

## Hunter X Hunter tabletop RPG based on Fate Core



### 1. Introduction

If you are reading this it means you are interested in playing an RPG game in the world of Hunter X Hunter. To my knowledge there does not exist any official HxH RPG game, therefore I have created this small adaptation to the rules of Fate Core. Fate Core is a tabletop RPG system that is easily accessible under “pay what you like” on the official [page](#). Fate Core is simple, intuitive and provides interesting interactions between game master and players with the use of Fate Points. To create more HxH like world experience I had readjusted a couple of approaches and highlighted their connection to the nen type, as well as I added more elastic nen stunts.

This short tutorial is written under the assumption that the reader is familiar with the Fate Core system. To learn more about Fate Core you can check out these links:

- [10 min youtube video](#) explaining rules of Fate Core
- [54 min youtube video](#) of Fate Core gameplay with character creation, notice that they are using more extended system for skills which we don't need, also their setting is far different than that of Hunter x Hunter

If you know nothing about Hunter x Hunter, but still want to know a little bit before playing:

- [Anime episode 1](#) - it has around 130 episodes so far
- [Nen explained](#) - without many spoilers

However with a good Game Master (GM) there is no real requirement for playthrough, with the exception of ideas for your character. Aspects, specific Nen powers and other things can be created during the play!

## 2. Character creation

Characters should be proactive, competent and dramatic. When designing a character you can always change it later. And remember that we play to have fun.

Every character should have:

- High concept: e.g. profession or three word description of the character position from other people's perspective - like "World famous detective"
- Trouble:
  - Personal struggle e.g. "Really likes shiny things"
  - Problematic relationship e.g. "My archenemy is prof James Moriarty"
- Name: e.g. Sherlock Holmes

- History: self-explanatory
- Aspects: (3 for start) e.g. "I am *always* right", "Can't stand myself", "Winston has my back"
- Approaches: described and explained later
- Stunts: (3 stunts with Refresh of 3, or 4 stunts with Refresh of 2 or 5 stunts with Refresh of 1) and 1 Nen stunt with 2 Nen Refresh
- Refresh:
  - Nen refresh resets after you rest (Start with 1 nen stunt and 1 Nen Refresh). After each level you get 1 nen stunt and 1 nen refresh. If you manage to find a *teacher*, you can spend normal Refresh to gain more nen stunts.
  - Fate refresh resets after the session. You can keep all the extra points above the refresh limit for next session, but this resets after scenario.
- Stress: (everyone gets 1, 2 box) but Specialists get 3, 4 boxes for mental, while Enhancers 3, 4 box for physical, everyone else get 3 boxes for mental and physical. Normal characters have 1, 2 boxes for wealth stress.
- Consequences:
  - Mild (remove after scene, -2 shifts),
  - Moderate (remove after end of next session, -4 shifts),
  - Severe (clear after end of scenario, -6 shifts),
  - Extreme (permanent character aspect, -8 shifts)

**Aspects** (you can spend multiple different aspects on one roll) Aspects can be:

- Invoked - justify how aspect is helpful, pay 1 fate to GM
  - Reroll
  - Get +2 to your roll
  - Declare story detail
- Compelled - gain fate point from compelling character
  - Accept complication - gain point from compelling character
  - Reject - lose 1 fate point to the compelling character

## **Approaches:**

Approaches are closely related to your nen type. Whenever you want to do something as in Fate Core you would have to decide on the approach, here is similar, but every approach has one nen type assigned to them. This means that whenever you are planning on performing an action you need to decide either a school of nen (if this is nen ability) or type of approach. Approaches and nen types share bonuses.

Pick which approaches your character prefers or which is your nen type (do water divination or online [test](#)).

Every character has to pick their nen type. This defines which characteristic and approach is his strongest (+3), neighbor types/approaches get (+2) and next ones (+1) with opposite approaches as +0. Imagine approaches are described on a circle, as shown on Figure 1 below.

### **Approaches / Type of Nen**

Clever / Manipulation  
Quick / Emission  
Forceful / Enhancer  
Sneaky / Transmutation  
Careful / Conjuraton  
Flashy / Specialization

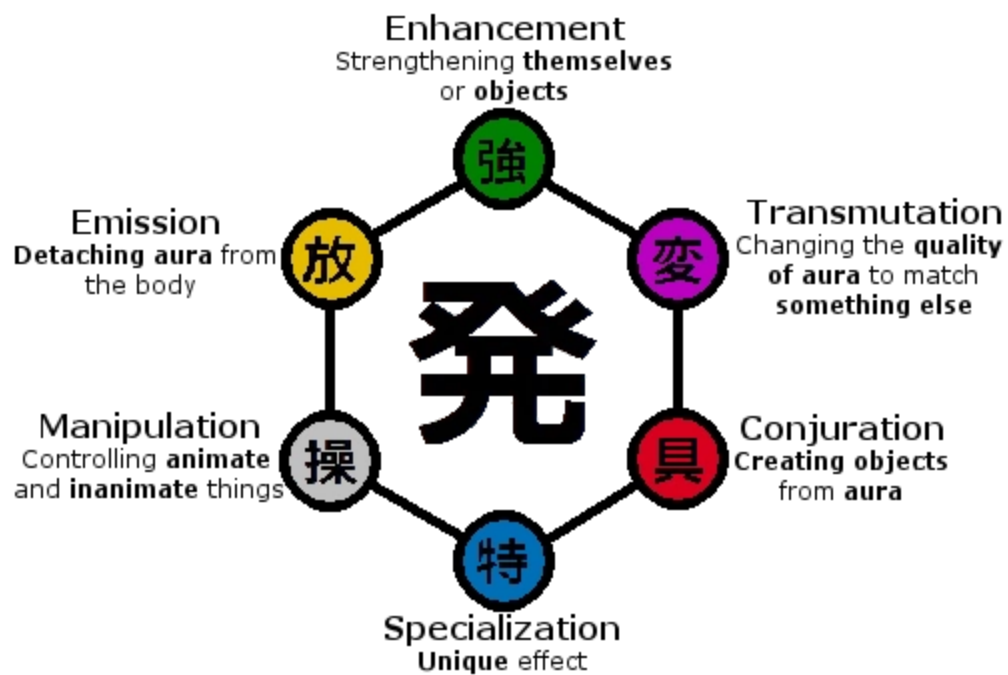


Figure 1. Type of Nen wheel of relation.

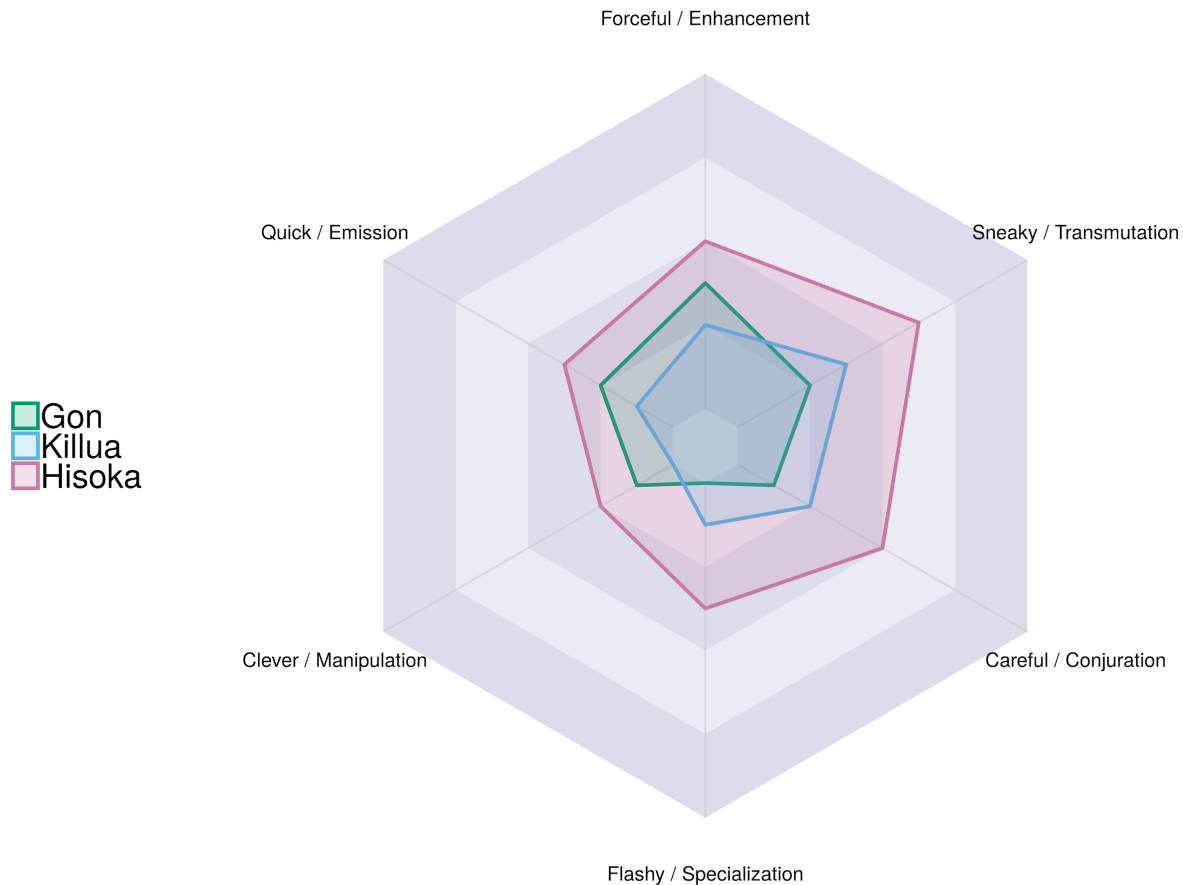


Figure 2. Example of character Nen bonuses.

Additionally characters can use more advanced nen techniques (which is a test of approaches), mainly used are:

*Gyo* (Clever/Manipulation) vs *In* (Sneaky/Transmutation)

*En* (Quick/Emission) vs *Zetsu* (Careful/Conjuration)

You need to firstly find knowledge about these advanced nen techniques to be able to use them.

For example when fighting Hisoka, Gon decided to use his *Gyo* (and he adds his Clever/Manipulation bonus of +1 to his roll +1). Previously when Hisoka wanted to hide his threads of bubblegum he used *In*, adding his Sneaky/Transmutation of +3 to his roll +1. Gon has +2 while Hisoka +4

which makes Gon simply not see through Hisoka's ability, therefore he can not see the invisible threads of bubblegum.

In case of a draw, the defending player has the upper hand, Gyo will see through *In* and *En* will detect *Zetsu*.

## Stunts:

Remember that Fate Core stunts can be builded with these exemplary templates:

- Fate stunt: Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], I get a +2 when I [pick one: Carefully, Cleverly, Flashily, Forcefully, Quickly, Sneakily] [pick one: attack, defend, create advantages, overcome] when [describe a circumstance]. (Pay 1 fate to the GM.)
- Fate stunt: Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], once per game session I can [describe something cool you can do]. (Restrictions don't pay.)

Nen stunts are a little bit different as they add you powers beyond what is normal, therefore Nen stunts should expand the range of possible attacks and defenses instead of just blindly making Forced attack +2, for this use a regular stunt. Each normal Nen stunt gives +1 effect or +2 effect if restriction to the approach is used (other restrictions also possible, read below).

By analogy Nen stunts can be created with similar template:

- Nen stunt: Because my [describe your Hatsu] I can [describe something cool] when I [pick one: Carefully, Cleverly, Flashily, Forcefully, Quickly, Sneakily (restriction +1)] [pick one: attack, defend, create advantages, overcome] when [describe a circumstance]. (Pay 1 Nen to invoke.)

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My character Nen stunts as an example:

My character Hatsu (Transmutation) is “Liquid Luck” (this is my new aspect now) which means I can transform my Nen into liquid, honey like, a very dense substance of luck. This substance can have various properties connected to luck and can be detached from my body, can live outside my body where I still maintain control over the Liquid Luck.

Now examples of my nen stunts:

Because of my “Bright Luck” I can make my nen really shiny and bright to Sneakily create an advantage (blind +2) when someone uses his Gyo to look at my Nen. Can also make this skill active, illuminating just as a very bright source of light.

Because of my “Lucky Crit” I can critically strike (add +1) when attacking any creature that has had contact with my Nen. (Because there is no Red restriction this skill gives a bonus of only +1 instead of +2).

Because of my “Lucky Resistance” I can shift the point of damage from my vitals when defending and have -1 shifts of damage when my opponent uses a successful Nen attack. I can use it only when I know how my opponent Nen works (restriction for extra -1).

Because of my “Lucky Guess” I can gain knowledge (create advantage) of the opponent Nen stunts when he is in contact with my Liquid Luck. (This does not directly add +1 for defense/attack, but provides knowledge that the user should use to create an advantage.)



Below is an example of a special kind of skill which can be very powerful, therefore requires a certain level of restrictions. Players should try to make their Nen skills as thematic as possible, and together with the game master decide on required restrictions.

Because of my “Beginners Luck” I can do any Nen stunt that has touched my Nen (transmutation aspect, condition) previously as successfully as I would have it myself. This works only once per Nen stunt as I will no longer be a beginner at this Nen stunt (restriction). This does not work on specialist abilities (restriction). Although I can copy for one use any stunt that was in contact with my Nen, when I invoke this copied stunt, my own approaches bonuses apply as if skill would be mine (restriction).

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You can use different Nen types to achieve different results, but the main component of your technique will decide which type of ability this is. In the example transforming Nen into luck that is very bright is *transmutation*. Ability itself is *Sneaky*. We lose some potency when our attack type is from a different approach category than our nen type. For instance, if a level 1 transmuter is using his nen to attack forcefully he will only get +2, but if he uses it to create sneaky attacks he gets +3 to roll.

For every Nen restriction, vow, limitation we can get +1/+2/+3 to the strength of the effect. This depends on the strength of the restrictions.

Examples:

I can use it on “Spiders”, if I use it against anyone else I will die. +2

I can use this only during daylight. +1

I can only use this only in Bergen. +1

### 3. Character progression

To level up, characters need to reach their own milestones and complete their very own challenges. You can decide on those during the gameplay as well as on your Nen stunts and regular stunts.

#### **Minor milestones:**

- At the end of the session of play, clear moderate consequence if it's been around for two sessions. You can also do one of the following:
  - Adjust your Nen stunt slightly.
  - Rename one aspect that is not your high concept (this requires some story backup).
  - Exchange stunt for a different stunt.
  - Gain 1 Nen Refresh. (Can be exchanged into a Nen stunt when teacher is met.)

#### **Significant milestones:**

- End of the scenario or conclusion of big plot event:
  - Raise the bonus of one approach by 1. (Can't rise to the above +5.)
  - Clear severe consequences.

#### **Major milestone:**

- End of the campaign:
  - Extra Refresh point (can be spent to buy a stunt).
  - Extra Nen Refresh point.
  - Rename your characters main concept (optional, must follow the story).