

# character creation

Creating a character is an involved process in which each player comes up with the type of character that he wants to play and then uses the rules to determine the character's template, attribute and skill levels, backgrounds, and other game statistics. While *RandomAnime* makes it easy to create a character on paper, the challenging part is coming up with an imaginative character that has a developed personality and rich history. This chapter describes the step by step process for creating a character and determining his or her mechanical and cinematic characteristics.

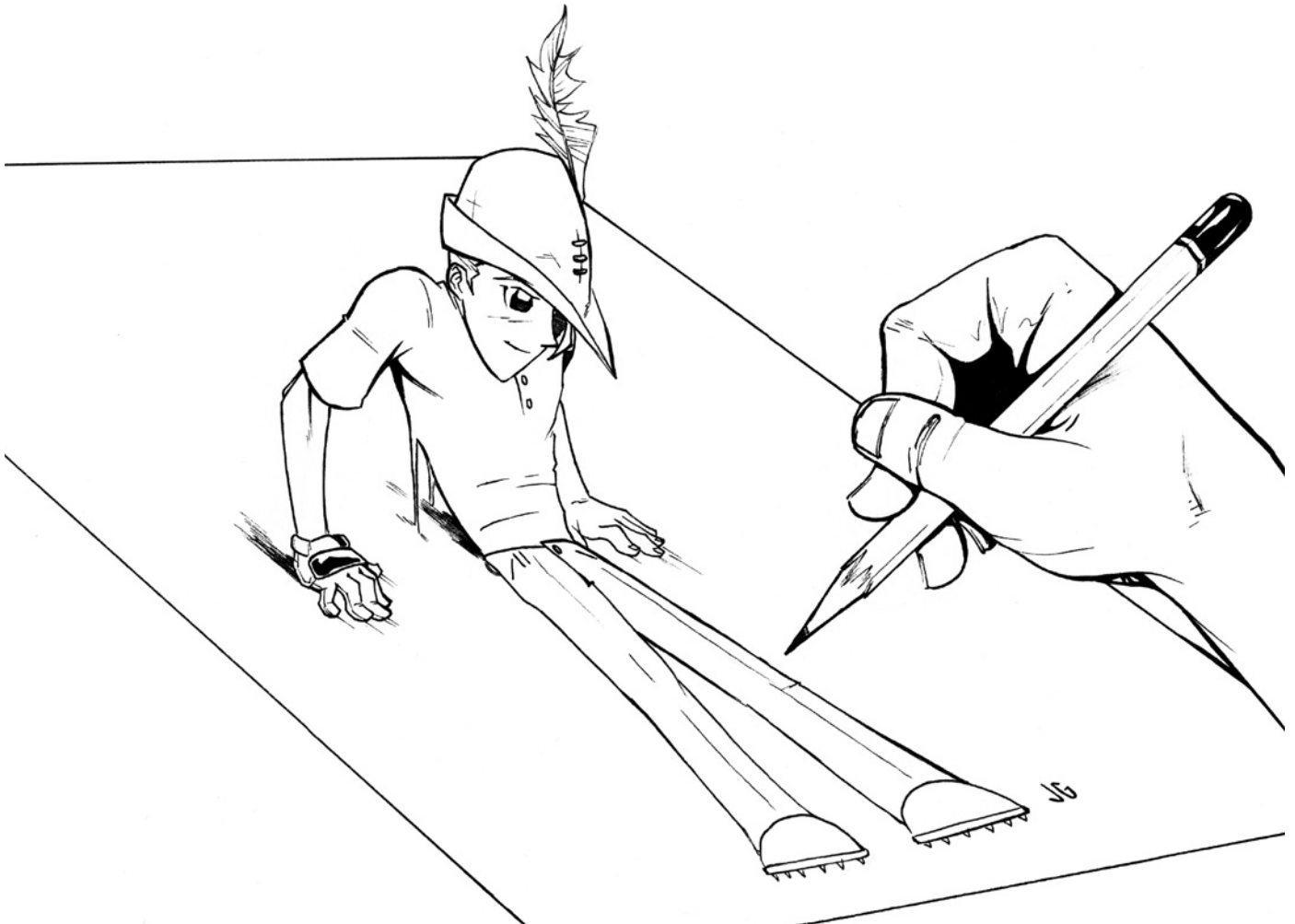
## Step 1: Concept

Before the actual character creation begins, the Narrator discusses the style and setting of his upcoming game with the players. From there, the players come up with character ideas, fleshing out the ones they find most interesting. Each player

should strive to create a character with a unique personality, interesting past, and solid motivations. The Narrator then works with each player, modifying and polishing one of these characters until they are both satisfied with the outcome. Once this step is complete, the player can start determining his character's numerical statistics. The section below provides a simple example of character creation.

### Golf Fairway: A Beginning

Brian decides that he will run a *RandomAnime* game. After doing some research, creating NPCs, and taking notes, Brian writes up a basic overview of his story so the players will know the type of world in which they will be putting their characters. The game is called "Super Sparkle Tenku Knights," an Anime Level four Sentai game where the main characters (the player characters) are modern high school sports stars who have been magically transported to a fantasy world. Brian invites his



friend Matt to play and sets up next Saturday night to be character creation night. Brian asks Matt to come up with some good ideas about what type of character he'd like to play so they will have something to work with on Saturday.

Matt arrives on Saturday with a few different character concepts. Matt is most interested in a character he has thought up named Golf Fairway. Golf is an average high school student who found his calling in the sport of golf. Unfortunately, Golf's family has never been wealthy (his father abandoned the family when Golf was very young), and it is very expensive to play on the golf courses in Japan. However, in a stroke of luck, a famous pro golfer took notice of Golf one afternoon as Golf was practicing his drives on the high school track field. This golfer took Golf under his wing and for the next two years, Golf trained intensively with his mentor. Golf rose through the ranks to become Tenku High School's most accomplished golfer, using most of his winnings to help his family pay for everyday living. Golf has not lost his sense of humor, though. He fancies himself a modern-day archer, so much as to wear a pointed felt cap and feather while golfing. Golf's individualism and good-natured outlook make him a favorite of many golf fans. However, beneath his jovial attitude and carefree demeanor, Golf hides a deep compassion for his family. Perhaps after graduation, Golf will be able to make it into the professional rankings and earn enough money to make sure his family will always be taken care of.

Matt has created a character with a strong character concept. Golf has a name, personality, goals, strengths, weaknesses, and a tentative history that needs just a little fleshing out. Brian thinks Golf would fit into the game nicely and tells Matt to write up a history for Golf (about a page or so, but more if Matt desires) and there should be no problem in approving him. As a final note, Brian mentions that Golf will be separated from his family for a long time during the game. Brian encourages Matt to think about how Golf will deal with being unable to help his family during this time. Will Golf be able to control his feelings and remain positive or will the need to protect his family be too great for him to bear?

## Step 2: Template

In all forms of storytelling, there are a number of recurring archetypal characters like the hero, the beast, the wizard, and the seductress. Anime also has its own unique recurring character types like the plucky kid, the idol star, the old master, and the big bruiser. In *RandomAnime*, these character types are called templates and are used for mechanical and stylistic purposes. Templates represent a character's "anime-type role" in the game. They also determine a character's initial Luck score and Bonus Points. The Luck score represents a character's raw amount of good fortune. Bonus Points are spent at any point during character creation to raise a character's statistics. Refer to Chapter Three: Templates (p. 32) for individual descriptions of each template.

Each player chooses one template for his character. Players should make sure to select templates that appropriately represent their character concepts. If a player cannot find a template to properly represent his character's "anime niche," with Narrator approval, he may create a unique template for his character. Table 2-1 lists the templates of *RandomAnime*.

**Table 2-1: Anime Templates**

Template	Bonus Points	Luck Score
Adventurer	12	4
Average Hero	12	4
Bad-Ass	21	1
Big Bruiser	15	3
Chief	15	3
Destroyer	15	3
Drifter	12	4
Faceless Minion	0	0
Genius	18	2
Heartthrob	18	2
Idol	12	4
Kid	9	5
Machiavel	15	3
Natural	18	2
Old Master	18	2
Petrarch	12	4
Princess	15	3
Samurai	18	2
Scoundrel	15	3
Tomboy	15	3
Veteran	15	3
Visionary	15	3

### Golf's Anime Template

To continue with the example, Matt chooses the Heartthrob template to represent the anime role that best fits Golf. While underneath his personable exterior Golf is a serious-minded person, Golf always considers himself to be a lover, not a fighter. Along with the template come two simple mechanics—the Luck score and Bonus Points. The Heartthrob template grants Golf an initial Luck score of two and 18 Bonus Points to raise some of his statistics during character creation.

## Step 3: Attributes

In this step, the player determines his character's innate physical and mental abilities. These abilities, called attributes, are represented by numerical statistics. A character's attribute scores measure precisely how adept he is at performing certain actions and represent physical and mental strengths and weaknesses. There are eight attributes: Strength, Reflexes, Endurance, Perception, Intelligence, Wits, Charisma, and Resolve. These attributes are divided into two categories: Physical and Mental. Refer to Chapter Four: Attributes and Skills (p. 40) for a detailed description of each attribute. Table 2-2 lists the eight attributes.