

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

# OVA

THE ANIME ROLE-PLAYING GAME

To atone for

# SINS

of his past...

He will give

# HELP

to those who  
cannot help  
themselves!

# RAINE

# PLAYER BOOK



# Your Introduction to Anime Adventure!



*Raine*, a skilled swordmaster desperate to atone for his life as an assassin, travels the world doing good where he can. But despite his heart-felt intentions, it may be impossible for him to escape his past!

With ***OVA: The Anime Role-Playing Game***, you can become Raine and take part in his 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 Raine can set out on your very own anime-inspired adventures. The only limit is your imagination!

**OVA**

RAINE  
PLAYER BOOK

2+ PLAYERS  
AGES 12 & UP

A GAME BY Clay Gardner  
WITH ART BY Niko Geyer



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Greetings. I am **Raine**, and I will show you how to play **OVA: The Anime Role-Playing Game**. By the time you finish reading this Player Book, you will 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 Raine, the swordmaster ex-assassin who seeks to atone for the sins of his past. 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.



The longest journey begins with a single step. Prepare yourself as you can. All that you need to know about me is contained within the following two pages.

# Raine

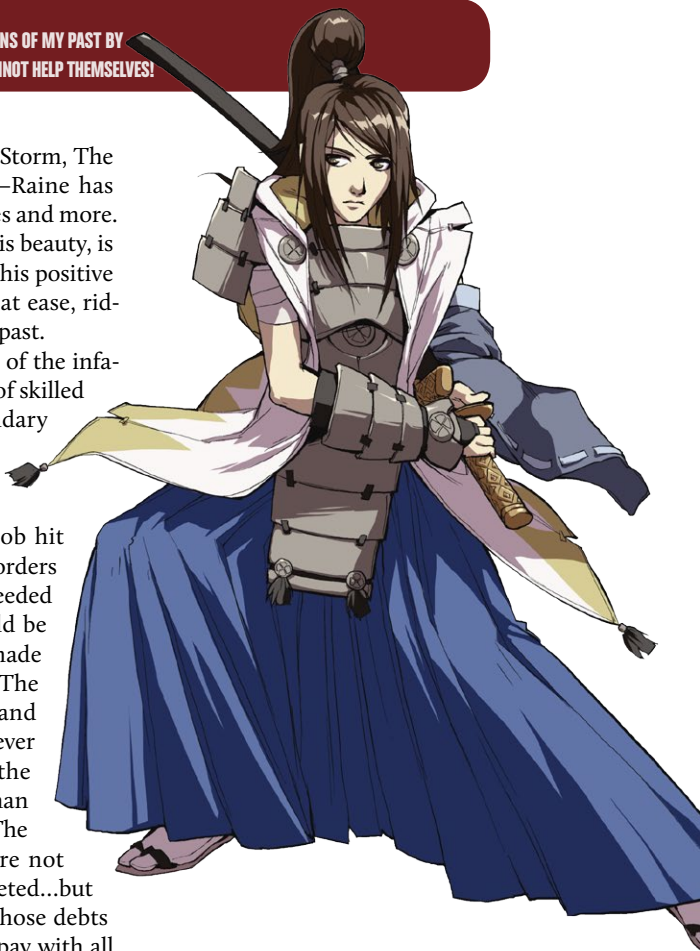
I WILL ATONE FOR THE SINS OF MY PAST BY  
HELPING THOSE WHO CANNOT HELP THEMSELVES!

## Background

The Warrior of the Mist, The Storm, The Sword That Cuts the Wind—Raine has been known by all these names and more. His skill with his sword, like his beauty, is nearly unmatched. But for all his positive attributes, Raine's mind is ill at ease, riddled with the misdeeds of his past.

Raine was once a member of the infamous Clan Cave Fox, a group of skilled assassins for hire. His legendary ability was well suited for the task, and he was content to supply it for the money it procured. That is, until his job hit too closely to home. He had orders to kill a man whose debts exceeded that which the Clan felt could be repaid. It was a simple task made even easier in the darkness. The man never saw it coming, and Raine, to his ultimate regret, never saw his quarry's face until the deed was done. Feebly, the man clasped on to Raine's clothes. The eyes that looked into his were not that of yet another job completed...but of his own father, the man whose debts he had desperately tried to repay with all those years of service to the Clan.

For the first time, Raine questioned his actions. He realized a life was more than a thing you could take, that every life meant something to someone. Disgusted with himself, he wordlessly left the Clan. But no one, *no one*, left the Clan and lived. Clan Cave Fox dispatched another skilled assassin, Raine's old comrade Shou, to hunt him down. Now Raine wanders, doing good where he can in hopes of atoning for his life of sin. He longs for the day when he can finally escape Clan Cave Fox... and the shadows of his past.



## Personality

Raine is a quiet person, usually only speaking when something significant must be said or in reply to someone else. Even though he is skilled and a solid thinker, Raine's mind tends to wander. He often loses track of what a person is saying to him, a trait that may cause people to underestimate his intelligence. In his spare time, Raine can usually be found practicing his swordsmanship or quietly contemplating, but he also has a passion for origami, the Japanese art of folding paper. He sometimes uses the paper to focus his thoughts.



## ABILITIES

- +1 Agile
- +2 Art of Invisibility
- +3 Attack (Kaze Satsujinsha)
- +4 Beautiful
- +4 Combat Expert
- +2 Evasive
- +1 Intuitive
- +1 Iron-Willed
- +2 Knowledge (Origami)
- +2 Knowledge (Wilderness)
- +1 Quick
- +2 Sixth Sense
- +2 Vigorous

## WEAKNESSES

- 1 Airhead
- 2 Code of Conduct (Will Not Fight Surprised or Defenseless Opponents)
- 2 Guardian (Those in Need)
- 3 Ineptitude (Home Economics)
- 1 Pacifist
- 3 Poor
- 2 Rival (Shou)
- 2 Secret (Past as an Assassin)
- 1 Sensitivity (Sexual Misidentification)
- 1 Unique Weakness (Nightmares)
- 3 Wanted (Clan Cave Fox)

## OTHER STATISTICS

**CONCEPT:** Ambiguously

Sexed Sword Master

**BIRTHDAY:** January 31

**AGE:** 23

**GENDER:** Male

**HEIGHT:** 5'9"

**WEIGHT:** 140 lbs.

**HAIR:** Brown

**EYES:** Brown

**ASSOCIATION:** Previously  
of Clan Cave Fox

**HOBBIES:** Origami

**FAVE FOOD:** Miso Soup

**ALLIES:** None

**ENEMIES:** Shou, Clan  
Cave Fox

## Attacks &amp; Combat Stats

<b>Kaze Satsujinsha</b> ARMOR PIERCING; WEAPON Raine's skill with a sword is extraordinary. His legendary katana is a suitable companion.	ROLL <b>7</b>	DX <b>4</b>	END <b>0</b>
<b>Raging Thunder Slash</b> EFFECTIVE X3, AFFINITY: ELECTRICITY; WEAPON Raine whispers across his blade before striking with crackling electrical energy.	ROLL <b>7</b>	DX <b>7</b>	END <b>10</b>
<b>Electrical Storm</b> AREA EFFECT X2, EFFECTIVE, AFFINITY: ELECTRICITY; REQUIREMENT: MUST BE OUTSIDE (-10), WEAPON Raine summons the power of nature to cut swaths through legions of enemies.	ROLL <b>7</b>	DX <b>5</b>	END <b>10</b>
<b>Mist Touch</b> CONTINUED EFFECT, FATIGUING, WILL ATTACK, AFFINITY: SPIRIT Raine concentrates his energies to project his very spirit into the opponent's mind.	ROLL <b>7</b>	DX <b>4</b>	END <b>10</b>
<b>DEFENSE</b> <b>5</b>	<b>HEALTH</b> <b>40</b>	<b>ENDURANCE</b> <b>60</b>	<b>TV</b> <b>18</b>

## Nightmares

Raine is regularly haunted by nightmares of his bloody deeds, especially of his father's death. He rarely sleeps through the night, and his sudden awakenings may startle companions.

## 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.

Raine is made up of these, too. Later on, we'll describe what each item on his 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, aweing 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

+1	Agile
+2	Art of Invisi
+3	Attack (Kaz
+4	Beautiful
+4	Combat E
+2	Evasive
+1	Intuitive
+1	Iron-Will

### WEAKNESSES

-1	Airhead
-2	Code of Conduc
	Unarmed or S
-2	Guardian (Those
-3	Ineptitude (Hom
-1	Pacifist
-3	Poor
-2	Rival (Shou)



### HEALTH

40

### ENDURANCE

60

## Attacks & Combat Stats

### Kaze Satsujinsha

ARMOR PIERCING; WEAPON

Raine's skill with a sword is extraordinary.

His legendary katana is a suitable companion.

ROLL

7

DX

4

### Raging Thunder Slash

EFFECTIVE X3, AFFINITY: ELECTRICITY;

WEAPON

Raine whispers across his blade before striking with crackling electrical energy.

ROLL

7

DX

7

## Taking Action

While playing *OVA*, your character will do many things. Most of the time, these are done simply by describing them aloud: “Raine investigates the source of the strange noise,” or “I smile warmly at her.” But sometimes you want to do something special, something with genuine consequences for failure, or something where the outcome is uncertain: “Raine tries to slice through the barred door,” or “I want to convince Shou not to fight!” 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 he is trying to do? Or what if the odds are stacked against his 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.



The dice are ripples in the water. Number matches number as the concentric circles mirror each other.

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.



My various attacks have special Perks that allow me to ignore armor, do continued damage, strike multiple opponents, or even damage one's Endurance directly. However, many require my sword. Without Kaze Satsujinsha, I am bereft of much of my power.



My teachings are almost at an end, but our journey is only beginning! To play me better, here is a thorough overview of all that makes me who I am.

## Raine's Abilities

**AGILE** Raine is naturally adept at moving skillfully. You can add one die to Attack Rolls, aiming, dancing, acrobatic feats, and other activities that test coordination and dexterity.

**ART OF INVISIBILITY** One does not stay an assassin long without great skill in moving silently and blending into the shadows. Add two dice when Raine is hiding, sneaking, shadowing, or otherwise attempting to remain unnoticed.

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

**BEAUTIFUL** Raine possesses an almost unearthly beauty, so beautiful in fact, he is sometimes mistaken for a woman! Through his looks, Raine may be able to excel in jobs that require it, have an easier time convincing others to do as he likes, and be sufficiently distracting when he wants to be. Whenever Raine uses his appearance to help in the task at hand, add four dice.

**COMBAT EXPERT** Raine's skill in combat is virtually unparalleled, and his swordsmanship is the stuff of legends. You can add four dice to Attack Rolls during combat.

**EVASIVE** Raine is also skilled at evading danger. You can add two dice to Defense Rolls during combat.

**IRON-WILLED** Raine has developed a steely resolve from his life in Clan Cave

Fox—always remaining reliable under pressure and true to his values and loyalties. You can add one die when resisting temptation, fear, mind control, or anything that tests Raine's conviction and mental stamina.

**KNOWLEDGE (ORIGAMI)** When not perfecting his sword technique, Raine often concentrates his thoughts through the art of folding paper. When attempting to create a complex design, discuss origami's history and merits, or teach the art itself, add two dice.

**KNOWLEDGE (WILDERNESS)** After so much time spent eluding the resourceful Clan Cave Fox, Raine has become experienced at living in the wilds of the world. Add two dice to attempts to hunt, forage, track, find shelter, or otherwise survive without modern society's usual comforts.

**QUICK** Raine is quick to react and respond. You can add one die to his Initiative and Defense Rolls, as well as when running, driving, or anything else that challenges his ability to move quickly.

**SIXTH SENSE** Raine has a gut instinct that alerts him of danger. Add two dice to your roll to notice something fishy going on or to predict ambushes, traps, dark omens, and other unforeseen threats.

**VIGOROUS** Raine has substantial stores of energy from years of practicing swordsmanship. He has 60 Endurance to spend instead of the usual 40.

## Raine's Weaknesses

**AIRHEAD** Despite his experience and aptitude for handling danger, Raine often finds himself lost in thought. Should someone speak dully or at length, Raine's mind may wander, making him miss the content of the conversation.

**CODE OF CONDUCT** After the great misfortune of his father's death, Raine refuses to fight anyone without fully announcing his intent, nor will he engage an unarmed or otherwise defenseless opponent. A skilled hand-to-hand combatant may count as "armed" in Raine's book, but only after seeing proof of an opponent's intent will he raise his own weapon in answer.

**GUARDIAN** Raine will do anything in his power to serve and protect those who cannot defend themselves. This desire to atone for his past supersedes any concern for his own safety, even if it means Clan Cave Fox getting one step closer to his capture.

**INEPTITUDE (HOME ECONOMICS)** With so much time spent in the great outdoors and other fringes of society, even the most basic of housekeeping eludes Raine. Subtract three dice to any attempts to cook a comforting meal, impress with a well-kept dwelling, or otherwise maintain a household and its occupants.

**PACIFIST** Despite his nearly unmatched skill with the sword, Raine will choose all other means possible to solve a dispute or obstacle. But if violence proves to be the only solution, Raine won't hold back!

**POOR** From his years living out in the wilderness, Raine has no personal wealth nor the resources to attain it.

**RIVAL (SHOU)** Raine's longtime friend in Clan Cave Fox is now one of his fiercest adversaries. Among the clan, Shou is one of the few that can truly match Raine's prowess for fighting, and their inevitable battle will make for quite the stalemate.

**SECRET (PAST AS AN ASSASSIN)** While he knows his wrongs can never be truly undone, Raine has tried his best to cut ties with his past. He will never lie if asked

directly, but he knows if the truth were revealed, the aid he desires to give may be questioned or outright refused.

#### **SENSITIVITY (SEXUAL MISIDENTIFICATION)**

Raine's delicate beauty leads many to assume he is not a man. This mistake is one of the few things that causes him to betray his otherwise calm demeanor, and while outright anger is rarely demonstrated, his annoyance becomes immediately clear.

#### **UNIQUE WEAKNESS (NIGHTMARES)**

Raine is plagued by vivid nightmares of his past and his father's regrettable death. His fitful sleep and sudden awakenings prevent rest and may startle those around him.

**WANTED (CLAN CAVE FOX)** Clan Cave Fox wants Raine back at any cost, and they have enormous resources to retrieve him... dead or alive!

## **Raine's Attacks**

**KAZE SATSUGINSHA** Raine's katana is his only companion. This legendary sword allows him to ignore two levels of *Armored*.

**RAGING THUNDER SLASH** A fierce sword blow charged with electricity makes a dangerous weapon even more deadly.

**ELECTRICAL STORM** By calling on the forces of nature and channeling it through his sword, Raine can send a concentrated storm of electrical power into large groups of opponents. It is only effective outdoors.

**MIST TOUCH** Raine can focus his spiritual energy and attack the mind directly. Abilities like *Iron-Willed* and Weaknesses like *Weak-Willed* are used for Attack and Defense Rolls instead of *Agile/Clumsy* and *Quick/Slow*. Damage draws directly from Endurance, and half this Damage is dealt again for the next three Rounds unless the opponent can free their mind of Raine.

## 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!

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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!

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