

Bring your character up to date for the revised edition of **OVA**!

OVA

THE **ANIME** ROLE-PLAYING GAME

FIRST EDITION TO REVISED
CONVERSION
GUIDE





Hi, I'm **Karis**! I heard that you played the original **OVA** and want to know how to adapt all of your favorite characters to the new Revised Edition of the game. Well, you've come to the right place!

Regarding the Editions of OVA

The original **OVA** was published back in 2005, but the entire text has been updated for the new Revised Edition. Much of what you know about the game remains the same: You still roll two dice to attempt actions, add dice for Bonuses, and take away dice for Penalties. Characters are still defined by Abilities and Weaknesses. It's the game you know and love, just better!

Even so, lots of things have been changed throughout. While you should read the whole book to make sure you're fully aware of all the changes, this booklet will highlight a few of the major revisions.

Success and Complications

The difficulty chart has been revised to:

DIFFICULTY	DN
Easy	2
Moderate	4
Challenging	6
Difficult	8
Very Difficult	10
Nigh Impossible	12

Any roll over 12 is now called an *Amazing Success*, which means you can be extra jazzy when you describe it! Also, when you fail a roll, it doesn't necessarily mean you fail the action. You might still succeed, but with complications, like becoming injured, losing or breaking a valued item, or just making the situation worse!

Abilities and Endurance

With the exception of *Magic*, no Ability in **OVA** requires the use of Endurance by default. As a result, any Abilities that used to possess an inherent Endurance cost may work differently in the new game.

Endurance also has several new uses for representing tests of stamina, while Perks and Flaws can now be applied to any Ability.

One Damage Ability to Rule Them All

While the original **OVA** had several Abilities that modified your Damage Multiplier (previously referred to as Damage Total), the new game uses a single Ability called *Attack* for this purpose. You can still create a suite of powerful moves like the old *Power Move*, but you can also use the ability to create an array of specific martial artist strikes or an arsenal of weapon techniques.

Converting the previous Abilities into the new *Attack* isn't quite seamless, so your new Attacks may be built a little differently from your old ones. Most notably, your Power Moves may be slightly weaker for the same Endurance cost, and Weapon no longer grants free Perks based on your Level in the Ability.

But if you really want your weapons to behave similarly to how they did before, have the *Weapon* Flaw grant 5 Endurance multiplied by your level in Attack.

Also, instead of the single "Knockback" effect, Attacks can inflict one of several Complications if you deal at least half of your opponent's Health in Damage. Check them out and consider modifying your Attacks to take advantage of them!

An Ability by Any Other Name

Many Abilities and Weaknesses in **OVA** have a new name or have been combined under a single heading to improve consistency and clarity. Please compare your character to the following list and update the names where appropriate.

Also, there are countless new Abilities, Weaknesses, Perks, and Flaws! Be sure to check through the book to see if you would like to incorporate them into your character.

ABILITIES

<i>Acrobatics</i>	<i>Agile</i>
<i>Animal Companion</i>	<i>Companion</i>
<i>Armor</i>	<i>Armored</i>
<i>Barrier, Offensive</i>	<i>Barrier</i>
<i>Charisma</i>	<i>Charismatic</i>
<i>Combat Skill</i>	<i>Combat Expert</i>
<i>Defense</i>	<i>Evasive</i>
<i>Filthy Rich</i>	<i>Wealthy</i>
<i>Flunkies</i>	<i>Minions</i>
<i>Hammerspace</i>	<i>Dimensional Pocket</i>
<i>Heal</i>	<i>Healer</i>
<i>Hobby</i>	<i>Knowledge</i>
<i>Human Arsenal</i>	<i>Walking Arsenal</i>
<i>Invention</i>	<i>Inventor</i>
<i>Invention, Focused</i>	<i>Inventor</i>
<i>Martial Arts</i>	<i>Attack</i>
<i>Occult Knowledge</i>	<i>Spirit Medium</i>
<i>Power Move</i>	<i>Attack</i>
<i>Servant</i>	<i>Companion</i>
<i>Shape Change</i>	<i>Shape Shifter</i>
<i>Special Ability</i>	<i>Unique Ability</i>
<i>Super Speed</i>	<i>Quick</i>
<i>Unnatural Resistance</i>	<i>Resistance</i>
<i>Vitality</i>	<i>Vigorous</i>
<i>Weapon</i>	<i>Attack</i>
<i>Willpower</i>	<i>Iron-Willed</i>

WEAKNESSES

<i>Bad Reputation</i>	<i>Infamous</i>
<i>Boorish</i>	<i>Rude</i>

<i>Damage Magnet</i>	<i>Unlucky</i>
<i>Dumb</i>	<i>Dense</i>
<i>Girl/Guy Magnet</i>	<i>Love Magnet</i>
<i>Languorous</i>	<i>Languid</i>
<i>Pariah</i>	<i>Outcast</i>
<i>Short Temper</i>	<i>Short-Tempered</i>
<i>Size</i>	<i>Awkward Size</i>
<i>Special Weakness</i>	<i>Unique Weakness</i>
<i>Strange Personal</i>	
<i>Habit</i>	<i>Quirk</i>
<i>Unnatural Weakness</i>	<i>Vulnerability</i>
<i>Unperceptive</i>	<i>Oblivious</i>

PERKS

<i>Continued Damage</i>	<i>Continued Effect</i>
<i>Endurance Drain</i>	<i>Fatiguing</i>
<i>Entangle</i>	<i>Paralyzing</i>
<i>Extra Damage</i>	<i>Effective</i>
<i>Extra Knockback</i>	<i>Stunning</i>
<i>No Attack Gesture</i>	<i>No Gesture</i>
<i>Rapid Strikes</i>	<i>Overwhelming</i>
<i>Special Perk</i>	<i>Unique Perk</i>
<i>Stun</i>	<i>Paralyzing</i>

FLAWS

<i>Decreased Damage</i>	<i>Ineffective</i>
<i>Empty Hands</i>	<i>Elaborate Gestures</i>
<i>No Knockback</i>	<i>Feather Blow</i>
<i>Special Flaw</i>	<i>Unique Flaw</i>
<i>Slow</i>	<i>Delayed</i>



And that's it! You're ready to go with the revised edition of **OVA**! So what are you waiting for? Get gaming already!