

# ***THE LAST SHOUNEN*** (QUICKSTART)

A 2D6 BATTLE **SHOUNEN** SYSTEM

BY **CTRL**GROUP GAMES



### **FOREWORD FROM THE WRITER**

Welcome to 'The Last Shounen': A **2d6** battle shounen styled in the vein of Powered by the Apocalypse. In this system you will find all the tools needed to craft your own Shonen Jump-esque campaign. Find ways to model this system around Anime you already enjoy or create your own authentic world straight off the pages of your own mind's manga. Use these playbooks and assets to create a story that belongs on Crunchyroll itself! But also feel free to use this system to create more down to earth slice-of-life campaigns as well, this outline is merely a guide-line on how to focus your campaign. Remember this system is an ode to the Anime we know and love and not an excuse to use stereotypes and offensive accents. Use as many "Nani?!" as you want but remember that this system is to enhance the genre, not mock its culture.

A big portion of the battle shounen is the titular 'battle.' For this system I tried to allow room in the battle for description. I feel like for more traditional systems you spend an hour on combat just to have landed 2 attacks that were nothing more than "I draw my bow and attack the nearest goblin" or too much set up for not enough pay off narratively. For these fights, let them breathe, allow players to combat their enemies using their **Moves** and **Powers** instead of relying on the basic move **Take It Head On**. Imagine that every threat you pose to your Shounen heroes is of equal power, if not stronger! Much like battle shounens often have clashes that result in minimal damage or perfect blocking, get accustomed to your players landing a free hit against your well-crafted villain and vice versa without exchanging **Battle Damage**. Much like a traditional Battle Shounen Anime slowly power up how much descriptive damage your Players and NPC's can take before actual **Battle Damage** is assigned.

Another facet of this system that's integral to getting that authentic Battle Shounen Anime feel is **Powers**. Instead of each playbook containing specific anime related powers, each playbook has access to **Powers** which are completely up to the player and their **Narrator**. **Powers** can be varied or unified based on what world you set up for your campaign. If you would like to emulate a campaign similar to popular anime, feel free to have all Players establish their **Powers** as Ki based (wink wink). Otherwise work with your Players to find the perfect playbook to highlight their ideal speciality. These **Powers** level up as the Players progress with their character, so feel free to guide your Players into picking more basic **Powers** that allow them room to slowly grow in power level in the style of any Battle Shounen Anime.

**With those big things in mind, prepare to make your own Tabletop Anime! For more information contact**

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## **BASIC MOVES AND STATS:**

**Stats:** These are 6 basic **Stats** in **The Last Shounen** and their functions. Stats illuminate key traits **Players** can use to inform their **Character's** behaviors and personality. They also allow us to make rolls for specific actions. Add these score modifiers to your 2d6. When **Players** roll a 6 or below, that is considered a **failure**. 7-9 are considered a **Partial Success**, and a 10+ is considered a **Rousing Success**. When selecting stats, players may choose any combination of the following modifiers (+2, +1, +1, 0, 0, -1)

- **Brawn:** This stat is how strong your character is, you also use it for **Take It Head On**.
- **Brain:** This stat is your characters level of intelligence, also used for **Study the Battlefield** and **Study an Opponent**.
- **Deft :** Here we focus on how agile and fast your character is, also used for **Out of Harm's Way**
- **Willpower:** This relates to your inner-pool of energy, their will to continue on. Also used for **Power Up** and **Flashback**.
- **Kawaii:** This represents how charming or beautiful your character is. Used for **Manipulate a Character/NPC**.

- **Valor:** This represents your character's inner fortitude and bravery. It's used for **Fight for My Friends** and **Keep Calm**

**Battle Damage:** After certain **Moves, Powers, or Failed Rolls, Players** or **Villains** will take **Battle Damage**. Battle damage is how we add stakes to our Battle Shounen. Barring any special moves after a character hits 7 **Battle Damage** their fate is in the hands of the **Narrator**. Whether that character survives, KO's or perishes is up to how the **Narrator** wishes to affect the narrative of the **Anime**.

**Energy:** Every Playbook has a specific amount of **Energy** from which they can use their **Powers**. This limit should encourage **Players** to find unique and thought out uses of their powers to defeat a villain. When a **Character** runs out of **Energy** they can either continue **Taking it Head on** or use **Power Up** to regain their **Energy** back. **Energy** is not consumed outside of battle when **Character's** are using their powers for narrative reasons.

**Experience:** **Experience** is what allows our **Characters** to level up (Power Scale). You can gain it by failing or through using other features like **Filler Episodes** and **Character Arc**. When all boxes are

ticked, you **Power Scale**. Erase the boxes and start again. Tables on each **Playbook** indicate what **Power Scaling** allows you. When a **Player** fails a roll (rolling a 6 or lower) they mark **Experience**.

**Filler Episodes:** At the top of the session to fill in small blanks or to give the players a chance to flesh out their character a bit more, the **Narrator** comes up with a low stakes situation or non-canon moment that can tie your previous session to this current one. The situation can come with a negative connotation or illuminate something about the world. End each **Filler** with a question posed to the **Characters**. The **Players** decide on who takes the burden or is the answer of the question. That **Character** gains an **Experience**.

**Character Arcs:** Throughout your journey you'll find that your **character** has changed. Every **character** has a **Character Arc Question**. At the end of every session, have your **Players** ask their question. If both the **Narrator and Player** agree that their Arc has been met, they may: Gain an entire level, change playbooks while keeping moves/powers, choose a new character arc (either from the playbooks or made up!)

**Take It Head On:** When a Character is faced with a strenuous task or is making a basic attack roll **+Brawn**. On a 7-9 the **Character** and **Villain** exchange harm 1:1

or you complete the task but it takes some time. On a 10+ choose 2 from the list. If unused you may save a +1

#### **Hold**

- Add +1 **Battle Damage**
- Take -1 less **Battle Damage**
- Take an Advantage against your opponent
- Gain +1 Energy
- Set up a Friendly Attack

**Study the Battlefield:** If you need a leg up in battle, look around and obtain data by rolling **+Brain**. On a 7-9 ask 2 of the following, on a 10+ ask 3 of the following. Any unused questions turn into a +1 **Hold**

- Who's most vulnerable?
- Who can I save?
- What's happening currently?
- Who has the advantage?
- Is there a chance for escape?
- What can I use to my advantage?

**Study an Opponent:** When sizing up an opponent or trying to get information out of someone you know roll **+Brain**. On a 7-9 ask 2 of the following, on a 10+ ask 3.

- Are they telling the truth?
- Do I know them from somewhere?
- What is their current plan?
- What is their power?
- How strong are they?

**Out of Harm's Way:** When a character is vying for their own safety in a dangerous situation roll +Deft. On a 10+ the **Character** is able to dodge what's coming their way. On a 7-9 the character is able to possibly escape the situation, however; the **Narrator** chooses one of the following:

- The **Character** must make a hard choice
- The **Character** is put into a worse situation
- The **Character** takes reduced harm.

**Power Up:** When you need to regain lost energy or show off your Power Level roll +Willpower. On a 7-9 gain +1 **Energy** back. On a 10+ gain back your entire **Energy** pool.

**Flashback:** Sometimes our past can help our future. Roll +Willpower. On a 7-9 choose 1 of the following, on a 10+ choose 2. Work with your **Narrator** to form a small flashback scene to aid the narrative.

- Take a +1 **Hold**
- Gain insight into your current situation
- Gain +1 **Experience**

**Manipulate an NPC/Character:** If you need to get your way from an NPC or coerce a fellow **Player**, roll +Kawaii. On a 10+ the NPC is willing to help in the best way they can. For players, work with each other to come to an appropriate compromise that leans into the manipulation. With a 7-9 choose one of the following:

- They will do it if you can offer something comparable in exchange.
- They will do it but at a later time
- They're unwilling to do this, but can be talked into something else.

**Fight for my friends:** If your allies need assistance, aid them by rolling +Valor. On 7-9 choose 1 of the following, on a 10+ choose 2 of the following.

- Add +1 to a friendly roll
- Take the harm intended for an ally, if possible.
- Work with a teammate for a team attack
- Give an advantage to your team member.

**Keep Calm:** In certain situations, **Characters** mental fortitude and fear will be tested. To combat that roll +Valor. On a 7-9 you are shaken and your fear is only partially taken advantage of. On a 10+ you're able to keep your wits and receive an additional +1 **Hold**.

**Holds:** When a **Move** instructs you to take a +1 hold this means that you may add +1 to your total after any roll within the same session. It is up to the **Narrator** how many holds you can stockpile within that session.

# PURE OF HEART

“ I want us both at our best for this fight”

The Pure of Heart isn't without flaws, but at their core they only truly love one thing: The Battle. The Pure of Heart uses their naivety to bewilder not only their opponents, but most times their allies. The Pure of Heart strives only to become a better fighter.

- BRAWN** ( ) *TAKE IT HEAD ON*
- BRAIN** ( ) *STUDY A BATTLE/ STUDY AN OPPONENT*
- DEFT** ( ) *OUT OF HARM'S WAY*
- WILLPOWER** ( ) *POWER UP/ FLASHBACK*
- KAWAII** ( ) *MANIPULATE AN NPC/CHARACTER*
- VALOR** ( ) *FIGHT FOR MY FRIENDS/KEEP CALM*

**BATTLE DAMAGE** [][][][][][][][][]  
**ENERGY** [][][][][ ] [ ] [ ]  
**EXPERIENCE** [][][][][][ ]

### LOOK:

**HAIR:** BLACK, BLONDE, BRUNETTE, RED, BLUE, GREY, WHITE  
**OUTFIT:** TRAINING GI, CASUAL, CHILDISH, BATTLE TORN, FORMAL  
**FACE:** KIND, RELAXED, STERN, SLEEPY

**POWER:** You start off with one **Power**. Yours is for you to create. For the Pure of Heart, select 2 tags out of the **Powers Index** to formulate your special move.

Description of Power:

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**SPECIAL MOVE:** Your special move is what you shout out to intimidate your enemy and leave a lasting impression. Add the tags to formulate your **Battle Damage** below. As you progress you might learn new special moves.

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- \_\_\_\_\_
- \_\_\_\_\_

**MOVES:** Along with choosing 2 of the following moves, the **Pure of Heart** must choose a **Dream Fight**. When this **Dream Fight** occurs, take **+1 Ongoing to rolls** for the entire fight.

**INSTANT TRANSMISSION:** Your battle ability has improved to the point where you can move faster than the eye can trace. Roll +Deft. On a 10+ you can dodge a devastating attack or save an ally. On a 7-9 you're able to dodge the attack but someone else will take the brunt of it. You can decide to take the hit or let the innocent take it for you.

**ONE V ONE:** You function best when things are fair. As long as you are in a fight with only one other competitor and there is no interference you gain +1 armor.

**LEND YOU MY STRENGTH:** You can't watch your friends struggle in battle. Roll +Willpower, on a 7-9 each ally gains +1 **Energy**. On a 10+ each ally gains +1 **Energy**, 1 ally gains their entire **Energy** pool.

**HONOR ABOVE ALL:** You believe fighting is an art and cheating sullies it. If you can clearly catch an opponent cheating, call them out on it. You gain +1 hold until the fight is fair.

**FIGHT ON:** The Pure of Heart can roll +Willpower when using **Take It Head On**.

**Equipment:**

You may take a Simple Weapon or fight unarmed from the **Weapon Index**, when you **Take It Head On**, clarify to the **Narrator** if you're using a weapon or fighting unarmed. Also feel free to list your **Dream Fight**.

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**Connections:**

Connections help you tie your character's backstory to the rest of the party. These serve as a guide to help tie you to the Anime world created by the Narrator. Don't feel like you have to use these; feel free to use your own.

- This **Character** is my best friend, I will do anything to protect them.
- This **Character** is my rival. Whether I know it or not, we strive to be better than the other.
- This **Character** is in love with me, I don't know it, since I only love the battle.

**Character Arc Question:**

Have you run out of reasons to fight?

**Power Scale:**

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Gain +1 in any stat
- Gain +1 to your **Energy** pool
- Gain +1 to your **Energy** pool
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Take a move from another playbook



***DON'T PLAY BY THE RULES:*** You can use +**Brawn** instead of +**Kawaii** to **Manipulate an NPC/Character**.

***RISK MY OWN BODY:*** You are thinking too much in the now, not looking to the future. You can add an extra +1 to a roll or damage at the cost of -1 **Battle Damage**.

***PLAYING HOOKY:*** Roll +**Deft** when cornered. On a **10+** you're able to escape the situation without fail and gain a **+1 Hold**. On a **7-9** you can escape only if you throw someone under the bus. That person takes -1 ongoing to all rolls that session.

***TEENAGE REBELLION:*** This **Character** can not be **Manipulated** by a **Manipulate a Character** roll.

**Equipment:**

You may take two Simple Weapons from the **Weapon Index** or you may fight unarmed. Alert the **Narrator** which you use while **Taking It Head On**.

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**Connections:**

Connections help you tie your character's backstory to the rest of the party. These serve as a guide to help tie you to the Anime world

created by the Narrator. Don't feel like you have to use these; feel free to use your own.

- This **Character** is trying to change you. They see the diamond in the rough and only want to help.
- This **Character** is my rival. Luckily for you, you have the upper hand, but this in the long run will only make them stronger.
- This **Character** annoys you to no end. You constantly want to shut their yammer.

**Character Arc Question:**  
Have you finally grown up?

**Power Scale:**

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Gain +1 in any stat
- Gain +1 to your **Energy** pool
- Gain +1 to your **Energy** pool
- Gain +1 to your **Energy** pool
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Take a move from another playbook

# GLEAMING GLASSES

"Most people only use 10% of their brain, i use 110%"

You aren't reliant on the old fashioned ways of kung-fu or using a sword, you've only relied on one thing: your brain. With your knowledge in hand you gain an advantage in battle.

- BRAWN** ( ) TAKE IT HEAD ON
- BRAIN** ( ) STUDY A BATTLE/ STUDY AN OPPONENT
- DEFT** ( ) OUT OF HARM'S WAY
- WILLPOWER** ( ) POWER UP/ FLASHBACK
- KAWAII** ( ) MANIPULATE AN NPC/CHARACTER
- VALOR** ( ) FIGHT FOR MY FRIENDS/KEEP CALM

**BATTLE DAMAGE** [][][][][][][][][]  
**ENERGY** [][][][][][][][ ]  
**EXPERIENCE** [][][][][][][][]

**LOOK:**  
**HAIR:** BLACK, BLONDE, BRUNETTE, RED, BLUE, GREY, WHITE/ NEAT, UNKEMPT  
**OUTFIT:** FORMAL, A SUIT, AN IMMACULATE DRESS, A FLOWING DRESS, VISIBLE  
**EYES, GLASSES ARE EYES**  
**FACE:** POMPOUS, ARROGANT, SMART, WISE, STRAIGHT-LACED, APATHETIC

**POWER:** You start off with one **Power**. Yours is for you to create. For the Gleaming Glasses, select 2 tags out of the **Powers Index** to formulate your special move.

Description of Power:

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**SPECIAL MOVE:** Your special move is what you shout out to intimidate your enemy and leave a lasting impression. Add the tags to formulate your **Battle Damage** below. As you progress you might learn new special moves.

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- \_\_\_\_\_
- \_\_\_\_\_

**MOVES:** Along with choosing 2 of the following moves, the **Gleaming Glasses** gains the move **Insight**. When another character makes a **Study** roll, upon a **Rousing Success** you may take a **+1** and ask an additional question.

**KNEW IT :** At the beginning of the fight you can predict the foes **Power**, with a correct guess, gain a +2 hold for the entire fight.

**ALL ACCORDING TO KEIKAKU:** Keikaku means plan. Roll +Brains, on a 10+ you detail a plan to the **Narrator** that puts you in an advantageous position against the opponent. On a 7-9 the plan goes perfectly until the very end. Present The Gleaming Glasses with a Hard Choice.

**FIGHT SMARTER, NOT HARDER:** You may use +Brain when using **Take It Head On**.

**THINKING WITH YOUR POWER:** Your superior brain power allows you to adjust your **Power** to fit your fighting style. After taking this move you can add an improvement to your **Special Move**. Add +1 Tag to your special move.

**FOR SCIENCE:** You see no need in dirtying your hands. You are allowed to use **Advanced Weapons** instead of **Simple Weapons**.

### Equipment:

You may take one Simple Weapon from the **Weapon Index** or you may fight unarmed. Alert the **Narrator** which you use while **Taking It Head On**.

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- \_\_\_\_\_
- \_\_\_\_\_

### **Connections:**

Connections help you tie your character's backstory to the rest of the party. These serve as a guide to help tie you to the Anime world created by the Narrator. Don't feel like you have to use these; feel free to use your own.

- This **Character** is trying to change you. They see the diamond in the rough and only want to help.
- This **Character** is my rival. Luckily for you, you have the upper hand, but this in the long run will only make them stronger.
- This **Character** annoys you to no end. You constantly want to shut their yammer.

### Character Arc Question:

Have you finally put your ego in check?

### Power Scale:

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Gain +1 in any stat
- Gain +1 to your **Energy** pool
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Take a move from another playbook
- Craft another **Weapon**

# SWORD MASTER

"While you were sucking at your mother's teat, I was studying the blade"

There has been one truth in your life: Cold Hard Steel Folded 1000 times. Your devout worship of the blade has earned you resolve and renown. Now slice through the malarkey and cut to the chase.

- BRAWN** ( ) *TAKE IT HEAD ON*
- BRAIN** ( ) *STUDY A BATTLE/ STUDY AN OPPONENT*
- DEFT** ( ) *OUT OF HARM'S WAY*
- WILLPOWER** ( ) *POWER UP/ FLASHBACK*
- KAWAII** ( ) *MANIPULATE AN NPC/CHARACTER*
- VALOR** ( ) *FIGHT FOR MY FRIENDS/KEEP CALM*

**BATTLE DAMAGE** [][][][][][][][][][]  
**ENERGY** [][ ] [][][][][ ]  
**EXPERIENCE** [][][][][][ ]

**HAIR:** BLACK, BLONDE, BRUNETTE, RED, BLUE, GREY, WHITE, HAT  
**OUTFIT:** TRADITIONAL, ORNATE, MINIMALIST, STYLISH, GARISH  
**FACE:** SCARRED, FOCUSED, PASSIVE, RESOLVED, APATHETIC, LORNFUL

**POWER:** You start off with one **Power**. Yours is for you to create. For the Sword Master, select 2 tags out of the **Powers Index** to formulate your special move.

Description of Power:

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**SPECIAL MOVE:** Your special move is what you shout out to intimidate your enemy and leave a lasting impression. Add the tags to formulate your **Battle Damage** below. As you progress you might learn new special moves.

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- \_\_\_\_\_
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**MOVES:** Along with selecting 2 of the following moves, the Sword Master is equipped with a blade. The sword master may -1 Tag from his Power and add it to his blade and basic **Take it Head On** moves. The sword must have a name.

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**FAST SHEATH:** When confronted by multiple enemies of lower ranking Roll +Valor. On a 10+ you unsheathe your sword and instantly resheathe it, every flunkie falls to the floor. On a 7-9, the same occurs but you subtract -1 **Energy**

**INNER FOCUS:** Years of training taught you a different way to exist. You may roll **+Valor** when using **Take It Head On**.

**SKILL WITH ANY BLADE-** If you should misplace or temporarily lose your sword, You may use any improvised sharp weapon as a sword and apply your sword's original Tag to this weapon.

**HAYAI (HE'S FAST):** When using **Out of Harm's way** this character can never land in a worse situation.

### **Equipment:**

You have your blade and that's all you could ever need. You may use it for **Take It Head On** rolls.

### **Connections:**

Connections help you tie your character's backstory to the rest of the party. These serve as a guide to help tie you to the Anime world created by the Narrator. Don't feel like you have to use these; feel free to use your own.

- This **Character** thinks they are better than you, prove them wrong.
- This **Character** can improve their way of life if they were a little like me. Show them the ropes.
- This **Character** betrays everything you stand for. Enlighten them on why your ways are the best.

### **Character Arc Question:**

**Do you rely on something more than just your sword?**

### **Power Scale:**

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Gain +1 in any stat
- Gain +1 to your **Energy** pool
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Gain another sword with **+1 Tag**
- Gain another sword with **+1 Tag**
- Take a move from another playbook
- Craft another **Weapon**

# MAGICAL GIRL

"The most powerful weapon is a heart full of love"

Magical Girls can be any gender, as long as they fight for truth, passion, and most importantly love. Point your staff to the air and get ready for your Henshin.

- BRAWN** ( ) TAKE IT HEAD ON
- BRAIN** ( ) STUDY A BATTLE/ STUDY AN OPPONENT
- DEFT** ( ) OUT OF HARM'S WAY
- WILLPOWER** ( ) POWER UP/ FLASHBACK
- KAWAII** ( ) MANIPULATE AN NPC/CHARACTER
- VALOR** ( ) FIGHT FOR MY FRIENDS/KEEP CALM

**BATTLE DAMAGE** [][][][][][][][][]  
**ENERGY** [][][][][][][][][]  
**EXPERIENCE** [][][][][][][][][]

**HAIR:** MOON, MERCURY, SATURN, MARS, URANUS, NEPTUNE, PLUTO  
**OUTFIT:** SCHOOL UNIFORM, PLAIN, MODEST, GARISH, FLAMBOYANT  
**FACE:** BRIGHT, BUBBLY, ALOOF, CURIOUS, POSITIVE, PASSIONATE

**POWER:** You start off with one **Power**. Yours is for you to create. For the Magical Girl, select 2 tags out of the **Powers Index** to formulate your special move.

Description of Power:

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**SPECIAL MOVE:** Your special move is what you shout out to intimidate your enemy and leave a lasting impression. Add the tags to formulate your **Battle Damage** below. As you progress you might learn new special moves.

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- \_\_\_\_\_
- \_\_\_\_\_

**MOVES:** Along with selecting 2 of the following moves, every Magical Girl has their magical weapon. Select any Simple Weapon from the **Weapon Index** and add the tag **+Magical** to your weapon. This along with other narrative connotations makes the weapon easily liftable by any young magical girl/boy, no matter the illogical size.

**TRANSFORMATION (HENSHIN):** When the Magical Girl feels that the battle is getting too tough, they can Henshin into their Magical Girl Form. This provides +1 Armor to the **Character**

**WINNING LOVE BY DAYLIGHT:** The Magical girl gains +1 to any **Manipulate an NPC/Character** roll that may possibly be attracted/enamoured by the Magical Girl. Players must ask other players their honest opinion while determining this.

***FIGHTING EVIL BY MOONLIGHT:*** The Magical Girl can use **+Kawaii** when rolling to **Take It Head On**.

***NEVER TURN YOUR BACK ON YOUR FRIENDS:*** No matter what roll occurs on a **Fight for my Friends** roll, this character will always add a +1 **Hold** to their ally.

***THE POWER'S ON THEIR SIDE:*** Roll **+Kawaii** when after your **Henshin**. On a **10+** choose 2 of the following, on a **7-9** choose 1 of the following:

- Your Henshin causes a colored explosion. The opponent takes -1 **Battle Damage**.
- Regain all of your **Energy**.
- Give a friendly **Character -1 Battle Damage**.
- Give a friendly character +1 **Hold**

### **Equipment:**

You have your **Magical Weapon**. You may use it for **Take It Head On** rolls. When not Henshin'd you may use the **Simple Weapon** form of it instead.

### **Connections:**

Connections help you tie your character's backstory to the rest of the party. These serve as a guide to help tie you to the Anime world created by the Narrator. Don't feel like you have to use these; feel free to use your own.

- This **Character** is without love, show them how to love again.

- This **Character** is constantly helping you out with your memory. What's that thing you asked them to remember?
- This **Character** is a mystery to you. You have to figure them out.

### **Character Arc Question:**

Have you given all the love you can?

### **Power Scale:**

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Gain +1 in any stat
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Take a move from another playbook
- Craft another **Weapon**



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**WHAT THIS CASE MEANS TO ME:** Whenever you gain a clue that helps you solve your **Personal Case**, gain a +1 to all **Flashback** and **Observation** rolls for the session.

**THE CHASE:** The Detective can always give chase. If a **Villain** is attempting to escape roll +**Valor**, on a 7-9 you give a good chase and land a few blows but they escape, they take 1 **Battle Damage**. On a 10+ pick 1 of the following:

- You find the location they were running to
- You deal 2 **Battle Damage** during the chase
- You're able to stop them and continue the battle.

### Equipment:

Through moves you have access to a gun. You may use it for **Take It Head On** rolls. If you do not possess that move yet you may choose 1 **Simple Weapon** from the **Weapon Index**.

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### **Connections:**

Connections help you tie your character's backstory to the rest of the party. These serve as a guide to help tie you to the Anime world created by the Narrator. Don't feel like you have to use these; feel free to use your own.

- This **Character** needs protecting, you will protect that smile with your life.
- This **Character** is suspicious, track them until you figure out what's up.

- This **Character** will have your badge and gun if you don't solve this case. Figure it out before the mayor is up their ass!

### Character Arc Question:

**Did you solve the case closest to your heart?**

### Power Scale:

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Gain +1 in any stat
- Gain +1 to your **Energy** pool
- Gain +1 to your **Energy** pool
- Gain +1 to your **Energy** pool
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Take a move from another playbook
- Obtain another Gun from the **Weapon Index**
- Craft another **Weapon**

# SENSEI

"If you want to succeed, you need to learn from me"

The Sensei is a teacher, either formally or currently. They know much and have experience that is crucial to the party. Whether they teach it straight forward is up to them.

- BRAWN** ( ) TAKE IT HEAD ON
- BRAIN** ( ) STUDY A BATTLE/ STUDY AN OPPONENT
- DEFT** ( ) OUT OF HARM'S WAY
- WILLPOWER** ( ) POWER UP/ FLASHBACK
- KAWAII** ( ) MANIPULATE AN NPC/CHARACTER
- VALOR** ( ) FIGHT FOR MY FRIENDS/KEEP CALM

**BATTLE DAMAGE** [][][][][][][][][]  
**ENERGY** [][][][][][][][ ]  
**EXPERIENCE** [][][][][][][][]

**HAIR:** BLACK, BLONDE, BRUNETTE, RED, BLUE, GREY, WHITE, HAT,  
**OUTFIT:** TEACHER CHIC, FORMAL, SUIT&TIE, CASUAL, REVEALING DRESS  
**FACE:** WISE, INQUISITIVE, LAZY , STERN, BLISSFUL, TIRED, STRESSED

**POWER:** You start off with one **Power**. Yours is for you to create. For the Sensei, select 2 tags out of the **Powers Index** to formulate your special move.

Description of Power:

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**SPECIAL MOVE:** Your special move is what you shout out to intimidate your enemy and leave a lasting impression. Add the tags to formulate your **Battle Damage** below. As you progress you might learn new special moves.

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**MOVES:** Along with choosing 2 of the following moves, the Sensei has a **Vice**. This **Vice** is something the **Sensei** longs for and let's their guard down for. If the **Sensei** encounters their **Vice** they must chase it until they acquire it. The **Sensei** takes -1 ongoing to any **+Brain** roll until the **Vice** is removed or obtained. If the **Vice** is obtained gain all **Energy** back or +3 **Hold**.

**A TEACHER FIRST:** The **Sensei** gains +1 question on any **Study an Opponent** or **Study a Battle** roll.

**SENSEI'S SACRIFICE:** Should a **character's Battle Damage** reach critical heights. The Sensei can roll **+Willpower** to **Fight for my friends**. On a 7+ the **Sensei** can automatically choose to take the damage/consequence away from the other character.

**KNOWLEDGE BEYOND MEASURE:** The **Sensei** can use **+Brain** to roll for **Take it Head on**.

**POP QUIZ:** When being dealt damage the **Sensei** can roll **+Willpower** for **Flashback**. On a 10+ gain an additional +1 Hold and the option to “Remember a similar attack” and suffer no **Battle Damage**. On a 7-9, you only gain the option to “Remember a similar attack” and suffer no **Battle Damage**.

### **Equipment:**

You have access to 1 **Simple Weapon** from the **Weapon Index**. Feel free to list your **Vice** here as well.

- \_\_\_\_\_
- \_\_\_\_\_

### **Connections:**

Connections help you tie your character’s backstory to the rest of the party. These serve as a guide to help tie you to the Anime world created by the Narrator. Don’t feel like you have to use these; feel free to use your own.

- This **Character** is a former student. See how your lessons impacted them.
- This **Character** is in dire need of schooling. Teach them what you know.
- This **Character** knows of your mysterious past. Shut them up before your students find out.

### **Character Arc Question:**

Have you taught your students all you know?

### **Power Scale:**

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Gain +1 in any stat
- Gain +1 to your **Energy** Pool
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Take a move from another playbook
- Craft another **Weapon**
- Gain a **Student NPC**

# POWERLESS BEST FRIEND

"I'm not strong nii-san, but you are"

Some are not destined for greatness, some are in the background aiding support and lending a hand. What's Goku without Krillin? Naruto without Rock Lee? My Hero without Midoriya? Oh wait, those characters actually kick ass. Hmm?

- BRAWN** ( ) *TAKE IT HEAD ON*
- BRAIN** ( ) *STUDY A BATTLE/ STUDY AN OPPONENT*
- DEFT** ( ) *OUT OF HARM'S WAY*
- WILLPOWER** ( ) *POWER UP/ FLASHBACK*
- KAWAII** ( ) *MANIPULATE AN NPC/CHARACTER*
- VALOR** ( ) *FIGHT FOR MY FRIENDS/KEEP CALM*

**BATTLE DAMAGE** [][][][][][][][][]

**ENERGY** [ ] [][][][][][][]

**EXPERIENCE** [][][][][][][][]

**HAIR:** BLACK, BLONDE, BRUNETTE, RED, BLUE, GREY, WHITE, BEANIE

**OUTFIT:** NERDY, RETRO, YOUTHFUL, CUTE, FLOWY, BEAUTIFUL

**FACE:** KIND, AFRAID, CAUTIOUS, NERDY, HIDDEN

**POWER:** You start off with one **Power**. Yours is for you to create. For the Powerless Best Friend, select 1 tag out of the **Powers Index** to formulate your special move. ***For more flavor wait until your second level (or later) to access your power and special move.***

Description of Power:

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**SPECIAL MOVE:** Your special move is what you shout out to intimidate your enemy and leave a lasting impression. Add the tags to formulate your **Battle Damage** below. As you progress you might learn new special moves.

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**MOVES:** Choose 2 of the following moves:

**HOLDING THE BAG:** You'd probably slow down this battle anyway. While out of combat you can hold on to your parties weapons. Also your bag is big enough to hold 3 **Simple Weapons**. After obtaining this move add them to your **Equipment**. Until this move is obtained you have access to 0 **Simple Weapons** and merely carry your friends'.

**I'LL HEAL YOU:** Roll +**Valor**. On a +10, heal up your ally for all of their **Battle Damage**. On a 7-9, heal them for your current **Valor** modifier.

***I CAN BACK YOU UP:*** When a fight is occurring with an ally to the **Powerless best friend, Fight for my Friends** may be used regardless of the logical situation.

***SUCCESSFUL COWARDICE:*** Roll +Deft: On a 10+ The **Powerless Best Friend** can escape from any fight temporarily. On a 7-9 they disengage the enemy long enough for them to reconsider attacking another **Character**.

### Equipment:

You have access to 3 **Simple Weapons** from the **Weapon Index**.

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- \_\_\_\_\_
- \_\_\_\_\_

### **Connections:**

Connections help you tie your character's backstory to the rest of the party. These serve as a guide to help tie you to the Anime world created by the Narrator. Don't feel like you have to use these; feel free to use your own.

- This **Character** is your best friend. Whether they protected you or have been kind to you, you can only seek to aid them in their journey.
- This **Character** is too close to the ones you love. Seriously, back up. They're MINE.
- This **Character** knows about your true potential. Whether you know it or not, there's more to you than meets the eye.

### **Character Arc Question:**

Have you finally realized your worth?

### **Power Scale:**

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +2 in any stat
- Gain +2 in any stat
- Gain +2 to your **Energy Pool**
- Gain +2 to your **Energy Pool**
- Gain +1 to your **Energy Pool**
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Take a move from another playbook



**ANIME BULL\$#&\***: Upon failing a roll, the use of this move will allow **Obvious Protagonist** to re-roll with an additional +1. However, if the second roll should fail, they receive twice the consequences.

**ALL ABOUT ME:** The **Obvious Protagonist** can use +Kawaii on **Take it Head on** rolls.

**ENDLESS WILL:** They can't stop or the manga would end. Unless taken down by their weakness, even when reaching max **Battle Damage**, the **Obvious Protagonist** can not die.

### Equipment:

You have access to 1 **Simple Weapon** from the **Weapon Index**.

- \_\_\_\_\_

### **Connections:**

Connections help you tie your character's backstory to the rest of the party. These serve as a guide to help tie you to the Anime world created by the Narrator. Don't feel like you have to use these; feel free to use your own.

- This **Character** is jealous that they're not the protag. Flaunt your show credits in their face.
- This **Character** is in need of your assistance. Help them out. Think beyond yourself for once.

- This **Character** is your rival. Crush them by any means necessary.

### Character Arc Question:

Are you still the protagonist of this story?

### Power Scale:

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Gain +1 in any stat
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Take a move from another playbook
- Craft another **Weapon**
- Lose your current weakness and gain a new one.

# THE SEDUCED

"ALL I CARE ABOUT IS POWER AND HOW TO OBTAIN IT."

What an Edgelord. Everyone wants them and everyone else wants to be them. The Seduced is a power hungry charisma black hole. They are willing to access the darkest part of Anime to gain the power for which they seek.

- BRAWN** ( ) TAKE IT HEAD ON
- BRAIN** ( ) STUDY A BATTLE/ STUDY AN OPPONENT
- DEFT** ( ) OUT OF HARM'S WAY
- WILLPOWER** ( ) POWER UP/ FLASHBACK
- KAWAII** ( ) MANIPULATE AN NPC/CHARACTER
- VALOR** ( ) FIGHT FOR MY FRIENDS/KEEP CALM

**BATTLE DAMAGE** [][][][][][][][]  
**ENERGY** [][][][][][][][][][][][][]  
**EXPERIENCE** [][][][][][][][][]  
**SEDUCTION** [][][][][][][]

**HAIR: BLACK OR WHITE, WHICHEVER STANDS OUT MOST.**  
**OUTFIT: HOT TOPIC, DARK, BROODING, ELABORATE, LEATHER DRESS**  
**FACE: MYSTERIOUS, DARK, BROODING, SCARRED, BEAUTIFUL**

**POWER:** You start off with one **Power**. Yours is for you to create. For the Seduced, select 2 tags out of the **Powers Index** to formulate your special move.

Description of Power:

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**SPECIAL MOVE:** Your special move is what you shout out to intimidate your enemy and leave a lasting impression. Add the tags to formulate your **Battle Damage** below. As you progress you might learn new special moves.

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**MOVES:** Along with Selecting 2 of the following moves, the **Seduced** is given this bonus move: **Dark's Seduction**. Whenever the **Seduced** is faced with a hard choice, the **Narrator** will tempt them with darkness. Forcing them to choose to suffer the consequences or give in to the darkness. After choosing the evil option 3 times, the **Seduced** has embraced evil. Choose one of the following:

- Literally hand this character off to the dark side. This character becomes an evil NPC.
- Increase the every time a **Special move** is used -1 **Battle damage**

- **Friendly Players** can try and save their friend. Every player except the **Seduced** rolls to **Fight for My Friends**. **Failures count as -1. Partial Success counts as 1. Rousing Success counts as 2.** If the total equals or succeeds the number of players who rolled, the Seduced is freed of their seduction. A failure results in an automatic choice of the first option.

***GIVE INTO DARKNESS:*** The **Seduced** deals with certain things most would consider... Unnatural. Instead of using **Energy** the **Seduced** may also use **Battle Damage** to use their **Power**.

***EVEN IF IT KILLS ME:*** The **Seduced** can sacrifice -1 **Battle damage** to add an additional +1 **Battle Damage** to an attack involving their **Power**.

***QUEST FOR POWER:*** Gain +1 on **Study and Opponent** rolls.

***IT'S WHAT I'D DO:*** Everyone is enamored with the seduced. No matter what wrong they've done, you'll forgive them. Treat any 7-9 roll as 10+ during **Manipulate an NPC/Character**

### Equipment:

You have access to 1 **Simple Weapon** from the **Weapon Index**.

- \_\_\_\_\_

### **Connections:**

Connections help you tie your character's backstory to the rest of the party. These serve as a guide to help tie you to the Anime world created by the Narrator. Don't feel like you have to use these; feel free to use your own.

- This **Character** is trying to pull you back into the light. Do you give in or dig deeper?
- This **Character** is the one who holds the power you seek.
- This **Character** is your rival. Crush them by any means necessary.

### Character Arc Question

Have you given yourself fully to the darkness or fought it off?

### Power Scale:

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Gain +1 in any stat
- Gain +1 to your **Energy** pool
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Take a move from another play



**YANDERE:** When your “lover” takes **Battle Damage** barring most logical conventions, you can immediately appear close to them. No one hurts the one you love (except you)

**KUUDERE:** You gain **+1 Harm** when attacking friendly **Characters**. You also receive **-1 Harm** when you receive damages directly or indirectly caused by a friendly **Character**.

**DEREDERE:** You have a lot of love to give. **Roll +Valor**, On a **10+** all friendly **Characters** gain **+1 Armor** during a fight. On a **7-9**, choose one of the following:

- You gain **+1 Armor** during the fight
- Select one **Character** to gain **+1 Armor**
- Your “lover” gains **+2 Armor**.

**HIME/OUJADERE:** When a **Character** rolls to help this **Character** using **Fight for my Friends**. The roll is always constituted as a **Rousing Success** despite the actual roll. If the roll is **<6** then the **Character** who rolled can also gain an **experience**.

### Equipment:

You have access to 1 **Simple Weapon** from the **Weapon Index**. Also feel free to list your current “lover.”

- \_\_\_\_\_

### **Connections:**

Connections help you tie your character’s backstory to the rest of the party. These serve as a guide to help tie you to the Anime world

created by the Narrator. Don’t feel like you have to use these; feel free to use your own.

- This **Character** is trying to take your “lover” away from you? Why?
- This **Character** is the object of your “lovers” affection. How will you eliminate them?
- This **Character** is your “lover.” Why?

### Character Arc Question

Do they love you back?

### Power Scale:

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Gain +1 in any stat
- Gain +1 to your **Energy** pool
- Gain +1 to your **Energy** pool
- Gain +1 to your **Energy** pool
- Obtain another **Move**
- Obtain another **Move**
- Evolve your power and add +1 tag
- Devise a new special move
- Devise a new special move
- You've grown used a prior special move - 1 **Energy** cost
- Take a move from another playbook

# THE KNUCKLE-DUSTER

“.....”

The Knuckle-duster either doesn't say anything unless it's with their fist or they say way too damn much. They use their head mostly for breaking through solid brick walls instead of problem solving.

<b>BRAWN</b>	(	)	<b>TAKE IT HEAD ON</b>
<b>BRAIN</b>	(	)	<b>STUDY A BATTLE/ STUDY AN OPPONENT</b>
<b>DEFT</b>	(	)	<b>OUT OF HARM'S WAY</b>
<b>WILLPOWER</b>	(	)	<b>POWER UP/ FLASHBACK</b>
<b>KAWAII</b>	(	)	<b>MANIPULATE AN NPC/CHARACTER</b>
<b>VALOR</b>	(	)	<b>FIGHT FOR MY FRIENDS/KEEP CALM</b>

**BATTLE DAMAGE** [][][][][][][][][]

**ENERGY X**

**EXPERIENCE** [][][][][][][][]

**HAIR: BLACK, BLONDE, BRUNETTE, RED, BLUE, GREY, WHITE, BALD**

**OUTFIT: TRENCHCOAT, RAGS, UNIFORM, GI, SUIT**

**FACE: BRUISED, OLD, DISTANT, COY, DUMB**

**POWER:** The Knuckle-Duster inherently has no **Power** in universe. They rely only on their fists. Instead add **Power tags** solely to the special move tab, ignoring their **Energy cost**.

**SPECIAL MOVE:** Your special move is what you shout out to intimidate your enemy and leave a lasting impression. Add the tags to formulate your **Battle Damage** below. As you progress you might learn new special moves. **For the Knuckle Duster their special moves may only be used once per session/agreed upon time with the Narrator.**

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**Moves:** Choose 2 of the following moves.

**BRUTAL FIST:** When rolling to **Take it Head on** upon a **10+** choose one of the additional effects:

- Gain an additional **+1 Harm (+2 max)**
- Set up an immediate attack for a friendly **Character**
- Gain an **Experience**.

**HEAD FIRST:** When rolling for any **Study** roll, instead roll **+Brawn**, on a **7-9** along with the effects of the basic move the narrator will highlight something important or interesting about the plot/fight/situation. On a **10+** gain a **+1 Hold** as well.

**COUNTER ATTACK:** When a **Out of Harm's Way** roll is failed or results in a **Partial Success**, if applicable, the **Knuckle-Duster** can immediately make a **Take it Head on** roll against the aggressor/trap/situation.

***UNTIL THE FIGHT IS DONE:*** When in Battle the **Knuckle-Duster** can choose not to be knocked out or die as the result of reaching **Max Battle Damage**. However, should the **Knuckle-Duster** receive -3 **Battle Damage** past their **Max**, once the battle is over no matter what, the **Knuckle-Duster** must die.

### **Equipment:**

You have access to no equipment. You use your fists, the most dangerous weapon you know. Name them.

- \_\_\_\_\_

### **Connections:**

Connections help you tie your character's backstory to the rest of the party. These serve as a guide to help tie you to the Anime world created by the Narrator. Don't feel like you have to use these; feel free to use your own.

- This **Character** is worth any brawl. Protect them.
- This **Character** is asking for a knuckle sandwich. Order Up.
- This **Character** knows your mysterious past. Why?

### **Character Arc Question**

Did you use your head for once?

### **Power Scale:**

After 5 Experience, you level up and the Power Scaling of your Anime gets more and more confusing. Pick one of the following and cross it off.

- Gain +1 in any stat
- Obtain another **Move**
- Obtain another **Move**
- Devise a new special move
- Devise a new special move
- Take a move from another playbook
- Gain a **Power** and add it to your fists.

### **Powers Index:**

Elemental- Usually the base of the **Power**. An **Elemental tag** must be chosen for your **Power**. Each Tag here costs **-1 Energy** when used in battle but causes **+1 Battle**

#### **Damage**

- Fire
- Water
- Wind
- Earth
- Lightning
- Thunder
- Cloud
- Ice
- Flower
- Insect
- Animal
- Song
- Glass
- Magic
- Glamour
- Elastic
- Ninjitsu
- Tech
- Metal
- Void
- Time

- Darkness
- Light
- Spirit
- Ghost
- Ki
- Copy
- Alchemy

Energy- Sometimes the form of the **Power**. **Each Energy Tag costs -1 Energy when used in battle but causes +1 Battle Damage**

- Beam - Straight Shot, Crowd Breaker, far
- Ball- AOE, Two Hands, Obvious
- Scatter- AOE, Hard to aim
- Sword- Close, Two handed
- Blast- Close, Crowd Breaker
- Specific Point- Hidden
- Orb- Protective, Obvious
- Shield- Protective Close
- Self

Physical- Possibly the origin point of the **Power**. **Each Physical Tag costs -1 energy when used in battle but causes +1 Battle Damage**

- Punch- Close

- Kick- Close
- Uppercut- Close
- Speed
- Drop Kick- Close
- Head- Close, Backfire
- Mouth- Medium range
- Eyes- Far
- Hands- Medium range
- Feet- Close
- Portal- Far, obvious
- Vocal- Far, draws attention
- Mind- Medium range, backfire

Any Power not feature in this index can be talked out with your **Narrator**. The more specific and interesting your Power the less likely it'll be in here. **Narrator** can add Energy and Battle Damage as they see fit.

## Weapon Index:

**Simple Weapons-** All **Simple Weapons** do **+1 Battle Damage**.  
**Fists** also do **+1 Battle Damage** when rolling **Take it Head on**

- Sword
- Staff
- Sai
- Axe
- Kunai
- Throwing star
- Throwing Knife
- Power Pole
- Hook swords
- Spear
- Bow and Arrows

## **Advanced Weapons-**

- Revolver - +2 Battle Damage
- Glock- +2 Battle Damage
- Shotgun- +2 Battle Damage
- Canon- +1 Battle Damage  
+1 Elemental Tag from  
**Power Index**
- Motorcycle- Travel +1 Battle  
Damage if used for combat

- Mech- + 3 **Battle Damage** but - 2 **Energy** upon every attack.  
If a specific weapon is not in this index, feel free to homebrew your own with the **Narrator**.