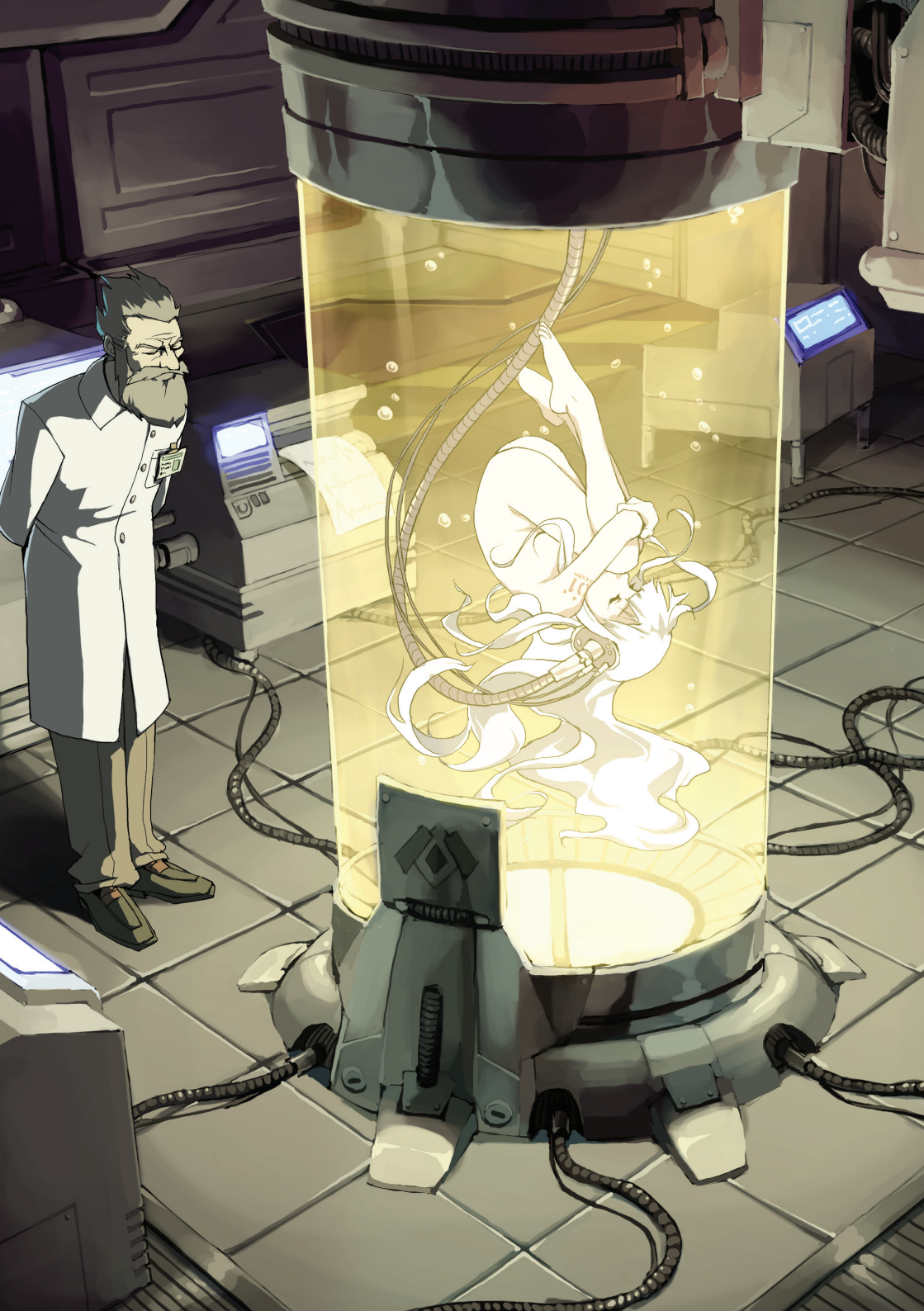


# OVA PREVIEW





# Creating a Character

Charged by your favorite anime and a little imagination, you're probably more than ready to start your own adventure. But before you can jump into the action of the *OVA Role-Playing Game*, you need to write down a few things. So grab a pencil and a sheet of paper, and let's get cracking.

## Step 0: Discussion

When creating a new character, it is generally a good idea to talk with the Game Master – as well as your fellow Players – before going on to the first step. You can find out the rules the Game Master is using and get a general feel for the kind of game being played. The Game Master can also help you throughout the process, assisting you with understanding the rules and any problems you might have.

*Brett, a Game Master with a long-running gaming group, invites Jade to join in his latest OVA game. He tells her that it's a fairly light-hearted setting open to any kind of character. Jade has never played the OVA Role-Playing Game before, so she asks the Game Master for assistance making her character. Brett is more than happy to oblige.*

## Step 1: Concept

Before you can delve into the actual mechanics of making a character, you will have to make some decisions on who your character will be. A complete, detailed biography isn't necessary, but a general idea will be helpful as you go through the process. Keep in mind that your character can be anyone you like. Don't feel restricted to certain archetypes or building a "combat-effective" character. The important thing is making the character you want to play.

*After some thought, Jade decides to play a character similar to the heroines from popular magical girl anime. Fukiko, with the help of her flying feline companion, Azyrus, emulates her favorite shoujo comics and fights evil while trying to have a normal life. Although she only has the basics of a character idea, Brett assures her this is plenty to start the process.*

## Step 2: The Abilities

Choosing Abilities will be among the most important decisions you'll make while creating your character. That's because Abilities reflect what your character can do. What is he good at? What special attribute or power does she have? Scan through the list given in the Abilities and Weaknesses chapter and make a note of any Abilities that you think apply. For each one that you write down, jot a number ranging from +1 to +5 next to it. This number is your "Level," representing the power or amount of skill you have in that area. A Level of +1 in an Ability means the character is competent or above average, while a +5 would represent an uncanny, super-heroic level of Ability.

Keep in mind your Level in most Abilities should be +1 (competent) or +2 (good). A Level of +3 is considered masterful, and characters should have few of these. +4 is an incredible Level obtained only by a select few people in the world. Characters are lucky to have one Ability of this rank. A Level of +5 is extraordinarily rare, a class reserved for completely awing, supernatural abilities. Almost no character should start with an Ability of this magnitude.

## Step 3: The Weaknesses

Nobody's perfect, and that includes your character! All good characters have flaws that make them unique, endearing, and believable. Theoretically, you could make a character without any Weaknesses at all, but that would be a very boring character indeed. Take a look at the Weaknesses list and write down any that apply to your character. Next to it, write a number ranging from -1 to -3. A Level of -1 represents a moderate flaw or disability, while -2 is bad, regularly impacting your character's life in a negative way. A Level of -3 is plain awful, wreaking havoc on your character's day to day activities and severely hampering their potential.

*Since Fukiko has the ability to transform, Brett suggests that Jade try to list some of her natural abilities first. Keeping this in mind, Jade gives Fukiko "Knowledge: Shoujo Manga" and "Quick" at +2, both fairly good rankings. Since Fukiko is young, Jade decides she has little other skills. She scribbles in "Companion: Azyrus" which the Game Master helps her assign as +2. They can create his exact statistics later. Now it's time to handle her Transformation Ability. Jade gives her "Transformation" at +4, an astounding Level to help make up for her shortcomings. At this Level, Jade can give Fukiko an additional 8 Levels-worth of Abilities. Scanning the list, she gives Fukiko "Barrier" +3, "Combat Skill" +2, and "Heal" +2. She also gives her "Attack" at +2. Jade notices that the Levels in her Transformation Abilities are one too many (9) for her Transformation +4, but Brett assures her this is fine and to wait for the next step.*

*Jade helps to define Fukiko's character by giving her various personality flaws fitting a young girl. Besides "Ageism" at -2, Fukiko gets "Crybaby" at -1, only mildly annoying, and "Easily Distracted", "Frail" and "Naive at -2", all fairly significant flaws. Jade decides that Fukiko needs something to transform and gives her "Focus: Neko Transformation Locket" at -2. Jade realizes on her own that she can also give a flaw to her Transformation to make up the extra Level. She writes down Bizarre Appearance: Cat Features at -1.*

## Step 4: Health and Endurance

Whether they like it or not, characters are often faced with the possibility of injury and exhaustion. For this reason, it is important to know both your character's Health and Endurance. Health represents your character's toughness, the ability to take hard knocks and keep going. Endurance is your vitality and energy, representing your ability to not tire or give up. Unless you take certain Abilities or Weaknesses that affect these, both Health and Endurance are assigned the number 40. Various actions and attacks can drain from both of these totals, so leave room to do some simple subtraction.

*Because of her Frail Weakness, Jade reduces Fukiko's Health to 20. Without any other Abilities and Weaknesses to modify it, her Endurance remains the default 40.*

## Step 5: Finishing Touches

Okay, now that you have all the basics down for your character, you're ready to go. You could join a game right now. However, you can, and should, go a little further. Think about appearance, like the details of a character's build and style. Make a background that explains the character's past and motivations. Tell exactly what the character is like to be around. In the long run, this information will make your character deeper, and possibly open up new avenues for you to role-play with. To organize this information, you might find the form below useful.

*Jade spends some time and creates a detailed biography for her character, including her heroic origin, goals, and personality traits. She also adds a "Shape Change" Ability and applies attributes to her companion, Azyrus. Now she is completely ready for a game of OVA. What adventures await for Lovely Savior Myu Myu?*

**BACKGROUND:** *Who is your character? Where does he come from? What is the story behind her? What does your character hope to obtain?*

**APPEARANCE:** *What does your character dress like? What is her build, hairstyle, and eye color?*

**PERSONALITY:** *What does your character act like? How does he react to different situations? Does she have any particular quirks or habits that make her distinctive?*

**POSSESSIONS:** *Does the character have any item that she holds particularly dear? Are there any important weapons or gadgets that are part of his profession?*

**POWERS:** *Does your character have any special talents? A distinct fighting style? Can she do something most people cannot?*

**SCHTICKS:** *Are there any habits that set your character apart from everyone else? Does her hair always blow dramatically in the wind, or does he always adhere to strict military code?*





## Fluffing

If you have trouble creating or describing your character, or if you just want a little more detail, you may want to try filling out the following list. Of course, not all of the entries may apply, and you may want to add some of your own. All of the Sample Characters have a similar list filled out for you.

**CONCEPT:** *A few words describing your character*

**AGE:** *How old your character is*

**SEX:** *Male or Female*

**HEIGHT:** *How tall your character is*

**WEIGHT:** *How much your character weighs*

**HAIR COLOR:** *Color of your character's hair*

**EYE COLOR:** *Color of your character's eyes*

**OCCUPATION:** *How your character makes a living*

**HOBBIES:** *What your character likes to do*

**FAVE FOOD:** *Your character's favorite food*

**ALLIES:** *Your character's best friends*

**RIVAL:** *Other characters you have a bone to pick with (or vise versa)*

**LOVE INTEREST(S):** *Who the character loves*

**LOVED BY:** *Who the character is loved by*

## Creating With Others

While it's not always possible, especially when new people join an existing group, it can be rewarding for Players to create their characters together. You can explore how characters know each other, develop love – or hate – relationships, and otherwise tie your characters together. Weaknesses like Guardian, Love Interest, and Rival can all contribute to great interaction during the game!

## Limiting the Character

These rules are meant to be extremely flexible, allowing you to create any character you would ever want to play without restrictions or hassles. Sometimes though, you might want limits – either to keep from making a character *too* good or to ensure similar levels of power among you and your fellow players' characters. To do this, you and your Game Master must first decide on one of the following rules. Even if the GM has not mentioned it, make sure to ask if any of these limitations are being used before making your character.

### Base Zero

This rule is based on keeping your character's total of Abilities and Weaknesses as close to zero as possible. Just add all Ability bonuses and subtract all Weakness penalties to see your Character Total. At most, your character should not be above or below zero by more than five – or another number, at the GM's discretion.

*Most of the sample characters in the OVA Role-Playing Game favor the Base Zero rule, including Fukiko created in this chapter.*

### Power Ceiling

With this rule, all characters start with a number of Levels to distribute among Abilities but may gain more equivalent to the total Level of Weaknesses they take. However, the total Level of Abilities can never exceed a Power Ceiling set by the Game Master. That is, if the GM gave each character 5 Levels and a Power Ceiling of 15, you could choose 5 Levels of Abilities and increase this with up to 10 Levels of Weaknesses. Even if you take more Weaknesses, you can't have more than 15 Levels of Abilities.

### Scaled Cost

This third rule encourages Players to keep their characters in the middle ground rather than the extremes by applying prohibitive costs to high Levels in Abilities. A Level 1 Ability costs one point, 2 costs two, 3 costs four, 4 costs eight, and 5 costs an incredible fifteen points! Weaknesses apply the same costs as listed above, only they are subtracted from the total. The Game Master can either set a ceiling to the number of Levels that can be spent, like the Power Ceiling rule, or combine Scaled Cost with the Base Zero rule.

### Combat Effectiveness

It is usually appropriate to apply the following limitation on starting characters, regardless of what other rules that might be used: A character's basic Abilities should never give a total of more than +5 to any of the following: Attack Roll, Defense Roll, or Damage Multiplier.

