

# Oni Puncher

You are an **ONI PUNCHER**, a hero from the mysterious and mystical Far Lands, where fox spirits trick farmers into destroying their crops, and elephant-headed demons rampage across the countryside for no reason whatsoever than because they can. It takes a combination of skill, power, and unbendable will to be able to defeat an Oni, and you are one of the few who can. So you do. You punch them in the face.

## WHAT YOU NEED

Pen, paper, some six sided dice (hereafter referred to as "d"), some players, one "Game Master", enthusiasm, sense of humor

## YOUR ONI PUNCHER

Write down your character's name, where they're from, their nickname, three things they're good at and one thing they're not any good at. These things can be anything. Your samurai could be good at fighting, poetry, and leaping, but terrible at being humble, for example. Or your ONI PUNCHER could be a wise monk and be great at meditation, martial arts, and running but be impetuous. Or you could be a wise shaman, excellent with talking to spirits and using magic and seeing the future, but awful at fighting. It's up to you. Do what you like.

## TASK RESOLUTION

When you're doing a thing, you roll 2 six sided dice (hereafter referred to as "d"). When you are doing something you're good at, roll 3d. When you're doing a a thing you are not good at, roll 1d. If something is really stupidly easy (walking over somewhere, striking an insolent peasant) or insanely difficult, even for you (cutting the world in half with the edge of your hand, picking up a wall), you don't even roll for it. Your GM is the judge, as usual.

Generally speaking, though, a total of 6 is good enough to succeed.

## BONUS DICE

When you're doing something totally awesome that'd be really cool if it happened and everybody at the table loves it, you get a Bonus Die you can bust out whenever you want to add an extra die to any roll. You can only add one Bonus Die to a particular roll, and once you use a die, it's gone- give it back to the GM.

## PENALTY DICE

The DM can give you a penalty die, too, if you're doing something that shouldn't be happening. This doesn't mean "a thing that isn't physically possible" because honestly, who cares, you're an ONI PUNCHER. You only get penalty dice when you are being dishonorable, or cowardly, and you keep the penalty dice until you redeem yourself somehow. You can also get your penalty die removed if you or a player use a bonus die you have in reserve to "even it out."

## SUMMARY

Remember: You are a mighty Oni Puncher. Don't let these rules stand in the way of your awesome. If you want something to happen, make it up. If you think these rules missed something- write it in. It's your game!

So that's it! Go fight some demons!