

Everything you need to know to play **OVA**, plus a complete character to get started!

# **OVA**

THE **ANIME** ROLE-PLAYING GAME



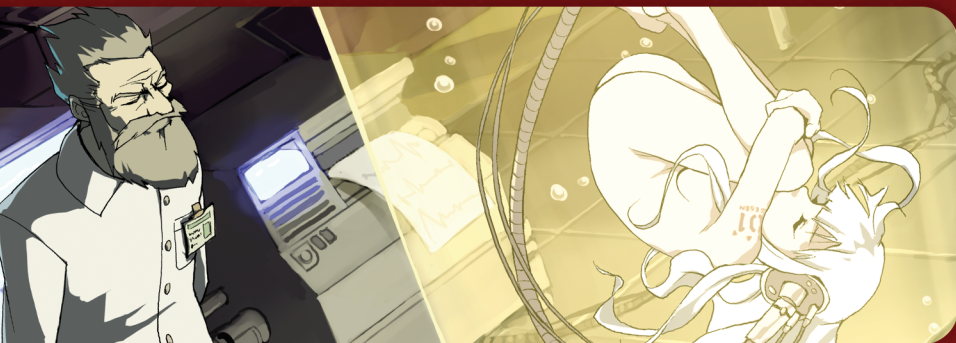
She's the  
world's  
most advanced

## **FIGHTING MACHINE**

But all she wants is to be human!

# **MIHO** PLAYER BOOK

# Your Introduction to Anime Adventure!



**Miho** was built to be the ultimate weapon, a true marvel of power and mechanized might. However, this new weapon exhibited a quality unintended by her creators: the ability to think for herself!

With **OVA: The Anime Role-Playing Game**, you can become Miho and take part in her story. This introductory **Player Book** will help you get started, with all the rules you need to accomplish amazing feats, fight fierce battles, and fulfill your character's destiny!

Together with a Game Master who owns the complete **OVA** game, you and Miho can set out on your very own anime-inspired adventures. The only limit is your imagination!

**OVA**

MIHO PLAYER BOOK

2+ PLAYERS  
AGES 12 & UP

A GAME BY Clay Gardner  
WITH ART BY Niko Geyer



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Hey! I'm **Miho**, and I'm going to teach you how to play **OVA: The Anime Role-Playing Game!** By the time you finish reading this Player Book, you'll be prepared to play with your first character...me!

## What Kind of Game Is This?

**OVA** is a specific kind of game called a *Role-Playing Game*. If you've never played an RPG before, it might be a little different from other games you're used to. There's no winning or losing, no optimum choices or preferred strategies. Instead, you and your friends are working together to create a story, one grounded in the tropes and ideas of Japanese animation. With the rules as a guide, you create characters that live in this world, acting out their hopes and fears as they face conflict, overcome adversity, and fulfill their destinies. There are also rules for fighting that allow you to unleash the flashy attacks and powers you've come to know and love from anime...or not. There's no *one* kind of story you can tell, and if that happens to forgo fiery explosions for romantic escapades, political intrigue, or slapstick comedy, that's okay, too!

Each segment of story you create is known as an *adventure*. An adventure can usually be completed in one session of the game—roughly three to five hours, but lengthy ones may be split up over several. You and your friends may like your characters so much that you continue to expand on their stories again and again, much like a series of episodes.

## What You Need to Play

First off, you can't play **OVA** by yourself! At the very least, you will need one other player to become the *Game Master*. In fact, maybe a Game Master gave you this book! The GM (as the name is often shortened) controls everyone else you might meet in the game as well as shapes the adventure

you will take part in. The GM also has a copy of the **OVA** rulebook, which contains a more thorough guide to how the game works. But enough about Game Masters, what do *you* need?

- **Pencil or Pen** or anything that writes, really. You'll need this to take notes during the game, like if your character gets injured or changes through play.
- **Paper** to write on. A blank sheet will do, but a notepad, index cards, or an official character sheet from Wise Turtle are great options, too.
- **Six-Sided Dice** that you can get in any old board game. The more the better, but eight or so should suffice. If you don't have enough, your Game Master may have some to share, or you can find blocks of dice for sale online or at your favorite local gaming store.

And this Player Book! It contains everything you need to play the game as Miho, the well-intentioned, ultimately naive battle-android with a human heart. Once you have grasped its contents, you will be ready to try the full **OVA** game. With the rulebook at your disposal, you'll be able to create any character you want! Be sure to visit [www.wiseturtle.com](http://www.wiseturtle.com) to find out how you can get your own copy.



Yay! I feel like we're going to be *great* friends! While I'm baking us some cookies, you can find out everything about me on the next two pages!

# Miho

I DON'T KNOW WHAT IT IS TO BE HUMAN,  
BUT I KNOW THAT IT'S WHAT I'M MEANT TO BE!

## Background

Since their earliest ventures in technology, people have strived to build a more powerful weapon of war. These attempts have all fallen prey to the limitations of humans themselves—until now. The Malicron Corporation was determined to create a better war machine. Self-sufficient, adaptable, the deadliest weapon of all: a human android.

Though the scientific community ridiculed the idea, Project MIHO (Military Intelligent Humanoid Operative) was a success. However, this new weapon exhibited a quality unintended by her creators: the ability to think for herself. Miho was built to adapt, but developing a conscience or emotions were not part of her programming. Dr. Heiji Tomori, head of the MIHO project, recognized these qualities and arranged for her escape. Unfortunately, Malicron quickly mobilized its military might to regain the company's prized creation. The events that followed, and the fate of Dr. Tomori, remain unknown. Whatever happened, the ordeal did not result in Miho's capture but left her critically damaged. With her last remaining strength, she simply collapsed into a dumpster many miles away.

By luck, or maybe fate, a young inventor named Braun rummaged through that very trash. It took time, but he restored the android to prime condition. Miho has dedicated herself to helping her hero ever since. Well, that, avoiding her pursuers, and destroying half of Tokyo with her good but ultimately disastrous intentions.

## Personality

Despite her military origins, Miho is an innocent, kind-hearted spirit, hopelessly naive and trustful of anyone she meets.



She desires to learn as much as possible about the world, making reading (at inhuman speeds) one of her favorite pastimes. Though she wants to help, her inherently destructive build often proves more hindrance than aid.

## Robot Characteristics

Miho sustains herself with energy from the sun, either in hour-long “sunbaths” where her systems shut down, or gathered gradually through the day. If deprived for

## ABILITIES

- +3 Agile
- +3 Attack (Robo-Powered Arsenal)
- +3 Beautiful
- +3 Combat Expert
- +3 Heightened Sense (Sight)
- +3 Life Support
- +3 Quick
- +3 Strong
- +1 Transformation
  - +2 Combat Expert
  - +2 Endurance Reserve
  - 3 Unique Weakness (Loss of Control)
- +1 Unique Ability (Quick Calculator)

## WEAKNESSES

- 1 Bizarre Appearance (Robot Features)
- 3 Dependency (Sun)
- 2 Guardian (Braun)
- 3 Ineptitude (Cooking)
- 2 Kind-Hearted
- 2 Naive
- 2 Trigger (Transformation If Critical)
- 1 Unique Weakness (Excessive Density)
- 3 Vulnerability (Electricity)
- 3 Wanted (Malicron Corporation)

## OTHER STATISTICS

**CONCEPT:** Missile-Powered Mechanical Maiden

**BIRTHDAY:** February 12

**AGE:** 1 (Appears 18)

**GENDER:** Female

**HEIGHT:** 5' 5"

**WEIGHT:** 275 lbs.

**HAIR:** Blue

**EYES:** Yellow

**ASSOCIATION:** Malicron Creation

**HOBBIES:** Reading

**FAVE FOOD:** Sunshine

**ALLIES:** Braun

**ENEMIES:** Malicron Corp.

## Attacks &amp; Combat Stats

**Mode 1: Hand-to-Hand**

AFFINITY: MARTIAL ARTS

Even barehanded, Miho is a competent combatant.

ROLL	DX	END
8	7	0

**Mode 2: Gatling Gun**

RANGED, OVERWHELMING; INACCURATE X3  
She's packin'! The more bullets, the better!

ROLL	DX	END
5	4	0

**Mode 3: Missile Launcher**

AREA EFFECT, STUNNING, RANGED;  
INACCURATE X3, DELAYED  
Speak softly and launch a big missile!

ROLL	DX	END
5	4	0

**Mode 4: Sniper Rifle**

ACCURATE, ARMOR PIERCING, IMPAIRING,  
RANGED; CONCENTRATION: AIMING  
Miho takes them out with robotic precision.

ROLL	DX	END
9	4	0

**Mode SP: Miho Ray**

EFFECTIVE X6, RANGED; REQUIREMENT:  
SELF-PRESERVATION MODE (-20)  
Nothing will remain to hurt her.

ROLL	DX	END
10	10	10

DEFENSE

5

HEALTH

40

ENDURANCE

40

TV

20

24 hours, Miho's systems switch to an alternate, less effective power supply. Her excessive density can pose problems too, straining weak floors, inhibiting attempts to swim, and making her very difficult to carry. Her body exhibits clues to her robotic nature that may be difficult to disguise.

Finally, if reduced to a combined 10 Health and Endurance, Miho enters Self-Preservation Mode. Her consciousness shuts down, instead focusing on eliminating the danger—and anything in her way, friend or foe. Once successful, Miho returns to normal with no memory of her time in this mode.



## Understanding Your Character

Every character in *OVA* is made up of two things: *Abilities* and *Weaknesses*. Abilities are positive attributes like skills, talents, areas of physical prowess, and even supernatural powers.

On the other hand, Weaknesses represent negative or problematic traits like disabilities, undesirable quirks, responsibilities, and other things that can ruin your day.

Mihoho is made up of these, too. Later on, we'll describe what each item on her character sheet means in the game, but for now, know that Abilities are ranked on a scale of one to five, with 1 being competent, 3 being excellent, and 5 being one-of-a-kind, awe-inspiring levels of magnitude. Likewise, Weaknesses are ranked from -1 to -3, with -1 being annoying, -2 bad, and -3 just plain awful!

## Health and Endurance

Characters also have two other important numbers: *Health* and *Endurance*. Health represents your character's toughness, the ability to take hard knocks and keep going. When your character gets hurt, this number will get reduced.

Endurance is your vitality and energy, representing your ability to not tire or give up. This number may become depleted when you unleash strenuous powers, perform feats of stamina, or attempt to resist the effects of certain obstacles.

Be careful! If both numbers hit zero, your character will fall unconscious.

## Combat Statistics

The *Attack & Combat Stats* box organizes your character's important numbers for combat in one place. It's possible you may never need them, but in the likely situation that you will, this can help fights run smoothly. You'll find out more about fighting later on.

### ABILITIES

+3	Agile
+3	Attack (Robo)
+3	Beautiful
+3	Combat Expert
+3	Heightened Senses
+3	Life Support
+3	Quick
+3	Strong

### WEAKNESSES

-1	Bizarre Appearance
-3	Dependency (Superhero)
-2	Guardian (Braun)
-3	Ineptitude (Cooking)
-2	Kind-Hearted
-2	Naive
-2	Trigger (Transformation)
-1	Unique Weakness (Kissability)



### HEALTH

40

### ENDURANCE

40

## Attacks & Combat Stats

### Mode 1: Hand-to-Hand

AFFINITY: MARTIAL ARTS

Even barehanded, Miho is a competent combatant.

ROLL	DX
8	7

### Mode 2: Gatling Gun

RANGED, OVERWHELMING; INACCURATE X3

She's packin'! The more bullets, the better!

ROLL	DX
5	4

### Mode 3: Missile Launcher

ROLL	DX
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## Taking Action

While playing *OVA*, your character will do many things. Most of the time, these are done simply by describing them aloud: “Miho investigates the source of the strange noise,” or “I smile and greet him!” But sometimes you want to do something special, something with genuine consequences for failure, or something where the outcome is uncertain: “Miho wants to shoot out the motion sensor,” or “I’ll try to impress them with my cooking skills!” Remember those dice mentioned earlier? They represent chance and dramatic tension. This is where you put them to use!

When you want to take an *action*, roll two dice and take the highest one. If they end up the same, add them together. This number represents how well you did. It’s then compared to a *Difficulty Number* set by the Game Master or to a roll made by someone else. If you beat it, you succeed!

## Modifiers

But what if your character is particularly good at what she is trying to do? Or what if the odds are stacked against her favor? These things are represented by *modifiers*. Modifiers are added or subtracted from the number of dice you roll.

### ADD DICE WHEN...

- You have an Ability that aids what you are trying to do. Add a number of dice equal to your Level in that Ability.
- You have something working in your favor. This *Bonus* is decided by the Game Master.

### TAKE AWAY DICE WHEN...

- You have a Weakness that hampers what you are trying to do. Remove a number of dice equal to your Level in that Weakness.
- You have something working against you. This *Penalty* is decided by the Game Master.



Did you know that the chance of rolling doubles with two dice is approximately 16.667%?

More dice are handled the same way. With doubles, add them together and compare the sum to any other number rolled. If the added dice are highest, use them. If not, use the other highest die. Triples, quadruples, and so on are all added together.

## Negative Dice

Going by the rules, you may soon realize it’s possible to have fewer than one die to roll. Don’t panic; all is not lost! When dice are reduced this low, you roll *Negative Dice* instead. At zero, roll two dice and take the lowest. For each number below zero, roll an additional die and again take the lowest. Duplicate dice are never added together when rolling this way.

## Drama Dice

Oh no! You just botched that roll, and now you are in one heck of a mess.

Or are you? If you feel success is vitally important, you may spend Endurance to help improve your result. For every 5 points you spend, you may roll one additional die, a *Drama Die*. These dice can be gained even after you have rolled!

## What It Means to Fail

No matter how much characters try, or how badly they want it, they will eventually fail. But a bad roll does not always mean outright failure. Sometimes characters can still succeed...just not as they intended!

Perhaps something else goes wrong, or maybe one of your character’s Weaknesses comes into play. You might even gain a temporary Weakness as consequence of your failed attempt. This is *Succeeding with Complications*. What exactly happens depends on the circumstances at hand and, ultimately, the Game Master’s discretion.

## Combat

Whether you want to or not, sometimes things cannot be resolved with words and other peaceful means. When it becomes clear that you have to fight it out, you enter *combat* and gameplay becomes separated into *Rounds*.

### The Round

Most often when you are playing *OVA*, the passage of time is not important. Waiting for the bus at 3 o'clock can take as long as saying so many words. However, in situations of excitement, danger, and suspense, the nature of time starts to matter. You need to know exactly how much you can accomplish—and how fast.

In these cases, time is split up into dramatic units called *Rounds*. This is not a specific segment of time. A *Round* may represent mere seconds between a furious exchange of blows. Or instead, it can encompass minutes of heroic dialogue, the detailed exposition of evil plans, or other posturing. All a *Round* represents really is enough time for everyone to perform an action. The order in which characters can do so is determined by *Initiative*.

### Initiative

At the beginning of the first *Round*, everyone involved in this conflict rolls their *Initiative*. *Initiative* is two dice, plus any modifiers from *Abilities*, like *Quick*, and *Weaknesses*, like *Slow*. Everyone acts from highest to lowest *Initiative*. Should two *Initiatives* tie, the person rolling the most dice goes first. In case of further ties, refer to the next highest die.

### Actions and Free Actions

When your turn has arrived, you may make one action. An action is something that requires time and concentration, like attacking, running away, or helping a fallen comrade.

While these things are worthy of an action, many things are not. Attacking with a weapon is an action, but drawing that weapon would not be. Performing a detailed search of a dresser's contents would require an action, or even several *Rounds* of actions, but scanning a room quickly would not. If any action can be performed instantaneously and has no room for failure, then it is a *free action* and will not take up your action for the turn.

## Attack!

Like any other action, attacking an opponent is handled by rolling the dice. Pick a target, choose one of the attacks available on your character sheet, and let loose with an *Attack Roll!* The number of dice you need to use is helpfully listed under *Roll* for that attack. Your result will be compared to a different roll made by your opponent. If you exceed this roll, you hit. If you roll a lower number or tie, you do not.

## Range

Exact distances are not important in *OVA*. It is assumed that any character can close the gap and properly face any opponent within a *Round*. However, there are times when this is not the case. Characters in flying vehicles, on top of buildings, or in other faraway places are simply not in range. Unless the character has a convenient way of getting to them, such distant opponents can only be hit with attacks that have the *Ranged Perk*.

## Defend!

As you read above, attacks are compared to another roll, the *Defense Roll*. When you are attacked, roll the number of dice listed under *Defense* on your character sheet. You are almost always entitled to roll for your defense, even if you have already acted earlier in the *Round* or have fallen prey to some *Complication*.



## Damage

Once you've successfully hit someone, *Damage* is calculated. For every point your Attack Roll exceeds your opponent's Defense Roll, you deal your *Damage Multiplier*. This is listed under *DX* for your attack. The total is then subtracted from your opponent's Health.

## Combat Complications

If characters ever take half or more of their maximum Health in a single attack, they receive a *Combat Complication* of the attacker's choice. This represents the overwhelming nature of the blow and puts characters in a position of disadvantage. A Complication can mean many things, but it usually falls under one of these three types:

- **Stunned** characters are thrown off guard by the force of the attack. They may be knocked down, flung into a nearby wall, or simply dazed. Regardless of exact circumstances, the character loses their next action. If a character is already losing an action through another *Stunned* Complication, Ability, or condition, there is no additional effect.
- **Impaired** characters are debilitated by the attack. The offense may inflict a crippling injury, rattle the character's capacity to think clearly, or otherwise reduce the ability to fight. Characters who are *Impaired* receive a -1 Penalty to all actions for the combat's duration. Further attacks can add more *Impairments*, and the effects may last after the battle at the Game Master's discretion.
- **Weakness/Flaw Complications** cause characters to succumb to one of their Weaknesses or Flaws. A character with *Focus* or *Requirement* may be disarmed or have a key item broken, *Short-Tempered* characters may become enraged and have poor judgment, and so on.

## Health & Endurance

Health will gradually wear down over the course of a fight as you take a few hits. Your Endurance, on the other hand, is reduced by actions *you* take. Feats of stamina and many attacks carry with them an Endurance cost to perform.

If you run out of Health, the battle is not over yet! Through sheer force of will, you can keep on fighting. Further Damage will take away from your Endurance instead, but you now receive a -1 Penalty to all actions, much like the *Impaired* Complication. Likewise, if you use up all your Endurance, further expenditures will deduct from Health, and you'll incur this same -1 Penalty. Once both Health and Endurance are gone, your ability to contribute to the fight is over. You may fall unconscious or tire to the point that you give in. In any case, it's up to your friends to continue the fight from here!

## Recovering

Once in any combat, you may choose to let your character *recover* instead of taking an action that Round. This maneuver immediately replenishes 10 Endurance, not to exceed the character's maximum. The actual action the character performs is up to you, whether it's focusing ones energy, quoting axioms from an old mentor, or simply having a second wind. Once a character has taken advantage of recovering, they may not do so again until this combat has ended.



Many of my attacks have special Perks that allow me to give Complications while only inflicting a quarter of my opponent's maximum Health. Also, my final attack, Miho Ray, can only be used while I am in Self-Preservation Mode. Please be careful! I really don't want to have to do that...



We're almost done! So you can role-play me better, here's an overview of all that makes me, me!

## Miho's Abilities

**AGILE** Miho is designed to be naturally adept at moving skillfully. You can add three dice to Attack Rolls, aiming, danc-ing, sleight of hand, and other activities that test her coordination and dexterity.

**ATTACK** This gives Miho +3 to her Damage Multiplier when attacking. This Ability is what all the attacks on her character sheet are based on.

**BEAUTIFUL** Miho was crafted with exquisite attention to detail. Ostensibly, this was to increase her versatility for covert operations, but it was mostly the pride Dr. Tomori took in his work. Add three dice whenever Miho uses her looks to charm, distract, or otherwise aid a given task.

**COMBAT EXPERT** Miho's military training makes her well-equipped for a fight. You can add three dice to Attack Rolls or when showing off her combat mastery.

**HEIGHTENED SENSE (SIGHT)** Miho has a sense of vision beyond that of a normal human. When attempting to see things far away, discern minute details, or otherwise make use of sight, you may add three dice.

**LIFE SUPPORT** Since Miho is not alive in the sense that humans are, she is unaffected by lack of food, water, or even air. However, it's possible certain environments could remain harmful to her.

**QUICK** Miho is quite fast and possesses quick reflexes. You can add three dice to her Initiative and Defense, as well as when running, driving, or anything else that challenges her ability to move quickly.

**STRONG** Despite her appearance, Miho has a lot of raw physical power. You can add three dice when lifting, climbing, breaking things, or performing any other action that tests her strength. *Strong* also acts as a Bonus to her Damage Multiplier when fighting barehanded, as reflected under her attacks.

**TRANSFORMATION** Under specific circumstances, Miho enters Self-Preservation Mode. In this state, she gains an additional two dice to roll with her attacks as well as access to her Miho Ray. She also gets a special reserve of 40 Endurance for use with it. However, this Endurance cannot be used to absorb Damage in combat, spent for Drama Dice, or otherwise used for any purpose besides Miho Ray. The transformation's biggest drawback is Miho's complete loss of control. Her ability to define friend from foe is eliminated in favor of pure efficiency. The Game Master may take control of Miho while she's in this state or perhaps just alter your intentions without your input!

**UNIQUE ABILITY (QUICK CALCULATOR)** Due to her computerized mind, Miho is able to make calculations quickly and accurately. She can also digest information at an incredibly expeditious pace.

## Miho's Weaknesses

**BIZARRE APPEARANCE** While startlingly human-like, Miho has a variety of tell-tale features that betray her robotic origins. Ports, markings, and her "ears" may be difficult to fully disguise but are unlikely to alarm those who notice them.

**DEPENDENCY (SUNLIGHT)** Miho derives her energy from the sun. While she can manage without it, her alternate methods for generating power are much less efficient. If Miho goes 24 hours without

sunlight, she receives a -3 penalty to all her rolls.

**GUARDIAN** Miho cherishes Braun for saving her and will do anything in her power to protect him. Unfortunately, because Braun is in possession of “stolen” goods, namely Miho herself, his propensity for getting in trouble is highly elevated.

**INEPTITUDE (COOKING)** Despite a willingness to learn and a mastery of countless difficult skills, Miho couldn’t cook her way out of a paper grocery bag. This doesn’t stop her from trying...

**KIND-HEARTED** Miho is a kind soul and does her best to be helpful to everyone, even if it causes her great hardship.

**NAIVE** Miho is guileless and trusting. Coupled with her lack of experience with the world, she’s apt to believe anything anyone tells her. Only the most audacious misrepresentations of the truth will make her pause to consider their accuracy.

**TRIGGER (TRANSFORMATION IF CRITICAL)** Miho’s Transformation can only be activated if her Health and Endurance is reduced to a combined 10. At this point, the transformation is automatic.

**UNIQUE WEAKNESS (EXCESSIVE DENSITY)** Miho is not just heavy, she packs all that weight into a relatively confined space. She sinks like a rock, can break weak floors or any other fragile surface, and is difficult to move or carry.

**VULNERABILITY (ELECTRICITY)** Because of Miho’s many complex electrical workings, attempts to harm her *with* electrical means are more effective than they would be on a human being. For each point of Damage Miho receives from an electrical source, inflict two more.

**WANTED (MALICRON)** Put simply, Malicron wants Miho back at any cost. Worse, if they do capture her, her freedom or even her life may be lost forever.

## Miho’s Attacks

**HAND-TO-HAND** Miho can add her *Strong* Bonus to her Damage Multiplier while fighting with her fists and feet.

**GATLING GUN** When using this attack, Miho’s Attack Roll is reduced, but her *Overwhelming* forces her opponent to give up their next action if they want to defend against it.

**MISSILE LAUNCHER** This missile-powered attack can affect up to three targets in reasonable proximity, and the force of the blow only requires a quarter of their maximum Health to inflict the *Stunned* Complication. However, this attack is less accurate and will only take effect before the start of Miho’s next turn. While she can make Defense Rolls and even take Damage without disrupting the attack, if she is *Stunned* or otherwise disabled before then, the attack automatically fails.

**SNIPER RIFLE** While using her sniper rifle, Miho can roll an extra die to attack. This attack also eliminates two levels of *Armored* and inflicts the *Impaired* Complication with only a quarter of the opponent’s maximum Health. However, Miho needs complete concentration until her next turn. If she is interrupted in any way, even to make a Defense Roll, the attack is unsuccessful.

**MIHO RAY** Miho’s ultimate, most damaging attack. Using it costs 10 Endurance, but this can be drained from her *Endurance Reserve*. Coupled with her increased Attack Roll, Miho can cause serious harm to any adversary. But even friends are not safe when she is in Self-Preservation Mode.

## CHARACTER PORTRAIT

### Background

### Appearance

### Personality

### Other Notes



CHARACTER NAME

PLAYER NAME

ABILITIES

WEAKNESSES

COMBAT NOTES

Combat Stats

	ROLL	DX	END
	ROLL	DX	END
	ROLL	DX	END
	ROLL	DX	END
DEFENSE	HEALTH	ENDURANCE	TV

DAMAGE, COMPLICATIONS, ETC.

CHARACTER RECORD





Now it's time  
for the  
**REAL**  
adventure  
to begin!

## YOU'VE GOTTEN A GLIMPSE OF OVA, NOW TRY THE FULL VERSION!

### **CREATE YOUR PERFECT CHARACTER**

Complete rules for making the character you want to play! There's no need to worry about rows of numbers and statistics. Creating characters takes just minutes—it's as simple as describing them!

### **MORE RULES, EXPANDED POSSIBILITIES**

Specific rules to handle many common situations, extensive examples, new combat maneuvers, and more! The book also contains everything you need to know to become the Game Master of your group.

### **LAVISHLY ILLUSTRATED WITH COLORFUL CHARACTERS**

Filled to the brim with vibrant, anime-style illustrations. Meet a varied cast of characters drawing inspiration from nearly every genre. Miho's there, too!

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