

TABLE OF CONTENTS

CHAPTER 1: INTRODUCTION 8

Big Eyes, Small Mouth	8
Anime Origins	8
Anime Evolution	9
Anime Fantasy Gaming	10
What is a Role-Playing Game?	10
What do you Want in an RPG?	10
Recording Game Info	10
Exploring Anime 5E	12
Anime 5E Objectives	12
Navigating Anime 5E	13
Anime 5E vs. BESM d20	13
Creation Example	14
Example Character: Jingoro	15
Anime 5E Glossary	16

CHAPTER 2: CHARACTER BASICS 18

Session Zero	18
Collective Creation	18
Starting Level	18
Discretionary Points	20
Character Benchmarks	20
Table 01: Character Benchmarks	20
Establishing Boundaries	20
Your Character's Framework	21
Balance and Uniqueness	22
Structure of the Game Mechanics	23
Dice and Notations	23
Rolling Dice	23
Ability Scores	24
Ability Score Definitions	24
Table 02: Ability Score Modifiers	24
Anime 5E Character Quiz	26

CHAPTER 3: RACES 28

Costing Races	28
Building a Raceless Character	28
Table 03: Race Cost Summary	28
Table 04: Race Cost Breakdown	29
Anime 5E Races	30
Archfiend	30
Asrai	31
Blinkbeast	32
Demonaga	33
Fairy	34
Grey	35
Half-Dragon	36
Half-Troll	37
Haud	38
Kodama	39
Nekojin	40
Parasite	41
Satyr	42
Slime	43
Size Templates	44
Example: Small Size Template	44
Example: Huge Size Template	44
Assigning Size	44
Fitting In	45
Table 05: Size Modifiers	45
Hitting Modifiers	45
Race/Class Combinations	46
Table 06: Commonality of Combinations	45

CHAPTER 4: CLASSES 48

Class Progression	48
1st Level Foundation	48
Levelling Benefits	48
Table 07: Classes	49
Experience Points	50
Table 08: Level Advancement	50
Classless and NPCs	50
Multiclassing	51
Table 09: Proficiency Values	51
Anime 5E Classes	54
Adventurer	54
Bender	56
Broker	58
Dynamic Spellbinder	60
Hunter	62
Isekai Student	64
Magical Girl/Guy	66
Ninja	68
Pet Monster Trainer	70
Psionicist	72
Samurai	74
Shadow Warrior	76
Techknight	78
Warder	80
Deconstructing Traditional Classes	82
Table 10: 1st-Level Base Points	82

CHAPTER 5: ATTRIBUTES 90

Adding Attributes	90
Attribute Entries	90
Table 11: Attributes	91
AC Bonus	92
Alternate Identity	92
Armour Proficiency	92
Augmented	92
Change State	92
Cognition	93
Combat Mastery	93
Combat Technique	94
Companion	95
Connected	98
Control Environment	98
Conversion	98
Dynamic Powers	99
Edge	100
Elasticity	100
Energised	101
Enhanced Proficiency	101
Extra Actions	101
Fast	101
Features	101
Table 12: Example Features	101
Flight	102
Forced Disadvantage	102
Healing	102
Heightened Senses	102
Immunity	103
Immutable	104
Inspire	104
Item	105
Jumping	105
Languages	105
Massive Damage	106
Mimic	106
Mind Control	106
Mind Shield	108
Minions	108
Monster Training	108

Mulligan	110
Nullify	110
Pocket Dimension	110
Portal	111
Protected	111
Regeneration	112
Resilient	112
Saving Throw Proficiency	112
Sixth Sense	112
Size Change	112
Skill Proficiency	113
Table 13: Skill Proficiencies	113
Special Movement	116
Spell Amplification	116
Spell-Like Ability	117
Supersense	118
Telepathy	118
Teleport	119
Tool Proficiency	119
Tough	120
Transfer	120
Tunnelling	120
Undetectable	120
Unique Attribute	120
Unknown Power	121
Water Speed	121
Wealth	121
Weapon	124
Table 14: Weapon Damage Dice	124
Table 15: Weapon Enhancements	125
Table 16: Weapon Limiters	129
Weapon Proficiency	130

CHAPTER 6: DEFECTS 132

Defect Ranks	132
Table 17: Defects	132
AC Penalty	133
Accountability	133
Bane	133
Blind Fury	133
Cursed	133
Degraded	134
Diminished Proficiency	134
Easily Distracted	134
Fragile	134
Hounded	134
Impaired Manipulation	134
Impaired Speech	135
Inept Attack	135
Ism	135
Limited Damage	135
Magnet	136
Marked	136
Nemesis	136
Nightmares	136
Obligated	137
Obstacle	137
Opposing Advantage	137
Phobia	137
Physical Impairment	137
Reduced Damage	138
Secret	138
Sensory Impairment	138
Significant Other	138
Slow	138
Social Fault	139
Special Requirement	139
Susceptible	140
Unique Defect	140
Vulnerability	140
Wanted	140
Weak Point	140

TABLE OF CONTENTS

CHAPTER 7: CUSTOMISATION 142

Enhancements	142
Table 18: Allowed Enhancements	142
Area	143
Duration	143
Potent	143
Range	143
Targets	143
Limiters	145
Table 19: Limiters	145
Activation	145
Assisted	145
Backlash	145
Charges	145
Concentration	146
Consumable	146
Dependent	146
Deplete	146
Detectable	146
Emotional	146
Environmental	147
Equipment	147
Imbue	147
Irreversible	147
Maximum	148
Object	148
Permanent	148
Recovery	148
Semi-Permanent	148
Unique Limiter	148
Unpredictable	148

CHAPTER 8: ACTION 150

The Story Begins	150
Describing Actions	150
Game Time	151
Scene, Round, and Initiative	151
Dice Rolls	151
Difficulty Class	152
Table 20: Difficulty Class	152
Contests	152
Roll Types	153
Advantages and Disadvantages	153
Ability Checks	153
Skill Checks	154
Saving Throws	155
Initiative Rolls	155
Anime 5E Combat Flowchart	157
Anime 5E Combat	158
Determining Initiative	159
Character Action	159
Attack Actions	160
Attack Roll	160
Melee vs. Ranged Attacks	160
Flanking an Opponent	161
Grappling	161
Tactical Actions	162
General Actions	163
Character Movement	163
Jumping Distance	163
Combat Manoeuvres	166
Ready (Hold Actions)	166
Called Shots	166
Two-Weapon Fighting	167
Multiple Targets With One Attack	167
Striking to Wound	167
Total Attack	167
Surprise Attack	168
Touching a Target	168

Mounted Attacks.....	168
Attributes in Combat	169
Combat Modifiers	170
Margin of Success	170
Table 21: Margin of Success	170
Critical Hits	170
Critical Failures	170
Table 22: Critical Failure	170
Range Penalties	171
Table 23: Range Penalties	171
Cover	171
Table 24: Attack Roll Advantages	171
Table 25: Attack Roll Disadvantages	171
Damage	172
Weapon Damage	172
Damage Types	173
Effects of Damage	173
Pain and Hit Points	173
Resting and Recovery	175
Energy	176
Dramatic Feats	176
Player Retcon.....	176

CHAPTER 9: ADVENTURING 178

Health Risks	178
Poisons.....	178
Disease.....	179
Environmental Damage	179
Deprivation.....	180
Table 26: Deprivation	180
Character Advancement	181
Overcoming Conflict	181
Exceptional Role-Playing	181
Engagement Bonus.....	182
Allocating Points and Other Benefits.....	182
Crafting Items.....	182
Challenge Ratings	184
Table 27: Challenge Rating XP	184
Calculating CR.....	184
Encounter Threat Score.....	185
Table 28: Encounter Threat	186
Game Currency	187
Money.....	187
In-Game Point Changes	187
Alignment in Anime 5E	188
Creature Alignment	188
Alignment in the Anime Multiverse	188

CHAPTER 10: ITEMS 190

Adventuring Items	190
Point Costs.....	190
Mundane Items.....	190
Weapons	191
Simple Melee Weapons	191
Simple Ranged Weapons	191
Martial Melee Weapons	191
Martial Ranged Weapons.....	192
Simple Splash Weapons	192
Martial Siege Weapons	192
Armour	193
Light Armour	193
Medium Armour.....	193
Heavy Armour	193
Table 29: Melee Weapons.....	196
Table 30: Ranged, Splash, and Siege	197
Table 31: Armour and Shields	198
Shields	199
Shield Sizes	199
Shield Materials	199

Item Attributes	199
Adventuring Gear	200
Daily Devices	204
Items of Power	205
Protective Devices	209
Armaments	210

CHAPTER 11: MONSTERS & NPCs 214

Monsters	214
Size and Monsters.....	214
Base Points	214
Table 32: Monsters by CR.....	215
Monsters in <i>Anime 5E</i> vs. Fifth Edition	215
Comparing Challenge Ratings	215
Kobold.....	216
Goblin	217
Orc	218
Bugbear	219
Ogre	220
Hell Hound.....	221
Mummy	222
Troll	223
Wyvern	224
Giant, Stone.....	225
Succubus.....	226
Dragon, Young White.....	227
Purple Worm	228
Dragon, Adult Red.....	229
Neomorphs	230
Cabbit.....	230
Elephox	231
Gryphon	232
Jackalope	233
Nue	234
Wolverpotamus	235
Allies and Enemies	236
Table 33: Allies and Enemies.....	236

CHAPTER 12: GAMING 238

The Anime 5E Foundation	238
Effects-Based System.....	238
Min/Maxing	239
Player Advice	240
Hosting Adventures	242
DM Basics	242
Campaigns, Mini-Campaigns, One-Shots.....	243
Categorising the Game.....	243
Concept and Theme	244
World Building	244
The Supporting Cast	244
Designing Adventures.....	245
Navigating Gameplay	248
Rules Questions	248
House Rules.....	248
Changing the Rules	248
Damage Control	249
Advice for the DM	250
Example Settings	254
The Anime Multiverse	254
Aradia.....	255
Bazaroath.....	256
Ikaris	257
Appendix A: Gedanken	260
Table A1: Revised Ability Scores	260
Table A2: Revised Difficulty Class	260
Appendix B: Conversion Notes	262
Index	264
Character Sheets	270