

FOREWORD

I started watching Tenchi later than most fans. My introduction to the Tenchi multiverse was the first movie, Tenchi Muyo in Love. The movie was a bit confusing since I had no context for the characters, but I thought that it was quite good and decided to pursue the remaining Tenchi videos. Over the years, I tracked down all the Tenchi tapes and soon became close friends with the awkward Japanese boy and his household of alien women. What an awesome series.

It has been a great pleasure working with Pioneer over these past months to produce this guide to the Tenchi OAV series, but it has been a long journey. When we decided to up our production values on the book and make it full-colour, we had quite a task on our hands. We knew that a full-colour book demanded nothing less than the best, and set out to give Tenchi fans the best product value on the market. David did a wonderful job with the new Sub-Attribute game mechanics and Tenchi research, Karen gave thoughtful insights on the characters in their write-ups and spent months acquiring all the images from the DVD, and Jeff worked long hours to ensure that the graphic design and layout was just right. Originally, David and I were going to co-author the book, but as our company continues to grow I find myself with less time to design and write. Still, this book is undoubtedly our best production to date and I look forward to the rest of the Tenchi Muyo! RPG resource books. In line for 2000 and 2001 are supplements for Tenchi Universe, Tenchi in Tokyo, and the Tenchi Movies, so keep watching out website for details.

Fans of our Tri-Stat System™ will notice a few changes in character creation that makes the design proceed more smoothly. The biggest change: we decided to remove the artificial barrier between Stat Points and Character Points. Since these two values could be converted back and forth through Attributes and Defects anyway, it just didn't make any sense to separate them any longer. Also, the modularity of the Sub-Attributes allows the three distinct Tenchi Muyo! powers — Jurai Powers, Mass Powers, and Mecha Powers — to use the same rules text. Finally, we have also incorporated Skills into the game since they are now part of the core Tri-Stat™ mechanics. When Big Eyes, Small Mouth 2nd Edition is released in August 2000 (in full-colour, no less), it will resemble this book more than any of our other publications to date.

GUARDIANS OF ORDER would like to thank the many people who assisted our company, and helped make the Tenchi Muyo! Role-Playing Game and Resource Book a reality: Kevin Chu, Todd Coleman, Dino Frisella, Hideki Goto, France Loubier, Dianne and Angus MacKinnon, Jim McGowan, Dominic Papineau, Andy Ransom, Bill Reimer, Jesse Scoble, and Stewart Sargent.

Mark C. MacKinnon
May 2000

DEDICATION FROM KAREN A. McLARNEY

“I dedicate this book to the GUARDIANS OF ORDER team. May this book inspire confidence in our abilities, pride in all of our work, and the desire to persevere despite all odds.”