



Role-Playing In An Anime World!

Big Eyes, Small Mouth is a multi-genre RPG, inspired by the dynamic characters and stories found in Japanese animation. Comedy or horror, fantasy or science-fiction ... if you can imagine it, you can play it! The game rules accurately reflect the “anime atmosphere” by emphasizing role playing rather than numbers and charts. Additionally, character creation can take less than ten minutes, and is extensive enough to offer characters magic, mechs, psionics, heightened abilities, unique artefacts — the options are nearly limitless!

Big Eyes, Small Mouth also features:

- amazing artwork by talented fan artists
- easy-to-follow flowcharts
- clear, concise tables throughout the text
- a quick and elegant combat system
- advice for both the Game Master and player for this and many other RPGs
- game “seeds” to assist Game Masters develop adventures
- comprehensive glossary, bibliography, and resources
- hours and hours of fun!

Ages 12 to Adult.

Requires 2 six-sided dice.

BIG EYES, SMALL MOUTH

A UNIVERSAL JAPANESE ANIME ROLE-PLAYING GAME



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A UNIVERSAL JAPANESE ANIME ROLE-PLAYING GAME

1997 wasn't that long ago — was it?

Big Eyes, Small Mouth First Edition was a huge product for Guardians Of Order. It launched the company and formed the foundation for many of our successful future releases: *The Sailor Moon RPG*, *Tenchi Muyo! RPG*, *Big Eyes, Small Mouth Second Edition*, *Silver Age Sentinels*, and even the d20 System spin-off, *BESM d20*.

Only seven years later, *BESM* First Edition looks positively antiquated by Guardians of Order standards; not due to poor quality, but due to the company constantly raising the bar and improving itself.

Over the years, some of the original files that *Big Eyes, Small Mouth* have been lost or can no longer be accessed — who would have thought we needed that Syquest drive again? We've recreated the book as closely as possible to the original, dropping some irrelevant information, and adding in some previously unseen colour images where the original book only had black and white art. Those of you who don't want to use any colour ink, here's your warning — remember to print this book in black and white! The rest of the book is identical to that little grey book released seven years ago — *Big Eyes, Small Mouth*.

Mark C. MacKinnon
President
May 2004

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Dedicated to Karen McLarney, and my parents Dianne and Angus MacKinnon, for their words of encouragement and undying support.

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Foreword

It's finished!

This has been quite a journey for me, and I'd like to thank you for being part of it. *Big Eyes, Small Mouth* is my first foray into the role-playing market, following on the heels of the first Guardians Of Order product, *Toying With Destruction — A Large-Scale Battle System For Toys*. *BESM* was designed from two basic principles: Japanese anime can provide an ideal setting for role-playing and open-ended rules put the power in the hands of the player.

The initial inspiration for the game came to me after watching the entire first season of *Ranma 1/2* in just a few days. I began watching tape after tape of other anime series and movies and soon realized that nearly every genre of Japanese animation would translate very well to a role-playing scenario. I noticed that most of the anime-influenced RPGs currently on the market were grounded in mecha-style anime, which left a rather large unexplored domain. I set out to fill that void by creating a system that would allow for a wide variety of character talents, skills and oddities, but was not hidden behind a heavy assortment of charts, numbers, and complex rules. *Big Eyes, Small Mouth* is the end result, and am happy to say that it's everything I had hoped it could be — easy to learn, fun to play, and in the spirit of anime.

This book begins with a brief introduction of anime and role-playing before moving to character creation. This is the largest section of *BESM* since the type of characters created and the abilities they possess will greatly affect the direction of an adventure. Each step of character creation is clearly defined with examples and ideas to assist the players. *Chapter 3: Combat and Other Actions* details the bulk of the game mechanics and shows the GM how to use the rules and dice-rolling most effectively. The fourth chapter provides helpful advice for both the GM and player, and lists a variety of game settings to use in single-session or campaign play. This chapter also gives over a dozen "game seeds" that can be developed into full adventures. Finally, the back of the book contains a glossary, bibliography, and a blank character sheet.

I did not create this game in a vacuum. The ideas, suggestions and efforts of many people helped get *Big Eyes, Small Mouth* to press, and I owe them much thanks: Karen McLarney, Dianna and Angus MacKinnon, Aimo, Paul Wynns, Theodore Serafica, Sean McLeod, Jesse Scoble, Peter Loveridge, John McLarney, Patrick Pote, The Game Publishers Association, Erick Wujcik, Manon Jutras, and all the playtesters.

I hope you have as much fun playing *Big Eyes, Small Mouth* as I did creating it!

Mark MacKinnon

July 1997

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