ANIME 5E

INTRODUCTION

In the myriad realms of imagination, there are many dungeons to explore, dragons to tame, and paths to find. Anime 5E helps you unlock the realms of fantasy to experience them all.

Welcome to Anime 5E – the fantasy role-playing game for all your anime and manga adventures, which builds upon the Fifth Edition rules of the world's most popular storytelling game. This Primer gives you a general overview of what you can expect from Anime 5E as you build a character to undertake dynamic adventures. Anime 5E brings a Point-based balance to the standard Fifth Edition offerings, and then layers a wide selection of new Races, Classes, Skills, features, powers, game mechanics, and combat options on top of this foundation. What you hold in your hands is just the beginning of your journey; for the next steps, you can purchase a print or digital edition of either the standard Anime 5E RPG or the Anime 5E Pocket Edition.

Anime Fantasy Gaming

Watching anime movies or reading a manga series doesn't quite provide the immersive experience that some people crave. These inspired individuals don't just want to passively watch fantasy anime – they want to live it and experience it and be consumed by it. Even playing anime-themed video games doesn't provide the creative outlet whereby players can live the adventures of their favourite anime characters. An anime and manga role-playing game – just like the one you're reading – fills this dramatic need perfectly.

WHAT IS A ROLE-PLAYING GAME?

For many people, a role-playing game (RPG) is the logical evolution of the games we used to play as children: "House", "Cops and Robbers", and "Superheroes". A rule system assists in settling conflicts and resolving actions, often using a random generator (dice, cards, etc.) to add an unpredictable element to the game. A game typically involves a handful of players (2-10) and one person to act as the master of the dungeon (DM) – alternatively known as game master, storyteller, referee, keeper, director, moderator, or by numerous other titles. The players tell the DM what their anime alter-egos would like to do, and the DM describes the results of their actions. The DM is also responsible for creating the plot and the setting for the game adventures and works closely with the players to keep the game interesting and fun for all.

In Anime 5E, players assume the roles of fantasy anime characters. The game system helps players assign some strengths and weaknesses to their characters using numbers to indicate relative ability. The remaining elements of a character's background, family, knowledge, hobbies, and interests are not covered by the rules and are described by each player according to their choice of character personality.

Your Role as a Player

As a player, you control your character's actions in the game. They can be likened to one of the major characters in an anime movie or series, working through the unexpected twists and turns of the plot with the help of other major characters (i.e. personalities controlled by the other players). 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 could be revisited upon your character in a future game session. Role-playing is a group effort, and positive interactions between your character and those of the other players are vital to everyone's enjoyment of the game.

Your Role as a Master of the Dungeon

As a DM, your contribution will be much greater than that from any one player. You must establish the setting, conflicts, and plot of the adventure as well as all the non-player characters (NPCs) your group of players will meet during the game. Additionally, you must be able to project your imagination to the players by describing in vivid detail the world in which they live. Then, after all that, your game plot must remain sufficiently flexible to allow the characters' actions to make a definite impact on the adventure. A plot that is too rigid may leave players feeling their characters have lost the free will to affect their own destiny. Should you assume the role of DM, you must possess creativity, good judgement, and the ability to improvise in unexpected situations. It takes extra time and effort, but the reward of a well-played adventure is certainly worth it.

Structure of an Anime 5E Game

Each role-playing adventure or episode will require one or two game sessions, each several hours in length. A number of episodes using the same characters can be linked together to form an anime mini-campaign (shorter: 3-9 game sessions) or campaign (longer: 10+ game sessions). Campaigns require more commitment from everyone involved, but watching the characters grow as the greater plot unfolds makes the extra effort worthwhile. The most engaging campaigns can last years or even decades, but keeping a campaign running for several months to a few years is a significant accomplishment given the busy schedules we find ourselves living.

Session Zero

Session zero of your game establishes the essential baseline of what comes next and takes a broad perspective of your upcoming adventures. This is the time to answer big-picture questions, such as: What are the setting, sub-genre, and tone? Will we be having adventures in an existing anime or manga series (and perhaps taking on the roles of those main characters), or are we playing in an original creation? What sorts of things will our characters be doing? What are our characters' roles in the adventures? How much money and gear will they start with?

Your group will also need to discuss the practical, real-life aspects of the upcoming game as well. How often are we meeting to play (weekly, bi-weekly, monthly, or on some other schedule)? Is there a fixed number of sessions until we finish, or are we playing an open-ended campaign? What is the ideal number of players for the game storyline? Where are we playing and who is hosting the game nights? Or are we playing online instead? Your group may not have all the answers at this point, but discussing such parameters now ensures everyone is on the same page about the time commitmexnt expected.

Now is the ideal time to also discuss your preferences involving game issues such as: theme and story maturity; combat intensity and frequency; drama versus comedy ratio; and the roles that players can take to co-create the adventures. When you establish the foundation for your game together, you'll discover and actualise an amazing experience that you all want to play.

COLLECTIVE CREATION

When preparing for the launch of a new role-playing campaign, players typically create their characters in isolation based on the setting information the DM provides. This tendency may not produce the best results for a strong start to the adventures, though, since both the characters and the players lack cohesion for this innately social activity.

Consider the benefits that a group character creation session provides to the team. Discussing the nature and roles of everyone's character ideas together ensures that the group dynamic is balanced and that every character has unique benefits that will allow them to shine during the game. Establishing character connections is also easier in this initial group meeting, since you can co-develop resonant backstories to provide friendship contexts in the game setting. Finally, group character creation reduces the chances of missed opportunities when designing your team (i.e. having a hole in your party). Traditional dungeon-crawling adventures may be significantly more challenging if your group is missing a spell caster, healer, warrior, or thief!

After scoping the game, spend the rest of session zero talking about the ideal composition of your character team and the strengths and individuality that each character member can bring to the group. Everyone should ideally be open to concepts they may not have considered earlier and look at their character's role in the larger context of the game. Spending additional time with the players and DM at this stage of character creation will yield great benefits compared to the typical isolated development tendency.

STARTING LEVEL

Once the DM and players together have outlined the general framework of the upcoming adventures, it's time to discuss your group's starting character Level. A character typically starts at 1st Level with zero Experience Points, which is the launching point for their adventuring life. Alternatively, your group may want to play more accomplished heroes that start at 2nd Level or higher. Consider the four Level groupings described herein and how they align with the players' visions for their characters.

Novice (1st Level)

The characters are just starting their new lives as brave and heroic adventurers, and are eager to embark on their first quest. The characters may have known each other for a long time – or perhaps they could be recently associated companions – but they have never adventured together before.

Capable (2nd to 4th Level)

The characters have some previous experience working as heroes (or even villains!), though they are still rough around the edges. They have been learning the traits and abilities that define their chosen Class, and feel more comfortable extending themselves in slightly dangerous situations. They may be starting to build their reputation if they have been journeying together as a party during this time, or they may be applying their individual adventuring experiences collectively in a new group dynamic.

Seasoned (5th to 10th Level)

The characters now have a solid understanding of their roles – and responsibilities – as adventurers. They are unlocking mid-ranged powers and abilities, crossing into new areas of competence and effectiveness. Wealth and magical items are no longer seemingly unreachable goals, and the characters now have a firm reputation – individually, collectively, or both. They have expanded the scope of their quests, and are comfortable confronting dangers that threaten cities, kingdoms, organisations, and influential nobles.

Veteran (11th to 16th Level)

The characters have achieved a status that few adventurers ever reach, since by this milestone most have retired comfortably, stopped adventuring due to grievous injury, or perished along the way. Their fame has certainly expanded across multiple kingdoms and their talents and abilities are sought after by numerous nobles, guilds, and prospective apprentices. Wealth and resources are available to the characters in abundance, and thus it's clear that the adventuring life itself – rather than the potential awards that can be gained – continues to drive the characters towards larger and more dangerous achievements.

Mythical (17th to 20th Level)

The characters have advanced so far in their adventuring lives that they are now considered mythical archetypes of their Class and masters of their respective domains. Stories about the characters' brave (or perhaps infernal!) exploits are told across the world, expanding with each telling. It's not uncommon for the fate of the world, or even the cross-dimensional multiverse, to lie in the hands of the characters and their legendary actions.

TABLE A • XP AND LEVELS

EXPERIENCE POINTS	LEVEL	PROFICIENCY BONUS
0	1st	+2
300	2nd	+2
900	3rd	+2
2,700	4th	+2
6,500	5th	+3
14,000	6th	+3
23,000	7th	+3
34,000	8th	+3
48,000	9th	+4
64,000	10th	+4
85,000	11th	+4
100,000	12th	+4
120,000	13th	+5
140,000	14th	+5
165,000	15th	+5
195,000	16th	+5
225,000	17th	+6
265,000	18th	+6
305,000	19th	+6
355,000	20th	+6

Starting Experience Points

Novice characters that begin the game at 1st Level start with zero Experience Points (XP). Otherwise, characters start the game with the minimum amount of XP needed to attain their starting Level (see Table A). For example, characters created to start at 3rd Level being their adventures with 900 XP, while those that start at 9th Level are granted 48,000 XP.

Starting Level-Based Benefits

If the characters are starting the game at a Level beyond 1st, they will also gain the features and benefits of every skipped Level up to their starting Level. For example, if the players start their characters' adventures at 6th Level, their characters also start with all the benefits of Levels 1st through 5th from their choice of Classes.

DISCRETIONARY POINTS

In addition to benefits a character receives from their starting Level and Class – and every Level beneath their starting Level – they also start with a fixed number of Discretionary Points that they use to assign a Race, Ability Scores, and additional Attributes. A player can increase their character's pool of Discretionary Points by also burdening the creations with one or more Defects.

Character have 80 Discretionary Points to allocate during character creation. If a character begins the game above 1st Level, the DM can also award an additional 1 Point for each Level above 1st as a bonus. These extra Points reflect the treasure items the characters would have found and special abilities the characters would have unlocked while adventuring through those missing Levels. Such extra Points are in addition to the normal starting Level-based benefits described earlier.

TABLE B • ABILITY SCORE MODIFIERS

SCORE	MODIFIER	DESCRIPTION
1	-5	Inept
2-3	-4	Infant
4-5	-3	Child
6-7	-2	Significantly below adult Human; youth
8-9	-1	Below adult Human average; teenager
10-11	0	Adult Human average
12-13	+1	Above adult Human average
14-15	+2	Significantly above adult Human average
16-17	+3	Highly capable
18-19	+4	Extremely capable; normal maximum
20-21	+5	Best in the region; adventurer maximum
22-23	+6	Best in the country
24-25	+7	World-class capability; human maximum
26-27	+8	Excessive capability
28-29	+9	Legendary capability
30	+10	Cosmic capability

Ability Scores

A character's core, base abilities are determined by six values known as Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These values describe the character's innate, natural aptitude at interacting with the world. The values of these Abilities range from 0 to 30 (see Table B), with a normal Human range from 3 to 18. The normal Human maximum is 24, but legendary characters or supernatural characters may have higher ratings up to 30. A character's starting Ability Scores can be later modified by their choice of Race, Class features, talents, Attributes, and Defects.

Establishing Ability Scores

Assign a number of your choice from 3-18 to each of the six Ability Scores. Check with the DM for limitation they are placing on this assignment method.

Ability Score Cost

Abilities cost a number of Points equal to the Ability Score, which are paid for with the character's starting Discretionary Points. Consequently, a character with high Ability Scores will spend more of their Discretionary Points and have fewer remaining to select a Race and assign Attributes. If a character has insufficient Discretionary Points to pay for the Ability Scores generated, you can either reduce one or more Ability Scores to (or below) an affordable value or you can burden the character with one or more Defects.

ABILITY SCORES DEFINITIONS

Every task that a character attempts in the game is covered by one of the six Abilities. This section explains in brief detail what those Abilities mean and the ways they are used in the game.

Ability Modifiers

Each Ability has a modifier that is the number you add to or subtract from dice rolls when your character tries to accomplish something related to that Ability, ranging from a low of -5 to a high of +10 (see Table B). The modifiers are applied to relevant Ability checks, Skill checks, Saving Throws, and other values specific to each Ability.

Strength (STR)

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force. Strength also provides a modifier to melee attack and damage rolls.

Any creature that can physically manipulate objects has at least 1 point of Strength. A character with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. Such a creature automatically fails Strength checks.

Dexterity (DEX)

Dexterity measures agility, reflexes, balance, and hand-eye co-ordination. Dexterity also provides modifiers to: ranged attack and damage rolls; Armour Class; and Initiative rolls.

Any creature that can move has at least 1 Point of Dexterity. A creature with no Dexterity score can't move, but if it can act through magical means, it applies its Intelligence modifier to Initiative rolls instead of a Dexterity modifier.

Constitution (CON)

Constitution measures health, stamina, and vital force. Constitution also provides a modifier to the character's maximum Hit Points, as determined by their Class.

Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Constitution Save unless the effect works on objects.

Intelligence (INT)

Intelligence measures mental acuity, accuracy of recall, and the ability to reason. Intelligence provides modifiers to: the number of prepared spells and attack rolls for Wizards; the Saving Throw DCs of spells that Wizards and Psionicists cast.

Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

Wisdom (WIS)

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition. Wisdom provides modifiers to the number of prepared spells, Saving Throw DCs, and spell attack rolls for Clerics, Druids, and Rangers.

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything without a Wisdom score is an object, not a creature. Additionally, anything without a Wisdom score also has no Charisma score, and vice versa.

Charisma (CHA)

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality. Charisma provides modifiers to the number of prepared spells, Saving Throw DCs, and spell attack rolls for other spellcasters (including Bards, Paladins, Sorcerers, and Warlocks).

Any creature capable of telling the difference between itself and things that are not itself has at least 1 Point of Charisma. Additionally, anything without a Charisma score also has no Wisdom score, and vice versa.

Assign Race

Anime 5E Races are archetypes for humanoid and part-humanoid species. The Fifth Edition PHB includes standard high-fantasy Races such as Elves, Dwarves, Humans, and Halflings, as well as less-common Races such as Gnomes and Dragonborn. Anime 5E provides an additional selection of 14 Races that evoke that intangible anime essence, including demonic Archfiends, sylvan Fairies, playful Nekojin, and slippery Slimes.

Races provide a set of proficiencies and Attributes (and sometimes Defects) that reflect the baseline capabilities for the majority of characters belonging to those Races. Since there are a near infinite number of possible fantasy worlds in an anime multiverse, the Races details in the Anime 5E core RPG simply represent a small sampling of concepts that can be used in your adventures. With your DM's permission, you may design your own Race package by combining different characteristics and determining the appropriate Point cost.

Race Cost and Discretionary Points

The cost for each Race is paid for from the character's pool of Discretionary Points that remains after assigning Ability Scores. If a character has insufficient Discretionary Points left to pay for their selected Race, you can either choose a different Race with a lower Point cost, or you can burden the character with one or more Defects.

RACE EXAMPLE: NEKOJIN

A Nekojin is a humanoid with large cat ears, a tail, and some feline facial features and behavioural traits. Some have some fur as well – with colours and textures as diverse as actual felines – though it might only cover a portion of the body. It is unclear if a Human and a cat were genetically fused in a laboratory, if they mixed during an evolutionary process, or if they are simply a separate species. The majority of scholars support the last supposition. Most cat people in anime tend to be female, very genki (highly energetic and cheerful), and extremely agile.

Nekojin typically love to explore as part of an adventuring group, and they keep teammates on their toes with enthusiasm. Nekojin fit well with the Isekai Student Class – their Human body gaining feline properties during their interdimensional exile. Bender, Broker, and Techknight Classes are also common.

NEKOJIN

Size: Medium

RANK	POINTS	ATTRIBUTE / DEFECT
	2	Dexterity +2
2	2	Edge (Initiative)
1	1	Features (Darkvision 60')
1	1	Heightened Senses (Hearing)
2	2	Mulligan (4 re-rolls/session)
1	1	Special Movement (Cat-Like)
1	-1	Easily Distracted (Things that distract cats)
	8	TOTAL

TABLE C • RACE COST SUMMARY

ANIME 5E RACE	POINTS	PHB RACE	POINTS
Archfiend	15	Dragonborn	9
Asrai	11	Dwarf - Hill	12
Blinkbeast	10	Dwarf - Mountain	14
Demonaga	14	Elf - Dark	13
Fairy	4	Elf - High	12
Grey	12	Elf - Wood	11
Half-Dragon	13	Gnome - Forest	4
Half-Troll	9	Gnome - Rock	4
Haud	12	Half-Elf	10
Kodama	10	Half-Orc	8
Nekojin	8	Halfling - Lightfoot	3
Parasite	16	Halfling - Stout	5
Satyr	7	Human	7
Slime	11	Tiefling	12

Select Class

Classes frame the archetypal roles that a character plays, or life paths that a character follows. They include occupations, lifestyles, callings, and status. Each Class provides a starting set of Hit Dice (Hit Points for each character Level), proficiencies (including armour, weapons, Skills, tools, and Saving Throws), Attributes, and other abilities that you use as a framework on which to grow your character.

The Fifth Edition PHB includes 12 Classes that cover the standard fantasy tropes, such as Fighters, Wizards, Clerics, and Rogues. You can use all of these Classes with Anime 5E, which have modified features and abilities from the PHB to provide balanced Point totals across all Classes. Anime 5E broadens the Class list with 14 new character options that take advantage of the game's expansive selection of Attributes. These new Classes are outlined in Table D, with full descriptions and details provided in the Anime 5E core rules.

Classes progress through Levels (from 1st to 20th, and even beyond) that unlock a selection of increasingly powerful features as a character gains adventuring experience. Each Class presents its own progression chart that indicates what new Abilities, proficiencies, Attributes, spells, talents, and Bonus Points your character gains as they advance through their Class Levels. Unlike when assigning a Race, Class selection does not require the allocation of Discretionary Points.

TABLE D • ANIME 5E CLASSES

CLASS	HIT DIE	DESCRIPTION
Adventurer	d6	The most flexible of all characters with the ultimate freedom to become anything.
Bender	d8	A masters of their specific element who can bend forces of nature to their will.
Broker	d6	A character who thrives on connections to find the obscure and obtain the desired.
Dynamic Spellbinder	d6	A magical manipulator who has extensive control over a chosen sphere of influence.
Hunter	d10	A cunning professional who seeks out their prey for bounties, thrill, justice, and more.
Isekai Student	d4	An enigma who was suddenly transported from Earth and now has wondrous abilities.
Magical Girl/Guy	d8	A champion for love and justice who fights for the forces of light and goodness.
Ninja	d8	A master warrior of the shadow arts who is wrapped in mystery and traditions.
Pet Monster Trainer	d4	A collector of (and loyal friend to) cute pets that serve as companions and weapons.
Psionicist	d4	A character who expands their humanoid evolution to unlock amazing mental powers.
Samurai	d10	A deadly, yet honourable, fighter who follows the ancient Code of the Warrior.
Shadow Warrior	d12	A champion knight who achieves harmony with the negative dimensional planes.
Techknight	d10	A member of the martial Order of the Techknights who protect the innocent.
Warder	d6	A free-spirited warrior who has learned the mystical arts of inscribing wards on flesh.

Selecting a Class

If starting the game at 1st Level, players can select from any one Class that marks the beginning of their characters' adventuring life – whether it's a new Class in Anime 5E, or a rebalanced Class from the PHB. If creating characters at 2nd Level or higher, players can select multiple Levels of one Class or instead spread their characters' Levels over multiple Classes (known as Multiclassing).

1ST LEVEL FOUNDATION

The 1st Class Level provides the character with an expanded set of features and benefits compared to those offered at higher Levels. This establishes the character with a foundation for Hit Dice and numerous proficiencies.

Proficiency Bonus

Each Class grants the character a +2 Proficiency Bonus at 1st Level (worth 4 Points). This modifier is added to d20 dice rolls if the character is proficient in certain areas:

» Attack rolls, when using spells or proficient weapons
» Skill checks, when related to proficient Skills
» Ability checks, when using proficient tools
» Saving Throws, when related to proficient Ability Scores

Hit Dice and Hit Points

Each Class grants the character a number of Hit Points (or HP) at each Level that are determined by the Class's Hit Dice, which range from d4 to d12. At 1st Level, the character's Hit Points equals the maximum possible die roll value (i.e. 4 for d4, 6 for d6, etc.), plus their Constitution modifier.

Proficiencies

Each Class lists character proficiencies at 1st Level, including: armour, weapons, tools, Saving Throws, and Skills. When making d20 dice rolls for circumstances that involve the character's proficiencies, the character adds their Proficiency Bonus to the roll. If a character wears armour with which they lack proficiency, they suffer a disadvantage (page 13) on Ability Checks, Saving Throw, and attack rolls that involve Strength or Dexterity, and they can't cast spells.

LEVELLING BENEFITS

All Classes gain various character bonuses at each Level, with the exact type and frequency depending on each specific Class. Most benefits are granted in the form of one or more Attribute Ranks. The bonuses granted to each Class are presented in a chart in their respective sections. Benefits that share commonality across multiple Classes are described below.

Proficiency Bonus

As mentioned above, all Classes begin with a +2 Proficiency Bonus at 1st Level. This increases to +3 at 5th Level, +4 at 9th Level, +5 at 13th Level, and +6 at 17th Level.

Bonus Points

Rather than assigning specific features to a Level advancement, some Classes provide flexible Bonus Points. Players can spend these extra Points immediately to acquire Attributes for their characters or eliminate Defects, or save them for future use.

CLASS EXAMPLE: HUNTER

Hunters hunt, but not just for any prey. They possess a very particular set of skills – skills they have acquired over a very long adventuring career, skills that make them a nightmare for their bounties. Hunters are professional researchers, investigators, explorers, trackers, warriors, interrogators, and negotiators. They are connected to one or more organisations that advance their bounty business, and have the wealth and access to equipment and other resources to complete their contracts efficiently and effectively. For most Hunters, it's not personal; that is, unless you are standing between them and the successful completion of their contract.

Characteristics

Many people assume that Hunters would follow the path of the lone wolf, but that's rarely true. Hunters value their social networks, and work to establish relationships with many people (and some monsters!) from diverse backgrounds. These connections may unexpectedly help Hunters find contracts or locate their bounties, and have the added benefit of keeping Hunters grounded. A Hunter's individual motivation is not easy to predict, since their reasons for following this Class's path are diverse. Some do it for the thrill and danger, while others seek coin and fame; some are seeking to right wrongs and bring moral balance to their corner of the world, while others enjoy exacting revenge and inflicting pain. The world has much to offer, yet in the end, there is always the hunt.

Hunters are comfortable allying with members of any Class that can provide them assistance, or at least won't get in their way. They get along exceptionally well with Brokers, since both professionals value the connections and resourcefulness of the other. Hunters recognise and respect the dedication of other martial Classes such as Ninja, Pet Monster Trainers, Samurai, Shadow Warriors, Techknights, and Warders. Hunters are often uncomfortable around those with magical and paranormal powers – such as Benders, Dynamic Spellbinders, Magical Girls/Guys, and Psionicists.

Class Features

Hunters gain the following Class features (equivalent Point costs are provided in brackets after each entry):

Hit Points

» d10 Hit Dice + Constitution modifier each Level [5]
» 10 + Constitution modifier Hit Points at 1st Level
» 1d10 (or 6) + Constitution modifier HP at higher Levels

Proficiencies

» Light and medium armour and shield proficiencies [3]
» Simple and martial weapon proficiencies [4]
» One tool proficiency of choice [1]
» Strength and Intelligence Saving Throw proficiencies [4]
» Three Skill proficiencies of choice [3]

Total 1st-Level Base Points = 20 + 4 Proficiency Bonus = 24
Levelling Points (Hit Dice/Proficiency Bonus/Attributes) = 174
Bonus Points through Levels 1-20 = 2
Final Class Points Over 20 Levels = 200

HUNTER

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	+1 Connected [1]
2nd	+2	+1 Combat Technique [1]; +1 Skill Proficiency [1]
3rd	+2	+2 Points [2]; +1 Special Movement [1]
4th	+2	+1 Wealth [3]; Ability Score Improvement [2]
5th	+3	+1 Extra Actions [4]
6th	+3	+1 Connected [1]; +3 Massive Damage – Lesser (+1d6 Ranged) [3]
7th	+3	+1 Item [4]
8th	+3	+1 Skill Proficiency [1]; Ability Score Improvement [2]
9th	+4	+1 Heightened Senses [1]; +2 Weapon [2]
10th	+4	+1 Connected [1]; +1 Extra Actions [4]
11th	+4	+1 Skill Proficiency [1]; +1 Wealth [3]
12th	+4	+3 Massive Damage – Lesser (+1d6 Ranged) [3]
13th	+5	+1 Combat Technique [1]; Ability Score Improvement [2]
14th	+5	+1 Heightened Senses [1]; +1 Item [4]
15th	+5	+1 Extra Actions [4]
16th	+5	+1 Wealth [3]; Ability Score Improvement [2]
17th	+6	+1 Connected [1]; +2 Weapon [2]; +1 Skill Proficiency [1]
18th	+6	+1 Combat Technique [1]; +3 Massive Damage – Lesser (+1d6 Ranged) [3]
19th	+6	+1 Special Movement [1]; Ability Score Improvement [2]
20th	+6	+4 Weapon [4]

Adding Attributes

The six Abilities Scores represent your character's baseline fundamentals. Then you assigned your creation additional competencies once you selected your character's Race and Class. More specialised and diverse character aspects are known as Attributes, which can represent innate talents, learned skills, magical evocations, psionic powers, supernatural elements, and more. You can also assign Attributes to equipment (known as Items) or entities (known as Companions) to create personal gear, artefacts, pets, and assistants.

Depending on your character's Class, they will unlock various specific Attributes as they advance through character Levels. Most Classes also provide Bonus Points at some (or all) Levels, which can be spent to acquire Attributes of your choice for your character – unrestricted in scope, unless your DM indicates otherwise.

Allocating Your Remaining Points

After spending Discretionary Points to add Abilities and select a Race for their character, players can now use their remaining Points to acquire Attributes. There are dozens of different Attributes, each representing a particular talent or special ability. Think carefully about the balance between a few high-Rank Attributes and a large number of low-Rank Attributes. Some Attributes have a fixed number of Ranks (for example, Ranks 1-4 for Change State, Rank 1-8 for Connected, or 1-10 for Dynamic Powers), while many others do not have a fixed number of Ranks or a Rank ceiling. Attribute Ranks added at this point are combined with those gained by the character's Race assignment and 1st Level Class benefits.

Greater and Lesser Variations

A few Attributes offer variations that expand (Greater) or contract (Lesser) the scope of the baseline description. These alternatives have different Point costs/Rank than the standard Attribute since they greatly modify its functioning. For example, the Extra Actions Attribute – normally 4 Points/Rank – presents a Lesser variation at only 2 Points/Rank that restricts the type of activities that can be performed with the additional actions (no attacking or spellcasting).

TABLE E: ATTRIBUTE RANK EFFECTS

RANK	RELATIVE GAME EFFECT
1	**Minor** effect on the adventure or character
2	**Moderate** effect on the adventure or character
3	**Significant** effect on the adventure or character
4	**Major** effect on the adventure or character
5	**Dramatic** effect on the adventure or character
6	**Exceptional** effect on the adventure or character
7	**Extreme** effect on the adventure or character
8	**Excessive** effect on the adventure or character
9	**Legendary** effect on the adventure or character
10	**Cosmic** effect on the adventure or character

TABLE F: ATTRIBUTES

ATTRIBUTE NAME	RANK COST	CHARACTER IMPACT
AC Bonus	1	+1 Armour Class/Rank
Alternate Identity	1	1 extra identity/Rank
Armour Proficiency	1	+1 armour proficiency/Rank
Augmented	1	+1 Ability Score/Rank
Change State	3	Become liquid, gas, incorporeal
Cognition	2	See the past or future events
Combat Mastery	1	+1 attack bonus/Rank
Combat Technique	1	1 battle technique/Rank
Companion	5	Create a familiar, ally, pet, etc.
Connected	1	Position in an organisation
Control Environment	1	Influence 1 environment/Rank
Conversion	3	Gain temp Points when damaged
Dynamic Powers	5/10	Control over a sphere of influence
Edge	1	Situational dice advantage
Elasticity	2	Stretch and contort body
Energised	1	+10 Energy/Rank
Enhanced Proficiency	2	+1 Proficiency Bonus/Rank
Extra Actions	2/4	+1 Extra Action/Rank
Fast	1	Double movement speed/Rank
Features	1	1 special bodily feature/Rank
Flight	3	Fly through the air quickly
Forced Disadvantage	1	Opponent has dice disadvantage
Healing	1	Heal +1d8 Hit Points/Rank
Heightened Senses	1	1 heightened sense/Rank
Immunity	1/3	Situationally immune to damage
Immutable	1	Resist body effects +2 bonus/Rank
Inspire	1/3	Inspire allies +1 bonus/Rank
Item	4	Create object from 5 Points/Rank
Jumping	1	Leap great distances
Language	1	1 language/Rank
Massive Damage	1/3	+1 attack damage bonus/Rank
Mimic	4	Imitate Attributes of others
Mind Control	1/3	Mentally dominate targets
Mind Shield	1	Resist mentalism +2 bonus/Rank
Minions	2/4	Gain minor loyal followers
Monster Training	1	1 pet monster technique/Rank
Mulligan	1	+2 dice re-rolls/session/Rank
Nullify	5	Disrupt target's Attribute use
Pocket Dimension	2	Control over extraplanar space
Portal	5	1 dimensional portal/Rank
Protected	1	-1 attack damage received/Rank
Regeneration	1	Regain 1 Hit Point/round/Rank
Resilient	1	Adapted to 1 environment/Rank
Saving Throw Proficiency	2	1 Saving Throw proficiency/Rank
Sixth Sense	1	1 sixth sense/Rank
Size Change	4/5	Grow or shrink by 1 size/Rank
Skill Proficiency	1	1 Skill proficiency/Rank
Special Movement	1	1 movement feature/Rank
Spell Amplification	1	1 spell modification/session/Rank
Spell-Like Ability	1	Ability to cast a specific spell
Supersense	1	1 sense with superhuman acuity
Telepathy	1/3	Read minds and talk mentally
Teleport	3	Instantaneous movement
Tool Proficiency	1	1 tool proficiency/Rank
Tough	1	+5% Hit Point maximum/Rank
Transfer	3	Lend own Attributes to others
Tunnelling	1	Burrow through ground quickly
Undetectable	2	No detection with 1 sense/Rank
Unique Attribute	1-10	Covers all other possible features
Water Speed	1	Swim on and under water quickly
Wealth	3	Substantial financial resources
Weapon	1	Attack with +1d4 damage/Rank
Weapon Proficiency	1	1 weapon proficiency/Rank

Consider Defects

Defects are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent (and sometimes comical) role-playing opportunity and offer interesting plot hooks for your DM to use during adventures. They should only impede your character to a limited extent, though, and are not intended to totally negate their many abilities. If assigned to Items, Defects indicate built-in flaws that make it difficult to use or render it less effective than normal.

Carefully consider the number of Defects that burden your character. One to three Defects are typically appropriate, since your focus should be the capabilities of your character rather than their disadvantages. Additionally, it should be rare to assign a multitude of Defects above one Rank due to their restrictive nature.

Defect Ranks

Defects have a negative Point cost that returns Points to a character – the amount depends on how severely the Defect impacts their life – so they can be allocated to Ability Scores or Attribute Ranks. Defects that do not inflict a significant disadvantage (such as a weakness to swords made from the ice of the arctic wastelands) are not worth any negative Points. One can think of Defects as negative Attribute Ranks that hinder rather than help the character.

Defects are categorised into three groups, depending on how much they reduce the final Point cost of the character:

- » Lesser – Reduces the final Point cost by 1 Point/Rank
- » Greater – Reduces the final Point cost by 2 Points/Rank
- » Serious – Reduces the final Point cost by 3 Points/Rank

TABLE G: DEFECTS

DEFECT NAME	POINTS	CHARACTER IMPACT
AC Penalty	-1/-2/-3	-1 Armour Class/Rank
Accountability	-1/-2/-3	Must follow rules/guidelines
Bane	-2/-4/-6	Object causes 1d8 damage/Rank
Blind Fury	-2/-4/-6	Enraged emotional state
Cursed	-2/-4/-6	Suffers from a curse
Degraded	-1/-2/-3	-1 Ability Score/Rank
Diminished Proficiency	-2/-4/-6	-1 Proficiency Bonus/Rank
Easily Distracted	-1/-2/-3	Enthralled by a specific trigger
Fragile	-1/-2/-3	-5% Hit Point maximum/Rank
Hounded	-2/-4/-6	Receives constant attention
Impaired Manipulation	-3/-6/-9	Limited ability to hold objects
Impaired Speech	-3/-6/-9	Difficult verbal communication
Inept Attack	-1/-2/-3	-1 attack penalty/Rank
Ism	-2/-4/-6	Suffers discrimination
Limited Damage	-1/-2/-3	Situational -1 attack damage/Rank
Magnet	-1/-2/-3	Attracts throngs of admirers
Marked	-1/-2/-3	Distinctive bodily marking
Nemesis	-1/-2/-3	Specific interfering enemy
Nightmares	-1/-2/-3	Plagued by bad dreams
Obligated	-2/-4/-6	Organisation controls actions
Obstacle	-1/-2/-3	Situational dice disadvantage
Opposing Advantage	-1/-2/-3	Opponent has dice advantage
Phobia	-1/-2/-3	Fear of a specific trigger
Physical Impairment	-3/-6/-9	Challenging physical limitation
Reduced Damage	-3/-6/-9	-1 attack damage penalty/Rank
Secret	-2/-4/-6	Damaging confidential details
Sensory Impairment	-3/-6/-9	Diminished or lost sense
Significant Other	-1/-2/-3	Obligation towards a loved one
Slow	-1/-2/-3	Halved movement speed/Rank
Social Fault	-1/-2/-3	Socially awkward trait
Special Requirement	-3/-6/-9	Condition for normal functioning
Susceptible	-1/-2/-3	+1 attack damage received/Rank
Unique Defect	Special	Covers all other possible flaws
Vulnerability	-2/-4/-6	Some attacks inflict x2 damage
Wanted	-2/-4/-6	Price on character's head
Weak Point	-2/-4/-6	x2 damage in specific location

Customise Attributes

As you design your character, you may find that some Attributes don't function exactly the way you envision them. Perhaps they're too limited in scope – not offering enough options or alternatives – or maybe they're too broad and need to be scaled back. Fortunately, Anime 5E Attributes are easy to customise using Enhancements and Limiters to increase or decrease an Attribute's effect.

Enhancements

Modifications that provide an additional benefit or otherwise improve an Attribute are called Enhancements. Adding an Enhancement to an Attribute does not change its Point cost, but rather it decreases the effective functioning Rank of the Attribute by 1 Rank.

For example, the Healing Attribute costs 1 Point per Rank and restores 1d8 Hit Points/Rank to a single target. Assigning the Healing Attribute at Rank 4 therefore costs 4 Points and restores to one target 4d8 HP. If you add one assignment of the Range Enhancement to allow Healing of a target within 10 feet instead of through touch only, the Attribute still costs 4 Points (since it is still a Rank 4 Attribute) but it functions 1 Rank lower due to the extra advantage provided by the Range Enhancement. Consequently, your Healing Attribute now functions as though it was Rank 3 and restores 3d8 HP instead of 4d8.

Limiters

Modifications that restrict the scope or functionality of an Attribute are called Limiters. Adding a Limiter to an Attribute does not change its Point cost, but rather it increases the effective functioning Rank of the Attribute by 1 Rank.

For example, Rank 1 Flight costs 3 Points total and allows flying speeds up to 30 feet/round. If you add one assignment of the Activation Limiter (requiring a round of preparation before flying) as well as one assignment of the Concentration Limiter (the character cannot attack while flying), the Attribute still costs 3 Points (since it is still a Rank 1 Attribute) but functions at 2 Ranks higher as though it was a Rank 3 Attribute – which increases the flying speed to 300 feet/round instead of only 30 feet/round (designated as "Activation +1, Concentration +1").

Designating Modifiers

When reading a stat block for an Item or character, the effective Rank of an Attribute may be provided in parentheses after the actual Attribute Rank if it has Enhancements and Limiters assigned to it.

For example, if a character has an Attribute listed with a Rank designated as "6 (2)", the actual Attribute Rank is 6, but the effective Rank is only 2. The Attribute must either have four Enhancements assigned, or four more Enhancements assigned than it has Limiters assigned.

TABLE H: ENHANCEMENTS

NAME	EFFECT OF ASSIGNMENTS
Area	Increases the Attribute's radius of influence
Duration	Increases the Attribute's maximum functioning time
Potent	Provides enhanced dice bonuses when using Attribute
Range	Increases the distance away the Attribute can activate
Targets	Increases the number of targets the Attribute effects

TABLE I: LIMITERS

NAME	EFFECT OF ASSIGNMENTS
Activation	Takes dedicated preparation time before use
Assisted	Needs supporting individual helpers to activate
Backlash	Negative effect on failed dice rolls
Charges	Limited number of uses each day or session
Concentration	Must concentrate while using Attribute
Consumable	Destroys a physical focus to use Attribute
Dependent	Must use other Attributes concurrently to activate
Deplete	Expends Energy to operate Attribute
Detectable	Specific techniques can detect Attribute's use
Emotional	Requires emotional investment to use Attribute
Environmental	Attribute only works under specific conditions
Equipment	Attribute requires objects or equipment to function
Imbue	Only others can use the Attribute, not the character
Irreversible	Difficult to revert to normal state after Attribute's use
Maximum	Attribute only functions at its maximum power effect
Object	Only the associated Item benefits from the Attribute
Permanent	Attribute continuously functions and can't be turned off
Recovery	Character must rest before reusing the Attribute
Semi-Permanent	Character must expend Energy to turn off Attribute
Unique Limiter	Covers all other possible disadvantages to Attribute's use
Unpredictable	Character must make Ability check to use Attribute

Taking Action

In a role-playing game like Anime 5E, most character or NPC actions do not require any particular rules. A player simply states that their character walks across the tavern, picks up an object, rides their mount, talks to someone, etc., and if the DM agrees that the action is possible and can be performed without much difficulty, this simply happens. Personal interaction between characters or NPCs is at the heart of role-playing games and this is what sets them apart from other tabletop games board games.

Throughout the course of a game, circumstances may arise where specific rules can help determine what happens. This is usually the case when the outcome of an action or event is uncertain, and the result is important to the story. If a character needs to unlock the dungeon door to rescue the prince before the orc captors arrive, can they do it in time? If a spooked mount careens off a cliff, can the character jump clear in time, and if not, how badly will the fall injure the character? If a Half-Dragon and a Half-Troll get into a fight, who wins?

A character's Abilities, Attributes, Skills, proficiencies help resolve these dramatic questions. In many cases, dice rolls can add additional hazard and drama to the action. The dice rolls represent elements beyond the direct control of the character or the uncertainty that results when opposing characters interact.

One situation the rules cover in greater detail is combat. The game mechanics for physical conflict are explicit to give players greater control over their characters' actions when engaged in a mortal struggle.

DICE ROLLS

Anime 5E uses the entire range of polyhedral dice – d4, d6, d8, d10, d12, and d20. The lower dice (d4 through d12) are primarily used for Hit Points and damage calculations, while d20 is the most common die sized rolled during gameplay and is used in many situations.

When a player or the DM needs to generate a random number to determine the outcome of an unknown event, one d20 is usually rolled. Rolls are made during a game to determine the success or failure of important actions performed by the player characters, and by NPCs interacting with them. Rolls are only needed for actions where the character's success is uncertain. The DM can also simply decide that an action succeeds or fails without a roll, and many routine or minor actions should be resolved this way.

If the DM decides a dice roll is required, the player rolls a d20 and adds the relevant Ability Score modifier and appropriate Proficiency Bonus to the number rolled. They may also add any appropriate situational bonuses to the roll, or subtract any situational penalties. The resulting sum is called the "check total" or "total roll". The higher the check total, the better the character's attempt. The check total is compared to either a Difficulty Class or an opponent's check total (a situation called a contest) to determine if the task was successful.

DIFFICULTY CLASS

The success of most non-combat rolls is determined by comparing them to a Difficulty Class or DC (see Table J). The DM assigns the task under consideration a DC before the roll is made. If the check total is equal to or higher than the DC, the task succeeds. If it is lower, the task fails. DMs should assign DCs based on how easy or difficult the task is to perform. When in doubt, assign a medium DC 15; this is also the default DC to activate an Attribute using its Relevant Ability, unless the DM decides otherwise.

> *For example, riding a horse along a busy road would not normally require any dice rolls for most adventurers, since riding is usually a routine activity. Doing so while lacking sleep, though, may be an easy task (DC 10). Galloping at high speeds during inclement weather might be a medium task (DC 15). Racing along the same route on a spooked horse may become a hard task (DC 20) or perhaps very hard task (DC 25) instead. Attempting to do so while blindfolded – and using sounds in the area to guide the horse when possible – is a nearly impossible task (DC 30).*

Armour Class as Difficulty Class

A special type of Difficulty Class is in combat: an Armour Class or AC. See page 14 for details on AC and attacking.

CONTESTS

Instead of setting a specific DC, the DM may decide that a task requires an opposed roll – known as a contest – against another player or NPC. This is appropriate for any situation that involves a direct competition between opponents, such as arm wrestling, a board game, or interrogation.

In a contest, the two (or more) characters involved each roll their own dice. The character with the higher check total (for example, a dice roll + Ability modifier + Skill Proficiency Bonus) succeeds. If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. For example, in a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut since the situational condition does not change.

TABLE J: DIFFICULTY CLASS

DESCRIPTION	DC	INTERPRETATION
Very Easy	5	Characters will very rarely fail
Easy	10	Success often requires moderate talent or training
Medium	15	Success often requires above-average talent or training
Hard	20	Success often requires significant talent or training
Very Hard	25	Success requires exceptional talent or training
Nearly Impossible	30	Success requires unparalleled talent or training

Roll Types

There are six primary types of dice rolls used during Anime 5E gameplay: an Ability check, a Skill check, a Saving Throw, an Initiative roll, an attack roll, and a damage roll. Each of these rolls tests a particular facet of a character's competencies. When a player announces the intended actions of their character, the DM decides if a dice roll is necessary. If yes, the DM chooses which type of roll is most appropriate, based on these guidelines.

Advantages and Disadvantages

Sometimes an Attribute, spell, or special situation grants an advantage or imposes a disadvantage on an Ability or Skill check, a Saving Throw, or an attack roll. In these situations, the player rolls two d20s simultaneously when making the roll for their character. The player uses the higher (advantage) or lower (disadvantage) of the two rolls when determining the check total. For example, if the two d20s show a 17 and a 5, the die roll result is a 17 for an advantage and 5 for a disadvantage.

ABILITY CHECKS

An Ability check is used when the DM believes that innate talent is more important than any learned expertise in resolving an action's success. An example of an Ability check could be a Strength check to force open a locked door using muscle alone.

The DM decides which of the six Abilities is being tested by the action or situation. See the earlier Ability Score descriptions for a list of activities that are associated with particular Abilities.

The success of an Ability check is determined by rolling a d20 and adding the relevant Ability modifier. The result is the check roll. This is compared to either the task's DC or to an opponent's contest check total to determine if the task succeeds.

Ability Check Total = d20 die roll + Ability Score modifier

SKILL CHECKS

A Skill check is similar to an Ability check, except it is used when the task is one that the DM decides would be governed by both an Ability and a particular Skill. In addition to adding the relevant Ability modifier to the d20 roll, the character also adds their Skill Proficiency Bonus, when appropriate.

Skill Check Total = d20 die roll + Ability Score modifier + Proficiency Bonus (if proficient with Skill)

SAVING THROWS

A Saving Throw (or Save) represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. Each Save is tied to a specific Ability (such as a Dexterity Saving Throw to avoid a trap, or Constitution Saving Throw to resist the effect of poison). If the character is proficient with the Saving Throw Ability Score required – usually linked to their choice of Class – they add their Proficiency Bonus to the Ability check when determine the Saving Throw's check total.

Saving Throw Total = d20 die roll + Ability Score modifier + Proficiency Bonus (if proficient with Saving Throw)

INITIATIVE ROLLS

Initiative rolls are a special type of roll made by participants at the start of a combat scene to determine the order in which they will act throughout the battle. Each participant in the battle makes an Initiative roll, which is the same as a Dexterity check. Initiative rolls determine the order in which participants act in combat, from the highest to the lowest check total.

Initiative Roll Total = d20 Die Roll + Dexterity modifier

Anime 5E Combat

Conflict is an essential component of nearly all role-playing games. Physical conflict, or combat, is an important element of Anime 5E – but important need not be the same as frequent. Combat should be a vital element of a scene and not just a distraction that the DM uses to pass the time. Whenever a character enters into physical conflict with another character or NPC, combat begins and everyone rolls character Initiative.

ATTACK ACTIONS

An attack is an attempt to strike a target, either physically or with an Attribute or other special feature. It can also be used for similar non-violent actions that involve hitting a target, such as passing a sports ball or throwing a stolen artefact to an ally.

Attack Roll

An attack roll is used to resolve the success of an attack action in combat, such as an attempt to strike a melee blow or fire a ranged weapon at an opponent. The attacking character rolls a d20 and adds their Strength modifier for melee attacks or Dexterity modifier for ranged attacks. If the character is proficient with the specific weapon used in combat, they add their Proficiency Bonus to the roll when determine the attack's roll total. Furthermore, spells and special attacks created with the Weapon Attribute are considered simple weapons, and thus characters also add their Proficiency Bonus when attacking with them.

Attack Roll Total = d20 die roll + Ability Score modifier + Proficiency Bonus (if proficient with Weapon)

An attack roll is checked against the target's Armour Class. If the attack roll total is equal to or higher than the AC, the attack succeeds. If it is lower, the attack fails and has no effect.

TACTICAL ACTIONS

A tactical action is an additional (and optional) type of action technique that will directly aid an upcoming attack or defence roll, rather than immediately impact the combat. The three standard tactical actions are aim, wait for an opening, and total defence. Regardless of how many Extra Actions the character has each round from the Extra Actions Attribute, they can only perform one tactical action in a round.

Aim

A character who deliberately take extra time to aim a ranged weapon gains an advantage on their next attack roll.

Wait for an Opening

Similar to aiming, a character who studies their foe for one round and waits for an opening instead of attacking right away gains an advantage on their next melee attack roll.

Total Defence

If a character concentrates completely on defence instead of attacking or engaging in another activity, opponents attacking the character suffer a disadvantage on their attack rolls made during the round that the character is concentrating on defence.

GENERAL ACTIONS

Rather than taking an attack action during a combat round, a character may instead use a general action on their Initiative. Such general actions include using an Attribute (such as Change State, Dynamic Powers, Mind Control, Nullify, Teleport, etc.), using a Skill (to hide, examine something, undertake a task, etc.), casting a spell, untying a rescued captive, moving quickly (dashing or sprinting speed), changing weapons, climbing into or out of a carriage, writing a note, disengaging from combat, etc.

A general action may succeed automatically, or the DM can require an Ability or Skill check to determine whether it succeeds, depending on the situation. Some general actions may also require several rounds to perform if the action would reasonably take more than six seconds (at the DM's discretion).

Free Actions

Some activities require an insignificant amount of time and concentration to perform, and thus do not count as attack or general actions. A character can perform one or more of these types of activities (within reason) in addition to an attack or general action during a round. Examples of free actions include: moving a short distance, manoeuvring a mount, having a brief conversation, opening a door, drawing or sheathing a weapon, picking up an object, quaffing a potion, tapping the floor with a pole, throwing a lever or switch, handing an item to an ally, etc.

Damage

Successful attacks, accidents, and other hazards can all inflict damage, which measures the degree of physical injury inflicted by blows, burns, slashes, toxins, penetrations, and other physical trauma. Damage is subtracted from the victim's current Hit Points (or HP) . Should a character's Hit Points drop to zero or below, they have suffered a severe wound and are rendered unconscious from the trauma. If a character is reduced to the negative value of their normal Hit Points maximum (for example, to -20 if the character's Hit Point maximum is 20), they have suffered a mortal wound and may soon die.

WEAPON DAMAGE

The Weapon Attribute is used to define most Attacks that are innate to the character (such as paranormal or magical assaults, ki powers, or fiery breaths) or which are built into Items (like swords or crossbows).

Each weapon and spell specifies the damage it inflicts upon a successful hit. Players roll the relevant damage die or dice (such as 1d6, 1d8, 2d6, etc.), add any modifiers, and subtract the damage inflicted from the target's remaining Hit Points. When attacking with a weapon, characters add their Strength or Dexterity Ability modifier – the same modifier used for the attack roll – to the damage. The Weapon Attribute inflicts 1d4 damage for each Rank (its effective Rank, which may be different than the Attribute's actual Rank if Enhancements or Limiters are assigned).

Attack Damage = dice roll + Ability Score modifier

Rest and Recovery

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest – time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further exploration. Characters can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of brief relaxation, at least one hour long, during which time a character does nothing more strenuous than eating, drinking, reading, lounging, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to their maximum number of Hit Dice equal to the character's Level. For each Hit Die spent in this way, the player rolls the appropriate die (d4, d6, d8, etc.) and adds the character's Constitution modifier to the roll. The character regains Hit Points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least eight hours long, during which time a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than two hours. If the rest is interrupted by a period of strenuous activity – for example, at least one hour of walking, fighting, casting spells, or similar adventuring activity – the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost Hit Points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, they can regain up to four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 Hit Point at the start of the rest to gain its benefits.

ENERGY

Energy represents a character's reserve of personal stamina, luck, and spiritual power. They are used to power the Dynamic Powers and Spell-Like Ability Attributes, as well as other Attributes that have the Deplete Limiter.

All characters can have an Energy pool that they can tap as an internal power source. A character's maximum Energy is equal to a base of 10, plus 5 times their character Level (15 at 1st Level, 20 at 2nd Level, 25 at 3rd Level, etc.). This number can be increased by the Energised Attribute, which adds an additional 10 Energy/Rank.

If a character's Energy pool is ever reduced to zero or below, they will collapse due to exhaustion until their Energy is sufficiently recovered. Characters recover one-quarter of their expended Energy after each short rest, and regain all expended Energy after a long rest.

Advancement

The DM is encouraged to award all characters Experience Points (XP) at the end of each game session. Experience Points are a numerical measure of the knowledge, maturity, and training the character gains through adventuring.

OVERCOMING CONFLICT

When determining the XP awards for conflict, DMs must remember that conflict does not necessarily mean combat. While combat against monsters is a type of conflict, it is not the only form. Solving a mystery, saving someone from a raging fire, escaping a mage's death trap, negotiating the release of hostages, or other similar situations where the character is pitted against an opposing force, is considered conflict as well.

Earned XP is added to the character's current running XP total. If they cross the minimum XP required to advance to their next character Level (Table A, page 4), they gain one Class Level of choice.

Awarding Experience Points

The quantity of the award depends on how much of a challenge it was for the characters to overcome. Monsters, creatures, and NPC opponents are assigned XP based on how powerful they are – reflected by their Challenge Rating, or CR. See Table K for XP awards at each Challenge Rating.

Conquering a task at hand is a rewarding event that also provides the character with insight, knowledge, and perspective. The XP rewarded for such successes depends on the scope of the challenge the characters faced, ranging from one-quarter of the number of XP required to advance to the next character Level (for minor challenges) to enough XP to advance one or two full character Levels (for extreme challenges).

TABLE K: CHALLENGE RATING XP

CR	POINTS	XP	CR	POINTS	XP
0	Up to 50	0 or 10	14	261-280	11,500
⅛	51-65	25	15	281-300	13,000
¼	66-80	50	16	301-320	15,000
½	81-95	100	17	321-340	18,000
1	96-110	200	18	341-360	20,000
2	111-120	450	19	361-380	22,000
3	121-130	700	20	381-400	25,000
4	131-140	1,100	21	401-425	33,000
5	141-150	1,800	22	426-450	41,000
6	151-160	2,300	23	451-475	50,000
7	161-170	2,900	24	475-500	62,000
8	171-180	3,900	25	501-525	75,000
9	181-190	5,000	26	526-550	90,000
10	191-200	5,900	27	551-575	105,000
11	201-220	7,200	28	575-500	120,000
12	221-240	8,400	29	501-550	135,000
13	241-260	10,000	30	551-600	155,000

ANIME 5E
INTRODUCTORY PRIMER – 5E FANTASY ROLE-PLAYING

In the myriad realms of imagination, there are many dungeons to explore, dragons to tame, and paths to find.

Anime 5E helps you unlock the realms of fantasy to experience them all.

Welcome to Anime 5E – the fantasy role-playing game for all your anime and manga adventures, which builds upon the Fifth Edition rules of "the world's most popular storytelling game". This free fast-play rules primer is your introduction to Anime 5E's character creation process and game system, and provides you with a brief overview of what to expect from an Anime 5E game.

Explore, learn, and connect at
Anime5E.com

Writing and Graphic Production by Mark MacKinnon
Artwork by Chabibit and Niko Geyer

The publisher grants permission to freely distribute electronic and printed copies of this Anime 5E Primer