

SOUL EATER

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RPG V1.1



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Introduction

“Welcome to Death Weapon Meister Academy. More commonly known as the DWMA. It stands as a defence against the forces of evil which would plunge the world into chaos and drag humanity into the very depths of fear and madness. The demons known as kishin and their and their insatiable hunger for destruction. To ensure the kishin never regain their hold on this world this academy was founded by the Grim Reaper, Death himself.” - Narrator

“So basically we are an organization that exists to protect and preserve peace. I guess it's not exactly a typical school. Oh well that isn't important for now. Let's roll up our sleeves and get to work.” - Lord Death

This is Soul Eater

Scythes, flying brooms, ninjas, kishin, souls...

Soul Eater is a (sometimes) dark fantasy at it's finest, full of action, more action, and pervy jokes. The heroes are over the top. The villains are powerful. The world has a strange feel (oh wait that is the madness). The story is familiar to those who watched and read it but it hasn't been told like this before. It has

anime elements that speak to the audience. It's all over the place; everything is everywhere always. And it's fun. Characters run fast. Souls get eaten. We want to cheer for the good guys and watch the bad ones die. And, sometimes, we want to be a part of that world.

This is a Roleplaying Game

It's a game of your imagination, where you tell stories by being a main character (maybe not a good guy) – that you create. It's a game that offers a whole lot of choices. So many choices in fact that it makes a modern computer game look like pong, because it is only limited by what you can imagine. The story is like an anime except that it takes place in your head. There is no script to the movie; you decide what your character does. The game master is the director (if he can even make you listen) and the special effects designer (when you are too lazy to do it yourself), deciding what the story is about and being schizophrenic, I mean controlling all of the other characters. He also has to learn the rules, tell you what reactions your actions result in, and describe things that happen. But together with the power of friendship (or lack thereof) the players and the gamemaster create a story, and hopefully have a good time.



This is the Soul Eater Roleplaying Game

Combine the fabulous elements of Soul Eater with the imagination-powered engine of a roleplaying game, and the anime world draws closer. Everything you need is in this PDF except the dice (I guess you could use an online roller but it just isn't the same).

When you're ready, scroll through this PDF. It lets you do what you want (or prevent you from doing it when rules get involved). You can be good or evil,

sane or not, EAT or NOT.

When you play the Soul Eater Roleplaying Game, you create a (hopefully) unique character that gets a home inside of the imagination of you and your friends. One person, the gamemaster gets to control all of the other characters; the villains; your allies; that cat. The gamemaster also gets to be the world; that house; that club; the sun; the ground your on. And the gamemaster and the players get to interact in a plethora of ways.

Anything can happen (if the rules say so and/or if the gamemaster says so). Just try it.

Now prepare yourself for tomorrow is your first day at the DWMA.

Characters

Your characters are the main characters of this anime. We call them the players (although harsh gamemasters may call you fodder). Each characters life is different (usually). You might be...

- A tough meister.
- A witch who wishes to obtain power through spells.
- A crazy biker with a saw.
- A man looking only for his next cup of coffee.
- An unshaven hobo living in the alleys.
- A meanie that really has a heart of gold.
- A young nobleman from a rich family.
- An Arachnophobic spy.
- A knight stuck out of his own time.
- A quick assassin who doesn't know what the word means.
- A man trained to fight any number of opponents with as many swords as it takes.
- Or any character you can think of.

What You Need To Play

Here is a list of recommended things to have if you want to play:

- The most recent version of this PDF.

- The character sheet for this game.
- A whole lot of four sided dice (d4), some six sided dice (d6), some eight sided dice (d8), some ten sided dice (d10), and a few twelve sided dice (d12).
- An imagination.
- Some people to play with.

Dice

The rules show dice rolls with abridged phrases such as “1d6+2d4+1,” which means “one six sided die plus two four sided die plus one” (generating a number between 4 and ∞). The first number tells you how many of that die to roll (all of these are added together), the number after the 'd' tells you how many sides those dice have, and the lone numerical value tells you what is added to or subtracted from the dice roll.

Rolling Dice

The core mechanic for Soul Eater is rolling dice to determine if you hit or miss, succeed or fail, live or die. Note that a die roll need not be made for everything, mostly combat, spellcasting, and jumping, sneaking etc.

To determine the outcome follow these steps:

1. Roll the dice relevant to an edge and it's corresponding ability.
2. Add the totals up.
3. Reroll any die that had a max value (called explosions, EX: 4 on a d4, 6 on a d6, 8 on a d8, etc).
4. Add those to the total.
5. Repeat steps 3 and 4 until no max values come up then proceed to step 6.
6. Add other modifiers.
7. Compare it to the target number of opposing roll.

If the result is equal to or greater than the target number (set by the rules, gamemaster, or opposed roll) you succeed. If you succeed by four more than the target number this causes a raise. Raises have different effects based on the goal of the roll. However if the result is lower than the target number you fail.

Remember enemies can get raises and explosions as well.

Important: You must understand that you never use only an attribute or only an edge. You always roll the edge and its related attribute. EX: If you are asked to roll strength you roll physique and strength. All rolls should fit into one of the edges if not pick the most accurate one.

The Gamemaster

When you play this game, you are participating (hopefully) in an interactive story. Players take the roles of their characters with the exception of one. This one gets to be the gamemaster, a combination of director, narrator, and referee. The gamemaster describes the situations and the players respond. The gamemaster keeps things moving (this can become difficult). This person gets to be everything the players aren't. The gamemaster should look through this book, he need not memorize it but should get an understanding of the main rules.

The Players

If you are a player, you get to be one of the main characters (possibly the only one, depends on how many people are playing and if the other characters can stay alive long enough to develop). You create your character with the help of the rules that follow, according to your vision of your character. As you continue through your adventure you will eventually gain enough experience to level up (or souls to become a Death Scythe), when this happens you will become more powerful.

What a Character Can Do

A character can do anything you can imagine if it is within the power of your character to do.



Character Creation

To create a character you must first review the sections about attributes and edges, races, and classes. Use the character sheet to record your character.

Characters begin play at level 0. This shows their lack of experience and how pathetic they are. But don't worry over the course of a couple sessions you will quickly become more powerful.

1. Generate Attributes and Edges

Every character has four attributes and eight edges. They are as follows; Physique (Strength/Toughness), Dexterity (Instinct/Reflex), Intelligence (Perception/Thought), and Spirit (Will/Zeal).

2. Choose Your Race

Soul Eater characters are not limited to only being human (even though that has it's own advantages). There are other races as well; animal, golem, werewolf, and zombie.

3. Choose Your Class

There are four distinct classes to choose from. They are the meister, the

warrior, the weapon, and the witch.

4. Determine Your Nature

Nature is randomly determined and affects how well characters work together. Roll 1d6:

1 (Calm), 2 (Angry), 3 (Shy), 4 (Outgoing), 5 (Selfless), 6 (Selfish)

5. Choose One Trait

In addition to the traits granted by your race and class you may choose any one trait for which you meet the requirements.

6. Finish Your Character

This includes; age, name, height, weight, etc.



Attributes and Edges

There are four attributes and each one has two edges. They are as follows:

Physique (Strength/Toughness)

Dexterity (Instinct/Reflex)

Intelligence (Perception/Thought)

Spirit (Will/Zeal)

Creation

When creating a character the attributes start at 1d4 and the edges start at 0.

Every character starts with three attribute points, each of which can increase an attribute by one die size (more than one of these can be used on the same attribute). This allows the following combinations at character creation:

(1d10, 1d4, 1d4, 1d4) (1d8, 1d6, 1d4, 1d4) (1d6, 1d6, 1d6, 1d4)

Every character also starts with three edge points, each of which can be spent to increase an edge by one (these must be used on separate edges).



Races

There are currently five races to choose from in Soul Eater. These are animal, golem, human, werewolf, and zombie. Each race grants traits at character creation and access to additional traits.

There is a lot of extra space on this page so I will explain some things.

Werewolves are a thing.

There needs to be more races so if any appear in Soul Eater NOT or someone mentions something that might fit I will add them as well.

No player kishuns should not be a thing.

Animal

Each animal has two forms; a human form and an animal form. When you create your character choose an animal. This choice cannot be altered. You Animal Form trait (see below) allows you to switch between these forms. While in your human form you retain small features of your animal form, such as ears of a cat or facial hair of a monkey. While in animal form you can talk.

Traits

Animal Form: You may switch between your human and animal forms. This takes one full round. While in animal form you gain one trait associated with that animal (speak with the gamemaster, EX: flight if you are a bird).

Animal Instincts: Increase your instinct by 1.

Increased Attribute: Choose an attribute associated with your animal (EX: Fox and intelligence) and increase it by one die size.

Examples of Animals in Soul Eater

The Mizune Sisters and Witch Blair.



Golem

Golems are hard to kill but lack something important. A soul. This prevents them from taking part in several things including soul resonance (but not wielding or being wielded a or as a living weapon) and the ability to have emotions and enjoy life. Their stagnant visage can also be intimidating or funny (depends how they are built).

Traits

Golem Resilience: Increase toughness by 1. You can suffer one additional wound before incapacitation. Need one more damage to receive a wound.

Increased Attribute: Physique: Increase your physique by one die size.

Soulless: You cannot participate in things that require a soul (such as soul resonance and the enjoyment of life).

Examples of Golems in Soul Eater

Meth who is trying to bring golems out of the background.



Human

Humans are the most common characters in Soul Eater. They can move around easily because people are less likely to question why a human is somewhere as opposed to a golem or a werewolf. In addition humans tend to show more heart than the other races.

Traits

Great-heart: Increase you zeal by 1.

Versatility: You may increase edges regardless of the others. You get an additional trait at character creation.

Examples of Humans in Soul Eater

Joe Buttataki, Maka Albarn, Franken Stien, and Soul Evans.



Werewolf

Werewolves are classified as monsters so any werewolf that wants to attend the academy would have to keep it's nature hidden. While they may seem overpowered one must remember that they are very few places that will accept werewolves as part of their community.

Traits

Increased Attribute: Physique: Increase your physique by one die size.

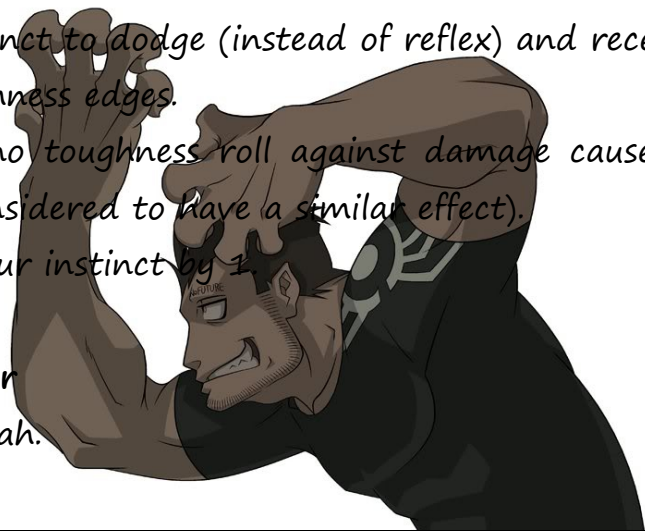
Lycanthropy: Can take the form of a werewolf. This takes one full round. While in werewolf form you use instinct to dodge (instead of reflex) and receive a +1 bonus to your strength and toughness edges.

Silver Vulnerability: You get no toughness roll against damage caused by silver weapons (or spells that are considered to have a similar effect).

Werewolf Instincts: Increase your instinct by 1.

Examples of Werewolves in Soul Eater

Free, there is a family as well but yeah.



Zombie

Zombies for the most part lack souls but that is not the case with players who are zombies. They have a soul from whichever race they were before and retain some of the traits of that race. They have blue skin and make life/death related puns whenever possible. Things such as “Get a life” and “I had a coffin’ fit”.

Traits

Previous Life: Choose Animal, Human, or Werewolf. You gain a trait based on the one you choose. Animal – Animal Form, Human – Versatility, Werewolf – Werewolf Form. A zombie with animal form retains traits of the animal it was (other than pigmentation). A werewolf zombie is probably, well, probably not accepted anywhere.

What Doesn't Kill You: When you receive a wound increase your physique by one die size until the end of your next turn.

Zombie: You do not need to eat, sleep, or breathe.

Examples of Zombies in Soul Eater: Sid Barrett (After Death).





Classes

There are four classes to choose from in Soul Eater. They are the well known Weapon and Meister. The usually evil Witch and the honourable Warrior.

Each class features it's own unique abilities. These are represented by the traits they give you at character creation and by the traits it gives you access to.

Meister

Meisters are trained at the academy to wield weapons and defeat the evil forces.

Experience: Meisters gain experience only for defeating stronger evil opponents.

Starting Traits

Living Weapon Specialization:

You deal one additional point of damage with living weapons for each die of damage the weapon has.

Meister Training: You can wield living weapons with no penalty.

Examples of Meisters in Soul Eater

Maka Albarn, Blackstar, Death the Kid, Kim Diehl, and Franken Stein.



Warrior

Warriors are weapons specialists. They train long and hard to master their weapons, and this is the start of your training. Many warriors have a code of honour.

Experience: Warriors get experience for defeating strong opponents.

The Weapon Training trait uses the same table as the Weapon Form table, see next page.

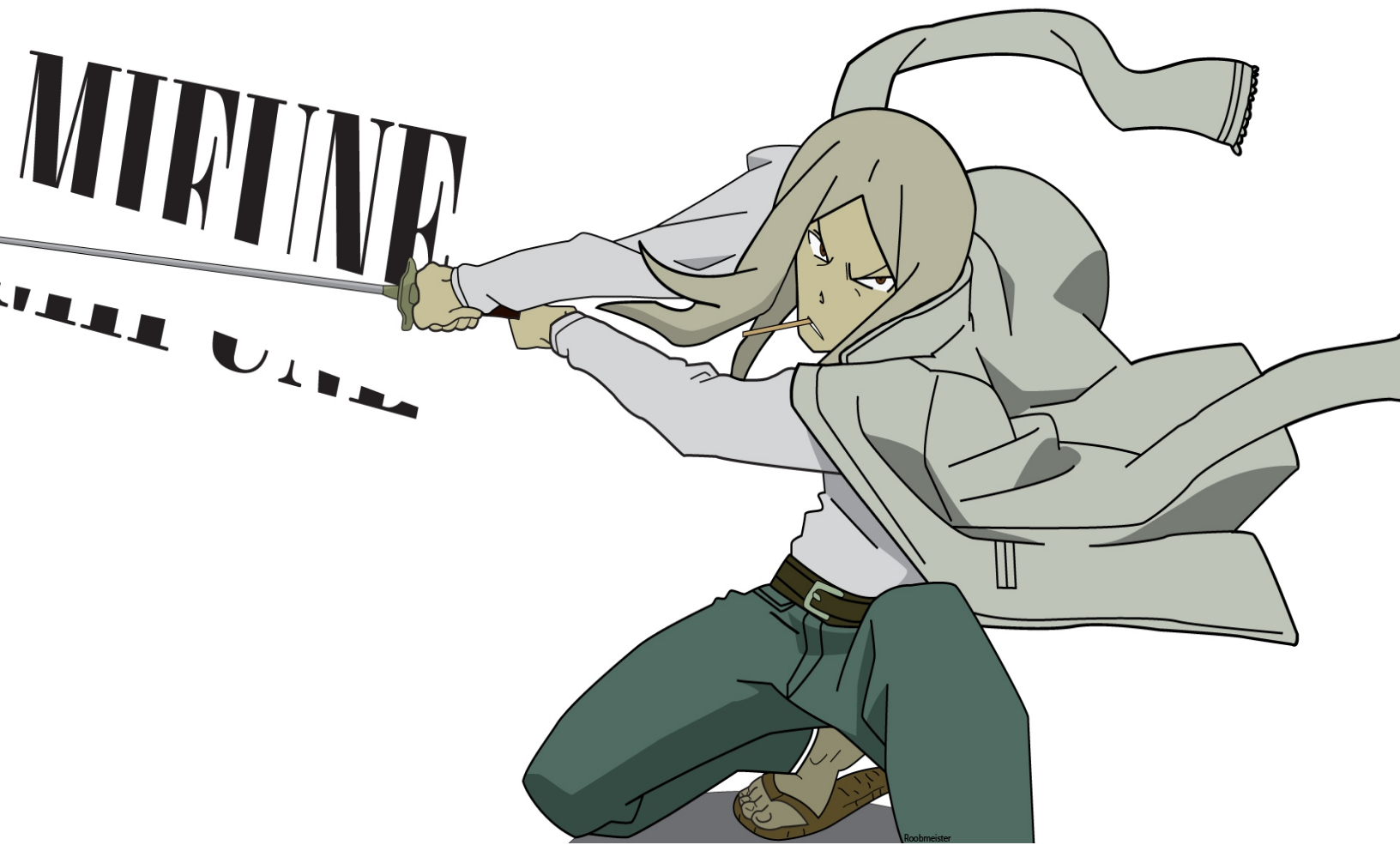
Starting Traits

Technique: Create a technique (ask the gamemaster about it). You may use a technique a fight for every 2 experience levels you have (minimum 1). After each rest you reset the number of times you may use your techniques.

Weapon Training: Choose a weapon which you meet the requirements for. You get a +1 bonus to damage rolls with that weapon.

Examples of Warriors in Soul Eater

Mifune, nuff said.



Weapon

Weapons are people that can transform into weapons. They are wielded by meisters and used to hunt down evil.

Experience: Weapons gain experience for defeating stronger evil opponents.

The Weapon Form trait uses the following requirements:

Light Melee (1d6 damage): Physique 1d4+

EX: Brass Knuckles, Dagger, Shiv

Medium Melee (1d8 damage): Physique 1d8+

EX: Axe, Fishing Rod, Lance, Mace, Scythe, Sword

Heavy Melee (1d10 damage): Physique 1d10+

EX: Greatsword, Pike, Warhammer

Light Ranged (2d6 damage): Dexterity 1d4+

EX: Boomerang, Pistol, Shuriken, Slingshot

Medium Ranged (2d8 damage): Dexterity 1d8+

EX: Crossbow, Rifle, Spear

Heavy Ranged (2d10 damage): Dexterity 1d10+

EX: Arbalest, Cannon, Minigun

Magical (Spells): Intelligence 1d8+

EX: A magical item

Armor: Physique 1d8+

Starting Traits

Aided Attack: When a meister is wielding you and misses an attack by one point you make an instinct roll. On a success the meisters attack becomes a hit.

Weapon Form: Choose a weapon for which you meet the requirements. You may take the form of that weapon.

Examples of Weapons in Soul Eater

Soul Evans, Tsubaki Nakatsukasa, and Spirit.



Witch

Witches have the ability to cast spells. While most witches are evil not all are. Their souls are used for turning weapons into death scythes which naturally makes them enemies of the DWMA. There are however witches at the DWMA including Kim Diehl.

Starting

Traits

Spellcasting:

Create a spell based on your witches theme.

You may cast a number of spells per day equal to your intelligence plus your experience level (EX: $1d8 = 8$).

Examples of Witches in Soul Eater

Arachne Gorgon,
Eruka, Grand
Witch, Kim
Diehl, Medusa
Gorgon, Misune
Sisters.





Traits

At character creation each character receives traits based on their race and on their class. These traits are indicated as 'Basic' in the requirement column. They are also allowed to take one trait for which they meet the requirements.

As characters advance in level they will gain more traits. This occurs at every odd level (1, 3, 5, etc).

Reading Requirements: The requirements for a trait are listed in the column of the same name. But if a trait appears under a class or race heading that class or race are also requirements for that trait.

Trait	Requirements	Effect
General		
Aim	Int 1d6+	If you do not move on your turn before making a ranged attack you receive a +2 bonus to hit.
Improved Aim	Dex 1d8+, Int 1d8+, Aim	When you use aim the attack deals an additional die of damage.
Assassination	Dexterity 1d10+	Target receives no toughness roll on a sneak attack.
Charge	Phy 1d6+, Dex 1d6+	No movement penalty on attacks.

Counter Attack	Dexterity 1d8+	When you get a raise on a dodge roll you may attack the target that missed you if they are within your held weapons (or unarmed) range.
Critical Prowess	N/A	Raises on your attack rolls can grant up to two dice of damage.
Dodge	Dexterity 1d8+	Increase your instinct and reflex by 1.
Initiative	Dexterity 1d8+, Dodge	Draw 2 cards for initiative, use the better,
Dual Wielding	Dexterity 1d8+	Reduce the dual wielding penalty from -2/-3 to -0/-2.
Expertise	Any attribute 2d6+	You may spend a benny to add 2d4 to your bonus pool.
Fiery Heart	Spirit 1d12+	For one roll a day you may increase spirit by 2 sizes.
Hide	Dexterity 1d6+	Ignore the -2 penalty to reflex checks for stealth.
Increased Attribute	N/A	Choose an attribute. Increase it by one die size. You may take Increased Attribute any number of times.
Innovation	Intelligence 1d8+	Increase your perception and thought by 1.
Clarity of Thought	Intelligence 1d8+ Innovation	When you draw and ace you get a +2 bonus to thought rolls until the next initiative.
Luck	N/A	At the start of each day add a d4 to your bonus pool. You may take Luck any number of times.
Great Fortune	Luck	At the start of each day add five +1's to your bonus pool.
Unending Boon	Luck (x2), Great Fortune	When you spend a die from your bonus pool add a +1 to your bonus pool.
Heroic Luck	Luck	While you are at your maximum number of wounds all d4's, d6's, and d8's in your bonus pool become d10's.
Martial Arts	All attributes 1d6+	Your unarmed attacks deal 1d6 additional damage.
Improved Martial Arts	All Attributes 1d8+, Martial Arts	Your unarmed attacks deal 1d10 additional damage (replacing the d6 from martial arts).
Massive Frame	Physique 1d8+	Increase your strength and toughness by 1.
Brawl	Physique 1d8+, Massive Frame	When you draw an ace you deal 4 additional damage with melee attacks until the next initiative.
Morale	Spirit 1d8+	Increase your will and zeal by 1.
Iron Will	Intelligence 1d8+, Spirit 1d8+, Morale	When you get a raise on a will check the source of that attack rolls toughness against the will check result and suffers wounds based on the damage.
Narrow Escape	Dexterity 1d8+	When you successfully dodge a melee or ranged attack

		by exactly 1 point add a d6 to your bonus pool.
Quick	Dexterity 1d6+	Increase your pace by 2 and your run die to a d8.
Shifty	Dexterity 1d8+, Quick	When you are hit by a melee attack you may move up to half your pace after the attack resolves.
Resonance Stability	Spirit 1d12+	You can perform group soul resonance.
Spiritual Metabolism	N/A	When you eat a soul you obtain a benny.
Soul Resonance	Spirit 1d6+	You can perform soul resonance.
Soul Sense	Spirit 1d6+	You may use your spirit to detect nearby souls. On a success you know where they are, on a raise you know what type of soul they are (human, kishun egg, witch, etc).
Tough	Physique 1d8+	You can take one additional wound before incapacitation.
Die Hard	Tough	If you have no wounds and one damage roll would incapacitate or kill you, you are instead reduced to your maximum number of wounds.
Endurance	Physique 1d10+, Tough	At the start of your turn if you are wounded make an Endurance roll. You ignore 1 point of wound penalty on a 4 and an additional 1 for each raise. This lasts until the start of your next turn. You cannot use this if you are at your maximum number of wounds.

Race - Animal

Animal Form	Basic	You may switch between your human and animal forms. This takes one full round. While in animal form you gain one trait associated with that animal (speak with the gamemaster, EX: flight if you are a bird).
Animal Instincts	Basic	Increase your instinct by 1.
Animal Senses	N/A	You may use instinct instead of perception to observe your surroundings.
Full Body Trait	Related Attribute 1d10+ EX: Dexterity for flight or Physique for size.	You retain your animal trait (EX: flight for birds) in your human form. This can leave visual markers (EX: Wings).
Physical Power	Warrior, Physique 1d10+	Once a day while in animal form you may double the damage of one of your melee attacks.
Magic Power	Witch, Intelligence 1d10+	Once per day you may double one trait of a spell you cast (EX: number of dice of damage, AOE, number of projectiles, and so on).

Race - Golem

Golem Resilience	Basic	Increase toughness by 1. Can take one additional wound. Need one more damage to receive a wound.
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Soulless	Basic	Cannot do things that require a soul.
Soul Capsule	Spirit 1d8+	Ignore your Soulless trait. Choose Animal, Human, or Werewolf. You may take the traits of that race (even basic traits which are considered to have no requirements for the purposes of this trait).
Race - Human		
Great-heart	Basic	Increase your zeal by 1.
Versatility	Basic	Can increase edges regardless of others. You get an additional trait at character creation.
Adaptive Soul [Soul Type]	Spirit 1d8+	When you resonate with someone your nature becomes the same as theirs (not optional). You can only take 1 [Soul Type] trait.
Anti-Demon, Slayer Wavelength [Soul Type]	Spirit 1d8+	Increase your will and the will of anyone you are resonating with by 1. You can attempt to remove black blood (zeal versus will). Note: this does not remove madness points. You can only take 1 [Soul Type] trait.
Latent Madness [Soul Type]	Spirit 1d8+	As long as you have at least one point of madness you get a +1 bonus to all rolls. You get a -2 penalty to will against madness attacks. You can only take 1 [Soul Type] trait.
Race - Werewolf		
Lycanthropy	Basic	Can take the form of a werewolf. While in werewolf form use instinct to dodge (instead of reflex) and receive a +1 bonus to strength and toughness.
Silver Vulnerability	Basic	No toughness roll against silver damage.
Werewolf Instincts	Basic	Increase your instinct by 1.
Claws	Physique 1d6+	While in werewolf form: Deal 1d6 additional unarmed damage.
Silver Resistance	Physique 1d10+	Toughness roll versus silver damage at -2 die size.
Werewolf Regeneration	Physique 2d6+	At the start of each of your turns in which you received a wound (or wounds) make a Toughness roll against the amount of damage you received on a success remove one of those wounds. This does not function against damage caused by silver weapons. You get +1 to natural healing rolls. You can also naturally regenerate limbs.
Werewolf Sprint	Physique 1d10+, Quick	While in werewolf form: Increase your pace by 2 and your sprint die by one size.
Race - Zombie		

Previous Life	Basic	Choose Animal, Human, or Werewolf. You gain a trait based on the one you choose. Animal – Animal Form, Human – Versatility, Werewolf – Werewolf Form.
What Doesn't Kill You...	Basic	When you receive a wound increase your physique by one die size until the end of your next turn.
Zombie	Basic	You do not need to eat, sleep, or breathe.
Not Dead Yet	Spirit 1d8+	Choose Animal, Human, or Werewolf. You may take the traits of those races (even basic traits which are considered to have no requirements for the purposes of this trait).
Class – Meister		
Living Weapon Specialization	Basic	You deal 1 additional point of damage on attacks with living weapons for each die of damage it has.
Meister Training	Basic	You can wield living weapons.
Direct Soul-force Attack	Spirit 1d6+	Your unarmed attacks deal additional damage equal to your Zeal (including your spirit).
Advanced Soul-force Attacks	Spirit 1d10+, Direct Soul-force Attack	You may deal damage on your soul-force attacks equal to your Zeal + 1d4 (this removes strength from the damage). This d4 increases to a d6 at level 2, d8 at level 3, etc.
Prevailing Spirit	Spirit 1d8+	Increase your spirit by one die size for each wound you have.
Class – Warrior		
Technique	Basic	Create a technique (ask the gamemaster about it). You may use a technique a fight for every 2 experience levels you have (minimum 1). After each rest you reset the number of times you may use your techniques.
Weapon Training	Basic	Choose a weapon that you meet the requirements for. You get a +1 bonus to damage rolls with that weapon.
Enduring Fighter	N/A	You may use an additional per fight.
Sweep	Physique 1d10+	As one attack action you may attack each enemy adjacent to you. Does not stack with Swift Strikes.
Swift Strikes	Physique 1d10+, Dexterity 1d8+	As one attack action you can attack a number of times equal to your level (minimum 1). Does not stack with sweep.
Warrior Study	Intelligence 1d8+	You get a +2 bonus to thought rolls made to create or learn new techniques.
Class – Weapon		

Aided Attack	Basic	When a meister is wielding you and misses an attack by one point you make an instinct roll. On a success the meisters attack becomes a hit.
Weapon Form	Basic	Choose a weapon for which you meet the requirements. You may take the form of that weapon.
Additional Form	Spirit 1d8+	Choose another weapon for which you meet the requirements. You may also take the form of that weapon. You may take this trait more than once, each time choose a new weapon for which you meet the requirements.
Devastating Weapon	Physique 1d8+	When a damage die for your weapon attack explodes add one half the maximum number of that die to the damage.
Power Attack	Phy 1d12+, Devastating Weapon	Once per combat you may give a penalty to your meisters attack (in multiples of -2, up to -6) for every two points of penalty you deal one additional die of damage on that attack. This feature must be used before the attack result is known.
Lightweight	Dexterity 1d10+, At least one light melee weapon form	All of your light melee weapon forms are allowed an additional attack for each attack action.
Partial Weapon Form	Spirit 1d6+	You can make attacks without being wielded.
Rapid Reload	Dexterity 1d10+, At least one ranged weapon form	All of your ranged weapon forms are allowed an additional attack for each attack action.
Class - Witch		
Spellcasting	Basic	Create a spell based on your witches theme. You may cast a number of spells per day equal to your intelligence plus your experience level (EX: 1d8 = 8).
Flight	Intelligence 2d6+	You can fly with a pace of 6.
Great-Spell	Intelligence 2d6+, Spirit 1d10+	If a damage die of one of your spells explodes roll two more instead of one (both of these may explode adding even more dice).
Quick Casting	Intelligence 1d10+	You may spend a benny to cast a spell (even if you have already used your action this turn).
Speechless Casting	Intelligence 2d10+	You may cast your spells without the incantation. This also allows you to cast two spells as part of the same action.
Spellcrafting	Intelligence 1d8+	You get a +2 bonus on thought checks made to create or learn new spells.



Madness

In Soul Eater there is much ado about madness. But not only does it make one insane it makes one more powerful. Some things can spread madness such as the kishun Ashura (who spreads the madness of terror). Other things facilitate the spread of madness such as black blood.

So have fun and be insane.

Becoming Insane

To cause madness something with the ability to do so makes an attack (maybe even passively to anything that enters it's radius). This attack is zeal versus will. On a success the target is affected by the madness affect of the creature that made the attack. On a raise the target also gets one point of madness (further raises have no additional affect).

Eating a human soul (not a kishun egg) can cause madness. In this case the character who eats the souls rolls a will check against eight. On a failure the character gains one madness point.

When a character reaches a number of madness points equal to one half of your spirit (EX: $1d6 = 3$) that character goes insane. The Gamemaster may gain control of them or let that player play their character (as long as they play it as an insane character).

Effects of Insanity

A character with madness points receives a penalty to will rolls equal to the number of madness points that character has.

Each character (with madness point(s)) has a chance equal to $10\% \times$ the number of madness points that character has to trigger madness when entering a battle. This grants a bonus to all rolls (except will) equal to the number of madness points that character has. This lasts until the end of that battle.

Black Blood

A character becomes infected when black blood gets into their system or resonates with an infected character.

Once infected the character receives one madness point. The character also receives another point each time madness is triggered.

Characters with the Anti-Demon, Slayer Wavelength trait can attempt to remove black blood by using their zeal against the infected's will. In this situation



madness points grant a bonus to will checks instead of a penalty.

A bonus is also given based on their highest edge.

Strength: Once per turn while madness is triggered and you kill a target with a melee attack you may move up to half your pace and make a melee attack.

Toughness: You make natural healing checks as though you are at a hospital (ignore the wound penalty).

Instinct: When you get a raise on a dodge roll against a melee attack while madness is triggered make an instinct versus instinct attack against the target that attacked you. On a hit they take 1d4 damage for every level you have (minimum 1). This affect can stack with the Counter Attack trait.

Reflex: When you make a ranged attack under the effect of madness roll a d4 and apply an affect based on the result (this die does not explode).

1: If the attack misses the target takes 1d4 damage for each level you have (minimum 1).

2: You may move up to half your pace before or after the attack.

3: The target is pushed 1d4 spaces.

4: The target is infected with black blood.

Perception: During a surprise round in which you are surprised draw an initiative card.

Thought: If you are hit by a spell trigger madness.

Will: Ignore the will penalty from madness except against will checks from eating human souls.

Zeal: If you preform soul resonance while madness is triggered anyone you are performing resonance with gains the bonus from your madness (EX: if you have 3 madness points both you and they get +3 to all rolls instead of just you).



Rules

Actions

During each turn of combat each character can make one movement action (see below) and one attack action (make one attack with one weapon, use one technique or cast one spell). Some things may allow additional action (or additional attacks as part of one action) such as soul resonance.

Attacks and Defence

A melee attack is made with a strength roll versus the targets defence.

A ranged attack is made with a reflex roll versus the targets defence.

Instinct is used by characters with two or more wounds or against surprise attacks.

Reflex is used by characters with fewer than two wounds or against attacks they are aware against.

Bennys

At the start of each session every player receives a benny. The gamemaster

gets a benny per session per player. At the end of a session players keep bennys but the gamemaster loses them.

When a player, or the GM, makes a roll they may spend a benny to reroll it. This must be done before the result of the roll is known.

The gamemaster may give players bennys during a session for: making references, defeating powerful enemies, reaching milestones, making the gamemaster laugh, and so on ... whatever the GM feels like really.

Bonus Pool

The bonus pool is a magical place ...

Players keep bonus dice and pluses here. Such as +1's, +2's, +3's, d4's, d6's, d8's and so on.

These dice and pluses can be spent to increase any roll. If it is a die roll that die and add the result to the result (explosions are allowed). If it is a plus add that value to the result. You may add bonus dice and pluses to a roll before or after the result is known (last micro second decisions and all that). They may also be added after a benny is spent but a benny does not reroll bonus dice their results remain the same.

When the player takes a long rest (such as sleeping) all bonus dice and pluses are lost.

Damage

Damage for attacks is calculated as follows:

Melee: [Weapon Damage] + wielders physique

Ranged: [Weapon Damage]

Spell: [As Spell]

Unarmed: Physique

This can be modified of course by traits and powers. Also, by EXPLOSIONS! (see below).

Dual Wielding

Dual wielding allows a character to make an additional attack as part of an attack action. This does incur a penalty however. A character can only dual wield light or medium melee weapons and light ranged weapons (or any combination thereof. These weapons must be one handed.

A character dual wielding receives a -2 penalty to the main hand and a -3 penalty to the off-hand (referred to as -2/-3). On melee weapons this applies to damage rolls and on ranged weapons it applies to attack rolls.

A light melee weapon in the off hand reduces the penalty by 1 (for the off-hand only).

Experience and Rating

Each character has a rating determined by how powerful they are. This is not determined by stats or level but by completing a mission (gamemasters discretion).

Characters gain experience as listed by their class but only if the defeated monster is of equal or higher rating than the character. They also gain experience for completing missions.

Gamemasters may also award experience for doing awesome things such as getting a 25+ using only 1d4.

EXPLOSIONS!

When a maximum number is rolled on a die (EX: 4 on a d4, 6 on a d6, etc), that die is added to the total then rolled again and that new number is added to the total. This happens until it stops or appears that time itself will soon end.

Healing

Natural: A wounded character is allowed to roll toughness against their number of wounds (they do take wound penalty on this roll) at the end of a rest (6+ hours). On a success and for every raise they remove one wound. Being at a hospital allows them to ignore the wound penalty.

Spells: A spell may also have the ability to remove wounds.

If Your Not There Sucks to be You

If a player, or the GM, is not at the table (bathroom and so on) to make a roll (such as attack, dodge, stealth, or perception) they don't get to and the opposed affect succeeds.

A player, or gamemaster, not at the table for initiative does not get a card, or gets to go last.

This rule applies only to people who are there. If someone couldn't make it for a session is exempt as their character should not be participating in that session.

This is an optional rule but why not use it?

Levelling Up

Characters begin play at level zero.

As the characters gain levels they will be able to increase their attributes and their edges. Also they will gain more traits.

At every level (starting at 1) a character can increase an edge of their choice by one. If an edge would become 3 it becomes 1d4 instead. This means that a +2 becomes 1d4 and 1d4+2 becomes 2d4.

If you want to increase an edge from a to a d4 beyond the first that attributes other edge must have at most one d4 fewer than the one you would like to increase. Humans with the Versatility trait ignore this rule.

EX: A character wants to increase their Strength to from 1d4+2 to 2d4 but cannot because their Toughness is +2 (more than 1d4 fewer than the wanted Strength).

At every odd numbered level (starting at 1) a character gains a new trait for which they meet the requirements.

At every even numbered level (starting a 2 not 0 you hackers) the characters are allowed to increase an attribute of their choice by one die size.

Movement

As a movement action a character is allowed to move up to their pace. Any unused movement at the end of this move cannot be used after taking an action. The character can also run. This adds 1d6 (called a run die) to their pace and a -2 penalty to all attack and defence rolls made by the character until the next initiative draw.

Raises

When you roll 4 higher than a target number it is called a raise. With a raise you are considered to have done very well. This can have additional affects based on the number of raises you receive.

A raise on an attack roll grants an additional die of damage on the damage roll.

There is no limit to the number of raises you can get.

Exception: Any number of raises on an attack roll grants only one additional die of damage (unless modified by traits or effects).

Rounding

Unless otherwise stated anything halved into a non-whole number is rounded down.

Skills

What traditional games would have as skills we have only the attribute checks. Want to climb? Make a strength check (physique + strength). Want to remember something? Make a thought check (intelligence + thought). If you are unsure what to use consult the gamemaster.

Stealth: Stealth is made as a reflex check with a -2 penalty. You may make a stealth check to move silently or hide. You may only do so if the gamemaster believes you have significant cover or your foes are distracted enough. When you do everyone makes a perception check versus your stealth

check. If they succeed you are not hidden from them (some may know where you are and others may not).

Soul Resonance

To perform soul resonance each character must have the soul resonance trait. They then roll Zeal against the following table of natures. If both characters succeed they get a +1 bonus to all rolls and an additional +1 for each raise (4 above the required number). This bonus is reduced by one at the start of their turn (when resonating they act at the same time). When it reaches 0 soul resonance ends. This also grants an additional action during each turn of soul resonance, unless you use a soul resonance technique.

	Calm	Angry	Shy	Outgoing	Selfless	Selfish
Calm	6	11	7	7	6	8
Angry	11	9	8	9	8	8
Shy	7	8	9	11	7	8
Outgoing	7	9	11	6	7	8
Selfless	6	8	7	7	7	11
Selfish	8	8	8	8	11	N/A

Group Soul Resonance: For each character performing soul resonance beyond the second increase the check requirement by 4 for all characters involved.

Spells

When designing a witch's spell keep their theme in mind. Spells should not be overpowered but attack spells should deal a fair amount of damage. The advantage of spells is that they can do other things such as barricades and healing.

A witch can know a number of spells equal to $1/2$ their intelligence + $1/2$ their level.

To cast a spell the witch must recite the incantation (EX: Wolf, wolfs, wolves).

Technique

Soul Resonance: The players do not design the soul resonance techniques. These techniques change based on which meister-weapon combination is acting. To use a soul resonance technique ask the gamemaster. He or she will tell you what attack to make against which defence. This will consume a number of +'s from the soul resonance bonus (up to all of them) and deal one die of damage for each one consumed.

Warrior: The warrior's techniques are powerful but also very restricted in the number of times they may use them. When designing a warrior's technique keep that character's theme in mind and make it fairly powerful. A warrior can know a number of techniques equal to 1/2 his or her intelligence.

Turn Sequence

To determine the turn sequence give each player a random playing card (excluding jokers). Ace goes first, followed by king, all the way down to two. If two of the same number appears sequence is determined by suit in the order: spades, diamonds, hearts, clubs.

Surprise Rounds: During a surprise round any character that is surprised does not get to draw an initiative card.

Weapons, Living

To wield a weapon a character must have a trait that allows them to do so. When a character wields a weapon for the first time they roll Zeal against the table of natures or fail to lift the weapon. After this no roll is required.

For weapons that are armour: meister uses reflex to dodge, weapon uses physique to not get injured. The weapon takes damage if they get hit, not the meister. The weapon (armour) falls off the meister when they fall unconscious or become incapacitated.

Wounds, Incapacitation, and Death

A character gains a wound when damage that is dealt to them is 4 higher than their toughness roll (plus an additional wound for every raise).

Normally characters can suffer three wounds before being incapacitated (to wounded to act or unconscious). This can be increased with traits such as Tough and Golem Resilience.

A character takes a penalty to all rolls and pace equal to the number of wounds that character is suffering from.



Bestiary

Enemies are divided into groups based on power. These work by the same rules that the meister ratings do (0 to 3 stars). Zero star enemies are the weakest. They are things like the most pitiful mummies and zombies. One star enemies are slightly more powerful. These would be large zombies and average kishun eggs. Two star enemies are even more powerful. Two star enemies include clowns and weak witches. Three star enemies are obviously even smarter, better, faster, and stronger. These include average witches, demon weapons, and exceptionally powerful kishun eggs. There even rumours about stronger opponents...

Zero Stars

Mummy

Physique 1d6 (S:+1;T:+0), Dexterity 1d4 (I:+1;R:+0)

Intelligence 1d4 (P:+0;T:+0), Spirit 1d4 (W:+0;Z:+0)

Traits

Beastial: Use instinct to dodge even when not wounded.

Mob Mentality: At the start of each Mummies turn there is a 10% chance that another Mummy (zero star) will appear.

Wounds: 0

Soul: 1 Kishun Egg

Zombie

Physique 1d6 (S:+0;T:+0), Dexterity 1d4 (I:+0;R:+0)

Intelligence 1d4 (P:+0;T:+0), Spirit 1d4 (W:+0;Z:+0)

Traits

Mob Mentality: At the start of each zombies turn there is a 15% chance that another Zombie (zero star) will appear.

Soulless: Zombies do not grant souls. They are also immune to soul based attacks (such as direct soul-force).

Wounds: 0

Soul: None

One Star

Human Mobster

Physique 1d6 (S:+0;T:+0), Dexterity 1d8 (I:+0;R:+0)

Intelligence 1d4 (P:+0;T:+0), Spirit 1d6 (W:+0;Z:+1)

Traits

Great-heart: Increase you zeal by one.

Pistol Proficiency: The human mobster deals 1 additional damage with pistols.

Madness: 1

Wounds: 2

Soul: 1 Kishun Egg

Kishun Egg

Physique 1d8 (S:+0;T:+0), Dexterity 1d8 (I:+0;R:+0)

Intelligence 1d6 (P:+0;T:+0), Spirit 1d4 (W:+0;Z:+0)

Traits

Increased Attribute

Pick appropriate traits. List of monster traits coming later.

Wounds: 2

Madness: 3

Soul: 1 Kishun Egg

Large Zombie

Physique 1d10 (S:+1;T:+1), Dexterity 1d6 (I:+0;R:+1)

Intelligence 1d4 (P:+0;T:+0), Spirit 1d4 (W:+0;Z:+0)

Traits

Mob Mentality: At the start of each large zombies turn there is a 25% chance that a Zombie (zero star, see above) will appear.

Soulless: Large Zombies do not grant souls. They are also immune to soul based attacks (such as direct soul-force).

Wounds: 2

Soul: None

Wolf, Dire

Physique 1d10 (S:+1;T:+0), Dexterity 1d8 (I:+1;R:+0)

Intelligence 1d4 (P:+0;T:+0), Spirit 1d4 (W:+0;Z:+0)

Traits

Bite: Bite attacks deal 1d4 additional damage.

Claw: Claw attacks deal 1d4 additional damage.

Pack Hunter: While two or more wolves are adjacent to the same enemy they receive a +1 bonus to hit that enemy.

Wounds: 2

Soul: Animal Soul

Two Star

Clown

Physique 1d8 (S:+1;T:+1), Dexterity 1d8 (I:+2;R:+2)

Intelligence 1d4 (P:+0;T:+0), Spirit 2d6 (W:+1;Z:+1d4)

Traits

Spike: One arm is a spike that deals 1d8 additional damage.

Spreading Madness: When the clown wounds a target with it's melee attack make another attack. Zeal versus will. On a success the target receives one point of madness.

Wounds: 5

Soul: 1 Kishun Egg

Witch, Weak

Physique 1d4 (S:+0;T:+0), Dexterity 1d8 (I:+0;R:+2)

Intelligence 2d6 (P:+2;T:+1d4+1), Spirit 1d6 (W:+1;Z:+1)

Traits

Spellcasting: The witch can cast 14 spells a day.

Spells: May be changed according to theme.

Attack (2d8 damage, one target)

Attack (3d4 damage, small area)

Movement (Move speed and receive +2 reflex until next turn)

Wounds: 3

Soul: Witch Soul

Three Star

Massive Zombie

Physique 2d10 (S:+1d4+1;T:+1d4+1), Dexterity 1d8 (I:+0;R:+0)

Intelligence 1d4 (P:+2;T:+1d4+1), Spirit 1d4 (W:+0;Z:+0)

Traits

Brute: Five damage, not four causes a wound to this creature.

Mob Mentality: At the start of each large zombies turn there is a 25% chance that a Large Zombie (one star, see above) will appear. There is also a 50% chance that at the start of each massive zombies turn that a Zombie (zero star, see above) will appear.

Soulless: Massive Zombies do not grant souls. They are also immune to soul based attacks (such as direct soul-force).

Wounds: 8

Soul: None

Witch

Physique 1d4 (S:+0;T:+0), Dexterity 1d10 (I:+0;R:+2)

Intelligence 2d8 (P:+1d4;T:+2d4), Spirit 1d8 (W:+2;Z:+1)

Traits

Quick Cast: The witch can cast 2 spells as part of one action.

Spellcasting: The witch can cast 20 spells a day.

Spells: May be changed according to theme.

Attack (4d8 damage, one target)

Attack (3d6 damage, small area)

Movement (Fly speed and receive +2 reflex until next turn)

Wounds: 5

Soul: Witch Soul



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Please send your ideas and feedback to theimmortalproduction@gmail.com.

This is a fan work and does not do any of that legal stuff involving the creators of the series.