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ANIMA

BEYOND FANTASY

GAME MASTER'S TOOLKIT

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ADDITIONAL RULES

*Never think that you know
everything in life.
Before you there are always
things to learn.*

Denis Diderot

This chapter expands the rules presented in *Anima: Beyond Fantasy* by providing players with many new options for character creation and new combat maneuvers. All of the rules presented in this chapter should be treated as optional and are not intended to replace anything previously described in *Anima: Beyond Fantasy*.

GENERATING CHARACTERISTICS

In addition to the four methods for generating Characteristics included in *Anima: Beyond Fantasy*, there is a fifth method presented below. This fifth method tends to create less diverse characters, but it also give individual players a high level of control over their own characters.

Method 5

This method consists of awarding each character 55 points, to be divided freely among their eight characteristics. Note that these points are independent of Development and Creation Points and are only used at character creation for determining a character's starting Characteristics. When creating a character with this method, each Characteristic must have a minimum value of three and cannot have a value higher than 10. Each point spent raises a Characteristic by one, however increasing any characteristic from nine to 10 costs two points. In campaigns where the characters are supposed to embody normal individuals, the total point value can be reduced to 45 points, while campaigns where characters will eventually reach legendary status can award a total of 65 points to each character.

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NEW ADVANTAGES AND DISADVANTAGES

The following new advantages and disadvantages provide additional ways for characters to spend their initial Creation Points. Remember that all player characters start with three Creation Points, although they can increase that number by taking various disadvantages.

COMMON ADVANTAGES

These are advantages available to any character. Some of them have a variable value, which means their bonuses can increase depending on the number of Creation Points the character spends on them.

HARD TO KILL

Regardless of his Constitution value, the character has a vastly superior vitality that makes him especially hard to kill.

Effect: This grants a special bonus of +10 Life Points per level, which are added to the Life Points the character normally gains for his class. For example, a warrior that has chosen this advantage would gain 25 Life Points per level (15 for his class, plus 10 from Hard to Kill). If a character spends two Creation Points, the bonus increases to +20 Life Points and spending three Creation Points increases the bonus to +30 Life Points. If you use the optional rules for Between Life and Death, this advantage also grants the character a special bonus of +10 when making Resistance Checks (or +20 or +30 if additional Creation Points are spent).

Cost: 1, 2, 3

TO THE LIMIT

When on the brink of death, the character enters a state of desperation that pushes him to surpass his normal capabilities.

Effect: When the character's Life Points are reduced below a quarter of his total, the character receives a +20 All Action Bonus. This modifier is only applied in situations where the character puts his life, or the life of others, in danger.

Cost: 1

SUPERNATURAL IMMUNITY

Due to this character's very nature, magic is anathema to her. Therefore, she ignores many spells and supernatural effects, as if the mystical is negated completely in her presence. Depending on the level of this advantage, the character is able to ignore increasingly powerful effects.

Effect: A character with this advantage automatically ignores any spell cast on her with a Zeonic value of 60 or less. In the same fashion, it grants immunity to any mystical effect that causes her to roll against a Magic Resistance of 80 or less. However, this only allows a character to avoid the direct effects of magic, and not effects derived from magic. For example, if a Light Discharge makes a roof collapse on top of a character, she would still be buried normally. Spending two Creation Points on this advantage allows the character to ignore spells with a Zeonic value of 90 or less and grants immunity to any mystical effect that forces a Magic Resistance Check of 100 or less. Spending three Creation Points increases those values to 100 and 120, respectively.

Limitations: Due to his anti-magic nature, a character with this advantage cannot access the Gift or See Supernatural. In the same way Sylvain, Duk'zarist, or Daimah do not have access to Supernatural Immunity.

Cost: 1, 2, 3

UNLIMITED FAMILIARS

The character's essence is shared with all the creatures he calls into his service, allowing him to establish a bond of familiarity with any of them instead of limiting his bond to one entity. In some ways, the character becomes one with all the beings accompanying him, turning them into an indispensable part of his being.

Effect: The character is no longer limited to only one familiar. He is able to create a bond of unity with as many creatures as desired.

Cost: 2

COMBAT SENSES

The character is gifted with a special capacity for fighting, regardless of his class, that increases one of his primary combat abilities.

Effect: Every time the character gains a level, he gains an innate +5 bonus to one of the following Primary Combat Abilities: Attack, Block, or Dodge, which stacks with his innate class bonus. The character must choose the Primary Combat Ability upon taking the Combat Senses advantage, and he cannot change it later.

Limitations: The modifier gained through this advantage is considered an innate bonus by class and cannot surpass +50, even if it is combined with other innate bonuses such as martial arts.

Cost: 3

INCREASED NATURAL BONUS

The natural progression of the character's characteristics is far greater than what is common in other individuals. His characteristics are capable of increasing far beyond their normal values.

Effect: Each time the character gains a level, he may choose any one of his Secondary Abilities and add twice the usual bonus provided by the Characteristic to that Secondary Ability.

Cost: 2

USE OF ARMOR

The character has a natural competence for learning how to wear and use armor, regardless of his class.

Effect: Each time the character gains a level, he receives a +5 innate bonus to the Primary Combat Ability Wear Armor, which is added to any other bonus the character may receive from his class. If the character spends two or three Creation Points, this bonus increases to +10 or +15, respectively.

Cost: 1, 2, 3

VERSATILE

The character can easily adapt to change and knows how to focus his life in a different way. Therefore, he has an easier time changing classes.

Effect: When the character wants to change to a new class, the cost in Development Points is halved, and he does not have to wait two levels to realize the change. In other words, a character with this advantage only needs to spend 10 Development Points to change to a different class within the same Archetype, or 20 Development Points if one or both classes are mixed and they share at least common Archetype, or 30 Development Points to change to a new class in a different Archetype than the original class.

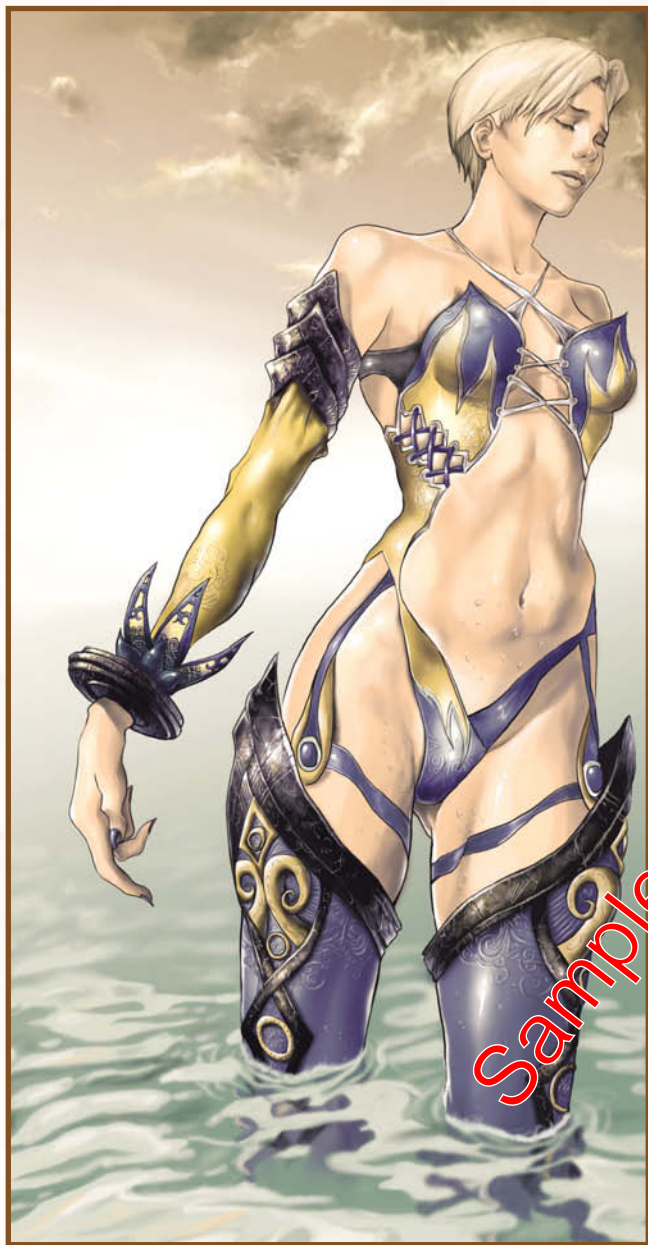
Cost: 1

SURVIVOR

No matter how perilous a situation, a character with this advantage possesses a special ability to survive when on the brink of death.

Effect: The character can withstand negative Life Points up to ten times his Constitution value, instead of five. Also, apply a bonus of +40 to his Physical Resistance Check to attempt to stabilize himself. Once out of the fine line between life and death, his All Action Penalty is only -30, instead of -60. If the optional rules of negative life points apply, the +40 to FR controls to resist.

Cost: 1



TOUCHED BY DESTINY

There is something special in the character that allows him to unusually influence the results of some of his actions—a touch of luck or genius that allows him to take advantage of opportunities in moments of great importance.

Effect: Once per game session, when performing any kind of check, the player can repeat one of his dice rolls and choose the best result.

Limitation: This advantage can be taken as many times as desired. Each time a character takes it, he receives an additional use per game sessions; therefore, a character who has taken Touched by Destiny twice can use the ability twice per game session.

Cost: 1

PSYCHIC IMMUNITY

An individual with this advantage is exceptionally resistant to emotions, and is not usually influenced by normal fears or desires.

Effect: The character receives a bonus of +60 to any Composure Check based on mitigating his emotional state.

Limitations: This advantage cannot be combined with the following disadvantages: Addiction or Serious Vice, Cowardice, or Severe Phobia.

Cost: 1

TALENTED

This ability shows that the character has always been gifted with certain manual abilities that are far beyond his natural Dexterity.

Effect: The character adds a special bonus of +30 to Sleight of Hand, and can apply a +3 to any contested Dexterity Check.

Cost: 1

FREE WILL

The character has an unbreakable will when dealing with effects related to possession and domination. No matter how difficult the situation, he will tend to rebel against external influences and allow himself to be guided only by his own mandates.

Effect: This grants a special bonus of +60 to any Resistance Check that is related to possession or domination.

Cost: 1

SEDUCER

A character with this advantage radiates a special magnetism to members of the opposite sex who normally find a certain attractiveness in him.

Effect: The character receives +60 bonus to Persuasion Checks in all fields related to seduction when dealing with individuals of the opposite sex. Note this advantage does not grant any mystical or supernatural ability; it only provides a bonus in situations where persuasion or seduction is already possible.

Cost: 1

Advantages for Characters with the Gift

These advantages can only be acquired if the character has the Gift of Magic. Keep in mind that it is not necessary to belong a class within the Mystical Archetype; anyone who has the ability to cast magic is able to take these advantages.

OPPOSITE MAGIC

Contrary to other spellcasters, the character's magical nature is sustained by opposite and antagonistic powers. Therefore, he can use spells from opposing paths completely naturally.

Effect: The character does not double the Magic Level cost for learning spells from opposite paths. For example, he could easily learn both Light and Darkness spells without needing to double any invested points.

Cost: 1

MAGIC NATURE

The essence of the magic user overflows with an extraordinary amount of pure magic, which increases his innate energy reserve in a supernatural way.

Effect: The character gains an innate bonus of +50 Zeon points per level, which is added to any other bonus obtained through his class. Spending two or three Creation Points in this advantage increases the value of the bonus to +100 and +150 Zeon points per level, respectively.

Cost: 1, 2, 3

NATURAL POWER

The spellcaster carries out his spells using his spiritual power, empowering it with his essence in place of his knowledge.

Effect: In order to calculate his maximum potential for spells, the character uses his Power Characteristic instead of his Intelligence. This advantage does not influence the level of the magical path at all, which continues to use Intelligence in the normal way.

Cost: 1

A spellcaster with an Intelligence of 9 and a Power of 11 who wishes to cast a spell of Create Light (Intelligence x20) could cast it with a maximum value of 220 points by using his Power Characteristic.

Sample file

MAGICAL DICTION

The spellcaster has a special talent when it comes to interpreting and casting spells from grimoires and books.

Effect: The character does not reduce his Magic Accumulation when casting spells that are written down in grimoires, scrolls, or books.

Cost: 1

Advantages for Psychics

These are advantages for characters that have access to psychic powers.

PSYCHIC AMBIVALENCE

Through psychic capabilities, the character finds himself especially empowered when using more than one power at a time, for which he gains greater bonuses than other individuals with mental abilities.

Effect: When the character divides up his psychic potential in order to use more than one power per turn, he gains a cumulative bonus of +5 for each power that is declared.

Cost: 1

A mentalist with a Psychic Potential of 100 declares that he will use three powers that round, dividing his bonus into +40, +35, and +25 respectively. However, he also has Psychic Ambivalence, which allows him to add a total of +15 to each, given that he is using three powers, resulting in final bonuses of +55, +50 and +40.

INCREASED PSYCHIC MODIFIERS

The character has a special capacity to take advantage of the possible environmental conditions that influence his powers.

Effect: The psychic doubles any natural modifier that his psychic discipline uses. For example, a telepath would apply +40 for being in contact with the target of his power (instead of the normal +20), and a pyrokinetic would apply +60 for finding himself within a volcano (instead of the normal +30). Any negative modifiers are also increased.

Cost: 1

Common Disadvantages

This is a list of disadvantages that any character can take. The bonus indicates the amount of Creation Points that is received for taking each disadvantage. Remember that a player cannot choose more than three disadvantages.

FEEBLE

When the character is damaged, he suffers a drastic reduction of his abilities that impedes him from realizing his full potential, even if he did not suffer any critical wounds.

Effect: When the character's Life Points fall below a third of his total, he suffers a -30 All Action Penalty until he is able to recover.

Bonus: 1

WITHOUT ANY NATURAL BONUS

The character has no special talent in making use of his Characteristics and instead relies on his learned capabilities.

Effect: This disadvantage makes it so the character never applies his natural bonuses when he gains a level.

Bonus: 1

UNLUCKY DESTINY

Doom has spread its shadow over the character. No matter how hard he tries, his actions are never graced by exceptional luck or a moment of brilliance. It appears that destiny itself has turned its back on the character.

Effect: The character is unable to obtain an Open Roll, no matter what he has rolled on the dice.

Bonus: 2

ROOKIE

Unlike his companions, the character has very limited amount of experience. Therefore, his abilities as a whole are lower than theirs.

Effect: The character begins with 100 points of experience less than the other characters in his group. In the case that all of them are level 1, those who have this disadvantage will be level 0, requiring a minimum of three gaming sessions to reach level 1.

Limitation: This disadvantage depends on how many other characters are in the group. Only one player (or two, if there are five or more participants) can take this disadvantage.

Bonus: 1

COWARDICE

The character is by his nature a coward, to the point that he finds it very difficult to control his fear. Every time he finds himself in a situation that reaches a certain level of danger, even if his life is not directly threatened, he will try to avoid harm any way possible.

Effect: In Anima, aspects like the cowardice of a character are preferably left to the interpretation of the player. Nevertheless, someone with this disadvantage is unable to control the fear of danger that runs through his veins. Therefore, each time the character finds himself in true danger, he will submit to the state of Fear. If he passes a Very Difficult Control Check, he can reduce the All Action Penalty from fear to a mere -20 (instead of the usual -60).

Bonus: 1

KLUTZY

No matter how high the character's Dexterity is, he has a certain level of klutziness due to oversights or lack of coordination.

Effect: This disadvantage imposes a penalty of -30 to any manual ability that requires coordination, and a -3 to all contested Dexterity Checks.

Bonus: 1

INSUFFERABLE

The character has a certain intrinsic ability to be disliked by others. It does not matter how much effort he puts in, he always causes a negative reaction in others that he is unfamiliar with, and even his simple presence can provoke a slight irritation in some individuals.

Effect: The extent of this disadvantage should be interpreted by the Game Master.

Bonus: 1

DAMNED

There's a dark force that weighs over the character, a certain anomaly of a supernatural nature that is intertwined in his destiny and drags him towards misfortune and grief. The severity of the effects resulting from being damned can vary depending on whether the players want to gain one or two Creation Points for his character.

Effect: The one Creation Point option indicates the character suffers a serious, though not necessarily constant, negative effect. The specifics of this are left to the GM's discretion, but examples include a warrior who regularly misplaces or fumbles his weapons, or a character who always loses money over time, no matter how hard he tries to keep it safe.

The two Creation Points option is a curse of a superior nature that carries with it terrible, persistent effects. The specifics of this are left to the GM's discretion, but examples include a character who always suffers some kind of supernatural injury whenever he damages an opponent, or a character who will immediately die the day he unnecessarily takes a life.

Bonus: 1, 2



STYLE MODULES

Next we will describe a series of Style Modules that allow the characters to increase their martial abilities. All of these are considered Primary Combat Abilities for which the expenditure of development points (DP) needed to obtain them is found within these limits.

GRACEFUL PARRY MODULE

The fighter is specialized in carrying out evasive maneuvers that allow him to minimize the effect of having his weapon directly struck. In this way, it is possible to stop attacks of great force without his weapon breaking.

Effect: The fighter can add the value of his Dexterity Characteristic to the Weapon Fortitude when stopping attacks.

Cost: 30 DP

ARMOR REDUCTION MODULE

This grants the ability to penetrate through protection and armor with great ease, be it through an increase in brute force or the ability to find vulnerable points.

Effect: This allows the fighter to subtract a point of Armor of any adversary. This effect of this ability is added to any other modifier that the character would have due to quality weapons or Ki Technique.

Limitations: This module can be taken as many times as the character wants.

Cost: 40 DP

BLIND FIGHTING MODULE

The fighter specializes in facing adversaries and dangers that he cannot see, maximizing his abilities against invisible enemies or moving through environments of complete darkness.

Effect: The character reduces the penalties to combat actions suffered by Blindness in half, be it Vision partially or totally obscured.

Cost: 40 DP

RUNNING SHOT MODULE

This ability allows the character to specialize in firing projectile weapons with complete precision while moving.

Effect: Eliminates the penalty of -10 to attacks with projectiles because of moving more than a fourth of his Movement Value and reduces penalties for shooting in half (that is to say, to only -25) when running at his maximum velocity.

Cost: 40 DP

MOVING TARGET MODULE

The character can shoot at moving targets, maximizing his possibility of hitting.

Effect: Reduces the penalty for firing on a moving target in half. Therefore, the character only suffers a negative of -10 if his target moves at a speed of 8 or 9, -20 at speed 10, and -30 for anything faster.

Cost: 50 DP

MULTIPLE TARGET MODULE

This grants the ability to shoot several targets at once with complete precision.

Effect: The character does not suffer a penalty of -10 for switching targets when carrying out shots or throws.

Cost: 40 DP

DEFENSE AGAINST PROJECTILES MODULE

This grants the ability to use weapons of great size to effectively block projectiles, taking advantage of its great width as if it were a shield.

Effect: When using a weapon like a double-handed one, the character can stop projectiles as if he had a shield when it comes time to apply the relevant penalties.

Cost: 40 DP

ADDITIONAL ATTACKS MODULE

This allows someone to specialize in chaining their attacks together, increasing the offensive rhythm of the character.

Effect: This grants the ability to carry out an additional attack, equivalent to when a character possesses 100 points of offensive ability. That is to say, a fighter with a 120 Final Attack could carry out up to three attacks (one for having more than 100 in his Final Attack, and another thanks to the Module) with a 70 in all three of them.

Limitations: This Module can be taken as many times as the character wants.

Cost: 40 DP

COMBAT MANEUVERS

In this section, a series of new combat maneuvers are presented with which to make the combats more tactical and exciting. Any one of these can be used in any combination with the other attacks specified in the book, if and when all the penalties are applied.

Press

A pressing maneuver's objective, as explained in the core book, is to grab an adversary so as to immobilize him. Of course, once a character has his rival held, there are various possibilities beyond simply keeping them immobile.

Attacks and Defenses

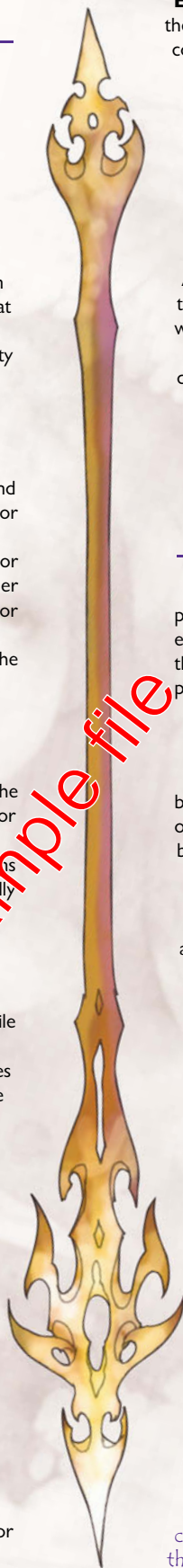
When a character keeps someone else contained with a Hold, that character is unable to move freely, therefore applying a Minor Paralysis to all of his actions. This way, if he tries to directly attack the individual he has immobilized, he suffers a penalty of -40 to his abilities, because of the limited movement. Every attack he makes permits the person held to try to free itself from the hold, giving it the opportunity to make a contested characteristic check so as to free itself, even if it is subjected to Total Paralysis.

Full Attack

Once he has his adversary held, a character can opt to make an attack with his full ability (that is to say, without the penalty of -40 for Minor Paralysis) if, when completing the hit, he immediately releases his victim. This is due to the character taking advantage of the hold so as to hit the victim, but without restricting his movement by maintaining the hold.

This maneuver can be interpreted many ways, depending on the style of combat of the character; it could mean that the fighter throws its adversary against the ground, performs a wrestling move, or executes any other move that the GM deems appropriate in this situation.

Here is an example of a combination of complicated combat maneuvers. Imagine that Lemures is able to Hold the Inquisitor, subjecting him to Minor Paralysis in the previous round. Next, he wins the round and declares that he will attempt an additional attack. He declares that he will first maintain the grab, but with the second will carry out a Full Attack, releasing his rival with a spectacular sword movement. Given



Sample file