

THE ANIME HACK



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OKUM
ARTS
GAMES

MADE USING
THE BLACK HACK

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THE ANIME HACK

- Developed by -

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AN “OSR” FIRST EDITION HACK

Made using The Black Hack, developed by David Black

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THANKS TO

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HOW TO PLAY

The Anime Hack is a traditional tabletop role playing game based on The Black Hack game system that used the original 1970s fantasy roleplaying game as its inspiration. If you've played role playing games before you can probably skip this section.

Roleplaying games (RPGs) are essentially a shared improvised storytelling experience played by two or more people. RPGs are usually played “in the mind's eye”, that is, they are spoken like a story and settings and actions are described by the players. One player takes on the role of the storyteller or Games Master (GM). It is the GM's responsibility to come up with the story (scenario) that will be told, determine obstacles between the player characters (PCs) and the goal, control any non-player characters (NPCs) monsters or adversaries the PCs encounter, and referee the rules of the game during the telling of the story. The GM plays along with the players, not against them. “Winning” is the successful enjoyment and completion of the story being told. PCs may “die” in the game, but their deaths should serve a dramatic purpose and advance the plot, not be a goal or a punishment arbitrated by the GM.

Players use the rules to create the main characters of the story. They should have goals and somehow know each other enough to embark on an adventure together and possibly risk their lives to save each other. It is up to the players to figure out the threads and connections prior to the adventure. As new characters are introduced it is the responsibility of the player to determine how they fit into the group. Character information is recorded on a character sheet. Players should also provide their own dice and a pencil to record information.

You will need special role playing game dice: a four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and a twenty-sided (d20) dice. Note paper, extra pencils and snacks round out the game table experience. The use of miniatures and terrain is a matter of personal taste and not necessary to play the game, but they can add atmosphere and clear up tactical/logistical questions.

Some original Black Hack rules have been modified (hacked) with our house rules. Remember, this is **your** game, use these rules as guidelines only and play the game that you want to play.

ANIME ISN'T A GENRE

Anime is the term used to describe Japanese animation that became popular in the west in the 1970s and 1980s. Anime is made for everyone in Japan and there is a wide range of content and demographic targets. Anime itself is not a genre, but is comprised of a rich variety of genres and tropes such as magical girl, giant robots, comedy, science fiction, sports, fantasy, drama and horror (to name a few). For the purposes of this game a mish-mash of character types are provided and some fun can be had mixing and matching themes and elements that appear in many different anime. The GM may even have a clear vision of what kind of campaign they wish to run and limit the kinds of characters that the players can create for the game. A GM may want to focus on supernatural demon hunter stories and not allow robots or mecha jockeys in the campaign. Another time the GM may want to have a hard Sci Fi setting and disallow supernatural characters. Sometimes, however, it's just more fun to mashup all of the genres and put them all together in one anything-goes adventure where magical girls battle giant robots and collectable monsters duke it out with trenchcoat samurai and mecha.

THE CORE MECHANIC

Every time a character in the game is confronted with a challenge that might result in failure the test is resolved with the player rolling a d20 and attempting to roll below a specific value. This value is usually based on a stat such as Strength or Dexterity.

The GM does not roll the dice for tests such as noticing a sneaking character or hitting someone with a mallet. Players roll to avoid notice or attacks. The GM rolls for damage and reactions.



TEST DICE

Players roll tests on a twenty-sided dice (d20). The tests may be modified by the situation or the experience of the attacker or defender.

USAGE DIE

Consumable items and some abilities have a die that helps keep track of the resource. When the item or ability is used in the course of the game, the next Minute (turn) the player must make a usage die roll. If the result is 1 or 2 then the usage die drops one die lower in the following order:

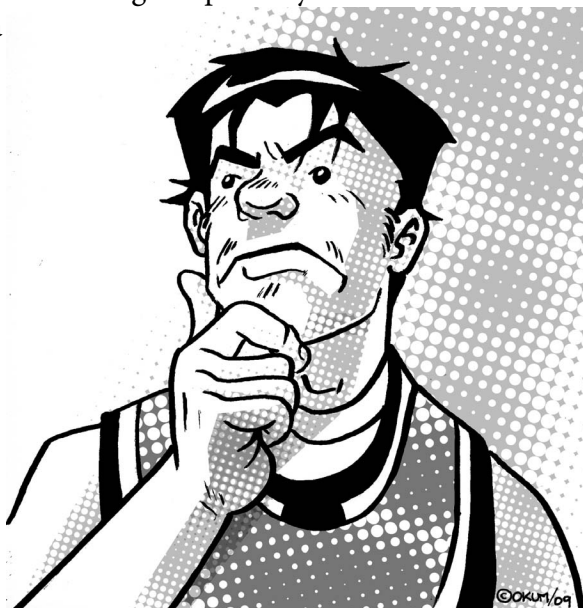
$$d20 > d12 > d10 > d8 > d6 > d4$$

If the player rolls a 1 or a 2 on the final die (d4) the item or ability has been used up and will only return if more resources are found or the ability is recharged.

ADVANTAGE & DISADVANTAGE

Some actions or situations may have a lower or higher chance of success than usual. For example, if the players are attacking a surprised target then an advantage would make sense. If a target is partially hidden behind a wall the player would roll at a disadvantage.

For an advantage the player rolls an extra d20 and then goes with the lower, more successful roll. Test rolls at a disadvantage roll an extra d20, but this time the higher roll of the two is chosen as the result.



CREATING A CHARACTER

Capabilities and weaknesses are reflected in the six stats that help define the physical and mental abilities of the character. A low Dexterity and high Wisdom may mean that the character may not be the fastest or the most coordinated, but they have a perceptive sense of reality and a deep understanding of hunches or luck.

The six stats are rolled independently during character creation. Three six-sided dice are rolled and after adding the results, the stat is determined. The stats describe the STrength, DEXterity, CONstitution, WISdom, INTelligence, and CHARisma.

If a stat is rolled with a value of 15 or more, the player must use 2d6+2 to determine the next stat. Then, roll another 3d6 for the rest of the stats unless another result of 15+ is rolled. When all six stats are determined, two may be swapped around if needed.

CONVERTING SAVES (STAT TESTS)

Stat tests are rolled when a power, trap, or effect would impact the character. Use the following guidelines and remember to follow the advice in the Powerful Opponents section.

STR	DEX	CON
Harm that can't be dodged.	Harm that can be dodged.	Poison, disease, death
INT	WIS	CHA
Notice, understand, know	Luck, insight, instinct	Charm, personality

STRESS VEINS AND GENKI

Tests allow the player to avoid getting hit in combat or drive a jetbike through an asteroid field. Stress Veins and Genki reflect the less-than-serious nature of anime and manga with its ability to poke fun at itself and change the tone of the narrative on a dime. Both Stress Veins and Genki can be used up during the adventure so a Usage Die is associated with each class.

If the player wants to push their character's limits and reach deep down for that extra push that makes them heroic, they use a Stress Vein Die. This gives an Advantage bonus to any one roll during the game. The character usually has a vein rise on their temple and their eyes glow white with intensity as they act. The Usage Die is then rolled and the player sees if they drop down on the chain. When the player rolls a 1 or a 2 on the d4 they have run out of luck and can no longer draw on their inner strength to improve their results.

When a player wishes to change the tone of the adventure and unleash a whirlwind of energy on any situation they use a Genki Die. Genki means feeling energetic or healthy. When used in a game situation the character may double their movement or speed to accomplish a task. When doing these tasks they often comically appear as a large-headed chibi version of themselves. They may also choose to instantly recover from being knocked Out of Action (do not roll on the OofA Table). Characters who run out of Genki have spirals for eyes and have an exaggerated sweat drop hover beside their head. They then fall down in a heap and miss their next Game Turn.

Characters who use up Stress Veins and Genki gain them back at the end of the adventure, or may be refreshed sooner during longer, multi-session adventures. A single step die is returned for Stress Vein if the character gets a good night's sleep, or pursues a hobby. To regain Genki the character could spend a day with a loved one or pig out on a favourite food.

CHOOSE A CLASS

There are **eight** character Classes to choose from: **Magical Girl/Boy, Mecha Jockey, Monster Collector, Neko, Ninja, Robot, Trenchcoat Samurai, and Wunderkind.**

The Class is the type of character you play in the adventure. It determines how much damage you can take and deliver, what weapons or equipment can be used without penalty and how much Stress Veins and Genki you start with. Class also defines Special Abilities and determines starting equipment and money. Some Classes also provide bonuses to certain tests. This information should be completed on the character sheet provided.

STARTING EQUIPMENT

Every character starts with $3d6 \times 10$ dollars with which they can buy equipment, weapons and armour. They also start with items that may be listed in their class description. These items should be recorded on the character sheet along with any Usage Die required. Equipment is listed on page 19.

HIT POINTS

The class determines your character's starting Hit Points. **The Die is rolled and the modifier is added.** Characters can take this amount of damage before they are considered Out of Action (OofA). As a character heals (resting per day) they may never recover more points than the current maximum Hit Points. Excess points are lost.



MAGICAL GIRL/BOY

Starting HP: 1d4+4

HP Per Level/Resting: 1d4

Weapons & Armour: light weapons, magic wand, no armour (transformed costume)

Attack Damage: 1d6/1d4 Unarmed or Improvising

Stress Vein/Genki: d6/d8

SPECIAL FEATURES

- Roll with Advantage when testing INT to avoid damage or effects from spells or magical devices.
- **Transform:** from mundane form into costumed Magical Girl/Boy using wand/staff/jewelry. Cannot use Special Powers or Blast without transformation. Costume offers 6 points armour.
- **Special Powers:** On top of the Magical Blast Magical Girls/Boys can use a number of Special Powers per day equal to their Level. Gain a new power every EVEN level. See the Special Powers section.
- **Magical Blast:** up to a range of Far Away once per day per level. Requires a theatrical sweeping of the arms and focus on the wand, staff or jewelry with a loud shout indicating the source of the power “Red Flame Energy Convulsion!” Each Magical Girl/Boy will have a unique attack. Damage is 1d8 per level. No focus (wand) means the character loses half of the damage of the attack from their own Hit Points.
- **Mascot:** Magical Girls/Boys have an animal or creature to which they are deeply connected. This mascot provides the following benefits: Total loyalty and provides assistance as needed or able. Communicate telepathically across great distances. Allow the Magical Girl/Boy to see through their eyes with a WIS test.

LEVELING UP

- Roll to see if attributes increase roll twice for INT or WIS.
- Increase base Hit Points by rolling Hit Die.
- Choose a new Special Power every EVEN Level.
- Every ODD numbered level, sequence up the Usage Die for Stress Vein or Genki. Check Gaining Levels for more information.



MECHA JOCKEY

Starting HP: 1d8+4

HP Per Level/Resting: 1d8

Weapons & Armour: any weapon, light armour (flight suit) only

Attack Damage: 1d6/1d4 Unarmed or Improvising

Stress Vein/Genki: d8/d6

SPECIAL FEATURES

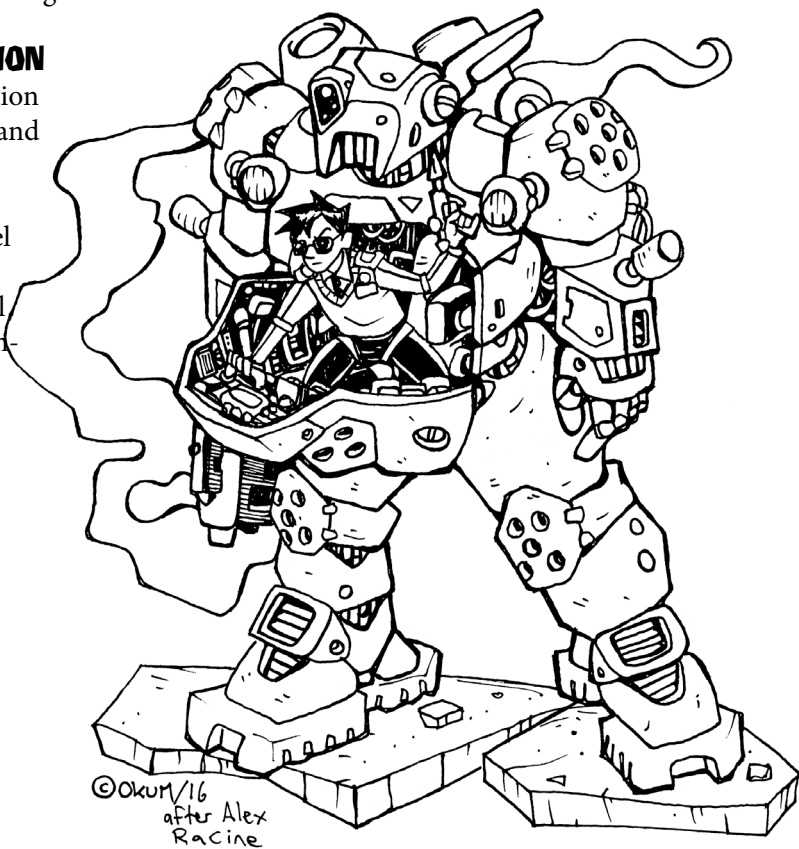
- Roll with Advantage when testing DEX to pilot vehicles or avoid damage or effects from mecha.
- The Mecha Jockey has access to a mecha. This robot scales up as the character increases in level. For levels 1-3 use a Light Mecha, levels 4-6 use a Medium Mecha, levels 7+ use a Heavy Mecha (p. 21). Choose ONE customization option at first level and then another option each EVEN level after that.

LEVELING UP

- Roll to see if attributes increase roll twice for INT or DEX.
- Increase base Hit Points by rolling Hit Die.
- Choose ONE customization option for the mecha every EVEN (2, 4, 6) level.
- Every ODD numbered level, sequence up the Usage Die for Stress Vein or Genki. Check Gaining Levels for more information.

MECHA CUSTOMIZATION

Use the basic description of the Mecha to start and add one customization to start and then one every EVEN Level (they may be bought multiple times). A full description of Customizations can be found on page 21.



MONSTER COLLECTOR

Starting HP: 1d6+4

HP Per Level/Resting: 1d6

Weapons & Armour: light weapons only, light armour only

Attack Damage: 1d4/ 1 Unarmed or Improvising

Stress Vein/Genki: d6/d10

SPECIAL FEATURES

- Roll with Advantage when testing CHA to communicate with and calm animals and monsters.
- **Monster Summon:** From holding device. Can summon monsters a number of times equal to their level each day (see below).
- **Monster Capture:** a Monster that was defeated (OofA) by your own monster (only if it is no more than 2x your Level in HD.) This monster is contained in a special device and can be chosen as a summoned monster next level. A Wisdom test is needed to capture the monster.

LEVELING UP

- Roll to see if attributes increase roll twice for WIS or CHA.
- Increase base Hit Points by rolling Hit Die.
- Every ODD numbered level, sequence up the Usage Die for Stress Vein or Genki. Check Gaining Levels for more information.
- One additional Monster (from those defeated) is available per day per level.

MONSTER SUMMONING

Monsters are created randomly each level and recorded on the character sheet. The player may choose any of the monsters to summon once per day. The monster has 2 HD/level of the character and uses a d8 for Hit Points.

1. Determine Monster Type (2d6)

2 Robot 3 Fire 4 Insect 5 Fairy 6 Demon 7 Mythical 8 Electrical 9 Earth 10 Air 11 Water 12 Animal

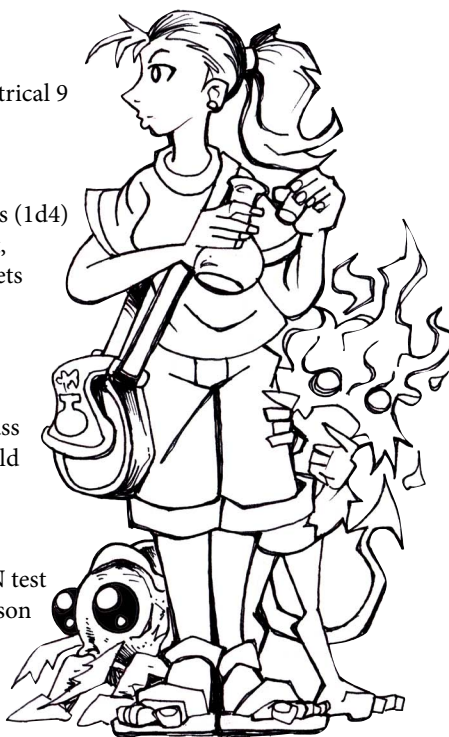
2. Determine Attack Type (d6):

1-2 2 claws (1d3) + 1 bite (1d4), 3 Blast (1d6), 4 2 Tentacles (1d4) + (1d6) crush if both hit. Hold on until freed by a STR test, 4 Tail Whip (1d6), 5 Massive Bite (2d6), 6 Quake (all targets within melee range must make DEX test or fall down)

3. Determine Defense Type (d6):

1 Half damage from every attack except for one type, 2-3 Armoured hide (6 points), 4 Change to Gas Form (may pass through walls, no damage or physical attacks) 5 Energy field stops 12 points with successful CON test 6 Invisible (until monster attacks)

4. **Determine Powers (d6):** 1 Paralysis Touch or Ray vs CON test for 2d6 moments, 2 Flight, 3 Teleportation (nearby), 4 Poison vs CON or add 1d6 more damage, 5-6 Choose one Special Power to use per day (p. 16)



NEKO (CAT GIRL/BOY)

Starting HP: 1d8+4

HP Per Level/Resting: 1d8

Weapons & Armour: any weapon, no heavy armour

Attack Damage: 1d6/1d4 Unarmed or Improvising

Stress Vein/Genki: d6/d10

SPECIAL FEATURES

- Roll with Advantage when testing DEX to avoid damage or effects from traps and magical devices
- **So Kawaii:** The Neko may make a CHA test when in combat. If it's successful then the opponent cannot attack the Neko for the combat. This effect is lost if the Neko attacks the opponent or an ally of the opponent.
- **Special Powers:** Neko gain a new Special Power every EVEN numbered level. They can use a number of Special Powers per day equal to their Level. See the Special Powers section.
- **Cat Powers:** Neko can see in the dark like a cat, leap up to 15 feet, and have **nine lives** (they can get knocked OofA and ignore the death result 9 times).

LEVELING UP

- Roll to see if attributes increase roll twice for DEX or CHA.
- Increase base Hit Points by rolling Hit Die.
- Gain a new Special Power every EVEN numbered level.
- Every ODD numbered level, sequence up the Usage Die for Stress Vein or Genki. Check Gaining Levels for more information.



NINJA

Starting HP: 1d8+4

HP Per Level/Resting: 1d8

Weapons & Armour: any weapon, no heavy armour

Attack Damage: 1d8/1d6 Unarmed or Improvising

Stress Vein/Genki: d8/d6

SPECIAL FEATURES

- Roll with Advantage when testing DEX to avoid damage or effects from traps and magical devices
- **Disguise:** With enough training, costume and props, a Ninja can pass themselves off as anyone with a successful CHA test.
- **Ninja Gear:** Ninja start with an arsenal of traditional weapons (listed below).
- **Hidden Weapon:** Ninja always have one weapon hidden on their person (don't ask where) that does Attack Damage (1d8).
- **Ninja Powers:** Ninja gain a Special Power every EVEN numbered level. They can use a number of Special Powers per day equal to their Level. See the Special Powers section.

LEVELING UP

- Roll to see if attributes increase roll twice for DEX and CHA.
- Increase base Hit Points by rolling Hit Die.
- Gain a new Special Power every EVEN numbered level.
- Every ODD numbered level, sequence up the Usage Die for Stress Vein or Genki. Check Gaining Levels for more information.

NINJA GEAR

Ninja have an arsenal of specialized equipment that help them do their job.

Shuriken

Katana (Great Sword)

Wakizashi (Short Sword)

Caltrops (do 1d4 DMG as trap when stepped on)

Climbing Spikes (Gain Advantage to climbing rolls)

Short Bow and Arrows



ROBOT

Starting HP: 1d12+4

HP Per Level/Resting: 1d12

Weapons & Armour: any and all

Attack Damage: 1d10/1d8 Unarmed or Improvising

Stress Vein/Genki: d4/d4

SPECIAL FEATURES

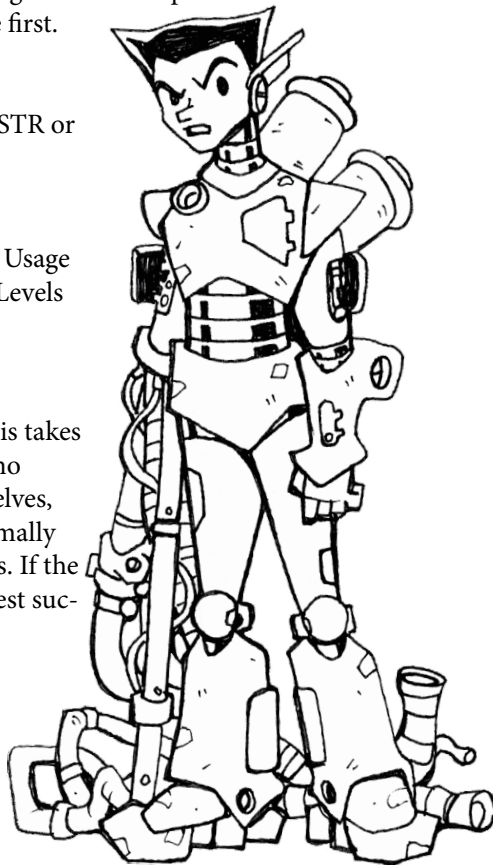
- Roll with Advantage when testing STR or CON to avoid damage or effects from traps and magical devices
- **“Basically, I’m a robot”:** Not a living creature, cannot heal back HP, must be repaired (see below), doesn’t understand “human stuff” like emotions or inconsistencies. Robots are also immune to toxins, sleep, aging, fear, and disease.
- **Recharging The Batteries:** Instead of sleeping, the robot must plug itself into a power outlet and go into “recharge mode” for at least 6 hours of a 24 hour period. Failure to do so means that the character might run out of energy. For the first hour or during vigorous action (such as combat) roll a d4. On a 1 or a 2 the robot powers down and is OofA. It will not awaken again until it has had a full 6 hour recharge.
- **Standard Features:** The robot starts adventuring with **TWO** Special Powers and gains **one** every EVEN (2, 4, 6) Level after the first.

LEVELING UP

- Roll to see if attributes increase roll twice for STR or CON.
- Increase base Hit Points by rolling Hit Die.
- Gain a new Special Power every EVEN level.
- Every ODD numbered level, sequence up the Usage Die for Stress Vein or Genki. Check Gaining Levels for more information.

REPAIRS

Robots regain Hit Points with repairs, not rest. This takes an hour of game time and a skilled technician. If no technician is available the robot can repair themselves, but they only gain back half what they would normally (rounding up). A CON test is made during repairs. If the test fails, the robot only recovers 1d12 HP. If the test succeeds, the robot returns to their Maximum HP.



TRENCHCOAT SAMURAI

Starting HP: 1d10+4

HP Per Level/Resting: 1d10

Weapons & Armour: Any and all

Attack Damage: 1d8/1d6 Unarmed or Improvising

Stress Vein/Genki: d8/d6

SPECIAL FEATURES

- **Flashing Blades:** May make one attack per level as an action.
- **Recover:** Once per hour, whilst in combat, a Trenchcoat Samurai can regain 1d8 lost HP.
- **Trenchcoat:** The flowing trenchcoat makes it harder to hit and somehow allows the wearer to hide the katana from view. The Trenchcoat also acts as 6 points of armour.
- **Katana:** Not an ordinary weapon, this is a family heirloom forged by masters studying a lost art. It may be used 2 handed (+2 to dice rolled with them). The finely crafted katana adds +1 to the STR stat when it is tested for an attack and +1 to each damage dice rolled.
- **Bonus:** Starting at level 3 the character gains one Special Power every 3 levels as a special ability gained from magic, nanotech, cybernetics or psychic abilities. (choose for each).

LEVELING UP

- Roll to see if attributes increase roll twice for STR and DEX.
- Increase number of attacks per action by 1 per level (level 3 = 3 attacks).
- Every ODD numbered level, sequence up the Usage Die for Stress Vein or Genki. Check Gaining Levels for more information.
- Starting at level 3 and every 3 levels after that (3, 6, 9) gain a Special Power.



WUNDERKIND

Starting HP: 1d8+4

HP Per Level/Resting: 1d8

Weapons & Armour: Any and all

Attack Damage: 1d8/1d6 Unarmed or Improvising

Stress Vein/Genki: d8/d8

SPECIAL FEATURES

- **Fists of Fury:** May make one attack per level as an action.
- **Overlooked:** This character appears unassuming and normal. Because of this they are often overlooked and underestimated as a threat, gaining initiative and an advantage for the first strike in any combat situation.
- **Sunder:** If a STR or DEX test is failed and damage would be dealt from an attack, they can opt to sunder (destroy) one piece of equipment and ignore the damage.
- **Secret Power:** Wunderkind gain one Special Power every EVEN level.

LEVELING UP

- Roll to see if attributes increase roll twice for STR or DEX.
- Increase number of attacks per action by 1 per level (level 3 = 3 attacks).
- Every ODD numbered level, sequence up the Usage Die for Stress Vein or Genki. Check Gaining Levels for more information.
- Gain a Special Power every EVEN numbered level.



SPECIAL POWERS

Anime covers many different genres and settings. These powers may be magical in nature, or they may be based on advanced technology or psychic abilities. Use the Class of the character as a guide when determining the nature of the following powers. Powers can be combined and used together. Telekinesis, for example can be used with Super Strength for a much stronger final effect. Special Powers may be used multiple times during the adventure or game session. Often they can be used a number of times equal to the level of the character. Powers marked with a (P) are Persistent, that is, they may be used as needed throughout the adventure. Powers marked with a (S) are Single Use and may only be used once a day per level. For example, a level 3 character may turn invisible 3 times in one day.

Roll	Special Powers
1-2	Armour Piercing (P): Ignore target's armour.
3-4	Blessed (S): All tests that save vs attacks are advantaged. Lasts 1d4 Moments.
5-6	Catfall (P): Take half of falling damage.
7-8	Charm (S): The character can win over anyone. They will be treated and protected as a close friend. Effect lasts 1d4 Minutes.
9-10	Clairsentience (S): See any one location anywhere in the known or unknown universe clearly.
11-12	Confuse (S): 1d4 Nearby targets per level must make a new Reaction roll.
13-14	Connections (S): Character can gain information or help with a CHA test.
15-16	Danger Sense (P): WIS test notices danger, cannot be surprised.
17-18	Dispel Powers: INT test removes nearby effects of powers.
19-20	Doppelganger (S): Create an almost perfect copy of any living thing. Only has 1 HP, lasts for 1 hour or until destroyed.
21-22	Enhanced Senses (P): Notice things (hear, smell, etc.) at an advantage.
23-24	Entangle (S): Wrap target in webbing or vines, etc. Strength of wrap is 1d4 HP per Level.
25-26	Explosive Blast (S): 1d4 nearby targets take 1d6/level damage from pulse blast.
27-28	Fear (S): 1d4 nearby targets run in fear for 1d6 moments.
29-31	Flight (S): May fly instead of walking 5 minutes per level.

Roll	Special Powers
32-33	Focused Blast (S): Target up to Far Away takes 1d6/level damage.
34-35	Force Wall (S): Creates an energy shield wide enough to protect close characters. The wall stops 2 points per level. Points do not recover. The wall may be taken down by the user or disappears when the points is used up.
36-37	Healing (S): Heal 2d8 HP to a nearby target.
38-39	Immune (S): Ignore the effects of one hazard (choose) fire, aging, specific power effect, etc.
40-41	Invisible (S): Turn invisible until it attacks or Power is dispelled. Power fades after an hour.
42-45	Item of Power (P): Regular piece of equipment adds +1 to relevant Stat and effect (DMG).
46-47	Just a Scratch (S): Ignore the effects of one attack with a successful CON test.
48-50	Lackies (P): 1 lacky or sidekick per Level. They can defend, help and otherwise assist PC.
51-52	Language Savvy (P): Can understand and speak any language.
53-54	Lucky (S): Can make any one die roll an Advantage roll.
55-56	Magic Phone (S): Can communicate using technology (cell phone, radio, etc.) to any location in the known or unknown universe.
57-59	Mighty Leap (P): Multiply jump distances by level +1. At level 3 the character leaps 4x regular leaping distance.
60-61	Mind Control (S): You can take over the actions of one opponent for 1d4 Moment
62-63	Paralyse (S): Paralyse 1d4 nearby Targets. Test INT each moment to see if effect lasts.
64-65	Psychic Blast (S): With INT test may do 1d4 damage per level to one target (no armour).
65-67	Resources (S): Ignore the effects of one last Usage Die for equipment.
68-69	Running Shot (P): May take two move actions and attack without penalty.
70-71	Second Sight (P): INT test allows character to see the truth (hidden, lies, invisible, etc.)

Roll	Special Powers
72-74	See in Darkness (P): See in darkness as in light. 10 min/level.
75-76	Sleep (S): 2d6 HD/level worth of targets sleep 2d6 hours or until awakened.
77-78	Smarty Pants (P): Character can automatically pass an INT test.
79-80	Smash (S): Automatically destroys inanimate objects with a STR test.
81-82	Stunts (P): Gain a bonus of +1 to the DEX stat when executing complicated stunts.
83-84	Super Fast (S): Double movement/ attacks/ auto initiative for 1d4 Moments. Move at Fast speed (for chases).
85-86	Super Strength (S): Lift level x weight and + 1d6 per level to damage for 1d4 moments.
87-88	Telepathy (S): With an INT test can read others minds or communicate with others.
89-91	Telekinesis (S): Move nearby objects as per regular STR. Damage as unarmed or can use melee weapon out to far away range.
92-93	Teleport (S): Caster may teleport self to a nearby location in sight or one remembered location, plus 1 extra person per Level over one.
94-96	Tough (S): Character can last an extra number of Moments when OofA as level.
97-98	Two Weapons (P): Character can attack with two weapons with no penalty, gaining an extra attack action.
99-00	Whirlwind Attack (S): May spin and attack 1d4 multiple melee targets up to nearby range.



WEALTH

In addition to any items listed in the class description, every character starts with 3d6 x 100 dollars with which they can buy equipment, weapons and armour. Use the Weapon Damage only if it is higher than the characters base armed attack damage roll.

EQUIPMENT LIST

ITEM	COST	USAGE DIE	NOTES
Cool Jacket	150	d6	2 Armour Points, +1 CHA tests
Light Armour	250	d6	4 Armour Points
Medium Armour	500	d6	6 Armour Points
Heavy Armour	1000	d6	8 Armour Points
Powered Armour (worn on top of clothing)	10,000	d8	10 Armour Points, +1 STR stat and 1 extra Movement if powered, can't move or act if unpowered.
Teddy Bear Backpack	25		Carry +1 extra item, +1 CHA tests
Regular Backpack	20		Carry +2 extra items
Toolkit	100		Specify mechanical, electronic, wood-working, etc. +1 to stat to test
Flashlight	10	d10	Battery powered light source.
Rations	20	d10	One meal for one person for the day.
Fresh Food	10	d4	One meal for one person for the day.
Booze	30	d6	Serves up to six people.
Light Pistol	200	d8	Sidearm, Light Pistol, RNG: Nearby, 1d8 DMG
Heavy Pistol	300	d8	Heavy Pistol, RNG: Nearby, 2d6 DMG
Rifle	500	d10	Carbine, rifle, RNG: Far Away, 2d6 DMG
Sub Machine Gun	800	d12	Uzi, Mac 11, Scorpion, single shot, short burst, full auto, 1d8 DMG
Automatic Rifle	1000	d12	AR-15, AK 47, single shot, short burst, full auto, 2d6 DMG
Shotgun	800	d6	RNG: Nearby, -2 to hit, 2d6+2 DMG
Light Machine Gun	6,000	d20	Bren, M-60, single shot, short burst, full auto, 3d6 DMG
Heavy Machine Gun	12,000	d20	Browning M2, Minigun, single shot, short burst, full auto, 4d6 DMG

ITEM	COST	USAGE DIE	NOTES
Grenades	200	d6	3d6 DMG, effects 1d6 targets in nearby area.
Rocket Propelled Grenade	2,000	d4	Single shot rocket launcher, RNG: Distant. explodes effecting nearby targets, 2d6 DMG
Laser Pulse Pistol	5,000	d8	RNG: Far Away, 1d10 DMG
Laser Pulse Rifle	8,000	d10	RNG: Distant, 2d6 DMG
Short Bow	200	d6	RNG: Nearby, 1d6 DMG
Long Bow	400	d6	RNG : Distant, 1d8 DMG
Crossbow	300	d6	RNG: Distant, 1d8 DMG
Shuriken/ Thrown Knife	50/10	d4	RNG: Nearby, 1d4 DMG
Extra Ammo	100	as per weapon	Reloads one weapon.
Knife/ Light Club	50		1d4 DMG, Two Attacks
Sai	50		1d4 DMG, Disarm Opponent Test
Mace/ S. Sword	100		1d6 DMG, One Handed
Bastard Sword/ Battle Axe	250		1d8 DMG, Two Handed
Katana/Great Sword	500		1d10 DMG, Two Handed
Pole Arm/Nagi- nata	500		1d10 DMG, Two Handed, Reach Nearby Targets
Mallet	100		1d10 DMG, Two Handed
Medi Kit	50	d6	Heals 1d8 Damage (one use on one wound per hour)
Freeze Ray Gun	10,000	d6	With a hit target is frozen in place, thaws out in 1d6 Moments.
Techie Trenchcoat	2,500	d6	8 AP, Built-in Computer/Cellular Acss
Global Phone	2,000	d6	Communicates anywhere on a planet.
Cyber Enhance- ment (Special Power)	100,000	d6	This is a wearable item worn or in- stalled on the character that gives the user access to any Special Power listed.

Vehicle costs can be found on page 31. Mecha can only be used by Mecha Jockey characters. In the event of a Mecha Jockey losing thier armour, make an adventure designed to get another one (returning to base through enemy lines, etc.) or put them in the service of an organization or government that provided them with the equipment. If a Mecha Jockey wishes to upgrade a mecha with money make each Customization Option cost them 100,000 dollars. These things are custom made.

MECHA RULES

Light Mecha

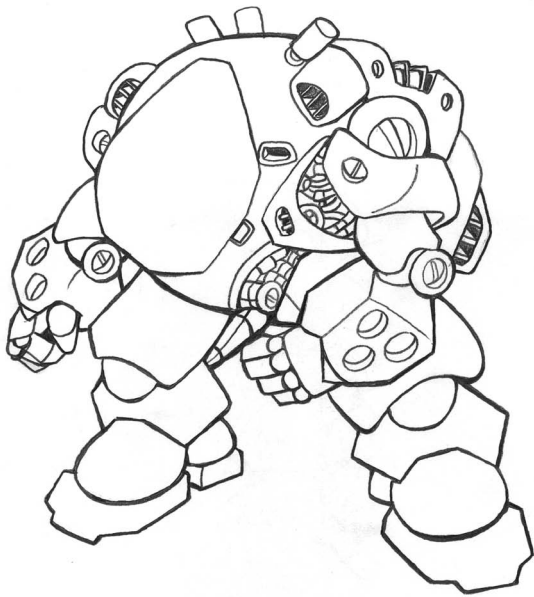
HD 3, AP 3, 2d4 Melee Damage
Light Ranged Weapon 2d6 damage, Usage d10, 12-15 feet tall (\$500,000)

Medium Mecha

HD 6, AP 6, d6+d8 Melee Damage
Medium Ranged Weapon 3d6 damage, Usage d10, 15-25 feet tall (\$1,000,00)

Heavy Mecha

HD 9, AP 9, 2d10 Melee Damage
Heavy Ranged Weapon 3d10 damage, Usage d10, 25-50 feet tall (\$2,000,000)



CUSTOMIZATION OPTIONS

Use the basic description of the Mecha to start and add one customization from the following list per Level. Each would cost \$100,00 per Customization if purchased.

Aquatic Movement: Move through water normally, provide life support to crew.
Autofire Weapon Attack: This ranged attack may opt to fire as single shot, burst or full auto (see autofire rules on page 26).
Autopilot: A.I. pilot follows basic commands and can execute simple orders.
Bio Mechanical Infrastructure: Mecha can gain back HP with rest just like a living character.
Electronic Countermeasures: Ranged weapons have a difficult time locking on to this mecha. Ranged attacks are rolled at a disadvantage, defense rolls are made at an advantage for PCs.
Energy Shields: Creates a field of energy that acts like armour. 10 points defense with a d6 Usage Die. See Armour Rules on page 23.
EMP: Electro Magnetic Pulse can shut down electronics in a nearby area. WIS test (luck) is made to short it out or avoid damage. Equipment is shut down until repaired.

Explosive Attacks: Define if this attack is either ranged or melee. It effects everything in a nearby range of the target. Melee misses are ignored. Ranged misses end up 1d20 feet in a random direction of the original target.
Flight Systems: Change movement to jet speed flight.
Hand Held Shield: This shield acts as 5 points of armour with a d6 Usage Die.
Improved Armour: This improves the Usage Die up one step from the standard d6 to a D8. This may be improved to a maximum of d10.
Improved Weapons System: This improves the Damage Dice of the weapon in sequence. d6 becomes d8, for example. Improvements beyond d20 add an Advantage to the weapon.
Jump Jets: Jump jets allow the mecha to leap up to 120 feet as an action. This would allow a pilot to fire as usual. Two jump actions would move the Mecha 240 feet in one Moment (round).
Luxury Item: This item is useless, but luxurious such as a mega stereo entertainment system (to blast flight of the Valkyries - natch), gourmet food dispenser, bathroom/laundry facilities, etc.
Melee Weapon: This weapon adds +1d6 to Melee attacks.
Nova Attack Weapon System: This feature focuses all of the Mecha's energy into a massive ranged attack that fires a beam of energy that automatically hits the target and everything Nearby the target. There is no range limit, other than the pilot has to be able to see the target. Anyone or thing in the effected area takes 4d10+HD of Mecha damage. This attack is limited to one use per day and has a good chance (1-2 on a d8) of frying the electronics of the mecha and rendering it useless (roll on the Crash Table on page 30) until repaired.
Self Contained Atmosphere: This vehicle can ignore the effects of toxins, gasses, heat or cold, lack of oxygen or atmosphere/pressure, keeping the pilot happy and healthy.
Space Flight Capable: This provides large rocket engines that can boost the mecha into low orbit.
Transformation: The mecha can change into a standard vehicle, relative in size to the size of the original form. Light mecha can range from a motorcycle to a medium car. Medium mecha range from a large car to a box truck and a Heavy mecha ranges from a box truck to a transport truck.

ENCUMBRANCE

This game abstracts the concept of encumbrance by allowing the character to carry a number of items equal to their Strength with no modifiers. Carrying over this amount means that they are weighed down and all stat tests are taken at a disadvantage. Movement is also limited to Nearby. Characters can never carry more items than double their Strength.

ARMOUR AND COVER

Armour stands out in “normal” situations, but is often worn in Anime as a fashion statement. Targets seeking cover are harder to hit so the attacker must roll at a disadvantage or the character has the advantage when defending. To take advantage of cover at least half of the body must be covered, even if the character is laying prone.

ARMOUR POINTS (AP)

Armour protects by stopping incoming damage. Roll a Usage Die (UD) of d6 every time the armour is used. On a 1 or 2 the UD reduces as normal, and the Armour drops effectiveness by 2 points. When you roll a 1 or 2 on the d4 the armour no longer protects the character. Usage Die recover one die size at the end of each battle. Opponents have one Armour Point for every HD above 1. Calculate this is quickly by subtracting 1 from their HD. Opponent Armour Points max out at 10.

TYPE	POINTS
Cool Jacket (+1 CHA tests)	2
Light Armour (Leather)	4
Medium Armour (Chainmail/Ballistic cloth)	6
Heavy Armour (Kevlar)	8
Powered Armour (Hardened ceramic)	10

PLAYERS TURN

Normally the characters wander around and the players explain what they are doing. When a threat appears the pace of the game shifts into a more tactical, formal mode. Details and stat tests mean that time needs to be carefully tracked.

TIME AND TURNS

Tracked time has two important elements: Moments (rounds) and Minutes (turns). Moments tick down the details of action scenes and Minutes are tracked when the characters are exploring an area or looking for clues. A third type of time is a Scene. Scenes describe the time needed to solve a challenge or defeat an opponent. Characters may move from one location to another. The GM should let the players know when one Scene ends and another begins.

MOVEMENT AND DISTANCE

This game uses four abstractions to describe ranges: Close, Nearby, Far Away, and Distant. Characters are able to move Nearby in a Moment and complete an action that isn't a move like an attack or stat test. If the action is given up then the character may add another move and end up Far Away from their starting location. Anything beyond that is considered Distant and two whole Moments are required to travel that far.

This game is usually played in the "theatre of the mind", but sometimes details matter and if miniatures or pawns are being used to display the tactical logistics of a scene then specific measurements may be necessary.



CLOSE	NEARBY	FAR AWAY	DISTANT
0-5 feet	5-60 feet	60-120 feet	120 feet +

INITIATIVE

At the start of combat, each player must roll a DEX test for their character. Successful rolls act before their Opponents. Opponents then act as a group, then the failed test characters act. Characters act in the order that they rolled on a d20, lowest to highest.

FIGHTING AND DEFENSE

When a character is attacking the player must roll below their STR stat for a Melee Attack or DEX stat for a Ranged Attack. When an opponent attacks, the player must roll below their STR stat against Melee Attacks and DEX against a Ranged Attack to avoid taking damage. Some unusual attacks like magic or psionic abilities may require the player to roll below WIS or INT. The GM makes the decision based on the encounter. Damage of an attack is based on the character’s Class or an Antagonist’s Hit Die (HD). Use the weapon damage if it is higher. Antagonists have 1d8 Hit Points per level. Melee Attacks may only happen to opponents that are Close, unless the attack can reach (like a pole arm or whip). Ranged Attacks against Close targets are possible, but the attacker suffers a Disadvantage.

Antagonist damage is usually based on their Hit Die or Special Ability. The table below provides an abstract idea of the damage, but use individual weapon damage if it is higher.

ANTAGONIST HD	DAMAGE (QUICK RESULT)
1	d4 (2)
2	d6 (3)
3	2d4 (4)
4	d10 (5)
5	d12 (6)
6	d6 + d8 (7)
7	2d8 (8)
8	3d6 (9)
9	2d10 (10)
10	d10 + d12 (11)

TWO HANDED WEAPONS

Weapons that are larger and more deadly add +2 to any dice rolled with them. They deal more damage, but are more unwieldy to hit with.

FIREARMS

Most characters will only fire one effective shot from a firearm per Moment. If the character's Class does not list Pistols, Rifles, or All Weapons, combat tests for those weapons will be made at a Disadvantage.

It is possible to fire multiple shots with bows, pistols and rifles. This full-round action adds a +2 to any dice rolled. More damage is dealt, but it's harder to hit a target when you are rushing.

Some ranged weapons such as submachine guns, assault rifles, and machine guns may fire single shot, short bursts, and full auto.

Short bursts are relatively accurate, firing 3-5 bullets at the target. A short burst adds 2 to the Dex stat (making it easier to hit the target) and if the target is at Close range they take an additional 1d8 damage from the attack.

Full auto covers a Nearby area (roughly 10 ft x 10 ft) with a spray of bullets. This full-round action does an extra d6 damage for every Ammo Usage Die remaining in the chain. There is no need to roll the Usage Die for this action. A SMG with d8 Usage Die ammo left in the clip will do an additional 3d6 damage on full auto, but empty the clip. Characters in the hosed down area must make a DEX save to avoid taking damage, they can move one action to cover, but give up their next action and are considered pinned down.

CRITICAL HITS

If an attack roll is a natural 1, the number of damage dice for the attack is doubled. If a natural 20 is rolled when avoiding an attack, the character takes double damage. Armour applies as usual.

POWERFUL OPPONENTS

For every HD above the character’s current level add +1 to rolls the player makes on tests to resolve a conflict between them and a more powerful opponent. For example, a level 2 character attacked by a HD 5 opponent adds +3 to their roll to avoid getting hit.

OPPONENT ARMOUR

Opponents are considered to have one Armour Point for every HD above one. A quick way to figure this out is to subtract 1 from their HD. Opponent Armour Points generally max out at 10, but more powerful opponents may have more Armour Points.

HEALING, DEATH AND DYING

Hit Points return from Special Powers, Equipment, Medical Attention and Abilities. Characters can never gain more than their maximum Hit Points. There are no negative Hit Points, but you should pay attention if the character ever drops to a negative number greater than their level. When a character that is OofA begins to heal start with zero and count up. The character is now back on their feet and no longer OofA. When the character is OofA and was down to a negative number less than their level roll 1d4 and refer to the OofA Table below. If they dropped to a negative number greater than their level roll 1d6. Hit Points also return from resting (see below).

OUT OF ACTION TABLE

1	KO'D - Just knocked out.
2	Fat Head - Disadvantage on all tests for the next hour.
3	Cracked Bones - STR, DEX and CON are temporarily -2 for the next day.
4	Crippled - STR or DEX is permanently reduced by 2.
5	Disfigured - CHA reduced to 4.
6	Dead - Not Alive anymore.

ADVANTAGE AND DISADVANTAGE

The GM may decide that a specific action or task is easier or more difficult to accomplish. The player rolls an additional d20 when making the test. For an Advantage the lower result is used and with Disadvantage, the higher.

RESTING

After an hour of rest all Armour Points are regained. Once a day, after a rest, the player may roll a Hit Die and regain that many HP.

EXPERIENCE

Characters learn not just from killing things and taking their stuff, but through planning, cooperating, building relationships, establishing contacts and good role-playing. An adventure can last more than one night or session of gaming. Adventure story arcs generally last 2-3 sessions or episodes. At the end of each adventure the characters receive one Experience Point (XP) for just being along for the ride. This is modified for the following reasons up to a maximum of 5 XP per adventure.

XP	SITUATION	XP	SITUATION
1	Along for the ride.	1	Adventure was 3 or more sessions.
1	Defeated major opponents	1	Character played within concept
1	Good role playing	1	Clever or unique solutions
1	Sacrificed self for others	-1	Character played out of concept

GAINING LEVELS

When XP equals 10 times the current level advance one level. After the advance, reset current XP to 0. When a character levels up, they increase their maximum Hit Points by rolling the Hit Die for the class. The Player should also roll 1d20 for each Stat. If the result is higher, then that Stat increases by 1. Some Classes have an Advantage to raise certain Stats.

Every odd level increases the Usage Die for either Stress Vein or Genki by one increment up to a maximum of d12. If the character already has d12 for Stress Vein or Genki, they can use an increase to gain Advantage with this once per adventure. Keep track of Advantages used for that adventure.

VEHICLES AND MECHA

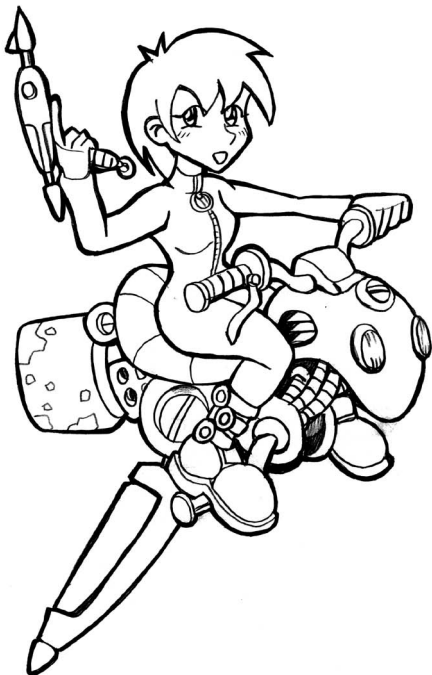
Vehicles and Mecha have Hit Point and Armour Points just like characters and opponents. Unlike living things, these points do not return after a period of rest. Only a trained professional can fully restore a vehicle or mecha to top operating condition.

Operating vehicles is a full action. Firing independent weapons while driving or piloting a vehicle is done at a Disadvantage. Firing hardwired, installed weapons does not add a Disadvantage. Performing stunts, speeding and tricky maneuvers requires a DEX test.

Pedestrians firing at vehicles do so at an Advantage, but firing at a vehicle from another vehicle is handled regularly. If a character is firing at a moving vehicle or from a moving vehicle the attack is rolled at a Disadvantage. Characters in moving vehicles have an Advantage to their defense rolls. The pilot or operator of the vehicle makes the defense roll unless a passenger is targetted.

If a vehicle loses all of its HP roll 1d6:

On a 1-2 the vehicle simply stops working and though damaged, may be repaired later. On a 3-5 the vehicle is also totalled and cannot be salvaged. On a 6 the vehicle explodes in a fiery wreck (if possible, I mean a cart won't explode, just fall into kindling).



THE THRILL OF THE CHASE

Chases and stunts are the same for vehicles as they are for people. These rules could be modified if a character is chasing down an escaping ninja. The driver rolls Initiative as usual. When a chase begins the GM must declare the distance between the vehicles (usually a 2d4 roll or a base of 5). The character must make a DEX test and if they are successful they gain a number in distance. They may either add to the number away from the opponent (if they are being chased) or

gain a number closer. If a driver fails a roll, they lose one point. Some vehicles are faster than others. Faster vehicles add the difference to their loss/gain results. Vehicles are listed as follows:

Fast Jet > Jet > Very Fast > Fast > Slow > Very Slow > Running

When the count reaches 0, the targets are at Close range (within melee range). When the counter reaches 10 the target being chased has escaped.

Declaring a Stunt, speeding, or a maneuver adds +1 to the die roll. Successful stunts, speeding and maneuvers add 1 point to benefit the stunt driver. Failed stunts result in loss of control of the vehicle. The vehicle moves straight for 1 Moment and a successful DEX test regains control. If this roll is failed the vehicle moves full out in a random direction (where it may run off the road, hit another car, etc.). If the vehicle hits something consult the crash table.

CRASH TABLE

2d6	RESULT
2	Screeching tires, slide forward until successful DEX test
3	Spin out. Car moves in random direction for one moment and stops suddenly.
4	Dinged. Lose 1 vehicle HP. After Armour.
5	Dented. Lose 1d4 vehicle HP. After Armour.
6	Banged Up. Lose 1d6 vehicle HP. After Armour.
7	Smashed. Lose 2d6 vehicle HP. After Armour.
8	Crushed. Lose 2d8 vehicle HP. After Armour.
9	“That didn’t sound good!” Vehicle loses 2d8 HP. No Armour.
10	Smash! Bang! Vehicle loses all remaining HP and stops. Passengers lose 1d6 HP each. No armour.
11	Boom! Bang! Vehicle loses all remaining HP and flips over. Passengers lose 2d6 HP each. No armour.
12	Catastophic crash. Vehicle destroyed in flames, passengers OofA.

SAMPLE VEHICLES

Treat vehicles like opponents. The GM should have the final say on the availability of some vehicles on the list. Used vehicles may be purchased for 50-75% of the listed price. The number in brackets beside seats indicates passengers in what is usually a cargo area. Speed ranges from very slow to jet speed. Each speed increment difference is factored into the loss/gain in the chase rules (adding or subtracting from the target number). Ramming damage is based on the HD of the vehicle. A vehicle slamming into a target that weighs less takes 1/4 of the damage (round up) they delivered. A vehicle slamming into a target that weighs more takes 1/2 of the damage (round up) they delivered. A vehicle slamming into a solid object (like a wall) takes full damage.

For example, a small car hitting a pedestrian would deliver 1d10 damage (result of 6) and would take 1/4 of that itself (2 points). Since the car armour points stop the damage no HP are lost, however the Armour is tested with a Usage Die roll (D6 base). On a 1 or 2 the armour weakens to a d4 Usage Die. When a 1 or 2 is rolled on the d4 the armour cannot protect the vehicle until it is repaired.

Vehicle	Price	HD (HP)	AP	Notes
Bicycle	100	1 (3)	0	seats 2, very slow
Scooter (Vespa)	1000	1 (5)	0	seats 2, slow
Motorcycle	20,000	2 (10)	1	seats 2, very fast
Small Car	20,000	4 (20)	2	seats 4, fast
Medium Car	40,000	5 (25)	2	seats 5, fast
Sports Car	150,000	6 (30)	2	seats 2, very fast
Luxury Car	80,000	7 (35)	3	seats 6, fast
SUV	75,000	8 (40)	4	seats 7, fast
Van	50,000	8 (40)	3	seats 12, fast
Pickup Truck	40,000	9 (45)	3	seats 3 (12), fast
Box Truck	80,000	10 (50)	4	seats 3 (20), fast
Jet Scooter	250,000	2 (10)	0	seats 2, very fast
Jetcycle	500,000	3 (15)	1	seats 2, flight, jet
Flying Car	800,000	6 (30)	2	seats 4, flight, jet
Small Helicopter	500,000	8 (40)	2	seats 4, flight, very fast

RANDOM ENCOUNTERS

The GM should roll a d4 for every 15 minutes of real world play. A result of 1-2 means that a random generated encounter occurs or a distraction (such as raging storm or the arrival of police) happens.

As a rule of thumb roll 1d6. On a 1-2 it is a minor distraction or setback, on a 3-4 an opponent as powerful as the character arrives and on a 5-6 a much more powerful opponent or many opponents arrive to make things interesting.



OPPONENT REACTIONS

Most of the time the GM will understand the goals and intentions of the opponents or non-player characters (NPCs) in the adventure, but sometimes the GM needs a guideline for the actions and feelings of random encounters. Use the type of encounter as a guideline for the response. A police officer is probably going to try to capture (arrest) the PC, not eat them, for example. A 1d8 Reaction Roll is resolved on the following table:

ROLL	REACTION
1	Run away then roll again.
2	Avoid the PCs entirely. Try to sneak away.
3	Trade with the PCs. See what they have to offer.
4	Friendly to the PCs, but stand-offish. Will help if asked.
5	Give the PCs assistance without request.
6	Trick The PCs or try to take advantage of them in some way.
7	Call for help in case the PCs are dangerous. Attack if needed.
8	Full out attack/capture/kill/eat the PCs.

OPPONENTS

ENEMY	HD(HP)	AP	ACTIONS AND SPECIALS
Minion	1 (4)	1	Pistol (1d8), Will run away if loses 1/2 HP.
Guard/Soldier	2 (8)	3	SMG (1d8), UD d12 autofire
Bodyguard/Bouncer	2 (8)	5	Pistol 1d8 DMG, Tough (2 extra Moments after OofA)
Scavenger	3 (12)	3	Melee Weapon (2d4)
Tough Guy	3 (12)	2	Shotgun (2d6+2) and Brass Knuckles (1d8), leathers
Small, Vicious Dog	2 (8)	0	Bite (1d4)
Big, Vicious Dog	3 (12)	1	Bite (1d6)
Yakuza Thug	2 (8)	2	Pistol, knife (1d8), Tattoos, missing fingers, leather
Yakuza Tough	4 (16)	4	Pistol and shotgun (2d6), body armour
Yakuza Enforcer	5 (20)	4	SMG (1d12). Kevlar
Yakuza Boss	6 (24)	5	Assault Rifle (1d6 + 1d8) autofire, body armour, Pick ONE special power as gear or cyberware.
Police Officer	3 (12)	6	Pistol (1d8) Bulletproof Vest
Police Detective	4 (16)	6	Pistol (1d8) Bulletproof Vest
Police Tactical Unit	4 (16)	8	Assault Rifle (2d6), Body Armour
Alien/ Mutant Scumbag	2 (8)	1	Melee Weapon (1d6), Pick TWO Special Powers as mutations
Alien/ Mutant Threat	4 (16)	3	Melee Attack (1d10), Pick THREE Special Powers as mutations
Tentacled Alien/ Mutant	3 (12)	2	3x tentacle attacks (1d4), If hit by two may tear apart target (2d4). Pick ONE Special Power as mutation.
Giant Tentacled Alien/ Mutant/Demon	6 (24)	5	3x tentacle attacks (1d4), If hit by two may tear apart target (2d4). Pick THREE Special Powers as mutations.
Minor Demon	1 (4)	0	2x Claws (1d2) Bite (1d4), Takes half damage from non-magic weapons.
Demon Scum	2 (8)	1	2x Claws (1d3) Bite (1d6), Takes half damage from non-magical weapons.
Demon Crawler	4 (16)	3	Melee Attack (1d10), Pick THREE Special Powers as Magic Powers.
Kappa	2 (8)	2	Aquatic goblin, drowns swimmers, 2x Claws (1d4), Bite (1d6), paralyzed if water in head falls out.

ENEMY	HD(HP)	AP	ACTIONS AND SPECIALS
Tengu	3 (12)	6	Armoured flying crow goblin, dangerous mercenaries, Katana (1d10), samurai armour, flight with wings.
Oni Demon	4 (16)	8	Cunning ogre, Club (1d10), Choose ONE Special Power for magic power.
Goblin Spider	6 (24)	5	Mimic voice to lure victims (WIS test), Bite (1d6+1d8) Surprise Attack (2d6+2d8), Webbing (STR test to escape or trapped).
Gaki	2 (8)	1	Ghoul-like evil spirits, 2x Claws (1d4) + 1 Bite (1d6), Regenerate 1d6 DMG/ Moment of Rest.
Rokurobi (Long Neck Demon)	3 (12)	2	Human-like demon, can stretch neck to hit distant targets with a bite (2d4) + 2x Claws (1d4)
Killer Android	3 (12)	4	Human-appearing hunter android, Leather Jacket, HtH (2d4), Assault Rifle (2d6), Tough Special Power
Rogue Mecha	6 (24)	6	20 ft tall mecha, possessed by rogue A.I. Punch (d6+d8) Nearby Targets, Recoilless Rifle (3d6) Distant Targets, Choose THREE Special Powers
Giant Stompy Lizard	8 (32)	7	30 ft tall lizard, Stomp/Tail (3d6), Energy Blast (3d8) UD 1d8, "Here Lizard, Lizard!"

SAMPLE COLLECTIBLE MONSTER

Roll on the chart provided on the Character Class (page 10). For Collectable monsters in the wild roll 2d4 for the Hit Dice of the monster. If captured, the monster will have 2 HD per level of the character.

Fire Tail (Fire Type): 2 claws (1d3), +1 bite (1d6), Change to pure fire form (gas form), Explosive Blast 1d4 nearby targets take 2d6 Damage (use 1 per day), HD 2 (8), AP 1



CREATING THE ANIME HACK CAMPAIGN

The contents of this book provide a wide range of characters and character types for tabletop role playing adventures based on common anime and manga. Mashing everything together from giant robots to magical girls, to immortal swordsmen and monster collectors can create a very disjointed collection of characters to try and cobble a story around, but it's not that impossible.

There are two approaches you can take to creating a campaign:

1. **Sandbox.** Have the players make the characters and build the story around them.
2. **Milieu.** Create the campaign first and limit the types of characters available for the players.

SANDBOX CAMPAIGN

This campaign is quite satisfying for the GM and the players alike because it requires little prep on the part of the GM and it makes the players put the pieces together and explain why a giant robot exists in the same story as a ninja and a magical girl. After the details of who, what, where, when, why and how are answered, the GM should set up a campaign goal such as uncover the secret society's identity and goals in order to stop them or rescue the children taken into the alternate dimension. The goal is really the carrot that drives the characters to work together as a team to accomplish the same outcome. Details of the setting can follow, usually answering questions of why the characters work together and how they know each other and what would be the result of the characters failing their quest to the campaign world? It is important to write down the answers to these questions and take a little time to fine tune the connections and campaign background as it is presented. Human beings are fairly logical creatures and we always look for connections between things that have no obvious connections. Ask questions, trust your players and your gut and you will have a campaign setting in no time.

MILIEU CAMPAIGN

A milieu is the physical and cultural environment the characters inhabit. For this approach the GM sits down and creates an original setting or uses

a preexisting setting from comics, anime or film. The goal of the campaign usually comes first along with important settings, characters and set pieces. The types of character classes are chosen carefully by the GM to create a unified, logical setting where things seem to mesh together seamlessly and a certain type of story is going to be told. It is up to the characters to conform to the GM's expectations and not stray too far from the campaign vision. This requires more prep work on the part of the GM, but don't be afraid to let the players flesh out the minutiae of their character's lives, hopes and dreams. Connecting them on a visceral level with the details of the setting gives the adventures urgency and could explain why the characters are working together. For example, if the GM decides that they want to run a strange mystery campaign set in the 1930s on a fictional Caribbean island, they might seem like they have an impossible task including all the character classes in the game. On some consideration, however they decide that the characters work for an old dying adventurer who had a warehouse of cursed treasure lost to bandits. The cursed treasure shows up from time to time creating mysterious evil monsters and intrigue. A monster collector is hired to capture the creatures and remove them from the artifacts. A trenchcoat samurai working for the Vatican is hired along with a kid who works for an unstable scientist who tinkers with large steam-powered robot suits in his spare time. Together they scour the islands: solving mysteries and fighting evil where they find it.

CAMPAIGN TYPES - THE MIX TAPE

The best way to create a new idea is to combine existing ideas. One fun way to ask "what if?" is to take what is known and combine them together to create something you've never seen before. With that in mind, have some fun mixing up the following anime types when creating your campaign.

MYSTERY

Mysteries are secrets that haven't been revealed yet. The heroes are usually approached by a concerned party to look for clues and get to the bottom of a situation that appears confusing and hopeless. The heroes should be a mix of

STRANGE ADVENTURES

The characters investigate strange goings on and things that go bump in the night. They may even BE the creatures or gain their powers from magic or alien technology.

SCHOOL DAZE

Many anime are set at a school. This grounds the campaign into something that pretty much everyone has experienced and provides a reason for characters to hang out together. Usually the school isn't exactly a 'normal' school and classes might cover subjects like "the history of magic" or "biology of fighting monsters".

SPORTS / CONTEST

There are some very riveting anime all about tennis and baseball, but kids with monsters that fight each other in tournaments are also very popular.

SPACE OPERA

The universe is a really big place, you really have no idea how big it is. Honestly, you might think it's a long way down to the friendly local game shop, but that's just peanuts compared to the path between Sirius and Arcturus. The heroes scoot around in spaceships battling evil empires, pirates and alien warlords. Every planet has dangerous aliens and alluring NPCs just waiting to be rescued.

HISTORICAL

Set in the past, the characters often clash with the cultural and social expectations of the era and dive headlong into historical events. Will they change history or has history already been changed?

FANTASY

The standard tropes of classic fantasy are hyper-realized and mixed with non-western traditional Shinto and samurai legend. Creatures of mythology battle the heroes in a psuedo historical setting that is more generic

than specific. Fantasy relies on the tropes of the heroic journey to move the story forward.

DYSTOPIA

It's the future (or current reality) and things are bad, really bad. This genre can range from the heroes roaring through apocalyptic ruins in a blasted desert to a dark future ruled in fear by fascists using technology to stamp out dissent. There are often mutants, cyborgs, zombies and punks fighting over what's left of civilization.

ALTERNATE REALITY

This universe exists parallel to our own and has an unlimited number of changes that could have happened in history to create a new reality. This campaign is usually an exercise in asking "what if?", wondering what would have happened if the Nazis had won WW2, humans actually evolved from fish, not apes, or if something important was actually inside Al Capone's vault.

ESPIONAGE

The shadowy world of spies and investigation. The players could play unusually powerful agents fighting a secret war against enemy spies, terrorists, criminals or mystical organizations.

CRIME DRAMA

Beat cops and investigators fight crime on bleak city streets, or the characters could be criminals who struggle to survive against impossible odds. Either way, this is a tried and true genre that is as natural to role playing games as cops and robbers.

MECHA

While not totally a genre in itself, mecha anime have metal crushing giant robot action with lots and lots of property damage, hotshot pilots and tragic love affairs. If giant robots don't mix well with the setting you have in mind, consider replacing them with jet fighters, tanks or hot rods. There

is a focus on technology and bigger than life battles, but mecha anime also have lots of heart and human drama weaved into the stories.

HERO TEAM

The hero team is a group of characters that normally wouldn't work together, but find themselves cooperating because of circumstances beyond their control, a job, similar goals, or some other connection. The team doesn't always get along, but they are so much more effective when they work together than when they bicker. These teams often have five main members who fill the following roles: The Hero, The Flawed Hero, The Princess, The Kid (comedy relief), and the Big Brute (or expert). Together, they battle forces that threaten everything they love. Many live action shows (sentai) featuring the hero team are extremely popular as well.

MARTIAL ARTS

Inspired by legend and history, video games and cheesy movies martial arts campaigns usually involve a group of heroes who are defeated early in the story and must fulfil a quest in order to become more powerful and train to eventually return and defeat the minions and the big boss that threatens them. Add to this a liberal sprinkling of super leaps and chi blasts and you're good to go.

MAGICAL GIRL

The magical girl genre focuses on the adventures of a super-heroic girl (although in this game, it could very well be boys as well), combating monsters or other threats such as aliens or demons. Magical girls are often accompanied by mascot animals or cute monsters that provide guidance and assistance as needed. There is usually a "big bad" adversary that sends out "monsters of the week" to battle the heroes while they work behind the scenes to hatch a very dangerous evil scheme.

EXAMPLES (WE WANT EXAMPLES!)

Vamp Beat, a Crime Drama / Dystopia / Strange Adventures campaign where a special magically enhanced police force battles vampires in a dark future where demons seek to push into our world from hell dimensions.

Funky Town combines Martial Arts / Alternate Reality / Historical elements to create a campaign set in a disco fueled alternative 1970s where gangs battle for power in the streets as the government falls to a military coup.

Magical Lessons combines Hero Team / School Daze / Fantasy genres for a campaign set in a magic school in a fantasy kingdom set in a world of dragons and goblins. The characters have banded together to defend the school from the rising forces of evil and the cafeteria ladies who are obviously trying to poison everyone.

Mix and match and let your imagination soar and you will come up with some very memorable, one-of-a-kind campaign settings for your players.

BRINGING THE ANIME - RANDOM TABLES TO KEEP IT WEIRD

When you are rolling up a character the following tables may help you “flesh out” your character:

2d6	EYES	HAIR	QUIRK
2	Green	Silver/White	Grumpy, nervous and neurotic
3	Red	Blonde	Ditzy, distracted and flighty
4	Blue	Black	Tricky, always up to something
5	Black	Raven Blue	Logical and aloof
6	White	Pink	Arrogant and smug
7	Hazel	Light Blue	Serious and solemn
8	Silver/Grey	Red	Loves a joke and good time
9	Orange	Orange	Angsty and anti-social
10	Violet	Brown	Flirts constantly
11	Golden	Purple	Never feels like they fit in.
12	Mixed (roll twice)	Mixed (roll twice)	Raging about some damn thing

Record the information on your character sheet. These are just some ideas to help you get into your character, feel free to make a choice instead of randomly rolling if you like.

JAPANESE NAMES

1d20	MALE	FEMALE	SURNAMES 1	SURNAMES 2
1	Akira	Akiko	Abe	Saito
2	Daisuke	Ayumi	Chiba	Sakai
3	Goro	Cho	Fujimoto	Sakurai
4	Hikaru	Emiko	Fukuda	Shibatu
5	Hiro	Fumiko	Harada	Shimizu
6	Ichiro	Haraku	Hashimoto	Suzuki
7	Nori	Keiko	Hayashi	Takada
8	Osamu	Kimi	Ikeda	Takahashi
9	Ronin	Leiko	Ishida	Takeda
10	Ryo	Maru	Ishikawa	Takeuchi
11	Ryu	Masumi	Kimura	Tamura
12	Saburo	Michiko	Kobayashi	Tanaka
13	Seiji	Narumi	Masuda	Uchida
14	Shima	Nozomi	Matsumoto	Watanabe
15	Shin	Reiko	Miyazaki	Yamada
16	Shiro	Ruri	Morita	Yamaguchi
17	Tadashi	Shinobu	Nakamura	Yamamoto
18	Takashi	Suki	Noguchi	Yamashita
19	Toshi	Tamiko	Ogawa	Yokoyama
20	Yutaka	Yoko	Okuma	Yoshida

RANDOM ANIME STUFF

1d8	IT'S A...	FOOD	EVENTS
1	Cat	Ice cream	Transformation sequence
2	Robot	Coffee	Fall down and miss a round
3	Monster	Tea ceremony	Nose starts bleeding
4	Government agent	Hamburgers	Rocks start to float and rise up
5	Doppelganger	Chocolates	It's actually a robot double!
6	Comedy relief	Sushi	Someone has a crush on you
7	Creepy guy	Bento boxes	There's food? Stop everything
8	Otaku (nerd)	Junk Food	OMG so Kawaii (cute)!!!

ADVENTURE STRUCTURE

1. Determine the Threat

This is often the first thing the GM thinks about in the creation of the Adventure. Who is out to cause mayhem and misery and how do the heroes fit in? It's a good idea to find out what kind of baddies your players really enjoy battling and make the connection personal.

2. Outline the Plot

The main conflict is often the heroes trying to stop the bad guys from launching an evil scheme that would give them ultimate power or destroy something important. Stopping the bad guys is often not as easy as smashing into their lair and punching them out. The exposition scene where the threat is made clear can be a formal briefing by authorities or a gathering of the characters after they realize what's going on.

3. Detail the Encounters

The bulk of the Adventure is made up of one Encounter after another.

An Issue is usually made up of 3-4 Encounters strung together and leading towards the Climax of the Adventure. Each Encounter has three basic parts: the setup, the encounter, and the resolution.

In the setup the Characters find themselves in a setting or situation and must assess the task they are expected to accomplish. Some tasks include investigate a mystery, stop the thugs from getting away, or battle the bad guys. The completion of one Encounter should logically move the story on to the next Encounter until the story reaches the Climax.

4. Complicate Matters

As the Characters move through Encounters it's a good idea to throw in layers of complications. These can be such things as collapsing buildings, threatened loved ones or finding out that the characters failed to stop the bad guys and now they are twice as powerful as before.



5. Climax

The Climax should be the most intense and emotionally charged Encounter of the Adventure. The stakes should be highest and things should keep getting more dangerous with every encounter. The Climax usually ends with the heroes thwarting an evil scheme and order returning to the land because of the tireless heroism of the Characters.

6. Resolution

It's nice to have an opportunity to tie up loose ends from the story. Often the action moves back to the scene of the first Encounter so the heroes can reflect on the Adventure and help put things right. If you are very organized plan a "post credits" sequence that teases parts of the next Adventure.

AFTERWORD

This game only scratches the surface of what you can find in anime. Use the other Black Hack games to find ideas and classes to fine tune your game experience. Share your creations online and let us know what you'd like to see in future Anime Hack releases. This is your game now. Have fun!

<http://www.okumarts.com>

<http://okumartsgames.proboards.com>

<http://www.rpgnow.com/browse/pub/3639/Okumarts-Games?term=okumarts>



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THE ANIME HACK

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