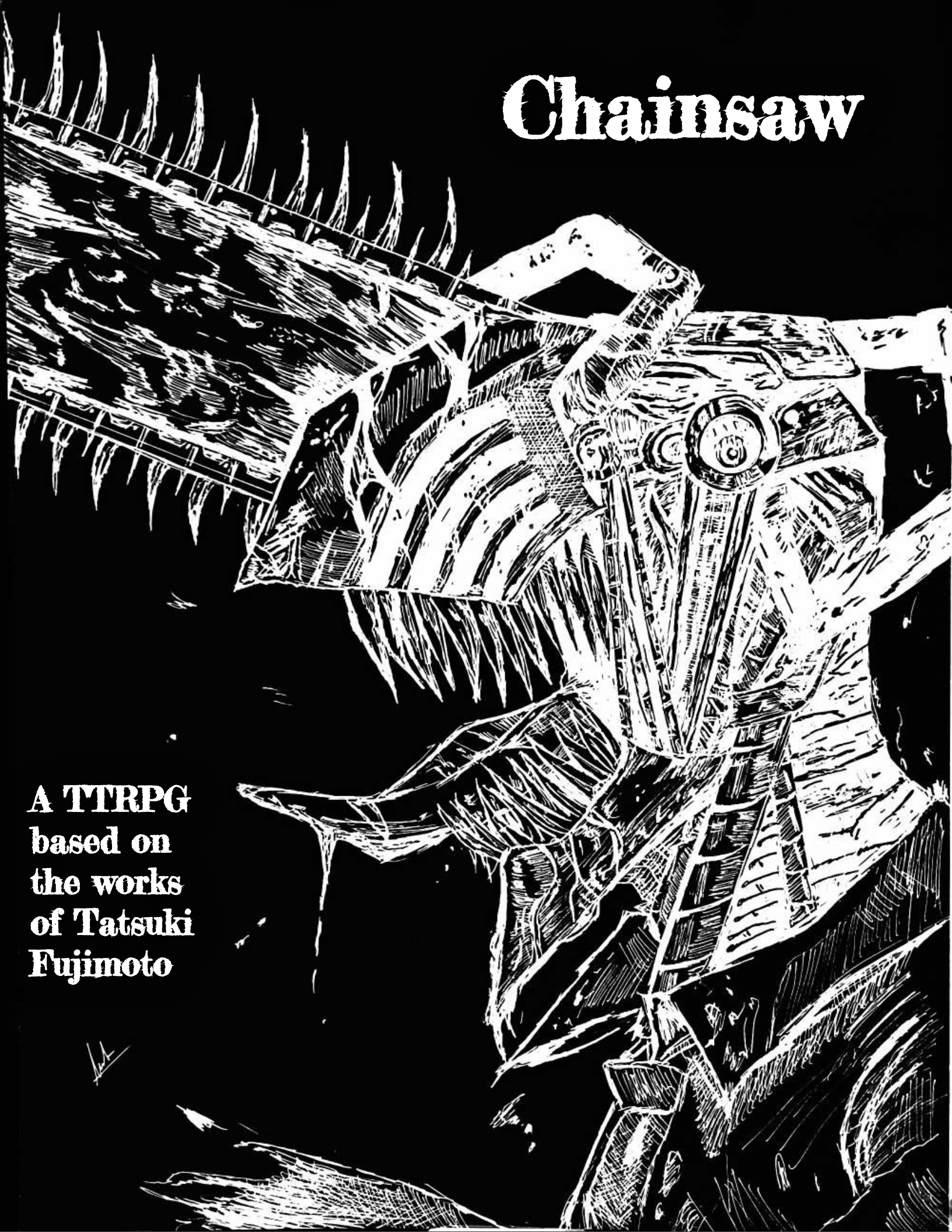


Chainsaw

A TTRPG
based on
the works
of Tatsuki
Fujimoto



Who is Chainsaw Man, and why is he in my TTRPG system?

Chainsaw Man is a story by Tatsuki Fujimoto about devil hunters that fight devils for a living. This game is not meant to be an entirely accurate representation of the CSM series, and it is not only allowed, but encouraged to add your own twists, items, rules, etc. This game is a rudimentary system that merely allows the brilliant concepts of chainsaw man to exist in an RPG setting. Chainsaw Man is a story of devils, government, corruption, devastation, and carnage. If you are uncomfortable with these themes, you may be permitted to leave the mandatory gm prison basement to contact your local therapist after games. A less palpable option, but somewhat possible may be to speak to your gm about nullifying these aspects. There is a very real possibility of straight up dying (in game and out), so use the tools provided to the greatest of their extent when possible. Break this game at every given opportunity, and encapsulate the essence of Chainsaw Man. Burn this into your fiend-eaten brain and your devil-bound heart, and remember always... have fun or die.

Character Conception



STEP 1: What Are You?

Choose between being a Human (pg. [3](#)), Hybrid (pg. [4](#)), or Fiend. (pg. [5](#))

STEP 2: Choose Your Character, Appearance, and Affiliation

Decide what makes your character them. How do they act? How do they look? Who do they work for, and why?

STEP 3: Choose Special Abilities and Features

Decide your techniques, powers, pacts, etc. You will make many of these yourself, or your gm will make them for you. They are meant to be fun and unique but balanced abilities.

STEP 4: Statistics

Decide on your stats. There are seven different stats, being Force, Passion, Dexterity, Vigor, Swift, Sense, and Thought. Each starts at 1, and you may disperse 8 points throughout with a maximum of 5 in a stat.

STEP 5: Any Other Stuff

Does your character have a special aspect, a pet, or a tie with a powerful devil? All of that goes here.



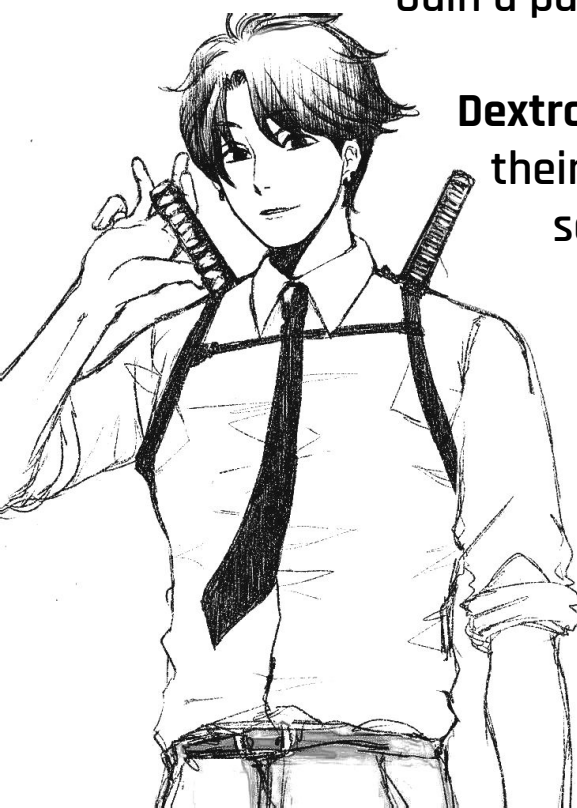
Human State

"I AM NO GREEK GOD, NO I AM NOT IMMORTAL, BUT I'D KILL ONE IF I MUST, JUST TO LIVE MY LIFE AS NORMAL"

The Human Complexion: As a human, for the most part, only you are truly able to blend in with other humans, although you have no inherent supernatural ability. This may be seen as a downside for most, but humans are some of the most versatile creatures to walk the Earth. That is, stated by humans.

Train Till Your Eyes Bleed: Humans have passion incomparable to most devils. Because of this they are able to train and hone a craft to perfection, including fighting styles, and survival tactics. Many humans can use this passion to surpass the likes of a devil. Possess one expertise.

An Eye for an Eye: Some humans are able to communicate with a devil and make a contract with it, a contract is usually a trade of power. This can be a one-time trade where the devil takes something of yours and in return, provides you with the ability to use their power. It can also be a trade of sacrifice, where you must sacrifice something for every use of the power. Gain a pact of choice.



Dextrous Body: Humans are able to strengthen/grow their muscles, reflexes, and knowledge to a level that some would consider more than human. Because of this ability they are able to shape an aspect of themselves to be greater than most. Add a +2 roll bonus to a stat of choice when human.

Connections: At creation, start with one weapon or item set of your choice. (No more than a Weapon power of 5)

Hybrid State

“ONE WITH A MONSTER, AND TWO IN THE SAME, HE LENDS ME HIS POWER, I LEND HIM MY NAME”

The Hybrid Complexion: As a hybrid, you appear human on the surface, but possess a particular devilish power within you. A devil resides somewhere within you, giving you power and combining you and your devil into a unit. You are almost able to blend in with normal humans when in human form but are able to present yourself as a devil. You are not able to make contracts other than with the devil within you

Devil's Brutality: The devil within you is able to lend you their power through a physical signal related to the devil. Once this power is unlocked, you are able to use your body with the advantages of a weapon (power 3), imbuelement, or item in relation to the devil. At lvl 1 this effect will give either a weapon statistic, dice tier boost, status effect, or something of similar power for combat. (Ex: The Toxin Hybrid is able to coat her fists in a corrosive poison that deals d4 each turn it touches an npc or player and adds 1 dice tier for combat damage [transforms head into a bottle and limbs to solid mercury on demand] [trigger is a small cork on wrist])



Blood Guzzler: You are able to regenerate by consuming blood. For every ounce drunk gain one health point. To gain blood from an enemy with an attack, you must call that you plan to extract blood. On that attack, the enemy will make a Blood Loss check (1d6 oz.) and you will make a Blood Collection check to see if you are able to consume it all (1d6 drunk)

Active State: When devil form is active, you constantly maintaining both your devil and human forms. Because of this, you will use up 1.5x the amount of stamina as normal (roundup)

Fiend State

“BEAST THAT RUN WILD, CORPSES
DEFAMED, THE CRIES OF A CHILD, THE
HALT OF A TRAIN”

The Fiend Complexion: As a fiend you are a devil residing inside a human corpse. You are not able to blend into humanity without interference due to the tell-tale mutations of the head. You are a weaker version of the devil you once were, without many clear memories of your past life. As a devil, you can use devil powers, but are unable to create pacts due to your unconventional weakened form. Some fiends are actually extremely powerful devils forced into a human body, allowing for various flashy powers, but watered down in potency.

The Power of a Beast: As a devil of sorts, you have the abilities of the devil that you are, but lessened in your human form. At lvl 1 you may have 2 weaker demon abilities (xd4 to xd8 or utility) and one medium level demon ability. (xd8 to xd12 or special utility) One of these abilities can also be a transformation ability.



Devil's Advocate: You are able to gain advantage on any social related roll with a devil unless stated otherwise due to your status as one of the devils

Blood Curdle: You are able to regenerate stamina by consuming blood. For every two ounces drunk gain one stamina point. To gain blood from an enemy with an attack, you must call that you plan to extract blood. On that attack, the enemy will make a Blood Loss check (1d6 oz.) and you will make a Blood Collection check to see if you are able to consume it all (1d6 drunk)

Using Expertise

Expertise: Humans are able to funnel determination into training and expanding a skill or ability. When creating a human, you gain one thing to be an “expert” at. This can range from martial arts, demon studies, knowledge of medicine, mental wellbeing, etc. When doing an action that falls into the category of your expertise, you may add a +1 dice tier to that action. Some devils may have expertises as an ability. (Ex: You need to sneak around a building, and your expertise is ninja arts. The gm has you roll Swift and you have a 3. Normally you would roll 3d8, but because of expertise, roll 3d10) (Also applies to damage dice with d4->d6)

Stats & Rolling

Stats: Each stat has a purpose as listed here: Your Force determines the power of outward attacks. Passion determines the power of inward effects. Dexterity determines performance of an action. Vigor determines the fragility of your form. Swift determines how quick you are able to act. Sense determines your observational skill. Thought determines your knowledge of a situation. Max in any stat is 10.

$(\text{Vigor} + \text{lvl}) * 6 = \text{HP}$ (3 vigor/lvl 2 = 30 HP)

$\text{Stamina} = \text{HP} / 2$ rounded down (30 HP = 15 SP)

Rolling: When you need to perform an action, you will often have to roll from one of the stats. When rolling you take the stat number and roll that many d8s. For damage and effect calculation, use a d4 instead. The rate of success from rolls depends on the difficulty of the action, which is to the gm's discretion. Generally the rates of success are grouped into tens. If you roll a 23 you would consider that a Level 2 success. (If a roll is the maximum possible, add a level) (2-5 is Level 0 [does not always mean fail])

Devil Contracts

“A DEAL WITH A DEVIL IS A TRADE OF THE SOUL. TO HAVE SUCH A PRICE YOU MUST HAVE A CLEAR GOAL.”

Pact: When a human makes a pact with a devil, both the human and devil gain something. As a human with a first level contract, you can either gain a constant pact or a sacrificial pact. Humans are able to collect pacts from many devils and build an arsenal or powers.

Constant Pact: In a constant pact, you must give the devil something precious to it, and in return it may lend you it's power for whenever you wish to use it. This uses stamina and sanity on use. (Different than a hybrid pact) (Ex: Future devil contract with Aki)

Sacrificial Pact: In a sacrificial pact, you must make a contract with a devil to give it something for every time you use it's power. These powers are usually more powerful but harder to activate. This uses health, stamina, or something else on use. (Ex: Fox devil contract with Aki)

The Power of a Contract: When designing a contract for either the player to give at character creation, or the gm to give during the campaign, you must derive it from a devil. For constant pacts maybe this a low to medium class devil lending you their power, or a high class devil lending a sample of their power. (Between 1d6 to 1d12 damage base or utility) For Sacrificial Pacts, this may be a medium to high class devil lending a significant chunk of their power . (Between 1d8 to 1d20 base or utility)

As for the devil itself (more on pg. 7), you may be able to think of an existing devil or a new one, and create a power based off of that. If you need aid in thinking of a devil you may be able to use a random word generator for nouns or fears, as a devil's power derives from the fear that their names have.

Weapon Wielding

Weapons: Many fighters, human and devil alike use weapons. (though humans are generally more skilled in their use) When wielding a weapon, all attacks that are used with the weapon have an added damage or status value. With a weapon power of 0 no damage is added, but from 1 onward it adds $+Power \times 2$ to dmg calculations. For a Power 3, that would be a +6 damage increase. The higher the power of a weapon the more likely to need to make a Dexterity check on use, and the higher difficulty that check will be. For a Power 5 weapon, it would give a +10 dmg boost but have a Difficulty 2 Dex check on use.

Player Level

Leveling: Whenever you complete a significant story event or character development benchmark, you may gain a level. Every level, you may add 2 points to stats of your choice. For every level, your character may be able to upgrade or gain an ability. The maximum player level is 10. At 10th level something very significant to your character will happen.

Level	Reward Help Guide
Even	+2 Stat, New special move or ability use from existing powers.
Odd	+2 Stat, New expertise, ability, pact, power, etc.

Healing

Healing: When your health depletes lower than you appreciate, the only real way to restore it fully is either with rest or with devil powers. Every day rested heals $+\frac{1}{2}$ max health. Resting in a hospital may be necessary if health is below 10%.

Devil Powers

“BEINGS WHO REPRESENT FEAR IN ITS PURENESS. WHAT WRITHING TERRORS, OH NO ONE COULD CURE THIS.”

Devils: Devils are beings with power based on how feared their name is or how many powerful devils they have eaten. The more powerful a devil is, the more powerful their abilities are.

Utilities: Utilities are powers that are not directly attack based such as being able to make a surface sticky or create glass platforms. An example of a special utility would be the ability to transform yourself entirely into a beast. Utilities take stamina as if they were regular actions with a x1.5 stamina multiplier.

Classed Abilities: Classed demon abilities are attack based, and go by the classing of Weaker, Medium, and Stronger in most situations. This goes by Weak: d4-d8 - Med: d8-d12 - Strong: d12-d20 dmg/effect
These act as small medium and large actions when used, but take x1.5 stamina.

Creating Powers: Devils generally each have a respected theme. When making a power it's suggested that you play off of these themes with an image of your character in mind. Some abilities may be an innate part of your devil that is always active similar to an expertise. These can be ranked no less than medium. Starting level powers are usually rudimentary, but may gain more versatile uses on character lvl up.

Primals, Harbingers, & The Like: There exist special devils that have unique and especially powerful abilities because of their properties. Primals are fears that have to do with the basic human instinct and fear for survival. Harbingers represent the apocalypse and are innately stronger than most non-primal devils. Devil's with more broad names that group many concepts also tend to be more powerful. Unless within a pact, or opting to be extremely weakened, most players will not encounter these types of powerful devils in a friendly manner. Gm's are encouraged to use a d100 for primal fear devil rolls and similar for dramatic effect.

Stamina

Use

Stamina: Not all actions will require the use of stamina, but some actions such as large movement, attacks, and devil powers will. When creating a power you should assign a set stamina usage. Guide to stamina gagueing: Small/Med/Large-scale Non-Devil Ability/Action - 2/6/10 stamina. A small action may be a simple punch or kick, medium being at a curb stomp or suplex level, and large being thing akin to swinging a large metal beam.

Depletion: When your stamina bar is completely empty you will not be able to attack or dodge regularly. You will have 5 faux stamina known as Adrenaline to use to either run away or attempt to hide.

Dodging Actions

Dodging: If an enemy attempts to attack you and you do not wish to be hit, you may attempt to dodge by comparing Swift rolls. If you predict that an enemy will attack you, the turn before the anticipated attack, you may Brace yourself for an additional 1 roll bonus on a dodge next turn if you can pass a Sense/Thought check depending on your reasonings.

Attacks & Moveset

Attacks: Attacks from characters range from physical attacks to devil ability use. The power of these attacks are usually determined by either your Force or your Passion stat, though other stats may come into play.

Moveset: A player may desire to track a moveset for a character. This can be helpful for quick attack reference and building upon the knowledge of your character through actual battle experience with your skills and powers.

CHAINSAW

Name:

Player:

Force

Passion

Dexterity

Vigor

Swift

Sense

Thought

State:

HP: /

SP: /

Notes &
Moveset:

Inventory/Longer Notes:

CHAINSAW

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