

# ANIME 5E

GAME SCREEN ADVENTURE PRE-GENS – DIGITAL EXPANSION

## Design and Graphic Production

Mark MacKinnon

## Artwork

Niko Geyer

## Special Thanks

To all the amazing Anime 5E Kickstarter backers who contributed to the campaign and unlocked this bundle as a stretch goal



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[info@dyskami.ca](mailto:info@dyskami.ca)

[dyskami.ca](http://dyskami.ca)



## KITAVIA SHADOWSBANE

Race and Size: Medium (5' 2") | Asrai  
 Level and Class: 2nd Level | Ninja 2  
 Movement: Ground (30'); Flight (30')

*An ideal pre-generated character for use in the scenario included in Dyskami Publishing's Anime 5E Game Screen and Adventure*

## ROBIN SMYTHE

Race and Size: Medium (6' 2") | Half-Troll  
 Level and Class: 2nd Level | Isekai Student 2  
 Movement: Ground (30')

*An ideal pre-generated character for use in the scenario included in Dyskami Publishing's Anime 5E Game Screen and Adventure*

### KITAVIA SHADOWSBANE

Asrai | 2nd Ninja

<b>SIZE</b>	Medium	<b>ARMOUR</b>	Leather
<b>SPEED</b>	30'	<b>ARMOUR CLASS</b>	14
<b>ENERGY</b>	20	<b>HIT POINTS</b>	15 (2d8+2) [8]
<b>XP</b>	300	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>POINTS</b>	113	<b>SAVING THROWS</b>	DEX [2]

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

WEAPON	TO HIT	DAMAGE	TYPE
Scimitar (Dexterity)	+5	1d6+3	Melee; Slashing
Longbow	+5	1d8+3	Range 4 (1,000') Piercing

RANK	POINTS	ATTRIBUTE
2	2	Armour Proficiency (Light, Shield)
2	2	Edge (Initiative)
1	3	Flight (30 feet/round)
1	1	Jumping (x3 normal; 39/12 feet forward/up)
2	2	Language (Common, Elvish, Sylvan)
1	1	Sixth Sense (Danger)
1	1	Special Movement (Zen Direction)
4	4	Skill Proficiency (Acrobatics, Artisan, Deception, Stealth)
2	2	Tool Proficiency (Artisan: Calligrapher, Herbalism Kit)
2 (4)	2	Weapon: Shuriken Shadow Slice (3d6+3 slashing damage; Range: 10 feet -1; Exclusive: Creatures native to a different plane or dimension +2; Non-Penetrating: +4 AC +1)
4	4	Weapon Proficiency (Martial)
<b>24</b>	<b>+ 14 Base + 75 Abilities = 113 POINTS</b>	

### ROBIN SMYTHE

Half-Troll | 2nd Isekai Student

<b>SIZE</b>	Medium	<b>ARMOUR</b>	–
<b>SPEED</b>	30'	<b>ARMOUR CLASS</b>	11
<b>ENERGY</b>	20	<b>HIT POINTS</b>	5 (2d4-2) [4]
<b>XP</b>	300	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>POINTS</b>	107	<b>SAVING THROWS</b>	WIS, CHA [4]

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	8 (-1)	10 (+0)	16 (+3)	16 (+3)

WEAPON	TO HIT	DAMAGE	TYPE
Light Hammer	+3	1d4+1	Melee; Bludgeoning
Sling	+3	1d4+1	Range 2 (30') Bludgeoning

RANK	POINTS	ATTRIBUTE
1	1	Feature (Darkvision 60')
1	1	Heightened Senses (Smell)
2	8	Item: Portable Hole (10 Points; ASE page 203)
3	3	Language (Common, Draconic, Goblin, Orc)
1	1	Mulligan (2 re-rolls/session)
4	4	Regeneration (4 HP/round)
1	1	Sixth Sense (Truth)
2	2	Skill Proficiency (Empathy, Leadership)
<b>21</b>	<b>+ 12 Base + 74 Abilities = 107 POINTS</b>	

## EARTHRENDER ALLAIN

Race and Size: Medium (5' 9") | Human  
 Level and Class: 2nd Level | Bender 2  
 Movement: Ground (30')

*An ideal pre-generated character for use in the scenario included in Dyskami Publishing's Anime 5E Game Screen and Adventure*

## BOEYO THE INKER

Race and Size: Medium (5' 10") | Human  
 Level and Class: 2nd Level | Warder 2  
 Movement: Ground (30')

*An ideal pre-generated character for use in the scenario included in Dyskami Publishing's Anime 5E Game Screen and Adventure*

### EARTHRENDER ALLAIN

Human | 2nd Bender

<b>SIZE</b>	Medium	<b>ARMOUR</b>	Leather
<b>SPEED</b>	30'	<b>ARMOUR CLASS</b>	12
<b>ENERGY</b>	20	<b>HIT POINTS</b>	15 (2d8+2) [8]
<b>XP</b>	300	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>POINTS</b>	111	<b>SAVING THROWS</b>	CON, WIS [4]

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	18 (+4)	10 (+0)	12 (+1)

WEAPON	TO HIT	DAMAGE	TYPE
Battleaxe	+4	1d8+2	Melee; Slashing
Hand Crossbow	+3	1d6+1	Range 2 (30') Piercing

RANK	POINTS	ATTRIBUTE
2	2	Armour Proficiency (Light, Shield)
1	5	Dynamic Powers – Lesser (Earth)
2	2	Forced Disadvantage (Saving Throws vs. Dynamic Powers)
1	1	Immutable (+2 check bonus to resist bodily effects)
1	1	Language (Common, Sylvan)
2	2	Skill Proficiency (Business, Culture)
2	2	Weapon Proficiency (Battleaxe, Garrotte Wire, Warhammer, Hand Crossbow)
<b>15</b>		<b>+ 16 Base + 80 Abilities = 111 POINTS</b>

### BOEYO THE INKER

Human | 2nd Warder

<b>SIZE</b>	Medium	<b>ARMOUR</b>	Shield
<b>SPEED</b>	30'	<b>ARMOUR CLASS</b>	16
<b>ENERGY</b>	20	<b>HIT POINTS</b>	16 (2d6+6) [6]
<b>XP</b>	300	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>POINTS</b>	108	<b>SAVING THROWS</b>	STR [2]

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

WEAPON	TO HIT	DAMAGE	TYPE
Quarterstaff	+5	1d6+4	Melee; Bludgeoning
Sling	+5	1d4+4	Range 2 (30') Bludgeoning

RANK	POINTS	ATTRIBUTE
1	1	AC Bonus (+1 AC)
1	1	Armour Proficiency (Shield)
1	1	Language (Common, Dwarvish)
1	3	Massive Damage (+1 damage)
5	5	Skill Proficiency (Agriculture, Athletics, Controlled Breathing, Seduction, Swimming)
4	4	Special Movement (Speedburst: x5 sprint 2; Wall-Crawling 2)
1	1	Tool Proficiency (Artisan: Tatoost)
<b>16</b>		<b>+ 12 Base + 80 Abilities = 108 POINTS</b>



## FRENSHEATHA

Race and Size: Medium (5' 6") | Nekojin  
 Level and Class: 2nd Level | Broker 2  
 Movement: Ground (30')

*An ideal pre-generated character for use in the scenario included in Dyskami Publishing's Anime 5E Game Screen and Adventure*

### FRENSHEATHA

Nekojin | 2nd Broker

<b>SIZE</b>	Medium	<b>ARMOUR</b>	–
<b>SPEED</b>	30'	<b>ARMOUR CLASS</b>	12
<b>ENERGY</b>	20	<b>HIT POINTS</b>	10 (2d6) [6]
<b>XP</b>	300	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>POINTS</b>	109	<b>SAVING THROWS</b>	WIS [2]

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+2)	10 (+0)	13 (+1)	16 (+3)	16 (+3)

WEAPON	TO HIT	DAMAGE	TYPE
Dagger (Dexterity)	+4	1d4+2	Melee; Piercing
Spear	+4	1d6+2	Range 2 (30') Piercing

RANK	POINTS	ATTRIBUTE
1	1	Connected (Thieves' Guild)
2	2	Edge (Initiative)
1	1	Feature (Darkvision 60')
1	1	Heightened Senses (Hearing)
1	4	Item: Magical Cloth (5 Points; ASE page 202)
–	–	Language (Common)
2	2	Mulligan (4 re-rolls/session)
1	1	Sixth Sense (Personal Threats)
4	4	Skill Proficiency (Alchemy, Business, Deception, Street Sense)
1	1	Special Movement (Cat-Like)
4	4	Tool Proficiency (Artisan: Alchemist, Cartographer; Forgery Kit, Poisoners' Kit)

RANK	POINTS	DEFECT
1	-1	Easily Distracted (Things that distract cats)

**20 + 12 Base + 77 Abilities = 109 POINTS**

## DEFENDER BRIGHT (JAE)

Race and Size: Medium (4' 8") | Wood Elf  
 Level and Class: 2nd Level | Magical Girl 2  
 Movement: Ground (35')

*An ideal pre-generated character for use in the scenario included in Dyskami Publishing's Anime 5E Game Screen and Adventure*

### DEFENDER BRIGHT (JAE)

Wood Elf | 2nd Magical Girl

<b>SIZE</b>	Medium	<b>ARMOUR</b>	Leather
<b>SPEED</b>	35'	<b>ARMOUR CLASS</b>	12
<b>ENERGY</b>	20	<b>HIT POINTS</b>	13 (2d8) [8]
<b>XP</b>	300	<b>PROFICIENCY BONUS</b>	+2 [4]
<b>POINTS</b>	117	<b>SAVING THROWS</b>	WIS, CHA [4]

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	10 (+0)	13 (+1)	17 (+3)

WEAPON	TO HIT	DAMAGE	TYPE
Rapier (Dexterity)	+3	1d8+1	Melee; Piercing
Longbow	+3	1d8+1	Range 4 (1,000') Piercing

RANK	POINTS	ATTRIBUTE
1	1	Alternate Identity (Male Dark Elf)
2	2	Armour Proficiency (Light, Shield)
2	10	Companion: Azeraphon (Pet Wolverpotamus – 66 Points; ASE page 235)
1	1	Edge (Save vs. charm)
1	1	Feature (Darkvision 60')
1	1	Language (Common, Elvish)
1	1	Resilient (Sleep-like effects; doesn't need much sleep)
4	4	Skill Proficiency (Acrobatics, Nature, Perception, Performance)
1	1	Tool Proficiency (Herbalism Kit)
–	1	Unique Attribute (Mask of the Wild – Can attempt to hide even when only lightly obscured by nature or weather)
2 (3)	2	Weapon: Lucent Variegated Vine (2d6+1 radiant damage; Range: 30 feet -2; Hands +1; Save +2 [Dexterity vs DC 17])
3	3	Weapon Proficiency (Longbow, longsword, net, rapier, shortsword)

**28 + 16 Base + 73 Abilities = 117 POINTS**



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