



カウボーイ COWBOY BEBOP ビバップ ROLEPLAYING GAME

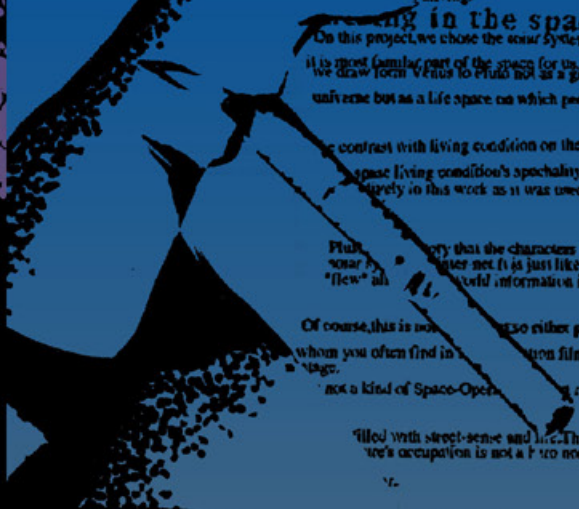


THE TABLETOP ROLEPLAYING GAME IS COMING TO **KICKSTARTER** IN 2022!



NETWORK WHICH BECOMES
A NEW GENRE ITSELF
WILL BE CALLED...

COWBOY REID



THE WORK WHICH BECOMES
A NEW GENRE ITSELF
WILL BE CALLED...

THE WORK WHICH BECOMES
A NEW GENRE ITSELF
WILL BE CALLED...

THE WORK WHICH BECOMES
A NEW GENRE ITSELF
WILL BE CALLED...

THE WORK WHICH BECOMES
A NEW GENRE ITSELF
WILL BE CALLED...

THE WORK WHICH BECOMES
A NEW GENRE ITSELF
WILL BE CALLED...

THE WORK WHICH BECOMES
A NEW GENRE ITSELF
WILL BE CALLED...

THE WORK WHICH BECOMES
A NEW GENRE ITSELF
WILL BE CALLED...

THE WORK WHICH BECOMES
A NEW GENRE ITSELF
WILL BE CALLED...

THE WORK, WHICH BECOMES
A NEW GENRE IN ITSELF,
WILL BE CALLED
COWBOY BEBOP

COWBOY BEBOP THE ROLE-PLAYING GAME

The official tabletop role-playing game
of one of the most beloved anime of all time.

Play your own stories of bounty hunters in space, in this jazzy universe
blending Western, Film Noir and buddy cop movies:

Get rich quick but be ready to face retribution,
because that will be the real lesson!

All you need to play is a character sheet
called a Bounty Hunter Cluster
and some d6s of two different colors.

Cowboy Bebop, the Role-Playing Game
will be available in:



*Look at my eyes, Faye.
One of them is a fake because I lost it in an accident.
Since then, I've been seeing the past in one eye
and the present in the other.
So, I thought I could only see patches of reality,
never the whole picture.*



All images and concepts used within this book
from the anime series Cowboy Bebop are © SUNRISE.
This product is licensed by SUNRISE, INC. to Don't Panic Games.





Don't Panic Games, the team that brought the amazing universes of *Cowboy Bebop*, *Naruto*, *Attack on Titan*, and *Tokyo Ghoul* to tabletop gaming,

In partnership with **Mana Project Studio**, the creative studio and publisher that designed *Journey To Ragnarok*, *Historia*, *Nightfell*, *Norse Grimoire*, *Seven Sinners* and *Spectrum*...

With the collaboration of award-winning Italian authors **Fumble**, known for *Not The End Roleplaying Game*

Are all coming together to offer you a pioneering experience, bringing the world of Japanese Anime to a Tabletop Roleplaying Game!

Don't miss the chance to experience the world of *Cowboy Bebop*, meet your favorite characters, and explore this unique universe as never before!

WHAT YOU WILL EXPERIENCE...

THE WORLD

The Solar System of *Cowboy Bebop* is a wild interplanetary frontier, reminiscent both of old Westerns and San Francisco in the 70s, full of opportunity mixed with grit, of sarcastic humor with a touch of decadence. To move across the vast distances, desperate and cunning bounty hunters use the Astral Gates, after an accident destroyed the Moon and forced humanity to almost completely abandon the Earth's surface.

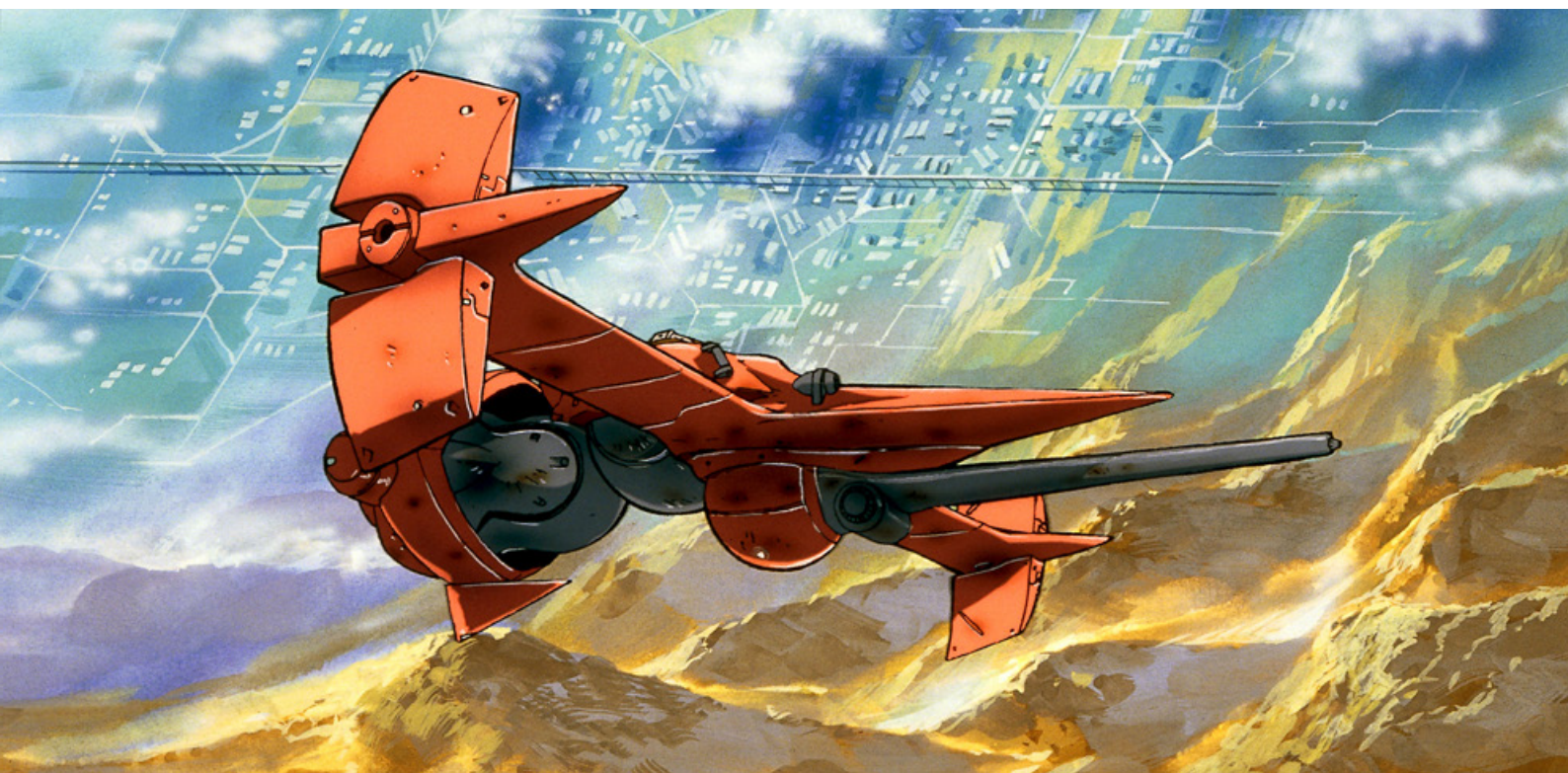
The original work gives us glimpses of Mars and Venus, of Jupiter's moons, and of countless space stations, but never a complete view of what it means to inhabit this Solar System in 2071.

For this reason, this game puts numerous guidelines and tools at the storyteller's disposal, including specially made clusters, to build and describe the places that fill their own version of the universe: questionable bars, glitzy casinos, Red Dragon buildings, ISSP stations... No two Cowboy Bebop campaigns will ever be exactly alike.

THE THEMES

Bounty hunters such as the characters must collect rewards to survive, yet they are not all devoid of conscience: even jaded idealists like Spike Spiegel sometimes decline to collect the millions of Woolongs a bounty could bring them. A wanted man is more than just a face on a poster: their tragic stories are revealed before the eyes of our protagonists, who then find themselves having to make moral choices based on what they have discovered.

In this game, therefore, a Bounty is both someone to hunt down and an excuse to tell a story. In this, the narrator is helped by a Cluster that, together with the Session Cluster, allows them to keep track of what the Characters have discovered, what the media say about the Bounty, and, ultimately, what choices they will have to face.



FOUNDATIONS

THERE IS NEVER ENOUGH MONEY, BUT IT'S NEVER A PROBLEM

Cowboy Bebop's Characters can't afford to sit idle on their ship, but even though they always seem to be broke, they never have a problem paying Gate tolls, offering a bribe to an informant, or finding the right costume to go undercover at a party. What's more, some of them seem to give up easy money as a matter of principle.

THE PAST WILL COME BACK TO HAUNT YOU

Characters will get to explore Memories, important moments from their past that they haven't resolved yet and that they will have to face over the course of the story. Facing a Memory and coming to terms with it will make the Characters ready to bear the Consequences of their actions and will reveal sides of them that had remained hidden until then.

DEATH IS ALWAYS DRAMATIC, NEVER ACCIDENTAL

The death of Characters and sidekicks must never be a random or gratuitous event. If the moment is not dramatic, there is no point in staging the death of a Character. Although death is an event that should only feature in the most dramatic moments, that shouldn't mean the Characters will have an easy life and they will still have to face the sometimes heavy Consequences of their actions. Narratively, the best way for a Character to exit History is to have conclusively come to terms with their past.



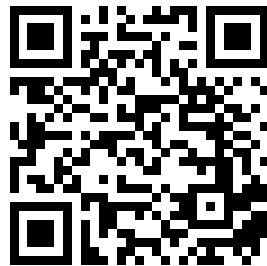


カウボーイ
COWBOY BEBOP
ピクニック
ROLEPLAYING
GAME



カウボーイ COWBOY BEBOP ビバップ ROLEPLAYING GAME

THE **KICKSTARTER** CAMPAIGN WILL BE LAUNCHED IN 2022



SUBSCRIBE TO THE NEWSLETTER,
YOU MAY BE CHOSEN TO JOIN
THE EXCLUSIVE PLAYTEST!

SEE YOU SPACE COWBOY...



© SUNRISE. This product is licensed by SUNRISE, INC. to Don't Panic Games.