverse brakes on her shuttle when landing, and she crashes into the Masaki house and destroys it. Washu recreates the house and Mihoshi stays in Nobuyuki's old office on the third floor. She tries to be considerate by doing some chores around the Masaki house and Shrine to earn her keep. She stores her shuttle in subspace and Washu is able to locate it whenever Mihoshi needs to leave on a mission.

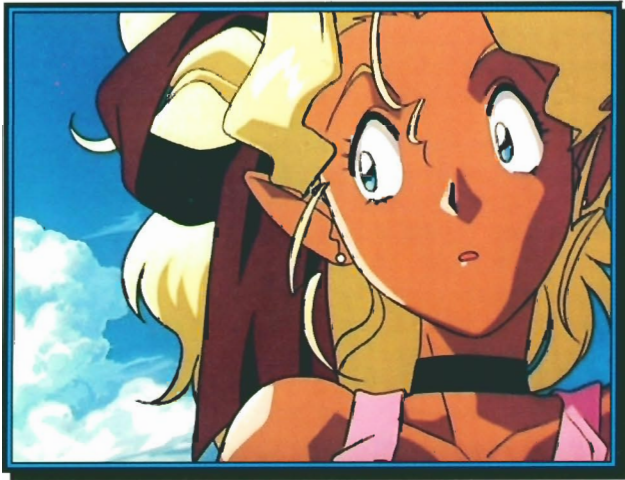


Mihoshi feels that Tenchi may be her destiny because he saved her from the energy pocket. She has strong feelings for him and hopes that he feels the same way towards her. Whenever she thinks about the possibility that Tenchi loves her, she becomes giddy and behaves in an irrational manner.

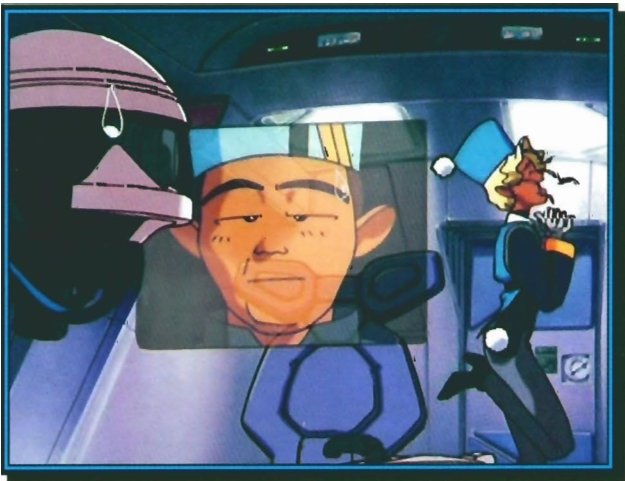


Mihoshi enjoys drinking green tea and coffee, and she has excellent tolerance for vast amounts of *sake*. She is fond of reading and has an affinity for *shojo manga*. She likes cute things and has a clock in the shape of a monkey in her spaceship. Mihoshi is very kind-hearted, innocent and sweet, and she generally tries to do what she thinks is best. However, her awkwardness and inability to comprehend things quickly often gets her into trouble. Mihoshi is moved to tears easily either by extreme fear or touching

situations. While she is not afraid to pursue the ruthless Kagato, Mihoshi is extremely frightened of ghosts and ghost stories. Whenever Mihoshi is overcome with fear, she will do one or all of three things: cry hysterically, freeze in her tracks, or quote a person's rights after she informs her opponent that he/she is under arrest. She despises being wet and has an extremely short attention span, especially when she is bored. However, her attention span increases dramatically whenever she watches soap operas on TV. Once Mihoshi is distracted, it can be extremely difficult to regain her attention. Despite her wandering train of thought, Mihoshi has the ability to remember small, somewhat irrelevant details that she hears only once.



It is hard for Mihoshi to follow directions — either verbal or written. She is not easily discouraged and she often manages to see the good in all people and in many situations. She has the uncanny ability to fall asleep anywhere and in any position. For example, when Sasami runs away from the Hot Springs Inn, Washu captures and binds Ryoko and Mihoshi (to prevent them from interfering with Ayeka and Sasami's heart-to-heart talk) and soon after Mihoshi is fast asleep. Mihoshi can notice small details that others may disregard as unimportant. For example, when she, Tenchi, Ayeka and Ryo-Ohki were trying to rescue Ryoko from Kagato, she was the only person who noticed that the gem that can



change back and forth into Ryo-Ohki's animal image was different from all of the others.

Although she is often a bumbling idiot, Mihoshi takes her role as a Galaxy Police Officer very seriously but she is rarely aware of the graveness of situations or afraid of danger until she is knee-deep in it. Before understanding her plight, she always reacts very calmly and nonchalantly. Unfortunately she never seems to get her Galaxy Police mission directives right and she hears what she wants to hear from others, especially the Captain. She often ends her transmissions with the Captain before he is finished giving her orders.

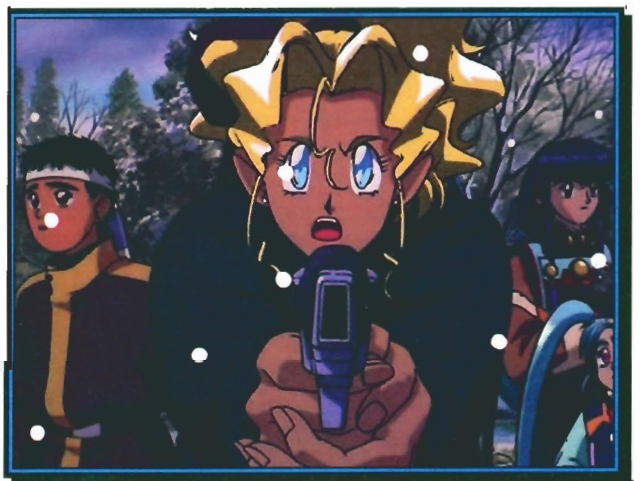


Mihoshi is an accurate shot with her Galaxy Police assigned pistol, but she does not always think to use it at the most appropriate moments. In addition to her firearm, Mihoshi's battle suit has a special energy attack — a large, blue energy bolt blasts from her left hand. The energy turns into water droplets that freeze her target upon contact. She has a control cube that she wears on her right hip where it looks like a pom-pom. She is not skilled in the use of the cube and thus it can fall off of her uniform and transport her into different dimensions (such as Washu's). Whenever she is not in uniform, she keeps her cube hidden inside her hair. She has three uniforms assigned from the Galaxy Police that are worn for different occasions: her orange and black combat uniform; her blue, stewardess-like standard uniform (complete with bullet-proof vest); a dark, army-green travelling uniform (which is presumably worn when meeting dignitaries and



other important people). Her password to access secure levels of information with Yukinojo is, "There was an old woman who lived in a shoe", and she is known to fix her spaceship by kicking it.

Sometimes Mihoshi's bumbling results in positive outcomes. For example, when she fed *sake* to Ryo-Ohki while they were pursuing Kagato, Ryo-Ohki became so drunk she could only stumble about but she subsequently evaded the assaults from the Soja. Mihoshi tends to fall behind easily (perhaps she is distracted by other things) and has to hurry to catch up. In addition to being left behind, Mihoshi has poor direction sense and easily loses her way or leads her companions down incorrect routes. There are times when Mihoshi is oblivious to the true feelings of others and she does not usually understand sarcasm. She does not like to see anyone arguing (especially Ryoko and Ayeka) and often tries to play the role of the mediator, but she is not always successful.



Mihoshi enjoys Taro when he comes to visit but she has some trouble changing his diapers. However, she perseveres and eventually masters the task. Her other domestic skill involves peeling potatoes with great accuracy and speed. Perhaps she was often placed on KP duty while she was training (and bumbling) to be a Galaxy Police Officer. Unfortunately for Washu, Mihoshi is very interested in all of her gadgets and enjoys touching them, which usually causes them to malfunction or break. In general, when she is not watching soap operas, patrolling the galaxy with Yukinojo, or writing her exhaustively detailed and accurate reports, Mihoshi will be found napping somewhere.

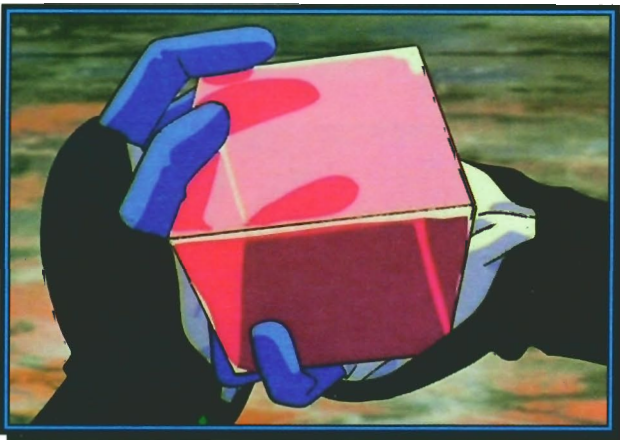
## **GALAXY POLICE DETECTIVE KURAMITSU MIHOSHI**

Body **5**                      Mind **3**                      Soul **8**  
 Health Points **85**                      Energy Points **55**  
 Attack Combat Value **7**                      Defense Combat Value **5**  
 Total Character Points **55**                      Total Skill Points **40**

<b>Attributes</b>	<b>Level</b>	<b>Points</b>
Art of Distraction	1	1
Appearance	2	2
Combat Mastery	2	4
Damn Healthy!	2	2
Divine Relationship	6	6
Highly Skilled	2	2
Item of Power (Red Dimensional Cube)	3	6
Own a Big Mecha	5	20
Personal Gear	2	2

<b>Skills</b>	<b>Level</b>	<b>Points</b>
Acrobatics	1	3
Gun Combat (Auto-Fire, Pistol, Rifle)	2	12
Piloting (Spaceship)	1	3
Heavy Weapons (Gunnery)	1	4
Police Sciences (Criminology)	1	2
Ranged Defense (Personal, Space)	2	11
Writing (Reports)	5	5

<b>Defect</b>	<b>BP</b>
Awkward	2
Conditional Ownership (Galaxy Police)	1
Easily Distracted (all the time)	2
Unique Defect (poor direction sense)	1



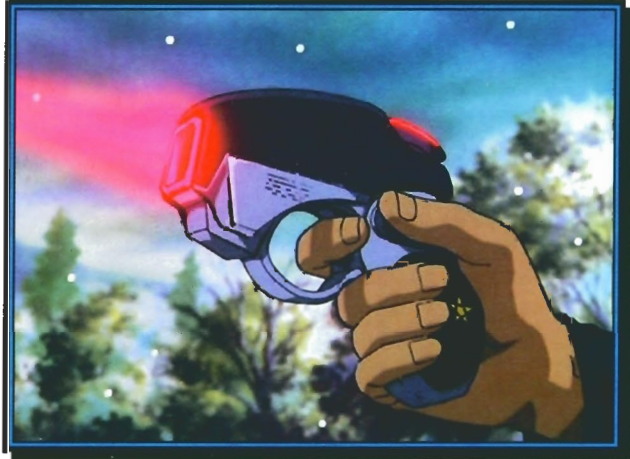
### **Item of Power**

**Red Dimensional Cube** — A “white puffball” on Mihoshi’s uniform that can transform into a red cube about three inches across. The cube is a mobile Dimensional Portal to a room-sized dimension where Mihoshi can keep her battle suit and other items of Personal Gear. As Mihoshi is not very neat, it may take her several rounds to find anything. Although it is built from 9 Mecha Points, it is a Level 3 Item because it has the capability of summoning the objects with the dimension.

The cube also has the power to act as a “key” to other dimensional portals, allowing Mihoshi to enter them. It may also have other powers that have not been revealed yet.

### **Personal Gear**

**Laser Pistol** — A small, snub-nosed handgun firing laser beams. (Damage 15, Concealable; Short Range, Limited Shots). A major item.



**Galaxy Police Watch** — A wrist watch device. It acts as a Sensor (life-forms) Level 1 and a remote pager to her ship’s communication system. A minor item.



**Other Items** — In addition to her watch and laser pistol, Mihoshi carries a knife and several other undefined items in her cube.

### **Mecha**

**Battle Suit** — This fighting suit (page 130) is normally kept in her cube.

**Patrol Shuttle** — Mihoshi visits Earth using this small spaceship (page 130). She manages to repeatedly lose or crash it, only to have it rescued or repaired by Washu.

Mihoshi also visits a Galaxy Police rendezvous ship to upload her report to headquarters using the super interspace hotline. As she does not use this vessel during adventures and its capabilities are not detailed in the series, it has not been included in her Own a Big Mecha Attribute.

## WASHU HAKUBI

Washu is approximately 20,000 years old, the mother of Ryoko, and the creator of Ryo-Ohki and the Soja. She considers herself to be the greatest scientific genius in the universe, which is reasonable considering her achievements. For example, she created a system that allows the user to make anything out of thin air (such as a formula perfectly suited to Taro's nutritional and metabolic needs), provided a blueprint exists. 5,000 years earlier, she was kidnapped from the Royal Space Academy on planet Todain and imprisoned by her student Kagato, until Detective Mihoshi of the Galaxy Police recently freed her accidentally. Washu was still wearing her old Space Academy uniform at the time of her release. It is unclear whether or not Washu was encased in crystal the entire time she was held captive. Considering that Ryoko is 2,000 years old, it is also unclear whether Washu was forced to create Ryoko for Kagato's purposes or whether it was a voluntary action on her part. Perhaps Washu needed a way to prevent the three gems from falling into Kagato's hands, so she created Ryoko to house them, knowing that Kagato could not use them directly. Nonetheless, she considers Ryoko to be her "important work".

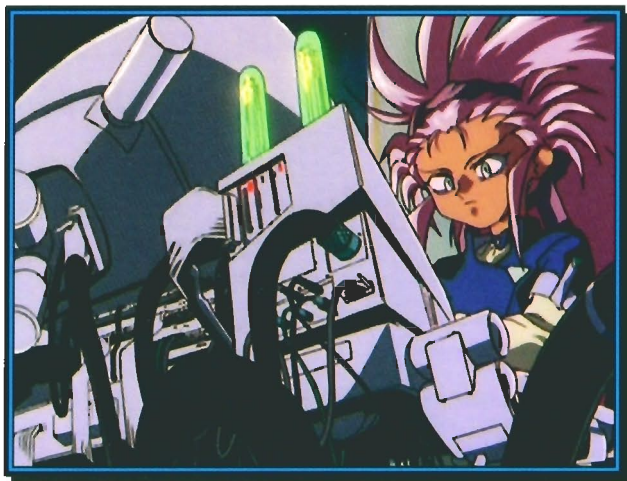


Ryoko was created through a combination of Washu's ovum and the life form called the Mass. Ryo-Ohki was created by combining the Mass with a mineral life form. No details concerning the creation of the Soja are given. Washu considers herself to be Ryoko's mother and asks Ryoko to call her "Mom", but it is not certain whether this is a heart-felt request or whether Washu only wants to annoy Ryoko. She often tries to force Ryoko to feel guilty about different things but in general, she seems to be unsuccessful. However, whenever it will suit Washu's purpose, she does not hesitate to remind Ryoko that she is her mother. She enjoys teasing Ryoko, especially about her appearance and age. She is intricately connected to Ryoko and knows Ryoko's deep feelings for Tenchi. Washu showed no fear when Ryoko threatened her by holding her sword to her throat. This is likely because Washu knows that Ryoko is not a killer and can feel the goodness in her heart. Washu does care deeply for Ryoko and can be quite gentle and understanding with her, however after she assimilated Zero and Ryoko, Washu gleefully videotaped Ryoko's cries after she left her alone and imprisoned in her lab.

After the Soja exploded, Washu moved into the dimension under the stairs of the Masaki house. She installed a cat-flap so Ryo-Ohki can access her realm, and she has a noisemaker over her door in the shape of a crab. Her computer is there but it is accessible to her at any time and in almost any place upon her command. Washu often stays awake for days on end, working and researching with her computer and various other projects that she keeps in her dimension. It is not known whether Washu sleeps because she needs to or simply wants to, and although she is 20,000 years old, she seems to have the basic limitations of any human, such as the requirement to eat and breathe.



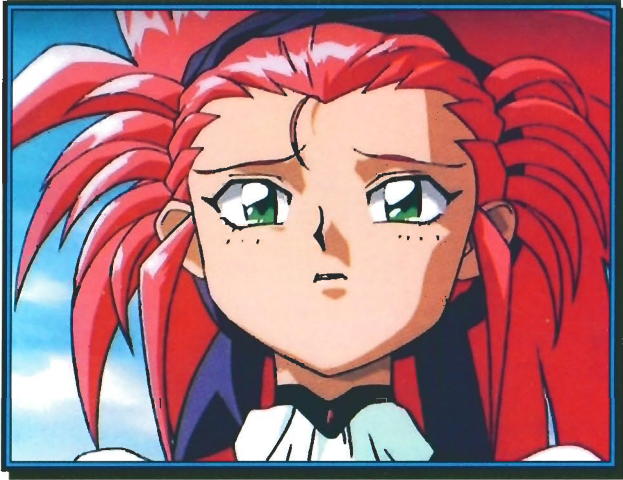
Washu was aware that Mihoshi had a control cube the moment they met, and Washu was skilled in its use. Although she considers Mihoshi to sometimes be annoying, Washu is extremely kind to her when she locates her shuttle in subspace and repairs it whenever necessary. Mihoshi is the one person who can completely exasperate Washu, especially when she breaks her equipment and/or disrupts any of her sensitive experiments. Washu cannot understand how Mihoshi manages to enter her dimension without knocking or being invited first. Still, Washu has remarked that Mihoshi is a genius on occasion.



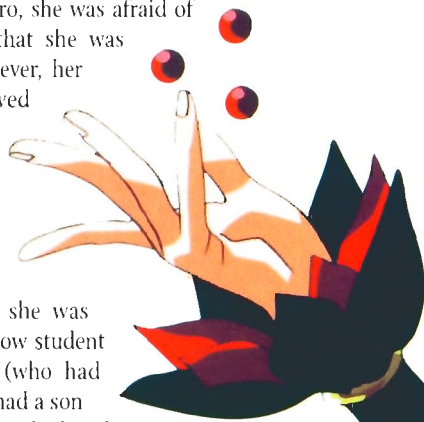
Washu is attracted to Tenchi and "wants to make him hers!" However her attraction is very different from Ryoko's and Ayeka's. Washu saw that Tenchi could create the Lighthawk Wings and is



therefore extremely interested in studying him to further her own knowledge. Washu is very forward and invasive when she examines Tenchi — to the point of being prepared to do anything to collect a sperm sample from him. During serious or touching moments, Washu calls him “Lord Tenchi” (“Tenchi-sama”), which suggests her fondness for him is not purely academic.



When Washu first met Taro, she was afraid of getting close and pretended that she was indifferent towards him. However, her tactics of denial quickly proved useless and she became the primary caregiver for Taro while he stayed at the Masaki house. Washu suffers from flashbacks and painful memories about her own son. Many years ago, long before she was abducted, Washu married a fellow student of the Royal Space Academy (who had blonde hair) and together they had a son with blonde hair and green eyes. She loved her husband and son dearly, and did not want anything else in the world. But one day when she was away from home, messengers came from her husband's family and he and the baby were taken from her. She believes that his leaving involved issues surrounding lineage and social status (of which Washu had none). It is too painful for Washu to remember her life as an adult so she hides behind the mask and appearance of a child. Her work-a-holism may be a coping strategy to forget her grief. Her past may also explain, in part, why she chose to create Ryoko with her ovum and the Mass. Her unresolved sorrow regarding her husband and son may have made it too emotionally difficult for Washu to give birth to another baby. However, when she was with Baby Taro, she was the most in touch with her feelings and able to finally express some of her desolation. Although she claims she has no use for lineage and social status, it is interesting that she has taken the self-appointed title of “the greatest scientific genius in the universe”. Washu may appear as a child but, unlike Sasami, her eyes belie this façade. They are smaller and, when one looks deeply enough, are filled with the pain and wisdom gained from living for 20,000 years.



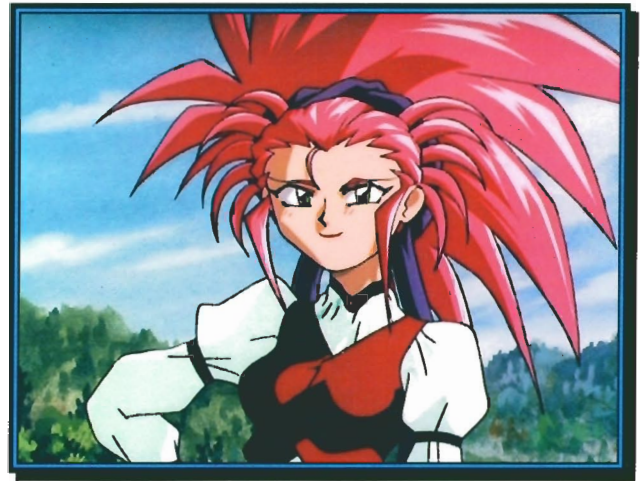
Washu knows Dr. Clay quite well and thus, enjoys antagonizing him. While at the Royal Space Academy, Washu competed with Dr. Clay for the director's chair. Dr. Clay was expelled from the Academy due to his lust for power and lack of love for his work. Although it is never explicitly stated, it is reasonable to assume that, with her competition eliminated, Washu was elected as director. Whether or not she managed to fulfill this position before Kagato kidnapped her is not known.



Washu has a fondness for images of crabs. Aside from the noisemaker over the door to her dimension, Washu styles her hair in the shape of a crab and wears two black beads in her hair that resemble its eyes. At night, or when she is taking a bath (and her hair is tied up tightly), Washu wears a crab on the top of her head. Her screen-saver shows images of crabs that scurry across her screen and she placed the picture of a smiling crab on Taro's formula and on his bottles.



Washu has a strange sense of humour and has demanded that others call her "Washu-chan" or "Little Washu". Strangely, she was embarrassed when Lady Funaho confronted Washu with her odd nickname. Washu can be particularly vulgar with gestures and comments, especially those concerning sexual issues. Remarks about the small size of her breasts (when she appears as a child) easily infuriate her, but not to the point where she will reveal her true, adult form. On the other hand, Washu flatters easily with just about any compliment, but especially when she is given one that involves her intelligence.



Even though she is 20,000 years old, Washu knows when to use a façade of humility to get what she wants. For example, she realized that she would not have to help repair the Hot Springs Inn if she showed great respect and politeness to the old woman. Notwithstanding her eccentricities and arrogance, Washu can be sensitive to emotional situations and knows what to do. She prevented anyone from interfering with Sasami's revelations concerning her true identity. Then, at the appropriate moment, she forced Tenchi to become involved. She also showed great empathy and sensitivity towards Zero and granted her desire to remain in Ryoko's body forever by assimilating the two of them. Perhaps Washu's generosity is due to a deep understanding of loneliness and identity crisis, given her past.

Overall, Washu is crafty and never rushes into battle. Instead, she takes the time to study her opponent and tries to detect any weaknesses. She can identify Ayeka's trap on Tenchi's door and knows what its effects will be. She is versed in the arcane arts and was able to bring Ryoko's body to the reversed world layer of the Soja and dispel the stone curse that Kagato placed on her daughter. She was also able to do the same for Ayeka so Ryoko would be able to use her full powers to fight Kagato.

Washu recognized Tsunami on sight and is aware of her history, but unlike Lady Tokimi, she never reveals ties to sisterhood. While on the Shunga, Washu claims that she does not remember Lady Tokimi because she was locked up for 5,000 years, which may be a ruse. Washu's age, abilities, and ownership of the three gems suggest that she has been connected to Tsunami since her beginnings.



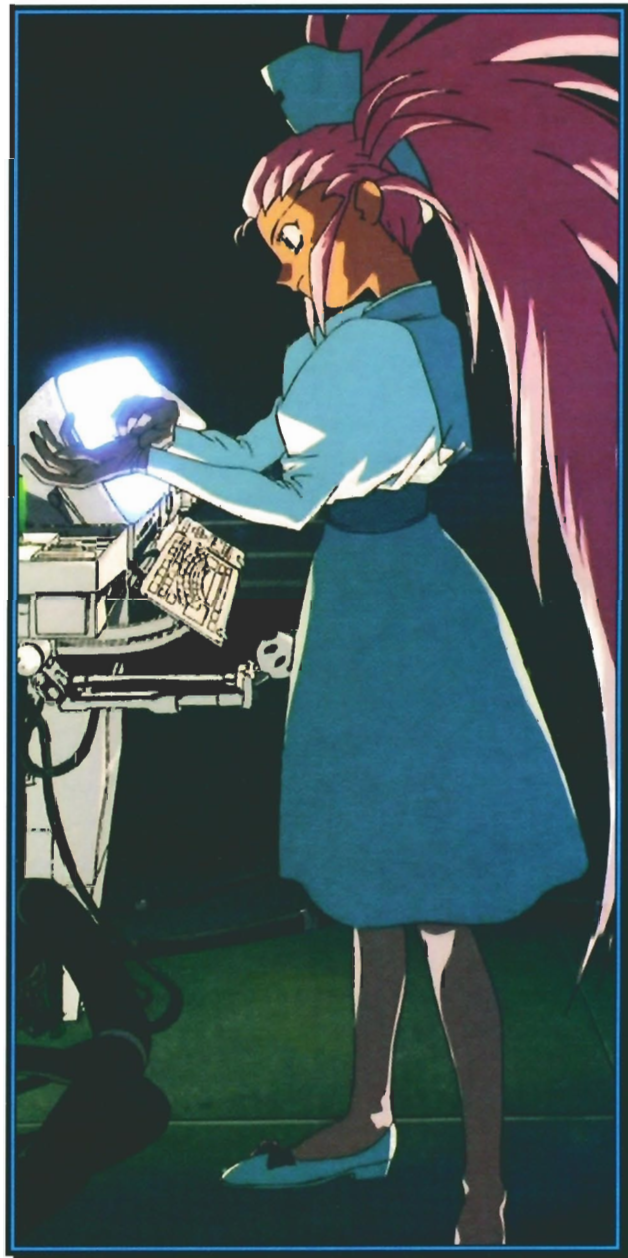
## WASHU HAKUBI

Body **6**                      Mind **12**                      Soul **7**  
 Health Points **65**                      Energy Points **125**  
 Attack Combat Value **8**                      Defense Combat Value **6**  
 Total Character Points **75**                      Total Skill Points **90**

Attributes	Level	Points
Appearance (as adult)	2	2
Energy Bonus	3	3
Highly Skilled	7	7
Jurai Power	2	8
Mechanical Genius	6	6
More Powerful Mecha	1	1
Own a Big Mecha	5	20
Personal Gear	6	6

Jurai Sub-Attributes	Level	Points
Control Servant	6	6
Mind Control (Ryoko)	1	1
Illusionary Disguise (child/adult form)	2	2
Special Attack: Energy Sword, Damage 60	3	9
• (Contact, Uses Energy)		
Special Attack: Matter Transmutation, Damage 40	3	2
• (Incapacitating, Spreading, No Damage, Uses Energy x2)		

Skills	Level	Points
Acrobatics	1	3
Biological Sciences (Genetic Engineering)	6	12
Computers (Artificial Intelligence, Programming)	5	11
Cooking	1	2
Electronics (Computers)	9	12
Melee Attack (Sword)	1	5
Melee Defense (Sword)	1	5
Mechanics (Aerospace)	5	10
Medical (Diagnosis)	2	4
Physical Sciences (Physics)	6	12
Piloting (Spaceship)	1	3
Ranged Defense (Personal)	2	10
Sleight of Hand (Stage Magic)	1	1



Defect	BP
Phobia (serious adult relationships)	1
Weakened Jurai Power	1
Unique Defect (repressed, painful memories)	1

**Mecha**

**Subspace Laboratory** — See page 133.

**Ethereal Laptop and Floating Cushion** — See page 132.

**Washu Doll** — see page 132.

**Personal Gear**

Washu can use her subspace laboratory complex to build almost everything, from tracking devices to baby food. Her Personal Gear Level represents the maximum number of objects that can be created/used at any one time.

## KATSUHITO/YOSHO

Yosho is Lady Funaho's son, Ayeka and Sasami's half-brother, and Tenchi's grandfather. He is next in line to rule Jurai, however he does not want this position. Yosho left Jurai about 700 years ago to battle the rampaging space pirate, Ryoko, after which he was to return to Jurai and wed Ayeka. He followed Ryoko and Ryo-Ohki to Earth in Funaho. Funaho fired on Ryo-Ohki causing the pirate ship to crash into the Earth and explode. In hand-to-hand battle, Yosho managed to impale the crazed Ryoko through her throat with his sword, but she continued to attack him. Once his sword had absorbed her three jewels, Ryoko was incapacitated. He then sealed Ryoko in a cave near the location of the future Masaki shrine.

Yosho left planet Jurai and vowed never to return because there would have been great conflict between him and Ayeka over succession to the throne. Great prejudice would have been directed towards him because he is half-Juraian, half-Earthling. He considers Earth his home now and it is where he wants to be buried. While on Earth, he changed his name to Katsuhito.



Viewers may notice that Nobuyuki and Katsuhito look very similar. This is because they are blood relatives. Katsuhito is Achika's (Tenchi's mother) father and Nobuyuki joined the family as a groom. Katsuhito has been on Earth for approximately 700 years and has had several wives. Nobuyuki is a descendant of one of his children from one of Katsuhito's previous marriages and thus their similarity is genetic. Intermarriage of relatives in Royal families is a common practice for Juraians. While this would result in genetic abnormalities in humans, perhaps for Juraians it results in great power. Maybe this is how Tenchi gained the power to create the Lighthawk Wings.

Katsuhito lives a great distance from the village and over the years he has allowed Funaho to change his youthful image to that of an aging man. He can change his appearance back to his true form at will. Whenever he appears as an elderly man, he walks slowly with his arms behind his back and changes his voice to sound like an older man. Katsuhito chose to do this so that others would not become suspicious of his age. He has also managed to become involved in Japanese politics over the past 700 years and thus, has had access to the family register (to change it to suit his purposes).

Although he is very strict with Tenchi, Katsuhito thinks very highly of him and is very proud to have him as his grandson. He shows little patience with Tenchi and often harshly criticizes him. In order for Tenchi to learn discipline, Katsuhito requires him to perform chores as part of his training. Katsuhito demands great respect from Tenchi and does not appreciate any displays of impoliteness (such as Tenchi yelling to get his attention). He enjoys teasing Tenchi, such as the time he told Tenchi that he must learn responsibility since he is the father of Ryoko's child. However this may also be a ruse to try to convince others that he is as old as he appears and possibly going senile.



Katsuhito wants Tenchi to learn responsibility and fighting skills because he knows Tenchi is destined for greatness with his hidden power. He purposely made Tenchi curious about the "demon in the cave" with the help of Achika. Katsuhito is a tactician and knew that Ryoko was watching Tenchi all the time. When the time was right, he allowed Tenchi to take the keys from him so he would break the seal and therefore inadvertently use Funaho to attract Ayeka. He knew Tenchi was special and wants him to eventually become the King of Jurai.

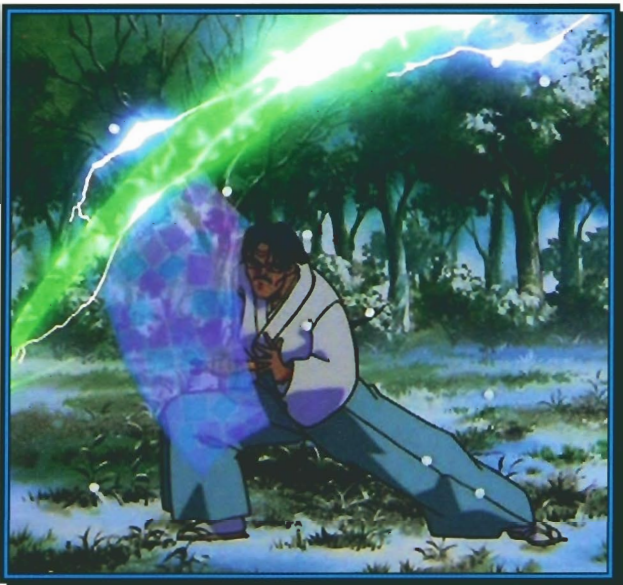
Katsuhito is considerably older than Ayeka and he was very patient, gentle and kind with her when she was a child. While he was on Earth, Katsuhito somehow remained in contact with the King of Jurai, who opposed Katsuhito's marriage to Achika's mother. He did not stay in contact with Ayeka, who continued to mourn the loss of him. When Ayeka first arrived on Earth, he was very mysterious and vague in his interactions with her, but concerned about her great sadness. When she realized that he was Yosho, he tried to explain his reasons for leaving her with sensitivity. He then relinquished his engagement with Ayeka and suggested that she should marry Tenchi instead.

Although he and Ryoko were once mortal enemies, he does not seem to hold any ill will towards her. Katsuhito knows that she is part of a larger plan that will send Tenchi on his way to greatness. In his eyes, Ryoko is a child — a spry young lady with a temper who will eventually learn patience and resolve. Katsuhito shows a lecherous side with Ryoko but it is not to the same extent as Nobuyuki. When Ryoko backed into him, Katsuhito cupped her breasts and said, "This is the second time today a young lady has run into me. I guess I'm just lucky." Perhaps if he allowed his true appearance to show, Ryoko might be flattered by his attention.



Katsuhito is left-handed and his eyes are the same colour as the Royal Teardrop. He shows some poetic talent and, while he is in his personal office at the Shrine, he enjoys writing affirmations such as, "Hangers-on, though you may be friends, be more humble when you ask for seconds." Katsuhito has a "sixth sense" and knew when Kagato arrived on Earth and when others are in danger. He is stronger and faster than Tenchi and Ryoko and he can stop their punches with only one hand. He shows a playful side and enjoys telling stories to scare others who are younger than he. While they were practicing the sword-play routines of the Royal Family of Jurai, Katsuhito delighted in taking advantage of Tenchi's distraction to prove that he must keep his focus in battle at all times (he knocked Tenchi on his head with a practice sword).

In addition to his great strength, Katsuhito is very dexterous which proves very beneficial in his battle against Kagato. He is an extremely witty and cocky man, especially when he is sizing an opponent up for battle. Even in combat, his manoeuvres are never rushed and he only moves as necessary to attack and defend. He is able to create a Lighthawk Wing in battle with the help of Funaho, but they are considerably weaker than Tenchi's. He can also call the Master Key to return to him at any time (telekinetically). He is a considerably skilled and competent fighter who is able to defend himself from two opponents at the same time. He is very confident and sure of his skills, and he never loses his focus in combat. Katsuhito uses a combination of swordplay, acrobatics, and strength to defeat his opponent.



Katsuhito is a wise, insightful man who has no illusions, nor any desire for immortality or great power. He recognizes that humans have limitations and cannot control vast amounts of power without eventually being controlled by it. He often uses humour to try to dissipate tension in strained situations. He possesses great knowledge about the political protocol on Jurai, but he is not interested in becoming involved in it. Katsuhito gave the Master Key to Tenchi so he may battle Kagato and learn to trust in his own power. He watched proudly as Tenchi left to fulfill his destiny. Katsuhito will likely continue to be a teacher, advisor and trusted ally no matter where Tenchi's destiny takes them.

## KATSUHITO/YOSHO

Body **9**                      Mind **8**                      Soul **7**  
 Health Points **70**                      Energy Points **85**  
 Attack Combat Value **10**                      Defense Combat Value **8**  
 Total Character Points **55**                      Total Skill Points **100**

Attributes	Level	Points
Appearance	2	2
Combat Mastery	3	6
Damn Healthy!	1	1
Energy Bonus	1	1
Heightened Senses	1	1
Highly Skilled	6	6
Item of Power	1	2
Jurai Power	3	12
Speed	2	2

Jurai Power Sub-Attributes	Level	Points
Illusionary Disguise (old man)	1	1
Force Field: Lighthawk Shield, Stops 90	4	12
• (Shield Only, Uses Energy)		
Special Attack: Energy Sword, Damage 70	5	15
• (Field-Penetrating, Contact, Uses Energy)		
Telekinesis	1	2

Skills	Level	Points
Acrobatics (Balance, Jump)	4	12
Gardening (Vegetable)	2	2
Melee Attack (Sword)	3	15
Melee Defense (Sword)	4	20
Piloting (Spaceship)	1	3
Ranged Defense (Personal)	3	15
Social Sciences (Theology)	3	3
Stealth (Silent Movement)	2	4
Unarmed Attack (Striking)	1	5
Unarmed Defense (Striking, Blocking)	4	21

Defect	BP
Item Dependency (Master Key)	1
Phobia (prejudice)	1

### Item Dependency

To use his Energy Sword and Lighthawk Shield, Yoshō requires the Master Key. He can use his Telekinesis and Illusionary Disguise without this item.

### Item of Power

Funaho, the tree from Yoshō's destroyed ship of the same name, is rooted near the Masaki shrine, where it is known as its Holy Tree. It still retains its memory (the ship's log) and, due to Ryoko's gems being embedded in its Key, has not only survived but passed on some of its longevity to Yoshō. It also has other abilities. It transmitted a signal (picked up by Ryu-Oh) when Ryoko was freed. Sasami makes use of the tree when she summons Tsunami. It may retain other unique capabilities as yet unrevealed. According to one legend, it could bring rain in answer to a person's prayers and when a wish is made on a full moon, it will come true.

## KAGATO: THE RUINS BUSTER

Kagato is Washu's former student and a ruthless space pirate, who is also known as the "Ruins Buster". His estimated age is 5,000 years and he controls the huge spaceship, the Soja. Kagato has ravaged cultural assets all over the galaxy in order to find the "secret of the universe" (which he believes is Tenchi's Master Key which will control Tsunami). The number of ruins he has destroyed is 3,326, while the number of cultural artifacts he has stolen is uncountable. Kagato successfully abducted Washu in 5912 from the Royal Space Academy on the planet Todain. He is on the Galaxy Police's Eternally Wanted List permanently because his offences are very serious.



Kagato is the villain everyone loves to hate. He is a vain man who displays extreme confidence and illusions of grandeur. He is patient and cunning, and will wait for the right opportunity before attacking his enemies. He speaks very eloquently and politely to others, but this seems to be a ploy that he uses to try to catch people unawares. He will also displace any attention or fault onto Ryoko to make it seem that he is empathizing with his enemies. For example, when he appeared before Mihoshi, Sasami, and Ayeka, he told them he was sure that Ryoko had given them some trouble and claims just how difficult she can be. In addition to this, he uses a great deal of insulting vocabulary to belittle his opponents. Kagato takes the time to learn about his enemies, especially the Galaxy Police. Kagato is sarcastic and very insulting to others, but perhaps this is another ploy used to try to break his enemies' confidence so they will behave irrationally. For example, he cites Mihoshi's incompetence as a Galaxy Police Officer and she completely discharges her pistol, leaving her vulnerable. Kagato's evil and confident laugh serves as a warning to others that he will soon appear before them.

Kagato is an extremely cold and unfeeling character and cool things are often symbolically used with him. For example, the colour of his clothes are "cool" (such as green and blue), and his magical powers usually have a green or blue aura about them. Additionally, before he appeared on Earth, Ryo-Ohki recognized the snow falling as the sign of his arrival.

Somehow, Kagato had control over Ryoko through her jewels, however when his concentration was lessened, he momentarily lost his hold upon her. His domination caused her to become extremely aggressive and destructive. He has no qualms about sacrificing her life to protect his own. He did not seem to be able to control Ryoko once she lost her true gems and when Washu was freed. Kagato was extremely manipulative with Ryoko's feelings and he enjoys seeing her in emotional pain. He often lied to her and said he created her (or this may be his own illusion). In addition to this, he believed that he created Ryo-Ohki and can anticipate her every move.

Kagato forced Ryoko to attack Jurai so that he could capture Tsunami. He built a special unit in anticipation of keeping her alive off of Jurai which Ayeka later uses to germinate Ryu-Oh. Kagato would stop at nothing to have control of Tsunami and was prepared to take Ayeka's blood into his own veins in an attempt to control Tsunami.

Kagato recognizes Tenchi's sword on sight as the Master Key and has more knowledge of the sword than Tenchi. Kagato is an extremely confident fighter and he shows no fear in battle or from threats. He insulted Tenchi by calling him "boy", and he may have chosen this term as a way to diminish Tenchi's importance and experience. Kagato does not care about the lives of others and their feelings ("When compared to the infinite will of the universe, human feelings amount to little nothing more than dust.") Perhaps he has so little respect for human emotions because he is not able to comprehend how powerful they are. He did not understand why Ryoko would risk her life for Tenchi and he considered that a weakness that he could exploit.



He uses people as tools to suit his own needs and will kill someone only if it coincides with his purpose. For example, after Yoshio threw the Master Key into Funaho he was defenseless against Kagato. However, Kagato did not strike him down because Yoshio no longer held the item that he desired and thus, killing Yoshio would have been pointless. However, once he has been attacked, he ruthlessly toys with his opponent, wearing him or her down until they can no longer stand. This is similar to a game of cat and mouse — Kagato could easily kill his foe, but he prefers the sport of playing with him or her. It is interesting to note that, while on Earth, Kagato battled with his sword only while he was levitating, but when he was on the Soja, he appeared

to remain on the floor. Kagato's offensive attacks take on many different forms. As well as creating orbs of energy, he can turn his whole body into green energy, create arctic blasts from his hands, or generate a wide, green beam of energy from his hand. Any of his orbs of energy may be in the form of a large ball or in the shape of several small daggers.



Interestingly, Kagato is not moved by pain but rather when his sense of beauty is marred. Ryo-Ohki bit him on the hand to try to help Ryoko and he merely tossed her aside. However he became extremely angry when Tenchi grazed his face with the Master Key — a much less serious injury but one that could disfigure his face. He did, however, feel extreme pain when he tried to hold the Master Key. Also of significance is that Kagato has green blood, pointed canine teeth, and his minor wounds heal in seconds without any scarring.

Tenchi destroys Kagato with the sword he creates from the Wings of the Lighthawk. Even while disintegrating, Kagato maintains his composure, and he did not seem to fear his death or annihilation. Tenchi never commented on Kagato's sense of beauty or ambitions, and in return Kagato did not reproach him in his final words (but he does call him "boy").

## KAGATO

Body **6**                      Mind **10**                      Soul **5**  
 Health Points **55**                      Energy Points **85**  
 Attack Combat Value **8**                      Defense Combat Value **6**  
 Total Character Points **90**                      Total Skill Points **80**

Attributes	Level	Points
Appearance	1	1
Energy Bonus	1	1
Heightened Mass Power	1	1
Highly Skilled	6	6
Jurai Power	4	16
Mechanical Genius	1	2
Mass Power	3	12
More Powerful Mecha	2	2
Own a Big Mecha	8	32

### Jurai Power Sub-Attributes Level Points

Force Field, Stops 75 Damage • (Extendable, Uses Energy)	4	16
Telekinesis	3	6

### Special Attacks

Green Energy Sword, Damage 70 • (Contact, Uses Energy)	4	12
Storm Attack, Damage 30 • (Spreading, Stun, Short Range)	4	2
Green Energy Blast, Damage 50 • (Short Range)	4	2
Matter Transmutation, Damage 40 • (Incapacitating, No Damage, Short Range, Uses Energy)	4	2

### Mass Power Sub-Attributes Level Points

Astral Projection	1	2
Duplicate (shadow)	1	2
Flight (can hover)	1	4
Incorporeal Form	1	5
Mind Control	1	4
Mind Control (vs. Ryoko)	2	2
Rejuvenation	3	3
Teleport	2	10

### Skills

	Level	Points
Biological Sciences (Genetic Engineering)	3	6
Computers (Artificial Intelligence)	3	6
Cultural Arts (Archaeology)	4	4
Electronics (Computers)	2	4
Heavy Weapons (Gunnery)	1	4
Interrogation (Psychological)	2	4
Melee Attack (Sword)	2	10
Melee Defense (Sword)	2	10
Mechanics (Aerospace)	2	4
Navigation (Space)	1	2
Performing Arts (Music)	1	1
Piloting (Spaceship)	1	3
Physical Science (Physics)	3	6
Ranged Defense (Personal, Space)	2	11
Thrown Weapons (Energy Blasts)	1	5

### Defect

	BP
Item Dependency (Soja)	2
Rejected By Society (Galaxy Police's eternally wanted list)	2

### Item Dependency

**Soja** — Kagato draws power for all his Jurai and Mass Sub-Attributes from the crystals aboard his starship Soja (page 131).

### Mecha

**Giant Cobra Robots** — Kagato has two of these robots (page 130).

**Soja** — This huge spaceship (page 131) is Kagato's base and source of power. It has six subordinate "floating head" robots.



## DR. CLAY

Dr. Clay is a former student of the Royal Space Academy and is at least 20,000 years old. He is a short, stout man who has grey hair and a grey beard that he styles in the shape of an octopus. Dr. Clay is a servant of D3 and Lady Tokimi. Although he is assigned to different missions by D3, he can pick and choose which tasks he wants to complete because he has a variety of machines that can be sent in his place. His most recent assignment was to capture Washu but he was strictly ordered by Lady Tokimi not to hurt her. Dr. Clay is delighted by and in awe of Lady Tokimi's powers and he believes that she carries the entire galaxy. He showed great respect to her by kneeling before her and calling her "Majesty". He also showed respect to D3 by bowing and kneeling before him, but it is apparent that his respect is greater for Lady Tokimi. For example, he demanded that D3 grant him an interview with her.



Dr. Clay's greatest wish is for the ruling rights over one entire galaxy. He showed shock and fear when Lady Tokimi revealed that she was aware of his desire. To help him on his missions, Dr. Clay has access to the "Databank". The Databank is an absolutely complete ring of theoretical systems in which everything about the universe is known but it is not all comprehensible. Presumably with the help of his technology, Dr. Clay has never been detected in any kind of search over the span of several thousand years. He carries a gun, which is hidden in his robes, and he controls the enormous battleship, Shunga, which he stole from the Galaxy Police. Dr. Clay seems to have a fetish for women's breasts (his statues, Ryoko topless in the capsule), and he likes to surround himself in splendour and beauty. There are several artifacts in his ship that he believes are priceless but

in reality they may be fakes. His favourite item is a clay vase that he carries and strokes lovingly. He refused to leave it behind even when he set a timer to destroy his own ship. He can create a green, sticky goo, which he used to restrain Washu. With just a snap of his fingers, he can order the goo to either release or hold a person. He also invented Zero who was programmed to be his loyal servant.

Dr. Clay has the ability to duplicate anything, which he received through the power endowed to him by Lady Tokimi. He has researched Washu's past and knows a great deal about her capabilities. For example, he knew that Washu could eventually detect him if he remained too long on Earth or she could see through Zero's disguise (as Ryoko) unless it was perfect. He was able to observe, contact and communicate with Zero while she was on Earth. In contrast to Kagato, Dr. Clay seems to have a better understanding of human emotion because he noticed that Tenchi was distracting Zero from accomplishing her task. Thus, he ordered Zero to kill Tenchi so she could complete her mission. He has little respect for Zero and sees her as nothing more than a marionette that he fashioned and controls. He wears a ring on his left hand that has one charge — once it is broken, it causes a great electrical surge which is supposed to completely shut down Zero's functions in a very painful manner.



Many thousands of years ago, he competed with Washu for the director's chair at the Academy, but he was driven out. He believes that the other students at the Academy were jealous of his talent and that Washu stirred them to banish him. In reality, however, Dr. Clay did not love his work — he wanted his work to love him (and therefore he eventually created Zero) and was disliked by the other students and members of the Academy. He is insanely jealous of



Washu's achievements and is infuriated easily by her snide remarks. He believes that knowing Washu was the greatest misfortune of his life and he blames all of his hardships on her. Thousands of years later, he still competes with Washu and wants revenge.

Dr. Clay is not portrayed as the evil, power-hungry villain that personified Kagato's character. Instead he is a troubled, insecure man who uses the misfortunes of others to feel better about himself. Dr. Clay shows some paranoid and possibly obsessive-compulsive behaviour whenever he marks his favourite objects with his special logo, and when believes that others are always mocking him. In addition to this, Dr. Clay is a perfectionist who will not accept any defects in his work. He considers himself to be a scientist and says he cannot bear to leave a mystery unsolved.



When he recognized Tenchi's ability to create the Lighthawk Wings, he tried to take the information to Lady Tokimi, however, Ryo-Ohki stopped his shuttle and detained him. Mihoshi escorted him back to the nearest Galaxy Police Station where he was imprisoned (presumably until he stands trial for his crimes). D3 is then sent by Lady Tokimi to erase the parts of Dr. Clay's and Zero-Ryoko's memories that pertain to them and their dimension.

When Mihoshi returns, she tells Washu the story of what became of his favourite vase. Some time after Mihoshi fell on it and broke it, she showed it to Dr. Clay. He turned white and started to tremble and cry when he saw that his vase was broken. He demanded that Mihoshi compensate for the damage to his priceless artifact but after her mother appraised it, Mihoshi told Dr. Clay that it was worthless. Washu began to laugh and explained that it was a replica of a chamber pot from the Galaxy Prehistoric Civilization in the Meowmeow Paleozoic Era that can be found in any souvenir shop for an inexpensive price. Apparently Washu made it 20,000 years ago because she needed "to make some quick, easy money". Dr. Clay is his own worst enemy, while Washu is his nemesis.

## DR. CLAY

Body **4**                      Mind **10**                      Soul **4**  
Health Points **40**                      Energy Points **70**  
Attack Combat Value **6**                      Defense Combat Value **5**  
Total Character Points **65**                      Total Skill Points **40**

Attributes	Level	Points
Damn Healthy!	1	1
Highly Skilled	2	2
More Powerful Mecha	2	2
Own a Big Mecha	10	40
Personal Gear	3	6
Unique Attribute (Databank access)	3	6

Skills	Level	Points
Computers (A.I.)	3	6
Electronics (Computers)	5	10
Heavy Weapons (Gunnery)	1	4
Mechanics (Robots, Traps)	5	11
Navigation (Space)	1	2
Piloting (Spaceship)	1	3
Physical Science (Physics)	2	4

### Defect

Conditional Ownership (stolen spaceship)	1
Easily Distracted (scientific curiosity, insults)	2
Marked (missing left eye)	2
Servitude (Lady Tokimi)	1
Unique Defect (marks favourite possessions)	1
Unique Defect (fetish for breasts & vase)	1
Unique Defect (one eye; no depth perception)	2

### Personal Gear

**Hold-Out Blaster Pistol** — A weapon of last resort. (Damage 20, Concealable, Short Ranged). This counts as a major item. Dr. Clay would undoubtedly also have many other minor and major items.

**Shock Ring** — Used to shut down Zero. [Damage 40, Concealable, Incapacitating, No Damage, Limited Shots (one), Short Range, Unique Defect: Only works on Zero (and possibly other robots created by Dr. Clay)]

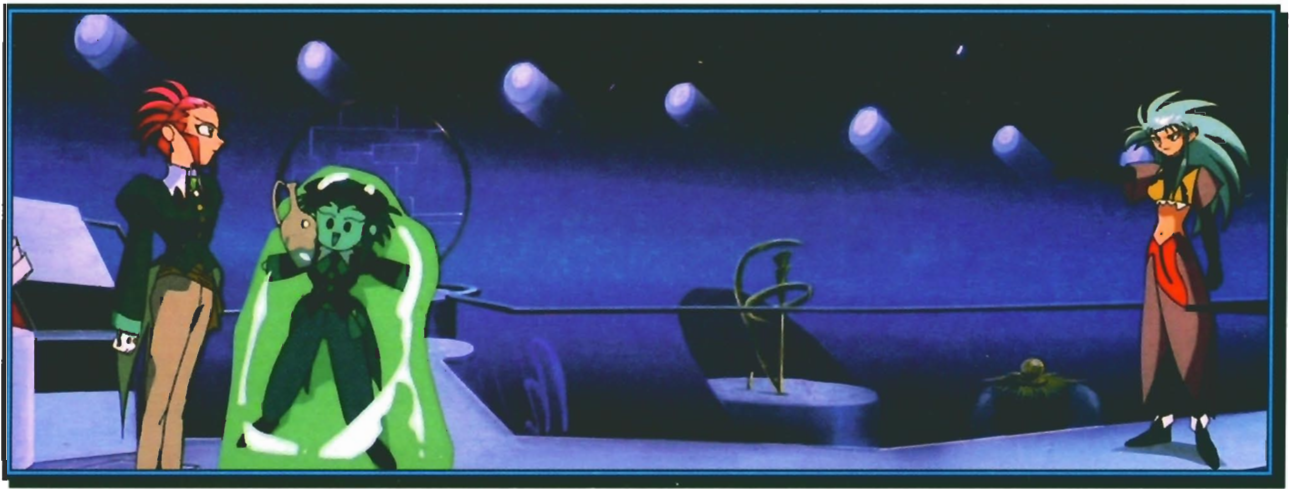
### Mecha

**Dr. Clay's Starship (Battleship Shunga)** — This large starship (page 133) is his mobile base.

**Escape Ship** — A smaller shuttle (page 133) carried aboard his starship.

**Octopus Head Robots** — Dr. Clay has 10 robotic security guards (page 133).

**Zero** — Dr. Clay's robot assistant (page 122).



## ZERO

As her name implies, she is nothing and has nothing of her own. Zero was created by Dr. Clay to be his loyal servant. She also serves as his on-board computer and navigator. She is always by his side unless Dr. Clay sends her on a mission. She has a mechanical voice, no memories of her own, and is not supposed to be capable of emotion.

Zero's mission was to capture Washu and bring her to Dr. Clay. She made herself into a clone of Ryoko after she withstood a defensive attack from Ryoko. She trapped Ryoko in glue-like tentacles and when she discovered she cannot copy one of her gems, she removed the one from Ryoko's wrist. Her only flaw in her appearance was Clay's symbol on her buttocks.

Although Zero is not supposed to be able to have emotions, she did exhibit some before she cloned Ryoko. When she sensed Lady Tokimi's high-level dimensional reaction, she was frightened by her presence. Zero tells Dr. Clay that, even with her connections to the Databank, there is no scientific explanation, no logical computation for Lady Tokimi's existence. She also laughed triumphantly when she ensnared Ryoko with her tentacles. Her emotions were very intense when she made a complete copy of Ryoko, especially towards Tenchi. This may have been in part from Zero taking Ryoko's gem, but perhaps after many different



occasions of cloning people, she has learned and retained some emotions of her own. Zero's feelings for Tenchi are so strong that she was able to break her servitude with Dr. Clay. Even after ordered by Dr. Clay to do so, she could not kill Tenchi. She was willing to sacrifice herself to save him and was almost completely destroyed by Dr. Clay. However, she survived and Washu combined her with Ryoko so she can live as someone and no longer as a "zero".

## ZERO

60 Mecha Points

This is Zero before she transformed into a duplicate of Ryoko.

### Mecha Sub-Attributes

A.I. Level 6 (12 MP), Armour Level 1 (4 MP), Extra Endurance Level 2 (2 MP), Flight Level 1 (can hover, 4 MP), Life Support Level 2 (2 MP), Sensors Level 3 (scientific analysis, 4 MP), Teleport Level 1 (5 MP), Weapon Level 3: Goo Trap Attack (Damage 75, Affects Incorporeal, Tangle, Trap, No Damage, Short Range, Limited Use X3 — one use, 12 MP), Unique Ability Level 4 (Duplicate Any Being, 16 MP)

### Mecha Defects

Unique Defect (physical contact needed to duplicate) 1MBP

### Stats

Body 7, Mind 5, Soul 6

### Derived Values

Armour: 10, Attack Combat Value: 6, Defense Combat Value: 4, Health Points: 65, Energy Points: 55

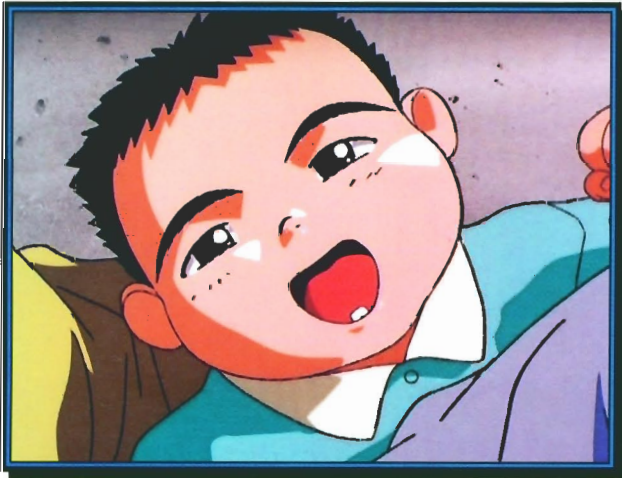
### Unique Sub-Attribute

**Duplicate Ryoko** — After Ryoko attacked Zero with her hair needles, Zero was able to dissolve her robot body and become an exact duplicate of Ryoko, (including memories). Zero could not duplicate Ryoko's gems, but could remove them from her. After this occurred, Zero essentially became Ryoko — use Ryoko's character description, but replace Servitude to Washu/Kagato with Servitude to Dr. Clay and add the Attack Restriction (Tenchi, 2 BP) and Marked Defect (Dr. Clay's mark, 1 BP).

## BABY TARO

Baby Taro is the grandson of Tenchi's aunt. He has black hair, black eyes, and appears to be somewhere between the ages of 9-11 months. He is often shown with a runny nose and he enjoys flying with Ryoko and Washu, as well as pulling their hair. Taro can crawl, and pull himself to a standing position, but his only coherent word is "Mama".

Tenchi's aunt leaves Taro at the Masaki house while Taro's mother is recovering from an unspecified illness. One night, after Mihoshi, Ryoko, and Ayeka fall asleep, Taro wakes and stumbles into Washu's lab. He establishes an instant rapport with her and eventually calls her "Mama".



## AUNTIE

Auntie is Tenchi's aunt and the grandmother of Baby Taro. She has brown hair, brown eyes and is approximately 50-65 years of age. She is very kind to Sasami and teaches her how to cook a new dish. When she leaves Taro at the Masaki house, she is thoughtful enough to provide a "How To" book for baby care. Auntie is also somewhat crafty — before Tenchi can object to the responsibility for the care of Taro, she has already walked far enough away so she could not hear him (or choose not to hear him). It would also seem that she is very quick, as she covered this great distance in a very short period of time.



## SEIRYO

Seiryō is a Juraian with long, pink hair and light-green eyes. The King of Jurai chose Seiryō as Ayeka's fiancé. He is an effeminate character who has a flare for melodrama. When he first appears, he is standing in a spotlight while music plays and cherry blossoms flutter around him. He is an extremely vain person who is more concerned with outward appearances than diplomacy. He considers Tenchi's house to be a "dump", and claims that Ayeka and Sasami are in "forced labour" while they are living with the Masaki family.

Seiryō was ordered by the King of Jurai to duel with Tenchi for the right to marry Ayeka. While he goads and humiliates Tenchi, he prides himself as an exceptionally competent fighter, however his skills seem to have been exaggerated due to his inflated ego. When Mihoshi's ship lands in the lake on the Masaki property, Seiryō is completely stunned by the force of the waves and is swept away by the current. It is unknown whether he returned to Jurai with the Royal family or was left behind on Earth in disgrace.



## THE KING OF JURAI

The King of Jurai is a staunch, stern, curt, and distant man. He is the father of Ayeka, Sasami, and Yoshō. He is an extremely stubborn and determined man, and only Lady Funaho and Lady Misaki can ever sway his opinions and decisions. Interestingly, he has the ability to stop the elements of Seiryō's melodramatic entrance with just a wave of his hand.

The King has a rather formal relationship with Ayeka and Sasami and when he arrives on Earth, he tries to order them back to Jurai. He rarely smiles and does not use any terms of affection or physical displays of emotion towards his children when he greets them on Earth. The King also shows a strained and distant relationship with his son, Yoshō. He opposed Yoshō's marriage to an Earthling, which is rather hypocritical, since Lady Funaho is an Earthling as well. However, the King seems to show some forgiveness and acceptance towards Yoshō when he tells him that he is willing to wait another 2,000 years for Yoshō's decision (probably about whether or not Yoshō will choose to be the next King of Jurai).



He shows little reaction (except confusion) after Ryo-Ohki performs her little dance for him and thus, it appears that he has little skill and experience with young children. However, he demonstrates kindness and warmth to Ryo-Ohki when he smiles, compliments her dance and touches her head. Perhaps he was once affectionate with his own children when they were very young. His reaction to Misaki as she says goodbye to her children also suggests that he may wish he could display more affection towards Yosho, Ayeka, and Sasami, but he feels too restricted by his position and status.

The King refuses to acknowledge Tenchi's presence and heritage, and seems to harbour some feelings of jealousy towards him. He refers to Tenchi as "the grandson" as if to make him an object as opposed to a human being. When he and his wives leave Earth, he is upset that Tenchi won the duel and is determined to continue to challenge him in the future.

## SQUADRON LEADER

This male character is the captain of the Galaxy Police Spaceship, White Rock. He has a black eye patch over his left eye, black hair, long pointed ears that stick straight up (similar to an elf's), and he appears to be in his 40s. The captain is also the leader of a squadron of Galaxy Police battle ships that are pursuing Kagato in his spaceship, the Soja. The captain only appears for a few minutes in this episode as he is vapourized by a powerful blast from the Soja. His purpose seems to be to create tension and demonstrate the awesome power of the Soja.



## COMMANDER

This feline-like character is the Commander of the Seventh Headquarters of the Galaxy Police. He has orange fur with black stripes, long, black hair that hangs down around his eyes, a long black beard, and brown eyes. The Commander also enjoys tea when he feels tense.

The Commander shows great respect and formality when he speaks with the Marshal by standing at attention and saluting him. He acknowledges that Mihoshi is a good detective, but her service record is poor and her clumsiness causes great damage which tends to eat up the Headquarters' budget on repairs. He is desperate to "solve the Mihoshi problem" and rid himself of her misconduct reports and bills, but because she is the Marshal's granddaughter, he feels his hands are tied.



## MARSHAL ANDERSON

The Marshal is the head of the Galaxy Police, as well as Mihoshi's grandfather. He has long, blonde hair that he ties back from his face, a long, blonde beard, extremely long eyebrows that protrude from either side of his head, and he appears to be in his 60s.



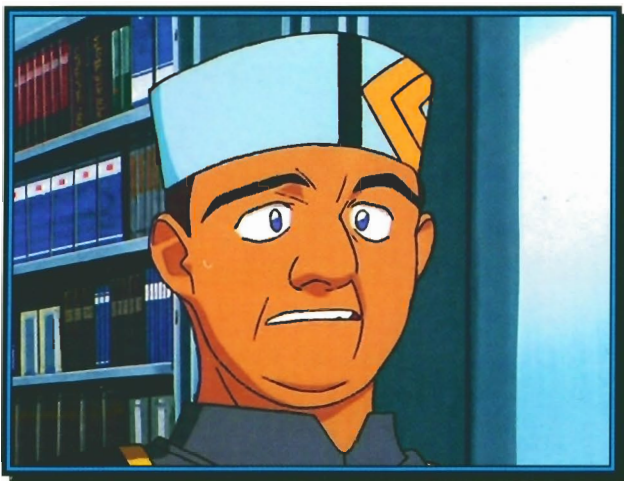
He uses a friendly and not-so formal greeting with the Commander and thus, he seems to feel a rapport with him. He

informs the Commander that the Galaxy Police have located Kagato and orders him to initiate a team to capture him immediately. His purpose is to establish his importance and rank, and why Mihoshi has not been terminated from the Galaxy Police.

## CAPTAIN NOBEYAMA

The Captain is Mihoshi's superior officer, as well as intelligence for the planet of Jurai. He has short, brown hair, blue eyes, and seems to be in his 30s. He presents himself as a thoughtful person when he brings tea to the Commander, but this is probably a scheme used to encourage the Commander to trust him. He believes Mihoshi is an outstanding detective, but once he sees the pile of misconduct reports and bills, he seems to think otherwise. He devises a plan to get rid of Mihoshi, but this plan is never revealed in any specific detail. He is quite strict and stern with Mihoshi and expects her to be presentable in her uniform. He is aware that he must handle her carefully because she is the Marshal's granddaughter and he will take the blame if anything happens to her.

Through his connections with Jurai, he has special clearance that allows him to obtain top secret information and then delete the computer entries going back to the time of access. He also has a shadow program of himself that is able to report to the Commander when he is unable to do so. The Captain, most likely under orders from Jurai, will not allow the Galaxy Police to know about Tenchi's ability to create the Lighthawk Wings and thus he submits a censored version of Mihoshi's report.



## YUKINOJO

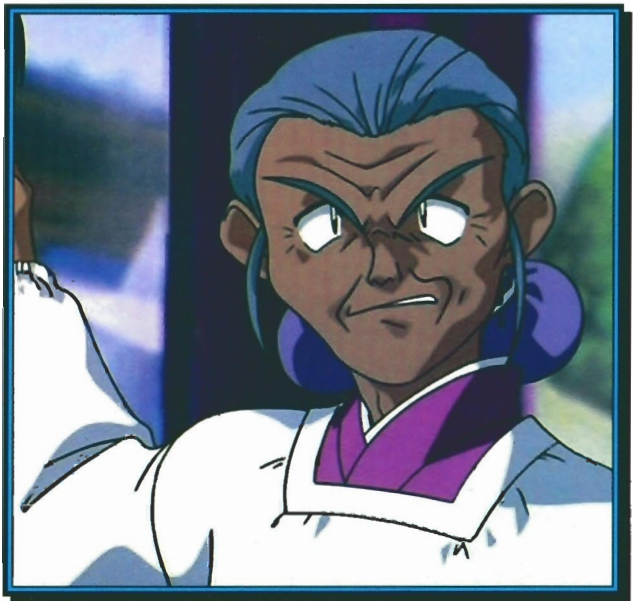
This is the brain of Mihoshi's ship that responds to Mihoshi through voice recognition. He is extremely intelligent and seems to be able to experience feelings such as fear and exasperation. He can also read Mihoshi's emotions (he recognizes that she is impressed by Kagato's plundering) and seems to be self-aware. Yukinojo has detailed files regarding Kagato, and possibly on just about any subject. Interestingly, Yukinojo does not seem to be able to act unless Mihoshi gives him a specific order. For example, when the ship is falling out of control from space, he asks Mihoshi how to proceed. He has a sense of the passage of time because he

notices when Mihoshi is absent. He can send signals to her through her watch when she is away from the ship, but not when he is in a different dimension than her. It is possible that Yukinojo enjoys investigations because he becomes excited whenever Mihoshi leaves for one.



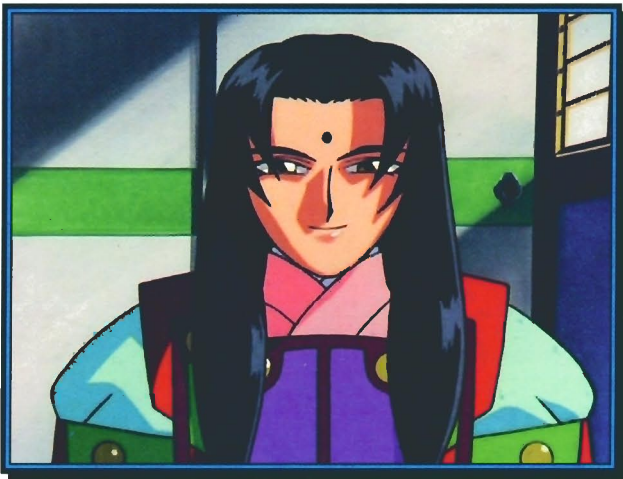
## OLO WOMAN

This is the woman who owns and runs the Hot Springs Inn (*onsen*) that the Masaki family visits every year. She has long, gray hair that she ties back in a bun, brown eyes, and stands about four feet tall. She seems to be a mother figure for Tenchi and inquires whether Sasami, Ayeka, and Ryoko are his girlfriends. She demands respect and courtesy and frowns upon peeping, recklessness, poor manners, and impetuosity. Although she is older, she can throw things with great force and precision. She seems to view Tenchi as more responsible than Nobuyuki because she demands an explanation for his father's behaviour from Tenchi. She takes great offence to any accusations of senility. Her hearing is quite sharp because she could hear Katsuhito whispering to Nobuyuki. She is also quite resilient and can survive being knocked over and stepped on by Ryoko's demon.



## LADY FUNAHO

Lady Funaho was born on Earth but somehow she travelled to Jurai and became one of the wives of the King of Jurai, and subsequently, Yoshō's mother. She also holds the titles of Representative of the Supreme Council and the Inspector General of Information. She is one of the only people who can reason with the King and sway his decisions. It is also interesting to note that she shares the same name as Katsuhito's tree.



Lady Funaho holds herself in a regal and composed manner, and is quite traditional and formal in her ways. She has a sarcastic sense of humour and chides Washu about her request to be called "Washu-chan". She comforts Ryo-Ohki when the King causes her to cry and shows great empathy towards Tenchi concerning the loss of his mother. She tells Yoshō that Tenchi is "beyond her expectations" and later invites Tenchi to Jurai. Lady Funaho is kind and gentle towards Sasami and hugs her when she greets her, but she is more formal with Ayeka and instead bows to her. Interestingly, Ayeka refers to her as "Funaho-sama" which is a term that shows great respect for her position, while Sasami calls her "Auntie" or "Funaho Mom". Although she is more reserved with Ayeka, she does care deeply for her and asks Yoshō about how she is doing while on Earth. She does not seem to approve of Seiryō as a fiancé for Ayeka, but she does not challenge the King openly on this issue. Lady Funaho respects that Sasami and Ayeka are two very different people — Sasami enjoys hugs, while Ayeka prefers to remain distant and behave in a proper, regal manner that is more suited to a Crown Princess of Jurai.

One purpose for her visit to Earth is to determine whether Washu will agree to mass-producing Ryo-Ohkis for the planet of Jurai. When Washu refuses but states that she will not help anyone, Funaho sheds tears of relief. She informs Yoshō that the Royal Family came to Earth because they received a report from their intelligence source at the Galaxy Police, but Funaho says she specifically came to see her son. She is upset that Yoshō never came to visit her since he has been living on Earth. She is able to see through Yoshō's elderly disguise and says she is happier to see her son than to be back on Earth after thousands of years. She has excellent senses and knows when Tenchi is eavesdropping on their conversation, while Yoshō seems oblivious to his presence.

She is quite close to Misaki, affectionately refers to her as "sister" and the two get along very well. This may be because the two of them are complete opposites in terms of their personalities. Misaki is affectionate, impetuous and loud, while Funaho is regal and composed. However, they both are very warm, kind and forgiving, which may also explain why they are so close.

## LADY MISAKI

Lady Misaki is a Juraian who is the mother of Sasami and Ayeka, and the second wife of the King of Jurai. She is also a Representative of the Supreme Council and the Supreme Commander of the Royal Bodyguard. This makes sense as she displays great strength whenever she tosses Ryoko into a nearby wall or lake with great force. She is very melodramatic and is easily distracted by anything that is cute, whether it is due to appearance or spoken words. She has a tendency to immediately push away something less cute for something that she thinks is more adorable. For example, Misaki instantly adored Ryo-Ohki when she first saw her and pushed Ryoko into a wall so she could hold Ryo-Ohki. Misaki greets everyone she meets with a hug. She also enjoys eating popcorn.

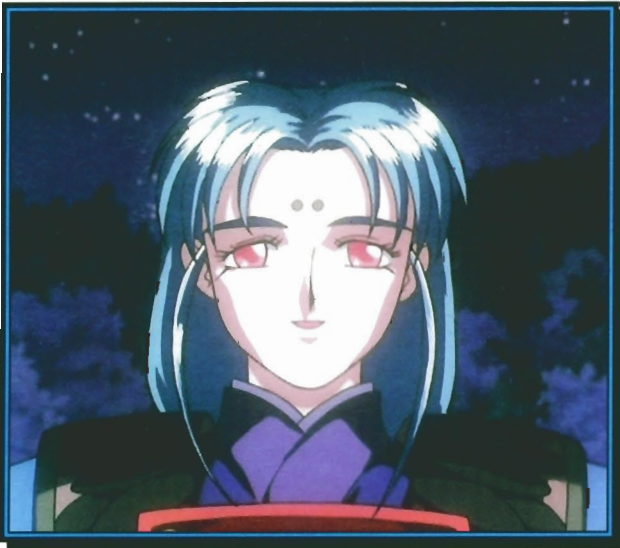


When she first arrives at the Masaki house, she mistakes Ryoko for Sasami. Misaki says that Ryoko looks like a punk, has hard, pointy hair and mean eyes, which she attributes to a tough life. She is overwhelmed and sheds tears of joy when she sees her children and will not accept her daughters behaving formally when greeting her. Nothing will come between her and her reunion with her children, especially Ryoko. Ayeka and Sasami call her "Okaa-sama", while she calls them "Sasami-chan" and "Ayeka-chan". Although Misaki is very strong, she is able to be quite gentle when she holds her children and Ryo-Ohki.

Misaki is a protective mother who says she will not forgive anyone for mocking her children, but she is very merciful when an apology is offered with reference to her as a "pretty, young lady". She often seems oblivious to the reactions of others (especially when she is hugging them), as well as their true feelings. For example, she claims that the King got along quite well with Tenchi. When she is leaving Earth to return to Jurai, she breaks into tears when saying goodbye to everyone. She seems to approve of Tenchi and charges him to look after Ayeka and Sasami.

## TSUNAMI

Tsunami is the first Tree of Jurai (*ouke no ki*), with independent power, thought and will, as well as the ability to become a spaceship. 700 years ago Tsunami merged with Sasami to save her life after she fell and almost died in the Royal Tree Room. Tsunami is able to assume human form in order to communicate more easily and effectively with Juraians. This human form is based on Sasami's adult image, but it is likely that Tsunami could take any human form that she chooses. This form can have substance or Tsunami can astrally project it. Tsunami is extremely gentle, caring and kind, and the epitome of the perfect mother. She protects all Juraians, but in particular she is quite concerned about the safety of Sasami and Tenchi. Tsunami does not have to physically be in the same location as a Juraian to protect him or her. For example, she was able to sever Kagato's mind control over Ayeka from her own ship. However, she does not help Juraians lightly or in all situations. When Ayeka and Sasami were falling to the Earth at a great velocity, Tsunami did not interfere. Perhaps she knew that it was necessary for Ayeka and Sasami to become stranded on Earth for Tenchi to unlock his hidden power.



The origin of all Jurai trees is Tsunami. After Ryu-Oh was completely destroyed by the Soja, Tsunami was able to give its seed to Tenchi so that a duplicate Ryu-Oh could be germinated and grown. She is connected to all Jurai trees and can open gateways through them for travel. The keys from each tree serve as a means for her to track Juraians and perhaps this is how she knows when someone is in trouble. For example, she tells Tenchi that she can "detect a reaction to Ryu-Oh's key 70 light seconds" from herself.

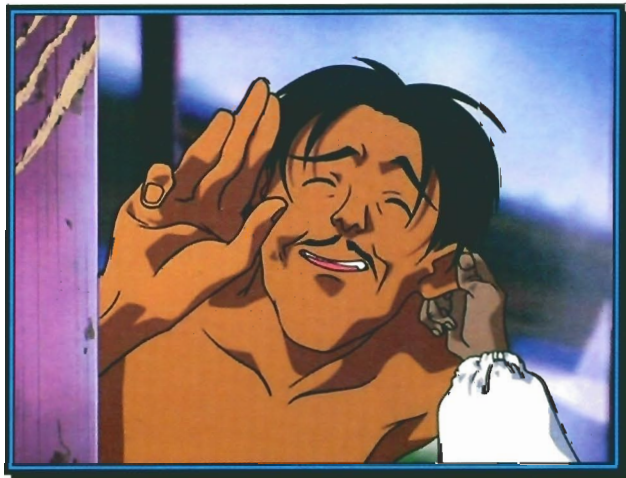
Tsunami possesses great powers and has been called, "The King of the Universe", and "the Ship of the Beginning". Tsunami can revive the dead completely but only if they are created by her in the first place. Thus, the origin of all Juraians might also be Tsunami. When Tenchi lost the lower half of his body due to the blast from the Soja, Tsunami replaced his lost physical parts. She could have restored Tenchi if he had died, but he would have lost his ability to create the Lighthawk Wings. She shows great affection to Tenchi when she touches his nose with her own.

Tsunami can use the pond of water that surrounds her tree to view events in different places. She shows Tenchi the Soja and tells him that Ayeka and the others are involved in hand-to-hand combat. She has the ability to protect the Earth from destruction from an extremely powerful blast from the Soja. She is able to return an attack towards the Soja and subsequently destroys the shield protecting it. Tsunami is able to teleport Tenchi and Sasami onto the Soja and can communicate with them when they are not in her presence. Her movement is restricted to the confines of her ship, but she compensates for this by astrally projecting her human image. Sasami is conscious and aware of the events around her while she is united with Tsunami.

Her true origins remain a mystery. Lady Tokimi refers to her as her "sister" and a silhouette of Tsunami can be seen behind Lady Tokimi when she first appears to Dr. Clay. It would seem that the full extent of her powers have not yet been demonstrated.

## NOBUYUKI

Nobuyuki is Tenchi's father, the designer of their house, and the widower of Achika. His daytime career is as an architect, while his favourite pastimes are as a peeping tom, and reading *shojo manga*. He tries to teach his peeping tom skills to Tenchi, and when Tenchi objects, he tries to explain that "it would be rude not to peep". He used to work at home in his room (which is now Mihoshi's) and occasionally went to the office. After Ryoko relocated his house, he moved out into a one-room apartment in the city and works at the office.



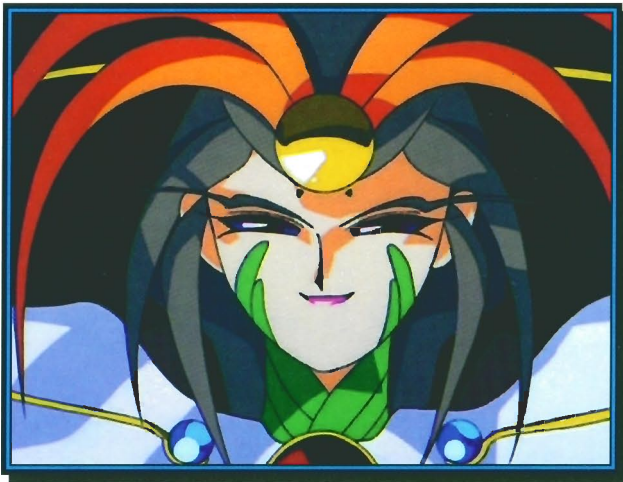
Nobuyuki spies on his son and used to believe that Tenchi was too shy with women, until he thinks Tenchi sneaked Ryoko into his room. He claims that as his father he will respect Tenchi's privacy and leave him alone with Ryoko, however, he tries to videotape them from outside Tenchi's window. He justifies his actions by claiming that it is his "duty to record his son's development in sex...I mean life". He believes that Ayeka, Sasami, and Ryoko are Tenchi's girlfriends.

Nobuyuki seems to share a similar quality with Mihoshi — he can find some benefit in every situation in life. For example, when Ryoko moves his house, he says he can see an advantage to being closer to his father-in-law's shrine. He did not seem to be at all troubled from being shrunk and flattened by Ryo-Ohki and then

crashing into the Seto bridge. He enjoys helping Katsuhito scare Tenchi and the others while creating a mist as Katsuhito tells his ghost story at the inn. Sadly, Nobuyuki seems to be a lonely man who misses his wife dearly. He speaks to Achika's spirit about the development of Tenchi and how proud she would be of her son.

## LADY TOKIMI

Lady Tokimi is an enigmatic, omnipresent being who can perform many extremely powerful feats. For example, she can read the minds of humanoids, astrally project an image of her body, reveal herself through high-level dimensional reactions, look into the future, and likely many more powers that were not detailed in the OAV series. She commands D3 and possibly many others like him who are in charge of different dimensions. When Lady Tokimi first speaks to D3, she uses music to communicate. However, when she speaks with Dr. Clay, she is able to speak in a language that he can understand. Her voice is very soft, gentle and melodic. She claims that she does not know how Tenchi creates the Lighthawk Wings or understands how Ryoko's gems operate but, as D3 points out, it is possible that she does know but will not say. Lady Tokimi refers to Washu and Tsunami as her "sisters" and she is often shown with them silhouetted behind her. She sees her sisters involved with Tenchi in the near future and orders D3 not to lay a hand on him. Her mysterious words eerily ring out, "You should not lay your hand on that boy. You should not fight against him." Clearly she knows something that others do not.

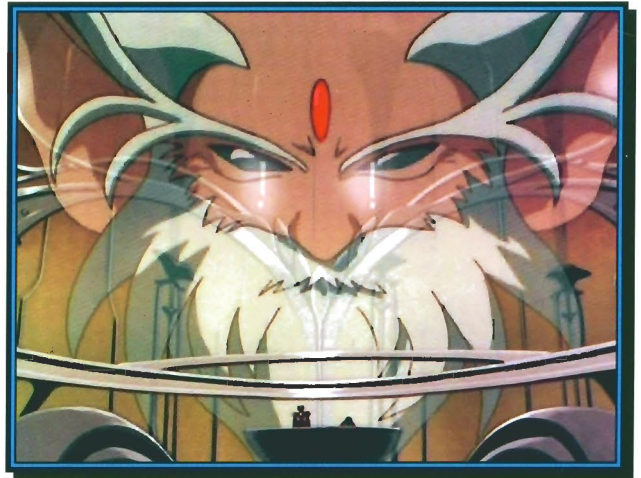


## D3

D3 is presented as the image of a translucent, astrally projected head of an older man with white hair and a white beard. He has a red jewel in the centre of his forehead, which is visible whenever his head is not. He resides in a dimension (of which Earth is a part) that is under his jurisdiction but he is under the control of Lady Tokimi.

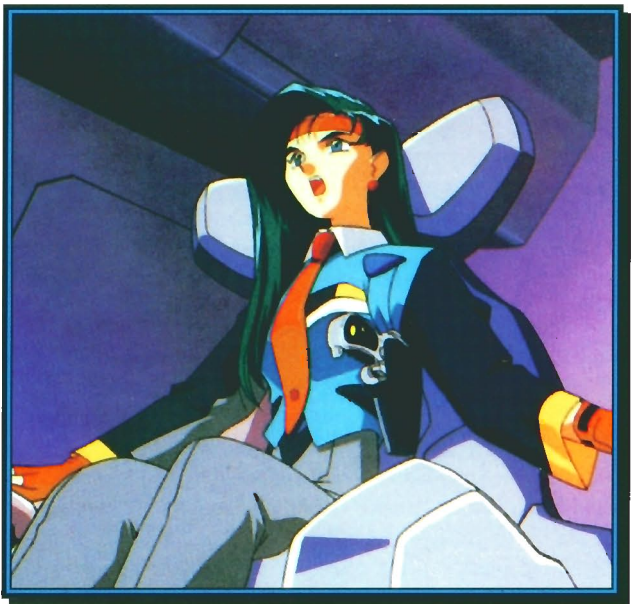
D3 gives the specifics and missions that Dr. Clay is to undertake. D3 seems capable of human emotion and becomes annoyed easily by Dr. Clay's insistent nature. He tells Clay that he is not pleased that he abandoned his mission before it was complete. D3 is a powerful and intelligent being who understands

the true extent of Tenchi's power. D3 has the ability to block the memories of humanoids, however he cannot read minds as Lady Tokimi can. He performs a memory blockage on Dr. Clay and Zero but he warns that anyone able to undo the blockage will be able to come to their dimension. He knows that the dimension in which he and Lady Tokimi currently exist is perfect for Lady Tokimi's purpose because Washu and Tsunami are present. What this purpose is, however, currently remains a mystery.



## KIYONE

Detective Kiyone is Mihoshi's partner. She can be hot-headed at times, and does not like Mihoshi whatsoever. "My life was absolutely perfect until I became a detective. But ever since you were made my partner, my life has been an absolute nightmare!" She yells often when she is working with Mihoshi and calls her "bubblehead". She is a very serious person and wears a stern countenance. She wants to be promoted but Mihoshi's failings will probably make this impossible for her. In the OAV series, Kiyone falls into the energy pit created by Evil Dr. Washu. Somehow she survives and atop the ruins of Dr. Washu's lab, Kiyone vows to kill Mihoshi.







# TENCHI MUYO! OAV SERIES MECHA

## SPACE BATTLESHIP RYO-OHKI

120 Mecha Points

### Mecha Sub-Attributes

Armour Level 4 (16 MP), Extra-Capacity Level 4 (4 MP), Extra Endurance Level 6 (6 MP), Flight Level 4 (can hover, 16 MP), Life Support Level 2 (2 MP), Reincarnation Level 2 (2 MP), Sensors Level 3 (life forms, 4 MP), Space Flight Level 5 (10 MP), Special Equipment Level 4 (shrinking ray, 8 MP), Special Equipment Level 1 (landing crystal, 2 MP), Star Drive Level 4 (8 MP), Summonable (Become a Mecha) Level 2 (10 MP), Toughness Level 4 (16 MP), Weapon Level 6: Beam Cannon (Damage 60, Auto-Fire, Long Range, 24 MP)

### Mecha Defects

Awkward Size Level 4 (4 MBP), Other Mecha Defects: No Arms (2 MBP), No Ground Movement (2 MBP)

### Derived Values

Armour: 40, Health Points: 120

### Special Equipment

**Landing Crystal** — To assault Dr. Clay's ship, Tenchi and Ayeka detached part of Ryo-Ohki and used it as a landing capsule.

**Shrink Ray** — When it was under attack by Ryu-Oh, Ryo-Ohki shrank the Tenchi house (and Tenchi's father) to miniature size. The ray was never used offensively, so it is likely that its range or accuracy is such that it cannot be effectively used against an alert target.



## GUARDIANS OF JURAI: AZAKA AND KAMIDAKE

30 Mecha Points each

### Mecha Sub-Attributes

Armour Level 1 (4 MP), A.I. Level 6 (12 MP), Flight Level 1 (can hover, 4 MP), Life Support Level 2 (2 MP), Space Flight Level 1 (2 MP), Toughness Level 1 (4 MP), Weapon Level 2: Capture (30 Damage, Stun, Tangle, Contact, 8 MP), Weapon Level 1: Energy Blast (30 Damage, Short Range, 1 MP), Unique Sub-Attribute: Life Field Level 1 (1 MP)



### Mecha Defects

Awkward Size Level 1 (1 MBP), Other Mecha Defects: No Arms (2 MBP), No Ground Movement (2 MBP), Not So Tough (1 MBP), Reduced Capacity (2 MBP)

### Stats

Body 8, Mind 4, Soul 6

### Derived Values

Armour: 10, Attack Combat Value: 6, Defense Combat Value: 4, Health Points: 65, Energy Points: 50

### Unique Sub-Attribute

**Life Field** — Azaka and Kamidake can combine to produce a small, low-power "life support" field (retains air, covers an area large enough to protect a person from vacuum). They must move in unison and cannot make Defense Rolls while doing so, however. The same kind of energy field can also be used to hold a prisoner rigid between them.

## RYU-OH

115 Mecha Points

### Mecha Sub-Attributes

Armour Level 2 (8 MP), A.I. Level 3 (6 MP), Extra-Capacity Level 5 (5 MP), Extra Endurance Level 6 (6 MP), Flight Level 4 (can hover, 16 MP), Force Field Level 5: Lighthawk Wings Level 5 (Stops 90, uses energy, 15 MP), Life Support Level 2 (2 MP), Reincarnation (1 MP), Sensors Level 4 (life forms, 5 MP), Space Flight Level 3 (6 MP), Special Equipment Level 1 (x3): Tree Jail (2 MP); and Suspended Animation Pods (2 MP); and Tranquility Garden (2MP), Star Drive Level 3 (6 MP), Toughness Level 4 (16 MP), Weapon Level 6: Beam Cannon Batteries (Damage 60, Area-Effect, Long Range, 24 MP), Weapon Level 5: Lighthawk Energy Ball (Damage 90, Area-Effect, Long Range, Drop shields, Stoppable, Uses Energy, 1 MP), Weapon Level 4: Attack Vines (Damage 45, Flexible, Stun, Tangle, Internal, Short Range, 1 MP).

### Mecha Defects

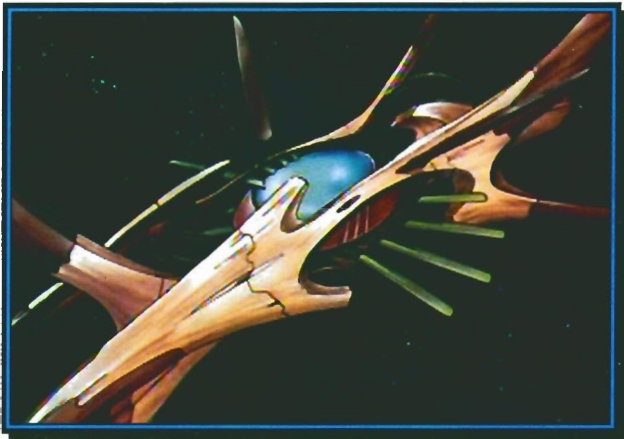
Awkward Size Level 5 (5 MBP), Other Mecha Defects: No Arms (2 MBP), No Ground Movement (2 MBP)

### Stats

Body 5, Mind 7, Soul 0

### Derived Values

Armour: 20, Attack Combat Value 4, Defense Combat Value 2 Health Points: 120



## MIHOSHI'S BATTLE SUIT

20 Mecha Points

### Mecha Sub-Attributes

Armour Level 2 (8 MP), Life Support Level 2 (2 MP), Space Flight Level 1 (2MP) Weapon Level 3: freeze pellet glove (Damage 30, Spreading, Tangle, Short Range, 12 MP), Weapon Level 3: laser bazooka, hand-held (Damage 45, 2 MP).

### Mecha Defects

Other Mecha Defects: Mutual Damage (2 MBP), Not So Tough (2MBP), Partial Armour (2 MBP)

### Derived Values

Armour 20. Health Points: 40

## MIHOSHI'S PATROL SHUTTLE

80 Mecha Points

### Mecha Sub-Attributes

Armour Level 2 (8 MP), A.I. Level 4 (8 MP), Extra Capacity Level 2 (2 MP), Extra Endurance Level 3 (3 MP), Flight Level 5 (can hover, 20 MP), Life Support Level 2 (2 MP), Sensors Level 2 (2 MP), Space Flight Level 4 (8 MP), Star Drive Level 3 (6 MP), Toughness Level 2 (8 MP), Weapon Level 5: Laser Cannon (Damage 60, Long Range, 20 MP)

### Mecha Defects

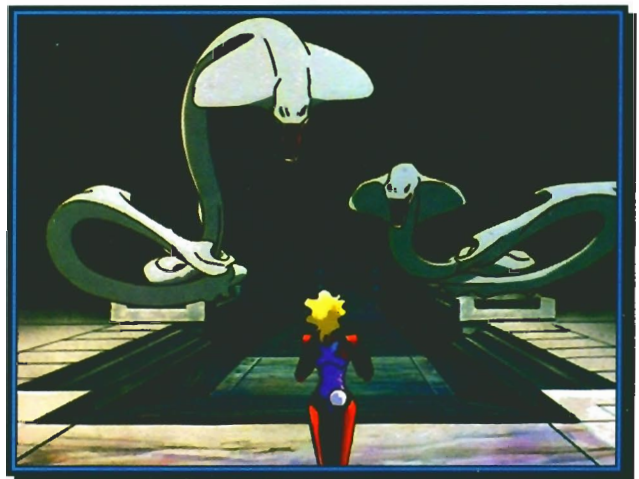
Awkward Size Level 3 (3 MBP), Other Mecha Defects: No Ground Movement (2 MBP), No Arms (2 MBP),

### Stats

Body 6, Mind 6, Soul 0

### Derived Values

Armour 20, Attack Combat Value: 4, Defense Combat Value: 2, Health Points: 80



## KAGATO'S GIANT COBRA ROBOTS

15 Mecha Points each

### Mecha Sub-Attributes

Armour Level 1 (4 MP), A.I. Level 3 (6 MP), Extra Endurance Level 1 (1 MP), Weapon Level 1: Bite (30 damage, Muscle-Powered, Contact, 4 MP), Super Strength Level 1 (3 MP)

### Mecha Defects

Awkward Size Level 1 (1 MBP), Other Mecha Defect: Reduced Capacity (2 MBP)

### Stats

Body 8, Mind 2, Soul 0

### Derived Values

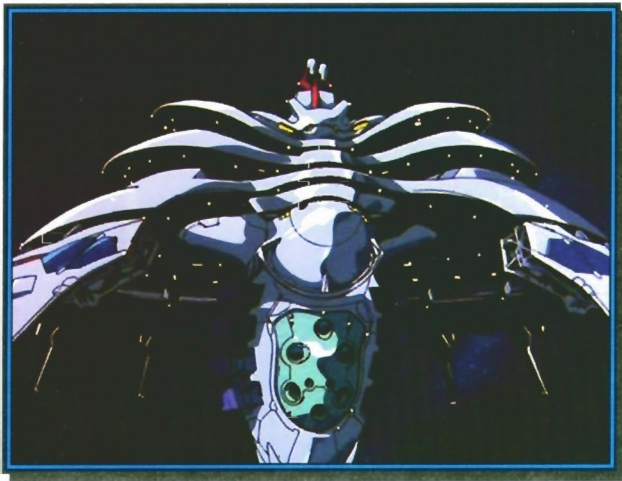
Armour: 10, Attack Combat Value: 3, Defense Combat Value: 1, Health Points: 40

## THE SOJA

140 Mecha Points

### Mecha Sub-Attributes

Armour Level 4 (16 MP), Dimensional Portal Level 4 (fixed, one-way, 12 MP), Extra-Capacity Level 6 (6 MP), Extra Endurance Level 6 (6 MP), Flight Level 4 (can hover, 16 MP), Force Field Level 5 (extendable, stops 90, internal, 20 MP), Life Support Level 2 (2 MP), Sensors Level 3 (3 MP), Space Flight Level 3 (6 MP), Star Drive Level 3 (6 MP), Special Equipment (Laboratory) Level 2 (4 MP), Subordinate Mecha Level 4 (4 MP), Toughness Level 5 (20 MP), Weapon Level 8: Planet Buster Beam Cannon (Damage 135, Area-Effect, Long Range, Slow, Static, Unique Disability: requires the Master Key and Ryoko's gem energy, 32 MP), Weapon Level 7: Spreading Beam Cannon (Damage 75, Long Range, Spreading, 1 MP)

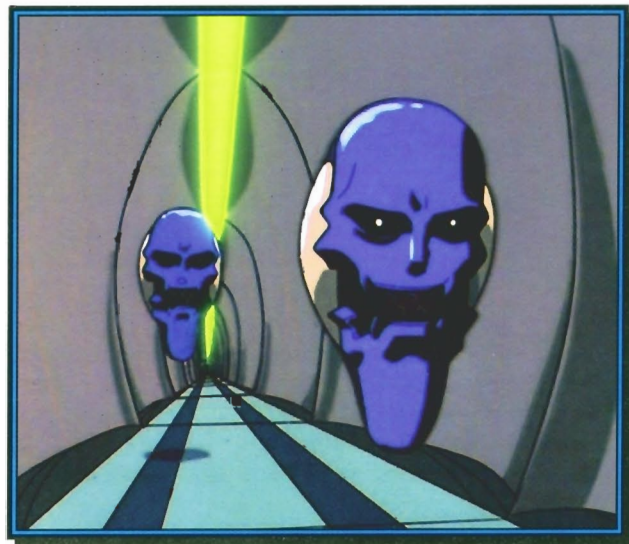


### Mecha Defects

Awkward Size Level 6 (6 MBP), Other Mecha Defects: No Arms (2 MBP), No Ground Movement (2 MBP), Unique Defect (Soja takes any damage Kagato suffers, 2 MBP)

### Derived Values

Armour 40, Health Points: 140



## KAGATO'S FLOATING HEAD ROBOTS

10 Mecha Points each

Kagato had six of these robots defending Soja's corridors. They are Soja's Subordinate Mecha.

### Mecha Sub-Attributes

Armour Level 1 (4 MP), A.I. Level 3 (6 MP), Life Support Level 1 (2 MP), Flight Level 1 (can hover, 4 MP), Space Flight Level 1 (2 MP), Weapon Level 1: Energy Beams (15 damage, Auto-Fire, Short Range, 4 MP),

### Mecha Defects

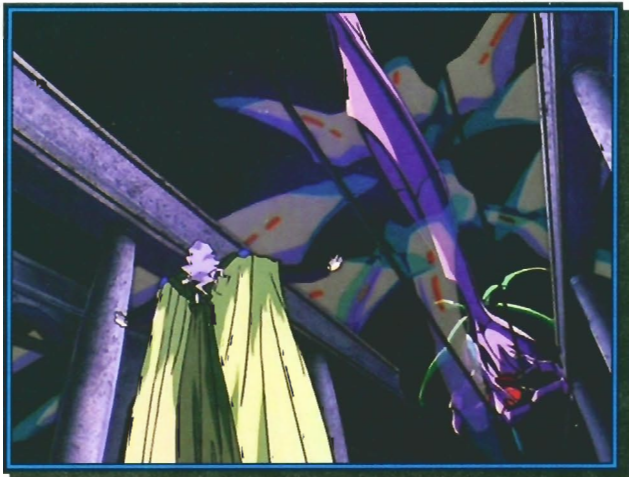
Other Mecha Defects: Less Armour (-5 armour, 2 MBP), No Arms (2 MBP), No Ground Movement (2 MBP), Not So Tough (2 MBP), Reduced Capacity (2 MBP), Weak Point ( face, 2 MBP)

### Stats

Body 7, Mind 3, Soul 0

### Derived Values

Armour: 5, Attack Combat Value: 3, Defense Combat Value: 1, Health Points: 30



## **TSUNAMI: "THE SHIP OF THE BEGINNING"**

120 Mecha Points

### **Mecha Sub-Attributes**

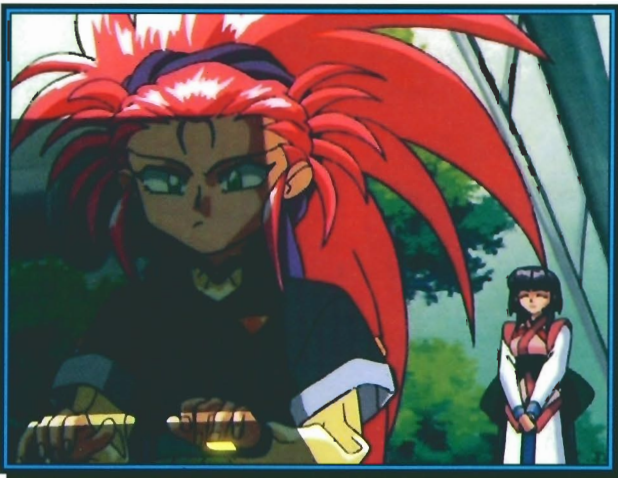
Armour Level 2 (8 MP), Extra-Capacity Level 5 (5 MP), Extra Endurance Level 6 (6 MP), Flight Level 4 (can hover, 16 MP), Force Field Level 6: Ten Lighthawk Wings (Stops 105, uses energy, 18 MP), Life Support Level 2 (2 MP), Reincarnation (1 MP), Sensors Level 5 (life forms, 6 MP), Space Flight Level 4 (8 MP), Star Drive Level 4 (8 MP), Summonable Level 1 (become a mecha, 5 MP), Toughness Level 5 (20 MP), Weapon Level 6: Beam Cannon (Damage 60, area-effect, long range, 24 MP), Weapon Level 6: Lighthawk Energy Ball (Damage 105, area-effect, long range, drop shields, stoppable, uses energy, 2 MP)

### **Mecha Defects**

Awkward Size Level 5 (5 MBP), Other Mecha Defects: No Arms (2 MBP), No Ground Movement (2 MBP)

### **Derived Values**

Armour: 20, Health Points: 140



## **WASHU'S ETHEREAL LAPTOP AND FLOATING CUSHION**

10 Mecha Points

### **Mecha Sub-Attributes:**

Flight Level 1 (can hover, 4 MP), Sensors Level 1 (scientific, 2 MP), Special Equipment Level 1 (super-computer terminal, 2 MP), Summonable Level 2 (8 MP)

### **Mecha Defects:**

Other Mecha Defects: Exposed Occupants (2 MP), No Arms (2 MP), No Ground Movement (2 MP)

### **Derived Values**

Armour 0, Health Points: 40



## **WASHU DOLL**

10 Mecha Points

### **Mecha Sub-Attributes**

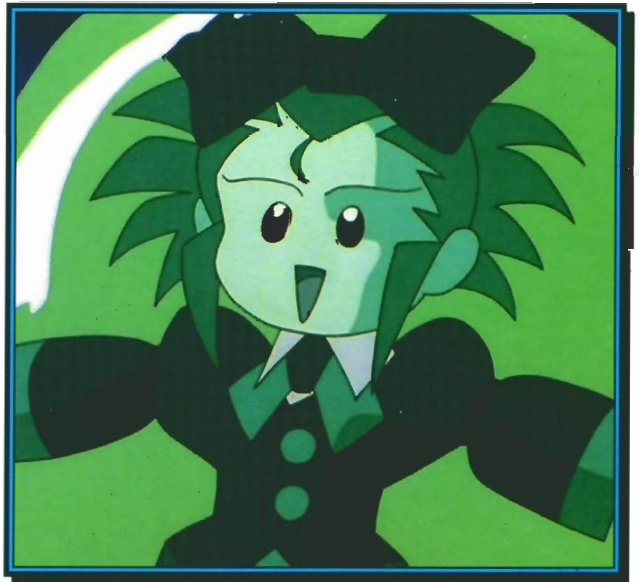
A.I. Level 1 (2 MP), Summonable Level 2 (8 MP), Unique Ability Level 2 (looks like Washu until examined closely, 2 MP)

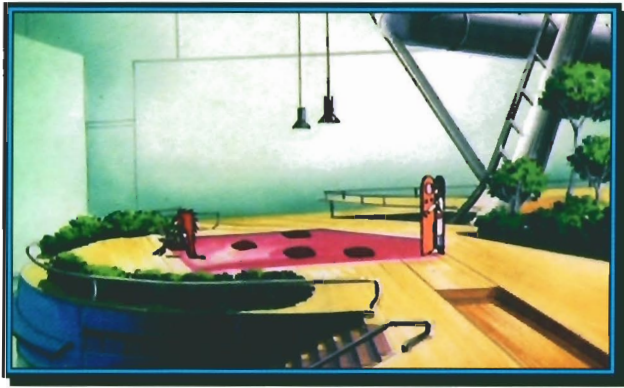
### **Mecha Defects**

Other Mecha Defect: Limited Endurance (operates only for a few minutes, 2 MBP)

### **Derived Values**

Armour: 0, Health Points: 40





## WASHU'S SUBSPACE LABORATORY COMPLEX

90 Mecha Points

A variety of structures and lab equipment located within Washu's subspace dimensional pocket.

### Mecha Sub-Attributes

Armour Level 1 (4 MP), Dimensional Portal (town-sized, mobile portal is Washu's laptop, extra fixed portal is in Tenchi's storage closet, 19 MP), Extra Capacity Level 4 (4 MP), Extra Endurance Level 6 (6 MP), Force Field Level 5, Stops 60, blocks incorporeal, 15 MP), Sensors Level 3 (scientific scanning, 4 MP), Special Equipment Level 6 (science lab, 12 MP), Toughness Level 4 (16 MP), Weapon Level 4: robotic tentacles (Damage 60, Flexible, Tangle, Internal, No Damage, 16 MP)

### Mecha Defects

Awkward Size Level 4 (4 MBP), Restricted Ground Movement (None, 2 MBP)

### Derived Attributes

Armour 10, Health Points: 120

## DR. CLAY'S STARSHIP (BATTLESHIP SHUNGA)

110 Mecha Points

### Mecha Sub-Attributes

Armour Level 4 (16 MP), Extra Capacity Level 5 (with hangar for escape ship, 5 MP), Extra Endurance Level 5 (5 MP), Flight Level 4 (can hover, 16 MP), Life Support Level 2 (2 MP), Sensors Level 4 (scientific, 5 MP), Space Flight Level 3 (6 MP), Special Equipment (converted laboratory) Level 3 (6 MP), Star Drive Level 4 (8 MP), Subordinate Mecha Level 4 (4 MP), Toughness Level 5 (20 MP), Weapon Level 6: Beam Cannon Batteries (Damage 60, Long Range, Spreading, 24 MP), Weapon Level 5: Sticky Seat Trap (Damage 105, Tangle, Trap, Contact, Internal, No Damage, 1 MP), Weapon Level 5: Black Hole Self-Destruct (Damage 120, Area-Effect x 3, Contact, Self-Destruct, 1 MP)

### Defects

Awkward Size Level 5 (5 MBP), Other Mecha Defects: No Ground Movement (2 MBP), No Arms (2 MBP)

### Derived Values

Armour: 40, Health Points: 140



## DR. CLAY'S ESCAPE SHIP

40 Mecha Points

### Mecha Sub-Attributes

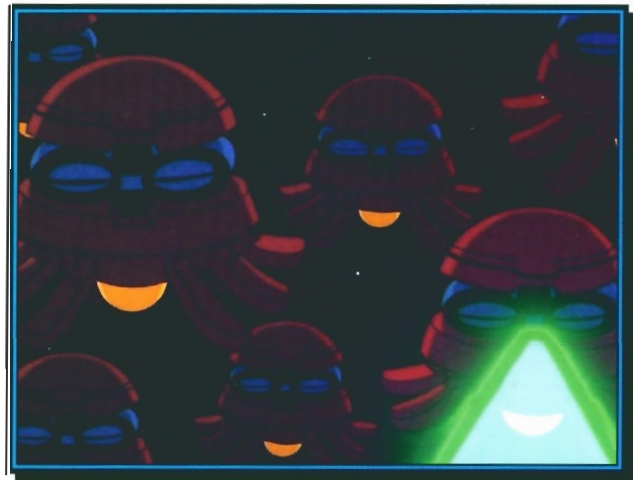
Armour Level 1 (4 MP), Extra Capacity Level 2 (2 MP), Extra Endurance Level 2 (2 MP), Flight Level 4 (can hover, 16 MP), Life Support Level 2 (2 MP), Sensors Level 1 (1 MP), Space Flight Level 4 (8 MP), Star Drive Level 2 (4 MP), Toughness Level 2 (8 MP)

### Mecha Defects

Awkward Size Level 3 (3 MBP), Other Mecha Defects: No Ground Movement (2 MBP), No Arms (2 MBP)

### Derived Values

Armour 10, Health Points: 60



## OCTOPUS HEAD ROBOTS

10 Mecha Points each

The Subordinate Mecha for Dr. Clay's starship.

These robots are functionally identical to the Floating Head Robots used by Kagato, except they fire single energy beam shots that deliver 30 damage rather than using Auto-Fire for 15 Damage. Dr. Clay's starship has 10 robots.



# CHAPTER 3

## GAME MECHANICS

## INTRODUCTION

A *Tenchi Muyo!* role-playing adventure should involve a blend of action, combat, character development, and story. The Tri-Stat System™ game mechanics system was created to be a near-transparent system in which neither the GM nor the player will disrupt the flow of the game by frequently rolling dice, searching for rules/charts/tables, making complex calculations, or reviewing character sheets. The *Tenchi Muyo! RPG* uses the same conceptually intuitive system that made *Big Eyes, Small Mouth*, the multi-genre anime RPG, popular with both role-playing and anime fans.

**IMPORTANT!** Do not hesitate to go beyond the rules if you are the Game Master. If you dislike a rule presented in the *Tenchi Muyo! RPG*, you are encouraged to modify it to suit your needs and those of the players. Do not let your own vision of *Tenchi Muyo!* be superseded by anything you read in this book. These pages are filled with guidelines and suggestions, but certainly do not reflect the “One True Way” to role-playing success. Use what you like, discard what you do not, and fill in the blanks with your own ideas.

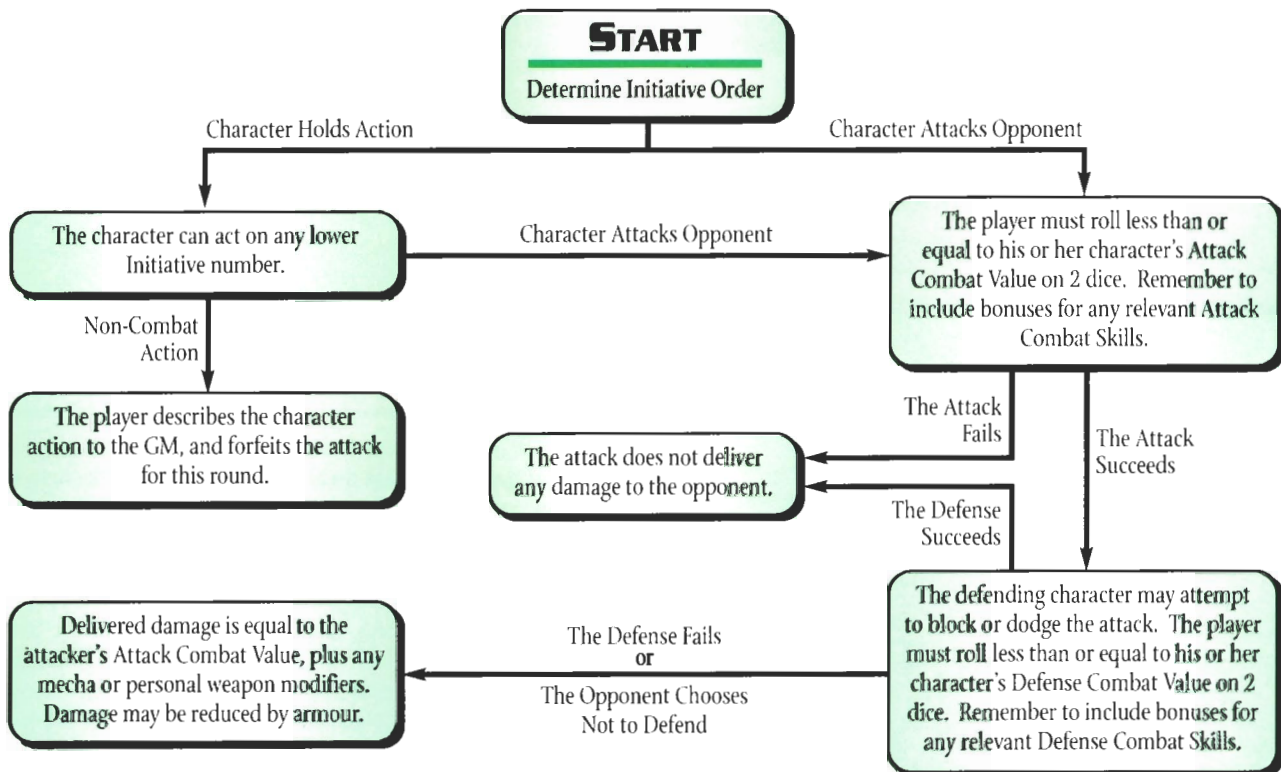
## DICE AND DICE ROLLS

The *Tenchi Muyo! RPG* only uses two six-sided dice to handle all aspects of the game mechanics. By adding the two numbers shown on each die, values between 2 and 12 can be generated. The distribution of values almost follows a standard or bell curve, with the middle value of 7 generated most frequently (6 times out of 36 possibilities or 1/6th of the time).



There are three major types of dice rolls a GM or player may use during game play: a Stat check dice roll, a Skill check dice roll and an Attack/Defense combat dice roll. When a player announces the intended actions of his or her character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM will choose which type of dice roll is most appropriate.

## TENCHI MUYO! RPG COMBAT FLOWCHART





## STAT CHECKS

A Stat check is used when the GM believes that innate ability is more important than any learned expertise or combat capability. During a Stat check, the GM decides which Stat (Body, Mind, or Soul) would be most relevant to the action in question. If two or three Stats are closely related to the action, an average Stat



Value should be calculated instead, rounding up to the closest whole number. For actions that fall under an Attribute, the relevant Stat is usually given in the Attribute description (see page 39 of *Chapter 2: Character Creation*).

A successful Stat check involves the player rolling less than or equal to the Stat Value or Stat Value average on two dice. The Stat check is unsuccessful if the dice roll generates a value greater than the target number. The greater the difference between the target number and the dice roll, the greater the degree of success or failure (see **Table 3-1: Degrees of Success**).

The GM has the option of modifying the dice roll should the action the character is undertaking be particularly easy or difficult (see **Table 3-2: Dice Roll Modifications**, page 137). A more difficult action gains a positive modifier to the dice roll since the goal is to roll under the Stat Value or Stat Value average. Regardless of the actual target number, an unmodified or “natural” roll of 2 always succeeds (it is considered at least a “marginal success”), and an unmodified roll of 12 always fails (it is considered at least a “marginal failure”). This rule is important in a *Tenchi Muyo!* adventure, because it reflects the extreme possibilities presented in the OAV series — sometimes even the most talented characters fail in their tasks, and sometimes even the most awkward characters succeed. If two or more characters are working directly or indirectly against each other (such as two people pulling on a contested object), each character must make a Stat check dice roll. The character with the greatest degree of success (or least degree of failure) is considered to have the advantage over the contested action.



## SKILL CHECKS

A Skill check is similar to a Stat check, except it is used when the task is one that the GM decides would be governed by both a particular Stat and a particular Skill. For example, if a task required general intellectual ability (such as remembering the name of a person the character had met), a Mind Stat check would be made. Determining the origin of a rare alien species would also require a Mind Stat check, but this task is governed by the Biological Sciences Skill (more specifically, the Zoology specialization). In role-playing terminology, this task would require a “Mind-Based Biological Sciences (Zoology) Skill check”. A successful Skill check involves the player rolling less than or



**TABLE 3-1:  
DEGREES OF SUCCESS**

Roll is greater than the target number by 8 or more	Critical Failure
Roll is 6 or 7 greater than the target number	Extreme Failure
Roll is 4 or 5 greater than the target number	Major Failure
Roll is 2 or 3 greater than the target number	Minor Failure
Roll is 1 greater than the target number	Marginal Failure
Roll is equal to or 1 less than the target number	Marginal Success
Roll is 2 or 3 less than the target number	Minor Success
Roll is 4 or 5 less than the target number	Major Success
Roll is 6 or 7 less than the target number	Extreme Success
Roll is less than the target number by 8 or more	Critical Success

**TABLE 3-2:  
DICE ROLL MODIFICATIONS**

Dice Roll Modifier	Action Difficulty
-4	Trivial. Why roll dice?
-3	Nearly Trivial
-2	Extremely Easy
-1	Easy
0	Average Difficulty
+1	Slightly Difficult
+2	Difficult
+3	Quite Difficult
+4	Extremely Difficult
+5	Outrageously Difficult
+6	Practically Impossible

equal to the relevant Stat Value or Stat Value average on two dice. The degree of the action's success or failure is determined by the difference between the target number and the dice roll (see **Table 3-1: Degrees of Success**, see above).



If the character undertaking the Skill check does not possess the Skill that the GM determines is relevant (or necessary), a dice roll penalty should be applied. The penalty can range from +1 for tasks that require little skill and are slightly difficult (such as jumping across a gap between buildings — an Acrobatics Skill), to +6 for tasks that require tremendous skill and are practically impossible (such as repairing an alien star drive using parts manufactured on Earth — a Mechanics Skill). Tasks that the GM decides are not actually difficult may not receive any dice roll modifier. Conversely, the GM may decide that unbelievably difficult tasks (such as brain surgery, or designing a space ship) automatically fail when performed by characters lacking the required Skill. If the character does possess the appropriate Skill (even without the exact specialization), he or she receives a bonus to the Skill check dice roll. This bonus is equivalent to the character's Skill Level (if the task does not fall under his or her specialization) or one more than the character's Skill Level (if his or her specialization does apply). Even skilled characters can suffer or benefit from the difficulty modifiers in **Table 3-2: Dice Roll Modifications** (see above). Any difficulty modifiers that are assigned to a character's task are cumulative with his or her Skill Level bonus.

The GM is responsible for deciding which Stat, which Skill, and which specialization is relevant to a particular task, using the Stat and Skill descriptions given in *Chapter 2: Character Creation*. Since these questions can often be tricky, the GM should listen to the players' reasoning why a particular Skill or specialization might apply. The final decision belongs to the GM, however. Where Skill Levels above 6 exist (for example, as a result of Mechanical Genius Attribute providing a bonus to Electronics or Mechanics Skill) use a similar progression to that shown below.

The modifiers provided by each particular Skill Level are summarized below:

- Skill Level 1** A character is awarded a -1 bonus on the Skill check dice roll if he or she does not possess a relevant specialty, or a -2 bonus if the character does possess the relevant specialty.
- Skill Level 2** A character is awarded a -2 bonus on the Skill check dice roll if he or she does not possess a relevant specialty, or a -3 bonus if the character does possess the relevant specialty.
- Skill Level 3** A character is awarded a -3 bonus on the Skill check dice roll if he or she does not possess a relevant specialty, or a -4 bonus if the character does possess the relevant specialty.
- Skill Level 4** A character is awarded a -4 bonus on the Skill check dice roll if he or she does not possess a relevant specialty, or a -5 bonus if the character does possess the relevant specialty.
- Skill Level 5** A character is awarded a -5 bonus on the Skill check dice roll if he or she does not possess a relevant specialty, or a -6 bonus if the character does possess the relevant specialty.
- Skill Level 6** A character is awarded a -6 bonus on the Skill check dice roll if he or she does not possess a relevant specialty, or a -7 bonus if the character does possess the relevant specialty.



**Example 1:** The wreckage of Ryu-Oh is slowly sinking into the lake near the Masaki shrine. Ayeka attempts to grab hold of a chunk of the ship to prevent this catastrophe. The GM decides that this action requires a Body Stat Check, and is a Quite Difficult action (+3 modifier). Ayeka has Body 4, and rolls a 6, which is modified to a 9. This is a Major Failure. Ryu-Oh sinks tragically into the lake, and Ayeka cries in frustration.

**Example 2:** Mihoshi crashes her spaceship again, and in the process completely wrecks her space entertainment system. No one wants to miss her favour galactic soap opera, so Washu attempts to modify an Earth television set to receive galactic TV. The GM decides this requires Electronics (Consumer Electronics) Skill. Washu has Electronics (computers) Level 9. Since she has the correct Skill but the wrong specialty, her modifier is -9. The GM believes that performing delicate modifications requires both manual dexterity and intellect, so he asks Washu's player to have the character roll against the average of her Body (6) and Mind (11), which, rounded up, is 9. The GM decides that the resources in Washu's lab makes the task easier than without them, but the action is still Difficult (+2 modifier), for a net modifier of -7. The GM rules it would take at least 10 hours to make the modification, although Washu could try to do the work faster at the expense of increased difficulty. Unfortunately, the newest episode is being broadcast in only 30 minutes. Fortunately, Washu's Mechanical Genius Level 6 not only gave her a very high Electronics Skill, but also enables her to build things at 100 times normal speed. Instead of taking 600 minutes she can redesign the television set in a mere six minutes... if she succeeds. Washu's player rolls a 7, which becomes a 0 with the -7 modifier. This is nine under what she needed to succeed, and thus Washu gets a Critical Success. The GM tells the players that the gadget works even better than Mihoshi's original set. This is not surprising, since Washu is the universe's greatest scientist, after all. In fact, it was not even necessary for Washu's player to roll the dice, since Washu was all but guaranteed to succeed.

## COMBAT DICE ROLLS

The combat dice roll is very similar to a Skill check, except the target number is now the character's Attack Combat Value (for attack combat rolls) or Defense Combat Value (for defense combat rolls) rather than a Stat. The combat dice roll is used to resolve any type of physical combat, including armed, unarmed, martial arts and ranged weapons attacks. A successful combat manoeuvre involves the player rolling less than or equal to his or her character's Attack Combat Value or Defense Combat Value on two dice. The attack or defense is unsuccessful if the dice roll generates a value greater than the target number.

A character can usually throw a punch, use a special attack, fire a gun or hit someone with a melee weapon even if he or she does not possess the relevant attack combat Skill. Consequently, attacking or defending characters do not suffer a dice roll penalty; a character without the combat Skill simply does not receive a dice roll bonus. A GM may exempt the Heavy Weapon Combat Skill,



since these weapons have more complex procedures, and apply a +2 dice roll penalty to unskilled characters. Skills that are described in *Chapter 2: Character Creation* as “Attack Combat Skills” will modify Attack Combat rolls when a character is using the particular weapons or techniques they described. Similarly, Skills described as “Defense Combat Skills” modify defense rolls.

Unlike Skill check dice rolls, combat dice rolls do not usually involve degrees of success or failure. Not only will Skills modify the dice roll, but some Weapon/Special Attack Sub-Attributes have Abilities (such as Spreading) or Disabilities that provide modifiers as well (see page 70-75). The GM also has the option of modifying the dice roll should the attack or defense be particularly easy or difficult (see **Table 3-2: Dice Roll Modification**, page 137). Remember that an easy attack or defense gains a negative modifier to the dice roll since the goal is to roll under the Attack or Defense Combat Value. Regardless of the actual target number, an unmodified roll of 2 always succeeds and a roll of 12 always fails. Additionally, a natural dice roll of 2 (“snake eyes”) is considered to be a critical success and cannot be negated by an opponent’s defense (the defender is not even given the opportunity to make a defense roll). A critical success also inflicts increased damage on the opponent (see **Table 3-4: Critical Damage**, page 144).

*Tenchi appears in Soja’s chapel and sees Kagato about to deliver a fatal blow to Ryoko. Tenchi’s player declares that Tenchi will shout “Kagato, get away from Ryoko!” and immediately attack. The GM calls for an Initiative roll and Tenchi wins. His player tells the GM that Tenchi will use his energy sword and attempt to cut Kagato in half. This is an Attack dice roll, so the player rolls against Tenchi’s Attack Combat Value of 8, trying to score equal or less than that value. Striking with an energy sword uses the Melee Attack (Sword) Skill. Tenchi has Melee Attack (Sword) Level 3, which, thanks to his possession of the correct specialization of sword, provides a -4 bonus. The GM decides there are no other modifiers. Tenchi’s player rolls a 9; subtracting 4, this gives a 5, well under Tenchi’s Attack Combat Value of 8. A hit! However, Kagato can attempt to parry the attack using his own energy sword. This will require the GM to make a roll against Kagato’s Defense Combat Value, as modified by his Melee Defense (Sword) Skill.*

## WHEN TO ROLL DICE

It is important for the GM to realize that not all actions require Stat checks, Skill checks, or Combat dice rolls. Obviously mundane character activities, such as hammering a nail, driving a car down a road, or eating a bowl of ramen noodles, should never need dice rolls unless there are exceptional circumstances surrounding the character’s actions. The following is a list of suggestions when the dice should and should not be rolled. If a dice roll is unnecessary, the character should gain an automatic success for the action.

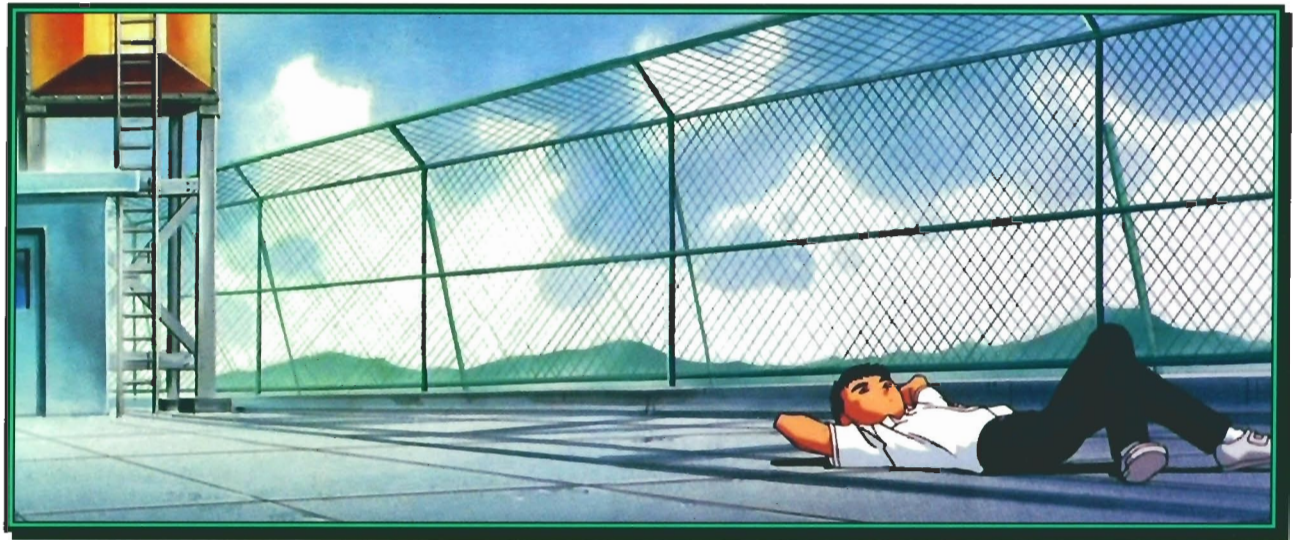
### ROLL DICE WHEN...

- the unpredictability of dice adds to the excitement of the game.
- the action is foreign to the character.
- the action has been a weakness for the character in the past.
- the character is distracted or cannot concentrate.
- another character or NPC is working directly against the character.
- only pure luck is involved (requiring a Soul Stat check).
- the action is not of trivial difficulty.
- outside forces influence the actions.
- the player wants to roll the dice.

### DO NOT ROLL DICE WHEN...

- a roll would reduce the enjoyment of the game.
- the action is routine for the character.
- the action requires a trivial amount of talent compared to the character’s Stats or Skill Level.





## TAKING ACTION

Every *Tenchi Muyo!* RPG character is capable of performing, or trying to perform, a near endless list of actions. The actions can be routine or mundane activities (talking, breathing, thinking), skilled activities (climbing, driving, hacking into a computer, fixing a starship), or combat activities (fighting, dodging, shooting). Combat actions are covered in greater detail in the Combat section and thus will not be discussed here. Additionally, most routine or mundane activities are assumed to be carried out successfully on a regular basis by each character unless otherwise specified by the player or GM (for example, the GM can assume that a character with Cooking Skill prepares decent meals, or one with Mechanics Skill keeps his or her spaceship maintained).

Every GM will have his or her own method that allows players to describe the actions of their characters. Usually this involves the GM moving from player to player asking, "What is your character doing?" Experienced GMs try to give each player equal role-playing time so that every character is an important aspect of the story. As a player, you are responsible for relating your character's intended actions to the GM. In return the GM will provide you with the results of the action, or will request a Stat or Skill check dice roll to determine the outcome. The amount of description and detail you should provide to the GM will vary greatly and will depend on the complexity and familiarity of the action.

Consider the three action descriptions below:

**Action 1:** "My character, Ryoko, is going to search for Tenchi."

**Action 2:** "My character, Ryoko, is going to search for Tenchi in the woods outside the Masaki shrine."

**Action 3:** "My character, Ryoko, is going to frantically search the woods outside the Masaki shrine for Tenchi. She'll be flying over the trees, calling his name. If she doesn't see or hear anything, Ryoko will land near the Holy Tree and look for footprints on the wet ground."

All three accounts involve Ryoko looking for Tenchi, but the level of detail is quite different. You should not be overly concerned with detail if it is irrelevant to your character's actions (such as the exact speed at which Ryoko was flying in Action 3), but sometimes a little detail can greatly alter the GM's interpretation.

## COMBAT

Conflict is an essential component of any role-playing game. Physical conflict, or combat, certainly is an important element of the *Tenchi Muyo!* RPG, but important is not the same as frequent. Combat should be a vital element of a scene, and not just merely a distraction that the GM uses to pass the time.



The combat rules for the Tri-Stat™ game system were designed to mimic anime-style combat — dramatic and quick, but not realistic. Whenever a character enters into physical conflict with another character or NPC, the Physical Combat Phase begins. Each round of combat covers from 1 to 10 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances (the exact time scale is not relevant). Characters are permitted to take a maximum of one offensive and one defensive action each round. They may also choose to take more than one defensive action, but suffer a penalty to each subsequent dice roll (see the Defense section). Alternatively, a character may forfeit his or her attack in favour of one non-combat action. Should the conflict not be resolved at the end of the first combat round, subsequent rounds of combat will follow.

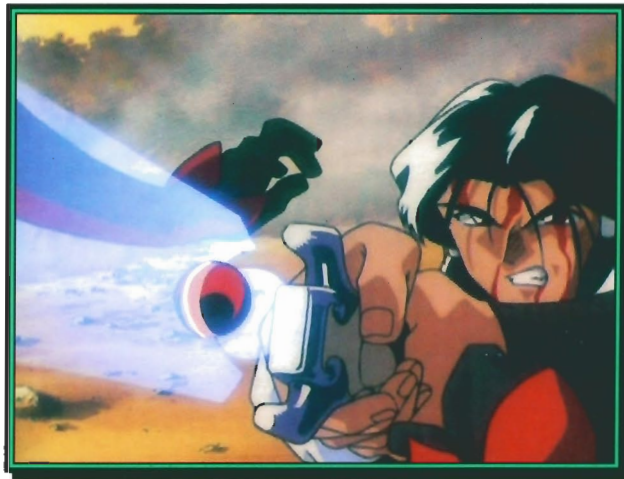
The Physical Combat Phase is subdivided into four categories: Initiative, Attack, Defend, and Deliver Damage. The Combat Flowchart on page 135 summarizes the sequence of events in the Physical Combat Phase.

## INITIATIVE

Initiative determines who acts first in combat. Each player involved in the combat rolls one die and adds the result to his or her character's Attack Combat Value. The GM does the same for any NPCs engaged in the conflict (including mecha owned by the characters but controlled by the Artificial Intelligence Sub-Attribute). The character with the highest total has "gained initiative" and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, their actions are simultaneous. This means that both characters attack and deliver damage at the same time; if one character drops below 0 Health Points or Energy Points in the attack, he or she still gets to make an attack before dying or falling unconscious.



Occasionally, the action in *Tenchi Muyo!* involves mecha combat. The term "mecha" refers to any ship, vehicle or mechanical suit that a character controls, including spaceships, battle suits, cars, robots, motorbikes, etc., or a mecha which controls itself, using either the Artificial Intelligence or the Summonable (Become a Mecha) Sub-Attribute. If a mecha carries more than one active crew member, the pilot (or driver or wearer) decides where the mecha will move, how fast it will move, and what it will do while moving; these actions are carried out on the pilot's Initiative value. Other characters may be able to perform different actions, but do so at a point in the round determined by their own Initiative value. For example, if Ayeka, Ryoko and Tenchi were aboard the ship *Ryu-Oh*, the ship (which has the A.I. Sub-Attribute) might pilot itself, Tenchi could operate the ship's weapons while Ryoko and Ayeka argued with each other. These actions would take place at different times during the round, depending on the respective Initiative rolls of the characters.



The Speed Attribute (page 50) may provide a bonus to a character's Initiative value. This bonus also applies to characters within a mecha since the Attribute includes reaction speed, and not only how fast a character can run. If the mecha has multiple crew members, the modifier is only added to the Initiative of the pilot or other controlling character or intelligence, and not those of the other crew members.

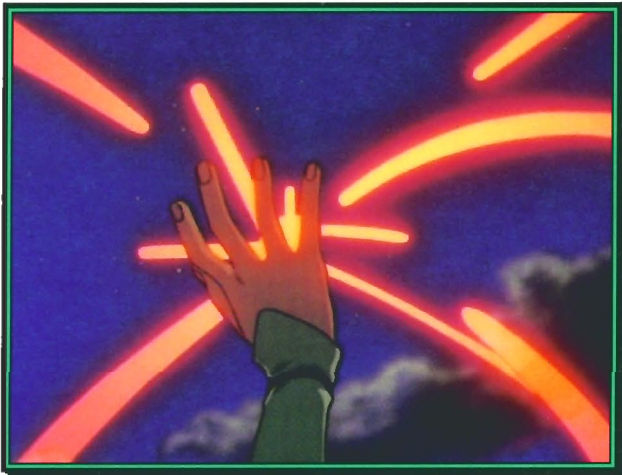
## ATTACK

When it comes time for a character to act during combat, as determined by Initiative, he or she may attack any one target (or multiple targets, if appropriate). A single attack can include one of the following combat forms: an unarmed assault, an attack with a melee weapon, the firing of a hand-held ranged weapon, or the use of a Weapon/Special Attack Sub-Attribute. A character may decide to hold his or her attack until any time later in the round, in order to see what the other characters intend to do.

Many mecha have one or more weapons built into them (or carried, in the case of powered suits), but a single character can only use one mecha weapon each round. If the mecha has multiple crew members, the mecha's weapon description will specify whether or not different gunners can use the different weapons (see the Different Gunners weapon option on page 70). If so, these crew members may use these weapons when it is their turn to act in the round (their Initiative).



Before rolling the dice, the player should clearly describe the method of attack, the special attack or weapon his or her character is using (if any), and the target. If the character is attempting to execute a special manoeuvre (such as aiming for a gap in a target's armour, or a weak point in its body), this should also be specified. If the attack requires Energy Points, remember to note their expenditure.



To succeed in the attack against an opponent, the player (or GM, for a non-player character) must roll less than or equal to his or her character's Attack Combat Value on two dice, remembering to include all relevant Attribute, Skill, Sub-Attribute, Defect, and difficulty modifiers (see **Table 3-3: Attack Roll Modifications**). Damage will be delivered for any successful attack that is not avoided through the opponent's defense roll. Refer to Weapon/Special Attacks on page 70 for more detailed information about character special attacks, mecha weapons and their capabilities. To reflect some of the brutally successful attacks found in the *Tenchi Muyo!* OAV, a natural dice roll of 2 ("snake eyes") is considered to be a critical success and cannot be negated by an opponent's defense. A critical success also inflicts increased damage on the opponent, as outlined on page 144 and in **Table 3-4: Critical Damage**.

**TABLE 3-3:  
ATTACK ROLL MODIFICATIONS**

Attack Situation	Modifier
Accurate Attack Ability	-1
Inaccurate Attack Defect	+1
Ranged attack on target concealed by trees or brush	+1
Ranged attack at target that is taking cover	+1 to +3
Ranged attack from a moving vehicle	+2
Attacking in dim light, smoke, or fog	+2
Ranged attack at twice normal range	+2
Ranged attack at five times normal range	+4
Attacking in pitch darkness or heavy smoke	+4



Characters and mecha can often use energy blasts or ranged weapons, and thus GMs will need to know roughly how far they can shoot. For simplicity, ranges are grouped into the four categories listed below; if an attack does not have a given range noted, assume it can be used at medium range. It is up to the GM to decide whether he or she wishes to keep a detailed track of ranges and distances.

### Melee/Contact Range

The attack is only usable against adjacent opponents within touching distance (usually 1-5 metres for humans). This is the range for swords, unarmed combat, etc., and for attacks with the Contact Disability (page 74).

### Short Range

The attack has an effective range out to about 50 metres. Most pistols, shotguns, and archaic weapons such as a thrown rock or knife are short-ranged, as are attacks with the Short Range Weapon Disability (page 74).

### Medium Range

The attack has an effective range out to about 500 metres (10 km in space). Most rifles are medium-ranged, as are most other attacks (by default) unless they have the Long Range Ability (page 72), or the Contact or Short Range Disabilities (page 74).

### Long Range

The attack is effective out to considerable ranges: about 5 km (100 km in space), doubled each time the Long Range Ability was assigned (page 72). A space battleship's main cannon, long-range missiles, and artillery usually possess one or more levels of the Long Range Ability.

### Range Modifiers (Optional)

The distances given for ranges are the effective ranges the attack can shoot. Ranged (but not Contact) attacks may be made out to twice that range at +2 dice roll penalty, or five times the range at +4 penalty, although the GM may decide that the ranges given for some attacks or weapons simply cannot be exceeded.



## NON-COMBAT ACTIONS

Rather than taking an offensive action during any combat round, a character may use a non-combat action on his or her Initiative. Such actions include untying a rescued captive, running, using a radio or telephone, singing, changing weapons, climbing into or out of a vehicle, writing a note, changing clothes, etc. The non-combat action may also be used to safely withdraw from armed or unarmed combat, provided the character's opponent does not attack at a later Initiative number in the same round. Note that speaking a few words during combat or making a dramatic speech does not constitute an action.

## DEFEND

If a character is the target of a successful attack, he or she may attempt to defend against it by blocking, dodging, or running away. Defensive actions are not carried out according to Initiative order, but are resolved immediately after the attack. Each character can defend only once each round without penalty, regardless of how many people or creatures are attacking the character. Should the player choose not to attempt a defense (perhaps in anticipation of a more powerful attack still to come), the decision cannot be changed later in the round. A character may elect to defend against multiple attacks in a single round, but each defense after the first is subjected to a cumulative penalty of +2 to each dice roll: +2 for the second defense, +4 for the third, +6 for the fourth, etc.

To successfully defend against an attack, the player must roll less than or equal to his or her character's Defense Combat Value on two dice, remembering to include all relevant Attribute, Skill, Sub-Attribute, Defect, and difficulty modifiers. If the defense roll is successful, the attack is blocked, dodged, or otherwise negated, and no damage is delivered to the character.

For ranged attacks, the relevant Skill is Ranged Defense. For a hand-to-hand attack, the relevant Skill is either Unarmed Defense (if the character is trying to dodge or block the attack with his or her body), or Melee Defense if the character is using a weapon to parry. If a mecha is the target of an attack, its pilot will make the Defense rolls (or it will do so itself, if controlled entirely by A.I.). If a mecha is unable to manoeuvre (for example, it is trapped in a confined space) the GM may rule that it cannot defend.

## DELIVER DAMAGE

The amount of damage delivered to the target reflects the character's understanding of advanced combat techniques, as well as the power of a character's weapons. The damage delivered will depend on the attack form used.

For most attacks, base damage is equal to the attacker's Attack Combat Value plus bonuses for any relevant Focused Damage Attributes.

### Unarmed combat

If the attacker has Super-Strength add 10 points to the base damage for each Level of the Super-Strength Sub-Attribute possessed.

### Weapon/Special Attack Sub-Attribute

Damage is equal to the base damage plus the Weapon/Special attack's damage value. If the attack has Abilities or Disabilities, refer to the relevant Weapon/Special Attacks section (pages 70-75) for details.

### Armed combat (most hand-held weapons)

Add the weapon's damage value to the base damage. See **Table 3-5: Weapons** for weapon damage. If the weapon is one in which strength would be a factor (such as a sword), add 10 points to the base damage for every Level of the Super-Strength Sub-Attribute possessed.



The damage value's reliance on the attacker's Attack Combat Value reflects the equal importance of the Body Stat (force of the blow and manual dexterity), Mind Stat (knowledge of a body's vulnerable areas) and Soul Stat (determination and luck) when inflicting injury upon an opponent. The damage delivered by mecha weapons and special attacks are described under the Weapon/Special Attack Sub-Attribute (page 69). The damage delivered by ordinary weapons (such as a sword or knife) is given on page 145.



A character using a hand-held weapon or attacking in unarmed combat can elect to reduce the damage delivered by his or her character below the normal damage value, to a minimum of 1 point of damage (known as attacking to wound). For example, after Ryoko was mind-controlled by Kagato, Yosho chose to strike to wound rather than inflict full damage. This option is not applicable to most mecha weapons, or to weapons or special attacks with an Area Effect.

The final damage value is subtracted from the target's current Health Point total. In the event of a natural attack dice roll of 2 (a critical success), increased damage is inflicted upon the opponent. The player rolls one die and matches the result to those listed in **Table 3-4: Critical Damage** (see below). Should the player roll a 6, the target either receives quadruple damage or is killed (or destroyed) instantly, regardless of the target's remaining Health Points (GM's discretion).

**TABLE 3-4:  
CRITICAL DAMAGE**

Dice Roll	Damage Modifier
1-3	Double Damage
4-5	Triple Damage
6	Quadruple Damage (or an Instant Kill)

Damage can also result from a non-combat action such as crashing a spaceship into the ground or falling off a tree. The GM should assign a total damage value from 1 (very slight damage) to 50 (a major and extremely painful injury), depending on the situation (see page 148 for more details). Naturally some non-combat actions may result in the death of an NPC, but these events should only kill a character in exceptional circumstances.

## Armour and Force Fields

These play an important part in the *Tenchi Muyo!* OAV series. Mecha Armour reduces the delivered damage from a successful attack by 10 points per Level of the Mecha Armour Sub-Attribute (page 52), or by 4 points per Level in the case of hidden armour. The Battle Costume (page 54) and Force Field (page 56) Sub-Attributes provide protection similar to armour, although special advantages and restrictions apply as detailed in their own descriptions. Any damage not negated by force fields or armour is subtracted from the character's remaining Health Points (or the mecha's, if a mecha is the target).

## EFFECTS OF DAMAGE TO A CHARACTER

Should a character's or NPC's Health Points ever drop below 0, he or she has suffered a mortal wound and will die within an appropriately dramatic length of time unless immediate medical attention is available. Alternatively, the GM may decide to only render the character unconscious if the delivered damage does not reduce his or her Health Points below -20. If a character suffers an attack powerful enough to reduce his or her Health Points below -20, it is very unlikely the character could survive.



## EFFECTS OF DAMAGE TO A MECHA

### Crippled Mecha

If a mecha is reduced to zero or fewer Health Points, it is crippled. A crippled mecha is out of action, but can eventually be repaired. Until then, none of its equipment works (except emergency equipment, such as ejection seats), including weapons, although its Armour still offers some protection. The mecha is incapable of sustained powered movement or flight. Consequently, it will crash if it was moving along the ground, it will begin to fall out of the sky if it was flying, or it will start to sink beneath the surface of the water if it was floating, or it will simply drift if in space.



**Destroyed Mecha**

A mecha is completely destroyed when reduced as far below 0 Health Points as its starting Health Points total. For example, a mecha with 80 Health Points would be completely destroyed at -80 Health Points. The movement effects are the same as if it were crippled, except it cannot be repaired and may break up or fall apart at the GM's discretion. At the GM's option, a destroyed mecha might explode. The GM may allow characters to evacuate before this happens, or require a Stat roll to do so.

**Occupant Injuries**

If a mecha suffers damage past the crippling point, it is sufficiently impaired that crew and passengers may take ancillary damage as the mecha burns, explodes or collapses around them. For every two points of damage the mecha suffers, the occupants take one point of damage.

**HAND-HELD WEAPONS**

Characters in the *Tenchi Muyo!* OAV series usually rely on mecha or special attacks or unarmed combat to inflict damage. However, characters or NPCs may sometimes use more mundane weapons such as a laser pistol or sword. A selection of weapons are described below. The GM is encouraged to invent additional weapons as needed, using the guidelines provided for the Weapon/Special Attack Sub-Attribute (page 69) to define their capabilities.

All normal weapons are assigned a Weapon Damage Value ranging from 1 (least damaging) on up. In combat, the Weapon Damage Value is added to the attacker's Attack Combat Value to determine the total damage delivered by a successful hit (see previous section on delivering damage). Should the assault with a weapon not fall under a character's direct influence, for example, a bomb with a timer, the damage is equal to Weapon Damage Value only.

The table below lists the Damage Values of common weapons, along with other abilities or disabilities the weapon may have, the Skill and specialty that is required to use them effectively, and whether the item counts as personal gear (a major or minor item) or is a mundane item that does not count as personal gear.



**MOVEMENT AND COMBAT**

It is up to the GM to decide whether he or she wishes to keep a detailed track of movement, ranges and distances. In most close-in combat situations, exact calculations of speed and distance are unnecessary. When it is important, assume an average human adult can run about 5 metres per round times his or her Body Stat, modified by his or her Speed Attribute. A flying character or mecha can move, in metres, its current speed in kilometres per hour (kph) each combat round, as described under the Flight Sub-Attribute (page 56). This guideline assumes about 3-5 seconds per round, but the GM should feel free to modify any exact speeds when dramatically appropriate. GMs and players should not develop preoccupations with details, however. In *Tenchi Muyo!* people and mecha routinely ignore physics, and thus characters should have the opportunity to perform all kinds of crazy stunts if they make successful Skill rolls.

**TABLE 3-5: WEAPONS**

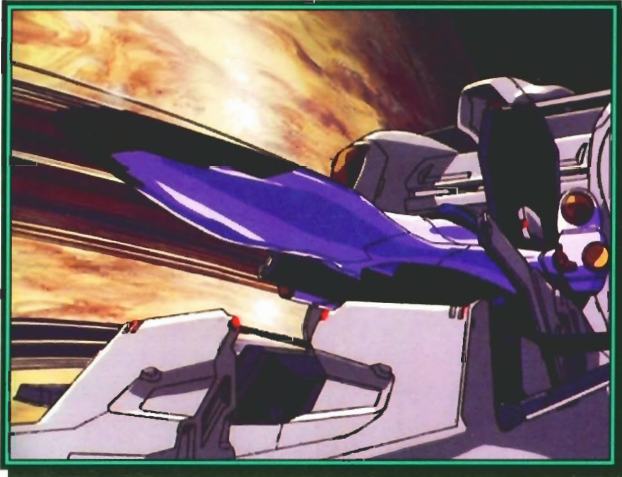
Weapon	Damage	Abilities	Disability	Skill	Item
Assault Rifle	10	Auto-Fire	Limited Shots (6)	Gun Combat (auto-fire)	major
Automatic Pistol	5	Concealable	Short Range	Gun Combat (pistol)	minor
Laser Pistol	10	Concealable	Short Range	Gun Combat (pistol)	major
Laser Rifle	15	none	none	Gun Combat (rifle)	major
Baton/Club	5	none	Contact	Melee (baton/club)	mundane
Bokken (wooden sword)	5	none	Contact	Melee (sword)	mundane
Katana (long sword)	10	none	Contact	Melee (sword)	minor
Knife	5	Concealable	Contact	Melee (knife)	mundane
Naginata (glaive)	10	none	Contact*	Melee (polearm)	minor
Whip (whips/chains)	2	Concealable Flexible	Contact	Melee	mundane

\* requires two hands to wield properly.

For explanations of Abilities and Disabilities, refer to the Weapon/Special Attack Sub-Attribute (pages 70-75).

## DRAMATIC MANOEUVRES AND MECHA ACTION

If a mecha or character is being pursued, a classic tactic is to execute a dangerous manoeuvre, such as weaving between skyscrapers or through an asteroid belt. In game terms, the player describes the manoeuvre his or her character attempts, and makes an appropriate Skill roll with a penalty to reflect the move's outrageousness (see **Table 3-2: Dice Roll Modifications**). Failure usually results in a crash or accident with damage delivered to the mecha and perhaps the pilot (see **Crashing**, page 148). If the character succeeds, the pursuing mecha may also attempt the manoeuvre, or may break off the chase.



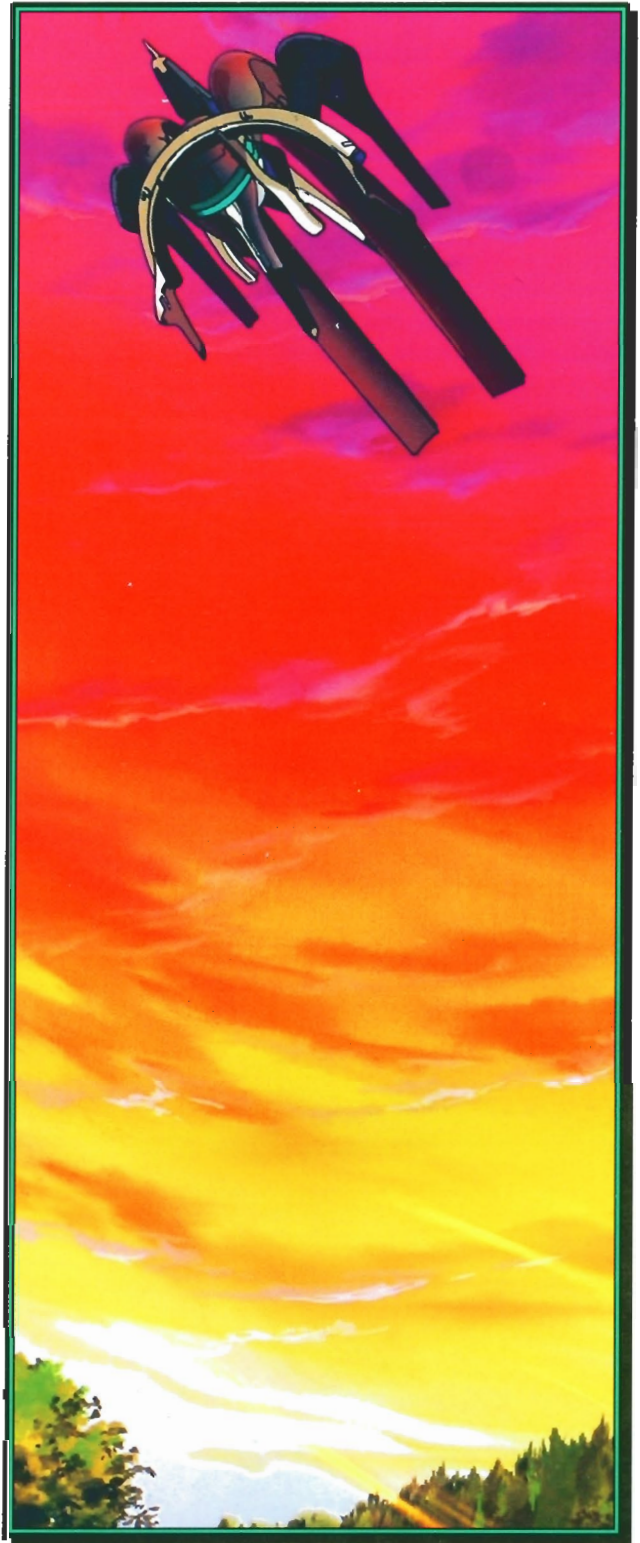
GMs can also use the same technique to help slower people or mecha catch faster ones during chases — if the pursuing character zips through a dangerous short cut, leaps from building to building, or otherwise attempts something clever, he or she can gain a considerable advantage with a successful Skill roll.

If a player fails the roll, the GM should describe some sort of hazard and allow him or her to make a second Skill check to avoid a complete disaster. For example, if a spaceship is hurtling down from space and about to smash into a populated area, a successful roll may mean that the pilot swerves in time and crashes into a nearby lake, while failing can mean a crash in downtown Tokyo.

In a lengthier chase, a successful Mind Stat check could allow the character to think of a clever short cut, while a failure could trap the character in a traffic jam or similar delay. The GM can modify Mind Stat checks based on how well the character knows the area and how detailed the player describes the tactics his or her character is using. Navigation Skill (page 88) may also come into play here.

One useful technique involves the GM keeping a general mental note of relative distances (in metres) between combatants or important objectives. If a flying robot is chasing Ryoko, and the robot is moving 100 kph faster than Ryoko, it will close the distance by roughly 100 metres every round. GMs should not worry about exact speeds and distances — a general idea of the overall distances should be sufficient. Alternatively, GMs can measure ranges in a more abstract fashion: "you can reach him in three rounds, if you hurry" or "you can hit the pirate spaceship with any medium or long range weapon or special attack".

The GM can judge how quickly range can be changed based on relative speeds and dramatic necessity. For example, in a race between two opponents with equal speeds, the GM can let someone who keeps winning initiative gradually increase the distance between them. A good way to resolve long distance vehicle chases is for the GM to establish a certain number of combat rounds to arrive at a destination, or, if one mecha is faster, to escape out of range. Then it becomes a simple matter of staying alive for that long...



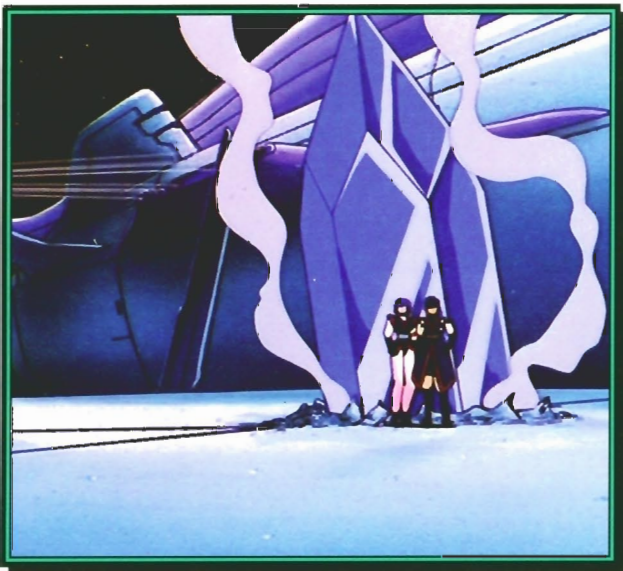


## TRAVELLING IN SPACE

In space, several conditions can affect characters and mecha operations, including the zero-gravity environment, vacuum, radiation, and extreme temperatures.

### Zero-Gravity

Objects are weightless in space, but retain mass. They will “float” continuously, but once set in motion, they keep going until they hit something, or an external force is applied to redirect or stop them. The only way to actively change direction is to apply thrust, whether it is from an engine or a kick off a wall (a really cool space drive may ignore these limits). Zero-G also makes some ordinary tasks tricky — turning an ordinary bolt or screw can spin a character out of control, while firing a gun may send the character tumbling and flying backwards (due to recoil). Fortunately, most special attacks and beam weapons such as lasers are recoilless and do not have this drawback.



### Vacuum

This is the absence of air. Characters will not explode if exposed to a vacuum but bodily fluids do boil away and blood vessels will rupture. For simplicity, characters suddenly exposed to a vacuum without Life Support or other protection (such as a Force Field) will immediately suffer 10 points of damage, with another 5 points damage each round until dead or rescued.

If a hole is suddenly opened to a vacuum, the decompression will blow objects toward it. If the hole is big enough, characters may even be blown out into space. The GM can allow each character to attempt one or more Body Stat checks in order to save themselves and their comrades.

### Extreme Temperatures

Open space is usually extremely cold. Heat does not radiate quickly from a body in a vacuum, but transfers quite rapidly when a body contacts a cold surface (such as a starship’s hull). A space suit, summoned Battle Costume, or the Life Support Sub-Attribute will usually protect against the extreme temperature.

## SPACE MOVEMENT

The speed at which a spaceship or character with the Space Flight Sub-Attribute (page 56) can travel and manoeuvre depends on the nature of the technology in the game universe. With normal space drives such as rocket engines, there is no “maximum speed” (except the speed of light) — ships can accelerate as long as the rockets are blasting, although they will eventually run out of fuel. With Star Drives (page 64), the speed of light can be bypassed by travelling through subspace or some other super-scientific technique.

Spaceship performance is a matter of acceleration and endurance, not maximum speed, since a space traveller can build up to almost any velocity if he or she accelerates for a long enough period. GMs who desire precise figures should pick a base acceleration in metres or kilometres per round for a “Level 1” Space Flight (1 metre per round is recommended) and multiply this by a factor of ten for every Level of Space Flight Sub-Attribute Level the character or mecha possesses.

### Light Speed

This is approximately 300,000 kilometres per second, and is the only “absolute” speed limit without any kind of Star Drive Sub-Attribute.

### Lifting Off

A spaceship blasting off at high acceleration may require 5-10 minutes to reach orbit from Earth, or less time from low-gravity worlds such as Mars.



### Landing

Any kind of spaceship can land on an effectively airless moon or planet such as Pluto or Luna. Re-entry through an atmosphere without burning up also requires a spaceship to possess the Flight Sub-Attribute at Level 4 or higher. Travelling from orbit to Earth normally extends over a few minutes, with the mecha decelerating from orbital velocity down to the speed at which it can effectively fly in atmosphere (as governed by its Flight Sub-Attribute).

## CRASHING AND FALLING

A mecha that was racing along the ground when it was crippled or destroyed will swerve out of control and crash (or trip and fall for walking mecha). The same is true of a flying character who is knocked out while in the air. During the course of an adventure, a mecha may also accidentally (or deliberately) crash into objects along the road, in the sky, in or on water, or in space.



GMs are free to assess whatever damage they deem appropriate from a crashing mecha. Armour and Force Fields will protect against this damage. Similar damage can be applied to a character who jumps or is pushed from a speeding mecha, or who is struck by one.

**Table 3-6: Crash Damage** can assist the GM in determining the damage for hitting the ground, water, a building, or some other immovable object, based on how fast the mecha was moving during that round. If a speed falls between two damage values, use the greater of the two.

Crashing into a shock-absorbing surface, such as a foam mattress, a net, or a specialized “crash gel” can reduce damage by 20-50 points.

### Controlled Crashes

If a mecha is about to crash, the pilot can make an appropriate Skill check (usually Piloting or Diving for mecha, or Acrobatics for a flying character) in an attempt to halve the damage. A +3 dice roll modifier is applied if the mecha has been crippled, but an attempt to control a crash is an automatic failure if the mecha has been destroyed.

### Falling

A mecha that falls and strikes a surface will also suffer damage. If a flying mecha is crippled, the pilot must make a Piloting Skill check to gain some control. Success allows the pilot to bring the mecha down for a crash landing (see **Table 3-6: Crash Damage**), but failure results in both a fall and a crash. Fall damage is treated as crash damage at a speed that corresponds to the distance that the mecha fell (see **Table 3-7: Falling Damage**).

When a mecha falls, add an additional 5 points of damage for each Level of the Awkward Size Defect; the bigger they are, the harder they fall...

If the mecha both falls and crashes, add the derived “falling speed” to the crash speed. If speeds fall between two damage values, use the greater of the two. GMs can also use this chart when characters fall from great heights, although the character should be allowed to make an Acrobatics Skill check at a significant penalty (+2 to +5) in an attempt to halve the damage.

**TABLE 3-6:  
CRASH DAMAGE**

Speed	Damage
20 kph	20
30 kph	30
50 kph	40
75 kph	50
100 kph	60
150 kph	70
200 kph	80
300 kph	90
500 kph	100
1,000 kph	120
2,500 kph	140
5,000 kph	160

**TABLE 3-7:  
FALLING DAMAGE**

Falling Distance	Same Damage As
5 metres to 10 metres	30 kph crash
10 metres to 30 metres	50 kph crash
30 metres to 60 metres	100 kph crash
60 metres to 150 metres	150 kph crash
150 metres to 500 metres	200 kph crash
500 metres (or greater)	300 kph crash

## RAMMING

Deliberately ramming a person or object that is capable of moving out of the way (such as a human or a mecha) is resolved as an attack. This is a common tactic in space combat in the *Tenchi Muyo!* OAV series, since it often allows characters to board the rammed ship. A ram attempt requires a successful Attack roll by the mecha pilot to hit the target; likewise, the target can attempt a Defense roll or deliberately accept the collision. If the target succeeds with its Defense roll he or she avoids the attack.

A ram delivers damage to everyone involved, and is based on their relative crash speeds. If the collision was “head on”, the speeds of those involved add together. If one mecha rammed the other from the side, the ramming mecha’s speed would be used. If the ramming mecha came up behind the other, or side-swiped it, the differences in their speeds would be used.



If one mecha participant is substantially bigger and has a higher Level of the Awkward Size Defect, it will inflict double the normal damage and suffer only half damage. While an average human does not possess the Awkward Size Defect, large animals might — one Level for a lion or horse, two for an elephant, and three for a whale, for example.



If a human or mecha suffers at least 50% of its starting Health Point total (before subtracting armour benefits), the character or mecha pilot must make a successful Body Stat roll (for humans), or a Piloting Skill check (for mecha) to avoid being knocked aside. If the mecha deliberately initiated or accepted the collision and is braced for impact, the roll is modified by a -2 bonus.

If a mecha or character is knocked aside, they spend the next round tumbling, spinning, or swerving wildly off course. A person on foot, or a character or mecha that is flying or in space will simply lose their next action (if he, she or it survives). However, a mecha that was moving quickly on the ground may be knocked off the road and crash, which can inflict additional damage (see Crashing and Falling, page 148).

## FIGHTING INSIDE A MECHA

Some mecha are big enough to permit combat scenes within their structures. Fighting inside a mecha is similar to fighting indoors, except that characters might damage critical components in the process.

Any ranged attack that misses its intended target will automatically count as a hit on the mecha, as will any Area Effect attack (whether it hits or misses). A mecha's external Force Field does not provide protection, and its Armour Sub-Attribute only provides half the normal protection (specifically representing internal bulkheads, blast doors, etc.) Force Fields acquired with the Internal Disability may protect some or all locations inside a mecha.

Characters can also try to destroy crucial parts deliberately. If the character is situated in an important part of the area within the mecha (such as a bridge or engine room) the GM may decide that attacks deliver damage as if the mecha had no armour, as well as the Other Mecha Defect Weak Point (page 81). GMs may also decide that targeting certain controls or other equipment can knock out specific mecha Sub-Attributes, even if the mecha is not destroyed.

If a character is trying to blow a hole in an internal wall or door, the GM can use the following guideline: most large mecha doors and walls have 10-20 Health Points each, with 10-20 points of armour protection. A few vital sections of a really large mecha may have thicker armour, up to the Armour Sub-Attribute rating of the mecha's external armour.

## DESTROYING BUILDINGS

Characters usually gain automatic success when they target a building in a melee or ranged attack, or when ramming. Most brick or steel-frame buildings have about 10 points of Armour. One with very thick walls or solid metal construction can have 15 or more, while a light wooden shed might have only 5 points.

Buildings should be given Health Point values consistent with their size and construction. If a building is reduced to 0 or fewer Health Points, it is considered "wrecked", and any powered systems within (such as electrical power and phone lines) stop working. At -20 Health Points, some parts of the building will collapse. Characters and mecha within or adjacent to a collapsing building may suffer damage equal to half the building's original Health Point total, unless they can reach safety (GM's discretion).

Weapons with the Area Effect or Spreading Abilities are much more effective against immobile structures such as buildings — any damage that penetrates the building's armour is doubled.





## RECOVERING LOST POINTS

Even after being brought to the brink of unconsciousness or death through energy loss or injury, characters from the *Tenchi Muyo!* OAV series are often up and running within a day or less. Their wounds heal quickly with few complications, while their spirit returns their internal energy just as quickly. As a result, both Health Points and Energy Points are restored rapidly to the characters. Point restoration can only bring characters back up to their original starting points.

### Health Points

Health Points are restored at the rate of the character's Body Stat for each hour of rest. For example, a character with a Body Stat of 10 rejuvenates 10 Health Points every hour while resting. The healing rate is doubled if the character is in the care of a physician or nurse, but halved if he or she does not spend time to rest. If a character is badly injured (0 to just under -20 Health Points) the GM can rule that keeping him or her alive until adequate medical attention is available requires a successful Medical (Emergency Response) Skill check, and that full recovery (at doubled healing rate) will require a Medical (Surgery) Skill check (in both cases, using the average of the caregiver's Body and Mind Stats).

### Energy Points

The average of the Mind and Soul Stat (rounded up) reflects the number of Energy Points returned to the character every hour, whether the character is resting or not. For example, a character with a 7 Mind Stat and a 3 Soul Stat regains 5 Energy Points every hour ( $7+3=10$ ;  $10\div 2=5$ ).

### Mecha Repairs

Most mecha cannot heal "naturally" (even the living starships of Jurai) and may require mechanical repair. A character with appropriate tools (GM's discretion) can restore one Health Point lost by a mecha for every hour he or she works on the repairs. The GM can double this rate if the mecha is in a fully-equipped repair facility appropriate for the mecha. A crippled, but not destroyed, mecha can once again become operational by restoring it to a positive Health Point total. The Mechanical Genius Attribute (page 47) multiplies the speed with which a character can make repairs.

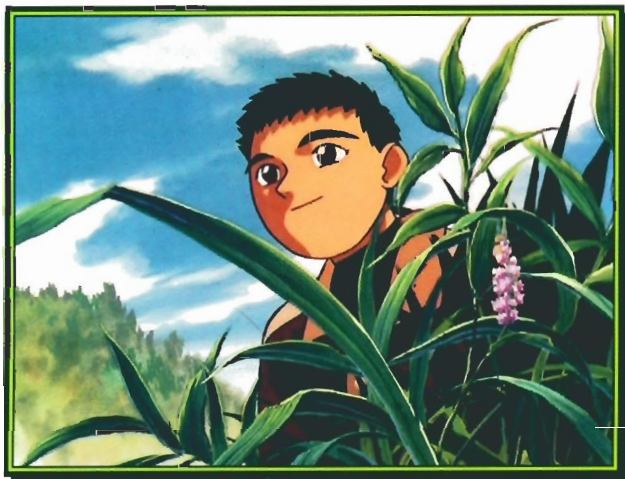
A character can attempt emergency repairs when something needs to be fixed in a hurry. A successful Mechanics Skill Check (use the appropriate Specialization for the kind of mecha involved, usually Aerospace for spaceships) allows the character to repair extra Health Points during that hour, equal to the amount by which the roll was successful. A failed attempt does not restore any Health Points to the mecha in that hour, and may actually cause additional damage to the mecha (GM's discretion) on an extreme or critical failure.

GMs can optionally require that spare parts be available in stock (or be purchased) in order for a given repair to be possible, especially if the mecha is crippled or a specific system was knocked out. Spares might also be available from cannibalizing other systems. GMs should apply Skill check penalties of +1 to +5 for jury-rigged repairs if the mechanic must use improvised tools or parts.



**CHAPTER 4**  
**THE WORLD OF TENCHI MUYO!**

The majority of the action of *Tenchi Muyo!* occurs in a small part of modern-day Japan (and the near-Earth space above it). However, Tenchi's story also exists within the context of a galaxy-wide civilization with an extensive history that stretches back 20,000 years.



## TENCHI'S JAPAN

<b>Country:</b>	Japan (also Nippon or Nihon)
<b>Continent:</b>	Asia
<b>National Status:</b>	Constitutional Monarchy
<b>National Population:</b>	125.6 million (1990; 2.5% of world total)
<b>Official Language:</b>	Japanese
<b>Currency:</b>	Yen (¥ or <i>en</i> )
<b>Dominant Religions:</b>	Shintoism and Buddhism
<b>Land Area:</b>	378,000 square kilometres
<b>Capital City:</b>	Tokyo
<b>Capital Region:</b>	Kanto
<b>Tokyo Population:</b>	roughly 12.5 million (roughly 25 million in metro area)
<b>Local City Time:</b>	9 hours from Greenwich Mean Time 14 hours from Eastern Standard Time

Japan is an archipelago (group of islands) in the Pacific Ocean off the coast of Asia (see the map of Japan, page 153). There are four main islands, the biggest and most heavily populated of which is Honshu (where Tokyo is located). The next largest is the north island of Hokkaido, which is colder, less densely populated, and has wilderness regions. Just south of Honshu are the smaller, but heavily populated, islands of Shikoku and Kyushu, separated from Honshu by the narrow Inland Sea. Even further south is the island of Okinawa. Additionally, there are thousands of smaller islands in and around Japan.

Japan's climate varies significantly from the northern to the southern islands. Hokkaido has long winters and short summers, while the southern islands have a sub-tropical climate. Tokyo (and much of the rest of central Japan) has a winter with occasional snowfall that runs from late November to late February and a hot and humid summer from June (late June is the rainy season) to August (when it is hottest).

The nation is ethnically very homogenous, with less than 2% of the population being of non-Japanese origin (mostly Korean, although there are also Chinese, other Asians, and Westerners). More than 75% of Japan's population live in major urban centres, with a very high population density. The country is divided into eleven political regions: Hokkaido, Tohoku, Hokuriku, Kanto, Tosan, Tokai, Kinki, Chugoku, Shinkoku, Kyushu and Okinawa. These are subdivided into 47 smaller areas — 43 prefectures (or *ken*), plus the district (or *do*) of Hokkaido, the metropolis (or *to*) of Tokyo, and the urban prefectures (or *hu*) of Osakohu and Kyotohu.

Japan is one of the seven richest and most heavily industrialized nations in the world.

## FOOD AND DRINK

The traditional Japanese diet has somewhat less red meat than that of North America, mainly consisting of rice, noodles, vegetables, chicken, fish, pork, and some beef. Favourite drinks include tea, *sake*, beer, coffee and various soft drinks.



## RELIGION

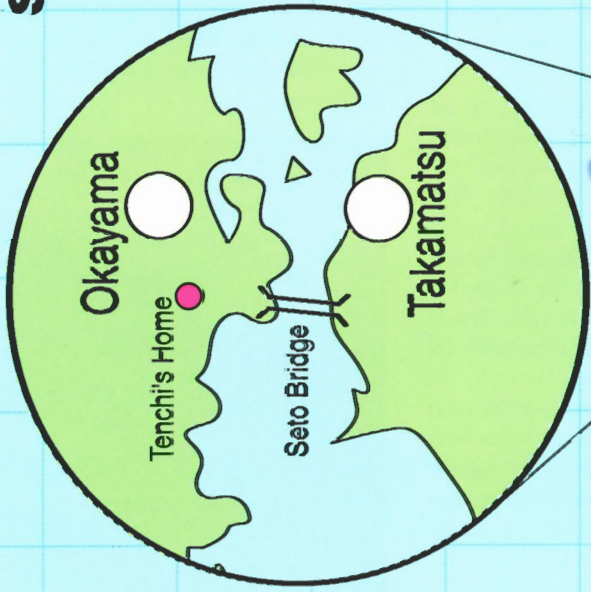
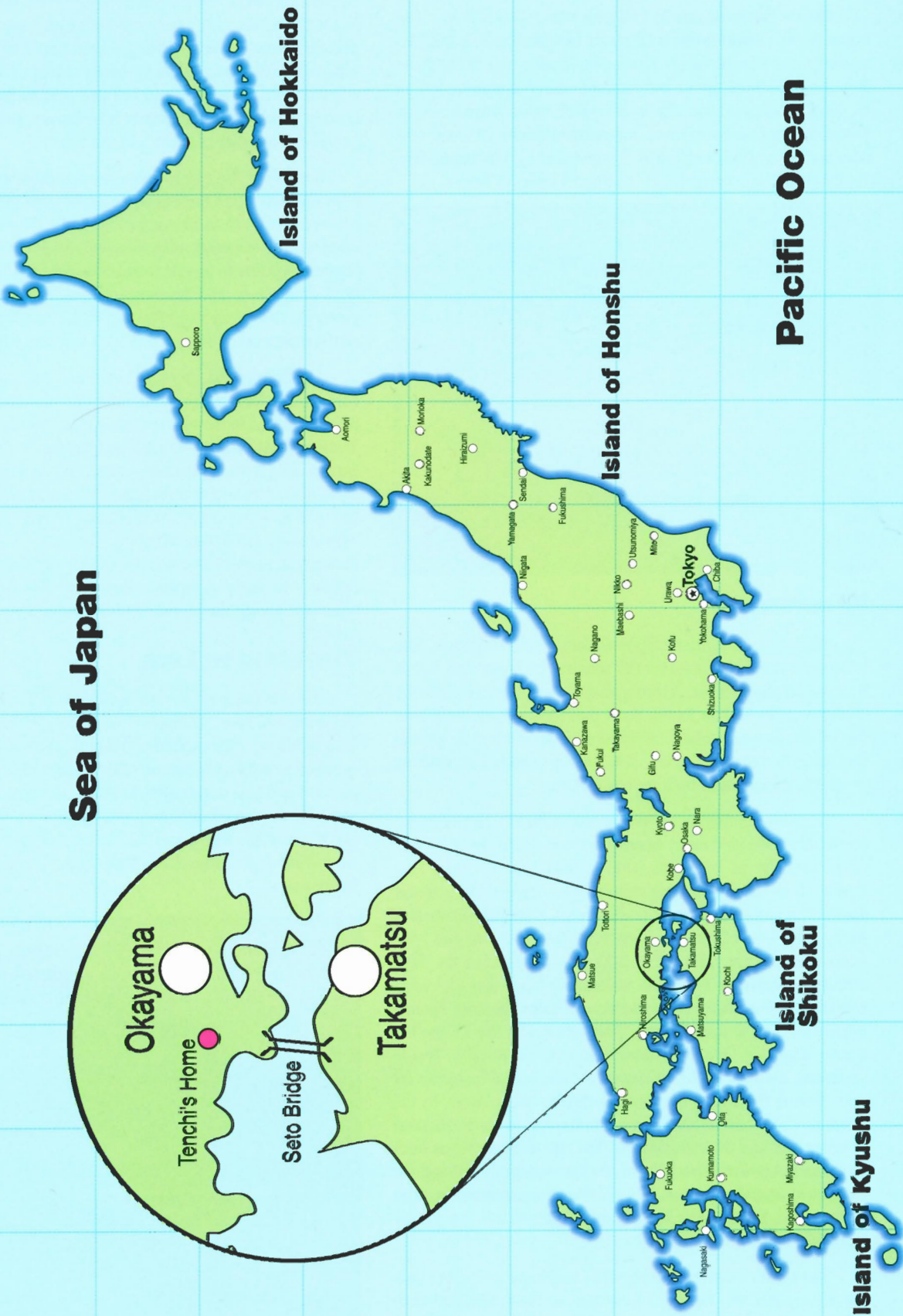
The majority of Japan's citizens practice two major religions, Shintoism and Buddhism, with many Japanese who follow both religions. Modern Japan is home to many religious cults, which often mix Buddhist, Shinto, and sometimes Christian beliefs with new-age mysticism. Different psychics, wandering exorcists, fortune tellers, and practitioners of western or neo-pagan beliefs are also in abundance.

## WESTERN HONSHU

Honshu is Japan's largest island, and Tenchi's home is located in the western region. The Japanese call this region Chugoku — "the middle lands". It is an industrialized and densely populated area. Chugoku's largest and most famous city is Hiroshima, which was almost entirely destroyed by the first atomic bomb attack on August 6, 1945.



# THE ISLANDS OF JAPAN



## OKAYAMA-KEN (Okayama Prefecture)

This is the prefecture in Chugoku where Tenchi lives. The major city in Okayama-ken is Okayama (population 593,000). Its major tourist attractions are Koraku-en Garden (one of the three finest parks in all of Japan), built in 1687, and Okayama-jo castle, a feudal-era reconstruction. The next largest city in Okayama-ken is Kurashiki, Tenchi's home town. It is roughly 150 km west of Osaka and 650 km southwest of Tokyo. Travel times by *Shinkansen* (the "bullet train") are one hour to Osaka and 4 hours to Tokyo.



## KURASHIKI

This city has a residential population of 428,000 people. It is located 16 km from Okayama (15 minutes by Japan Rail train), near the Takahashi River. It is roughly a dozen kilometres from the Inland Sea, the narrow Pacific strait that separates Honshu from the smaller Japanese island of Shikoku. The countryside around the town is very attractive, with nearby wooded mountains providing a scenic vista for alien encounters.

Kurashiki translates to "warehouse village". In the feudal period, the town held many warehouses that stored rice and rush-grass brought in by canal (the Kurishiki-gawa) from rich farmlands in the surrounding region. As a centre of agricultural production and an important trading town, Kurashiki prospered. Along the banks of the canal, *machiya* (town houses) and *kura* (storehouses) were built by wealthy merchants from the 16th century onwards. White walls outlined by black tiles and roofs characterize their distinctive architecture. Later, the town became important as a centre of textile production. In the 1920s, the textile magnate Ohara Keisaburu, owner of Kurabo Textile Company, used his wealth to acquire a collection of European art and opened the Ohara Museum to display the artwork to the public. The town continued to attract both industrial development and the cultural arts. The city today serves as both an industrial centre (especially for textiles and chemicals) and the location of several museums. In 1967, the adjoining municipalities of Kurashiki, Kojima, and Tamashima combined into the greater Kurashiki City.

The town's main street and public buildings are located near the railway station. The city's most famous (and often crowded) tourist attractions are a 15-minute walk away — the traditional

merchant houses along the banks of the old canal, some which date back to 1603. This area was designated a historic landmark by the Bikan Historical Quarter in 1979 to preserve the town's rich past and beauty. Arching bridges span the canal, while weeping willows and cherry trees line the banks. Many of the buildings are covered with ivy, which turns red and gold in the autumn. The heart of the old historical quarter is Ivy Square, with open-air cafés and a busy complex of hotels and restaurants

Several of the old townhouses and warehouses have now been converted into museums. In addition to the historic Ohara Museum of Art (featuring works by Rodin, Picasso, Monet, and other western masters), other museums cover varied subjects from Japanese folklore to insects to local history to western archeology (including Greek and Etruscan antiquities and Pre-Columbian pottery). One of the most famous is the Kurashiki Toy Museum, whose collection of antique rural toys includes 40,000 dolls.

On high ground, overlooking the canal, is the Tsurugatayama Park. In the Park is the town's most famous Shinto shrine, Achi-jinja, dedicated to the city's patron *kami*. The shrine sits atop the Tsurugatayama hill, providing a panoramic view of the park and surrounding town. The shrine's stone steps are made of individual slabs of granite, a rare technique that is unusually attractive. In fact, the architecture of the (fictional) Masaki shrine in *Tenchi Muyo!* bears some resemblance to Achi-jinja. In addition to this shrine, the town is also the site of the Honei-ji, Kanryu-ji, and Seigan-ji Buddhist temples. Kurashiki also has a number of schools including the Kurashiki University of Science and the Arts.

## THE HAKUBI LINE

This railway line runs north of Kurashiki, roughly parallel to the Takahashi River. It inspired several of the character names in *Tenchi Muyo!*, such as Washu Hakubi. The railway stations just north of Kurashiki are Kiyone station (the namesake of Mihoshi's partner) and Soja station (the namesake of Kagato's ship). Kiyone and Soja are also villages along the railway line. Soja is noted for the Higashi-Soja shrine and the *oni no iwaya* or "demon's stone cave" where legend says that a fiend lives — a real-life prototype of Ryoko's cave.





### SETO-OHASHI BRIDGE AREA

Located on the peninsula due south of Kurashiki and Okayama, this bridge connects Honshu (the main island of Japan) with Shikoku (the fourth largest island). It is 12.3 km long (9.4 km over sea) and is comprised of six distinct bridges. It opened in 1988, becoming the world's longest double-level suspension bridge to carry both road and rail traffic. In *Tenchi Muyo!* Episode #2, the bridge was destroyed when an out-of-control Ryo-Ohki smashed through it. This event completely disrupted Japan Rail operations between the islands. Since the bridge took nine years to build at a cost of 1,130,000,000,000 yen (approximately \$11 billion US), the government and tax-payers are very unhappy. Fortunately for Ryoko, the Marine Safety Agency and police have blamed the disaster on a meteor impact.



The area near the bridge also provided the series with yet another character name — Washu-zan Hill (Mount Washu) which overlooks Seto Bridge near the end of the peninsula. It was originally a lookout point over the Inland Sea where observers could watch for incoming ships (or pirates). Today it is a tourist destination with several observation platforms. Buses regularly transport tourists to and from the location. Washu-zan is considered to be the best place to view the Seto Bridge and Inland Sea. A large cluster of hotels, tourist attractions, and inns are nearby, among them the Washu Grand Hotel and Washu Highland Hotel.

### BISEI

This is another small town in the Okayama prefecture. An alternative reading of the kanji for its name gives "Mihoshi" which translates to "beautiful star".



### THE MASAKI SHRINE AND RESIDENCE

The Masaki Shrine is located in the wooded and hilly countryside just outside the city of Kurashiki, on the shore of a small lake. Behind the shrine are woods, after which the ground rises sharply, with mountains looming in the distance.



## THE MASAKI RESIDENCE

The Masaki family house was originally near the city, but it was shrunk and stored aboard Ryo-Ohki. In Episode #2, Ryo-Ohki crash-landed near the Masaki Shrine. Consequently, the house is now only a few moment's walk from the shrine, located along the curving shore of the lake. A wood causeway cuts across the lake, offering a shortcut to the main road. A wooden deck runs along the front of the house directly adjoining the water's edge. Attached to it is a short dock that is used for fishing.

### FIRST FLOOR



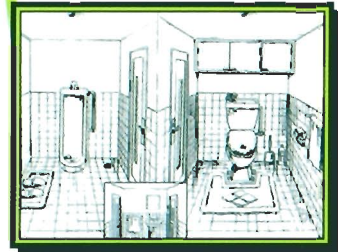
**KITCHEN**



**LIBRARY**



**WASHROOM**



**BATHROOMS**



**LIVING ROOM**



**FRONT ENTRANCE**

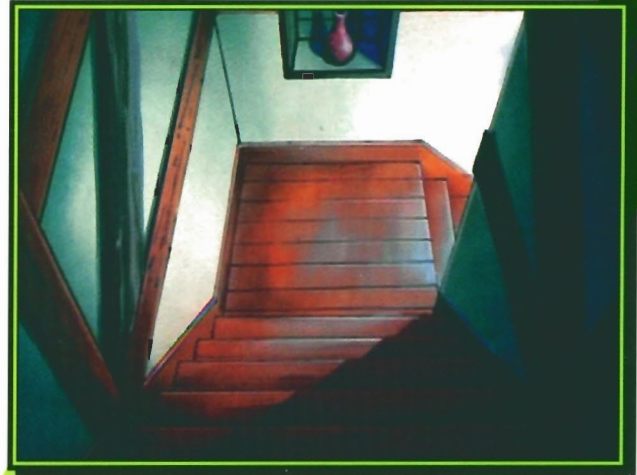
# THIRD FLOOR (SECOND FLOOR ON FOLLOWING PAGE)



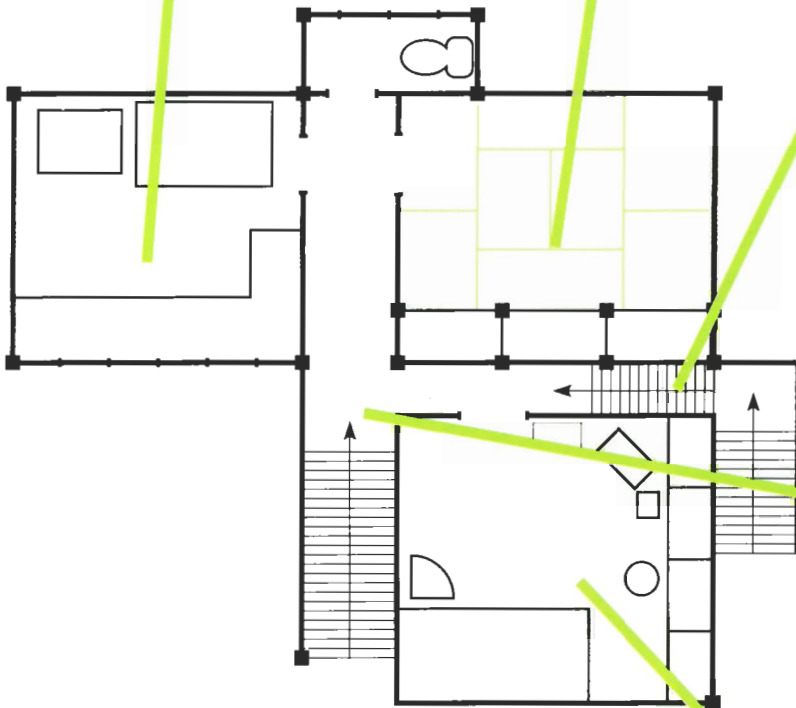
**MIHOSHI'S ROOM**



**AYEKA AND SASAMI'S ROOM**



**BACK STAIRCASE**

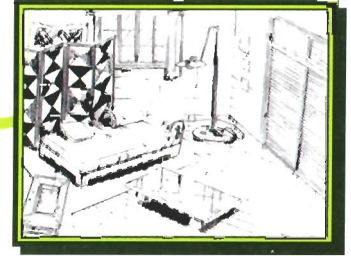
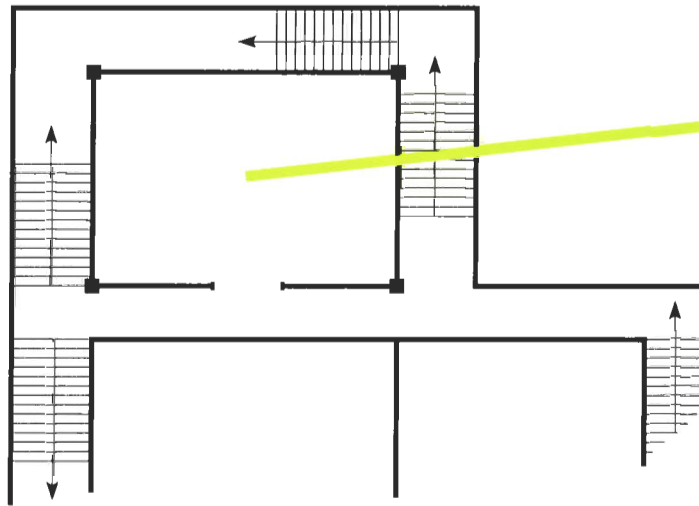


**MAIN HALLWAY**



**TENCHI'S ROOM**

## SECOND FLOOR



**RYOKO'S ROOM**

## OUTSIDE LOCATIONS OF NOTE



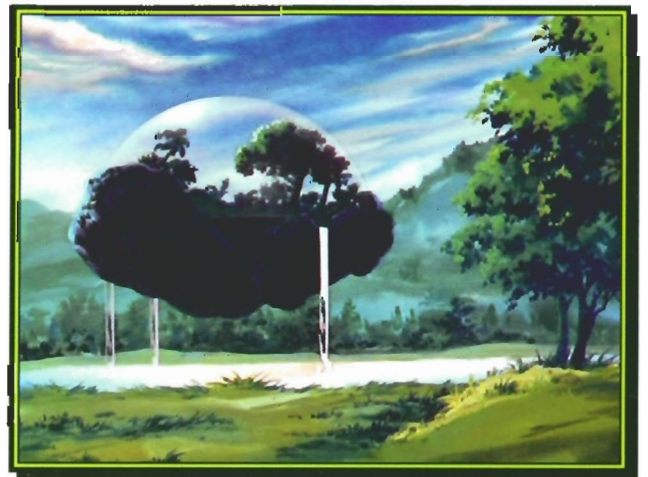
**FRONT GATE**



**FOOD SHED**



**FUNAHO**



**ONSEN OVER THE LAKE**

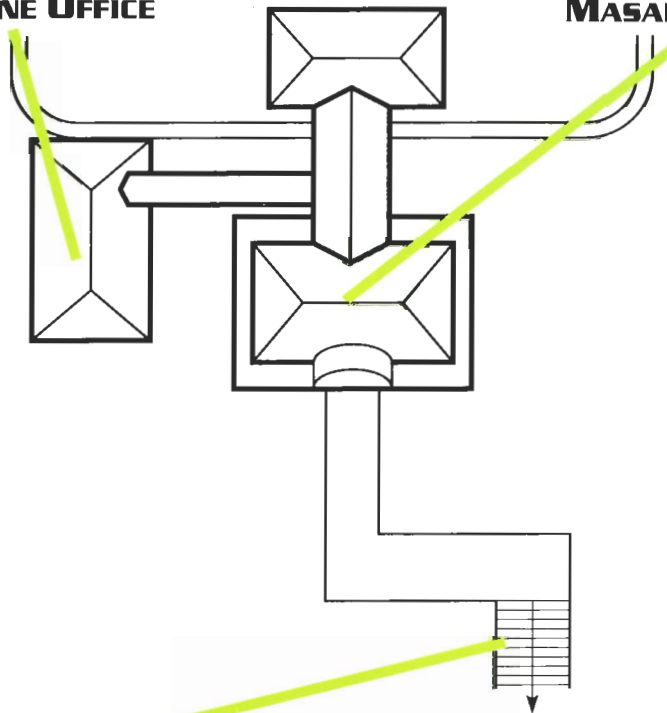
# MASAKI SHRINE



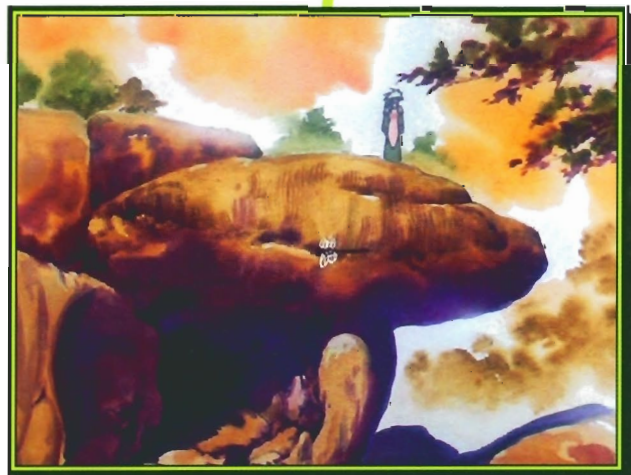
SHRINE OFFICE



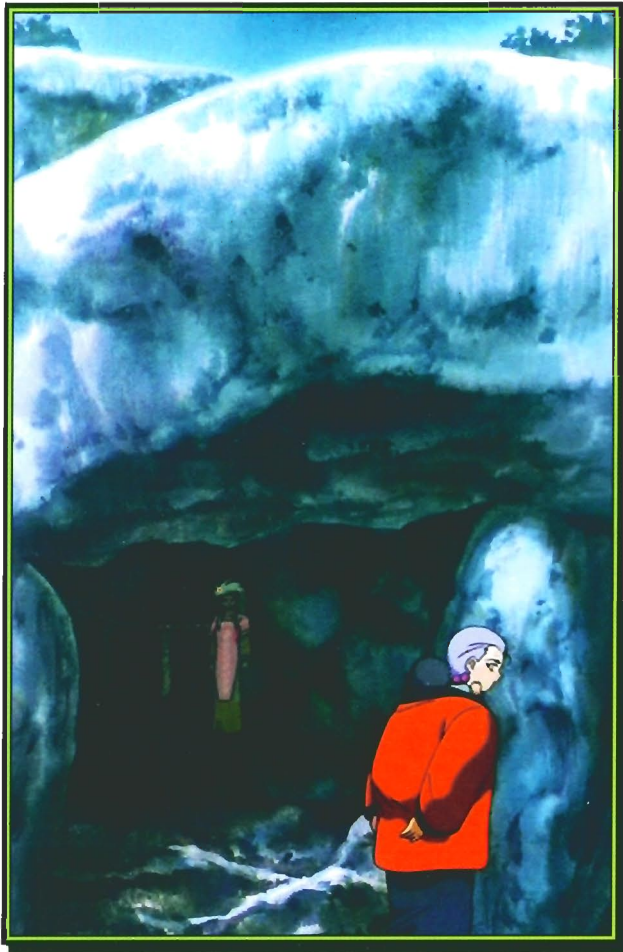
MASAKI SHRINE



STEPS TO SHRINE



RYOKO'S CAVE



## RYOKO'S CAVE

This is where the “demon” was sealed away. According to legend, 700 years ago a fearsome monster appeared, who destroyed villages and burned everything to the ground, causing the local people to suffer greatly. Then a mighty *samurai* (Yosho) arrived, riding a “dragon”. In an epic battle he defeated the demon and bound it in the shrine.

A path through the woods from the shrine leads to a clearing dominated by a rocky outcrop. Concealed in the outcrop is a cave, sealed by an iron gate with a rusty lock, the key to which was kept by the shrine’s priest, Katsuhito Masaki. Beyond the gate is a sloping path leading into the depths of the cave. It leads into a chamber decorated with odd carvings with sacred hanging ropes. In one corner is a wooden shrine. Inside (in an old scabbard) was the Tenchi sword (the Master Key) impaled in a rock marked with a sacred scroll.

When struck, the rock split in half, activating a counter-weight system (a second rock that lowers from the ceiling). The mechanism caused tree roots to fall away and a passage to open, revealing an illuminated sloping passage, slick with water. The passage was later closed again by tying the two halves of the rock together.

The slippery, sloping floor of the passage is composed of geometrically-carved stone slabs that lead into the depths of the earth. At the base of this long ramp is a very large chamber with a floor of carved stone and purple rock. It was lit by floating will o’ wisps (apparently manifestations of Ryoko’s power). In the centre is a liquid-filled depression which glows with its own light, and it was there that Ryoko, sustained as a mummy, lay in suspended animation, imprisoned for seven centuries in the cold dark.

## THE ONSEN

An *onsen* is a hot spring — the one at the Masaki residence floats in the air. It is located roughly 100 metres from the Masaki house, and was created by Ryoko using Washu’s technology. It consists of a house-sized rocky cradle floating a few metres above the ground, enclosed in a transparent bubble. Inside are hot springs, hot tubs, palm trees, tropical ferns and a wooden changing room, allowing bathing even in the middle of winter. A couple of waterfalls drain out of the *onsen* to the ground below. The dome surrounding the *onsen* was cracked by Kagato’s attack (assume it can sustain 20 points of damage) but the damage was soon repaired. Ryoko, Ayeka and Mihoshi use the *onsen* frequently. The *kanji* characters on the *onsen*’s door read “ladies” and “Tenchi”.







### **CARROT FIELDS**

Surrounding the Masaki shrine are fields usually worked by Tenchi and Yosho. The fields were used to grow various crops, but they are now entirely devoted to carrots (primarily for Ryo-Ohki).



### **OTHER LOCATIONS AROUND KURASHIKI**

#### **Tenchi's School**

An ordinary Japanese high school in the city, attended by Tenchi. Like many Japanese high schools, it has a flat roof, which can be reached from stairs inside. The school was almost totally destroyed following Tenchi's battle with Ryoko, which led to a gas explosion and fire. The fire brigade, however, arrived in time to prevent it from completely burning to the ground.



#### **Nobuyuki's Apartment**

When more alien women arrived, the distraction and lack of space eventually proved too much for Tenchi's father. Some time after Episode #4, Nobuyuki moved out of the house (giving his room to Mihoshi) and now occupies a one-bedroom apartment nearby.

#### **The Hot Springs Inn**

A tough old lady manages this traditional, country inn, which is noted for its hot springs. The wooden inn is large and L-shaped, surrounding the outdoor bathing area. The countryside around it is a rural mixture of farmland and woods. Yarrow blooms in the woods, and is raised for its medicinal properties. The inn was badly damaged by an elemental demon Ryoko that summoned, but was later repaired by Tenchi and the others.

### **THE GALACTIC UNION**

Earth exists as a primitive backwater planet within a much larger galactic civilization, known as the Galactic Union. This civilization spans much of our Milky Way galaxy. It is held together by swift starships, faster-than-light communications, the law enforcement of the Galaxy Police, and the wealth and power of planet Jurai.



The Galactic Union encompasses countless inhabited planets and many different "alien" races, all of which live together in reasonable harmony. These races include some that look completely human (such as people from Jurai), some who are near-human with minor differences (such as Mihoshi's people, who

have tiny fangs and pointed ears), and those that are humanoid but have obvious non-human features, such as muzzles or fur. Due to faster-than-light radio and TV broadcasts, the Galactic Union has a fairly unified and homogenous culture, although differences do exist between planets.

Artificially intelligent constructs play a large part in galactic society. Some of these are organic machines, such as the Guardians of Jurai who serve the royal family. Others are mechanical, like the robots that some galaxy police ships use as co-pilots. All exist in a subordinate role, but are treated as servants or partners rather than simple machines.



The Galactic Union is not a bad place to live, but one flaw is the strong role that class distinctions play on some planets, particularly those influenced by Jurai. Parents do not always approve of their children marrying someone from a lower-status family, no matter how accomplished. Such a relationship can lead to families intervening forcefully to protect their perceived interests, and broken hearts (or worse) all around. Another problem is that the Galactic Union's own speed of communications means that social and economic problems can spread to cover much of the galaxy. For example, only a few years before the events of *Tenchi Muyo!*, the great Galaxy Economic Crisis reached its peak. One of its effects was an increase in piracy and crime, such as the theft of valuable energy-matter units.

The true extent of the Galactic Union is never fully revealed. Ryo-Ohki is credited with the destruction of 28 planets and 69 colonies, which was apparently not too serious a blow to civilization, since Ryoko and Ryo-Ohki never made the Eternally Wanted list (see Galaxy Police). However, galactic civilization and Jurai culture traces a recorded history back at least 20,000 years, although the current union may be only half that age. Various civilizations predate the current galactic period — one is the Galaxy Prehistoric Civilization Meowmeow Paleozoic Era, of which various cultural relics survived, such as old chamber pots. Even as far back as 20,000 years old, individuals could make money by selling replicas of Meowmeow period artifacts to gullible tourists (Washu did so when she was young). Genuine artifacts from that period are priceless antiques. Mihoshi's mother is an authority on such antiquities.

## TENCHI MUYO! BRIEF GALACTIC HISTORY

- **circa 20,000 years ago:** Washu's earliest memories.
- **circa 5,000 years ago:** Washu is betrayed by her assistant/student Kagato and trapped in Soja. Kagato's reign of terror begins when he steals relics and attacks numerous planets.
- **circa 2,000 years ago:** Ryoko's earliest memories.
- **700 years ago:** Ryoko attacks planet Jurai. Sasami mortally injured and merges with Tsunami. Yosho leaves Jurai to pursue Ryoko to Earth, where he defeats her. Ayeka and Sasami begin a long search for Yosho, sustained by suspended animation.

Galaxy dates are given in the "Space Calendar". Since Kagato has been known to the Galaxy Police for about 5,000 years and the earliest space calendar date for his attacks is 5901, it is possible to estimate that the present date (year 2000 on Earth) in the Galactic Union's reckoning is somewhere between 10900 and 11000.

It is possible that the "year 0" commemorates some important event, such as the foundation of the Galactic Union.

## SPACE TRAVEL AND COMMUNICATIONS

Ships are capable of interstellar travel at very swift, faster-than-light speeds. Most vessels open a portal to subspace (a weird dimension of strange energies and shifting colours) and enter it, re-emerging at or near their destination. Exact travel speeds are never specified, but faster ships seem capable of travel from Jurai to Earth within a period of no more than a few weeks. It took Ryu-Oh 700 years to get to Earth, but that was only because it was searching thousands of planets along the way.

Space travel is fairly common, and wealthy private citizens may own their own ships. Civilized planets in the Galactic Union are equipped with a landing beacon, which assumes idiot-proof, auto-control over a ship when it makes a landing approach. Earth, of course, does not have such a system, which Mihoshi managed to forget at one point.

Instant, faster-than-light interstellar voice-and-visual communications exist and function over fairly long distances (hundreds of light years, if not further). These may use devices such as the Galaxy Police's "super interspace hotline" or the Jurai trees. Interspace hotlines are not man-portable, but can be found installed in many spaceships, including Mihoshi's.

Most of the action in *Tenchi Muyo!* takes place within the Milky Way galaxy. Some individuals, however, have been to other galaxies. Moreover, in addition to our own universe, galactic science has discovered other dimensions in existence. Science can access or create pocket dimensions, or "subspace" such as Washu's lab. In addition, some beings exist in multiple dimensions, such as Lady Tokimi, although their existence often defies probability and upsets reality-analysis computers.

## EARTH IN THE GALACTIC UNION

Earth is known to the Galactic Union as “Colonial Planet 0-315”. Legally it is a subject planet to Jurai, designated a Special Protection Area. The vast majority of Earth’s inhabitants are completely unaware of the existence of the Galactic Union, and Earth’s governments routinely deny that there is any truth to rumours of collaboration or contact with aliens. Nevertheless, there has been secret contact between high-level Earth officials and the House of Jurai. Yosho also possesses his own political contacts within the Japanese government, which have helped keep his effective immortality a secret (by changing birth/death records, for example).



The Galaxy Police assign an officer to patrol Earth’s solar system to ensure that no one trespasses in the Special Protection Area or engages in combative action threatening Earth. Currently the officer assigned to that duty is Mihoshi.

The Galaxy Police have only limited authority on Earth, and may not deliberately visit it without permission from the House of Jurai. Mihoshi’s presence on Earth is authorized because of Tenchi’s invitation to her to stay with his family. In theory, Yosho is now the senior representative of Jurai on Earth, but there may be other Jurai or Galactic Union agents (human or alien) operating undercover on the planet, either to maintain high-level diplomatic links with human governments or to keep an eye on Tenchi and his friends.



## THE GALAXY POLICE

The Galaxy Police is a large, centralized organization, which is responsible for law enforcement throughout the Galactic Union. They even patrol solar systems whose inhabitants are unaware of the existence of a larger galactic civilization, such as Earth’s system.

The most important duty of the Galaxy Police is law enforcement. They hunt down criminals who evade ordinary local police forces by fleeing off-world, or those who commit interstellar crimes such as space piracy or interplanetary kidnapping. They also deal with criminals who are simply too dangerous or powerful for local police to handle.



Among the interstellar crimes mentioned in *Tenchi Muyo!* are theft and destruction of rare artifacts, space piracy, attacks on colonies, kidnapping, and energy-matter unit theft. A particularly dangerous menace the Galaxy Police must sometimes confront are mad scientists who invent devices so dangerous that they threaten the entire galaxy.

Another function of the Galaxy Police is to act like a combination of traffic cop and coast guard. They are responsible for enforcing regulations that limit ships to particular velocities (in inhabited systems) or restrict them from certain areas (such as avoiding Special Protection Areas like Earth). They are also required to respond to “ship-in-distress” calls from commercial starships that may have suffered malfunctions or other disasters.



Finally, the Galaxy Police may become embroiled in political events. They are theoretically independent of any single planetary government, but in practice they can be influenced by strong powers such as the House of Jurai. Political pressure, therefore, can sometimes influence the types of assignments in which they are involved, and some officers may be more loyal to other causes (such as Jurai) than to the Galaxy Police. An example of this occurred when Mihoshi's original report to headquarters on the sensitive events surrounding Tenchi, Ryoko, Washu, and Kagato was diverted to the House of Jurai.

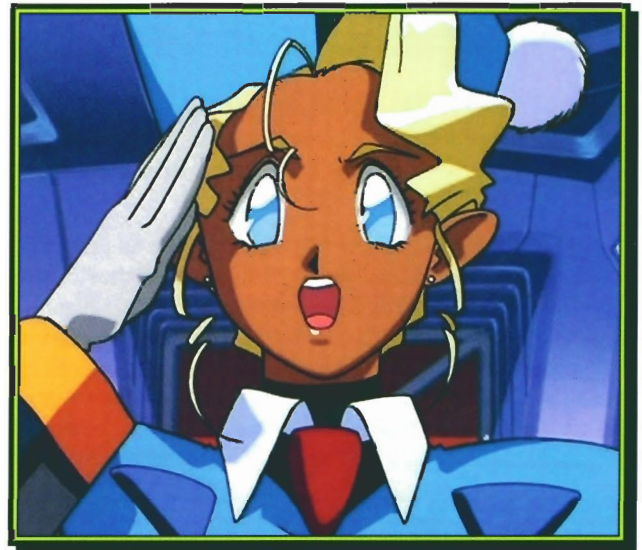
### Galaxy Police Ranks

The Galaxy Police are led by a Marshal (the present one is Mihoshi's grandfather). Under the Marshal are Police Commissioners and Commanders who run local branch offices. Below them are Investigators, who are in charge of special cases. The next rank is Detective (first and second class). Detectives First Class, such as Mihoshi, may be assigned their own ship and engage in independent operations on their own or with a partner. At the lowest rung are regular police officers, who are crew on larger ships or staff the headquarters. There is also a special rank of Apprentice Detective, which are young cadet officers fresh from training. They are assigned to assist and learn from a Detective First Class, but often spend most of their time making tea.



### Galaxy Police Branch Offices

The Galaxy Police have a number of regional headquarters. Depicted in *Tenchi Muyo!* is the Seventh Headquarters, a huge, Mobius-strip-like space station the size of a city, with thousands of personnel. These regional headquarters serve to command, maintain, and equip Galaxy Police ships and also contain science laboratories and specialized force field cells for incarcerating super-powered criminals.



### Resources

The Galaxy Police is a huge organization. Even though an individual solar system may only have a couple of officers assigned to it, there are countless inhabited star systems in the galaxy that require a police presence. The agency has thousands of ships, from small patrol shuttles to large battleships. The Galaxy Police are also equipped with advanced technology. Although their ships are no match, on an individual level, for the tree-ships of Jurai, they have an advantage of superior numbers. Furthermore, they are equipped with fairly advanced weapon systems and space drives. Individual detectives have access to sophisticated equipment such as battlesuits and exotic technology like Mihoshi's cube.

### Uniforms and Equipment

There is a wide latitude permitted for uniforms at Detective rank or higher. For example, the standard uniform female detectives wear is blue with white or light blue caps and a black top, but females may wear either grey trousers or a white skirt with black tights. Detectives are issued with a laser pistol and Galaxy Police signal watch, but have access to heavier weapons and equipment for dealing with dangerous criminals. Lower ranking officers aboard ships or police headquarters usually carry a long baton.



### Operations and Procedures

Detectives may be assigned to patrol a particular star system or group of backwater systems as resident officers. Alternatively, they may be stationed in a Galaxy Police headquarters "on call" to await orders (doing paperwork in the meantime), or assigned to a particular case, such as a kidnapping or tracking down a particular pirate. Each headquarters stays in touch with individual Detectives via a faster-than-light radio system, and requires them to transmit regular, thorough reports on their cases. Some officers are assigned elite postings in one of the various special task forces or the General Office at the Galaxy Police's central headquarters, while "problem" officers (who annoy the senior staff) are reassigned to dangerous missions or out-of-the-way jobs.

### Statutes and Legal Rights

A Galactic Statue of Limitations exists, which limits the time that criminals can be held liable for any specific offense. Ryoko's status as a Most Wanted Criminal under the Statue of Limitations expired after about 700 years under the authority of the Holy Council of Jurai, although she could still be held accountable (under Jurai civil law) for the damage she inflicted. Some especially nefarious criminals, notably Kagato, are on the Eternally Wanted List and will be hunted forever. Galaxy Police officers who have arrested a suspect are expected to read the individual their rights, which also provides insight into the legal procedures used in the Galactic Union. According to Mihoshi, the warning is:

- You have the right to remain silent.*
- Whatever you say may be used against you at the trial.*
- You have the right to request an attorney.*
- If you have no money a public defender will be assigned.*
- If you run away there's going to be an extra punishment!*

### KAGATO'S CRIMES

What does it take to make the Eternal Wanted list? Kagato has been a known criminal for 5,000 years and, as the "ruins buster", looted and ravaged 3,326 ruins. A short list of his earliest crimes include:

**Year 5901:** He burglarized the antiquities museum on planet Alpha and evaporated 2,000 people on planet Beta.

**Year 5903:** Devastated entire cities on planet Yura.

**Year 5904:** He interfered with the electromagnetic field on planet Skylark, causing severe disturbances.

**Year 5912:** A girl was abducted from the Royal Space Academy on planet Todain.

This record continued for another 4,888 years...

### GHK News

This is the leading Galaxy news service, broadcast instantaneously across the Galactic Union. Their emergency news broadcasts (reporting such things like the loss of Galaxy Police battleships) occasionally interrupt regular programming (like alien soap operas). Thanks to Washu, Tenchi's house is equipped to receive galactic TV broadcasts, but while all the women enjoy the soaps, only Mihoshi pays much attention to GHK news.





## JURAI

Planet Jurai's civilization is the pre-eminent force in the current Galactic Union. However, its early history is not so glorious. Renegade nobles from other planets originally settled Jurai. Upon arriving, the leaders of these exiles discovered the mysterious Royal Trees of Jurai and formed an alliance with them. Through this relationship they came to possess Jurai power, the ability to sense and manipulate cosmic energies by sheer force of will. This also provided the basis for Jurai technology, a fusion of organic biotechnology, advanced science, and Jurai energy.

The nobles and their retainers formed an organization known as the Pirate Guild. With their living starships and Jurai powers, they became the greatest space pirates in the galaxy. Eventually, the Pirate Guild grew rich enough that its leaders became respectable, and most of the pirates transferred their wealth into more legitimate businesses. The renegade nobles who led the Pirate Guild transformed themselves into the aristocratic House of Jurai, and established a planetary monarchy, led by a king and queen. They took a leading role in the formation of the present Galactic Union.

Today, the House of Jurai consists of the royal family and various lesser houses that are related to them by blood and marriage. The Pirate Guild did not fade away — it still exists and maintains connections to the House of Jurai, although the Guild's illegal actions, which still continue, are kept at arms length from the throne. It is possible that a space pirate career is a way for the House to exile any "black sheep" members.

Another important social group in Jurai is the Jurai Plutocracy. A plutocracy is ruled by the wealthy, and in this case, the wealthiest merchants and industrialists hold political and economic power. The Jurai state can thus be likened to Renaissance Italy, where merchant wealth and political power were intertwined.



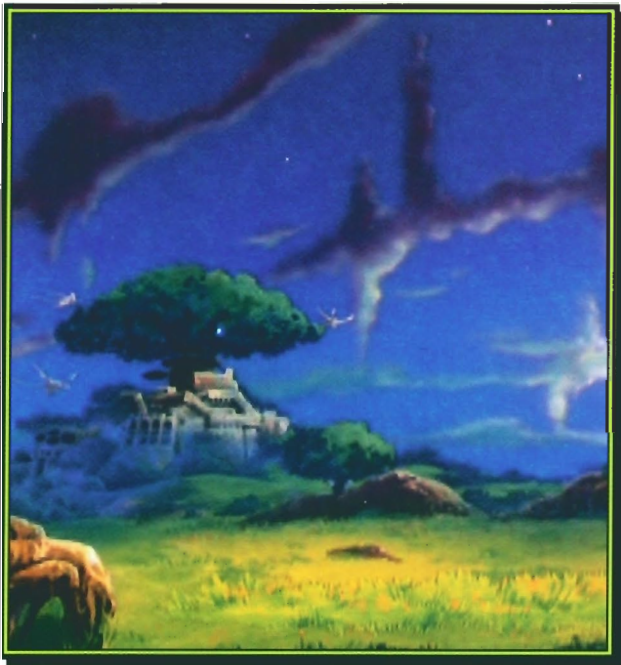
Jurai is not an absolute monarchy. While the King exercises great authority, his power is shared with Jurai's Supreme Council (also called the Holy Council), which includes both royal family members and other influential people (nobles, plutocrats, etc.). The Council exercises various oversight and legislative powers, such as setting the length of the Statute of Limitations. The Executive Committee of the Supreme Council manages the Council. Acting as a "Jurai cabinet", the Executive Committee advises the King and holds various posts, such as Inspector General of Information or Supreme Commander of the Royal Body Guard. They are often members of the royal family.

Jurai natives are proud of their status as the dominant world of the Union, and sometimes look down on the inhabitants of other planets as ignorant barbarians. In particular, there is substantial racial prejudice against people of mixed Jurai and off-world blood, and such a person can find it very uncomfortable to live on Jurai. Despite this, the present King decided that his first son (Yosho) should have off-world blood. This may be evidence of a more forward-looking policy, or just to ensure the line does not become inbred. Jurai power often seems to be stronger in individuals of mixed Jurai and non-Jurai heritage, such as both Yosho and Tenchi.

Overall, Jurai is a force for stability within the galactic civilization, supporting the Galactic Union and Galaxy Police. Although occasionally prone to arrogance, the House of Jurai has a sense of noblesse oblige to the population and generally behave in an honourable fashion. Similarly, its commoners make up a good proportion of interstellar traders and serve in important bodies such as the Galaxy Police and Galaxy Academy.

## PLANET JURAI

Jurai is a beautiful planet. Much of the world is rural, with attractive fields and wild woodlands, but the skies are also strange and beautiful, with odd elongated cloud formations. Jurai architecture tends toward bulbous buildings that resemble trees, and lots of indoor greenery. The planet (like many in the Galactic Union) has artificial weather control and, therefore, Jurai natives visiting Earth are often fascinated by the occasionally harsh weather (storms, heavy snow, etc.) to which a more "primitive" planet is subject. One of the most famous flowers on Jurai is the royal teardrop, with petals the colour of red wine and a white centre; the petals call to mind Yoshō's eyes. Despite its beauty, giving someone a gift of a royal teardrop is considered unlucky; it should never be used for happy occasions. Royal teardrops also now grow on Earth, in the woods near the Masaki Shrine.



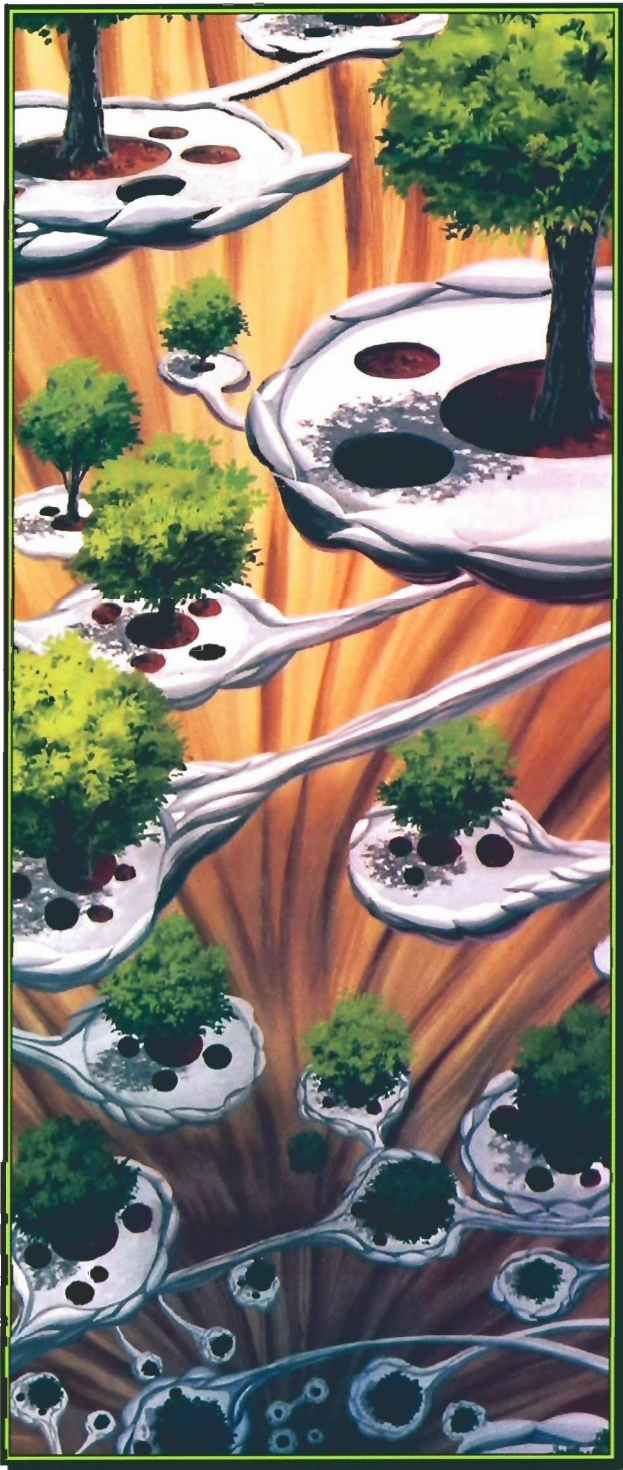
### THE ROYAL PALACE

The Royal Palace on Jurai is the centre of their power. It is a vast complex with huge rooms and monolithic architecture, but it is also very attractive, open, and airy. Huge passages are flanked with green plants in wooden cylinders.

The heart of the palace is the enormous chamber of trees. Here are found the Royal Trees of Jurai who have not yet found a partner. Dozens of trees float on platforms in a three-dimensional maze, linked by blue teleportation pools. The trees are alive and intelligent, and aware of any visitors. Sasami, who had been exploring here, fell and was mortally injured. Fortunately for her, she fell at the roots of Tsunami, the greatest of the trees who had not yet chosen a partner. Tsunami assimilated her, saving her life and repairing her body.

The palace is protected by both the fleet of Jurai (there are usually several ships on planet), the royal bodyguard (who carry staves, and are often led by royal family members with Jurai power) and the combined energies of the many Royal Trees.

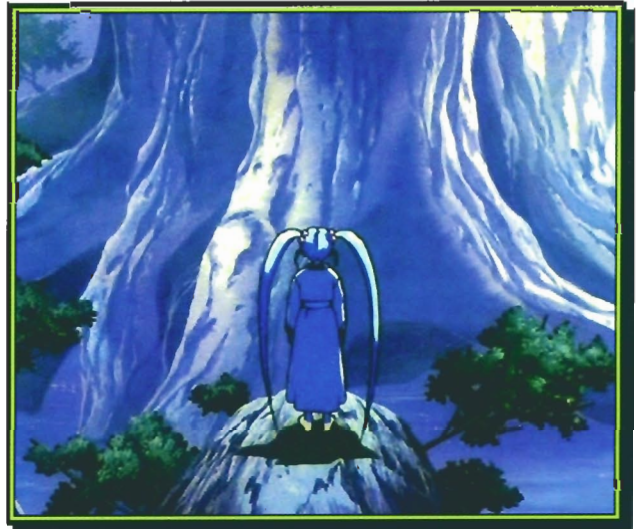




## THE ROYAL TREES

The Royal Trees are both the symbol and substance of Jurai's power. These great trees are powerful, intelligent beings with life spans measured in thousands of years. The original Royal Tree is Tsunami. Her true origin has not been fully revealed. It may be that she and her siblings were the original inhabitants of planet Jurai, and were first contacted when the exiled nobles who would become the House of Jurai arrived, or she may have come to Jurai from another place, or possibly another dimension.

A true Royal Tree grows only from the seed of another Royal Tree's fruit. A tree will usually only produce one fruit at a time (often when it is faced with destruction). If reproduced from cuttings, a normal tree will grow but will lack any of the Royal Trees' incredible powers.



The trees have a natural ability to control or generate Jurai power, and possess various life enhancing, mnemonic, defensive, and communicative powers. Since the beginning of the House of Jurai, they have chosen to become partners with certain individuals who possess strong Jurai power (or possibly a specific personality trait), normally members of the Jurai royal family. The trees select their partners in a special ceremony, bonding with them. The symbol of this is the key that the partner is given, which is carved from a resin created from the tree's solidified sap. Once a tree has bonded with its partner, it is removed from within the chamber in the Jurai royal palace and transported to a Jurai ship.

There are currently four generations of royal trees.

**The original generation** — Tsunami (Sasami's tree).

**The 1st generation** — includes Funaho (Yosho's tree).

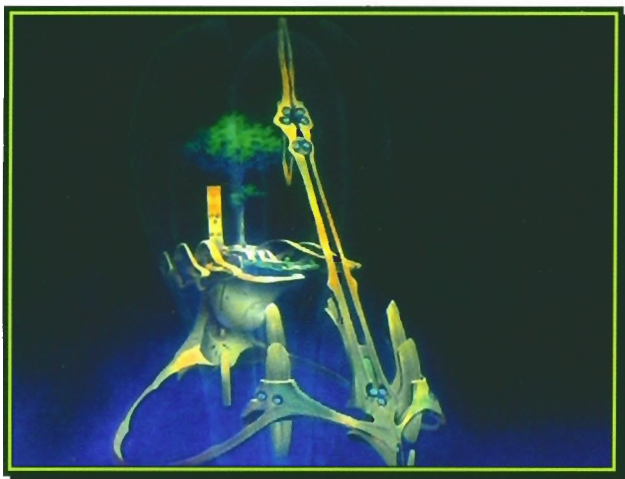
**The 2nd generation** — includes Ryu-oh (Ayeka's tree).

**The 3rd generation** — all remaining trees.

The earliest generations of trees are the most powerful. All trees possess an innate ability to act like memory banks and interstellar communication devices, as well as a life-giving property that sustains both themselves and their partners' lives for very long periods. In addition, Tsunami can form ten Lighthawk Wings, while the 1st and 2nd generation trees can form up to three Lighthawk Wings. 3rd generation trees can form Lighthawk Wings only when several trees and their partners work together to combine their powers.

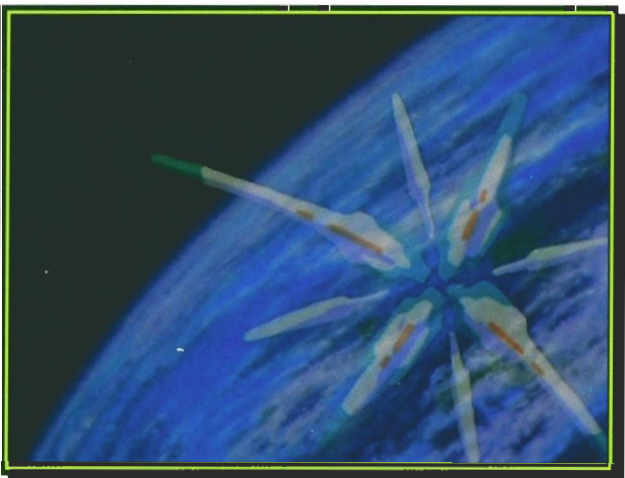
Royal Trees normally lose their power if they root in ordinary soil, although they can sustain their power if charged by other Royal Trees (this is the reason they are grouped together within the palace). Funaho was able to sustain her power due to the nearby presence of Ryoko's gems, and therefore survived where she might have otherwise faded. In the process, she also sustained Yosho's life over the centuries.





## SHIPS OF JURAI

Jurai ships are very powerful, but cannot be mass-produced. The ships' hulls are made of a very tough, wood-like substance (possibly including the same tree resin that is used to make the Royal Tree keys) with a metal exterior. Inside, Jurai ships incorporate beautiful landscaped gardens (complete with wildlife), so that each ship is a tiny green world of its own. At the centre of each garden is the heart and brain of the ship: a Jurai Royal Tree. It provides energy for the ship, and with its pilot's help, can generate Lighthawk Wings. Control of a Jurai ship can only be achieved through the use of its proper key or the Master Key.



## THE LIGHTHAWK WINGS *(Ko-Oh-Yoku)*

These are called into being by Jurai power, and are said to be manifestations of God's aura. They are not intended as a weapon, but rather convert incoming energy into a harmless form (for example, light or neutrino particles).

Lighthawk Wings can normally only be produced by ships of Jurai acting in concert with their partners. Tenchi (and Ryoko, if she has all three gems) are the only individuals known to be able to generate Lighthawk Wings without a Jurai ship.

"Material metamorphosis" is the ability of Lighthawk Wings to become solid energy, which allows them to be used offensively, like in the case of Tenchi's Lighthawk Sword.

## THE GALAXY ACADEMY

This is an old and respected "space university" whose graduates and faculty have included many of the greatest scientists in the galaxy, such as Washu Hakubi and Dr. Clay. The organization was originally founded by the Jurai royal family and known as the Imperial Science Academy. It later became independent of planet Jurai and changed its name to reflect its independence. The Galaxy Academy operates throughout the galaxy with classrooms being found both in spaceships and on planets. Various departments exist at different locations. For example, one planet might specialize in cooking, another in particle physics, and so on. Its primary purpose is to teach students and encourage research into new technologies for the betterment of the Galactic Union. To this end, the Academy is funded in part by grants from the Galactic Union and Jurai, and in return some of its inventions are donated to either Jurai or the Galaxy Police. However, the Galaxy Academy also likes to retain its own independence, and thus other inventions are sold (or patents licensed) to ensure a steady source of funds to support further research.



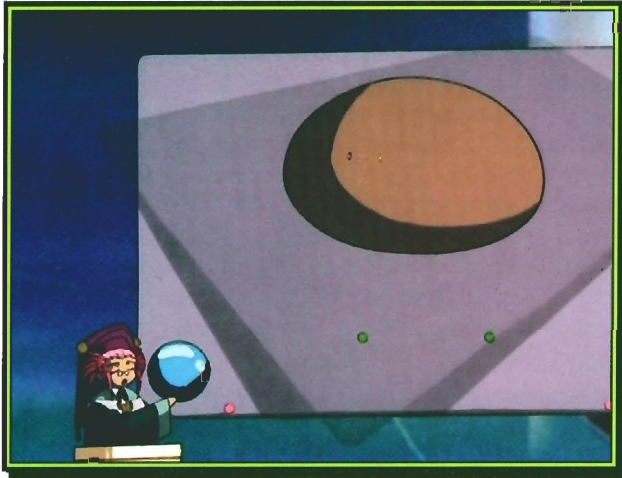
An invitation to join the Galaxy Academy's faculty is the greatest honour that a scientist can receive. It is also possible to be expelled from the Academy, usually for unethical behaviour such as falsifying data or socially questionable experiments, such as building super-weapons that threaten civilization. The Galaxy Academy's members are supposed to work together in harmony and are expected to love their work. This is true of most graduates, but relations between Academy members are not always smooth, since egos, rivalry, or arguments over funding sometimes get in the way of scientific co-operation.

The head of the Galaxy Academy is the Director. Competition for the Director's chair can be fierce. This is what led to the animosity between Washu and Dr. Clay.

A unique fashion adopted by several senior members of the Galaxy Academy is to style one's hair and/or beard to suggest a marine creature. For example, Dr. Clay styles his after an octopus, while Washu's hair resembles a crab's.

## THE MASS

The Mass (*Masu* in Japanese) are strange protean aquatic life-forms, resembling brown melons with eyes. Their name means “original element of all things” and they come from a world 23,000 light years from Earth. Given their name, it is possible that other life in the galaxy may have evolved from them (a version of the pan-spermia theory).

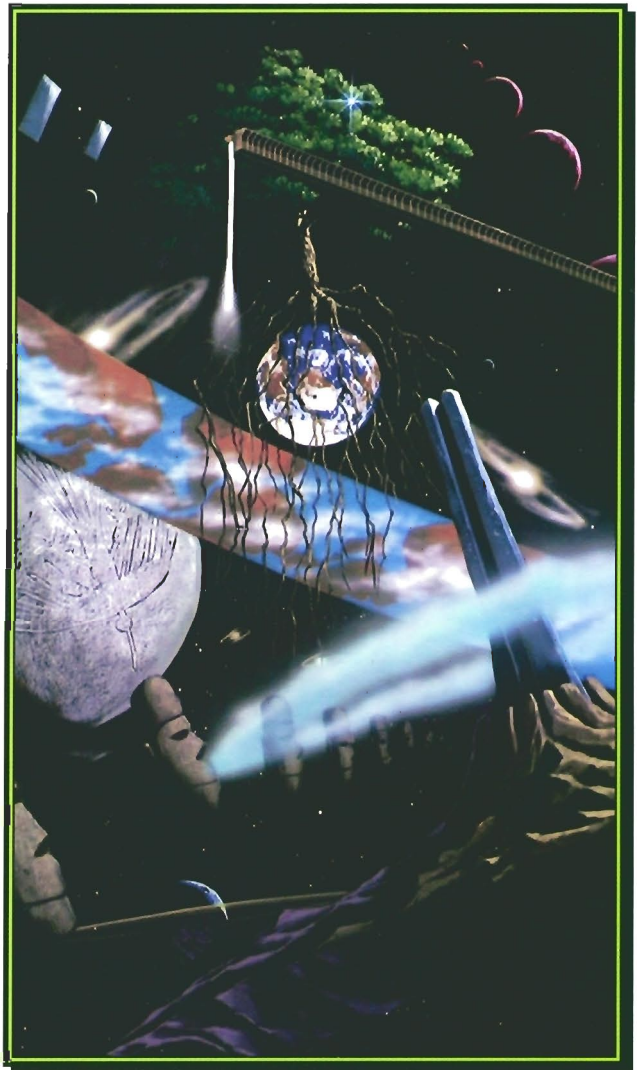


The Mass can join together to form a single larger body, and also alter their shape (even adopting a vaguely humanoid form). They are communal, telepathic creatures who instinctively select their leader from the Mass with the strongest will and follow its desires. Their behaviour in the presence of non-Mass is very unpredictable. They may try and fulfill the desires of a non-Mass (especially if it is related, like Ryoko or Ryo-Ohki), or feel threatened if they sense a powerful individual (such as Tenchi) and respond with deadly force. What makes the Mass especially dangerous is their unique metabolism — their bodies contain the “neutral element, anti-material element, and material element” which allows them to generate energy blasts that are extremely powerful. It is possible that Washu’s reference to “anti-material element” may be an indication that the Mass actually consist of both matter and anti-matter, held together by a bonding force. This would certainly explain why they are so dangerous as well as valuable.



## D3's REALM

Lady Tokimi is an extra-dimensional entity, but her representative in this dimension, D3, has his own realm here. The region around his planet is very strange, filled with the wreckage of a recent space battle (some sort of war is occurring), with gigantic world-trees and celestial islands. His headquarters is a city of monolithic architecture, canals with huge sea monsters, and bizarre ring-shaped flying machines.





**CHAPTER 5**  
**THE GIM'S SECTION**

## THE ROLES OF THE GM

As a GM, you are responsible for every aspect and detail of a *Tenchi Muyo!* role-playing campaign or adventure, except for the Player Characters. These responsibilities include establishing the setting, time period, plot, antagonists, and Non-Player Characters (NPCs), as well as creating conflicts, settling rule disputes and describing to the players what their characters see and hear. You will also handle the organizational details of the game such as recruiting players and securing a place to play. Above all, you must ensure that every player enjoys the time he or she spends playing the game. If the players do not enjoy the game, they will eventually stop returning to play.

You will be the director, producer, script editor, cinematographer and set designer of a new *Tenchi Muyo!* series... starring the Player Characters!



## CAMPAIGNS, MINI-CAMPAIGNS AND ONE-SHOTS

The story pacing and plot depth of a role-playing campaign is different from that of a mini-campaign, which in turn is different from that of a one-shot adventure. The *Tenchi Muyo!* RPG system is ideal for all three types of games.

### Campaigns

A campaign usually has a vast or epic scope with a number of shorter plot arcs that weave together to reveal the greater story. In a campaign, the characters have time to develop unique personalities as they are faced with challenges to their bodies, their minds, and their souls. The characters can also learn new skills, and establish lasting relationships with NPCs. In a campaign, the players have ample time to explore the various aspects of the *Tenchi* universe that you have created. Additionally, antagonists will come and go over the course of a campaign as they are defeated, destroyed, converted, or driven away by the characters. You should establish the outline for the beginning of your campaign before play begins, but the middle and the end of the story is largely determined by the interests and actions of the characters. An example of a campaign is the entire *Tenchi Muyo!* OAV series, including the events that occurred between the episodes (but were not shown).

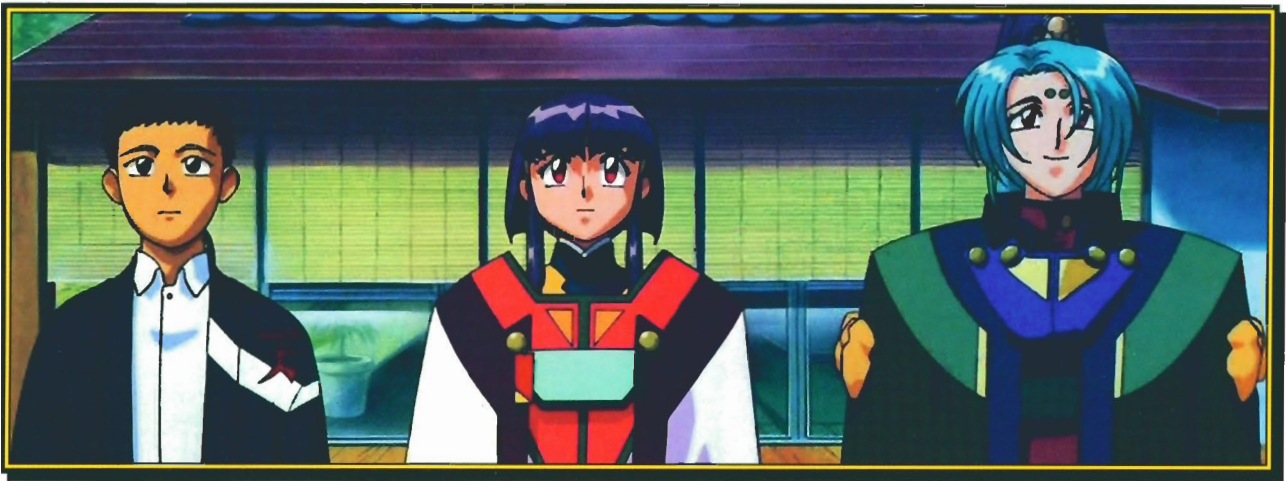


### Mini-Campaigns

A mini-campaign is a single story arc that usually takes place over 4-8 gaming sessions. The characters may not develop much over the course of a mini-campaign since the plot only spans a few days to a few weeks. The antagonists are often present in every session, with the major villain usually surviving at least until the final climactic conclusion to the story arc. Mini-campaigns require a greater plot structure than an open-ended campaign, and thus the players are required to focus more on the story and less on their own characters. You should know where the characters will start (the beginning) and where they should go (the middle), but the closure at the end of the story is heavily dependent on the choices made by the characters during their journey. For example, a mini-campaign might detail Ryoko's attack on Jurai 700 years ago, and Yoshō's subsequent pursuit and capture of the space pirate.

### One-Shot Adventures

A one-shot adventure covers one single story idea in a 3-8 hour gaming session. These adventures are most frequently run at role-playing conventions and for demonstrations at game stores. The characters are unlikely to develop much during an adventure because the story only spans a few hours to a few days. To maintain a high level of intensity during the game, the role-playing of character personalities is often sacrificed for dramatic action and conflict. The main drama often stems from having to make strategic decisions ("Do we attack now, or let him get away and hope we can follow him to his base?") or moral choices ("He's a space pirate, but he's also opposed to Kagato — do I ally with him to defeat a greater evil, or fight him now?") Additionally, the focus of the plot can involve a mystery when once solved or completed, and will reveal the antagonist who is causing all the troubles. One-shot adventures are highly structured and only offer the characters a limited number of choices for each dilemma that they face. Most GMs usually script the plot to establish the beginning and middle of the story, and have a rough outline of the story ending that can be influenced moderately by the players' actions (for example, will the villain win, lose, or get away?) A good example of a one-shot adventure is the story of Zero on Earth, up to her assimilation with Ryoko.



Whether you choose to run a campaign, mini-campaign, or one-shot adventure will depend on a number of important factors that you must consider:

- Does the scope of your adventure idea require a minimum number of game sessions to complete?
- How much time are the players willing to commit to the game?
- Is your game introductory in nature, or for experienced players? Will it run at a gaming convention?
- How much role-playing and characterization would you like to see in the game?
- Will the characters explore a variation of the *Tenchi Muyo!* setting of your own design?
- How vast are the motivations and plans of the antagonists?

## ESTABLISHING THE THEME

A theme is an underlying idea or concept that pervades the individual arcs of a plot, or even the entire story itself. *Tenchi Muyo!* is fundamentally an action-adventure story featuring archetypal heroes, but it also contains abundant elements of comedy and romance. If you intend to incorporate mature themes (such as overt sexuality, passion, or cruelty) into the story, you should talk to your players before the game begins to ensure there are no objections. All *Tenchi Muyo!* campaigns and mini-campaigns should have at least one major theme that unites the actions of the plot, and perhaps a few minor ones as well. You should let the players know what the major theme of the game will be before character creation begins. This knowledge will help the players to develop a character concept that can use the thematic elements to increase role-playing opportunities. You should not give away any secrets about the plot when relating the theme to the players, however, and thus it is important to describe the theme using broad terms rather than specifics. For example, it is better for you to say that the theme of a campaign will be “whether evil can be used to fight evil” rather than “how will a space pirate deal with her criminal methods in a team of Galaxy Police”, or “mystery” rather than “who is the sinister new villain that is flying around in the Soja?”

Related to the overall theme is the general tone. Is it dramatic, comedic, tragic, or a combination of these? Within the series is a balance between the familiar modern-day rural setting and the far reaches of space and a galactic empire. To maintain this light mood, the GM should think in terms of visual imagery. While an intricate plot and good characterization are indeed important, it is equally important to create a series of detailed and perhaps humorous, visual images around which you can write an engaging story.





## PRESENTING THE VILLAINS

A hero is sometimes defined by his or her enemies. The villains should be among the most notable and distinctive NPCs in a *Tenchi Muyo!* campaign. If the central antagonist rarely opposes the characters directly until the final scene of the adventure, you can still make his or her presence known to the players by introducing appropriate secondary opponents. For example, Dr. Clay's creation, Zero, lived with Tenchi and his friends for some time before Clay's manipulation of the events was finally revealed.

Consider each of the following details before presenting the villains to the characters:

1. Exactly who are the antagonists? You need to establish the villains' names, physical appearances, origins, and hierarchical ranking (if applicable). If you do not know who your villains really are, the players will not perceive them as important NPCs. Nasty, yes...but not important.

2. Understand their motivations. These reasons can seem quite simple in one sense ("to control the universe" or "to steal valuable artifacts") but even in a story as "black and white" as *Tenchi Muyo!*, a certain psychological depth can exist. For example, Dr. Clay is driven to evil by his jealousy of his fellow scientist Washu. When Clay has Ryoko in his power, he does not destroy her, but rather uses her to draw Washu into a trap. The villains' motivations may never be perfectly clear to the players, but it is imperative that you understand what they are.
3. Give each villain a distinct style, personality, or motif. Dr. Clay is an excellent example of this with his characteristic octopus motif (seen in his beard, his subordinate robots, etc.) and the fact that he is compelled to put his symbol on anything he considers important. While he is a villain, there is depth to his character — he is not two-dimensional.
4. What are the villains' weaknesses that may eventually lead to their fall from power? Is there a hidden vulnerability (such as a compulsion to mark everything with a symbol) that good detective work can uncover? What about an archenemy that can be released to battle them? A powerful weapon designed to destroy them? Are the villains really evil, or, as in the case of Zero-Ryoko, simply under the control of others? You are not required to plan exactly how the characters must defeat the villains, but you should keep a few options in the back of your mind. A plot that is very clear to you may be quite murky to the players. As the campaign progresses, you can adjust your mental notes to better suit the momentum of the game.



When the villains are first presented to the player characters, they should make a dramatic entrance with a style or shock that befits their status within your game, such as Kagato smashing through the dome of the *onsen* to confront Tenchi and the others. Villains often have inflated egos and enjoy taunting the characters. The death or defeat of your important villains should only occur during the climactic scenes of your story, often at the end of a dramatic battle or as a result of a clever stratagem of the characters. A well-played villain will be someone the players love to hate (and perhaps hate to love).

When the villains speak, they should command attention. When the villains fight, they should fight with passion. If the villains die, they should be remembered forever.



## PLAYER CHARACTERS AS VILLAINS

It is possible that a player may wish to play a character who has a villainous background (Ryoko, for example) or may wish to play a character who is still considered a villain (possibly a space pirate). You can even move a little further, and develop a campaign where all the players assume the roles of villains. In such a situation, characters may be mad scientists or evil despots attempting to take over the universe. The character's enemies could then be Jurai royalty, rival scientists, the Galaxy Police, or even the *Tenchi Muyo!* main characters themselves.



Unfortunately, these villain-based campaigns can easily degenerate into wanton mayhem. One way to avoid this is to have the characters be the servitors of a higher evil power. The characters might be the creations of a mad scientist, but they could possess some virtues as well (loyalty, love, etc.), and may have a chance at redemption. If the struggle is not simply "good vs. evil", but rather is "good vs. evil vs. another evil", there is room for much more complex plots. One way to establish this type of scenario is to treat the leadership of the forces of "good" as hypocritical and power-hungry. After all, is the Jurai royalty really a beneficial monarchy or are they really just power-hungry despots with fancy titles? As in classic *samurai* or *Yakuza* (Japanese Mafia) dramas, conflict may arise from the struggle between obligation to one's master versus one's personal desires. Action could involve battles between rival pirate factions manipulating various pawns (lesser pilots, mercenaries, etc.) for their own ends while at the same time battling the forces of good. If the characters befriend or fall in love with a hero, or go "rogue" and betray their masters, the campaign can quickly become very interesting.

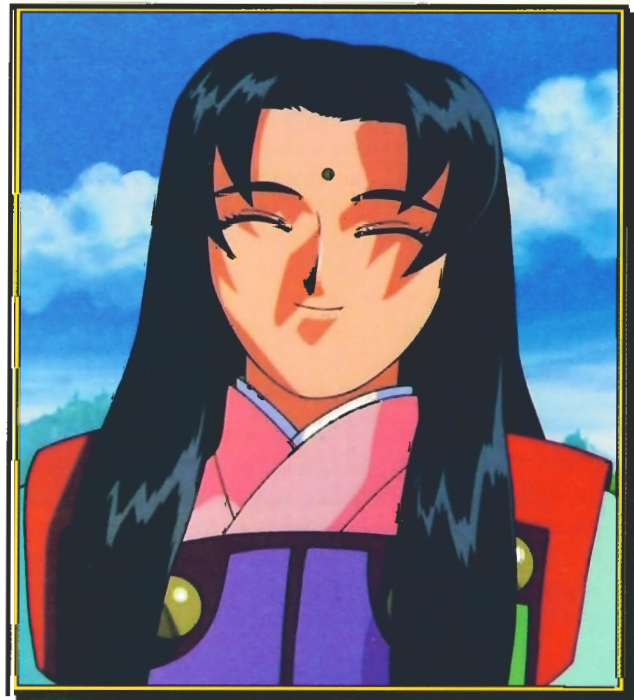
## THE STORY ARC

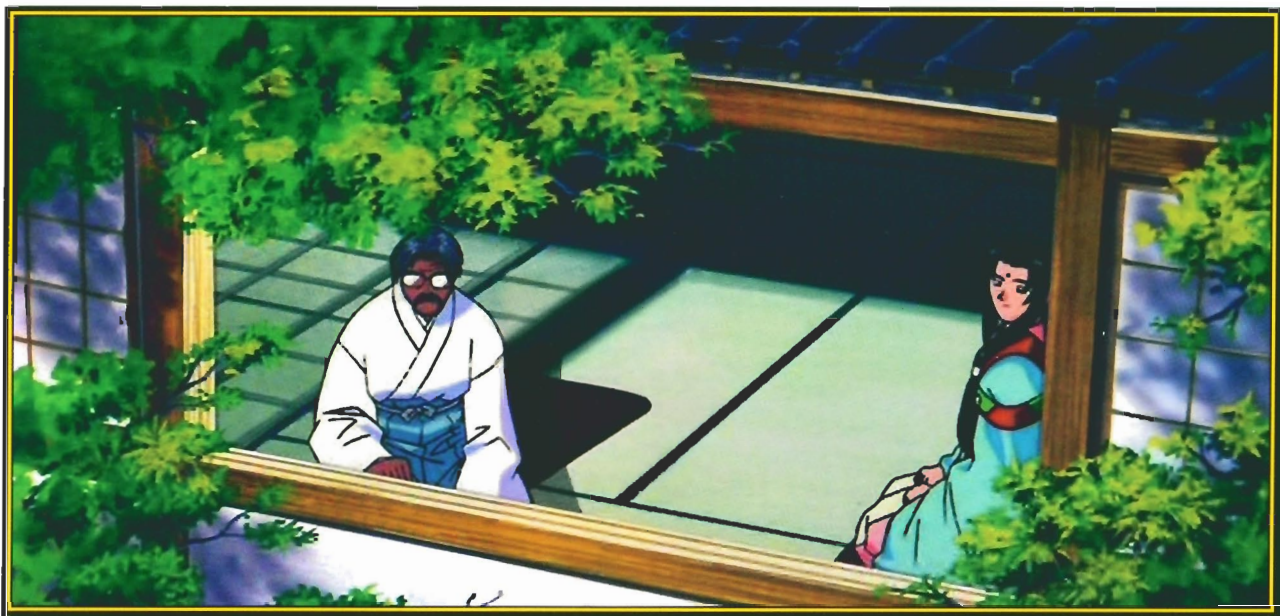
A story arc is a mini-plot within a campaign that concentrates on one or two main themes or events. An RPG campaign consists of a number of story arcs that are linked together with a common plot detail, such as a major villain, an important theme, a fundamental ideology, or just simply the player characters' fight for justice. A mini-campaign usually only contains one story arc, but you may be able to explore two smaller arcs over 6-10 sessions.

When you run a *Tenchi Muyo!* campaign, it is important to keep the individual story arcs focused on one or two plot ideas that can somehow be resolved by the characters. If the characters are playing small-time space pirates, it is not a good idea to have the campaign centred on political intrigue in the Jurai royal courts since it is doubtful the characters will have much involvement in the events (unless you can deftly weave the characters into the story-line). The resolution of a campaign may not always be in favour of the characters however, since they are not guaranteed to "win". This will establish a pattern where a story arc is introduced, explored, and finally resolved before you advance the characters to the next story arc. Moving between arcs not only keeps players' energy and interest levels high, but also provides you with an opportunity to spin the tone and theme of the game in an unexplored direction. The ideal length of game time for a single story arc varies greatly, but 3-12 sessions (10-60 game hours) is considered average.

## INTEGRATING THE GAME WITH THE SERIES

Although the *Tenchi Muyo!* RPG can be used to run any action-adventure-romance genre campaign, you may wish to set your game within the OAV series itself. If your players are familiar with the series, you will be unable to draw major plot threads directly from it (since the players would know the resolution), but you can incorporate most of the thematic, setting, and background elements presented. For these scenarios, the players will usually assume the roles of the central characters — Tenchi, Ryoko, Ayeka, Sasami, Mihoshi, Washu — with Katsuhito, Nobuyuki, and Ryo-Ohki perhaps reserved as NPCs. If more than six players will be participating, you can allow some players to either play the three remaining characters, or create their own original characters. Your antagonists will be the central villains from the series (Kagato, Dr. Clay, perhaps Lady Tokimi), plus additional supporting characters.





## MOVING BEYOND THE SERIES

You should not feel limited by the events of the *Tenchi Muyo!* series when you begin to develop your campaign ideas. Should you decide to guide your campaign away from the series' events, you can still incorporate any number of details from the show. You certainly do not need to change every name, place, power, villain, setting, plot, and background detail to create your own unique and custom-tailored campaign. However, you are also free to create entirely alternate versions of the *Tenchi Muyo!* universe where events unfolded differently than in the series.

There are numerous opportunities from which you can “spin off” your own campaign. You could set the game in an alternate timeline, or on a different planet. Consider some of the following “What if” situations:

- What if the campaign was set in the past? The GM could opt to run the same basic story, but in an alternate universe where the events occur in medieval Japan rather than modern day. In medieval Japan, some of the *Tenchi* characters (such as Ryoko) might be viewed as demons because of their powers — reactions to the characters would create new and interesting role-playing opportunities. The GM could alternatively choose to explore the past of the series. The *Tenchi Muyo!* OAV series has a rich history. As such, players could be from the time of Ryoko and Yoshō's original battle, or back when Kagato captured Washu. The characters might be among the first pirates to settle Jurai. Simply by placing the campaign in a different time, whether an alternate time-line or part of the existing one, the GM is free to create a world more to their liking.
- What if Tenchi and his friends failed to defeat Dr. Clay? Would the evil mastermind have walked away, content at finally besting Washu (and how would Washu react to this humiliation)? Would he have imprisoned Tenchi and the others, forcing them into servitude? Would he have killed Washu and allowed the others to leave? The possibilities are endless.

- What if Tenchi and his friends had failed to defeat Kagato? How would the Ruins Buster have reacted? Would he have trapped the characters like he trapped Washu, and continue his reign of terror upon the universe? Who would have come to stop him now? Would he have killed Tenchi and the others after stealing their powers? If so, who would have stopped him after that? Finally, could Kagato ever learn to master the Juraian power? If Kagato won, he would become even more powerful and dangerous — a truly epic foe worthy of a long campaign.
- There are certainly many more factions in existence in the universe than the ones seen in the series. Something is known about the Science Academy, the Jurai Royal Family, and the Galaxy Police, but surely in a galaxy spanning empire, there are more factions at work. Each one of these factions will have an agenda and motivation of their own. Do they want to destroy the Jurai Royal Family and all members of it (including Tenchi, Yoshō, Ayeka, and Sasami)? Are they a Jurai-oriented church that worship Tenchi as a god-figure because of his immense power? Are they an other-world organization that wants to destroy all Jurai power, thinking it to be a manifestation of dark energies? Are the characters a part of this new organization or opposed to it?

There are several advantages to developing your campaign within an original setting or background. First, you avoid the possibility of one of your players telling you that your interpretation of an event from the series is “wrong”. Since your *Tenchi Muyo!* universe is different from all others, only you know what is “right” and what is “wrong”. Another advantage you have over a series-based campaign is the ease with which you can incorporate elements of mystery and surprise into your game. If your players have watched the series, they may be overly familiar with the plot elements of a series-based campaign. Your original universe can provide new and exciting mysteries for these players to explore. Finally, developing your own *Tenchi Muyo!* universe encourages creativity and innovative thinking, and gives you the opportunity to demonstrate your GMing talents to your players.



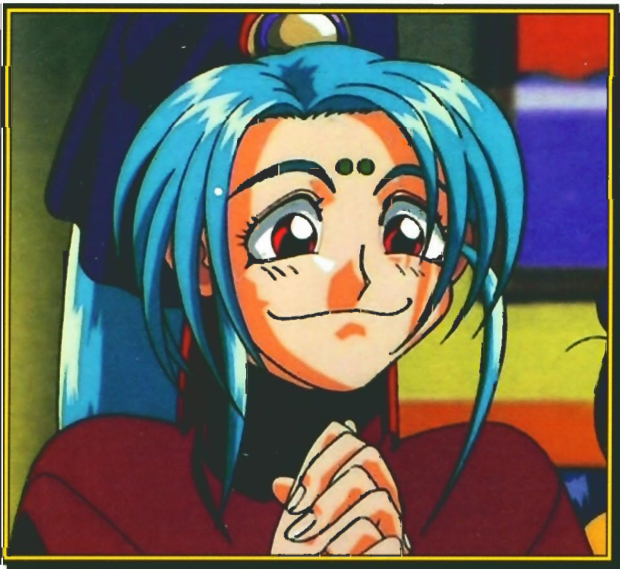


## CHARACTER ADVANCEMENT

Character advancement is important in a role-playing game, since it provides a tangible reward for players and symbolizes the growth that characters undergo during their lives. Advancement is unnecessary in a one-shot adventure or short mini-campaign, but during a lengthy campaign players may wish to improve their characters' skills, abilities, and powers. The Character and Skill Points awarded through advancement reflect the characters' earned knowledge through conflicts with the environment, other characters or NPCs, or even with themselves.

You are encouraged to award all characters one bonus Character Point every five role-playing sessions and one bonus Skill Point every couple of role-playing sessions. Additionally, you can reward exceptionally talented or active players with an extra Skill or Character Point. The players can assign these points to Attributes or Skills immediately, or accumulate them for future use. The point cost of increasing an Attribute or Skill is identical to the cost during character creation (see page 34, *Chapter 2: Character Creation*). Players should assign the advancement points to Character Attributes or Skills that their character has used often, but may also rationalize their decision to you when acquiring new Attributes.

The GM should only allow characters to gain new Attributes that coincide with the story elements. An ordinary person suddenly gaining the Jurai Powers or Mass Powers Attributes makes little sense. On the other hand, if the character was the subject of a mad scientist's experiments or suddenly discovered that his or her family is somehow related to Yosho (who may have had many children over the past 700 years) and therefore has Jurai blood, gaining new powers would be perfectly reasonable. Similarly, a character who stumbled upon a technological artifact that might be an advanced power armour, granting them Mecha Powers. Players should communicate their desires for advancement to the GM, and then establish in-game rationales for this improvement. You may decide to accept Character Points toward a particular Attribute and then delay its introduction for a session or two until an appropriate moment in the game.



Additionally, you can allow characters to reduce or eliminate Character Defects with Character Points gained through advancement, by "buying off" the Character Defect Point Bonus. You should also include this Defect reduction in the game by offering role-playing opportunities to the player. For example, a character with a Phobia Defect might be forced to confront his or her fears to save a friend's life, or a character with the Marked Defect might discuss plastic surgery options with a doctor.

As the GM you always have final say concerning how many Character Points you give to the players for advancement.

## ADVICE FOR THE GM

### 1. Watch the *Tenchi Muyo!* series

The *Tenchi Muyo!* OAV series is available in sub-titled or dubbed format on VHS or DVD format from Pioneer Entertainment (USA) L.P. You can purchase the series from a video store, comic shop, or online store, borrow it from a friend, or rent it from a video outlet.



### 2. Encourage innovative thinking

Encourage players to think creatively during character creation if your campaign is not based directly on the *Tenchi Muyo!* series. By giving players the freedom to create, your game may move in unanticipated and exciting new directions. The only real boundaries placed on a character should be the player's own imagination.

### 3. The characters are the main focus

Make every character a main focus of the game, and give equal attention to all players. Balancing game time is often the most difficult challenge for GMs of all levels of experience. Talk with each player outside the game to ensure that he or she is satisfied with the character's involvement in the adventure. Unhappy players can quickly result in the demise of a campaign. If a player expresses some concern about the campaign, remember that the criticism is directed at the game and not at you as a person. Players will refuse to talk about their game concerns with a GM who cannot learn to accept helpful, constructive criticism gracefully.

#### 4. Make combat fast and exciting

When combat does erupt during the adventure, make it fast, exciting, and fun for all players. Combat should not occur too often, however, or it will take away from the other role-playing aspects of the game. Staging several big combats during each playing session can mean your players will not have time to complete all of their other goals. Also, remember it is not necessary to spend as much time on combats that involve NPCs fighting NPCs — you only need to decide on a result, and tell the players what happened. There is no need to roll the dice unless characters are involved.

#### 5. Keep dice rolling to a minimum

Quite simply, if a dice roll is not necessary or does not constructively add to the game, do not make the roll. You should feel comfortable making decisions about the direction of events during a session without the use of dice. See page 139 in *Chapter 3: Game Mechanics* for suggestions when dice rolls may or may not be necessary.

#### 6. Use Character Defects to the benefit of the game

Although they are created to penalize the characters, Defects should not also penalize the players by hindering their role-playing efforts. Be sure to decide how you plan to implement all Defects before play begins. Using them effectively will add excitement and paranoia to your game.



#### 7. Downplay the abilities of unimportant NPCs

If an NPC is not a major character in the adventure, he or she should not outclass the player characters in Stats or Attributes. It is recommended that minor NPCs should have very few Health and Energy Points (10-25 points each) and have a limited number of Attributes and Skills. The average thug, soldier or pirate should have only Level 0-1 in any particular combat-related Skill, for example, and an Attack Combat Value of 4-5. This guideline forces the unimportant NPCs into supporting or background roles (where they belong) and allows the major NPCs to capture the attention of the player characters. Supporting villains such as Dr. Clay's robots are special NPCs that are quite powerful, but can usually be defeated in combat somehow.

#### 8. Encourage player character interaction

Encourage your players to interact in-character even if you are busy role-playing with another player. To avoid disturbing others, the players may wish to leave the room to role-play in a hallway, outside, or in an adjacent room. While the players cannot take any actions that require your ruling or approval, they can certainly resolve a number of character issues (planning an attack, relaying information, discussing their recent dates, etc.) by just talking together. Naturally, players should only interact if their characters have the opportunity to talk freely within the events of the game. For example, characters cannot interact during combat or while they are unconscious.

#### 9. Keep it fun and focused

Make each role-playing session relaxed and entertaining, but try to maintain a focus on the game. When friends get together to play a game, they can enjoy talking so much that they forget about the role-playing. It is your responsibility to gently nudge the players towards the game and help keep them focused. Scheduling a break or two during the game might alleviate some players' lack of concentration, and allows everyone to stretch their legs and grab some fresh air.

## OTHER GUARDIANS OF ORDER ANIME ROLE-PLAYING GAMES

The *Tenchi Muyo! Role-Playing Game and Resource Book* (Product #07-001) is the fifth anime RPG from GUARDIANS OF ORDER that uses the Tri-Stat System™. Our first game is the multi-genre anime RPG *Big Eyes, Small Mouth* (Product #02-001), which was followed by the very popular *Sailor Moon Role-Playing Game and Resource Book* (Product #03-001). We then published the *Dominion Role-Playing Game and Resource Book* (Product #04-001) and the *Demon City Shinjuku Role-Playing Game and Resource Book* (Product #05-001). GUARDIANS OF ORDER is supporting these lines with numerous supplements and related accessories, such as *Big Robots, Cool Starships* (Product #02-002) and *Hot Rods and Gun Bunnies* (Product #02-003), the first and second sourcebook for BESM. GUARDIANS OF ORDER also plans to publish other supplements for the rest of the *Tenchi Muyo!* anime license — one supplement for each of the *Tenchi Muyo!* continuities.

Since each GUARDIANS OF ORDER anime RPG line features a custom version of the Tri-Stat System™, they are fully compatible with every other anime RPG line. For example, *Demon City Shinjuku* contains a number of expanded rules on demon creation not detailed in *The Tenchi Muyo! RPG*, since demons were not represented in the series in detail. However, if you wanted to diversify your player characters' or NPCs' options, you could easily add such rules to your game. For example, a mad scientist with a strong religious background could unleash demon hordes on Earth, Jurai, or the entire universe. As GUARDIANS OF ORDER releases additional anime RPG lines, the material available for each line grows considerably. Thus, the material presented in the upcoming products can all be used with the *Tenchi Muyo! Role-Playing Game*.

Look for other GUARDIANS OF ORDER products in your local hobby or gaming store, e-mail us at [info@guardiansorder.on.ca](mailto:info@guardiansorder.on.ca), or visit our web page at <http://www.guardiansorder.on.ca>.



**CHAPTER 6**  
**SAMPLE ADVENTURES**

## This section is for Game Masters only! Do not read this chapter if you are a player!

This chapter outlines two sample adventures for the *Tenchi Muyo! RPG* — “No Need for Washu’s Son!” and “No Need for Soja Gems”. The single-session (3-8 hours) adventure descriptions are sub-divided into several sections:

### Setting

Where and when the adventure takes place.

### Story Background

The important events that establish the conflicts presented in the story.

### Characters

Suggestions about the type of characters that the players should create for the game.

### Important NPCs

The list of important background characters and antagonists the characters will meet.

### Character Goals

Possible actions that can lead the characters to a successful resolution of the adventure.

### Plot Elements

Notable events that may occur during the adventure, places the characters may visit, and challenges the characters may be forced to overcome.

### Campaign Expansion

Suggestions for expanding the adventure into a campaign or mini-campaign.



## NO NEED FOR WASHU’S SON!

### SETTING

It is roughly one year after the events of the OAV series, following Dr. Clay’s defeat. The adventure, featuring some of the main characters of the OAV series, begins at the Masaki home but will move into space very quickly.

### STORY BACKGROUND

After Dr. Clay’s defeat, Lady Tokimi and D3 spoke about what had happened. They were surprised to learn that Tenchi was capable of creating the Lighthawk Wings, although D3 suspected that Lady Tokimi knew how he did so but was not willing to reveal the answer. Additionally, D3 could not comprehend how Tenchi was capable of material conversion, even though his Lighthawk Wings have only three blades. Knowing that D3 was immensely curious and concerned about any threat Tenchi might pose, Lady Tokimi, for reasons that only she knew, ordered D3 not to lay a hand on Tenchi, nor fight against him. Notwithstanding that he might pose a problem to Lady Tokimi’s goals, she felt that confronting him was worse than allowing him to exist freely.



Intensely loyal to Lady Tokimi, D3 will not confront Tenchi in any way. His subordinates, however, are another matter entirely. After numerous conversations, D3’s head scientist, Buka, realized how intensely interested D3 was in Tenchi’s abilities. Buka decided to take the initiative and began planning a way to capture Tenchi for study. Buka knew his first obstacle was going to be Washu. D3 had wiped the memories of Dr. Clay and Zero Ryoko, erasing their memory of the location of D3’s base of operations. Washu, however, was one of the very few people capable of removing the memory blocks in their minds. As such, it was imperative that Washu be neutralized so that Tenchi’s friends were prevented from attempting a rescue. Buka knew that killing Washu was simply not an option. Therefore, she would need to be trapped for about a month, long enough for Buka and his scientists to fully study Tenchi. Trapping Washu, the greatest scientific mind in the universe would not be easy. Even Dr. Clay, one of the smartest scientists alive could not accomplish the feat.

Kagato, however, had been able to kidnap Washu from the Royal Space Academy 5000 years ago, and thus Buka knew it was possible. He simply needed to ensure that Washu's guard was down when the trap was sprung. He believed he had the perfect weapon to use against her — Kashikoi, Washu's son.



15,000 years ago, Washu's husband and son left at the behest of the wishes of her husband's family when Kashikoi was still a baby. Her son was raised by the very prestigious Kanemochi family and had the best education for which one could hope. Since both his father and mother had excelled at the Science Academy, no one was surprised when he was readily accepted as a member. Even while he eclipsed his fellow students in all ways, he was always in the shadow of his mother, in his own mind. While nobody else compared him to the unattainable measure of his mother, he always did. Though a genius in his own right, he was incapable of measuring up to his mother's standards and quickly grew to resent her, although he had no memory of her.



After graduation from the Academy, Kashikoi was recruited by D3 to assist him in administration of the dimension. Kashikoi thought this challenge was perfect for him. Since D3 held jurisdiction over the entire dimension, working with him would grant Kashikoi the ability to push his scientific knowledge beyond boundaries any other job could hope to achieve. As a member of D3's team, Kashikoi had surpassed every expectation, achieving breakthroughs that no other person thought possible. Regardless, he still thought himself a failure for he knew he did not measure up to his mother. Buka knew of Kashikoi's deep resentment of Washu and decided to put those emotions to good use in his plans to study Tenchi.

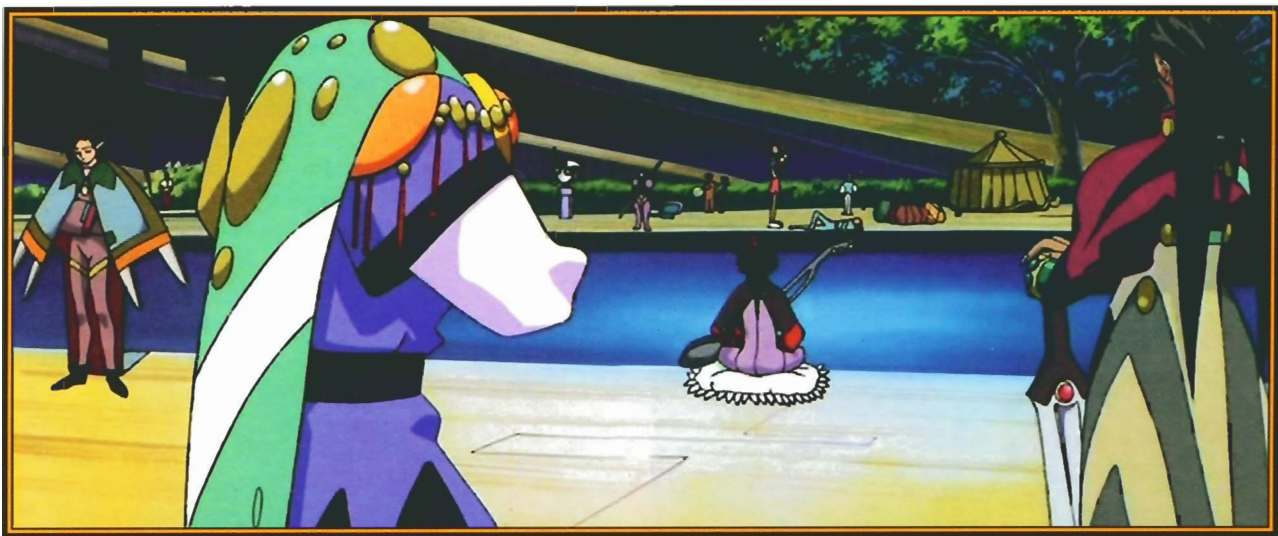
After a brief conversation, Kashikoi quickly agreed to assist Buka in his plans to trap Washu. This would provide him with the opportunity to best his mother and, once and for all, step out of her immense shadow. Since Buka's goal was simply to trap Washu, not kill her, Kashikoi had no problem at all with the plan. He resented Washu, but he would have opposed any plan to injure her. Kashikoi quickly began planning a trap worthy of his mother's intellect.



Confident that Washu would no longer pose a threat to his plans, Buka began preparing for the capture of Tenchi. Unlike Washu, the apprehension of Tenchi posed far less of a problem. Although the boy possessed incredible power, he was still just a boy who was clearly not in full control of his powers. With his plans in place, Buka knew that the secrets of Tenchi's powers would soon be his and D3 would be pleased, which would surely earn Buka a big promotion.

## CHARACTERS

This adventure is for 3-6 players who will each assume the roles of one of the following characters from the OAV series: Ayeka (page 100), Ryoko (page 96), Mihoshi (page 108), Sasami (page 104), Yosho (page 116), and Ryo-Ohki (page 106). Washu and Tenchi are not available as characters for this adventure.



## IMPORTANT NPCs

**Allies:** The characters can call upon any allies whom they know, but some will be incapable of providing assistance (Washu, for example, will be trapped for much of the adventure). The characters, however, should be more than capable of handling the situation by themselves, with very little outside assistance.

**Enemies:** The characters will first be opposed by Kashikoi, Washu's son. Though Kashikoi strongly resents his mother for her superior intelligence, there is still some curiosity inside him, and he would like to get to know her better. His feelings of resentment, however, have held him back from attempting to start a relationship. While he has trapped Washu, and will work hard to ensure that she remains trapped, he is not an evil man and will do everything in his power to ensure that no character is killed or even seriously injured. In fact, if the characters are able to make him listen, they might be able to convince him to let Washu go without the need for any sort of physical confrontation. However, Kashikoi is prepared for a fight and has several powerful robots and traps ready for when the characters come after him, as he knows they eventually will.

Once the characters get past Kashikoi, they will need to deal with the more serious threat of Buka. Unlike Kashikoi, Buka is not as hesitant about harming the characters. Despite the fact that it is not his goal to injure anyone, he is a man who believes that the ends justify the means. He will therefore use whatever force necessary to prevent the characters from rescuing Tenchi from his scientists.

## KASHIKOI HAKUBI

Body **7**                      Mind **10**                      Soul **5**  
Health Points **60**                      Energy Points **85**  
Attack Combat Value **7**                      Defense Combat Value **5**

### Attributes

Appearance – 1, Energy Bonus – 1, Highly Skilled – 5, Jurai Power – 2, Mechanical Genius – 5, Own a Big Mecha – 6, Personal Gear – 5

### Jurai Sub-Attributes

Force Field (Stops 60 points of damage, Uses Energy, Offensive (delivers 40 points of damage) – 4, Illusionary Disguise – 1, Special Attack: Energy Sword (Damage 40, contact, uses energy) – 4

### Defects

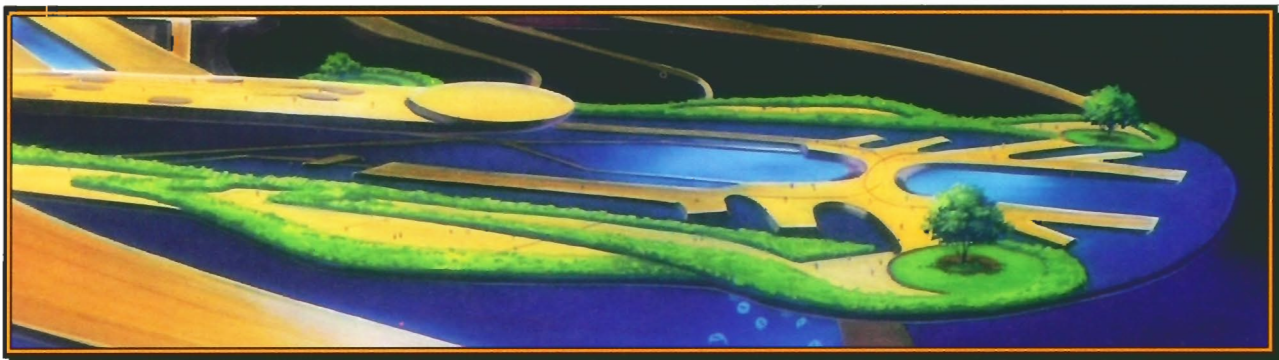
Phobia (being compared to Washu) – 1, Weakened Jurai Power – 1

### Skills

Biological Sciences (Genetic Engineering) – 4, Computers (Artificial Intelligence, Programming) – 5, Electronics (Computers) – 6, Mechanics (Aerospace) – 5, Medical (Diagnosis) – 2, Physical Sciences (Physics) – 6, Ranged Defense (Personal) – 3

### Mecha

Laboratory and Robots — See page 183





## LABORATORY COMPLEX

75 Mecha Points

### Mecha Sub-Attributes

Accessories Level 6 (6 MP), Extra Capacity Level 4 (4 MP), Extra Endurance Level 6 (6 MP), Force Field Level 5 (Stops 60 Damage, Blocks Incorporeal, 15 MP), Sensors Level 6 (scientific scanning, 7 MP), Special Equipment Level 3 (science Lab, 6 MP), Toughness Level 4 (16 MP), Weapon Level 4: Robotic Tentacles (Damage 60, Flexible, Tangle, Internal, No Damage, 16 MP), Weapon Level 4: Freeze Ray (Damage 40, Concealable, Incapacitating, Short Range, Internal, 2MP), Weapon Level 4: Time Deceleration Ray (Damage 50, Drain Body, Concealable, Internal, Short Range, Uses Energy, 2MP), Weapon Level 3: Energy Blaster (Damage 50, Short Range, Internal, 1MP)

### Mecha Defects

Awkward Size Level 4 (4 MBP), Restricted Ground Movement (None, 2 MBP)

### Derived Attributes

Health Points: 120



## THREE INTERNAL DEFENSE ROBOTS

15 Mecha Points each

### Mecha Sub-Attributes

Armour Level 1 (4 MP), A.I. Level 3 (6 MP), Extra Endurance Level 1 (1 MP), Weapon Level 1: Energy Punch (30 damage, Muscle-Powered, Contact, 4 MP), Super Strength Level 1 (3 MP)

### Mecha Defects

Awkward Size Level 1 (1 MBP), Other Mecha Defect: Reduced Capacity (2 MBP)

### Stats

Body 8, Mind 2, Soul 0

### Derived Values

Armour: 10, Attack Combat Value: 5, Defense Combat Value: 3, Health Points: 40

## BUKA

Body **6** Mind **7** Soul **3**  
Health Points **45** Energy Points **50**  
Attack Combat Value **5** Defense Combat Value **3**

### Attributes

Highly Skilled – 4, Jurai Power – 4, More powerful Jurai Power – 1, Personal Gear – 2

### Jurai Sub-Attributes

Force Field – 1, Mind Shield – 2, Summon/Control Servants (teleport 2 guards to his location per use) – 3, Telekinesis – 5, Special Attack – 5 (50 Damage, Drain Body, Drain Mind, Drain Energy, Contact, No Damage, Uses Energy)

### Skills

Biological Science (Genetic Engineering) – 4, Computers (A.I.) – 1, Electronics (Computers) – 3, Interrogation (Mind Probes) – 2, Mechanics (Micro) – 3, Medical (Surgery) – 3, Physical Science (Biochemistry) – 2, Unarmed Attack (Striking) – 2, Unarmed Defense (Striking) – 1

### Defects

Easily Distracted (pursuit of knowledge) – 2, Servitude (D3) – 1

## BUKA'S GUARDS

Body **6** Mind **3** Soul **3**  
Health Points **45** Energy Points **30**  
Attack Combat Value **6** Defense Combat Value **4**

### Attributes

Combat Mastery – 2, Focused Damage – 2, Personal Gear – 2, Speed – 2

### Skills

Gun Combat (Pistols) – 1, Ranged Defense (Personal) – 1, Unarmed Attack (Strikes) – 1, Unarmed Defense (Strikes) – 1

### Defect

Servitude (Buka) – 2

### Personal Gear

**Laser Pistol** — A handgun firing laser beams. (Damage 30, Short Range). A major item.

**Body Armour** — Stops 10 points of damage.

## BUKA'S HENCHMEN

Body **5**                      Mind **3**                      Soul **3**  
Health Points **40**                      Energy Points **30**  
Attack Combat Value **3**                      Defense Combat Value **1**

### Attributes

Combat Mastery – 1, Personal Gear – 2

### Skills

Gun Combat (Pistols) – 1, Ranged Defense (Personal) – 1

### Defect

Servitude (Buka) — 2

### Personal Gear

**Laser Pistol** — A handgun firing laser beams. (Damage 15, Short Range). A major item.

**Body Armour** — Stops 5 points of damage.

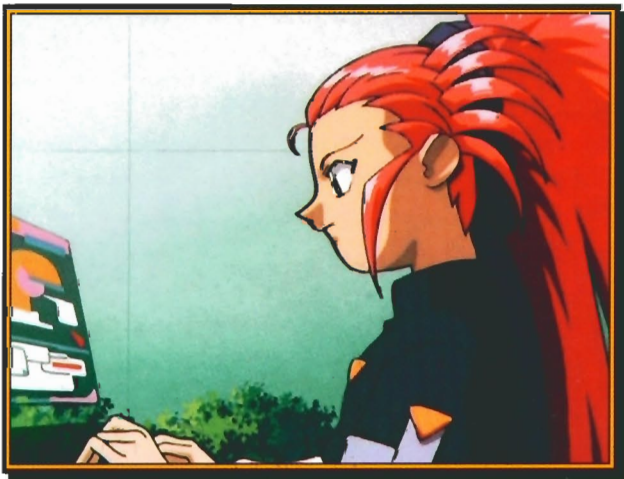
## CHARACTER GOALS

1) This adventure has two very simple goals. First, the characters must find Washu and free her from Kashikoï's trap.

2) Secondly, the characters must find Tenchi and free him from Buka's scientists.

## PLOT ELEMENTS

**1) Washu Leaves for a Vacation** — Washu receives a communication from Kashikoï asking that the two of them get together in the hopes of forming a relationship. Washu, who loves her son deeply, quickly agrees and begins to pack excitedly. Mihoshi, as she often does, stumbles into Washu's laboratory and overhears Washu talking to herself about how excited she is to be going to see her son and how she can't wait to see him after so many years apart. Once Washu realizes that Mihoshi is there, she will swear the Galaxy Police Detective to secrecy since she does not want the others to know where she is going — it's too private. Once she's relatively convinced that Mihoshi won't tell the others, Washu finishes packing and disappears, telling the others that she's going on a short vacation.



**2) Tenchi Captured!** — A day later, while going about his normal chores around the Masaki Shrine, Tenchi is ambushed by three people who quickly subdue him with sleeping gas and other incapacitating weapons. Ryoko, who is lazing around, watching everyone go about their chores, sees the attack on Tenchi. Ryoko might be able to subdue one of the attackers before the others teleport away with Tenchi, but at least two of the attackers will make off with Tenchi. Even if all three get away, Ryoko will recognize something familiar about the attackers, but not quite be able to put her finger on it (it is a hint of one of Zero Ryoko's memories, erased by D3). If one of the attackers is captured, the characters will be able to question him. He will reveal very little but might, if pushed hard enough, reveal that Tenchi was captured so that he could be studied. Beyond that, he will be unwilling to reveal anything, especially since he knows the characters will not seriously hurt him in any way. Well, he knows that Ryoko might, but Ayeka and Sasami would probably stop her.



The characters should start to feel helpless since they don't know what has happened to Tenchi. Since he does not have the Master Key (the characters know he left it in his room), Tsunami cannot track him. Also, since Washu is elsewhere, they can't ask her to track Tenchi. As frustration levels start to rise, Ryoko will hear Zero's faint voice from deep within herself. Zero will tell Ryoko that there is an important memory which has been locked away by some outside force, one which will lead them to Tenchi. Zero will then fall silent again. Ryoko will probably understand that what she sensed about the attackers was one of Zero's memories. She cannot remember what that memory is, however — there is a blank in her mind whenever she tries to recall the memory. The characters should quickly realize that they need Washu's help to unlock Ryoko's memories. The problem is that no one knows where she is...except Mihoshi...

**3) Washu's Rescue** — Mihoshi will presumably reveal that she knows Washu went to a small planetoid deep in space to meet her son (but it might be a frustrating process for the characters to get the information from the bubbly detective). When the characters somehow get there, they will find Washu trapped inside a large, energy sphere. No matter what they do, they will not be able to free Washu from the sphere. Ryo-Ohki, however, will sense an energy trail leaving the planetoid, one left by a ship of some kind. If the characters follow the energy trail,





they will eventually find Kashikoi's base of operations: a large asteroid which has been turned into a massive scientific laboratory. As the characters approach the asteroid, Kashikoi will open communications with them. He will inform them that he expected their arrival and that, if they choose to continue, they do so at their own risk. As he finishes the sentence, a blast of energy will lance towards the characters' ship, narrowly missing them. With his warning shot fired, he will say "Consider yourselves suitably warned", and then close communications. That will be the only shot that he will fire at the characters while they are in their spaceship since he could not guarantee their safety in a space battle.

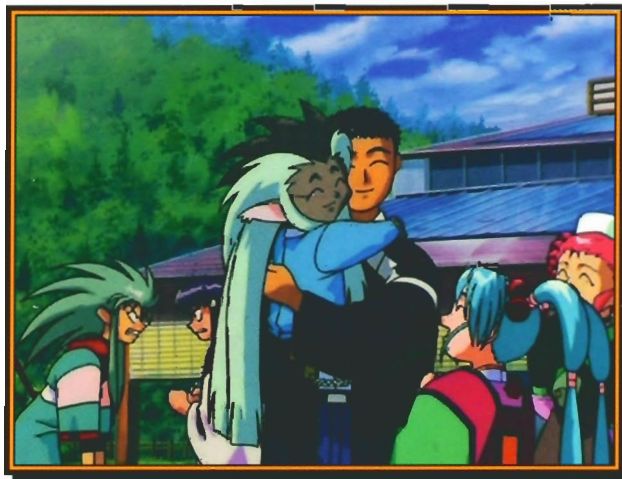
If the characters attempt to re-establish communications with Kashikoi and attempt to convince him to free Washu, he will be open to talking, but he will be difficult to convince. Kashikoi is an exceptionally intelligent, bright, young man who is simply jealous of his mother's ability. He may have some tender feelings for her, but he wants to be better than her at least once in his life. He believes that by trapping her, he will finally be able to prove to everyone that he is in fact worthy of being the son of the greatest genius in the universe. The GM should keep this in mind when speaking as Kashikoi.

If the characters decide that a more direct route is needed, they will be met with a variety of traps and powerful robots intent on protecting Kashikoi from the characters. Also, once the characters successfully reach the heart of Kashikoi's laboratory, they will face Kashikoi himself. Since he knew the characters would eventually come after him, he is well prepared for a fight. However, if he realizes that he is outmatched by the characters, he will eventually surrender and tell the characters how to release Washu. He will justify it to himself by saying that he was beaten by a greater "physical" force, but he succeeded in proving he was smarter than his mother. After giving the characters the instructions on how to deactivate the energy sphere, he will let them leave freely — in his mind, he was successful in his goal.

When the characters follow Kashikoi's instructions, the energy sphere holding Washu will dissipate and she will slump to the ground, weakened but free. Even though Washu is too weak to accompany the characters in their efforts to rescue Tenchi from Buka, she is capable of removing the memory block in Ryoko's mind. With the block removed, the characters will now know how to find D3's base and therefore can now rescue Tenchi. As the characters leave, one of them might overhear Washu whisper to herself, "Maybe now Kashikoi can be confident in his own abilities." Did she know all along that she was being set up?

**4) Tenchi's Rescue** — The characters must now go to rescue Tenchi from Buka's scientists (with Zero's memories unlocked). Ryoko knows the way to Buka's laboratory within D3's base. Unlike Kashikoi, Buka does not expect the characters to find him since he believes that the location of D3's base is beyond the characters' grasp. However, once he realizes that the characters are there, he will quickly send forces against them in an attempt to hold them off. While he would greatly prefer not to kill the characters, he is not afraid to use lethal force if it will help deter them from their goal. The characters will meet resistance in the form of minor henchmen as well as elite guards. There will be one elite guard and 3 minor henchmen for every 2 players.

When the characters eventually reach Buka's main lab, he will confront the characters himself. By this point the characters should be pretty bruised and battered from their previous battles and thus, even though Buka is weaker than many of the foes the characters have faced thus far, he should still be a dangerous threat. Though his goal is to prevent the characters from rescuing Tenchi, Buka is not willing to sacrifice his life for that goal and, if he feels he is losing the fight, he will surrender and allow the characters to free Tenchi. If the characters brought Tenchi's Master Key, once it is returned to him, D3 will sense the surge of energy as the key focuses Tenchi's considerable Jurai energy. As soon as D3 senses Tenchi's presence, he will appear as an ethereal image in Buka's laboratory just as a dozen elite guards charge into the room. An instant before the guards pounce on the characters, D3 will command "STOP!" in a booming voice. The guards, without hesitation, will cease their attack. D3 will turn towards Buka and demand to know what has happened. When Buka finishes explaining what he was doing with Tenchi, D3 will turn to Tenchi and the characters and apologize for Buka's actions. He will inform them that they are free to go and will order the elite guards to ensure that they reach their ship safely. As the characters leave, they will hear D3 say to Buka, "and as for you!..."



## CAMPAIGN EXTENSIONS

This adventure offers several possible avenues for expansion. First, although D3 will severely reprimand Buka for his actions, that is not to say that Buka won't decide to oppose the characters again in the future. In fact, considering the embarrassment of his defeat, he might decide to abandon D3's service and strive to destroy the characters at all cost. Next, what about Kashikoi and his relationship with Washu? Do the two never meet again or does Kashikoi and Washu try to become mother and son? Or might Kashikoi learn that Washu allowed herself to be captured in order to heal her son's wounded ego and decide he does not like to be patronized? He might become a new ally for the characters, or a new enemy. Lastly, why was D3 so interested in Tenchi? While he is not going to act against Tenchi directly, it is now clear that he is interested in the young boy. Perhaps Lady Tokimi will eventually release D3 from his restriction against attacking Tenchi. One way or another, this adventure opens a few doors for further gaming.

# NO NEED FOR SOJA GEMS!

## SETTING

This adventure is set in space, involving the Galaxy Police, spaceships and space travel. Although the Earth or other planetary locations may appear in the adventure (depending on your decisions and the characters' actions), the events begin in a shady bar in a crime-infested corner of the galaxy. This adventure takes place roughly one year after the destruction of Kagato's ship, the Soja.



## STORY BACKGROUND

In the *Tenchi Muyo!* OAV series, there are numerous ships that can rejuvenate after their destruction, such as the Jurai Tree-Ships and Ryo-Ohki. This adventure assumes that the Soja also possesses this ability. The Stats presented for the Soja on page 131 do not list Reincarnation as a Mecha Sub-Attribute because the Soja does not exhibit this ability in the OAV series. For this adventure, however, the Soja does possess the Reincarnation Mecha Sub-Attribute at Level 1.

The Soja drew most of its power from gems, similar to those used by Ryoko, though much larger in size (most likely the size of an entire room). When Tenchi destroyed the ship, the explosion did not destroy the gems, but instead ejected them into space, in various directions. A space pirate encountered one of these gems when it crashed into his secret base in a nearby asteroid belt. Not knowing what the gem was, but suspecting it was valuable, the pirate contacted a black market fence named Akirakan to see how much it was worth. He described the gem's appearance to Akirakan who, after some haggling, agreed to buy it from the pirate. Before the pirate was able to deliver the gem to the fence, however, the Galaxy Police discovered his secret base and arrested him. The Galaxy Police confiscated all of the pirate's possessions, including the Soja Gem, as evidence.

Due to his numerous black-market connections and the description of the gem, Akirakan has determined the true nature of the treasure. His information suggests that if three gems are joined, they will reform the Soja — one of the most powerful ships in the known universe. Naturally, Akirakan is very eager to acquire the gem and then find two others so that he can reincarnate the Soja. However, the Galaxy Police are presently transporting the gem back to their headquarters. Should the gem reach the Galaxy Police's base of operations, it will be virtually impossible for anyone to steal the gem. As such, Akirakan knows that he must act now or miss his chance to acquire the Soja Gem.

## CHARACTERS

This adventure is for 3-6 players who will assume the role of a space pirate or other criminally-minded individuals that Akirakan would hire to steal the Soja Gem from the Galaxy Police. It is best if the players create characters who already know each other — perhaps they have worked together on a regular basis or were hired to complete an assignment together in the past and worked well as a group. Since "shady" characters tend to have mixed, and often selfish motives, starting the game with some common link will help them to trust each other and work together. It might also be enjoyable to play with a group of characters who are considering their own best interests, but that could turn into a game of player character versus player character. Players should create their characters with 30 Character Points and 20 Skill Points. At least one character should possess the Own a Big Mecha (specifically a spaceship) Attribute. If not, Akirakan will provide the characters with a ship, but you, not the players, should create the ship using 40 Mecha Points.

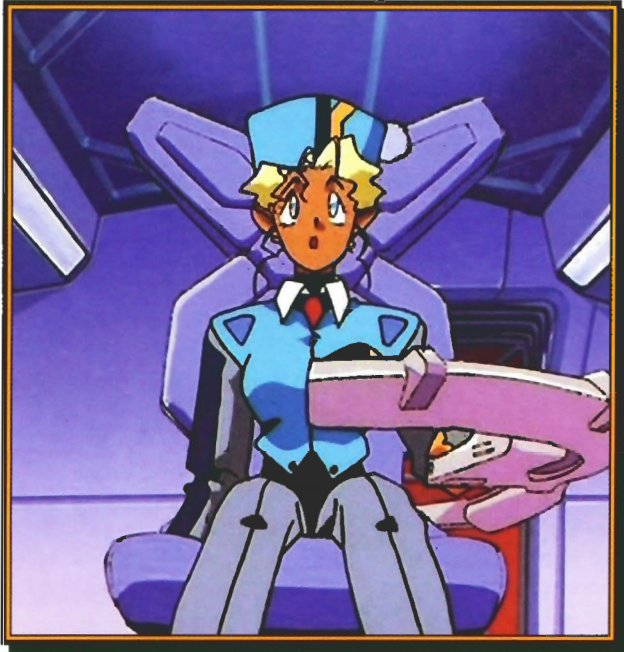
## IMPORTANT NPCs

**Allies:** Akirakan will help the characters as much as possible. He is very well connected, but since time is of the essence, he will not be able to provide too much assistance. He will provide the characters with as much information as possible, as well as some weapons, should the characters desire. However, if the characters ask for too much, Akirakan might charge a little "rental fee" — he is, after all, still a businessman.

The characters will also be able to call upon any contacts and allies with whom they have connections. Again, time is of the essence so some contacts might not be very useful, but as the adventure unfolds, the characters are probably going to want to call in some favours from their friends.

**Enemies:** The characters, who might already be wanted by the Galaxy Police, will quickly come into conflict with the police force. At the start of the adventure, there are four police officers aboard the ship transporting the Soja Gem (a separate ship is transporting the space pirate who found the gem). How the characters deal with the situation will determine how the Galaxy Police react. If the characters are able to steal the Soja Gem from the police cruiser with little damage inflicted upon the ship and the officers piloting it, the police might simply pursue the characters. Should any Galaxy Police Officer be injured, or worse yet, killed, the Police might launch a galaxy-wide manhunt.

Either way, after the characters steal the Soja Gem (assuming they successfully steal it), they will face the worst threat possible — the Galaxy Police will assign Detective Mihoshi (see page 108) to capture the characters!



## GALAXY POLICE OFFICER

Body **5**                      Mind **3**                      Soul **5**  
Health Points **70**                      Energy Points **40**  
Attack Combat Value **5**                      Defense Combat Value **3**

### Attributes

Combat Mastery - 1, Damn Healthy! - 2, Highly Skilled - 1, Own a Big Mecha - 5, Personal Gear - 2

### Defect

Attack Restriction (innocents) - 2, Conditional Ownership - 2

### Skills

Gun Combat (Auto-Fire, Pistol, Rifle) - 2, Piloting (Spaceship) - 1, Heavy Weapons (Gunnery) - 1, Ranged Defense (Personal, Space) - 1, Unarmed Attack (Holds) - 1

### Personal Gear

**Laser Pistol** — (Damage 15, Concealable; Short Range) A major item.

**Galaxy Police Watch** — (Acts as a Sensor (life-forms) Level 1 and a remote pager to the ship's communication system) A minor item.

**Other Items** — In addition to the watch and laser pistol, (s)he carries a knife and several other minor items.

### Mecha

Battle Suit and Space ship (see below).

## BATTLE SUIT

20 Mecha Points

### Mecha Sub-Attributes

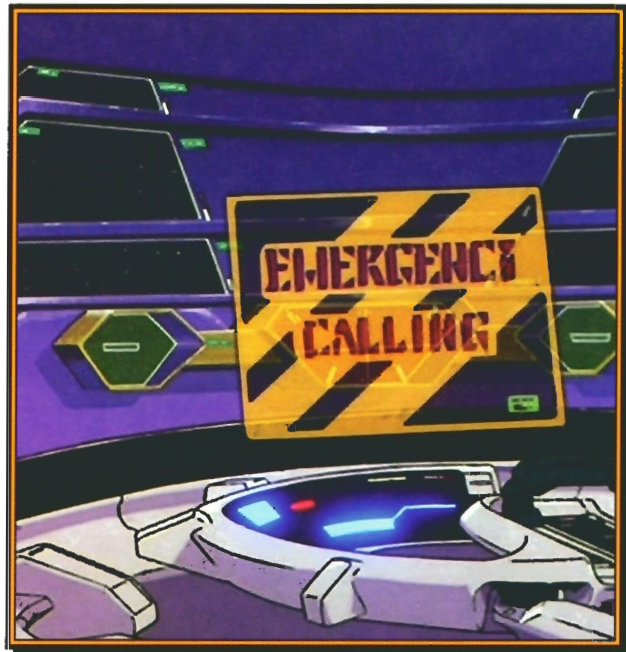
Armour Level 2 (8 MP), Life Support Level 2 (2 MP), Weapon Level 3: freeze pellet glove (Damage 30, Spreading, Tangle, Short Range, 12 MP), Weapon Level 3: laser bazooka, hand-held (Damage 45, 2 MP),

### Mecha Defects

Other Mecha Defects: Mutual Damage (2 MBP), Partial Armour (2 MBP)

### Derived Values

Armour 20. Health Points: 40



## SPACESHIP

100 points

### Mecha Sub-Attributes

Armour Level 2 (8MP), Extra Capacity Level 2 (2MP), Extra Endurance Level 2 (2MP), Flight Level 5 (can hover, 20MP), Force Field Level 4 (Stops 90, Both Directions, Uses Energy x2, 12MP), Life Support Level 2 (2MP), Sensors Level 3 (3MP), Space Flight Level 5 (10MP), Star Drive Level 3 (6MP), Toughness Level 5 (20MP), Weapon Level 5: Laser Cannon (Damage 60, Long Range, 20MP), Weapon Level 5: Ion Cannon (Damage 90, Accurate, Long Range, Slow, Stun, Limited Shots x 2, 2MP)

### Mecha Defects

Awkward Size Level 3 (3 MBP), Other Mecha Defects: No Ground Movement (2 MBP), No Arms (2 MBP),

### Derived Values

Armour 30. Health Points: 140

## AKIRAKAN

Body **5**                      Mind **7**                      Soul **3**  
Health Points **40**                      Energy Points **50**  
Attack Combat Value **5**                      Defense Combat Value **3**

### Attributes

Art of Distraction – 4, Personal Gear – 5, Unique Character Attribute – 4 (Akirakan has a lot of street level contacts that he can call upon for various favours)

### Skills

Forgery – 5, Gun Combat – 3, Navigation – 3, Sleight of Hand – 4

### Defect

Awkward – 1, Rejected by Society (wanted by the Galaxy Police) – 2

### Personal Gear

Akirakan has a variety of items, both major and minor. Any item he does have, he can probably obtain (purchase or trade for) through one of his contacts.



## CHARACTER GOALS

- 1) Track down the Galaxy Police space cruiser.
- 2) Steal the Soja Gem.
- 3) Avoid capture by the Galaxy Police.
- 4) Determine what to do with the Soja Gem

## PLOT ELEMENTS

**1) The Offer** — The adventure begins when Akirakan approaches the characters with a job offer. Akirakan will probably contact the characters and ask them all to meet at the local bar to talk about a “big job”. He will have all the characters meet at the same time since he does not have the time to approach each of them individually. He will explain to the characters that there is a Galaxy Police space cruiser transporting a valuable item that he wants. He will not explain what that item is and will deftly avoid any questions on that topic (switching the conversation to how much he is willing to pay or how the characters need to decide quickly whether or not they will take the job).

**2) The Hunt** — The characters will have to act quickly if they want to intercept the police cruiser before it reaches Galaxy Police headquarters. The ship is about a day and a half away from the space station, but within a day it will be close enough that the pilots could call for assistance which would arrive very quickly. Consequently, the characters have less than a day to make their move. How they capture the gem is up to them. One way or another, they must stop the police cruiser, capture the gem (which weighs several tons and is about 15 feet across) and escape before reinforcements arrive. Do they just blast the police cruiser to pieces and grab the gem from the rubble? Do they pretend to be a damaged spacecraft in need of assistance and ambush the police officers when they come to aid the characters? There are numerous choices, but each one has consequences. The more violent the characters behave in their efforts to capture the gem, the more vigorous the Galaxy Police will be in their pursuit of the characters.



**3) The Pursuit is On** — Unless the characters are exceptionally careful and come up with the perfect plan to steal the gem, the Galaxy Police will be after them. The officers aboard the police cruiser will report to headquarters at the first sign of trouble. Also, the police cruiser itself will send a distress signal, along with any pertinent data if it is attacked, even if the officers are incapacitated (unless the characters have a very ingenious plan). That is not to say that the characters cannot steal the gem without alerting the Galaxy Police, but it will be very difficult.

As mentioned above, the number of police reinforcements sent after the characters depends entirely on their actions. If they kill the four officers aboard the police cruiser, the characters can expect to be placed on the Galaxy Police's Most Wanted list for several years. However, if they manage to steal the gem and get away with a minimum amount of conflict, the characters will only be pursued by Detective Mihoshi (who will also be called in if the characters are the subjects of a galaxy-wide manhunt).

Mihoshi is often a bumbling klutz, but she still manages to succeed where others have often failed miserably. Her incredible luck compensates for the fact that she is a menace to the universe at large. Thus, the characters must be very careful — Mihoshi might blindly stumble across the characters simply by taking a wrong turn.

The use of Mihoshi in this adventure will certainly add a comedic flavour to the game. If that is not the style of game you would like to play, simply switch Mihoshi for a more appropriate Galaxy Police Detective of your own creation, using 55 Character Points and 20 Skill Points.

The characters will have to play a cat and mouse game to stay one step ahead of the Galaxy Police. Where do they go to hide? To whom do they turn for help? How do they keep avoiding the police?

**4) The Truth Comes Out** — Before turning the gem over to Akirakan, the characters should learn what the gem really is. They can acquire this information in various ways. One of the characters' allies, possibly an underworld snitch, could inform the characters that rumors are circulating of someone who is after the Soja Gems which are supposedly capable of recreating the Soja. It would be up to the characters to connect their gem with the rumor. The characters might also intercept a communication from Washu to Mihoshi that explains why Mihoshi must retrieve the gem and why it is so important. They might also have a scientific genius of their own in the group who, after a bit of time studying the gem, could deduce its powers. How the characters uncover this information is up to you and the characters' actions, since there are many other options available. In addition, what the characters do with this information is entirely up to them (see Campaign Expansion below).

## CAMPAIGN EXPANSION

Do the characters simply shrug their shoulders when they learn about the Soja Gems, take it to Akirakan, and collect their pay? Do they decide they want the gem, and more importantly the Soja, for themselves and begin searching for the other gems? Obviously, if they decide to keep the gem for themselves, Akirakan will be exceptionally upset (especially if he "rented" the characters any equipment for the mission). He will quickly hire someone else to retrieve the gem from the characters. Regardless of what the characters do with the Soja Gem, the Galaxy Police will still want the characters.





**CHAPTER 7**  
**APPENDIX**



# TENCHI MUYO! OAV CREDITS

## PRODUCTION CREW

### Planning

Taro Maki, Toru Miura

### Story Concept

Masaki Kajishima

### Screenplay

Yosuke Kuroda

### Character Design and Supervising

#### Animation Director

Masaki Kajishima

### Design Work

Atsushi Takeuchi

### Art Director

Takeshi Waki

### Colour Styling - Season 1

Takuya Kawami

### Colour Styling - Season 2

Tetsuharu Eguchi

### Director of Photography - Season 1

Kazuhiro Konishi

### Director of Photography - Season 2

Hitoshi Sato

### Sound Director

Yasunori Honda

### Music

Seikou Nagaoka

### Producers

Kazuaki Morijiri, Hisao Yamada, Hiroaki Inoue, Yasuo Hasegawa

### Director

Kenichi Yatagai

## ENGLISH — DUBBED VERSION

### Produced by

Pioneer Entertainment (USA) L.P.  
In association with Network

### Executive Producer

Henry Goto

### Producers

Yuji Moriya, Miyoko Miura

## CAST

### Tenchi Masaki

Masami Kikuchi (Japanese) / Matthew K. Miller (English)

### Ryoko

Ai Orikasa (Japanese) / Petrea Burchard (English)

### Ayeka

Yumi Takada (Japanese) / Jennifer Darling (English)

### Sasami

Chisa Yokoyama (Japanese) / Sherry Lynn (English)

### Mihoshi

Yuko Mizutani (Japanese) / Ellen Gerstel, Rebecca Forstadt (English)

### Washu

Yuko Kobayashi (Japanese) / K.T. Vogt (English)

### Ryo-Ohki

Etsuko Kozakura (Japanese) / Debi Deriberry, Marie Cabbit (English)

### Katsuhito Masaki

Takeshi Aono (Japanese) / Jay Hoper (English)

### Yosho

Takeishi Aono (Japanese) / Matthew K. Miller (English)

### Kagato

Norio Wakamoto (Japanese) / John Lee (English)

### Dr. Clay

Seizou Katoh (Japanese)

### Azaka

Kenichi Ogata (Japanese)

### D3

Ryuzaburo Ohtomo (Japanese)

### Funaho

Rei Sakuma (Japanese)

### Galaxy Police Chief Nobeyama

Takuro Kitagawa (Japanese)

### Kamidake

Sho Takagi (Japanese)

### Kiyone

Yuri Amano (Japanese) / Sherry Lynn, Debi Derryberry,  
Wendee Lee (English)

### Marshal Anderson

Kenchi Ogata (Japanese)

### Misaki

Yoshiko Sakakibara (Japanese)

### Seiryō

Madono Mitsuaki (Japanese)

### Tokimi

Yumi Touma (Japanese)

### Tsunami

Chisa Yokoyama (Japanese) / Sherry Lynn (English)

### Yukinojo

Hideyuki Umezu (Japanese)

## OPENING SONG 1ST SEASON “TENCHI MUYO! THEME OF RYO-OHKI”

### Composed and arranged by

Seikou Nagaoka

## CLOSING SONG 1ST SEASON “TALENT FOR LOVE”

### Written by

Natsuko Karedo

### Composed by

Kyoko Matsumiya

### Arranged by

Ikuro Fujiwara

### Vocals Produced by

Kit Thomas

### English Vocal Version Produced by

Kit Thomas

*Life is so full of hurry and hustle  
Sometimes I think it's passing us by  
The days are like hours, hours like minutes  
I'm caught up in it 'til I look in your eyes  
And to my surprise I find there is a heaven  
Timeless and real, making me feel free and alive*

Chorus:

*You touch me, you kiss me, and time has no meaning  
I'm on a rocket to some other zone  
Baby you thrill me whatever you're doing  
Don't think of stopping until we are light-years away  
All alone... 'Cuz I want to keep this  
Treasure for my very own  
Your talent for love*

*Tryin' to move forward, pushing and shoving  
People all get in each others' way  
But when two lovers find their own magic  
Nothing else matters, 'cause they know it will stay  
And I know somehow our spell will not ever be broken  
Timeless and real, making me feel  
Free and alive*

## OPENING SONG 2ND SEASON

### English Vocal Version Produced by

Kit Thomas

*Can't you see that I am a pioneer?  
Unlocking the greatest mysteries  
My key is a fearless heart so pure and strong*

*You can't be a hero hiding underneath your bed  
Got to live the life you create inside your head  
So I open the window caught the wind one night  
Now I sail with the birds in their flight*

*Some will say, "you're safer here"  
Never mind them be a pioneer*

*Can't you see that you are a pioneer?  
Not one of the endless talkers  
Who tell you the same old rules you've heard before  
We will be pioneers forevermore*

## CLOSING SONG 2ND SEASON

### English Vocal Version Produced by

Kit Thomas

*I am lonely like the moon  
You are far away as the earth  
Though you say I light your thoughts night after night  
Soon you forget*

*We are drifting in this dance  
I can feel you circle my heart  
Keeping such a graceful distance  
So close but somehow apart*

*Sometimes I cry for you  
Knowing you don't want me, too  
Sometimes I whisper to the stars up in the sky  
That I want to find a way to your soul  
Kissing the sun when morning comes  
You don't seem to count the hours when we are not together  
I've seen a tender fire in your eyes  
Yet when I'm gone you carry on  
I float in this emptiness 'til at last love returns  
With the night and the lonely moon.*







## WASHU'S LULLABY

### Lyrics

Natsuko Karedo

### Music and Arrangement

Seikou Nagaoka

### Vocals

Yuko Kobayashi

### English Vocal Version Produced by

Kit Thomas

*April roses, tiny sparrows  
Come, it's bright and new  
All belong together with the mystery that is you*

*When I see your little face  
I hear a song from long ago  
I think you know the many secrets I've forgotten*

*Generations through the ages  
Joined as one somehow  
Leading to the miracle that I am holding now*

*From the sky and from the sea  
Upon a breeze you came to me  
You seem to see a greater universe than I do*

*Sleep, my baby  
Sleep, my baby  
Dream of somewhere far away  
Do you remember still?  
How I hope you always will  
Keep the memory of the day  
The world was born.*



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# TENCHI MUYO!

## SUB-ATTRIBUTE SHEET

### CHARACTER INFORMATION

Character Name: \_\_\_\_\_  
 Power Points: Mass \_\_\_\_\_ Jurai \_\_\_\_\_ Mecha \_\_\_\_\_

### MASS SUB-ATTRIBUTES

Sub-Attribute	Level
Astral Projection	_____
Duplicate	_____
Flight	_____
Incorporeal Form	_____
Life Support	_____
Mind Control	_____
Rejuvenation	_____
Sensors	_____
Space Flight	_____
Super Strength	_____
Teleport	_____

### JURAI SUB-ATTRIBUTES

Sub-Attribute	Level
Astral Projection	_____
Battle Costume	_____
Force Field	_____
Illusionary Disguise	_____
Mind Control	_____
Mind Shield	_____
Precognition	_____
Space Flight	_____
Summon/Control Servant	_____
Telekinesis	_____
Weapon/Special Attack	_____

### MECHA SUB-ATTRIBUTES

Sub-Attribute	Level
Armour	_____
Artificial Intelligence	_____
Dimensional Portal	_____
Extra Capacity	_____
Extra Endurance	_____
Flight	_____
Force Field	_____
Life Support	_____
Reincarnation	_____
Sensors	_____
Space Flight	_____
Special Equipment	_____
Star Drive	_____
Subordinate Mecha	_____
Summonable	_____
Super Strength	_____
Teleport	_____
Toughness	_____
Weapon/Special Attack	_____

### FORCEFIELD, WEAPON OR SPECIAL ATTACK

Forcefield, Weapon or Attack	Abilities
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____

### MECHA DEFECTS

Sub-Attribute	Level
Awkward Size	_____
Conditional Ownership	_____
Other Mecha Defects	_____
Limited Endurance	_____
Mutual Damage	_____
No Arms	_____
No Ground Movement	_____
Not So Tough	_____
Partial Armour	_____
Reduced Capacity	_____
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## CONTRIBUTOR BIOGRAPHIES

### **DAVID L. PULVER (Author and Anime Line Developer)**

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David was born in Kingston, Ontario and grew up in England, New Zealand and Canada. While in high school, he became fascinated with RPGs and board games, and enjoyed creating his own rules and adventures. David earned his B.A. (History) from Queen's University (Kingston) in 1988, and immediately after graduation decided to embark on a career as a full-time game designer, coincidentally discovering anime at exactly the same time. Since then, David has written or co-authored over 30 RPG books (many of them for SJ Games' *GURPS* line) including an Origins Award-winning adventure. Anime has remained one of his major influences: before joining GUARDIANS OF ORDER to work on anime-related projects full-time, David wrote *GURPS Mecha* (SJ Games) and *Bubblegum Crisis: Before and After* (R. Talsorian). David's other writing credits with GUARDIANS OF ORDER include *Big Robots*, *Cool Starships*, the *Dominion Tank Police RPG and Resource Book*, and the *Demon City Shinjuku RPG and Resource Book*. When not writing or gaming, David enjoys reading SF, fantasy, manga and military history, watching anime, and writing novels. David can be reached through his GUARDIANS OF ORDER e-mail address at david@guardiansorder.on.ca.

### **KAREN A. McLARNEY (Author and Company Vice-President)**

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Karen was born and raised in Toronto, Ontario. She had always displayed a special bond with animals and decided to study biology at the University of Guelph. Dissatisfied with her program, she transferred into the College of Social Sciences and received her B.A. in psychology in 1996. Three years later, Karen finished a Bachelor of Social Work degree from McMaster University (Hamilton, Ontario), with aspirations to later work on a Masters Degree, and ultimately a Ph.D. Karen is a certified social worker, and will shift from full- to part-time work at GUARDIANS OF ORDER when she opens her private counselling practice in 2001. Karen has contributed to most company publications through a combination of writing, editing, and production assistance. Karen can be reached through her GUARDIANS OF ORDER e-mail address at karen@guardiansorder.on.ca.

### **MARK C. MACKINNON (Tri-Stat™ System Creator and Company President)**

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Mark was raised in Petawawa, Ontario, and spent many hours in his earlier years designing outrageous boardgames for his friends to play. In 1996, Mark finished his undergraduate degree in honours applied chemistry at the University of Guelph, but decided to abandon his Master's Degree in favour of running GUARDIANS OF ORDER full time. Mark's writing and publication credits include *Toying With Destruction*, *Big Eyes, Small Mouth*, the *Sailor Moon Role-Playing Game and Resource Book* and a couple of chemical journal articles. In 2000, Mark expanded his repertoire to serve as Lead Designer for Dart Flipcard's *Sailor Moon Collectible Card Game*. In his spare time Mark enjoys watching Japanese anime, reading fantasy and SF, karate, volleyball, fencing, and playing all kinds of games. He can be reached through his GUARDIANS OF ORDER e-mail address at mark@guardiansorder.on.ca.

### **JEFF MACKINTOSH (Art Director)**

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Jeff was born in the small town of Reddeer Alberta. After a few short years that he scarcely remembers, he moved to Kingston, Ontario for 13 years of his life. From there, he moved to Montreal, Quebec and his life changed forever. In Montreal, he realized what he wanted to be — a graphic designer. After a short bout of educational chaos, he graduated and joined the working world. In 1996, he somehow managed to trick Dream Pod 9 into allowing him to write a *Shadis* article for their *Heavy Gear* game line. The following year, along with further freelance writing in several *Heavy Gear* products, he started a full-time job as the art director of XID Creative and helped develop the *Providence* role-playing game. While there, he got to ply his skills as a graphic designer. He also worked on strengthening his fledgling skills as a writer and now has over a dozen writing credits to his name. In September 1999, Jeff joined the GUARDIANS OF ORDER team in Guelph. Jeff can be reached through his GUARDIANS OF ORDER e-mail address at jeff@guardiansorder.on.ca.



# TENCHI MUYO!

## RPG AND RESOURCE BOOK



Meet Tenchi Masaki — a seemingly ordinary Japanese high school student. His life is changed forever when he accidentally breaks the seal that imprisons a legendary demon near his family's shrine. The female demon is actually a galactic space pirate, and her release starts a chain of events that brings a motley crew of alien women to Tenchi's household. A royal princess, a galaxy police detective, a cute little girl with a mysterious past, a powerful space pirate, an adorable cat/rabbit hybrid, and the greatest scientific genius in the universe...all vying for Tenchi's attention and affection! As Tenchi's adventures begin, he unlocks the secret of his family heritage and discovers that his blood is the key to an ancient and wondrous power...

This role-playing game is based on the 14-episode video series, *Tenchi Muyo!*, conceived and developed by Hiroki Hayashi and Masaki Kajishima. You can take up the role of Tenchi, Ryoko, Ayeka, Sasami, Mihoshi, Washu, Yoshio, or even Ryo-Ohki; alternatively you can play the villainous Kagato or Dr. Clay, or even a character of your own design. The game features the intuitive and easy-to-learn Tri-Stat System™ game mechanics, which is fully compatible with GUARDIANS OF ORDER's other anime role-playing games. Additionally, the book offers extensive resources and references for *Tenchi Muyo!* fans (including exhaustive episode summaries and introspective character bios), and over 500 spectacular full-colour animation images. It's the ideal role-playing game for gamers and Japanese anime fans who appreciate fast-paced combat action, mecha space battles, and soap opera comedy!

Written by: **DAVID PULVER** and **KAREN A. McLARNEY** Additional Writing by: **MARK C. MACKINNON** and **JEFF MACKINTOSH**

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