

—フィアト・ルクス—  
**ANIMA**  
BEYOND FANTASY



DOMINUS EXXET  
THE DOMINION OF KI



# DOMINUS EXXET

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# DOMINUS EXXET

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# CHAPTER 1

## THE ORIGIN OF KI

*And then, upon looking into his eyes, I understood.*

*In there, there was no longer anything.*

*No pain. No suffering. No hope.*

*All those things had been consumed.*

*Only power remained.*

*Ein*

Welcome to **Dominus Exxet**. The book that at this moment you have in your hands is a supplement for the roleplaying game **Anima: Beyond Fantasy** centered on the world of Ki and its incredible powers. Its objective is to extend the possibilities that all fighters with access to the Dominion of Ki have at their disposal, also increasing therefore the spectacular and the dramatic quality of the combats in the game. Each one of the new abilities that appears in these pages is designed so that a player can personalize his character in the way that he wants. With these skills, he will have at his reach an enormous repertoire of unique capabilities that will allow him to create as he wishes with just a little desire and imagination.

The truth is that when we began to write this book, we centered on a very simple objective: to create rules that served to adapt with freedom any class of character without concern for their origin. That is to say, although the powers and abilities of **Dominus Exxet** are located arguably in Gaïa, that is not by far the only setting where they can appear. With these rules it is possible to emulate any fantasy world, be they from books, video games, or animated series. Mythical mangas like **Dragon Ball**, **Bleach**, or **Naruto**, or games like **Final Fantasy**, **Street Fighter**, or **Devil May Cry** are easily adaptable with the Techniques and abilities that appear here.

Forget everything that you thought you knew about Ki before now. With this book in your power, you will be able to create the most incredible Combat Techniques, to invoke prodigious creatures, or to awaken ancestral powers that are latent in the blood.

Prepare yourselves. All that and much more is now in your hands.

### Ki in Gaïa

The world of Gaïa is a place filled with supernatural elements, among which Ki represents only a small part. For the majority of normal people, there is no difference between the Dominion and magic: both comprise the same dark and inexplicable forces that so many fear. Nevertheless, it is also true that, at least in a limited way, people are slightly more accustomed to the use of Ki than to the other special powers, which is the reason why they tend to see it slightly less negatively. It is not as troubling to see individuals able to jump a building, cut bullets in the air, or stop a rain of arrows by raising a gale with a sword.

In spite of everything, the use of Ki is far from commonplace. Only a very small part of the fighters of the world really know how to use it, and even fewer still are those who are able to apply Ki in combat. It is possible that a few elite soldiers in a squadron might know one or two Techniques, or that mercenaries of renown or great martial artists may have developed their own Techniques thanks to arduous training, but the number of people capable of using Ki in combat is not high.

Naturally, those who really can use Ki effectively in combat can be considered true masters of Ki.

## THE ORIGIN OF KI

The force called Ki is the energy that is present in any form of life, a kind of vital current that flows through everything. Throughout history, it has had a multitude of names, like Aether, Ruah, or Ka, and dozens of philosophical and scientific theories have tried to explain its nature. In spite of everything, the only fact that can be affirmed with absolute certainty is that Ki is born of the union between a spirit and a physical body, hatched of the spark that springs forth when the material world and the flow of souls intersect. Although everything that exists has a spirit, Ki only exists in beings who are properly alive, because they are the only ones who completely fuse their body and soul.

Ki originates in a person from the moment he is born, because when a soul is tied to an earthly shell, it extends throughout the body, creating a powerful physical energy. From then on, Ki crisscrosses the person's organism like a spiritual current, vitalizing the body until the day of the person's death. Any living being, and not only creatures composed of organic material, is able to contain Ki. Elementals, as well as other entities of an ethereal nature, have it, since they have a soul bound to a physical element. Only purely spiritual entities or creatures without a soul lack Ki.

It is possible for certain exceptional people to control the flow of Ki within themselves. When doing so, they break the line that separates the material world from the spiritual one, granting them the potential to surpass all established human limits. In a certain way, they imprint on their bodies the supernatural capabilities that only souls can have. In fact, the term "Dominion of Ki," which is how that collection of capabilities is generally referred to, comes from the ability that a person has to "dominate" the powers that his soul gives off. That way, somebody able to control his Ki can use it in the most varied ways, like performing healing, moving through the air, or utilizing the most improbable Combat Techniques.

The power of Ki depends on the balance and synchronization between physical power and spiritual force. An extremely powerful soul or an exceptional body each can generate an incredible amount of energy by itself, but balancing both their capabilities provides superior results. For that reason, someone who wishes to dominate his Ki completely must cultivate body and soul equally.

### Ki in Beings Without Souls

Since Ki is a force that depends on the body and the spirit of living beings, it is not something that is usable by everyone. Creatures without a soul itself, like animated golems or basic undead, are completely incapable of using the forces of Ki. In other cases, through means of spells like Tie Vital Essence or other supernatural powers, an individual can partially separate himself from his soul, which reduces his capabilities considerably. Finally, certain entities exist that, be it by their foreign nature to reality or by their necromantic essence, have access only to a shadow part of Ki, which usually is called Nemesis.

In the first cases, basic undead creatures or beings without a soul simply do not have the capacity to use Ki. Consequently, they do not obtain MK points or they lose those that they had while still alive. Supernatural creations, or elementals manifested through magic means, also fall within this group. Secondly, beings who, for whatever reason, have broken ties temporarily between their bodies and their souls continue to have access to Ki, but their Accumulations and their points of Ki are reduced to half. Finally, specters and greater necromantic beings that have fallen outside the natural flow also do not have access to Ki, but they are able to use the Abilities of Nemesis without problems.



Lacking a soul also has other consequences. To begin with, similar to the way people with the capacity to feel Ki perceive it like a spiritual heat, undead beings or those without a soul give off an intense psychic cold. Therefore, just as the power of a person can be measured by examining the level of his energy, the same measuring can be done by examining the glacial aura of a necromantic creature. Also, if a being without a soul is affected by some ability or attack that diminishes the creature's Ki points, it suffers 5 points of Damage for each point of Ki that it should have lost.

## Nemesis

The nature of Nemesis is an enigma unto itself. Although there are dozens of philosophical theories that, in some shape or form, approach the true origin of Ki, there is not a single one that dares to assert for sure the same of Nemesis. For that reason, even for the few occultists or supernatural investigators who know something about it, its origin and function is an unsolvable mystery.

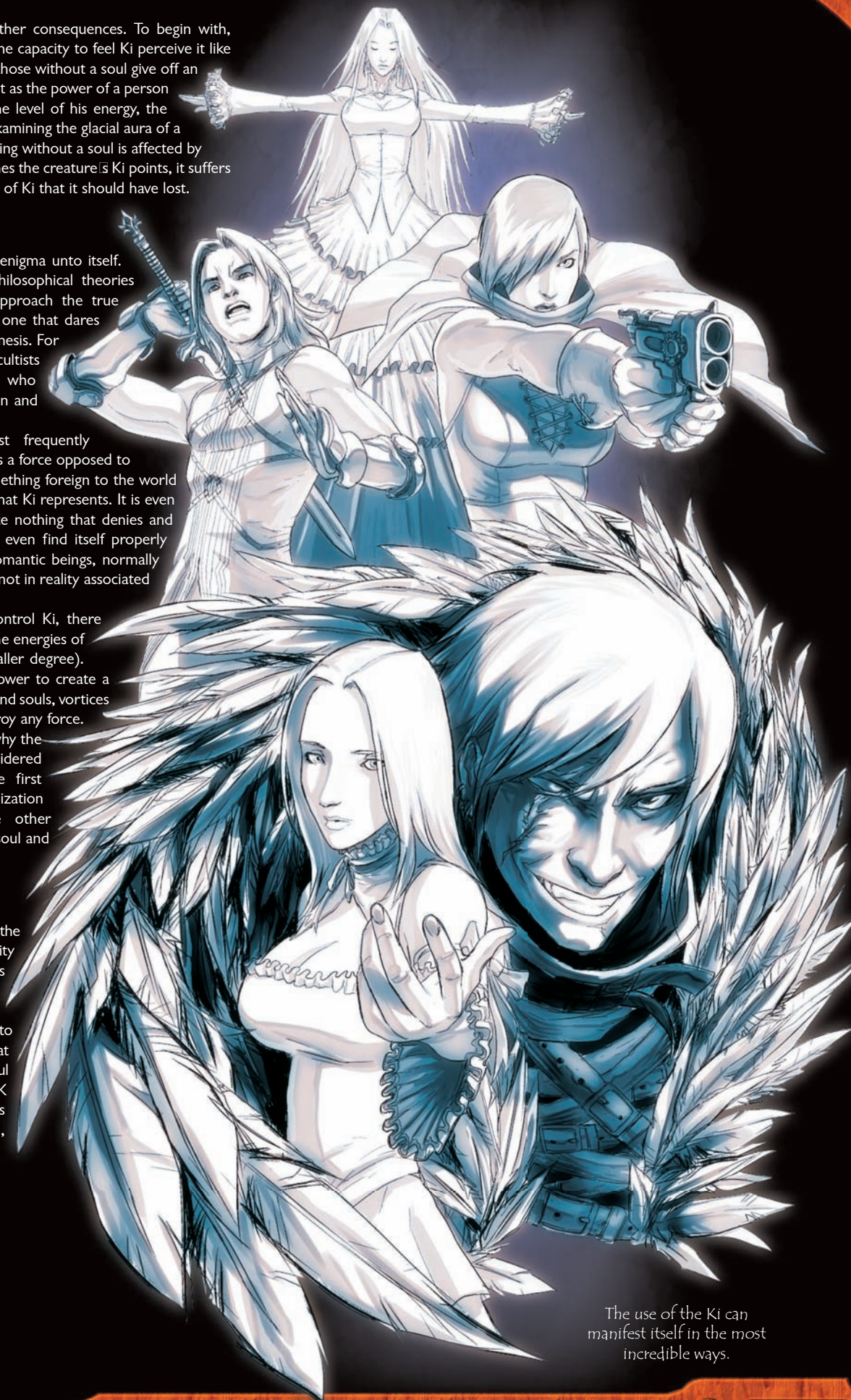
At the moment, the most frequently proposed theory is that Nemesis is a force opposed to all the principles of existence, something foreign to the world and the essence of the vital flow that Ki represents. It is even beyond the emptiness: an absolute nothing that denies and devours reality itself. It does not even find itself properly bound to the undead; even necromantic beings, normally the most attuned to Nemesis, are not in reality associated with it.

Just as certain people can control Ki, there are a few people able to control the energies of Nemesis (although to a much smaller degree). When doing so, they use their power to create a spiritual emptiness in their bodies and souls, vortices that allow them to annul and destroy any force.

This emptiness is the reason why the use of Ki and Nemesis are considered opposite principles: whereas the first depends on balance and synchronization between body and mind, the other completely breaks the ties of the soul and spirit from any earthly form.

## Martial Knowledge

Martial Knowledge or MK is the value that measures the capacity of a character to use Ki Abilities and Techniques. It represents the character's natural knowledge about Ki, his innate talent to understand and use the energy that comes together in his body and soul in a balanced way. The higher the MK value a character has, the greater his aptitude will be for the use, control, and understanding of Ki.



The use of the Ki can manifest itself in the most incredible ways.





Martial Knowledge is represented by a numerical value, a score that is used to acquire knowledge of the Ki Dominion, such as Ki Abilities and special Techniques. Unlike what happens with Development Points, the Accumulation and the Ki of a character cannot be increased using Martial Knowledge. Only four ways exist to obtain or increase MK, which are as follows:

**Class:** By the mere fact of belonging to a certain class, a character obtains MK points. Each class provides a certain amount of MK at first level, and characters obtain additional points every time they go up a level, as indicated in the description of the classes in **Chapter 3** of *Anima: Beyond Fantasy*.

**Martial Mastery:** Using the Martial Mastery advantage, a character obtains a bonus to his MK. This bonus can only be obtained during the creation of the character, and it does not get added again when the character goes up a level. See *Anima: Beyond Fantasy*, page 17.

**Martial Arts:** Some Martial Arts grant a certain bonus to the MK of a character. This benefit is only obtained at the moment the character masters a certain style, and not every time the character goes up a level.

**Investing DP:** A character can spend Development Points to increase his Martial Knowledge. Each 5 DP that he invests for this purpose provides 5 MK, without concern for the class or Archetype to which he belongs. This cost falls under Primary Combat Abilities, and it cannot surpass one tenth of the total Development Points of the character. That is to say, a 1st-level character could invest up to 60 DP to increase his MK, whereas a 5th-level character could spend up to 100 DP to increase his MK.

## Ki Points and Ki Accumulation

The number of Ki points establishes the Ki potential of a character, the overall energy reserve which he has. The greater the amount, the greater the number of Techniques and Ki Abilities he will be able to activate. The number of Ki points generally depends on the Primary Characteristics of the character (normally, Strength, Dexterity, Agility, Constitution, Power, and Will), as explained in **Chapter 10** of *Anima: Beyond Fantasy*. On the other hand, Ki Accumulation is the faculty that a character has to harness his Ki points for use. The greater the Accumulation, the faster he will be able to trigger his Techniques or Abilities. Like Ki, Accumulation depends on Primary Characteristics, as explained in **Chapter 10** of *Anima: Beyond Fantasy*.

The Ki points and Ki Accumulation of a character can be increased by investing a certain amount of DP, at costs defined by the class of the character in question.

## Optional Ki Rules: Unification of Ki Points

If you prefer, a character can unify the value of all his Ki points to form a single mass called a Ki Reserve. Using this method makes calculating how many points a character has left after using one of his Techniques or Abilities much easier. Characters still have to use different Accumulations to execute their Techniques, but instead of spending Ki that depends on certain Characteristics, the points are subtracted from their total Ki Reserve.

A character has the following Ki amounts based on his Characteristics: Ki Strength 5, Ki Dexterity 9, Ki Agility 10, Ki Constitution 5, Ki Power 6 and Ki Will 4. If the Unification of Ki Points optional rule is being used, all these values would be added together to arrive at a Ki Reserve of 39 points. In the case of using a Technique that requires Strength 4, Agility 5, and Power 5, using it would require spending 14 points from the Ki Reserve.

## Accumulation of Ki: Uses and Explanations

When a character wants to make use of an Ability or Technique that has a cost in Ki points, he cannot simply subtract these points from his Ki Reserve; first he will have to Accumulate the amount necessary to activate the Ability or Technique. To do so, he uses the rules of Ki Accumulation as presented in *Anima: Beyond Fantasy*. Thus, a character with a Ki Accumulation of Strength 3 and Agility 4 could use up to 3 points of Ki Strength and 4 of Ki Agility in a single turn of Accumulation, 6 and 8, respectively, if he Accumulates for two turns, 9 and 12 if he Accumulates for three turns, and so on. Ki is only Accumulated from the desired Characteristics and doesn't have to be drawn from all of them at once.

A character is able to Accumulate Ki at any moment, since doing so is a Passive and innate Action. Whenever he wishes to do so, he can begin to concentrate and Accumulate his Ki. In spite of everything, to fully Accumulate is a Complete Action, so if he takes any other action (even a passive one like defending himself), the points that are accumulated during that turn are reduced to half. The reduction of Accumulation only takes place when a turn is completed, so if the character counts on having sufficient Accumulated Ki to carry out the Technique or Ki Ability that he intends to use, he could still use it if he executed other Actions during that turn.

Finally, it is necessary to keep in mind that a character cannot stop Accumulating Ki, not even during an action, if he wants to maintain the points that he has already Accumulated. In the turn he stops Accumulating, he will have to use the Ki points, or all the Accumulated points will return to his Ki Reserve, and he will lose a point in the process.

## Consequences of the Accumulation

When a character begins to Accumulate Ki, he increases his levels of energy enormously, amplifying his spiritual force to incredible levels. When concentrating power in this way, a moment is reached when the power is so great that it is expressed in the physical world in various ways and can become visible and even cause alterations in the surroundings. As a result, when a character begins to Accumulate Ki, it is necessary to know the total amount of points that he has gathered. The higher the amount is, the greater the side effects that the triggered power produces. Keep in mind that the following rules detail merely collateral effects that the Accumulation of energy entails and not something that characters can control in themselves. It is also not viable for a character who is concentrating energy at great speed to begin to Accumulate it more slowly at a later time to obtain special benefits because of the Accumulated energy. If he attempted to do so, his Ki flow would stop and he would immediately lose any advantage that his energy could provide to him.

**20 points:** Starting at this amount, the aura of the character becomes visible, even to those who do not have the capacity to feel Ki or to see the supernatural. The atmosphere is disturbed slightly, but the energy does not really cause repercussions in the physical world yet. A character who Accumulates this amount of power and does not release it by giving it some use loses a point of Ki.

**40 points:** The energy is so elevated that slight tremors occur, the stones around the character begin to float, and if he is outdoors, a strong wind also usually rises. A character who Accumulates this amount of power and does not release it by giving it some use loses 5 points of Ki.





**80 points:** The power of the character reaches breathtaking levels, able to attract storms, trigger lightning in a region spanning several kilometers, and raise gales. The earth cracks and weak constructions shudder from the shockwaves released from his body. Any individual without the capacity to conduct Inhuman Actions will need to pass an opposed Strength check against the Power of the character to be able to approach him while he is Accumulating such an amount of energy. A character who concentrates this amount of energy and does not release it by giving it some use loses 10 points of Ki.

**120+ points:** Starting at this amount, it is up to the Game Master to determine the possible effects that the energy of the character is able to trigger, but without a doubt they will be as spectacular as they are powerful. A character who Accumulates this amount of power and does not release it by giving it some use should lose, at least, half of his Ki points.

### COLORS OF THE AURA

An interesting detail is that the aura of individuals can be a different color. Although nobody has been able to confirm it, some suggest that the color of a person's aura is the color of his soul, a reflection of what he is like inside. Below is a list of the most common aura colors that a fighter can have, as well as a list of concepts that they are usually associated with. For example, a very balanced person might have a bluish aura, even though his abilities might have little or nothing to do with cold. This list is only a series of general recommendations; in no case is it an exhaustive list.

**White:** Calm, Light, Purity

**Red:** Fire, Passion, Violence, Wrath

**Blue:** Balance, Cold, Security, Strength

**Green:** Life, Nature, Serenity

**Yellow:** Daring, Energy, Power

**Violet:** Arrogance, Cruelty, Evil

**Black:** Darkness, Emptiness, Introversion

**Rose:** Beauty, Femininity, Gentleness

### Ki Recovery

Ki generally recovers at a rate of 1 point per hour in each of the six Accumulating Characteristics (an average of 6 points per hour). If the Unification of Ki Points optional rule is being used, the player may, if he prefers, choose to have his character recover a point of Ki every 10 minutes, simplifying the calculations. Using this method, a character with the Ki Recovery Advantage would recover, depending on the number of Creation Points spent on the Advantage, 1 point every minute (1 every 20 turns), 1 point every 30 seconds (1 every 10 turns), or 1 point every six seconds (1 every two turns).

The rate of Ki recovery is an innate capacity in the character that does not require any kind of action on his part. Nevertheless, an individual can concentrate or meditate to double his rate of recovery. This action does not mean that the character rests, but rather quite the opposite: the fighter makes an effort to regenerate his energies more quickly, which is why he cannot take any other action while he meditates, nor recover lost points of Fatigue either.

### Very Low Levels of Ki

When a person ends up without Ki points or these diminish to extremely low levels, it means that his entire body has been pushed to the limit and is on the verge of collapsing. Therefore, if the Ki of an individual drops to 10 or less, he loses a point of Fatigue every five minutes that he remains in that state. If his Ki value reaches 0, the loss of Fatigue is a point every five turns.

The aura of Janiel has a greenish tint because of her relation with nature.





## CHAPTER 2

# ADVANCED COMBAT RULES

*Forget everything that you thought you knew about combat before now.*

*I have been witness to things that you will never believe.*

*With these eyes I have seen a single person destroy entire armies.*

*Squash footmen and gods alike.*

*And laugh, insolently, at the heavens themselves.*

*Demeter Stratos*

Although in **Anima: Beyond Fantasy** many maneuvers and options are presented to add variety to combat, often during a game there can be a multitude of situations that are not fully covered in the basic book. In this section, advanced combat rules are presented that have as their goal explaining many of those eventualities. Keep in mind that what is presented next is only a set of additional options that should not be abused. Although sometimes it may be necessary to know what happens to someone when he takes a hit of exceptional force, or how the surrounding area could be affected by a combat involving fighters with extraordinary abilities, it is not necessary to know the answers to those questions at all times. A Game Master should only use the following rules if he thinks that they are appropriate to his style of gameplay.

*Illustrated by Sergio Melero*



## Excessive Imbalance in Attributes

Although combat abilities are usually the fundamental factor in a fight, there are occasions when such inequality exists in the speed of a fighter with respect to others that a true imbalance is created among them. That is to say, no matter how capable a warrior is, when he faces somebody whose movements are so inhumanly superior to his that he can hardly see the opponent move, the warrior's body is simply incapable of following the rhythm of the combat. In order to represent this difference, a character must add his attributes of Dexterity and Agility and compare his total against those of his antagonists. If the difference in totals is significant, the character with superior attributes obtains a bonus of +10 to all contested physical actions against his antagonist for each point of the difference over 7. In other words, if somebody has a total of 9 Dexterity/Agility points more than his enemy, he receives a bonus of +20, if he has 10 more then he receives +30, and so on. All factors that modify the Agility or Dexterity of a character (like penalties from armor) count at the time of calculating the total of the attributes. Remember that to use these rules there must exist an overwhelming difference between the Characteristics of characters, something that is not that common. Generally, it is unnecessary to make these calculations in every combat; it is better to reserve them only for those confrontations in which there is a clear difference in speed.

These rules are not applied to characters who use Magical or Psychic Projection to attack or defend themselves; simply put, their powers are not based on such physical combat principles.

Celia, who has 10 Agility and 9 Dexterity (a total of 19), faces Exodus in combat, whose inhuman attributes of Agility and Dexterity are 15 (a total of 30). Exodus's total surpasses his opponent's by 11 points, so he applies a bonus of +40 to all contested physical actions against Celia.

## Blindness and Area Attacks

When a blinded fighter knows the approximate position of his adversary, or the combat takes place in a closed place and an area attack covers the space completely, the Blindness penalty does not necessarily need to be applied. An area attack that covers a space so extensive that the enemy in it lacks sufficient movement to get out of it should not have to suffer the penalty for Blindness (or, at the discretion of the Game Master, the penalty should be reduced to partial Blindness). For example, an immense dragon might fill the entire area where his enemies are with his breath, or a wizard might create an explosion in a closed room containing his hidden enemies.

## Special Methods of Detection in Combat

There exist a multitude of occasions in which, due to the use of various capabilities or special powers, a character can have located an adversary he is unable to see. Facing an invisible enemy or suffering an attack from a foe in a blind spot while observing that enemy through Ki Detection is such an occasion. In any one of these cases, if the fighter has certain knowledge of the position and the physical actions of his enemy, he can considerably reduce the penalties to his Combat Ability for not being able to see his opponent.

In the first place, it is necessary to determine what is precisely locating an adversary.

•**Using Ki:** If a character has the ability Ki Detection and makes a successful roll for detection, he can have an approximate idea of the position of his antagonist, although he cannot see the enemy's every movement. Consequently, he applies the penalty of Partial Blindness in place of the one for Absolute Blindness against an invisible adversary, diminishing by half the penalties for suffering or making attacks on the Flank and From Behind. If he has the ability of Ki Erudition and passes the difficulty roll required for detection by at least 40 points, he is considered to be seeing his enemy at every moment. Similarly, such a character does not apply any kind of penalty for Blindness against invisible enemies, he eliminates the negative for suffering or making Flank attacks, and reduces to -20 the penalty for defending himself against or attacking adversaries located to his back.

•**Using Magic and Psychic Powers:** A multitude of spells and mental powers, like Detection of Movement or Zone of Detection, allow a character to locate to varying extents the positions of invisible enemies or enemies who are in blind spots. In these cases, the penalty of Partial Blindness in place of Absolute Blindness against an invisible adversary is applied, reducing to half the penalties for suffering or making Flank attacks and attacks From Behind.

## Combination of Situation Modifiers

Generally, during a confrontation many situations can occur that modify the Combat Ability of the characters. These situations translate, in game terms, to a large number of bonuses and penalties that are applied depending on the context and circumstances of each fighter. Often, these modifiers are simply added to each other, but there are occasions when combining these modifiers is more complicated. For example, the fact that somebody suffers a -80 to his defense when suffering an attack from the back is as much due to the complicated position in which he is as to not being able to see the blow well. Therefore, if during a few moments a character was blinded and suffered an attack from behind, it would not be very reasonable that the -80 for Blindness and the -80 for attacks From Behind be added together. Logically, the total penalty should not merely be the sum of those two modifiers. As a general rule, it is in the hands of the GM to determine the value of these modifiers when he believes that two or more combat modifiers overlap in part. Next are presented the recommended modifiers for certain common situations that can be used as a reference. If a combination does not appear reflected on the list, then both modifiers should be added with their complete value.

TABLE 1: SITUATION MODIFIERS

Situation	Attack	Block	Dodge	Initiative	Physical Action
Flanked + Vision Partially Obscured	40	50	40	.	90
Flanked + Vision Totally Obscured	100	100	100	.	90
From Behind + Vision Partially Obscured	40	90	80	.	30
From Behind + Vision Totally Obscured	100	120	120	.	90
Flanked + Fully Immobilized	200	200	200	100	200
From Behind + Fully Immobilized	200	200	200	100	200
Vision Totally Obscured + Fully Immobilized	200	200	200	100	200



**TABLE 2: IMPACTS**

Failure	STR 69	STR 1012	STR 1314	STR 1516	STR 1718	STR 1920
1	110 ft. (G1)	1530 ft. (G1)	3045 ft. (G2)	45100 ft. (G2)	100150 ft. (G3)	150300 ft. (G4)
2	612 ft. (G1)	2045 ft. (G1)	45100 m. (G2)	100150 ft. (G3)	150450 ft. (G3)	3001500 ft. (G4)
3/4	918 ft. (G1)	3060 ft. (G2)	100150 ft. (G3)	150300 ft. (G3)	4501500 ft. (G4)	1500 ft.1mi. (G4)
5/6	1530 ft. (G1)	4575 m. (G2)	150260 ft. (G3)	300600 ft. (G4)	1500 ft.1mi. (G4)	15 mi. (G5)
7/8	2045 ft. (G1)	60115 m. (G2)	260360 ft. (G3)	6001500 ft. (G4)	15 mi. (G5)	525 mi. (G5)
9 or more	3060 ft. (G2)	100150 ft. (G2)	360450 ft. (G4)	1500 ft. 1 mi. (G4)	525 mi. (G5)	25+ mi. (G5)

## The Effects of Impacts

Be it through Ki Techniques, psychic powers, or certain spells, it is very possible that in a combat a character could suffer an impact that makes him fly through the air a great distance. In order to measure the consequences of a blow of such proportions, it is necessary to consider two fundamental values: the Strength of the impact and by how much the opposed Strength check has been failed. If the Game Master wishes it, he can use **Table 2** as a reference in order compute the distance that somebody can be sent through the air. The numbers that appear in this table reflect the effects of the blows on individuals of human size and weight. The effects of impacts on individuals smaller or larger than human size are left up to the GM to determine. Naturally, it is necessary to never forget certain logical details, because a blow of Strength 5 could never move a dragon that weighs several hundred tons. In such circumstances, the Game Master can apply a bonus of between +1 and +6 to the attribute of the defender if the size and weight of the combatants are sufficiently disproportionate.

Depending on the surroundings, the resistance, and the weight of the affected individual, it is possible that he suffers additional damage from being sent flying. For example, falling into the sea, hitting a tree, or being punched through a mountain all would have different effects. Consequently, the Game Master can assign additional Damage depending on the characteristics and consequences of the impact. GMs can refer to **Table 3** as a quick reference for additional damage, where a list appears of levels that depend on the conditions of the surroundings and the force of the impact. In the case of beings with Damage Resistance, this value must be multiplied by the Damage Resistance Multiple of the creature.

A character always has the possibility of using his abilities of Acrobatics or Jump to try to diminish the effects of an impact of this magnitude. For each level of difficulty that a character passes on this check over Very Difficult, the GM should reduce by a level the damage from **Table 3**. For example, if somebody that has taken an impact of the 4th level of severity is able to pass a check of Acrobatics or Jump of Almost Impossible difficulty, he would lower the strength of the impact to level 2. Also, the AT against Impact attacks protects the character somewhat from the force of the crash: a character subtracts 10 points from the Damage received for each point of AT against Impact.

**TABLE 3: SEVERITY LEVELS**

Degree	Damage
1st Level of Severity (G1)	N/A
2nd Level of Severity (G2)	5 to 10 Damage
3rd Level of Severity (G3)	10 to 50 Damage
4th Level of Severity (G4)	50 to 100 Damage
5th Level of Severity (G5)	100 to 250 Damage

• **1st Level of Severity:** Minor impacts that send a character a short distance (usually 30 ft. or less) or into a surface that is not particularly dangerous. Normally, the damage of the impact is included with the damage of the attack itself. Usually this level of severity is recommended for impacts that do not surpass 10 Strength.

• **2nd Level of Severity:** Impacts of greater power that send a character more than 30 ft. or make him crash into some hard surface, although without great consequences. Usually the effect of impacts between 11 and 13 Strength with a minimal failure on the Strength check fall into this level of severity.

• **3rd Level of Severity:** These impacts have an extraordinary power, being able to send somebody more than 60 ft. distance at full speed. The character will even go through a wall that is not very sturdy, will knock down a small tree, or will be embedded into a wall. This level of severity is recommended for impacts of Strength 14 or 15, with a moderate level of failure on the Strength check.

• **4th Level of Severity:** Blows of heartstopping power that send a character flying hundreds of feet, often through walls and trees, fall within this category. Considering the strength of the blow and its consequences, the character would have to automatically suffer a Critical with a value equivalent to double that of the Damage received. This level of severity is recommended for impacts of Strength greater than 15 with a moderate level of failure on the Strength check.

• **5th Level of Severity:** The maximum level of power, reached by blows that hurl a character multiple miles of distance while he rockets through objects as hard and solid as mountains. A normal character usually ends up automatically destroyed by an impact of this severity. Obviously, a human body is incapable of resisting such force and pressure, and certainly the body's bone structure would become broken. Consequently, if the Game Master considers it appropriate, the character would have to pass a Physical Resistance check against a Difficulty equal to the value of the damage that he suffered or would die automatically. If he has inhuman capabilities, either through Ki Abilities, magic, or other powers, the Difficulty of the check is reduced to half. It remains the discretion of the Game Master to determine when this level of severity must be used.

## Earthquakes and Similar Effects

A combat in which a character of high power and very high strength participates can produce tremors and earthquakes as collateral effects. In particular, a character or entity with a Strength Characteristic of 16 or more has the capacity to, when striking the ground with all his energy, create powerful tectonic shocks. Depending on the value of the Characteristic in question, the effects and consequences of the earthquake can be very different. The duration and radius of effect of the tremor are increased depending on the strength of the impact, and anyone trying to maintain his balance is forced to make an Agility check or fall to the ground and be incapable of moving freely. Depending on the Strength of the one who caused the earthquake, characters apply a bonus or a penalty to the check. In addition, many of the structures within the radius of effect can also suffer considerable damage. All these effects are listed in **Table 4**.

Causing an earthquake requires that the character strike the ground with all his force with the intent to cause one. Doing so is a complete Combat Action; it is not possible to carry out additional attacks when this action is being executed. However, the Game Master can determine that certain especially powerful attacks could cause additional tremors as secondary effects, even if the attacks did not have that purpose originally. Naturally, to cause earthquakes in this manner requires Zen.



**TABLE 4: EARTHQUAKES**

Strength	Radius	Agi Check Modifier	Duration	Damage to Structures
16	150 ft.	+2	1 Turn	No structure is damaged.
17	1500 ft.	+0	2 Turns	Structures with a Damage Barrier of 40 or less are destroyed. Stronger structures do not suffer damage.
18	1 mi.	1	3 Turns	Structures with a Damage Barrier of 60 or less are destroyed. Stronger structures suffer damage equal to that caused by the spell Earthquake from the Earth Path of Magic.
19	3 mi.	2	5 Turns	Structures with a Damage Barrier of 80 or less are destroyed. Stronger structures suffer damage equal to that caused by the spell Earthquake from the Earth Path of Magic.
20	12 mi.	4	10 Turns	Structures with a Damage Barrier of 100 or less are destroyed. Stronger structures suffer damage equal to that caused by the spell Earthquake from the Earth Path of Magic.

## The Surroundings and High Level Combats

Quite often, it is advisable to indicate what the consequences are of a combat on a grand scale between adversaries of supernatural abilities. Depending on the capabilities of the combatants, the most varied results can occur □ from simply destroying the room where they are fighting to completely devastating everything for miles around them. In this section, various levels of power indicate, at least in general, the most common consequences of these battles. It is the decision of the Game Master as to when to apply and how to modify, to greater or smaller degree, the effects of such battles on the environment. It is important to emphasize that these rules are only applied when the Base Combat Ability of the contenders surpasses the values indicated in each level. Someone of lesser ability who, thanks to a Ki Technique or mere luck with an open roll, reaches a very high ability total would not cause, not even remotely, these consequences.

If the fighters choose, they can lower by a level the effects of their combat on the surrounding area by □ containing □ their true powers. For example, two combatants of Ability 300 or greater (third level) can reduce the harm they cause to their environment to that of Ability 200 or greater (second level) combatants, if both voluntarily wish to diminish the damage. If only one of them wishes to do so, he must apply a □40 to his Combat Ability to try to palliate the destructive consequences of the combat.

### FIRST LEVEL: Base Ability 150+

A combat between adversaries with this degree of ability produces a moderate destruction in the place where the fight takes place. Tables, chairs, and other furniture end up being destroyed after a few turns, the walls become dented, and it is even possible that the damage causes greater consequences if the fight is lengthy. For people who see them fight, the characters demonstrate themselves to be martial artists of incredible talent whose ability will leave more than one watcher open-mouthed.

### SECOND LEVEL: Base Ability 200+

A combat of these dimensions represents the confrontation of two utmost masters. Normal people can barely follow the movements of such individuals, and most of the time, normal people will not be able to perceive anything but blurred movement. Any place in which such stellar combatants fight will not be intact for long. Some missed blow will inevitably cut a tree, burst a wall, or puncture the ceiling.

### THIRD LEVEL: Base Ability 300+

These combats imply abilities and effects that far surpass everything that a human being could imagine. When the weapons of the contenders collide, they cause powerful shockwaves; nearby rocks end up destroyed, trees split, and weaker constructions shatter into pieces. Anyone too close to them (between 15 and 80 feet, depending on what the Game Master considers appropriate) may suffer damage as a collateral effect of the power released from these blows. Consequently, a character who is within the radius of effect of the fight will undergo every four or five turns an attack of a final Ability of 240 (Absurd) with an equivalent

damage to half the lowest base damage of the contenders. All those whose Combat Ability is on average greater than 140 or who have access to Inhuman Abilities are able to ignore these effects.

Normal people simply will be incapable of understanding anything of what is happening; for them, everything that they witness will be an inconceivable spectacle.

### FOURTH LEVEL: Base Ability 400+

During a confrontation of entities whose offensive capabilities reach this level, even creation shakes. Their blows devastate everything in a large area, the energy particles that come off the clash of their fists cause enormous craters, and only the most resistant supernatural constructions have some capacity to withstand their attacks for any length of time. A combat among such entities often covers a great distance, because it is easy for them to go flying with each impact that they give or receive. It is a fight of □divine□ dimensions. Any individual who is within the area of the fight (which can easily surpass hundreds of feet) automatically receives every four or five turns an attack of final Ability between 280 and 320 (Almost Impossible and Impossible, depending on his proximity to the fighters) and damage the equivalent to half the base damage of the two contenders. Somebody with Mastery in combat or that has access to Zen Abilities is able to ignore these effects.

## Attacks Capable of Penetrating Supernatural Armors and Shields

Often, be it by using weapons of quality or Ki Techniques, a character has the possibility of mounting attacks capable of reducing the Armor Type of his rivals. Logically, for the same reason, such impacts can easily break supernatural shields, so such attacks increase their Damage when they hit such protections. Consequently, a fighter increases the Damage that his attacks do to supernatural shields with a value equivalent to 10 points for each AT that the attack subtracts from enemies. That is to say, an attack that produces a □4 to the AT would cause 40 additional points of Damage to the resistance of supernatural shields.

## Expanded Perception

Perception is a mixed Characteristic whose nature is simultaneously physical and spiritual. Consequently, when this Characteristic reaches certain extremely high values, it grants the individual that has it certain extraordinary advantages, the equivalent to the physical capabilities that somebody could have by virtue of an exceptional Strength or Agility. Following is a table with the different special capabilities that are obtained thanks to an extremely high Perception.



**TABLE 5: EXPANDED PERCEPTION**

Perception	Advantage
13	Immune to environmental luminosity
16	Sense the surroundings
18	Radial perception
20	Absolute perception

•**Immune to environmental luminosity:** This ability allows the character to mostly ignore the effects of light and darkness in his environment. This way, the character cannot be dazzled by an intense light, and applies only half the penalties for finding himself in an environment without light, in an equivalent way to the Advantage Night Vision. If he already has Night Vision, the penalty disappears completely. This ability requires access to Inhuman.

•**Sense the surroundings:** The character has the capacity to feel everything that there is around him, without even being able to see it. In combat, if the character has Mastery in Notice or Search, all his non-detectable or invisible antagonists count as located (see Special Combat Detections) at the time of determining the penalties the character suffers during the confrontation. This capacity is not effective against adversaries whose abilities of Subterfuge are superior to the perceptive ones of the character. This ability requires access to Zen.

•**Radial perception:** The character unifies all his senses at the time of perceiving his surroundings. He can see unnaturally in 360 degrees (he obtains an ability equivalent to the power Radial Vision).

•**Absolute perception:** Having reached this level, the character no longer perceives the world in a conventional way. He feels everything as spiritual matter and billions of atoms in movement. Consequently, he can see through physical bodies and feel invisible supernatural forces without any kind of penalty. Since he is even able to perceive all that happens around him before it quite happens, he obtains an additional bonus of +30 to all contested Actions with his antagonists. Only entities with greater Gnosis than he or the most elevated supernatural protections deny the character the benefits of this ability. This ability requires access to Zen.



The world can be perceived with something more than the eyes.

## COMBAT MANEUVERS

Next are presented a series of new optional combat maneuvers available to all characters. Anyone applying the pertinent modifiers described in each section can make use of the maneuvers.

### Multiple Missiles

Although it makes his precision slightly worse, a fighter has the capacity to launch several projectiles simultaneously to increase the destructive power of his attacks. An example of this maneuver in use would be someone nocking two or three arrows in his bow or hurling a fistful of daggers with a single hand. By using this maneuver, a character has the capacity to shoot or throw more than one projectile in a single attack, increasing his Base Damage by +10 for each additional projectile up to a maximum of +30 (that is to say, launching up to four projectiles total). However, using this maneuver reduces the attacker's precision and his speed, requiring him to apply a penalty of -5 to his Attack Ability and -10 to his Initiative for each additional projectile that he launches. Naturally, because the maneuver modifies the attacker's Initiative, a player must declare that the character wants to use this maneuver before he rolls the dice to determine the character's Initiative for the turn.

It must be kept in mind that, being a single attack, this maneuver does not use the normal rules for Rate of Fire and Reload Projectile Weapons. In addition, certain Ranged Weapons, like crossbows, pistols, or muskets, cannot be used in this way due to their own nature.

Celia loads three arrows in her bow, which grants her a bonus of +20 to the Base Damage of the attack, while simultaneously producing a penalty of -10 to her Attack Ability and -10 to her Initiative.

### Defensive Fan

Through quick dodges and lightning movements with a weapon, a fighter is able to create a defensive fan that allows him to defend himself in an effective way against a great number of projectiles. If a fighter declares that he wants to make use of this maneuver, he applies a penalty of -40 to his Defense Ability when he is defending against projectiles (both Thrown and Fired), but in return, the blocks and dodges against these projectiles do not count as Additional Defenses. This penalty is added to any other penalty that the character has when defending himself against the projectiles. For example, somebody that did not have Mastery in Block who tried to stop several arrows with a sword would suffer a -120 to his Ability (-40 for this maneuver and -80 to stop Fired Projectiles).

Celia faces two agents of Selene who throw several stilettos at her. Anticipating that she is going to be the target of a multitude of attacks, she declares that she is using Defensive Fan. Although Celia's enemies end up throwing six stilettos at her, she only applies a -40 to her Dodge Ability against each one, and none of her defenses counts as an Additional Defense.

### Anticipate Surprise

Sometimes, a fighter can face an adversary so exceptionally fast that the adversary's movements can cause him general Surprise. In a situation like this, a character can use the maneuver Anticipate Surprise to diminish the effects of the incredible speed of his enemy. The player must declare that the character wants to use Anticipate Surprise before anybody throws the dice to calculate Initiative. The player must determine against which adversary (or adversaries) in particular the character uses the maneuver on, since the maneuver will only work against those individuals. Since this maneuver is a conscious action, it does not work against Surprises that come from unexpected attacks.



After the player declares the use of this maneuver, the character using it does not suffer the usual penalty of -90 for Surprise against the enemies who he used it against, but instead applies a penalty of -40 automatically to the first opposed Action that he makes in that turn against each one of them (even if he turned out not to be Surprised).

The two assassins whom Celia faces use Ki Techniques to increase their Initiative. Fearing that she will not be able to follow the speed of their movements, Celia prepares herself by using Anticipate Surprise against both. Although, in the end, only one of the assassins obtains Surprise against her, Celia still applies a -40 to the first opposed Action against each of the two because she used this maneuver against both.

## Masterful Maneuvers

Certain combat maneuvers exist that are beyond what a conventional fighter can perform. The majority brush the Inhuman, so it is in the hands of the Game Master whether to allow or not allow their use. In order to use Masterful Maneuvers, a character must have at least reached Mastery in his Abilities of Attack and Defense. Otherwise, their combat abilities are simply not high enough to carry them out.

•**Aimed Attack, Clothes:** This maneuver has as its objective to attack the clothes of an adversary, cutting them or tearing them without damaging the adversary's body in the slightest. The character who executes the maneuver decides which articles of clothing to try to cut and which not. For example, he could decide to only destroy the shirt of an enemy or to leave him only in underclothes. When this maneuver is executed against a target that uses an armor susceptible to being cut (be it the metal itself or the strap that holds it), the attacker will have to make a Breakage check against the Fortitude of the armor. The character who executes this maneuver must apply a penalty of -150 to his Offensive Ability if he uses a conventional weapon or of -100 if he has the Precision Attack Style Module. This attack can be combined with other Combat Maneuvers, such as Area Attack (which would allow the character to undress several individuals in a single attack).

•**Aimed Shot, Ricochet:** A character can use this maneuver to throw or shoot projectiles, have them bounce off objects of the surroundings, like walls or rocks, and hit targets that are outside their original shot trajectory. If the shot or throw only requires one bounce, the character applies a -20 to his Attack Ability, but if it requires more than one, the penalty is -40. Either way, since the attack loses part of its power, the value of its Base Damage is reduced by 10 points. This maneuver allows the attacker to avoid cover that only shields the front of the target, and it is even possible to attack completely covered enemies as long as the character has an approximate idea of the enemy's position (but, in that case, the character must apply an additional penalty of -40 or -80, the equivalent of Partial or Complete Blindness).

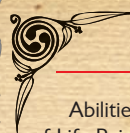
•**Delayed Damage:** When reaching Mastery in his Attack Ability, a fighter can choose to delay the Damage that he causes to his adversary between one and five turns (that is to say, between three and fifteen seconds of time) when he carries out a Cut, Thrust, or Impact attack, being able to make his enemy unaware of the Damage that he has suffered until moments after receiving it. This effect is due to the fact that the movement is so inhumanly fast that the enemy's body itself does not initially notice the wounds. The wounds spring up apparently from nothing seconds later. Normally, organic beings who have received a cut or impact of this type usually suffer great losses of blood, because the blood exits pressurized. Consequently, the Delayed Damage always causes bleeding. Aside from the mere aesthetic detail, this maneuver has many uses if correctly applied, like allowing an assassin to move away from a victim he has already killed, even before the victim realizes that he has been assassinated.

A fighter who executes an attack with Delayed Damage must apply a penalty of -10 to his Attack Ability, and his player must declare before rolling the dice the number of turns the wound takes to manifest itself.

•**Rain of Projectiles:** When a fighter reaches Mastery in his Attack Ability, he is able to throw with a single movement a true wave of projectiles. This maneuver allows a character to carry out an Area Attack at a distance. If the character uses weapons with Rate of Fire 50 or less, the attack covers a zone with a three foot radius for each 20 points of Attack Ability that he has, whereas if the weapon has a Rate of Fire greater than 50, the area is a three foot radius for each 40 points of Ability. That is to say, a fighter with an Attack Ability of 240 could carry out an Area Attack with an 18 or 36 foot radius, depending on the type of weapon he uses. Because of the mass of projectiles, an attack of this type doubles the Base Damage of the weapon used. In the case that several types of weapons are used, the GM will have to determine the average damage of the weapons. In addition to having Mastery in his Attack Ability, a character who uses Rain of Projectiles must be able to throw at least five projectiles in a single turn. Therefore, he might only be able to use the maneuver with some weapons, as other weapons may be too slow for the maneuver.

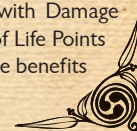
This maneuver does not cause any penalty to Attack Ability, but it is a complete Attack Action. The character who uses it cannot make additional attacks of any type. If he wants to selectively target certain spots or people in the area and avoid hitting others, the character applies a penalty of -50 to his Attack Ability. Keep in mind that in each attack by a character carrying out Rain of Projectiles, he uses more than 10 weapons (normally, from 3 to 4 for each three foot radius that the attack encompasses). Consequently, using this maneuver repeatedly requires a lot of ammunition.

•**Immobilize from a Distance:** This maneuver allows a character to paralyze an adversary using projectiles, be it by nailing his clothes to a wall without causing Damage to him, or fully piercing his extremities. Unlike what is represented by a simple aimed attack at a sleeve or a hand, this attack completely surrounds the body of an adversary with dozens of projectiles, preventing him from making any kind of movement. In order to make this maneuver, the character must apply a penalty of -80 to his Attack Ability if he does not want to cause Damage to his target or of -50 if he doesn't care whether he damages the target or not. This maneuver is a complete Attack Action, and the character who uses it cannot make additional attacks of any type. Immobilize from a Distance uses the rules of a conventional Trapping maneuver, but it uses a Characteristic value of 8, which can be increased or reduced by up to 3 points, depending on the resistance of the clothes of the target and the type of weapon that the attacker is using. Logically, the target of this maneuver must be next to a wall or any scenic element susceptible to being used to hold him.



## SACRIFICES

Abilities and Ki Techniques exist that allow the sacrifice of Life Points to increase certain effects, diminish the cost of Martial Knowledge, or obtain other similar benefits. These cases, except if specified to the contrary, fall under the rule of Sacrifice. Life Points lost in this way are not recovered in a conventional way; they ignore the natural or mystical Regeneration of a character as well as the effects of spells, powers, and healing techniques. The sacrificed points recover at a rate of 10 a day (in the case of beings with Damage Resistance, to this amount is applied his Damage Resistance Multiplier) without concern for other special conditions. These restrictions occur because the Sacrifices consume the body and soul of those who make them, so the time necessary for recovery is something inherent to the person and excludes other particular effects. Normally the Beings with Damage Resistance must multiply the indicated amount of Life Points by their Damage Resistance Multiple to obtain the benefits of a Sacrifice.





# LEARNING KI

One of the more arduous elements that the Game Master and players can run into is determining how a character is able to learn Ki powers. It is important to remember that the mere fact that somebody has the necessary Martial Knowledge points to develop an Ability or Technique does not imply that he is automatically able to master it. The Ki Abilities are complex, requiring considerable dedication and training on the part of a character who tries to learn them. Consequently, it is very difficult for somebody to master an Ability or Technique from one day to another, without concern for his existing talent. Above all, it is necessary to remember that Ki is not something that is learned in an "automatic" way for belonging to a certain class. Even a Technician is not necessarily a true expert in Ki from the beginning; it is possible that he needs to go up a few levels to begin to receive the benefits of his Martial Knowledge. It can even be possible that the Game Master does not allow the characters to develop Ki Abilities without their having certain experiences.

Next, a series of general guidelines is presented that the Game Master can use to determine the approximate time that a character requires to develop and perfect his Dominion Abilities.

## Levels of Learning and Difficulties

First of all, it is necessary to determine the levels of knowledge and learning that the character has. Such as it has been explained previously, Martial Knowledge (MK) measures the talent and experience of an individual in everything related to Ki, and, consequently, the greater a character's score, the easier it will be for him to learn Techniques and Abilities of the Ki Dominion. Therefore, his total MK determines his level of learning in the way that is indicated in **Table 6: Learning Ki Techniques and Abilities**. Next, it is necessary to establish the complexity of the Ability or Technique that is to be developed. Depending on its MK cost, it will be classified in one of four different levels of Difficulty, also reflected in **Table 6**. Considering both values, it is only necessary to consult the corresponding table boxes to have an idea of the required time to develop the desired Technique or Ability. The boxes marked with "N/A" indicate that the character is incapable of learning a Ki Ability of such complexity, whereas those in which the word "Automatically" appears indicate that the character would only require a few seconds to develop the Technique or Ability in question.

Keep in mind that, to begin to develop any Ki Ability or Technique with these rules, a character must previously have Ki Control or Use of Nemesis. Without one of them, the character is simply incapable of understanding the basic operation of the Abilities and Techniques of the Ki Dominion.

Celia, who has 150 MK points, would have a level of knowledge of 2. She decides to begin to learn the Ki Ability Elimination of Weight, whose cost is 10 MK (therefore, Difficulty 1). After consulting the corresponding box, Celia's player discovers that Celia would need around 10 weeks to learn it.

**Supernatural Level:** If the Game Master's campaign is one with an extremely high supernatural level, the character can add an additional level to his capacity to learn.

**Training:** The values that appear reflected in **Table 6** imply that the character dedicates most of his time to train and develop his Ki Ability. If he cannot devote all his efforts to training, increase the Difficulty one level. If it is already at the 4th level of Difficulty, it is simply not possible to develop the Technique if the character does not dedicate all the time he has available.

**Masters and Instructors:** If the character has an Instructor, he increases his ability to learn as if his level of knowledge was one higher than what his MK dictates. If he is trained by a true Master, the character's level of knowledge increases two levels. In this way, a character with 250 MK points (3rd level of knowledge) who wants to learn would be at a 4th level of knowledge with an Instructor and 5th level with a Master Instructor.

Lemures, with his 280 MK points, would be a character with a 3rd level of knowledge. If he wanted to develop without aid a Ki Technique that costs 50 MK points (that is to say, Difficulty 2), it would take around 50 weeks (more or less a year) to learn it. If he had an Instructor, he would learn it in 50 days, whereas if he was taught by a true Master Instructor, he would not need more than 50 hours.

## Insufficient Martial Knowledge

Sometimes there are circumstances that can occur where someone should have the opportunity to master a Ki Technique or Ability, but not having sufficient free MK, he is unable to do so. If the Game Master considers it appropriate, the character can develop up to a maximum of 50 points over his present MK to learn a particular Ability or Technique. In this instance, the individual has not completely mastered the Technique or Ability, but he can try to make use of it in limited circumstances. Unfortunately, serious possibilities exist that he will not be able to execute it correctly, because he is trying to make use of capabilities that at the moment are beyond him. For this reason, every time a character tries to use a Technique or Ability learned under these circumstances, he must first make a Power check, applying a penalty of -1 to his Characteristic for each 10 extra MK points that he has used to obtain the Ability or Technique. If he fails the check, not only is he unable to execute it correctly, but he also loses double the Ki points which it would have cost him to use it successfully. If it was an Ability that does not consume Ki, instead he loses a point of Fatigue.

A character who has obtained extra MK using this method will have to spend, obligatorily, subsequent free points of Martial Knowledge that he obtains to pay the amount of additional points that he has received. Once the difference has been paid, the character no longer has to make the Power check.

**TABLE 6: LEARNING KI TECHNIQUES AND ABILITIES**

Knowledge Level	Difficulty 1 (Between 10 and 40 MK)	Difficulty 2 (Between 45 and 80 MK)	Difficulty 3 (Between 85 and 120 MK)	Difficulty 4 (More than 125 MK)
1st (MK 50+)	1 MK per month	N/A	N/A	N/A
2nd (MK 100+)	1 MK per week	1 MK per month	N/A	N/A
3rd (MK 200+)	1 MK per day	1 MK per week	1 MK per month	N/A
4th (MK 300+)	1 MK per hour	1 MK per day	1 MK per week	1 MK per month
5th (MK 400+)	1 MK per minute	1 MK per hour	1 MK per day	1 MK per week
6th (MK 500+)	Automatically	1 MK per minute	1 MK per hour	1 MK per day
7th (MK 600+)	Automatically	Automatically	1 MK per minute	1 MK per hour

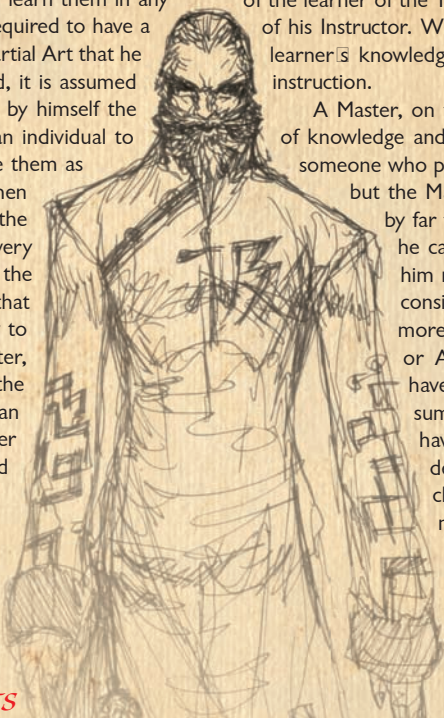


Although she only had 30 free MK points left, Celia has mastered a Technique costing 50 MK, 20 points more than that allowed by her Martial Knowledge. Consequently, whenever she wants to make use of the new Technique, she will have to pass a Power check (applying a  $\square$  to the value of her Characteristic for the 20 extra MK points that it required) or the Technique will fail and she will lose double the Ki that the Technique costs.

## Learning Martial Arts

As with learning Ki Abilities, learning Martial Arts requires an extensive dedication on the part of its practitioners. In the first place, they are truly complex combat styles, created over the course of many long years (sometimes, even entire centuries) of absolute dedication. Consequently, a fighter cannot simply master a martial art on his own in a day; an extensive knowledge base usually is necessary. The most common way to obtain that knowledge is from a master or tutor, but also it is perfectly possible to justify a character gaining that knowledge by another means, such as by studying old scrolls that hold all the techniques of a certain style. In principle, the complexity of a martial art is so high that a normal person would require long months or years to master a style. However, it is necessary to remember that the characters of *Anima* are anything but normal. After reaching a certain level of ability, a martial artist is able to imitate a combat art in a short time, or to even develop his own. Although the period of learning required by a character to master a style must normally be determined by the Game Master, next is presented a series of guidelines that can serve as a foundation.

Initially, a character just created (be it a first level one or a higher level one) should have the capacity to know all the Martial Arts that his Attack and Defense Abilities allow him; generally, this is based on the fact that in the past he has had the opportunity to learn them in any way imaginable. In the same way, a fighter is not required to have a justification for reaching new levels of ability in a Martial Art that he already knows. Once the requirements are fulfilled, it is assumed that he has improved sufficiently so as to develop by himself the desired advances in his style. Thus, it is easy for an individual to begin knowing some combat styles and to improve them as he gains ability. Nevertheless, a problem appears when a character wants to learn a style new to him in the middle of a game. In such cases, there are two very important factors to consider: the level of Ability of the character and the Complexity of the Martial Art that he wants to learn. In the first place, it is necessary to add the Attack and Defense Abilities of the character, and next to determine the level of Complexity of the Martial Art itself. With both elements, players can consult **Table 7: Learning Martial Arts** in order to have an approximate idea of the time that it would take a character to master a certain combat style.



Nobunaga has found an Instructor who is able to teach Kardad to him, whose Complexity is 2. Given that Nobunaga's Attack Ability is 160, his Defense Ability is 170 (which makes a total of 330), and he knows more than two styles (which increases his ability level by one level), it will take him a month to learn the martial art correctly.

**Supernatural Level:** If the Game Master's campaign is one with an extremely high supernatural level, the character increases his Ability level by one.

**Martial Artist:** If the character is an expert fighter who knows at least two other Martial Arts, he increases his Ability level by one.

**Training:** The values that appear reflected in **Table 7** imply that the character dedicates most of his time to training. If the character cannot devote all his efforts to training, his Ability level goes down a level.

**Masters and Instructors:** It is assumed that the character must have an Instructor (or some equivalent) to learn a Martial Art. If this Instructor is a true Master, it increases his Ability level by one.

## Who is Considered a Master?

On several occasions throughout this chapter, reference has been made to having an Instructor or a Master to enormously facilitate the task of learning and developing Martial Arts, Ki Techniques and Abilities, etc. This reference leads to the following question: who can really have the designation of Instructor or Master?

To begin with, any individual who has mastered a Technique, Ki Ability, or Martial Art that his apprentice does not know has in that case the designation of Instructor. Therefore, all those who have knowledge that another person lacks can teach him that knowledge, enormously facilitating learning. It does not matter if the MK or the Combat Ability of the learner of the Technique or the martial style is superior to that of his Instructor. With respect to the knowledge being taught, the learner's knowledge is smaller and he can still benefit from the instruction.

A Master, on the other hand, possesses a much higher level of knowledge and skill than a normal Instructor. He is not only someone who possesses knowledge that the character does not, but the Master also has a vast experience that surpasses by far the capabilities of his apprentice. Consequently, he can adapt to the needs of his student and teach him more effectively. For that reason, a character is considered a Master if he has at least 150 MK points more than his apprentice, in the case of Ki Techniques or Abilities. In the case of Martial Arts, he must have 100 points more than the apprentice in the sum of the Attack and Defense Abilities, as well as having mastered the style in Advanced or Supreme degree. Note that, according to these criteria, a character can be a Master for some people and a mere Instructor for others.

**TABLE 7: LEARNING MARTIAL ARTS**

Total Ability	Complexity 1	Complexity 2	Complexity 3	Complexity 4	Complexity 5
100+	One year	Three years	One decade	N/A	N/A
200+	Three months	One year	Three years	One decade	N/A
300+	One month	Three months	One year	Three years	One decade
400+	One week	One month	Three months	One year	Three years
500+	One day	One week	One month	Three months	One year
600+	One hour	One day	One week	One month	Three months
700+	One minute	One hour	One day	One week	One month



## CHAPTER 3

## NEW ABILITIES AND ADVANTAGES

*The power lies in oneself.  
the difficulty is to know how to find it.*

*Alvarado*

In this chapter, reference is made to a multitude of new Ki Abilities, Advantages, and Style Modules that offer players greater variety and versatility when creating their characters. All of them work the same as those in **Anima: Beyond Fantasy**, and like those, they have certain requirements and costs. Also appearing for the first time are the Abilities of Nemesis and Limits, two new supernatural abilities designed to increase the game options of any character.

## NEW ADVANTAGES

In this section appears a list of new Advantages related to the Ki Dominion and other similar elements. As with those that appear in **Anima: Beyond Fantasy**, the cost indicates the amount of Creation Points that are necessary to invest to have access to them. There is no restriction in their use; any character, regardless of class, can have access to them.

## TOTAL ACCUMULATION

The character is endowed with the ability to accumulate his physical energies innately, without having to concentrate to do so. Consequently, he is able to use his Ki with complete freedom, without seeing his powers reduced by any circumstances.

**Effects:** The character does not reduce his Ki Accumulations for carrying out passive or active actions. For the purpose of play, the character always enjoys his full Accumulation, no matter what he does during his turn.

**Cost:** 2

## MARTIAL LEARNING

The character has an amazing facility to master Ki Techniques and Abilities in a very short time, even those that are incredibly difficult to learn.

**Effects:** Someone with this Advantage increases by two levels the level of learning that his MK grants him on **Table 6**. In this way, a character with 120 points of MK (2nd level) would actually learn as if he is were at the 4th level of learning.

**Cost:** 1

## IMPERCEPTIBLE KI

The physical energy of the character is exceptionally difficult to detect, because it disappears without leaving a trace.

**Effects:** This Advantage grants a special bonus of +10 to Ki Concealment per level.

**Limits:** This Advantage does not grant any benefit if the character does not develop the Ability Ki Concealment.

**Cost:** 1

## INNATE POWER

All the physical energy of the character comes from his soul, which feeds power to his Ki Techniques and Abilities.

**Effects:** When calculating his initial Ki points, instead of using the basic value of his Characteristics, the character uses only his Power attribute and multiplies by six the amount that this grants to him. The additional points for having a Characteristic value superior to 10 also are multiplied.

**Limits:** This Advantage can only be chosen if the optional rules of Unification of Ki Points are used.

**Cost:** 1

Using this advantage, a character with Power 11 would have an initial Ki Reserve of 72 points: six times his initial value of Ki (which in this case is 12).

## UNCONNECTED TECHNIQUES

The Techniques of the character are completely unconnected to each other, without the need to maintain a correlated structure among them.

**Effects:** The character can develop or learn Dominion Techniques freely, without the necessity of following the Tree rules. That is to say, he does not need Techniques of lower level in order to learn others of higher level.

**Cost:** 1



Some are born with the innate capacity to hide their energy.



### INCREASED KI ACCUMULATION

When concentrating to accumulate Ki, the character is able to vastly increase his ability to gather his energies at great speed.

**Effects:** If the character does not conduct any other Action during the turn, active or passive, than Ki Accumulation, he can add +1 to the value of all his Ki Accumulations during that turn. The investment of an additional Creation Point increases this bonus to +2.

**Limits:** The benefits of this Advantage cannot be combined in the same turn with those of the Advantage Total Accumulation, which increases Accumulation while the character carries out other Actions.

**Cost:** 1, 2

### KI PERCEPTION

The senses of the character have the natural capacity to perceive Ki, which increases the character's abilities of detection enormously.

**Effects:** This Advantage grants a special bonus of +10 to Ki Detection per level.

**Limits:** This Advantage does not grant any benefit if the character does not develop the Ability Ki Detection.

**Cost:** 1

### DUAL LIMIT

The character has a dual potential that allows him to bind his essence to two Limits.

**Effects:** The character can choose up to two Limits instead of one.

**Cost:** 1

### NO GESTURES

The character does not need to make gestures to perform Seals of Invocation, since the essence of these is bound directly to his soul.

**Effects:** The character does not reduce his Ki Accumulation, even if he is not able to use his hands.

**Cost:** 1

### MASTERFUL SEALS

The Seals of Invocation made by the character enjoy an unusual power, since his soul reinforces their effects enormously.

**Effects:** When setting the Difficulty check of an invocation using Seals, the character is treated as if he has two levels more. Thus, a character of 2nd level could invoke creatures as if he was level 4.

**Cost:** 1

## NEW KI ABILITIES

The abilities of Ki are unique capabilities and powers that characters can develop with Martial Knowledge points. Their use, unless an ability's description states otherwise, is something innate and does not have a Ki cost; someone that has a particular ability that does not have an indicated cost can use it whenever he wishes.

Next, can be found a detailed listing of new Ki Abilities that are added to the ones that already appear in *Anima: Beyond Fantasy*. Each entry provides the ability's requirements, its cost in Martial Knowledge, and the special abilities that it confers.



### MASS MOVEMENT

The superior control of a character's energy allows him to increase the value of the mass that he can move at a distance. In consequence, the weight that he affects increases at the rate of 110 pounds per Ki point spent, and he can control several objects instead of being limited to a single one.

**Requirements:** Movement of Objects

**Cost:** 20 MK

### ARMOR OF GREATER ENERGY

This ability increases the power of the aura of the character, allowing him to increase his Energy Armor up to AT 4. The activation of this ability is not something innate, but instead costs a generic Ki point for every five turns that it stays active. As with the conventional Energy Armor, although this armor counts as an armor, penalties are not applied to Initiative because of it for using additional layers of protection.

**Requirements:** Energy Armor

**Cost:** 10 MK

### ARMOR OF ARCANE ENERGY

When a character masters this ability, the value of his Armor against Energy is increased automatically to AT 4 without having to pay activation or maintenance. In addition, it can be increased up to AT 6 by investing a point of Ki every five turns. As with Armor of Greater Energy, although this armor counts as an armor, penalties are not applied to Initiative because of it for using additional layers of protection.

**Requirements:** Armor of Greater Energy

**Cost:** 10 MK

### ELEMENTAL ATTACK

The absolute control over the character's energy allows the character to bestow an elemental quality to his attacks, causing his attacks and blows to be innately tied to a certain element. When a character first develops this ability, he must choose which element he is attuned to from among the following ones: Fire, Air, Water, Earth, Light, or Darkness. A character who has any kind of imbalance towards an element (be it magical, racial, or Ki) is obliged to select that element if he wants to develop this ability. If he wishes it, a character that has decided on Fire, Air, or Water can use Heat, Electricity, or Cold, respectively, as a Secondary Damage Type. A character that chooses Earth as an element will be able to use Impact as a Secondary Damage Type, regardless of which weapon he uses. If the weapon's Primary Damage Type is already Impact, the weapon's Base Damage increases by 10 points.

If he wishes it, a character can choose this ability several times, specializing every time in a different element.

**Requirements:** Aura Extension

**Cost:** 10 MK

### INCREASED DAMAGE

This ability amplifies the destructive power of physical energy, elevating by 10 points the Base Damage of the weapon or attack employed. This ability also works with projectiles.

**Requirements:** Aura Extension

**Cost:** 10 MK

### INCREASED REACH

This ability allows the control of the shape of the energy that a character lets flow through his weapon, enlarging the effective size that he can cover with his attacks. Therefore, the ability doubles the number of targets that the character reaches using an Area Attack; Small and Medium attacks affect six and eight enemies, respectively, while Large attacks affect up to ten.

**Requirements:** Aura Extension.

**Cost:** 10 MK



### INCREASED SPEED

This ability represents that the character has learned to use the flow of Ki to increase in an inhuman manner his speed and the movement of the weapons he wields. Consequently, he receives a special bonus of +10 to his Initiative. Increased speed is also used in unarmed combat.

**Requirements:** Aura Extension

**Cost:** 10 MK

### ABSORPTION OF ENERGY

Mastering this ability allows the character to use his inner energy as protection, shielding himself with it to absorb Damage that is completely supernatural or energy. That is to say, this ability could transform the Damage caused by a Light Beam or a supernatural Technique, but not that suffered by a sword strike that simply can do Energy damage. That way, instead of losing Life Points, the character can spend Ki at a rate of 1 generic point for each 5 Damage received. This conversion is completely voluntary; if he declares it thus, a character can suffer physical Damage instead of loss of Ki points. This ability does not work against Damage produced by effects that force one to pass a Resistance check.

**Requirements:** Presence Extrusion

**Cost:** 30 MK

Serenade sends a Dark Beam against Exodus, causing him a total Damage of 100 points. Since Exodus has Energy Absorption and the attack has a clear supernatural nature, he can choose to convert this Damage and lose in its place 20 points of Ki. If for example he only had 12 left in his reserve, he would still lose 40 Life Points, since he is not able to absorb all the Damage with his Ki.

### PHYSICAL SHIELD

The mere residual energy that the character exudes acts like a physical shield that repels any attack against his body. All hits that lack the necessary power bounce harmlessly against him without causing the slightest Damage to him. In game terms, the character gains a natural Damage Barrier the equivalent of his Base Presence.

**Requirements:** Presence Extrusion

**Cost:** 10 MK

### SUPERIOR HEALING

This ability increases the effects of Ki Healing, allowing a character to recover 5 Life Points for each generic Ki that is spent. This ability cannot completely repair the damage, so it is not possible to recover more than half of the damage suffered.

**Requirements:** Ki Healing

**Cost:** 10 MK

### STABILIZE

This ability empowers the character to stop bleeding and to recover other individuals from the state between life and death. In order to prevent the effects of bleeding, the character must invest between 2 and 5 generic points of Ki, depending on the severity of the wounds. If this ability is used to stabilize someone with negative Life Points, this ability allows the affected person to make a new Resistance check to come out of the state between life and death. Each 2 additional generic Ki points that are invested confer to the patient a bonus of +5 to the PhR to make the check.

**Requirements:** Ki Healing

**Cost:** 10 MK

### LIFE SACRIFICE

The character is able to consume his life force to turn it into pure physical energy. In this way, for every 2 Life Points that he sacrifices using this ability, he is allowed to recover a point of Ki from his reserve. The Life Points that are spent using this ability count as a Sacrifice and, consequently, recover at a different rate than other wounds.

**Requirements:** Ki Transmission

**Cost:** 10 MK

### AURA OF CONCEALMENT

A character using this ability can hide the Ki of individuals who are next to him or he is in contact with, as well as his own. In game terms, this ability grants him the ability to use his Ki Concealment with other people by applying a penalty. If he is in direct contact with someone, he only suffers a 40 to his ability, whereas if they are within 10 feet of him, this penalty becomes 120. Each additional individual after the first who he tries to hide causes an extra penalty of 10. The character makes one roll to conceal everyone, including himself.

**Requirements:** Ki Concealment

**Cost:** 10 MK



Jiang Pao extrudes energy to increase the speed of his weapon.



### ELEMENTAL IMMUNITY: FIRE

Thanks to the control of his energy, the character gains a certain immunity to heat. This ability confers an innate resistance to him against an equivalent of five intensities of fire, although he can increase that value by investing a generic Ki point for each intensity greater than five that the source of heat has. That is to say, to be immune to flames equivalent to 15 intensities, a character would have to spend 10 Ki points. The increased cost must be maintained each turn. Anyone naturally vulnerable to heat or fire cannot choose this ability.

**Requirements:** Elimination of Needs

**Cost:** 20 MK

### ELEMENTAL IMMUNITY: COLD

Thanks to the control of his energy, the character gains a certain immunity to low temperatures. This ability confers an innate resistance to him against an equivalent of five intensities of cold, although he can increase that value by investing a generic Ki point for each intensity greater than five that the source of cold has. The increased cost must be maintained each turn. Anyone naturally vulnerable to low temperatures cannot choose this ability.

**Requirements:** Elimination of Needs

**Cost:** 20 MK

### ELEMENTAL IMMUNITY: ELECTRICITY

Thanks to the control of his energy, the character gains a certain immunity to electrical currents. This ability confers an innate resistance to him against an equivalent of five intensities of electricity, although he can increase this value by investing a generic Ki point for each intensity greater than five that the electricity has. The increased cost must be maintained each turn. Anyone naturally vulnerable to electricity cannot choose this ability.

**Requirements:** Elimination of Needs

**Cost:** 20 MK

### RESTORE OTHERS

This ability grants the capacity to use Recovery on other individuals, allowing them to recover from physical exhaustion. The Ki cost is the same, as is the limitation allowing only one point per turn.

**Requirements:** Recovery.

**Cost:** 10 MK

### SUPERIOR CHARACTERISTIC AUGMENTATION

The Characteristic can be increased by up to four points over its original value instead of three. Although the Ki cost of its activation continues to be the same, its maintenance is reduced to a point every 10 turns.

**Requirements:** Characteristic Augmentation

**Cost:** 20 MK

### IMPROVISED COMBAT TECHNIQUES

This ability provides the character access to the Table of Improvised Creation Techniques. The Improvised Combat Techniques are explained in **Chapter 5** of this book.

**Requirements:** Use of Ki

**Cost:** 50 MK

### TECHNIQUE PUSHING

This ability confers the capability to increase the effects of Combat Techniques over their original power, by investing in them a greater amount of energy. That is to say, a character can spend more Ki and obtain superior effects. In order to push a Technique, it is necessary to Accumulate double the Ki points of its original cost: one whose cost is Agility 4 and Dexterity 5 would require an Accumulation of Agility 8 and Dexterity 10.

In doing so, the Technique increases its effects by half of the value of the Technique, rounding down; thus, a bonus of +100 to Attack would increase to +150, five Limited Additional Attacks would become seven, and so on. In the case of Damage multipliers, the value of the multiplier increases a point, and, with respect to Resistance checks, the Difficulty to pass the check increases by 40 points. Thus, a Technique that multiplies Damage by three would multiply by four, and a PhR of 120 would become 160.

Once a character gains this ability, he is able to push all the Techniques that he knows freely. Also, it is possible to push Maintained Techniques, but only in their initial activation; it cannot later be applied to Maintained Effects.

**Requirements:** Use of Ki

**Cost:** 20 MK

Lemures masters a Ki Technique that provides him a bonus of 50 points to his Attack Ability and 50 to his Base Damage, with a Ki cost of Dexterity 5 and Strength 6. If because of an extreme circumstance he wanted to push it, to do so he would have to Accumulate Dexterity 10 and Strength 12, which would increase the bonuses of the Technique to +75 Attack and Damage (50 base plus half of its value).

### COMBAT AURA

Also sometimes called "killer instinct" by some fighters, more than a Ki Ability, the Combat Aura is a natural consequence of the elevated spiritual and combative power of a character. It represents that his Presence is so extremely potent that, when he externalizes it, he can influence those around him, even if they are not able to perceive his energy. Before an overwhelming Combat Aura, a person can feel uneasy, have an incomprehensible fear, or even remain completely paralyzed, like a toad that watches the eyes of a serpent.

Individuals who are affected by the Combat Aura of a character are forced to make a Resistance check using only their Base Presence, although if they have developed the Secondary Ability Composure, they can apply the bonus that this offers them. The Difficulty depends on the Presence of the character who generates the Aura and his Ki Accumulations. The more powerful he is, the greater the influence of his Aura. In order to calculate the Aura's value, the Base Presence is taken and a bonus is added to it that depends on the sum of all his Accumulations, as indicated in **Table 8: Combat Aura Modifiers**. That is to say, a character of 10th level (Base Presence 75) whose Accumulations add 14 points would create a Combat Aura of 105 Difficulty. Any penalties to the Action modify the Difficulty level that the Aura produces, since they diminish the offensive capability of a character.

If those affected pass the check, they do not suffer any detriment; otherwise, the level of failure determines the consequences, collected in **Table 9: Effects of Combat Aura**. A person who has already passed the check does not have to make the check again until several hours have gone by.

This ability does not have an effect on individuals whose Presence is only 10 points lower than that of the character with the aura; simply put, their spiritual energy levels are too close. Activating the Combat Aura is a passive Action that characters can do at will. However, when a character begins to Accumulate Ki to carry out a Technique or is very excited before a combat, he normally cannot help but trigger the Combat Aura unconsciously. Although activating it is a free action, maintaining the Aura a prolonged period of time (or activating it and deactivating it continuously) can consume the Ki reserves of a character. Therefore, each five turns that a character uses his Combat Aura, he loses a point of generic Ki.

Generally, the range of the Combat Aura is a radius in feet equivalent to the Presence of the character times 15.

**Requirements:** Ki Control

**Cost:** 40 MK





A group of four guards surrounds Exodus, trying unsuccessfully to stop him. Tired and without the desire to fight, Exodus, who at that moment is a level 9 character, triggers his Combat Aura with a Difficulty of 90 (70 for his Presence plus 20 for the value of his Accumulations). Perceiving instinctively the power of their opponent, the guards, all of them of 1st level, roll the dice and add the result to their Presence, obtaining final values of 39, 45, 49, and 67. Because of the difference between the Difficulty and their total, three of them instinctively feel fear, whereas the fourth is paralyzed by the energy of his rival.

**TABLE 8: COMBAT AURA MODIFIERS**

Value of the Accumulations	Bonus to the Difficulty of the Aura
6 to 8	+0
9 to 10	+10
11 to 13	+20
14 to 16	+30
17 to 22	+40
23 to 27	+50
28+	+60

**Affected:** The Combat Aura affects the capacity of the character to react, in an unconscious way, slowing down his movements and preventing him from acting with full capacity. He himself does not know it, but he suffers a penalty to all Actions of  $\square 10$ . He is able to repeat the check every five turns, although the result cannot make his state worse.

**Fear:** An irrational fear takes hold of the character, numbing his extremities and clouding his mind. Consequently, he suffers the state of fear and applies the appropriate penalties. Until he has a rationale for overcoming his fear, he cannot repeat the check. For example, he could realize that it is possible to defeat his enemy after one of his companions has struck him, giving the character the opportunity to roll the dice again.

**Paralyzation:** The feeling of oppression is so great that the character is paralyzed, incapable of moving because of the power that surrounds him. Consequently, he suffers the state of paralyzation, just as it is described in **Chapter 14** of *Anima: Beyond Fantasy*. The victim can only try to repeat the check if he sees his life in danger or is about to witness something that, generally, he could not stand seeing.

**Fainting:** The pressure that the Combat Aura produces is so elevated that the character loses consciousness. He remains unconscious for several hours or until someone wakes him up.

**TABLE 9: EFFECTS OF COMBAT AURA**

Level of failure	Effect
0 to 19	Affected
20 to 49	Fear
50 to 99	Paralyzation
100 or less	Fainting

### PHYSICAL DOMINION

This ability provides the character with the ability to fuse his energy and his body. Thanks to it, a character obtains a bonus of +10 to his PhR against any type of Damage.

**Requirements:** Ki Control

**Cost:** 10 MK

### PHYSICAL CHANGE

The character can use his energy to alter his physical appearance slightly. The change is only superficial, but is sufficient to give the character a different look. This ability cannot change the actual sex of a character (although it can make the character appear to be a different sex), nor can it increase or diminish his height by more than six inches. Keep in mind that although appearance is altered, the ability does not similarly change the character's expressiveness or the way he moves, so it would be useful to combine the ability with the Secondary Ability Disguise.

In order to perceive an alteration and be aware of the use of Physical Change, it is necessary to pass a Notice check of Impossible, or a Search check of Absurd. Also the use of this ability can be sensed through a Ki Detection check of Difficult. If the character using Ki Detection is able to obtain a result at the level of Absurd, he is even able to discern the true form that is hidden behind the change.

The activation of this ability costs 10 Ki points and an additional point for every minute that it stays activated. Because of the continuous cost of energy that it requires, a character with this ability active applies a penalty of  $\square 80$  to his ability of Ki Concealment.

**Requirements:** Physical Dominion

**Cost:** 30 MK

### SUPERIOR CHANGE

This ability indicates that the character has an absolute control over his capacity to change, allowing him now to adopt very different forms. He can increase considerably his dimensions (although not above Large size), or diminish his height up to half. Also, he is even able to imitate nonhuman forms that do not have much complexity, including inanimate elements. Using Superior Change increases the cost of activation to 20 Ki points and the maintenance to 2 per minute.

**Requirements:** Physical Change

**Cost:** 20 MK

### MULTIPLICATION OF BODIES

The character is able to create copies of himself, residual images which he gives solidity with his Ki. In spite of not being real, these "shadows" are tangible and interact with the world freely, be it by carrying out manual labor, speaking, or even fighting. They come into being with the same appearance and equipment as the character who created them, but do not possess any of his special or mystical qualities. That is to say, even if the character wields a two-handed sword of quality +10 capable of inflicting Energy Damage, the weapon with which his copies manifest would lack such attributes. However, the copies retain in a limited way most of the character's physical abilities, although their effectiveness is considerably lower than that of the original character. The copies apply a negative to all Actions of  $\square 80$  (and consequently, a  $\square 4$  to their Characteristics). The copies are not connected among themselves, but are connected to their creator, who can control them as a passive Action even if they are separated by a great distance.

Using this ability is an Active Action that requires a character to spend a full turn doing so. Therefore, if a character wants to activate Multiplication of Bodies, he cannot take any other Action at the moment in which he creates them, not even defend himself. The number of copies that can be manifested is equal to a third of the Power Characteristic of the character, rounding down. Each copy costs 4 generic Ki points plus 1 additional point every five turns that the copy is maintained.

Noticing that a shadow is not a real person, or differentiating it from its creator through sight alone, is exceptionally difficult and requires passing a Notice check of Impossible, or of Absurd using Search. Ki Detection allows one to recognize instantly the copies from real beings, although their creator can use Ki Concealment, applying a penalty of  $\square 100$  to his ability, to try to camouflage them.



**Requirements:** Physical Dominion  
**Cost:** 30 MK

## GREATER MULTIPLICATION OF BODIES

**Requirements:** Multiplication of Bodies  
**Cost:** 30 MK

## ARCANE MULTIPLICATION OF BODIES

**Requirements:** Greater Multiplication of Bodies  
**Cost:** 40 MK

MAGNITUDE

**Requirements:** Multiplication of Bodies  
**Cost:** 30 MK

## ARCANE MAGNITUDE

**Requirements:** Magnitude  
**Cost:** 40 MK

**Requirements:** Physical Dominion  
**Cost:** 20 MK

**Requirements:** Ki Control  
**Cost:** 50 MK

# THE ABILITIES OF NEMESIS

## USE OF NEMESIS

**Requirements:** None  
**Cost:** 70 MK



### ARMOR OF EMPTINESS

The character gains the ability to use Nemesis like a barrier of emptiness against any kind of impact directed at him. Consequently, all attacks that he suffers automatically have their Base Damage reduced by 10 points. If, for whatever reason, this Damage reaches 0, the attacks do not produce any Damage at all.

**Requirements:** Use of Nemesis

**Cost:** 20 MK

A character wielding a long sword with Strength 8, causing a Base Damage of 60, would see his Damage reduced to 50 if he attacked somebody protected by Armor of Emptiness.

TABLE 10: AREA OF EFFECT

Power Characteristic	Maximum Distance	Power Characteristic	Maximum Distance
13	3 feet	13/14	150 feet
45	10 feet	15	300 feet
67	15 feet	16/17	1500 feet
89	30 feet	18	1 mi
10	50 feet	19	3 mi
11-12	80 feet	20	15 mi

Illustrated by Wen Yin Li



## NOHT

Noht is an amplified version of Armor of Emptiness that grants the ability to annul more of the strength of attacks. Consequently, it applies a □30 to the Base Damage of any attack that is directed against the character.

**Requirements:** Armor of Emptiness

**Cost:** 30 MK

## KI CANCELLATION

Using Nemesis, the character can generate a powerful spiritual cold, a gale of negative energy that interferes with and annuls the Ki of others. When a character activates this ability, he produces an aura that diminishes the Accumulations of all those around him. The amount of that reduction is determined by the sum of the character's own Accumulations, as indicated in the Ki Cancellation column of **Table 11: Ki Cancellation**. When any of the Accumulations of an individual affected is reduced to zero, he is incapable of using Ki points of that Characteristic. Activating the aura is a passive Action, although doing so has a cost of 2 Ki points per turn that it is maintained.

The cancellation affects all targets equally in the radius indicated in **Table 10: Area of Effect**, regardless of whether they are allies or enemies. If the character makes an effort to concentrate his aura on a single individual, the Ki cost is increased to 5 points per turn.

A character who masters Nemesis and the use of Ki in parallel can try to use Techniques while he has this ability active, but his own Accumulations are reduced to half. Ki Cancellation does not overlap with itself; if two characters use it on the same target, only the one causing the severest penalty has an effect on the target. Nothing prevents using this ability simultaneously with other cancellations.

**Requirements:** Use of Nemesis

**Cost:** 30 MK

**TABLE 11: KI CANCELLATION**

Value of the Accumulations	Ki Cancellation	Greater Cancellation
1 to 8	There is no cancellation	1 to the Accumulations
9 to 12	1 to the Accumulations	2 to the Accumulations
13 to 16	2 to the Accumulations	3 to the Accumulations
17 to 20	3 to the Accumulations	4 to the Accumulations
21 to 24	4 to the Accumulations	5 to the Accumulations
25 to 27	5 to the Accumulations	6 to the Accumulations
28+	6 to the Accumulations	7 to the Accumulations

Faust, who has Accumulations of Strength 3, Agility 2, Dexterity 5, Constitution 1, Will 1, and Power 2 (a total of 14), wants to use his ability of Ki Cancellation. Consequently, at a cost to Faust of 2 points of Ki per turn, his enemies would suffer a negative of □ to all their Ki Accumulations.

## GREATER KI CANCELLATION

This ability works the same as Ki Cancellation except the character is able to increase the power of his aura, causing the penalties suffered by opponents to be the ones listed in the Greater Ki Cancellation column of **Table 11: Ki Cancellation** □ **Level of Reduction**. Using the ability at this level increases the cost of the cancellation to 5 points of Ki per turn, or 10 if concentrated on a single target. If a character is using Greater Ki Cancellation, he cannot use Ki Techniques, since it prevents his own Accumulations completely.

**Requirements:** Ki Cancellation

**Cost:** 20 MK

With this ability, Faust could generate an aura of cancellation that would produce a penalty to the Accumulations of his opponents of □3 points.

## MAGIC CANCELLATION

This ability produces a powerful spiritual cold that interferes with the fibers of magic, debilitating them and dispersing them as if they were ash swept away by a powerful wind. When activating this ability, the character diminishes the power of all spells that are cast at that moment or that are active within the range of this effect. The amount of Zeon that the spells lose is determined by the combined value from all the Accumulations of the character causing the cancellation, as indicated in the Magic Cancellation column of **Table 12: Magic Cancellation**. If the potential of the spell diminishes below its base value at the moment of its casting, the spell is negated completely. If, on the contrary, the spell previously was working, it simply stops working while the cancellation is used. It is important to note that maintained spells are not necessarily destroyed, but have their affects diminished solely while the cancellation remains active. Once the cancellation ends, maintained spells recover their original power at a rate of an Added Effect per turn. Additionally, this ability can also interfere slightly in the operation of magical objects of little power, as long as the Game Master finds it appropriate.

Activating the ability is a passive Action, although doing so costs 2 Ki points per turn that it is maintained. The area of effect is determined by **Table 10: Area of Effect** and affects equally any character who is in its interior, be him friend or foe. If the character makes an effort to concentrate his aura on a single individual, the cost of the maintenance is increased to 10 Ki points per turn.

A character with magical abilities can cast spells while he maintains the cancellation, but suffers a negative to his Accumulation equivalent to the value of the Zeon magic is being reduced by. Magic Cancellation does not overlap with itself; if two characters use it on the same target, only the one causing the severest penalty has an effect on the target. Nothing prevents using this ability simultaneously with other cancellations, like the one for matrices or the one for Ki.

**Requirements:** Use of Nemesis

**Cost:** 30 MK

**TABLE 12: MAGIC CANCELLATION**

Value of the Accumulations	Magic Cancellation	Greater Magic Cancellation
6 a 8	10 to Zeon	20 to Zeon
9 a 10	20 to Zeon	30 to Zeon
11 a 13	30 to Zeon	50 to Zeon
14 a 16	40 to Zeon	70 to Zeon
17 a 22	50 to Zeon	80 to Zeon
23 a 27	60 to Zeon	100 to Zeon
28+	80 to Zeon	140 to Zeon

Faust, whose Ki Accumulations adds up to a total of 14 points, activates Magic Cancellation when he faces a powerful Lord of Darkness. Thanks to it, he reduces by 40 points the potential of all the spells of his enemy. If the Lord of Darkness had active a spell of Create Darkness cast with a potential of 100 and another one of Obfuscate cast with a potential of 120, both would be lowered to a value of 60 and 80 points, respectively. Since in the case of Obfuscate this diminishes the power of the spell below its base value, it simply stops working. Next, the Lord of Darkness prepares to cast a spell of Ruin, spending 120 points of Zeon, but because of the penalty, the spell would only have 80 points of Zeon and would not work either.

Once the Magic Cancellation ends, both the spell of Create Darkness and the one of Obfuscate would recover all their potential with time, since both existed before the activation of the Nemesis ability. The Ruin spell, on the other hand, was never cast successfully.



### GREATER MAGIC CANCELLATION

An amplified version of Magic Cancellation, this ability allows the character to use the Greater Magic Cancellation column of **Table 12: Magic Cancellation** in order to determine the amount of annulled Zeon. Also, the cost of Ki per turn is increased to 5, or to 10 if the cancellation targets a single individual.

**Requirements:** Magic Cancellation

**Cost:** 20 MK

### MATRICES CANCELLATION

As with canceling magic and Ki, a character can use the energy of Nemesis to interfere with and to annul the force of Psychic matrices. The character can trigger a spiritual cold that diminishes the potential of any Psychic Power within its range of operation (see **Table 10**), be they innate or those that are used in that same turn, just as is indicated in **Table 13**. In the case of maintained or innate Powers, they recover their original strength at a rate of 10 points per turn starting the moment when the cancellation stops. When, on the contrary, this ability is used at the precise moment a Psychic Power is activated, if the cancellation lowers the potential of the Power below its base value, the Power is negated completely. A failure caused by a cancellation does not produce Fatigue in the Psychic.

Activating the aura is a passive Action, although doing so costs 2 Ki points per turn that it is maintained. The ability affects equally any character who is in its area of effect, be him friend or foe. If the character makes an effort to concentrate his aura on a single individual, the cost of the maintenance is increased to 10 points per turn.

**Requirements:** Use of Nemesis

**Cost:** 30 MK

### GREATER MATRICES CANCELLATION

An amplified version of Matrices Cancellation, this ability allows the character to use the Greater Cancellation column of **Table 13** to determine the amount of Psychic potential that is diminished by the cancellation. Using Greater Cancellation increases the cost to 5 points per turn, or to 10 if focused on a single target.

**Requirements:** Matrices Cancellation

**Cost:** 20 MK

**TABLE 13: MATRICES CANCELLATION**

Value of the Accumulations	Minor Cancellation	Greater Cancellation
6 to 8	10 to the Potential	20 to the Potential
9 to 10	20 to the Potential	40 to the Potential
11 to 13	40 to the Potential	80 to the Potential
14 to 16	60 to the Potential	100 to the Potential
17 to 22	80 to the Potential	120 to the Potential
23 to 27	100 to the Potential	160 to the Potential
28	120 to the Potential	200 to the Potential

### BINDING CANCELLATION

The last form of ability cancellation using Nemesis consists of affecting the structure of existence, preventing the operation of summoning abilities. While this ability is active, any character within the area of effect of the cancellation (**Table 10**) applies a penalty to his ability to Summon, Banish, Bind, and Control, as reflected in **Table 14**. This ability absolutely does not affect bindings or dominations created previously, nor does it interfere with the control that the summoner has over his creatures.

**Requirements:** Use of Nemesis

**Cost:** 30 MK

Justina using her abilities of Nemesis

**TABLE 14: BINDING CANCELLATION**

Value of the Accumulations	Cancellation
6 to 8	20
9 to 10	40
11 to 13	60
14 to 16	80
17 to 22	100
23 to 27	140
28+	180



Illustrated by Wen Yin Li



## EMPTINESS EXTRUSION

This ability allows the character to extend Nemesis around himself, causing the energy to surround the body of its user in an imperceptible way. Thanks to the ability, it is possible to physically touch Energy, damage intangible beings (up to a value equivalent to double the character's Presence), or stop immaterial attacks with the Block Ability. In addition to these effects, the Emptiness Extrusion ability makes all the attacks of the character, even if they are physical, use the Energy Primary Damage Type and produce Cold Damage. While a character has this ability active, the temperature around him seems slightly lower and the light a little more tenuous.

**Requirements:** Use of Nemesis

**Cost:** 30 MK

## BODY OF EMPTINESS

A character using this ability has the capacity to fuse the strength of Nemesis with his body, causing his vital functions to be fed on that energy. Thanks to it, the character gains a special bonus of +20 to all his Resistances and never suffers the effects of bleeding.

**Requirements:** Use of Nemesis

**Cost:** 10 MK

## NO NEEDS

From the moment he masters this ability, a character absolutely lacks any kind of physical needs, such as to eat or sleep. Nevertheless, an individual addicted to food or drink would continue to have a yearning to eat, and somebody with deep dreams would continue having the psychological need to sleep from time to time so as not to exhaust himself.

**Requirements:** Body of Emptiness

**Cost:** 10 MK

## MOVEMENT OF EMPTINESS

This ability allows the character to move through the existential loops that the power of Nemesis produces. In game terms, the character can use his Power Characteristic instead of his Agility to determine his Movement Value, and he does not require Inhuman or Zen to move at a speed greater than 10. When a character uses this method, his movements look strange and chaotic, as if sequences or images between one position and another are missing. This ability also allows the character to avoid the penalty of -80 to his Stealth ability for moving at his maximum speed.

**Requirements:** Body of Emptiness

**Cost:** 20 MK

## FORM OF EMPTINESS

Externalizing his power, the character can replace his physical form with one composed of the pure energy of Nemesis, allowing him to temporarily become a spectral being. In this state, the character is completely intangible and can only be damaged or stopped by attacks or bodies able to affect Energy. In addition, his blows become intangible and, consequently, can only be stopped by weapons or defenses with the special capability to do so. In spite of this ability being a passive ability, it is necessary to invest a point of Ki to activate it and another point for every 5 turns that it is maintained.

**Requirements:** Body of Emptiness, Emptiness Extrusion

**Cost:** 30 MK

## ESSENCE OF EMPTINESS

Taking the fusion between his body and Nemesis a step further, the character feeds himself on the very essence of nothing, separating still more from existence. Thanks to this ability, he stops suffering penalties because of pain or fatigue, and he ignores the penalties for Criticals that do not produce true physical deficiencies, like unusable members or amputations.

**Requirements:** Body of Emptiness

**Cost:** 20 MK

## ONE WITH THE NOTHING

As a final step, the body of the character completely fuses with the energy of Nemesis, causing his physical and spiritual form to be a single one. Consequently, he finds himself beyond pain, fatigue, or physical damage; it does not matter the type of wounds that he might suffer, his energy will always maintain its original form, annulling any possible reduction. Therefore, if the character receives a wound that mutilates his arm, Nemesis will keep what is left of it attached. Even if the damage is so serious that the extremity is amputated, one of pure energy will form that will work exactly like the original one. Theoretically, a character with this ability can survive while he has his head and a few vital organs left.

In game terms, the character never receives any kind of penalty for physical causes, even if it is massive damage. Consequently, all the Criticals that the character receives are annulled immediately, unless directed to some of his vulnerable spots. This ability does not work against penalties produced by magical abilities, Psychic Powers, consequences of the activation of Magnus, or Legacies of Blood.

**Requirements:** Body of Emptiness

**Cost:** 40 MK

## AURA OF EMPTINESS

The character can externalize his aura, creating an existential cold around himself that affects all who come near him. Any living being who enters it must make a PhR check against a Difficulty of double the Base Presence of the creator of the aura, or will suffer a penalty of -20 to all Actions. If a character passes the check, he does not have to take the check again until a few hours have gone by, while those who fail the check have a new opportunity to make a check every five turns. This ability does not overlap with itself; an individual affected by two Auras of Emptiness would not apply a -40 to his ability.

The radius of the Aura of Emptiness is determined by **Table 10**. Aura of Emptiness is an automatic and voluntary ability; the character who uses it can voluntarily activate it and deactivate it without cost.

**Requirements:** Use of Nemesis

**Cost:** 30 MK

## UNDETECTABLE

By the mere emptiness that covers his presence, the character becomes extremely difficult to perceive through supernatural means, be they magical, Psychic, or Ki. For that reason, he obtains a bonus equivalent to double his Presence to his MR and PsR against any kind of magical or Psychic detection. Similarly, those who use the ability of Ki Detection to find the character automatically suffer a penalty equal to double the character's Presence.

**Requirements:** Use of Nemesis

**Cost:** 10 MK

## INHUMAN (NEMESIS)

This ability allows the character to carry out physical actions impossible for other human beings. With it, it is possible to reach the level of Inhuman on the Table of Difficulties, and to get the maximum benefit of the capabilities that his Characteristics allow.

**Requirements:** Use of Nemesis

**Cost:** 20 MK

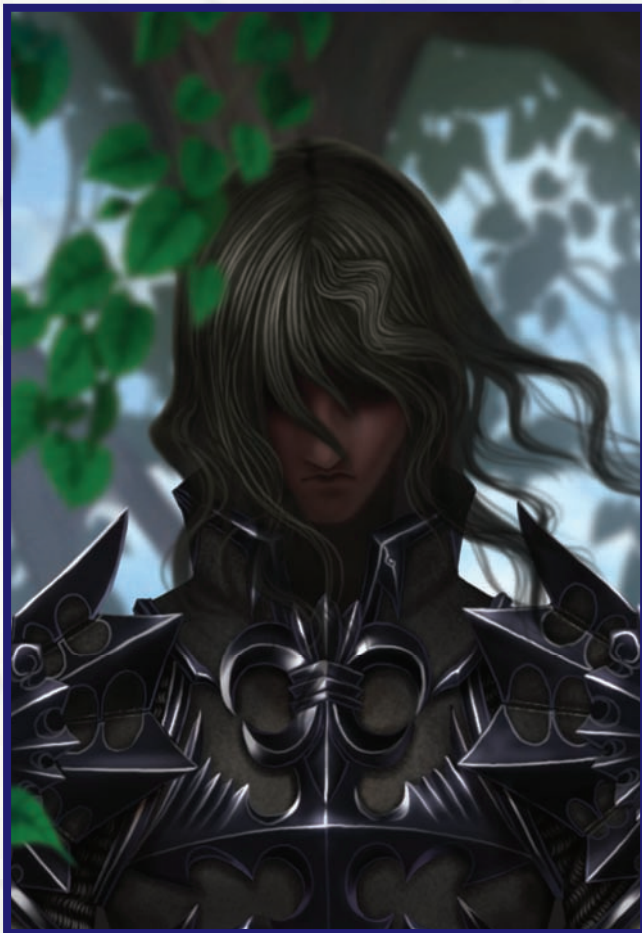
## ZEN (NEMESIS)

Zen is the state of complete perfection of body and soul. In game terms, it acts just like Inhuman, except it enables the character to reach the Difficulty of Zen in his checks and abilities.

**Requirements:** Inhuman (Nemesis)

**Cost:** 40 MK





Samiel, the Black Lion of Abel

## COMBAT MODULES

Below is a series of new combat modules that allow characters to enhance their martial prowess. All of them are considered Primary Combat Abilities. Therefore, any Development Points (DP) spent to obtain them count toward a character's point distribution limit.

### MULTIPLE MISSILES

This module allows a character to specialize in launching several projectiles, without reducing his accuracy.

**Effects:** A fighter can use the maneuver Multiple Missiles without suffering penalties to his Attack Ability. Therefore, he applies a  $\square 10$  to his Initiative for each additional projectile that he launches with that maneuver, but not a  $\square 5$  to his Attack Ability.

**Cost:** 20 DP

### SECOND WEAPON: DEFENSIVE STYLE

This module allows the use of additional hand weapons in an especially defensive way, allowing a character to use it to avoid aggressions instead of attacking.

**Effects:** A fighter who carries an additional hand weapon can use it to improve his defensive capabilities instead of attacking, so that he can stop a second attack without applying a penalty to his Defensive Ability. Thus, he does not suffer any penalty defending against a second attack, suffers only a  $\square 30$  against a third (treating it as if it were the second attack), suffers only a  $\square 50$  against a fourth (treating it as if it were the third), and so on. If a character wants to use his second weapon in this way, he cannot carry out an additional attack with it.

**Cost:** 30 DP

### INCREASED CRITICAL

This module allows a character to increase the effectiveness of his Critical Blows, allowing him to maximize the consequences of any Damage that he produces with his attacks.

**Effects:** The fighter applies +10 to his rolls to calculate his Critical Level for his attacks. This modifier is added to any others he has due to Ki Techniques, supernatural weapons, and so on.

**Cost:** 20 DP

### UNUSUAL ATTACKS

The character is a true expert at using his weapons in unusual ways. He can wield any weapon in an outlandish way without suffering a penalty to his ability for doing so.

**Effects:** This module allows a character to use the Secondary Damage Type of the weapons he knows how to wield, without any kind of penalty to his ability. For example, he could use the haft of a halberd to make Impact attacks (instead of Cutting attacks) while retaining his total ability.

**Cost:** 20 DP

### UNUSUAL TRAPS

The exhaustive training of the character allows him to try to immobilize his adversaries by using the most improbable weapons, even those that have not been designed for such an end.

**Effects:** This module allows the character to make a Trap maneuver with weapons that do not have this special rule, applying a penalty of  $\square 60$  instead of the usual  $\square 40$ . If the maneuver is successful, the character uses his Dexterity for the opposed Characteristics check, but with a penalty of  $\square 3$  to its value.

**Cost:** 40 DP

### BODYGUARD

The character is accustomed to protecting other individuals and can interpose himself with ease in front of any attack directed at the person he is protecting.

**Effects:** This module reduces to  $\square 10$  the applicable penalties to try to cover or Push Aside a person who is under attack. This module does not grant any advantage if the character uses supernatural shields.

**Cost:** 30 DP

### MOVEMENT IN CONFINED SPACES

Even in the smallest spaces, the fighter has the ability to act naturally.

**Effects:** This module halves the fighter's applicable penalties to attack or defense inside a reduced space.

**Cost:** 30 DP

### DODGING WITH SHIELD

The character is accustomed to maximizing the benefits of combining the use of a shield with his mobility when defending himself against attacks.

**Effects:** This module allows a character who dodges while using a shield to benefit from the bonus that the shield grants to blocking instead of its bonus to dodging. That is to say, a fighter who is dodging receives a bonus of +20 for using a medium shield instead of only a +10.

**Cost:** 30 DP

### FIRM GRIP

The character is particularly skillful in wielding his weapons, so he is very difficult to disarm.

**Effects:** This module grants the character who has it a bonus of +3 to the value of his Characteristics when making a check to avoid being disarmed.

**Cost:** 10 DP



# LIMITS

Limits are special abilities that some individuals have, in certain specific occasions, to awaken their energies and allow them to recover part of the Ki they have lost. It is an innate ability, intrinsically tied to the soul of each person, which operates differently in each case. If the Game Master allows it, a player can choose the Limit that he considers most appropriate to the condition and nature of his character, paying a cost in MK. Only one Limit may be chosen, and once chosen, it cannot be changed later or additional Limits chosen. Only natural beings with Natura 10 or greater can choose a Limit. Entities Between Worlds or Spirits cannot have one. If the Unification of Ki points rules are not used, the player can choose the Characteristic the Ki belongs to that he recovers.

## MORS: LIMIT OF DEATH

The fighter's energy feeds off of the act of ending the life of his adversaries, which allows him to recover Ki by killing his enemies. Consequently, a character with this Limit recovers a point of Ki for each opponent he kills in combat. For example, if he finishes off three adversaries with a single attack, he would gain 3 points of Ki automatically. The ability is restricted to a maximum of 10 Ki points per attack, even if the number of victims is greater. That is, if a character in an area attack slays hundreds of people, he only recovers 10 Ki points. It is important to emphasize that the power of those slain does not influence in the slightest the amount of recovered Ki, since it is the act of killing itself that reinforces the energy of the character. However, he does not benefit from killing inferior forms of life, i.e., completely inoffensive creatures like herd animals, insects, etc.

**Cost:** 20 MK

## CENOBUS: LIMIT OF SACRIFICE

The Damage the character suffers increases the natural power of the character, so the more Life Points he loses, the greater the amount of Ki he recovers. In game terms, each 5 Points of Damage he receives allows him to recover a point of Ki. The maximum number of Ki that a character can recover per day with this Limit is 60. Even if he receives supernatural healing or he has an exceptional vitality, he cannot recover a greater amount of Ki from this Limit.

**Cost:** 20 MK

## CAELUM: LIMIT OF DANGER

When the character finds himself in a Critical state, the energy of the character awakens, increasing enormously his power reserves. Consequently, when his points of life diminish below a fourth of his total, he recovers 30 points of Ki automatically. Once activated, this ability only takes effect again after a certain period of time, and it cannot again be used until the character has rested, at least, an entire day.

**Cost:** 15 MK

## AGON: LIMIT OF WAR

The mere act of fighting increases the physical energy of the character, so he recovers a point of Ki per combat round. This Limit only works when an individual is truly in combat; simple training or fighting merely to recover Ki has no effect. This Limit provides a maximum benefit of 80 Ki points per day.

**Cost:** 20 MK

## CUSTODIUM: LIMIT OF PROTECTION

This Limit is based on the strong desire of the character to protect his loved ones, and he releases his energy at the most critical moments. If someone important to him is seriously wounded or is in serious danger, the character gains 30 points of Ki immediately. If that the loved one dies (or at least the character believes that he has died), the number of Ki points increases to 40 points.

**Cost:** 10 MK

## CRUOR: LIMIT OF BLOOD

Critical wounds produce a strong reaction in the character, transforming the power of the impact into pure energy that he is able to take advantage of. Whenever he suffers a Critical (regardless of whether it produced effects), the character recovers 10 points of Ki.

**Cost:** 10 MK

## TERMINUS: THE FINAL LIMIT

When the character is truly near death and his life hangs by a thread, the Ki of the character replenishes almost all of its strength. When a character with this Limit has negative points of life, he immediately recovers 30 points of Ki previously lost. The effects of this ability are limited to one use per day.

**Cost:** 10 MK



High Inquisitor Azriel



# CHAPTER 4 THE MARTIAL ARTS

*The body was born being  
the greatest of all weapons.  
When you learn to master it□  
To kill is as easy as to breathe.*

*Shang*

CHAPTER IV: THE MARTIAL ARTS





# MARTIAL ARTS

The martial arts are without a doubt one of the most important elements in unarmed combat. The mastery of these complex fighting systems provides characters with countless advantages and benefits when facing their enemies, so many, that sometimes they can be superior to even the best of weapons. This chapter presents, in depth, new martial arts, systems of learning, and optional rules for the styles.

## Degrees of Martial Arts

**Dominus Exxet** introduces an alternative system for the using and learning of martial arts that allows for the gradual improvement of abilities of characters who specialize in unarmed combat. Instead of there being only a single level of knowledge for a martial art, each one of them is divided into different degrees: three for basic ones and two for advanced ones. These indicate the various levels of ability that a fighter can attain when using martial arts and the steps that he has to follow to perfect his style. The more his abilities grow, the greater his knowledge and the greater the advantages and benefits that are provided by the styles that he knows.

When a character wishes to learn a basic martial art, first he must learn it at the Base Degree, which is the minimum level of knowledge necessary to use the martial art. Next, once the character has fulfilled the various requirements, he can continue to the Advanced Degree and the Supreme Degree. The advanced martial arts work in a similar way, although given their complexity, they have only two degrees: Base and Arcane. Naturally, it is always necessary to master the inferior degree of knowledge of a certain style to advance to the next higher one.

If a Game Master does not wish to use this system, he may ignore the existence of the Base and Supreme Degrees of the martial arts, as the benefits of the Advanced Degree of the following styles are always the equivalent of those of the martial arts that appear in *Anima: Beyond Fantasy*.

## The Cost of Martial Arts

The advantages of a martial art are completely acquired by investing an amount of Development Points (DP). The number of DP varies considerably depending on the degree to be achieved. The basic martial arts have a cost of 20 DP for the Basic Degree, 30 DP for Advanced, and 50 DP for Supreme. If a character decides to develop his ability in a basic martial art instead of learning to use his first weapon, the first martial art costs him half the points in all its degrees (10, 15, and 25 Development Points, respectively). The advanced martial arts always cost 50 DP, be it for the Base or the Arcane Degrees. All these costs are cumulative. For example, since to develop a martial art at the Advanced Degree, it is first necessary to know it at the Base Degree, a character must spend 50 DP altogether (first 20

DP and, afterwards, 30 DP more) to learn it at the Advanced Degree. Characters of the Tao class enjoy reduced costs when mastering the different degrees of martial arts (10 DP each for basic martial arts at the Base and Advanced Degrees, and 20 DP for Supreme Degrees or advanced martial arts).

These costs are reflected in **Table 15**. The value that appears after the slash in the basic martial arts rows corresponds to the cost of the first style that a character masters if he learns it in the place of his first weapon.

TABLE 15: COSTS OF MARTIAL ARTS

Basic Martial Art	Cost	Tao
Base Degree	20/ 10 DP	10/ 5 DP
Advanced Degree	30/ 15 DP	10/ 5 DP
Supreme Degree	50/ 25 DP	20/ 10 DP
Advanced Martial Art	Cost	Tao
Base Degree	50 DP	20 DP
Arcane Degree	50 DP	20 DP

## Combination of Styles

As with the original system for martial arts in *Anima: Beyond Fantasy*, a character is free to combine the advantages of any martial art with those of another one, choosing the benefits that interest him the most from each one he knows. For example, a character that knew Shotokan, Lama, and Kempo could benefit from the Damage of Shotokan, the advantage of additional attacks from Kempo, and the elimination of defense penalties of Lama. All the special bonuses to Attack Ability, Block, and Dodge are also cumulative, both with respect to different martial arts and different degrees of the same style: a character who reaches the Advanced Degree in Shotokan receives a bonus of +10 to his unarmed Attack Ability (a +5 for the Base Degree and another +5 for Advanced). These bonuses are added like innate bonuses for class when the martial art style is mastered, and they count towards the maximum limit of +50 in innate bonuses.

Remember that when a character masters different martial arts, he doesn't use them separately. In fact, he creates his own personal combat style, extracting the characteristics that interest him from each one.

## Martial Arts Damage

All basic martial arts confer a certain Base Damage when they are used in combat. Any character who masters more than one martial art can choose the highest Base Damage of the styles that he knows and use it when fighting. However, unlike what happens with the different advantages from martial arts, the Base Damage cannot be improved by combining elements of each one of them. A fighter must simply choose the Base Damage of the style that he prefers and use it. Therefore, a master of Muay Thai and Shotokan at Supreme Degree could not choose a Damage of 50 plus the quadruple of his Strength bonus; he would only use the higher of the two.

## Martial Arts Limitations

The rule that limits the number of martial arts that can be mastered by a character continues to apply (one for every 40 points that he develops in his Attack or Defense Abilities), regardless of the degree of knowledge that the fighter has in each style. That is to say, a character with an Attack Ability of 140 and a Defense Ability of 160 (300 points total) can master up to seven martial arts to any degree.



## Elbow Pads, Knee Pads, Armbands, and Gauntlets

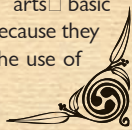
Often, a fighter who uses his body in combat will want to use some device to improve the power of his blows, like gauntlets, reinforced fists, or metal boots. Although it is certainly possible to increase the Damage that way, it is also certain that a true martial artist usually requires an absolute freedom of movement, or will see his reaction speed or ability reduced. Consequently, a fighter who wants to use combat gauntlets, knee pads, reinforced elbow pads, and the like has the possibility of increasing by +10 the Base Damage of his attacks in exchange for suffering a penalty of -10 to his Initiative or -5 to his Attack and Defense Ability. Using particularly heavy equipment allows the character to increase the bonus to Damage to +20, but in return, the penalties to Initiative or Attack and Defense Ability are also doubled. Note that a Quality bonus cannot, under any circumstances, positively modify the offensive or defensive ability of a combatant when using martial arts. Even if a fighter wears armbands or leggings of great Quality, he never receives a bonus to his Attack or Defense Ability from them.

These rules are only used for weapons of a completely physical nature that are connected directly to the body. Tonfas, claws, or other weapons of a similar nature do not enjoy these benefits.



### REAL MARTIAL STYLES

Some of the martial arts that are presented in these rules use the names of real styles or make reference to them. Note that these rules do not provide, by far, completely loyal conversions of these martial arts, but instead they provide vaguely inspired adaptations of those martial arts' basic principles. These real-world names were chosen because they are more visually recognizable and can simplify the use of martial arts in any kind of setting, not just in Gaia.



## BASIC MARTIAL ARTS

Basic martial arts are the simplest combat styles, those to which characters have access from first level. Each one is divided into three different degrees of skill (Base, Advanced, and Supreme) and has various ability requirements. When a character knows a certain martial arts style and completes the requirements to go up a degree, he is free to spend the DP necessary to do so when he wants to advance to the next degree.

**Advantages:** This section indicates the advantages that the martial art gives a character who masters it. Unless expressly stated otherwise, all benefits are cumulative with those provided by lower degrees. That is to say, a practitioner of Aikido at the Supreme Degree also has the benefits he received from learning Aikido at the Base and Advanced Degrees.

**Damage:** This section indicates the Base Damage that is granted by the martial art, and also the Primary Attack Type.

**Requirements:** In order to master the various degrees of a certain style, it is necessary for the character to fulfill the requirements indicated in this section. When Ability requirements are mentioned, they refer to the Final Values of those Abilities.

**Martial Knowledge:** Martial arts provide a bonus to the Martial Knowledge of the character. This section indicates how many points the martial art grants. These values are not innate class bonuses, and they are only obtained when a certain degree is reached, not each time the character goes up a level.

**Bonuses:** This section presents the bonuses that the martial art confers to the character's Abilities of Attack, Dodge, and Block. These bonuses are innate class bonuses. Therefore, they are subject to the maximum limit of +50 for innate bonuses for those Abilities.

**Complexity:** This section indicates the Degree of Difficulty to learn the martial art.

## AIKIDO

The martial art known as Aikido is an ancient combat system invented in the outskirts of Kuon Teikoku. According to certain oriental tales, its birth was due to the inability of men to deal with inhumanly strong creatures. In response to that problem, several masters developed a style that allowed a practitioner to take advantage of an opponent's strength and use it in his own favor. Akin to this legend, Aikido allows one to defend himself from attacks by using the power of his antagonists against them. With a few movements, practitioners of Aikido can easily hold or break the arms and legs of their enemies, send their enemies flying through the air, or render their enemies' limbs completely unusable. The basis of the philosophy of this particular combat style is that a person's own violence, properly harnessed, is more than sufficient to neutralize that person.

**Complexity:** 2

### BASE DEGREE

**Advantages:** None.

**Damage:** The Damage of Aikido is 10 plus the Strength bonus of the user. However, when making a counterattack, double the Strength bonus of the opponent is also added (with a minimum bonus of +5). This benefit only applies against enemies of humanoid form. Aikido uses the Impact attack type.

**Requirements:** Sleight of Hand 20.

**Martial Knowledge:** None.

**Bonus:** None.

### ADVANCED DEGREE

**Advantages:** Thanks to the efficacy of this style's holds and throws, the character does not apply penalties when making a Trapping or Take Down maneuver during a counterattack.

**Damage:** As Base Degree.

**Requirements:** Sleight of Hand 40, Attack Ability (Unarmed) 100, Defense Ability (Unarmed) 120.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Dodge and Block (Unarmed).

### SUPREME DEGREE

**Advantages:** Aikido grants a bonus of +2 to opposed Characteristics checks when determining the result of a Trapping or Take Down maneuver after or during a counterattack.

**Damage:** As Base Degree, except that, when making a counterattack, quadruple the Strength bonus of the opponent is added to the practitioner's damage. If Aikido is used in combination with another martial art, the practitioner can add the Strength bonus of the attacker (without multiplying) to the Base Damage of the martial art that the practitioner chooses.

**Requirements:** Sleight of Hand 80, Master in Defense (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Dodge and Block (Unarmed).

## KUNG FU

Kung Fu has been the most important and widespread martial art in Shvat for thousands of years. Some even assert that the majority of oriental martial arts practiced today are only offshoots that separated from it centuries ago. However, considering Kung Fu to be a single style is not entirely correct either, because hundreds of different systems fall under this name. The majority of the systems are inspired by the movements of animals, and masters use them as references to create flashy, but effective, fighting techniques. Thanks to this great variety, Kung Fu practitioners enjoy an incredible ability to change their style at their convenience at any time.

**Complexity:** 2



#### BASE DEGREE

**Advantages:** None.

**Damage:** 20 plus the Strength bonus of its user. Kung Fu uses the Impact attack type.

**Requirements:** Acrobatics 20, Sleight of Hand 20, Style 10.

**Martial Knowledge:** None.

**Bonus:** None.

#### ADVANCED DEGREE

**Advantages:** A master of Kung Fu can choose to apply a bonus of +10 to any one of his Abilities of Attack, Block, Dodge, Damage, or Initiative, depending on what is convenient in each turn. He must decide where he will apply the bonus before the calculation for Initiative begins. If he uses it to improve his Attack, Block, or Dodge Ability, it is not considered to be an innate class bonus, so the bonus can surpass the innate bonus limit of +50.

**Damage:** As Base Degree.

**Requirements:** Acrobatics 40, Sleight of Hand 40, Style 20, Attack (Unarmed) 120, Defense (Unarmed) 120.

**Martial Knowledge:** +10 MK.

**Bonus:** None.

#### SUPREME DEGREE

**Advantages:** At this level of skill, the character increases to +20 the variable bonus he receives. This bonus is not added to the bonus for the Advanced Degree, but instead replaces it.

**Damage:** As Base Degree, except the character can choose to use the Thrust attack type instead of Impact.

**Requirements:** Acrobatics 120, Sleight of Hand 120, Style 100, Master in Attack and Defense (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** None.

### PANKRATION

Pankration is an ancestral combat style developed by the settlers of Ilmora, a long time before the arrival of the Messiah. It originated as a sport to cultivate the body of those who practiced it, but it did not take long before it became a terribly brutal combat system. Little by little, it stopped being used in its country of origin, but many fighters continued using it. There are some who consider it the martial art that Grappling and Boxing are derived from, because Pankration mixes holds and brutal fist blows. Visually, it is a fierce style without apparent form, but in fact, those who use it demonstrate enormous control over their balance and strength, becoming true masters of holds and grabs.

**Complexity:** 1

#### BASE DEGREE

**Advantages:** Pankration allows a character to carry out the Trapping combat maneuver at only half the penalty (⌊20 instead of 40).

**Damage:** 20 plus the Strength bonus of its user. Pankration uses the Impact attack type.

**Requirements:** Athletics 30, Feats of Strength 30.

**Martial Knowledge:** None.

**Bonus:** None.

#### ADVANCED DEGREE

**Advantages:** Thanks to his perfect control of balance and movement, a character who reaches this level of mastery in Pankration does not apply any penalties to his Ability to fight while he Traps an adversary. That is to say, he retains the capacity to attack and defend with full Ability, even while holding an enemy. However, he continues to suffer the pertinent penalties to his Movement Value if he tries to move and take his opponent with him.

**Damage:** As Base Degree.

**Requirements:** Athletics 50, Feats of Strength 50, Attack (Unarmed) 110, Defense (Unarmed) 110.

**Martial Knowledge:** +10 MK.

**Bonus:** None.

#### SUPREME DEGREE

**Advantages:** Someone Trapped by a character with this level of Pankration suffers a penalty of ⌊5 to the value of his Characteristic, instead of ⌊3, when trying to free himself of the Trap.

**Damage:** As Base Degree.

**Requirements:** Feats of Strength 120, Master in Defense (Unarmed).

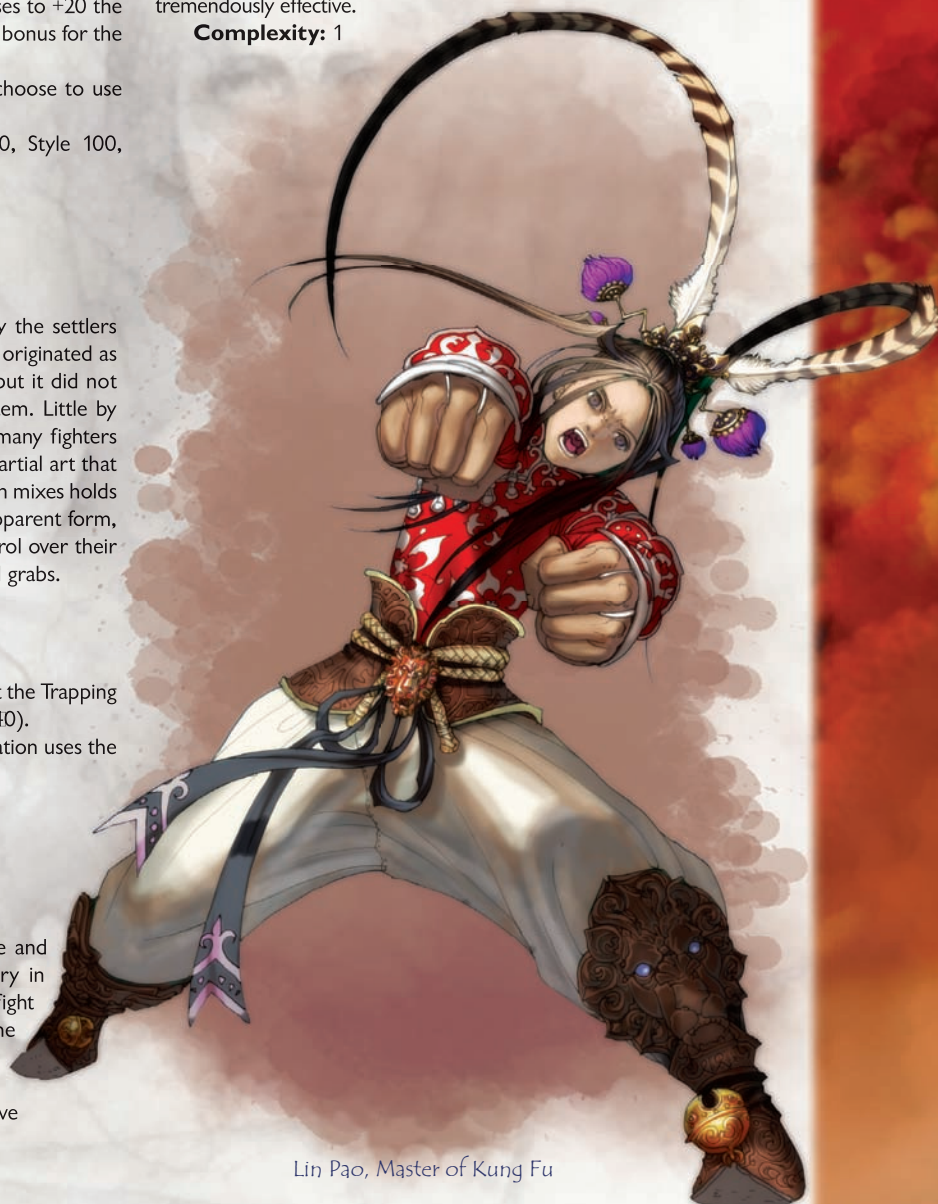
**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Dodge and Block (Unarmed).

### SHOTOKAN

Shotokan, the most well-known and practiced martial art in Lannet, is a combat system in which strong blows are delivered with both hands and feet. Its style consists of taking advantage of the weak points in the defense of an adversary to defeat him with a single strike. Instead of using raw physical strength, a practitioner of Shotokan learns to use his whole body's balance when punching and kicking to maximize the impact of his blows. In this way, even if the practitioner lacks a large body mass, his attacks are still tremendously effective.

**Complexity:** 1



Lin Pao, Master of Kung Fu



#### BASE DEGREE

**Advantages:** None.

**Damage:** 20 plus the Strength bonus of its user. Shotokan uses the Impact attack type.

**Requirements:** None.

**Martial Knowledge:** None.

**Bonus:** +5 to Attack (Unarmed).

#### ADVANCED DEGREE

**Advantages:** None.

**Damage:** 30 plus the Strength bonus of its user. Shotokan uses the Impact attack type.

**Requirements:** Attack (Unarmed) 120, Defense (Unarmed) 120.

**Martial Knowledge:** +10 MK.

**Bonus:** +5 to Attack (Unarmed).

#### SUPREME DEGREE

**Advantages:** None.

**Damage:** 50 plus the Strength bonus of its user. Shotokan uses the Impact attack type.

**Requirements:** Master in Attack (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Attack (Unarmed).

### BOXING

Boxing is a traditional combat system that has become very popular in the heart of the Old Continent during the last seven centuries. It is a style employing only the fists, using fast combinations of blows of unusual strength. This style relies equally on the speed, power, and strength of a fighter, enabling him to practically destroy his opponent using only the fighter's hands.

**Complexity:** 1

#### BASE DEGREE

**Advantages:** None.

**Damage:** 10 plus double the Strength bonus of its user.

Boxing uses the Impact attack type.

**Requirements:** Feats of Strength 30.

**Martial Knowledge:** None.

**Bonus:** +5 to Initiative when using martial arts.

#### ADVANCED DEGREE

**Advantages:** When making a counterattack, the character gains a special bonus of +10 to his Attack Ability. This modifier is not considered to be an innate class bonus.

**Damage:** 20 plus double the Strength bonus of its user.

Boxing uses the Impact attack type.

**Requirements:** Feats of Strength 60, Attack (Unarmed) 120, Defense (Unarmed) 120.

**Martial Knowledge:** +10 MK.

**Bonus:** +5 to Initiative when using martial arts.

#### SUPREME DEGREE

**Advantages:** None.

**Damage:** 30 plus double the bonus Strength of its user. Boxing uses the Impact attack type.

**Requirements:** Feats of Strength 120, Master in Attack and Defense (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Attack (Unarmed), +10 to Initiative when using martial arts.

### MUAY THAI

Muay Thai is a powerful martial art that, above all, maximizes the effectiveness of the physical power of its practitioners. Although not as visually spectacular as practitioners of other styles, a practitioner of Muay Thai fundamentally tries to destroy his adversaries by using the hardest parts of the body, like the elbows, the knees, or even the head. Taking full advantage of the force of his blows, a Muay Thai practitioner's attacks are usually directed at his opponent's joints or ribs, and are able to break bones as well as dislocate extremities with undeniable ease.

**Complexity:** 1

#### BASE DEGREE

**Advantages:** None.

**Damage:** 20 plus double the Strength bonus of its user. Muay Thai uses the Impact attack type.

**Requirements:** Feats of Strength 30.

**Martial Knowledge:** None.

**Bonus:** None.

#### ADVANCED DEGREE

**Advantages:** None.

**Damage:** 20 plus triple the Strength bonus of its user. Muay Thai uses the Impact attack type.

**Requirements:** Feats of Strength 40, Attack (Unarmed) 130.

**Martial Knowledge:** +10 MK.

**Bonus:** None.

#### SUPREME DEGREE

**Advantages:** Because of the devastating power of his blows, the practitioner adds +20 to his rolls to calculate the level of the Critical of an attack using martial arts.

**Damage:** 20 plus quadruple the Strength bonus of its user. Muay Thai uses the Impact attack type.

**Requirements:** Feats of Strength 160, Master in Attack (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** None.

### CAPOEIRA

Without a doubt, Capoeira is one of the most spectacular and attractive combat styles that exist. It uses a system of rhythmical movements, similar to an acrobatic dance. There are even those who insist that originally it was a traditional dance, which ended up becoming a martial art. A Capoeira fighter primarily uses his legs in combat, drawing great arcs and making lateral impacts, although he leans and maintains his balance with his arms, so using the whole body is necessary to make the style truly effective.

**Complexity:** 1

#### BASE DEGREE

**Advantages:** Capoeira uses some movements that are very pronounced arcs and turns, so when the character makes an Area Attack, he is treated as using a Medium weapon and can affect three adversaries with his attack.

**Damage:** Base Damage 20 plus the Strength bonus of its user. Capoeira uses the Impact attack type.

**Requirements:** Dance 20.

**Martial Knowledge:** None.

**Bonus:** None.



Veronica Cortés,  
Master of Capoeira



### ADVANCED DEGREE

**Advantages:** As the Base Degree, except the unarmed attack of the character is comparable to an attack with a Large weapon and can affect five adversaries with an Area Attack.

**Damage:** As Base Degree.

**Requirements:** Dance 40, Dodge (Unarmed) 120.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Dodge (Unarmed).

### SUPREME DEGREE

**Advantages:** Upon reaching this Degree, the movements of the fighter have the natural capacity to hit a multitude of enemies with extreme ease. Consequently, he suffers only a  $\square 10$  to his Attack Ability when using the Area Attack maneuver.

**Damage:** As Base Degree.

**Requirements:** Dance 120, Master in Dodge (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Dodge (Unarmed).

## MALLA-YUDDHA

Malla-yuddha is a martial arts style developed by the nomads of the dark lands. It originated as a way to defend oneself using bare hands against armed attackers. With the passage of time, what began being a few tricks ended up becoming a very well structured and complex art. At the present time, the secrets of this martial art are usually transmitted from family to family as a tradition, so its number of followers is very few.

The style is based on the agile movements of arms and legs, with the purpose of turning aside or absorbing with ease armed attacks and finding a hole in the defense of the adversary. On more than one occasion, an expert swordsman has asked himself how it is possible, with only the palms of the hands or the fingers, to stop the edge of a sword in the incredible way the fighters of the Malla-yuddha do.

**Complexity:** 1

### BASE DEGREE

**Advantages:** Thanks to his specialization against weapons, a character using this martial art gains a bonus of 10 points to his Fortitude when Blocking attacks using his bare hands.

**Damage:** 20 plus the Strength bonus of its user. Malla-yuddha uses the Impact attack type.

**Requirements:** Sleight of Hand 20.

**Martial Knowledge:** None.

**Bonus:** None.

### ADVANCED DEGREE

**Advantages:** The character does not suffer any kind of Damage when Blocking weapons with his bare hands, regardless of what the Breakage of the attacker is. In this respect, he is treated as though he has Mastery in Block.

**Damage:** 30 plus the Strength bonus of its user. Malla-yuddha uses the Impact attack type.

**Requirements:** Sleight of Hand 40, Defense (Unarmed) 120.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Block (Unarmed).

### SUPREME DEGREE

**Advantages:** Having reached this Degree, when making a counterattack successfully, the character can make a maneuver to Disarm without a penalty.

**Damage:** 40 plus the Strength bonus of its user. Malla-yuddha uses the Impact attack type.

**Requirements:** Sleight of Hand 100, Master in Block (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +20 to Block (Unarmed).

## SAMBO

Sambo, whose name comes from a combination of words that is translated as  $\square$ self-defense without weapons, $\square$  is a defensive and very precise combat style. Its origins go back to the birth of the Sacred Holy Empire, and supposedly it was created as basic training for some military orders. Sambo was not designed to be showy or stylized. Instead, it focuses on being coldly effective, so its movements include maneuvers considered  $\square$ dirty $\square$  by the practitioners of other martial arts. Nevertheless, it is undeniable that it is a combat system that is very flexible, able to be easily adapted to all kinds of situations or attackers.

**Complexity:** 2

### BASE DEGREE

**Advantages:** The practitioners of Sambo reduce by half the penalties of the combat maneuvers Take Down and Disarm.

**Damage:** 10 plus the Strength bonus of its user. Sambo uses the Impact attack type.

**Requirements:** None.

**Martial Knowledge:** None.

**Bonus:** None.

### ADVANCED DEGREE

**Advantages:** This Degree also reduces by half the penalties of the maneuvers Trapping and Area Attack.

**Damage:** 20 plus the Strength bonus of its user. Sambo uses the Impact attack type.

**Requirements:** Attack (Unarmed) 130.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Block (Unarmed).

### SUPREME DEGREE

**Advantages:** In its final Degree, a Master of Sambo reduces by half the penalties of his Aimed Attacks. This reduction is cumulative with the rule of Precise that unarmed attacks have already, causing the character to suffer only a fourth of the penalty (rounding upwards in groups of 5).

**Damage:** 30 plus the Strength bonus of its user. Sambo uses the Impact attack type.

**Requirements:** Master in Attack and Defense (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Block (Unarmed).

## KEMPO

Kempo is an aggressive discipline of free combat that uses combinations of blows. Its style consists of attacking the adversary quickly, hoping to find openings in his guard thanks to the rapid strikes at vital points. In this way, the fighter is able to debilitate his enemy or to end him completely. Its origins are disputed, but, at least in theory, Kempo comes from Shivat and has many common roots with Kung Fu. Ironically, it is much more practiced in Phaion, where the best dojos are found.

**Complexity:** 2

### BASE DEGREE

**Advantages:** Rapid sequences of blows allow the practitioner of Kempo to make additional attacks with a penalty of  $\square 15$  to his Ability, instead of the normal  $\square 25$ .

**Damage:** Base Damage 10 plus the Strength bonus of its user. Kempo uses the Impact attack type.

**Requirements:** None.

**Martial Knowledge:** None.

**Bonus:** None.



#### ADVANCED DEGREE

**Advantages:** As Base Degree, except the penalty for carrying out additional attacks is reduced to only □10.

**Damage:** Base Damage 20 plus the Strength bonus of its user. Kempo uses the Impact attack type.

**Requirements:** 120 in Attack (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** None.

#### SUPREME DEGREE

**Advantages:** This Degree grants the practitioner the Ability to make additional attacks as if the practitioner had 100 points more of Attack Ability. Thus, a practitioner with 200 Attack Ability could execute up to a total of four attacks (one to start with, plus one for each 100 points of Attack Ability □ three, including the benefit of this Advantage) at 170 Attack Ability (200 Attack Ability □10 for each additional attack as per the Advanced Degree Advantage).

**Damage:** As Advanced Degree.

**Requirements:** Master in Attack (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Attack (Unarmed).

### TAE KWON DO

Tae Kwon Do, a combat system created to combine the use of the body with weapons, is a style developed by the inhabitants of Eien Phaion Seimon after the first invasion of the armies of the Eternal Emperor. In Tae Kwon Do, the showiness and perfectionism of the martial arts of the Island of Varja and the utilitarianism and efficiency of the styles of the Old Continent are mixed. Tae Kwon Do emphasizes the use of the legs in combat, specializing in effective kicks directed to open points in the guard of opponents. There are some who think that the greatest utility of this style is its ease in using it in conjunction with handheld weapons, but those who underestimate mastery of Tae Kwon Do often find themselves eclipsed by the incredible ability of its practitioners.

**Complexity:** 1

#### BASE DEGREE

**Advantages:** This style allows a practitioner to carry out Additional Attacks with the legs once the practitioner has exhausted all his other attacks. This attack is at a penalty of □30, being treated the same way as an additional weapon. Contrary to the general unarmed combat rules, it is even possible to carry out these additional attacks if the practitioner has used weapons during that turn.

**Damage:** 10 plus the Strength bonus of its user. Tae Kwon Do uses the Impact attack type.

**Requirements:** None.

**Martial Knowledge:** None.

**Bonus:** None.

#### ADVANCED DEGREE

**Advantages:** As Base Degree, but the penalty for the additional attack is reduced to □20.

**Damage:** 20 plus the Strength bonus of its user. Tae Kwon Do uses the Impact attack type.

**Requirements:** Attack (Unarmed) 130, Defense (Unarmed) 100.

**Martial Knowledge:** +10 MK.

**Bonus:** None.

#### SUPREME DEGREE

**Advantages:** This Degree completely eliminates the penalties for the additional attack that this martial art grants. In game terms, the practitioner is able to make an extra attack using his total Attack Ability.

**Damage:** As Advanced Degree.

**Requirements:** Master in Attack (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** None.



Illustrated by Salvador Espín

Tae Kwon Do

### LAMA

If not for being so little-known, Lama would be considered without the slightest shadow of a doubt one of the most effective systems of self-defense. Also called the Art of the Crane because of its elegance and the beauty of its movements, Lama allows a fighter to face without difficulty several enemies or a continuous succession of blows, thanks to its perfect coordination of dodges and blocks.

**Complexity:** 2

#### BASE DEGREE

**Advantages:** None.

**Damage:** 10 plus the Strength bonus of its user. Lama uses the Impact attack type.

**Requirements:** Style 20.

**Martial Knowledge:** None.

**Bonus:** +10 to Dodge and Block (Unarmed).

#### ADVANCED DEGREE

**Advantages:** The perfect ability which the character enjoys allows him to defend himself from a second attack without applying any kind of penalty for defending against additional attacks. In game terms, the second attack does not cause any kind of penalty to defend against it, the third causes a □30 (as if it were the second attack), the fourth a □50 (as if it were the third), and so on.

**Damage:** 20 plus the Strength bonus of its user. Lama uses the Impact attack type.

**Requirements:** Style 40, Defense (Unarmed) 130.

**Martial Knowledge:** +10 MK.

**Bonus:** None.



#### SUPREME DEGREE

**Advantages:** At this Degree the character's ability to defend against additional attacks improves further. Consequently, the character can defend himself without penalty from up to three attacks per turn (defending against the fourth attack causes a penalty of □30, against the fifth □50, against the sixth □70, and so on).

**Damage:** As Advanced Degree.

**Requirements:** Style 80, Master in Defense (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Dodge and Block (Unarmed).

### GRAPPLING

Grappling is a combat system that consists of taking hold and trapping your opponent in innumerable ways. Its techniques, normally, specialize in all kinds of throws, blows, kicks, and strangleholds, both showy and effective. The basis of this martial art consists of engaging the opponent as much as possible so as to either drag him to the ground, where it is much easier to finish him, or to trap him and then perform some kind of technique of enormous force.

**Complexity:** 1

#### BASE DEGREE

**Advantages:** Grappling allows the execution of the Trapping and Take Down combat maneuvers at only half the penalty. Therefore, the character can Trap at a □20 penalty and Take Down at a □15 penalty.

**Damage:** Base Damage 10 plus the Strength bonus of its user. Grappling uses the Impact attack type.

**Requirements:** Feats of Strength 20.

**Martial Knowledge:** None.

**Bonus:** None.

#### ADVANCED DEGREE

**Advantages:** This Degree allows the execution of the combat maneuvers Trapping and Take Down without a penalty.

**Damage:** Base Damage 20 plus the Strength bonus of its user. Grappling uses the Impact attack type.

**Requirements:** Feats of Strength 40, Attack (Unarmed) 130.

**Martial Knowledge:** +10 MK.

**Bonus:** None.

#### SUPREME DEGREE

**Advantages:** This Degree allows a character who makes a Trap or Take Down to inflict full Damage instead of half when executing one of those two maneuvers.

**Damage:** As Advanced Degree.

**Requirements:** Feats of Strength 120, Master in Attack (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** None.

### TAI CHI

More than just a martial art, Tai Chi is a philosophy. It is a combat system that uses fluid and elegant movements, allowing a practitioner to attack his enemies not only with his body, but with the practitioner's inner energy as well. Most people are incapable of understanding Tai Chi's principles, but for those who perfect its use, Tai Chi allows them to marshal overwhelming combat power.

**Complexity:** 2

#### BASE DEGREE

**Advantages:** None.

**Damage:** 20 plus the Power bonus of its user, representing the internal energy used. Since the Ki only functions as an enhancer, Tai Chi uses the Impact attack type, not Energy.

**Requirements:** None.

**Martial Knowledge:** +10 MK.

**Bonus:** None.

#### ADVANCED DEGREE

**Advantages:** None.

**Damage:** 20 plus double the Power bonus of its user. Tai Chi uses the Impact attack type.

**Requirements:** Use of Ki.

**Martial Knowledge:** +20 MK.

**Bonus:** None.

#### SUPREME DEGREE

**Advantages:** None.

**Damage:** 20 plus triple the Power bonus of its user. If Tai Chi is used in combination with another martial art, the Power bonus can be added to the Base Damage of the chosen style (without multiplying). Tai Chi uses the Impact attack type.

**Requirements:** Use of Necessary Energy, Attack (Unarmed) 180, Defense (Unarmed) 180.

**Martial Knowledge:** +30 MK.

**Bonus:** None.

### KARDAD

Kardad is a synthesis of different combat styles developed by the warrior caste of Baho that, at least in theory, introduces the most rudimentary elements of the complex martial arts used by the Deva. Kardad requires arduous training to make the body flexible and to build considerable muscle, as well as to constantly practice its exceptionally complex movements. Thanks to the high level of training of its practitioners, Kardad has become a remarkably effective defensive style that enables its practitioners to avoid attacks easily, to escape any kind of hold, and to maintain balance at all times.

**Complexity:** 2

#### BASE DEGREE

**Advantages:** Because of the defensive control and the maneuverability of the combat movements of Kardad, a character who practices this martial art receives a bonus of +1 to the value of his Characteristic checks when defending against Trapping and Take Down maneuvers, or escaping a hold he is in. Keep in mind that this bonus is not applied when making such maneuvers, but only when the character is the target of them.

**Damage:** 10 plus the Strength bonus of its user. Kardad uses the Impact attack type.

**Requirements:** Athletics 40, Sleight of Hand 20.

**Martial Knowledge:** None

**Bonus:** None.

#### ADVANCED DEGREE

**Advantages:** As Base Degree, except the bonus to the Characteristic checks is increased to +3.

**Damage:** 20 plus the Strength bonus of its user. Kardad uses the Impact attack type.

**Requirements:** Athletics 60, Sleight of Hand 40, Defense (Unarmed) 120.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Block and Dodge (Unarmed).

#### SUPREME DEGREE

**Advantages:** A supreme master of the Kardad martial art possesses an incredible versatility in each and every one of his motions, allowing him to move his body in a way that is almost impossible for a conventional man. As a result, the character can repeat once per turn any opposed Characteristic check that he fails when defending himself from a Trapping or Take Down maneuver or when freeing himself from a hold.

**Damage:** 30 plus the Strength bonus of its user. Kardad uses the Impact attack type.

**Requirements:** Athletics 120, Sleight of Hand 100.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Block and Dodge (Unarmed).



## XING QUAN

Xing Quan is a style originating in Shivat. It is a tremendously offensive martial art, in which the practitioner tries at all times to close with the adversary, to pass inside his guard, and to attack him without quarter. It is also a combat system conceived mainly for one on one combat, so that is the circumstance where a fighter can take full advantage of the true potential of Xing Quan.

**Complexity:** 2

### BASE DEGREE

**Advantages:** If a practitioner has Initiative in the turn and declares an Offensive action against a given enemy, he obtains a special bonus of +10 to his Attack Ability against that enemy. He receives this bonus because he is able to penetrate the guard of his opponent, increasing the effectiveness of his blows. If the character is forced to defend himself for whatever reason, declares additional attacks against other targets, or executes any combat maneuver that is not an attack against his immediate opponent, he cannot use this modifier. Nothing prevents him from declaring several additional attacks and maintaining this bonus, as long as all his attacks are directed against the same antagonist. If he does apply the bonus at any time, he cannot attack any other antagonist during that turn.

**Damage:** 10 plus the Strength bonus of its user. Xing Quan uses the Impact attack type.

**Requirements:** Sleight of Hand 20.

**Martial Knowledge:** None.

**Bonus:** None.

### ADVANCED DEGREE

**Advantages:** As Base Degree, except the special bonus increases to +20.

**Damage:** 20 plus the Strength bonus of its user. Xing Quan uses the Impact attack type.

**Requirements:** Sleight of Hand 50, Initiative 100, Attack (Unarmed) 120.

**Martial Knowledge:** +10 MK.

**Bonus:** None.

### SUPREME DEGREE

**Advantages:** As Base Degree, except the special bonus increases to +30.

**Damage:** 30 plus the Strength bonus of its user. Xing Quan uses the Impact attack type.

**Requirements:** Sleight of Hand 100, Initiative 120, Master in Attack (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** None.

## KUAN

If only a single combat style could exist that specialized in defending oneself from projectiles with the naked hand, that style should be, without any doubt, Kuan. It is a martial art originating in Shivat, based on lightning fast hand and foot movements that allow a fighter to react instantaneously when something is thrown or shot at him.

**Complexity:** 1

### BASE DEGREE

**Advantages:** Thanks to his training, the character halves the penalty to his Ability to Block Thrown Projectiles (that is to say, he only suffers a □25).

**Damage:** 10 plus the Strength bonus of its user. Kuan uses the Impact attack type.

**Requirements:** Sleight of Hand 40.

**Martial Knowledge:** None.

**Bonus:** None.

### ADVANCED DEGREE

**Advantages:** Due to the incredible defensive precision of a practitioner of this style, the character halves the penalties he would suffer for Blocking or Dodging Fired Projectiles.

**Damage:** 20 plus the Strength bonus of its user. Kuan uses the Impact attack type.

**Requirements:** Sleight of Hand 60, Defense (Unarmed) 120.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Block (Unarmed).

### SUPREME DEGREE

**Advantages:** At this level of skill, the character does not suffer any penalty to his Ability to defend himself from Fired or Thrown Projectiles (just as if he were using a shield). However, this martial art does not grant the character the ability to stop attacks that are intangible or composed of energy.

**Damage:** As Advanced Degree.

**Requirements:** Sleight of Hand 140, Master in Defense (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Block (Unarmed).

## SOO BAHK

Soo Bahk is an ancient martial art, now almost extinct, that was very popular during the years before the formation of the Sacred Holy Empire. The basis of the style consists of controlling the combat space, preventing at all times attacks from the flanks or from positions that can pose a problem for the fighter. By definition, this fighting system places a special emphasis on the use of the legs in combat, like Tae Kwon Do, but incorporating pushes, lateral blows, and movements to keep opponents at a distance and out of positions that might give them an advantage over the practitioner.

**Complexity:** 2

### BASE DEGREE

**Advantages:** Thanks to his mastery of the combat space, the fighter suffers only half the penalties for attacks originating from his flanks.

**Damage:** 10 plus the Strength bonus of its user. Soo Bahk uses the Impact attack type.

**Requirements:** Notice 50.

**Martial Knowledge:** None.

**Bonus:** None.

### ADVANCED DEGREE

**Advantages:** The character does not suffer any penalty to his Defense Ability for suffering attacks originating from his flank. Also, he can attack adversaries located at his flanks with full Ability without needing to face them.

**Damage:** 20 plus the Strength bonus of its user. Soo Bahk uses the Impact attack type.

**Requirements:** Notice 90, Defense (Unarmed) 120.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 Block and Dodge (Unarmed).

### SUPREME DEGREE

**Advantages:** When knocked down, the character no longer suffers penalties to his Attack or Defense Ability. However, an attacker continues to receive the benefit of having superior position against a knocked down defender, even if the defender possesses this martial art at the Supreme Degree.

**Damage:** 30 plus the Strength bonus of its user. Soo Bahk uses the Impact attack type.

**Requirements:** Notice 120, Acrobatics 60, Master in Defense (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 Block and Dodge (Unarmed).



# ADVANCED MARTIAL ARTS

The advanced martial arts are exceptionally complex styles of combat that require a considerable level of ability and knowledge on the part of their practitioners to be mastered. They always involve certain prerequisites, which require a character to know particular basic martial arts styles in order to learn advanced ones. Each advanced martial art is divided in two different degrees of ability (Base and Arcane). When a character knows a certain martial arts style and completes the requirements to go up a degree, he is free to spend the DP necessary to do so when he wants to advance to the next degree.

**Master Bonus:** The advanced martial arts at Arcane Degree grant a character a special modifier, called a Master Bonus. In many respects, these bonuses are the equivalent of Quality weapons for martial artists of high level; they grant a special bonus that is added automatically to his Attack Ability. Contrary to the general rules, the Master Bonus allows the character to surpass the limit of +50 to Attack and Defensive Ability, since it does not count as an innate class bonus. However, unlike other modifiers that martial arts offer, Master Bonuses cannot be added together: the character must choose the one that grants the highest modifier to him in a certain field. That is to say, if a fighter knows two martial arts that grant him Master Bonuses of +15 and +20 to his Attack Ability, respectively, he only applies the highest (+20) instead of adding them together (for +35). Master Bonuses are not applied when using weapons.

## EMP

Emp is a refined fighting technique that prepares practitioners to fight against armed enemies. Above all, its objective is to maximize the use of the body in combat so that it is superior to any weapon. Visually, the style uses strange spiral movements, causing the fighter to turn his body and arms continuously to surround the attacks of his enemies.

**Complexity:** 3

### BASE DEGREE

**Advantages:** This style allows its practitioners to carry out the Disarm maneuver without applying any penalty to their ability and to add a bonus of +3 to the opposed Characteristics checks for that maneuver. If the character knows Malla-yuddah in Supreme Degree and is performing the Disarm maneuver during a counterattack, the bonus increases to +4.

**Damage:** Emp uses the Base Damage of the basic martial art used.

**Requirements:** Kempo (Advanced Degree), Kuan (Advanced Degree), or Malla-yuddah (Advanced Degree), Master in Attack (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +20 to Attack (Unarmed) and +10 to Initiative when using martial arts.

### ARCANE DEGREE

**Advantages:** Whenever the character successfully defends against an armed attack, he can automatically make a opposed Characteristic check to disarm his opponent, as if he had carried out the Disarm maneuver. This benefit derives from the fact that all the defenses that the practitioner uses absorb the impact of the blow and help to separate the weapon from the hands of the enemy. This Characteristic check is direct, without the attacker or defender applying any kind of modifier, not even the one provided by the Base Degree of Emp.



Velez, an advanced martial art

**Damage:** As Base Degree.

**Requirements:** Kempo (Supreme Degree), Kuan (Supreme Degree), or Malla-yuddah (Supreme Degree), Attack (Unarmed) 280, Defense (Unarmed) 260.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Initiative when using martial arts.

**Master Bonus:** +20 to Attack (Unarmed).

## SELENE

According to many historians, Selene may be the first martial art studied as a structured combat system. It is a style of extreme difficulty, but its movements are so simple in appearance that not even the best masters of other styles can grasp the true difficulty of its techniques. Selene is based on redirecting an attacker's own force back upon himself, causing him to be thrown through the air like a rag doll. However, the style's defenses and counters are so subtle and fast that those who witness a practitioner of this style in action are left with the sensation that the practitioner's adversaries fall to the ground or fly through the air without anyone having touched her.

Selene has been traditionally practiced only by women, and it is a style kept so secret that men are not allowed to learn its mysteries, under penalty of death.

**Complexity:** 5



#### BASE DEGREE

**Advantages:** As a result of the defensive effectiveness of the style, a practitioner of Selene doubles the bonus of her counterattack if she uses martial arts to make her counterattack.

**Damage:** Selene uses the Base Damage of the basic martial art used.

**Requirements:** Aikido (Advanced Degree), Master in Defense (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +20 Block and Dodge (Unarmed).

#### ARCANE DEGREE

**Advantages:** Once a practitioner reaches the highest skill level of Selene, her every move is simultaneously a defensive and offensive action. Consequently, whenever she successfully defends, a practitioner at the Arcane Degree can make a counterattack at full Attack Ability, regardless of whether she has attacks available. In game terms, the character will be able to counterattack at any moment, as long as she has obtained an Attack Result that allows it. These counterattacks do not use up the practitioner's actions, so the character can still attack freely when it is her turn to act, even if she already has made several counterattacks already. This ability is limited to one counterattack for each attack suffered, and it cannot be used if the character has been forced to put herself on the defensive in that turn (that is, if the character loses her ability to take an Active Action).

**Damage:** As Base Degree.

**Requirements:** Aikido (Supreme Degree), Inhumanity, Block or Dodge (Unarmed) 300.

**Martial Knowledge:** +10 MK.

**Master Bonus:** +20 Block and Dodge (Unarmed).

#### SUYANTA

Known as the Style of Emptiness, Suyanta is a strange martial art of nonhuman origin. There are some who say that it comes from the D'anjayni, but others attribute its creation to entities much more dark and old. Regardless, it is a combat system of a supernatural nature, specializing in the destruction of the internal energy of enemies through the generation of flows of emptiness inside their bodies. With each impact, a practitioner of Suyanta takes a part of the essence of the individual he strikes, until all of the enemy's energy is stolen.

Generally, this style is associated with Nemesis.

**Complexity:** 4

#### BASE DEGREE

**Advantages:** Suyanta enables the fighter to destroy, not only the body of his adversaries, but their physical energy. As a result, when making an attack, the practitioner can choose to damage the Ki Reserve of his adversary instead of his Life Points. If the practitioner chooses to use this ability, he must declare its use before rolling the dice. The attack subtracts from the enemy's Ki an amount of Ki points equal to the Damage produced. If the rules of Unification of Ki Points are not used, the attacker chooses the Characteristic from which the points are lost. In the case of creatures with Damage Resistance, the amount of Ki is divided by the Multiple of Damage Resistance of the being. In order to use this ability, the character must use the Base Damage of Tai Chi, instead of being able to choose the Damage of one of the other martial arts that he knows. Otherwise, the attack is made as normal and the antagonist can defend himself from it without any special penalty.

**Damage:** Suyanta uses the Base Damage of the basic martial art used.

**Requirements:** Tai Chi (Advanced Degree), Presence Extrusion or Emptiness Extrusion, Master in Attack (Unarmed).

**Martial Knowledge:** +15 MK.

**Bonus:** +10 to Attack (Unarmed).

#### ARCANE DEGREE

**Advantages:** The character no longer has to choose whether to attack the body or the physical energy of an adversary. Once the character reaches this degree of ability, all his attacks reduce an equal number of Life Points and Ki points from his opponent.

**Damage:** As Base Degree, but at this skill level, the character adds his Power bonus to his Damage.

**Requirements:** Tai Chi (Supreme Degree), Inhumanity, Attack (Unarmed) 300.

**Martial Knowledge:** +20 MK.

**Master Bonus:** +15 to the Attack (Unarmed).

#### VELEZ

In order to master Velez, its practitioners need to control their internal energy and know how to channel it. A practitioner of this style concentrates all his spiritual power when he strikes, allowing him to create a flow of power able to cross even physical matter. Without a doubt it is one of the most spectacular and rare martial arts of the world, and the few who know its secrets are reluctant to transmit them. At high level, the fighter does not even have to move: he molds the energy around him and uses it as an extension of his body.

**Complexity:** 5

#### BASE DEGREE

**Advantages:** Velez allows a practitioner to strike using the Energy attack type. Nevertheless, the attacks carried out with this martial art can be stopped as if they were the Impact attack type, since they are not intangible.

**Damage:** Velez uses the Base Damage of the basic martial art used.

**Requirements:** Tai Chi (Advanced Degree) or Kung Fu (Advanced Degree), Presence Extrusion.

**Martial Knowledge:** +20 MK.

**Bonus:** +20 Block and Dodge (Unarmed).

#### ARCANE DEGREE

**Advantages:** At this level, the character is able to use his energy as an extension of his being, striking with it instead of with his own body. Consequently, the character not only attacks using the Energy attack type, but his attacks are considered intangible by nature, so they cannot be stopped except by defenses able to stop energy. Moreover, the supernatural nature of these attacks make them invisible to those who cannot feel or see the energy, so any character who lacks Ki Detection, or is unable to see supernatural elements, applies the penalty for being blinded against them. Finally, the character can use, if he wishes, his Power Characteristic instead of his Strength, Dexterity, or Agility to make the opposed Characteristic checks when executing or suffering from any maneuver that requires one, such as Take Down, Trapping, Disarm, etc.

**Damage:** As Base Degree.

**Requirements:** Tai Chi (Supreme Degree) or Kung Fu (Supreme Degree), Attack (Unarmed) 280.

**Martial Knowledge:** +20 MK.

**Master Bonus:** +15 to Block and Dodge (Unarmed).

#### ASAKUSEN

Although the word Asakusen is used currently to denote any style of fighting created to kill, in reality it is one of the most complex martial arts in the world. It originated in Varja during the years of splendor of Kuon Teikoku, quickly becoming the most perfect of all the combat styles of the oriental continent. However, it was a martial art created solely for killing, and its bloodthirsty character caused it to be prohibited by the Eternal Emperor himself. Many of the different styles of Kung Fu are derived from Asakusen, which is still considered the height of perfection for martial arts.

**Complexity:** 4



#### BASE DEGREE

**Advantages:** Perfecting each and every aspect of the techniques of the fighter, Asakusen grants a bonus of +10 to Dodge, Attack, Block, Initiative, and Damage when martial arts are used. In addition to this general bonus, the character can continue to add the special variable bonuses for Kung Fu, as explained in the Advantages sections of Kung Fu.

**Damage:** Asakusen increases by +10 the total Damage of the basic martial art used, as previously indicated in the section on Advantages.

**Requirements:** Kung Fu (Advanced Degree), Attack (Unarmed) 160, Defense (Unarmed) 160.

**Martial Knowledge:** +10 MK.

**Bonus:** None.

#### ARCANE DEGREE

**Advantages:** Despite the focus of Asakusen on perfecting every aspect of martial arts, a fighter at this skill level can push his techniques in an inhuman way, adapting perfectly to any situation that presents itself before him. Therefore, he applies a special variable bonus of +40 to a chosen Ability, in place of the +20 from the Supreme Degree of Kung Fu. This modifier is neither an innate class bonus nor a Master Bonus. Because of its focus on killing, Asakusen grants, in addition, a bonus of +20 to the calculation of Critical level, as long as they are Criticals produced by Aimed Attacks to vital points and are not intended merely to incapacitate the adversary or render him unconscious.

**Damage:** As Base Degree.

**Requirements:** Kung Fu (Supreme Degree), Inhumanity, Attack (Unarmed) 280, Defense (Unarmed) 280.

**Martial Knowledge:** +10 MK.

**Master Bonus:** +10 to Attack (Unarmed) and +10 to Block and Dodge (Unarmed). These bonuses are different from those the character receives in the Advantages section for the Base Degree.

### LAMA TSU

Lama Tsu, or Royal Crane, is the original style from which arose the art known as Lama. As its name suggests, it is a much more complex version, requiring its user to have a perfect knowledge of Ki and to be able feel everything that there is around him. As a result, the fighter can make a rapid series of incredibly beautiful movements (commonly known as "the feathers of the crane") that allows him to defend himself without the slightest difficulty against any number of adversaries or attacks.

**Complexity:** 4

#### BASE DEGREE

**Advantages:** As an improved version of Lama, this martial art cancels the penalties for two additional Defenses. This benefit combines with those provided by the Advanced and Supreme Degrees of Lama, so a character with this martial art can ignore the penalties for defending against up to four or five attacks (depending on the knowledge degree that the fighter has in Lama).

**Damage:** Lama Tsu uses the Base Damage of the basic martial art used.

**Requirements:** Lama (Advanced Degree), Ki Detection, Style 120, Defense (Unarmed) 220.

**Martial Knowledge:** +10 MK.

**Bonus:** +20 to Block and Dodge (Unarmed).

#### ARCANE DEGREE

**Advantages:** At this level of skill, it does not matter how many adversaries the character faces, nor how many attacks he suffers simultaneously: he never applies penalties to his Defense for defending against additional attacks.

**Damage:** As Advanced Degree.

**Requirements:** Lama (Supreme Degree), Erudition, Style 140, Defense (Unarmed) 300.

**Martial Knowledge:** +10 MK.

**Master Bonus:** +20 to Block and Dodge (Unarmed).

### SERAPHITE

Seraphite, known as the art of fire, is an ancient martial art style that, according to legend, was developed in antiquity to hunt demons. As a combat system, it is structured in an extremely complex way, as each and every one of its techniques is terribly offensive. Conceptually, the movements of Seraphite are extraordinarily dangerous, because to use them fully, its practitioners must be willing to put their lives in danger and jump headfirst into the attacks of their enemies. In return, this style increases in an exponential way a practitioner's effectiveness in combat, allowing him to eliminate virtually any adversary. At present, Seraphite is not widely practiced, and only a few members of the Inquisition actively use it.

**Complexity:** 4

#### BASE DEGREE

**Advantages:** If he wishes it, a practitioner can temporarily increase his Attack Ability by +20 in exchange for suffering a penalty of -30 to his defense. The use of this ability must be declared before calculating Initiative. Note that this bonus is special and, consequently, does not fall within the limits of innate class bonuses.

**Damage:** Seraphite increases by +10 the Final Damage of the basic martial art used.

**Requirements:** Shotokan (Advanced Degree) or Kempo (Advanced Degree), Presence Extrusion, Attack (Unarmed) 180.

**Martial Knowledge:** +10 MK.

**Bonus:** +20 to Attack (Unarmed).

#### ARCANE DEGREE

**Advantages:** If he chooses, the character can adopt an offensive combat mode that allows him to partially ignore the attacks of his enemies. Therefore, before calculating Initiative, he can declare that he is applying a special modifier of +30 to his Attack Ability, while suffering a penalty of -50 to his Defense. In addition, he can attack when it is his opportunity to act, even if he has suffered an attack that put him on the Defensive or caused Damage to him. Only attacks that cause him a Critical prevent him from being able to attack thanks to this ability. This offensive mode cannot be used in combination with the ability granted in the Advantages section of the Base Degree of Seraphite.

**Damage:** As Base Degree.

**Requirements:** Shotokan (Supreme Degree) or Kempo (Supreme Degree), Presence Extrusion, Attack (Unarmed) 280.

**Martial Knowledge:** +10 MK.

**Master Bonus:** +20 to Attack (Unarmed).

### MELKAIH

Melkaiah is a strange fighting system that maximizes the strength and ability of its practitioners to inhuman levels. Its style is based on holds, throws, and knockdowns of incredible effectiveness. It is said that as long as a fighter who knows the art of Melkaiah keeps his feet on the ground, he cannot be defeated by conventional means.

**Complexity:** 3

#### BASE DEGREE

**Advantages:** Melkaiah grants a bonus of +3 to the Characteristic checks for Strength or Dexterity when the practitioner executes Take Down and Trapping maneuvers.

**Damage:** Melkaiah uses the Base Damage of the basic martial art used.

**Requirements:** Grappling (Advanced Degree) or Pankration (Advanced Degree), Inhumanity, Attack (Unarmed) 160, Defense (Unarmed) 160.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Attack (Unarmed).



### ARCANE DEGREE

**Advantages:** The absolute mastery of the fighter in the use of holds and throws allows the character to take advantage of, to near impossible limits, combat maneuvers that relate to having his adversary held in some way. Consequently, a character can apply a special bonus of +50 to his Attack Ability when he executes a Complete Attack maneuver (that is to say, when he releases his opponent to maximize his attack), and he obtains a bonus of +3 to his Strength Characteristic checks to execute maneuvers to Crush or Strangle.

**Damage:** As Base Degree.

**Requirements:** Grappling (Supreme Degree) or Pankration (Supreme Degree), Attack (Unarmed) 260, Defense (Unarmed) 260.

**Martial Knowledge:** +10 MK.

**Master Bonus:** +10 to Attack (Unarmed) and +10 to Block and Dodge (Unarmed).

### DUMAH

Dumah, also known as "the art of the wind," is a martial art style that teaches its practitioners to use their hands and legs as if they were edged weapons. As a result of extremely fast movements and mastery of the use of Ki, the fighter molds the air to practically cut his enemies without touching them. Dumah is a tribal practice that is not very well-known, and is usually transmitted solely between members of a family.

**Complexity:** 4

### BASE DEGREE

**Advantages:** A character who uses this martial art can choose to attack using either the Cut or Thrust attack type at the time of making the attack. The sharpness of Dumah's cuts is such that it reduces the Armor Type (AT) by two points of any defender's armor. In addition, it also adds +10 to the Breakage of its attacks.

**Damage:** Dumah increases by +10 the Final Damage of the basic martial art used.

**Requirements:** Kempo (Advanced Degree) or Capoeira (Advanced Degree), Presence Extrusion.

**Martial Knowledge:** +10 MK.

**Bonus:** +20 to Attack (Unarmed).

### ARCANE DEGREE

**Advantages:** At this level, the hands and legs of the fighter are able to cut virtually everything. It does not matter what the defense or protection is; it will be insufficient to withstand the attacks of the character. Consequently, when using martial arts, he receives a bonus of +25 to the Breakage of his attacks and reduces by six points the AT of the defender. Additionally, any Damage caused using Dumah automatically produces bleeding, even if the attack did not produce a Critical.

**Damage:** As Base Degree, except the bonus is +20.

**Requirements:** Kempo (Supreme Degree) or Capoeira (Supreme Degree), Inhumanity, Attack (Unarmed) 280.

**Martial Knowledge:** +10 MK.

**Master Bonus:** +20 Attack (Unarmed).

### MUSHIN

Buried in the darkness of history is the style of Mushin, "the 327 movements of death." It is an ancient art created for the purpose of killing, and the ability of its practitioners is such that they need merely the slightest brush of the fingers to destroy an enemy. This combat system is based on attacking the pressure points of the body of the opponent, producing a chain reaction capable of disabling him or destroying him from within.

**Complexity:** 4

### BASE DEGREE

**Advantages:** The character has the ability to attack, if he wishes, the pressure points of his adversaries, destroying them from the inside and considerably weakening their capabilities. Instead of causing direct Damage, an attack against the pressure points of an opponent forces him to make a Physical Resistance (PhR) check against a Difficulty equivalent to the Damage that would have been dealt plus 20 (up to a maximum of PhR 220). That is to say, if the attack would have caused the loss of 100 Life Points, the PhR check would be against 120. If the adversary fails this Resistance check, the adversary suffers a penalty to all Actions equal to the level of failure and loses Life Points equal to twice the level of failure. For example, if the adversary fails the Resistance check by 40 points, he suffers a penalty of -40 to his Actions and loses 80 Life Points. The victim recovers from the penalty to his Actions at a rate of 5 points per turn. Logically, this ability only produces these effects on organic beings whose bodies are susceptible to damage from pressure points. Also, creatures like dragons or other similar entities are not affected by this ability. Using this ability is completely voluntary. Before rolling the dice, the fighter declares whether he intends to use the ability or not. If he chooses not to, he carries out an attack that does conventional Damage.

**Damage:** Mushin uses the Base Damage of the basic martial art used.

**Requirements:** Kung Fu (Advanced Degree) or Xing Quan (Advanced Degree), Medicine 100 (or specialization in Anatomy 60), Mastery in Attack (Unarmed).

**Martial Knowledge:** +15 MK.

**Bonus:** +10 to Attack (Unarmed).

### ARCANE DEGREE

**Advantages:** At this skill level, the practitioner's ability to attack pressure points improves. The Difficulty of the Physical Resistance (PhR) check increases by 20 points, and the maximum Difficulty increases to 240. In addition, the character can inflict a wide range of special effects on his adversaries through the use of pressure points (see **Mushin Sidebar**).

**Damage:** As Base Degree.

**Requirements:** Kung Fu (Supreme Degree) or Xing Quan (Supreme Degree), Inhumanity, Medicine 120 (or specialization in Anatomy 80), Attack (Unarmed) 300.

**Martial Knowledge:** +15 MK.

**Master Bonus:** +20 to Attack (Unarmed).

### MUSHIN

When using his ability to attack pressure points, an Arcane Master of Mushin can choose to induce certain specific states in his adversaries if they do not pass a Physical Resistance check. However, because of the difficulty in making such attacks, the character must apply a penalty to his Attack Ability whenever he attempts to inflict one of these states.

State	Penalty to the Attack
Weakness	5
Pain	10
Extreme Pain	25
Partially Immobilized	20
Mostly Immobilized	30
Fully Immobilized	50
Coma	60
Death	70



## HAKYOUKUEN

Many consider Hakyokuken to be the closest martial art to perfection that has ever existed. In fact, its origin is not even human, so its true origin is a mystery. A practitioner of Hakyokuken masters the tension in each muscle of his body and projects his blows with a devastating power, literally pulverizing his adversaries. The style also teaches practitioners to preempt any blow: if there is no attacker, there is no need for defense.

**Complexity:** 5

### BASE DEGREE

**Advantages:** The majority of armors do not offer protection against Hakyokuken attacks, so they subtract 2 from their AT if they are soft armors. Moreover, this style is so destructive that the practitioner adds +20 to rolls to calculate the level of Criticals caused by attacks with this martial art. This last ability only works against organic beings.

**Damage:** Hakyokuken increases by +20 the Final Damage of the basic martial art used.

**Requirements:** Shotokan (Advanced Degree) or Muay Thai (Advanced Degree), Use of Necessary Energy, Mastery in Attack (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +20 to Initiative when using martial arts and +10 to Attack (Unarmed).

### ARCANE DEGREE

**Advantages:** Once the practitioner reaches this skill level, Hakyokuken becomes one of the most destructive combat styles that exists. Its attacks have such power that they automatically nullify the protection provided by soft armor, except for bonuses received for Quality. Thus, a soft armor +10 only has AT 2 against attacks by a practitioner of this skill level, regardless of what the armor's actual AT is. Similarly, the practitioner's even greater ability to devastate his opponents increases his bonuses for calculating the level of Criticals to +40 (although this ability continues to only work against organic beings).

**Damage:** As Base Degree, except the bonus is +30

**Requirements:** Shotokan (Supreme Degree) or Muay Thai (Supreme Degree), Inhumanity, Attack (Unarmed) 300.

**Martial Knowledge:** +10 MK.

**Bonus:** +20 to Initiative when using martial arts.

**Master Bonus:** +20 to Attack (Unarmed).

## SHEPHON

Shephon is, probably, the most perfect defense system that exists. It is called "the art of water," because it is inspired by water currents and seeks to let the movements of practitioners flow freely and naturally. As a result, a master of this style is able to avoid virtually any attack, letting himself be carried away by the power unleashed by his enemies without being hurt by it.

**Complexity:** 4

### BASE DEGREE

**Advantages:** When the character uses Pure Defense, he increases the bonus of this defense to +60.

**Damage:** Shephon uses the Base Damage of the basic martial art used.

**Requirements:** Aikido (Advanced Degree) or Kuan (Advanced Degree), Use of Ki, Mastery in Defense (Unarmed).

**Martial Knowledge:** +10

**Bonus:** +20 to Block and Dodge (Unarmed).

### ARCANE DEGREE

**Advantages:** As Base Degree, except the bonus increases to +100.

**Damage:** As Base Degree.

**Requirements:** Aikido (Supreme Degree) or Kuan (Supreme Degree), Defense (Unarmed) 300.

**Martial Knowledge:** +10 MK.

**Master Bonus:** +20 to Block and Dodge (Unarmed).

## ENUTH

"The art of the dream," as Enuth is also called, was created when the War of Darkness took place. A very important faction of the Sylvain guard of the imperial family adopted the philosophy against killing advocated by C'iel and created Enuth to be able to confront the darklings without having to necessarily kill them. Because of the incredible resilience of the Duk'zarist, the style was refined to extreme lengths to match the offensive power of its antagonists.

**Complexity:** 3

### BASE DEGREE

**Advantages:** Enuth grants a bonus of +20 to rolls to calculate the level of Criticals, when the character executes a blow with the objective of rendering the target unconscious. The practitioner can, in addition, freely reduce the Damage he causes by whatever amount he wishes, even after both fighters have rolled the dice. Thus, he can, for example, declare that he wants to leave his enemy with a single Life Point when his attack would have left the enemy with fewer Life Points than that.

**Damage:** Enuth uses the Base Damage of the basic martial art used.

**Requirements:** Sambo (Advanced Degree) or Shotokan (Advanced Degree), Attack (Unarmed) 160, Defense (Unarmed) 160.

**Martial Knowledge:** +10 MK.

**Bonus:** +20 to Block and Dodge (Unarmed).

### ARCANE DEGREE

**Advantages:** Each and every one of the character's attacks are automatically considered blows able to incapacitate an enemy or render him unconscious, so regardless of the Damage produced (as long as it is at least 1 Life Point) or the location hit, the defender must always make an unconsciousness check following the standard rules. In the case of beings with Damage Resistance, all the practitioner's attacks are considered Aimed at vulnerable spots. The practitioner applies a modifier of +50 to calculate the level of Critical of the unconsciousness effects. Also, the practitioner's control over vital energy is so great that, when he hits an antagonist for Damage, he can calculate the remaining life that the antagonist has left. As a result, he has the ability to determine the amount of Life Points his adversary has remaining, as long as the practitioner is causing Damage to him with the attack.

**Damage:** As Base Degree.

**Requirements:** Sambo (Supreme Degree) or Shotokan (Supreme Degree), Inhumanity, Erudition, Attack (Unarmed) 280, Defense (Unarmed) 280.

**Martial Knowledge:** +10 MK.

**Master Bonus:** +15 to Block and Dodge (Unarmed) and +15 to the Attack (Unarmed).

## HANJA

There are some who argue that Soo Bahk and Hanja are not really two different martial arts, but are two degrees of a same combat system. In more than one sense, this claim is correct, because Hanja resembles a superior and more sophisticated version of Soo Bahk. Just like its "little brother," this style specializes in the control of the combat space, creating around the fighter a zone of absolute defense that allows him to protect himself automatically from attacks coming from any direction. Its practitioners have the capacity to unnaturally calculate the trajectory of attacks against them, sensing everything that is near. They can even feel the movement of the air around them to determine the most suitable defense.

**Complexity:** 3





#### BASE DEGREE

**Advantages:** A fighter who uses this martial art does not suffer any penalty to his Defense Ability for suffering attacks originating from his back, nor for fighting in confined spaces. Also, he can attack adversaries located at any position with his full Ability, without the need to face them.

**Damage:** Hanja uses the Base Damage of the basic martial art used.

**Requirements:** Soo Bahk (Advanced Degree), Ki Detection, Notice 200, Mastery in Defense (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Block and Dodge (Unarmed).

#### ARCANE DEGREE

**Advantages:** At this highest skill level, Hanja grants the fighter complete mastery of his surroundings, allowing him to defend himself with full Ability in any situation. Consequently, the character does not suffer any kind of penalty to his Defense Ability for finding himself Partially or Mostly Immobilized (even if it is because of a Trapping maneuver), nor by being Put at Weapon's Point.

**Damage:** As Base Degree.

**Requirements:** Soo Bahk (Supreme Degree), Inhumanity, Erudition, Notice 240, Defense (Unarmed) 300.

**Martial Knowledge:** +10 MK.

**Master Bonus:** +20 to Attack (Unarmed).

### GODHAND

Godhand is, in fact, a considerably modern martial art, at least by the standards of other styles of similar complexity. It was created by the second Emperor, Lazaro Giovanni, gathering elements of very different origins. Godhand is a style that consists of concentrating for a moment all of one's physical and spiritual energy in a single extremity, while looking for a vulnerability in the opponent's guard. That way, the fighter can obliterate his enemy with a single demolishing blow of matchless power.

**Complexity:** 4

#### BASE DEGREE

**Advantages:** Godhand allows a fighter to prepare an attack for a few seconds to enormously increase its power. The character must sacrifice one of his attacks, which grants him a special bonus of +30 to his Attack Ability and +50 to Damage to the first attack he makes in the following turn. Nothing prevents him from declaring that he is carrying out multiple attacks during a turn and sacrificing the last one of them with this aim. In order to activate this ability, the character must have the capacity to carry out an attack, but must voluntarily decide not to make use of it. For that reason, a character who has been placed on the Defensive or uses all the Attack Actions at his disposal in a turn cannot prepare the boosted attack. Put simply, he does not have an opportunity to prepare an attack.

**Damage:** Godhand uses the Base Damage of the basic martial art used.

**Requirements:** Boxing (Advanced Degree) or Shotokan (Advanced Degree), Mastery in Attack (Unarmed).

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Attack (Unarmed).

#### ARCANE DEGREE

**Advantages:** As Base Degree, except that the prepared attack applies a special bonus of +60 to Attack Ability and +100 to Damage.

**Damage:** As Base Degree.

**Requirements:** Boxing (Supreme Degree) or Shotokan (Supreme Degree), Inhumanity, Presence Extrusion, Attack (Unarmed) 300.

**Martial Knowledge:** +10 MK.

**Master Bonus:** +15 to Attack (Unarmed).

### REX FRAME

Rex Frame is a strong combat style that maximizes the capacity of a character to sustain blows without suffering damage. Through a perfect synchronization of energy and physical training, practitioners take the resistance of their bodies to inhuman levels, allowing them to withstand impacts capable of splitting metal armor in two.

**Complexity:** 3

#### BASE DEGREE

**Advantages:** Due to the extremes to which Rex Frame's practitioners take their bodies, a character with this martial art gains a Natural Armor Type of 3 against all types of attacks, including those of Energy. This ability can be combined with any kind of armor as an additional layer, without applying special penalties to Initiative for that reason. Additionally, this ability grants Damage Barrier 60 against any kind of conventional attack that is not able to damage energy.

**Damage:** Rex Frame uses the Base Damage of the basic martial art used.

**Requirements:** Malla-yuddha (Advanced Degree) or Muay Thai (Advanced Degree), Mastery in Defense (Unarmed), Inhumanity.

**Martial Knowledge:** +10 MK.

**Bonus:** +10 to Block and Dodge (Unarmed).

#### ARCANE DEGREE

**Advantages:** The value of the Natural Armor Type of the character increases to 6, and its Damage Barrier increases to 200.

**Damage:** As Base Degree.

**Requirements:** Malla-yuddha (Supreme Degree) or Muay Thai (Supreme Degree), Defense (Unarmed) 300, Zen.

**Martial Knowledge:** +20 MK.

**Master Bonus:** +20 to Block and Dodge (Unarmed).

### EXELION

Exelion is a combat system developed by the Deva in antiquity. This unique style teaches its practitioners to exteriorize the energy of their souls through their extremities, instead of using physical force, to wield the energy as a weapon of insurmountable power. When fighting, a master of Exelion's hands (and sometimes his feet) become enveloped in crepitating energy that leaves a tenuous trail when he moves at great speed.

**Complexity:** 5

#### BASE DEGREE

**Advantages:** None.

**Damage:** Exelion deals Damage equal to double the Presence of the character plus his Power Characteristic bonus. No other modifier originating from martial arts, abilities, Ki Techniques, objects, or other similar sources is ever added to this amount. Consequently, the Base Damage of Exelion is always unmodifiable. Although Exelion is a style that feeds on the soul of its practitioners, its strikes are still physical, so despite how the strikes appear, they are not of the Energy attack type.

**Requirements:** Kardad (Advanced Degree) or Tai Chi (Advanced Degree), Mastery in Attack (Unarmed), Aura Extension.

**Martial Knowledge:** +15 MK.

**Bonus:** +10 to Attack (Unarmed).

#### ARCANE DEGREE

**Advantages:** None.

**Damage:** As Base Degree.

**Requirements:** Kardad (Supreme Degree) or Tai Chi (Supreme Degree), Inhumanity, Attack (Unarmed) 300.

**Martial Knowledge:** +20 MK.

**Master Bonus:** +25 to Attack (Unarmed).



# WEAPONS IN MARTIAL ARTS

Sometimes, some martial arts practitioners also train in the use of certain weapons, allowing practitioners to use them effectively in combat. Thus, certain weapons (like nunchakus, tonfa, war fans, etc.) are generally associated with certain fighting styles. In these cases, a character can wield these weapons and apply the bonuses to Attack and Defense that the martial arts provide, just as he does when fighting unarmed. Note that only the bonuses to combat ability (from the Bonus and Master Bonus sections) apply when a practitioner uses one of these weapons, not any of the other associated advantages of the martial art. That is to say, although a character who knows Kempo or Kung Fu can use nunchakus or a war fan with his full ability, he cannot carry out additional attacks while applying only a +10 from the use of Kempo nor add the variable bonus of +10 from Kung Fu.

A character does not need to know how to handle any of the weapons associated with a martial art to be able to learn that martial art. If, once the martial art is known, he wants to use it with its weapons, he may invest the necessary Development Points (DP), as if he acquired a general Weapons Module. Characters of the Tao class can acquire Weapons Modules for the styles they know for only half the DP.

The following is a list of Weapons Modules that are associated with the various martial arts and the modules' costs in DP. Note that not all the combat styles are necessarily associated with weapons.

## BASIC MARTIAL ARTS

### AIKIDO

**Weapons:** Jitte, War Fan, Staff, Sai, Tonfa, Lujiaodao  
**Cost:** 40 DP

### KUNG FU

**Weapons:** War Fan, Shuanggou, Hu Die Dao, Guandao, Pudao, Chui, Liu Xing Chui, Nunchaku, Tiger Claws, Long Sword  
**Cost:** 60 DP

### SHOTOKAN

**Weapons:** Katana, Tanto, Lanza  
**Cost:** 20 DP

### MUAY THAI

**Weapons:** Cestus, Ram Dao  
**Cost:** 20 DP

### CAPOEIRA

**Weapons:** Saber, Urumi, Talwar, Bracamarte  
**Cost:** 30 DP

### KEMPO

**Weapons:** Hu Die Dao, Tonfa  
**Cost:** 10 DP

### GRAPPLING

**Weapons:** Cestus, Dirk  
**Cost:** 10 DP

### SAMBO

**Weapons:** Kerambit, Dirk, Dagger, Sai  
**Cost:** 30 DP

### TAE KWON DO

**Weapons:** Staff, Bastard Sword, Bracamarte, Pudao, Combat Cane  
**Cost:** 40 DP

### TAI CHI

**Weapons:** Lujiaodao, Hu Die Dao, Lajatang, Naginata  
**Cost:** 30 DP

### PANKRATION

**Weapons:** Dagger, Kerambit, Cestus  
**Cost:** 20 DP

### KARDAD

**Weapons:** Pata, Short Sword, Katar, Kris, Lance  
**Cost:** 40 DP

### MALLA-YUDDHA

**Weapons:** Lujiaodao, Blocking Dagger, Sai  
**Cost:** 20 DP

### LAMA

**Weapons:** Tonfa, Staff  
**Cost:** 10 DP

### KUAN

**Weapons:** Tiger Claws, Lujiaodao, Hu Die Dao, Kerambit  
**Cost:** 30 DP

### SOO BAHK

**Weapons:** Sang Kauw, Dagger  
**Cost:** 10 DP

### BOXING

**Weapons:** Cestus, Katar  
**Cost:** 10 DP

### XING QUAN

**Weapons:** Katar, Pata, Tiger Claws, Sanjiegun (Three Sectional Staff), Hu Die Dao  
**Cost:** 40 DP

## ADVANCED MARTIAL ARTS

### SELENE

**Weapons:** Stiletto, Dagger, Sai, Kunai, Kogai  
**Cost:** 40 DP

### MELKIAH

**Weapons:** Kerambit, Cestus, Kukri  
**Cost:** 20 DP

### EMP

**Weapons:** Jitte, Blocking Dagger, Sai, Lujiaodao, Tonfa  
**Cost:** 40 DP

### SERAPHITE

**Weapons:** Cestus, Falcata, Breaker, Broadsword  
**Cost:** 30 DP

### SHEPHON

**Weapons:** Sai, Blocking Dagger, Rodela  
**Cost:** 20 DP

### ENUTH

**Weapons:** Staff, Combat Cane  
**Cost:** 10 DP

### HAKYOUKUKEN

**Weapons:** Staff, Tonfa, Nunchaku  
**Cost:** 20 DP

### SUNYATA

**Arma:** Dirk, Dagger, Short Sword  
**Cost:** 20 DP

### HANJA

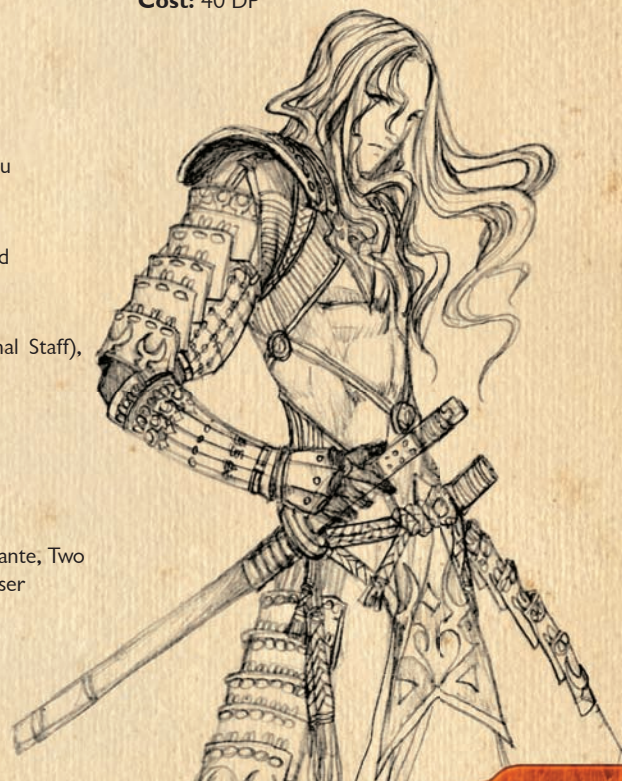
**Arma:** Sanjiegun (Three Sectional Staff), Kau Sin Ke, Shuanggou  
**Cost:** 20 DP

### MUSHIN

**Arma:** Dirk, Pata  
**Cost:** 10 DP

### REX FRAME

**Arma:** Two handed sword, Montante, Two handed axe, Claymore, Grosse messer  
**Cost:** 40 PD



Tsubasa Kurokami



# CHAPTER 5 CREATION OF KI TECHNIQUES

*After the power, nothing is so sublime as the knowledge of having mastered its use.*

*Jean Paul*

## KI TECHNIQUES

The Techniques of Ki are some of the most powerful elements that a character can make use of. These incredible abilities allow characters to carry out impossible actions, from being transported miles of distance to cutting air with a sword so as to reach an enemy located far away. Although **Anima: Beyond Fantasy** presents the most common rules for creating Ki Techniques, this chapter provides a multitude of new effects and capabilities available to characters.

### Levels and Trees of Techniques

Each Technique is delineated by a level that indicates how powerful it is. There are three levels: Basic (level 1), Major (level 2), and Arcane (level 3). Basic (level 1) Techniques are the most general, granting characters special abilities of minor power. Major (level 2) Techniques are reserved for much more powerful effects; they are the classic "finishing moves" that are available to most fighters. Arcane (level 3) Techniques represent an extraordinary degree of power. Arcane Techniques are only accessible to the most powerful martial artists, because with them entire armies can be exterminated or mountains can be demolished with terrible ease. The level of a Technique defines the minimum and maximum cost in Martial Knowledge (MK) points that a character can invest in the technique, as well as the number of disadvantages that it can have.

When a character begins to develop Ki Techniques, he cannot jump directly to second or third level ones. The process usually involves building what is called a Technique Tree, or what is the same, creating a series of Techniques related to one another. As a basic rule, to develop a Major Technique (second level), it is necessary that the character know two Basic (first level) ones, and to possess an Arcane (third level) one, he must know two Major (second level) ones. Once these requirements have been reached, a character can have as many Techniques as his MK points allow him. For example, a character who already knew two Techniques of first level could develop as many of second level as he wanted, or could continue to create more first level ones, without having to obligatorily know any third level ones.

TABLE 16: TECHNIQUE LEVELS AND TREES

Level	Maximum MK	Minimum MK	Disadvantages
1	50	20	1
2	100	40	2
3	200	60	3

*Illustrated by Wen Yu Li*





## How Is a Technique Created?

As discussed in *Anima: Beyond Fantasy*, in order to create a Ki Technique, the first thing that needs to be done is to choose its level. The level indicates the minimum and maximum amount of MK that can be spent on the Technique. Once a player knows the MK spending limit, he can decide what the effects will be. Every Technique has a single main effect, which may or may not be accompanied by several secondary effects. The main effect represents the core purpose of the Technique, while secondary effects are added abilities of a more diverse nature and lesser importance. Every effect has a specific MK and Ki cost. There is no difference in MK points for main or secondary effects, but Ki Point costs follow different rules. Main effects have Ki Point costs lower than secondary effects, since they are the true essence of the Technique. If the amount of MK is too high for the level of the Technique, various Disadvantages can be chosen (as many as the level of the Technique) to reduce it.

The Ki cost of each effect of the Technique is based on specific related Characteristics. In other words, to use certain abilities, the character must accumulate Ki with the Characteristics on which the abilities are based (the closest to the nature of the powers that the Technique uses). For example, an effect that increases the mobility of a character would be based on Agility, whereas one that multiplied the Damage of an attack would be based on Strength. However, it might not be convenient for a character to base a Technique on the effect's original Characteristics. Therefore, he has the option of basing the effects on different optional Characteristics, but doing so increases the Ki point cost of the effect. Each Technique effect description lists the additional Ki point cost incurred next to the optional Characteristic (see sidebar for more details).

### CREATION OF A TECHNIQUE ■ STEP BY STEP

Following are detailed instructions for creating a Technique.

#### Step 1: Choose Technique Level

Chooses the level of the Technique to determine how many MK points can be spent on it and how many Disadvantages it can have.

The player wants to create a second-level Technique, and therefore the MK he can spend on it cannot be less than 40 MK nor more than 100 MK. In addition, it cannot have more than 2 Disadvantages.

#### Step 2: Choose Main Effect

Choose the main effect of the Technique. Its cost in Ki points is located in the Primary column (1) of the effects table.

The player determines that the Technique he is creating is an Attack Technique, which is going to have as a main effect +125 to Attack. He looks at the effects table and sees that the effect has a cost of 18 Ki points (Dexterity) and 35 MK points.

#### Step 3: Choose Secondary Effects

Choose the secondary effects of the Technique, if any. The player may choose as many as his MK and the MK limits will allow. The cost in Ki points of the secondary effects is located in the secondary column (2) of the effects table.

The player chooses two secondary effects: Distance attack 300 feet and Aim -100. He looks at the effect tables and discovers that the costs are 8 Ki points (Power) and 20 MK for the first effect, and 9 Ki points (Dexterity) and 15 MK for the second.

#### Step 4: Calculate Technique MK

Once a player has chosen the effects of the Technique, he adds the cost of each one to determine the final MK necessary to develop the Technique. If the costs exceed the points allowed by the Technique level, he must modify the effects or choose Disadvantages to lower the MK cost. Note that if the cost in MK of the effects chosen is lower than the minimum value allowed by the level of the Technique, the player can still create it, but its cost will be the minimum for its level.

Adding the costs of the three effects that the player chose for his Techniques, he discovers that it has a total cost of 70 MK (which is permissible for a Technique of second level).

#### Step 5: Calculate Accumulation Cost

Determine the cost in Ki of the effects chosen and the Characteristics on which they are based. If a player chooses four effects, he will have four different costs potentially tied to four different Characteristics. If two effects are based on the same Characteristic, the player adds their costs together.

Adding the costs of the three effects the player discovers that the Technique has a total cost in Ki of 27 points of Dexterity (18 + 9) and 8 points of Power.

#### Step 6: Modify Accumulation Costs Between Characteristics

This is the final step, and the most complex of all. Once the player knows what each effect costs in Ki points, he can distribute that cost among optional Characteristics. For each effect of the Technique, the player can take all (or just a portion) of the Ki point cost and share it among as many optional Characteristics as he wishes. However, each optional Characteristic possesses an additional Accumulation cost that the player must add to the Technique's total cost if he chooses to distribute the Ki point cost to that Characteristic.

Since the player feels 27 is too high a cost to Accumulate only from Dexterity, he decides to distribute to another two Characteristics the 18 points for the cost of the bonus to Attack. He chooses Strength and Agility, both of which have an added cost of +2, making the 18 Ki points of Dexterity become 22. He distributes 10 of those points into Strength and the other 12 into Agility. After these modifications, the final cost of the Technique that he created is Agility 12, Strength 10, Dexterity 9, and Power 8.



## Altering the Cost in Ki and MK of Techniques

There exists a general rule that allows players to increase or reduce the Ki cost and Martial Knowledge of Techniques at the moment that they are created. By making a Technique more complex (increasing its MK cost), its creator can reduce the consumption of Ki for its activation. On the other hand, a Technique could be simplified (reducing its MK cost) by increasing its Ki cost disproportionately for its effects.

For every 10 points of MK by which the cost of a Technique is increased to reduce the Ki cost, a point can be subtracted from the cost in Ki for one of the connected Characteristics. This ability has several limitations. Firstly, the maximum amount of points by which the Ki cost can be reduced cannot be greater than 5 (that is, 50 points of MK is the maximum amount that can be spent for this purpose). Secondly, lowering the Ki cost drawn from a Characteristic below half of the base cost, rounding up, is not allowed. Finally, the Technique must be sustained by at least three different Characteristics to be able to reduce its cost in this manner.

In contrast, a player can lower by 5 the cost in MK of a Technique for every 2 additional points that he adds to its Ki cost, up to a maximum of 20 MK (in other words, +8 to the Ki cost). These points can be distributed freely between the different Characteristics that the Technique uses.

In no case can these costs increase or reduce the MK cost of a Technique above or below the limits that its level allows.

Imagine that a player has developed a Technique of level 2, for 40 MK, whose cost in Ki are AGI 7, DEX 7, and POW 3. As the character has a lot of unspent Martial Knowledge and the player wants to make sure the character can carry out the Technique very quickly, the player invests 50 points of MK to lower the Ki cost by 5 points. Since he cannot reduce the base cost below half (rounding up), the limit is AGI 4, DEX 4, and POW 2, which comes out to be 5 points less than the base cost. After investing the points in this way, the final cost in MK of the Technique is 90.

## Frequency of Effects

The effects that appear listed in this chapter for creating Ki Techniques fall within two different types of frequencies, depending on whether the effects are applied only to a specific Action or, on the contrary, apply to multiple Actions during a turn. A further explanation of both types of frequencies follows.

**Action:** As its name indicates, these effects are tied to a single specific Action. If, for example, they modify an Attack, the Technique grants its benefits only to the next Attack that is executed, and not to any others that the character makes in that same turn (even if the Technique is a maintained Technique). In order to trigger these effects, the character must have the opportunity to use the Action the Technique is tied to.

**Turn:** Unlike effects linked to a single Action, these effects grant an advantage to the character throughout the entire turn, regardless of the number of times that they are used in that period of time. For example, an Attack effect of the Turn frequency modifies all the Natural Attacks that a character makes during a turn and one that increases his Armor protects against all the hits he suffers that turn.

**Mixed:** When a particular Technique mixes elements of the Action and Turn frequencies, these maintain their basic characteristics, allowing some effects to modify one Action and others to last the rest of the turn.

Take, as an example, a Defense Technique that grants an Action bonus to the Block Ability and increases the Type of Armor Type throughout the entire turn. The character who executed the Technique receives a modifier to his Defense Ability only at the moment he blocks the first Attack, but the Technique increases his Armor for the rest of the turn.

## Action Type for Effects

Effects usually depend on a particular type of Action, which determines whether the Technique is Active or Passive. Each is associated with one of the four categories that are presented next:

**Attack:** This effect is tied to an attack Action. The character must have the capacity to attack in order to use the Technique. By its nature, it is an Active Action. These effects also are called Offensive.

**Counterattack:** This type of effect is similar to the previous type, but the attack needs to be a counterattack. The character can only use this Technique if the character obtains a result that allows him to counterattack and has an Action to do it. It is possible for this type of effect to be in a Defense Technique (and, therefore, in a Passive Action), giving the pertinent bonus if the character obtains a counterattack.

**Defense:** This type of effect grants the character benefits at the time of blocking or dodging attacks. Techniques that possess this type of effect are Passive and can be used at any time.

**Variable:** Effects of this type are of a diverse nature and can be tied to different Actions. According to what Action in particular the Technique is associated with, the Technique can be Active or Passive.

## Maintaining Techniques

Although Techniques are generally instantaneous, it is possible to create some that last a prolonged period of time, staying active for several turns in exchange for a certain expenditure of Ki. In order to create a Technique that can be maintained, the player must declare that that is his intention when he develops it. Any Ki Technique that can be maintained has an additional cost of 10 MK points if it is first level, 20 if it is second level, or 30 if it is third level. In addition to this increase in the MK cost, the Ki point cost is also increased, although it is possible to distribute the additional cost freely among the various Characteristics that the Technique uses. It is also possible to maintain only some of the effects of a Technique, while letting other effects end.

In order to maintain Techniques in later turns, the character must spend as many Ki points each turn as the ability to maintain the Technique added to the base cost. Thus, if making a Technique maintainable increased its base Ki cost by 5 points, during each subsequent turn after it was activated, the character must spend 5 Ki points to maintain it. This amount must be paid using the Characteristics associated with the effect, and doing so is completely innate, regardless of what the Accumulation of the character is.

A player wants to create a maintained Technique that grants a bonus of +50 to the Damage of one attack each turn. Since this is the main effect, the Technique costs 15 MK to create and 5 Ki points to activate. Because it is a first level Technique, the player adds 10 MK points to its cost to make it maintainable, so its final cost is 25 MK points. The player then determines that making the Technique maintainable increases the activation cost by 2 Ki points, causing the final activation cost to be 7 Ki points. After the turn the Technique is activated, the +50 to Damage costs 2 Ki points to maintain.

Note that the effects of a maintained Technique work as if the character executed them again every turn, but does not grant other additional benefits. For example, if a Technique provides +100 Attack Ability to a single attack per turn (an effect of the Action frequency), even if it were maintained, the character using it could not add the bonus to the rest of his attacks in a turn. To do so, he would have to maintain a Technique of the Turn frequency, which would affect all his attacks in that turn.

TABLE 17: MAINTAINING TECHNIQUES

Level	Added MK
Level 1	+10 MK
Level 2	+20 MK
Level 3	+30 MK



## Sustained Techniques

Similar to maintained Techniques, sustained Techniques have the capacity to last after being executed. However, unlike with the case of maintenance, sustained Techniques do not have a cost in Ki points per turn, but rather have a preset duration; after being executed, they remain active until their effects extinguish on their own.

Techniques can be sustained at two different levels: Minor and Greater. Techniques sustained at the Minor level last 5 turns (15 seconds), whereas Techniques sustained at the Greater level last 20 turns, or what is the same, a whole minute. Sustained Techniques are always of second and third level, and they can only cause effects that are of a lower level: a third level Technique can only use first and second level effects, and a second level Technique can only use first level effects. For example, +150 to Attack Ability (an effect of second level) can only be used in a sustained Technique of third level.

In order to create a sustained Technique, the player must declare that intention when he creates the Technique. Creating a sustained Technique increases the MK cost and Ki point cost, as with maintained Techniques. Techniques of second level cost 40 points of additional MK if they last 5 turns (Minor Sustenance), or 60 MK if their duration is 20 turns (Greater Sustenance). In the case of third level Techniques, these costs are increased to 60 and 90 MK, respectively. With respect to Ki cost, each one of the effects has an associated cost that must be distributed among the Characteristics that the Technique uses.

As with maintained Techniques, sustained Techniques work as if the character executed them again every turn, but does not grant other additional benefits. Consequently, a sustained Technique of the Action frequency would still only affect one attack each turn; a Technique of the Turn frequency would be required to affect all his attacks in a turn.

Maintained effects cannot be combined in a single Technique with Sustained effects.

A player wants to create a level two Technique (sustained for 5 turns) that increases the Damage of one attack by 100 points. After distributing the Ki cost among the various optional Characteristics, he allocates the base cost of the effect as 6 Strength and 6 Power. Next he distributes 10 points more, as indicated by the column of Minor Sustenance in the table of effects, resulting in the total cost of the Technique being Strength 11 and Power 11. The cost in MK of the Technique is 70 points, 30 for the effect and 40 for being a Technique of level 2 that is sustained for 5 turns.

**TABLE 18: SUSTAINED TECHNIQUES**

Sustained Level	Level 2	Level 3
Minor Sustenance	+40 MK	+60 MK
Greater Sustenance	+60 MK	+90 MK

## Options

Some effects have different optional Advantages and Disadvantages that can be chosen. These increase or reduce the MK cost of the Technique and its cost in Ki points, as indicated in each description. The player may freely divide the extra cost in Ki among the Characteristics that the selected options are associated with. As with Techniques, the optional Advantages also have an added cost if they are to be maintained.

A player creates a Technique costing 40 MK and 8 Dexterity and 10 Strength. Next, he chooses an option for one of its effects that increases its MK cost by 30 and its Ki cost by 12. Since he can freely divide those 12 points among Dexterity and Strength, he adds 4 points to Dexterity and 8 to Strength, so the final Ki cost of the Technique is Dexterity 12 and Strength 18, and it has an MK cost of 70.

## Improvised Techniques

Some characters' mastery of Ki is so great that they can improvise special attacks and defenses at the most unexpected moments. These attacks and defenses, in fact, are not true Combat Techniques. These individuals simply have an enormous natural power and a great creativity that allows them to shape their Ki in the most varied ways. For example, a fighter could manipulate his energy to increase his offensive ability or project it at a distance if he needed to.

In order to make use of these Techniques, a character must have developed the Ki Ability of Improvised Techniques. It is the essential prerequisite, and without it the character lacks the necessary faculty for innovation.

A fighter who has Improvised Techniques is free to use any effect of first level that is presented in the tables for creating Techniques. To use one of the effects, the character simply declares what effect he is trying to emulate and begins to Accumulate Ki. In order to determine the cost in Ki points, the cost is taken from the Secondary effect column. That amount cannot be distributed among any optional Characteristics. The character must accumulate using only the Primary Characteristic of the effect. Thus, a character wanting a bonus of +100 Damage in one of his attacks has to accumulate 13 Ki points from Strength, whereas if he wants Armor Type 4, he must accumulate 9 Ki points from Constitution.

Naturally, these improvised actions never are as powerful as true Combat Techniques, so they have several limitations and disadvantages:

- 1. Effects cannot be mixed nor combined among themselves in any way. Each Improvised Technique can only have one effect and it must be of first level (effects of second and third level cannot be used).
- 2. Two Improvised Techniques cannot be carried out in the same turn, even if they are tied to different actions, nor it is possible to combine them with normal Combat Techniques either.
- 3. The effects of the Improvised Techniques can never utilize optional Advantages. Consequently, those effects that require them as a basis, like Supernatural States, cannot be used in an improvised way.
- 4. Because of the Techniques' improvised nature, a character using one of these Techniques increases by 2 points his chance to Fumble. That is to say, a character who attacks or defends with one of them would obtain a Fumble result with a roll of 5 or less (4 if he has Mastery).
- 5. The Improvised Techniques are immediate; they cannot be maintained or sustained.

A character wants to execute a distance attack of 300 feet using an Improvised Technique. To do so, his player consults the pertinent table and discovers that the secondary cost of this effect is 8 Power. To make use of the Technique, the character has to accumulate 8 Ki points using only his Accumulation of Power.

## Combinable Effects

Some Techniques exist that, by their nature or execution, can be used in combination with others, creating as a result a different and much more powerful effect. These Techniques are called Combinable Techniques.

Combinable Techniques allow a character to use two or more of them simultaneously in a single movement, causing different effects with a single Action. That is to say, two Techniques with a multitude of effects that are Combinable can be used in unison for multiple simultaneous effects. It is even possible to combine two Techniques that apparently do not have anything to do with each other, as long as both are Combinable. Still, even with two or more Techniques that are Combinable, the same effects are never added: the highest is used. That is to say, a character who uses two Combinable Techniques that have increase Damage by +50 and +100, respectively, would not apply +150 to the Damage of his attack, but only +100.



Celia knows two Combinable Techniques: one that allows her to attack at a 750 foot distance, applying a bonus of +75 to her Attack Ability, and another that multiplies her Base Damage by two, adding +100 to her Attack Ability. Since both Techniques are Combinable, Celia can simultaneously use the two in one Action. In doing so, she carries out an attack at a 750 foot distance that doubles her Base Damage and adds a bonus to her Attack Ability of +100 (the higher of the two modifiers for the same effect).

To create a Combinable Technique, the player must declare he is doing so when the Technique is created. The Ki point costs and MK costs for creating a Combinable Technique increase differently depending on the level of the Technique. **Table 19: Combinable Effects** presents the various Ki and MK costs for making a Technique Combinable. The cost in Ki points can be distributed freely among all the Characteristics that the Technique uses, as decided by the Technique's creator. These costs are inherent to the Technique itself and are added even when the Technique is not being used in combination with another.

**TABLE 19: COMBINABLE EFFECTS**

Level	Added Ki Cost	Added MK Cost
1	+3 Ki	+10 MK
2	+6 Ki	+20 MK
3	+9 Ki	+30 MK

A Technique of second level whose cost was AGI 7, DEX 7, and POW 3 that a player wants to make Combinable would increase its cost by 6 Ki points. Those additional points can be distributed among the three associated Characteristics as the player wants: for example, by adding 2 to each Characteristic cost (AGI 9, DEX 9, and POW 5), or adding the 6 points to a single Characteristic such as Power (AGI 7, DEX 7, and POW 9).

High Inquisitor Nero



## EFFECTS

This section presents the different effects that can be used when Ki Techniques are created. Although the list is extensive, it does not pretend to be exhaustive, so if a player wishes his Technique to have an ability that does not appear collected among those presented, the Game Master must determine whether he will allow it or not and what its cost will be. In the descriptions, the following elements are presented:

**Effects:** These are the abilities that the Technique confers to those who use it.

**Primary (1):** This number is the Ki point cost if the effect is the main effect of the Technique.

**Secondary (2):** This number is the Ki point cost if the effect is the secondary effect of the Technique.

**MK:** This number is the Martial Knowledge cost for the Technique.

**Level:** This number is the power level of the effect. There are three levels: Basic, Major, and Arcane. In the table, Basic effects do not have any numeral, Major effects are marked with a 2, and Arcane effects are marked with a 3. Effects can only be chosen if they are not higher than the level of the Technique they are in. That is to say, an effect marked with a 2 can only be in second or third level Techniques.

**Primary Characteristic:** This is the base Characteristic for the effect.

**Optional Characteristics:** These are the Characteristics among which the cost in Ki points of the effect can be distributed. Each optional Characteristic has an added cost, which indicates the extra Ki points a character must pay for distributing points to that specific Characteristic.

**Elements:** These are the elements related to the effect.

**Maintenance (Maint):** This is the cost of maintaining the effect over several turns. This number's use is two-fold: it shows how much the effect increases the activation cost and the amount to be paid per turn.

**Minor Sustenance (MiS):** This number is the cost in Ki points that must be added to the base cost of the effect for it to be sustained for 5 turns. If no value appears, that effect cannot be used in a Sustained Technique.

**Greater Sustenance (GrS):** This number is the cost in Ki points that must be added to the base cost of the effect for it to be sustained for 20 turns (1 minute). If no value appears, that effect cannot be used in a Sustained Technique.

**Frequency:** This is how often in a turn the effect takes place. If the effect modifies only one Action in a turn, the word **Action** appears, whereas if the benefits are applied during the whole turn, the word **Turn** appears.

**Action Type:** This is the kind of Action the effect is linked to. Four different Action Types exist: Attack, Counterattack, Defense, and Variable.



## MODIFIED COSTS

Many of the costs of the effects that appear in this chapter are slightly different from those that appear in **Chapter 10** of **Anima: Beyond Fantasy**. Those costs have been altered to adapt better to the new abilities described in this book.

## Offensive Effects

This group of effects encompasses all those that increase the Attack Ability of a character. By their very nature, these effects are tied to the Attack or Counterattack Action Types, so a character who executes a Technique with these effects must have the capacity to attack in order to use the effects.

### ATTACK ABILITY (SINGLE)

This effect adds a bonus to Attack Ability. Upon rolling the dice, a character adds the number under Attack Bonus to his roll.

Attack Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	2	4	5	1	2	4	
+25	3	5	5	2	4	7	
+40	4	6	10	3	6	11	
+50	5	8	15	4	8	14	
+75	9	12	20	6	12	21	
+90	12	15	25	8	16	28	
+100	14	18	30	10	20	35	
+125	18	22	35	12	24	42	2
+150	22	26	40	14	28	49	2
+175	26	32	45	16	32	56	3
+200	30	36	50	18	36	63	3

**Frequency:** Action **Action Type:** Attack  
**Primary Char.:** Dexterity **Elements:** Air, Fire, Darkness  
**Optional Char.:** Agility +2, Strength +2, Power +2, Willpower +3

### ATTACK ABILITY (MULTIPLE)

As Attack Ability (Single), except this bonus applies to all attacks that the character executes in the turn, including those carried out with additional weapons. The only exception is that the bonuses do not modify attacks that depend on other Techniques, unless both Techniques have the Combinable Advantage.

Attack Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	4	6	10	2	4	7	
+25	8	11	15	5	10	18	
+40	10	13	20	8	16	28	
+50	12	15	30	10	20	35	2
+75	18	22	50	14	28	49	2
+90	24	29	60	18	36	63	3
+100	28	32	70	20	40	70	3

**Frequency:** Turn **Action Type:** Attack  
**Primary Char.:** Dexterity **Elements:** Air, Fire, Darkness  
**Optional Char.:** Agility +2, Strength +2, Power +2, Willpower +3

## PREDETERMINED ATTACK

This effect allows the character to replace his Attack Ability with a predetermined attack value. When executing the Technique, the character does not roll the dice, but instead his Final Attack Ability is automatically considered to be the number in the Attack Difficulty column. Therefore, if a character uses a Technique that attacks with Almost Impossible Difficulty, his enemies must defend themselves against an automatic result of 240.

Attack Difficulty	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Moderate (80)	2	4	5	1	2	4	
Difficult (120)	4	6	5	2	4	7	
Very Difficult (140)	6	9	5	3	6	11	
Absurd (180)	8	11	10	4	8	14	
Almost Imp. (240)	12	15	15	6	12	21	
Impossible (280)	16	20	25	8	16	28	2
Inhuman (320)	20	24	35	10	20	35	2
Zen (440)	26	32	45	12	24	42	3

**Frequency:** Action **Action Type:** Attack  
**Primary Char.:** Power **Elements:** Light, Darkness, Earth  
**Optional Char.:** Agility +2, Dexterity +2, Strength +3, Willpower +1

## COUNTERATTACK ABILITY

This effect adds a bonus to the Attack Ability of the character when he makes a counterattack. These bonuses only apply after the character obtains a successful Defense result that allows him to make a counterattack, and only against the original attacker.

Attack Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	1	2	5	1	2	4	
+25	2	4	5	2	4	7	
+40	3	5	10	3	6	11	
+50	4	6	10	4	8	14	
+75	6	9	15	6	12	21	
+90	9	12	20	8	16	28	
+100	12	15	25	10	20	35	
+125	14	18	30	12	24	42	2
+150	18	22	35	14	28	49	2
+175	22	26	40	16	32	56	3
+200	26	32	45	18	36	63	3

**Frequency:** Action **Action Type:** Counterattack  
**Primary Char.:** Dexterity **Elements:** Water, Air, Earth  
**Optional Char.:** Agility +2, Strength +2, Power +2, Willpower +3

## COMBAT MANEUVERS AND AIMING (SINGLE)

This effect allows a character to perform aimed attacks and other combat actions, such as Disarm, at a reduced penalty for the maneuver. The amount by which the penalty is reduced appears in the Precision column of the following table.

Precision	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
10	1	2	5	1	2	4	
25	2	4	5	1	2	4	
50	3	5	10	2	4	7	
75	4	6	10	2	4	7	2
100	6	9	15	3	6	11	2
120	8	11	20	3	6	11	3

**Frequency:** Action **Action Type:** Attack  
**Primary Char.:** Dexterity **Elements:** Air  
**Optional Char.:** Agility +1, Constitution +2, Power +2, Willpower +2





## COMBAT MANEUVERS AND AIMING (MULTIPLE)

As with Combat Maneuvers and Aiming (Single), except this effect grants the capacity to carry out aimed attacks and other combat actions with a minor penalty for all the attacks carried out by the character during the turn. The only exception is that the modifiers do not apply to attacks that depend on other Techniques, unless both Techniques have the Combinable Advantage.

Precision	Prim. Sec.			MK	Maint.	MiS	GrS	Lv
10	2	4	10	2	4	7		
25	4	6	15	3	6	11		
50	6	9	20	4	8	14	2	

**Frequency:** Turn **Action Type:** Attack  
**Primary Char.:** Dexterity **Elements:** Air  
**Optional Char.:** Agility +1, Constitution +2, Power +2, Willpower +2

## INDIRECT ATTACK

This effect encompasses attacks where the character who activates the Technique is not the immediate source of the attack. The direct source of the attack can be anything imaginable: thorns that erupt from the ground, a meteor shower, etc. As the attack does not come from the character directly, his adversary cannot counterattack him, even if the result the Defense roll allows it. Naturally, that does not prevent the enemy from attacking him when it is the enemy's turn to act (if he has not been placed on the Defensive, of course). The level of the Technique being modified determines the level of this effect.

Indirect Attack	Prim. Sec.	MK	Maint.	MiS	GrS	Lv	
1	3	5	10	2	4	7	
2	6	9	20	4	8	14	2
3	9	12	30	6	12	21	3

**Frequency:** Action **Action Type:** Attack  
**Primary Char.:** Power **Elements:** Water, Air, Darkness  
**Optional Char.:** Agility +2, Constitution +2, Dexterity +2, Willpower +2

## CAMOUFLAGE ATTACK

This effect camouflages the true nature of the attack in some way, preventing the targets of the Technique from responding appropriately to defend themselves. An example of this effect would be an apparently conventional attack that at the last moment produces an immense column of energy under the feet of its victims. Consequently, any individual who suffers from a Camouflage Attack must pass a Notice check against the Difficulty of the effect or suffer the penalty of being Surprised to its Defense. If a character declares that he wants to Search at the moment the attack against him is executed (that is to say, he has the Initiative and waits for something like this), the Difficulty is reduced by two levels.

This effect is only fully useful the first time that the Technique is executed against a particular enemy. Someone who has previously witnessed the Technique or has been the target of the attack before reduces the Difficulty of the check by a level. After the target has passed the check against this Technique once, he knows the trick of the Technique and, consequently, can no longer be Surprised by it.

Attack Difficulty	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Moderate (80)	1	2	5	1	2	4	
Difficult (120)	2	4	5	1	2	4	
Very Difficult (140)	3	5	5	1	2	4	
Absurd (180)	5	8	10	2	4	7	
Almost Imp. (240)	6	9	10	3	6	11	
Impossible (280)	7	10	15	4	8	14	2
Inhuman (320)	8	11	20	5	10	18	2
Zen (440)	10	13	25	6	12	21	3

**Frequency:** Action **Action Type:** Attack  
**Primary Char.:** Power **Elements:** Water, Air, Darkness  
**Optional Char.:** Agility +2, Constitution +3, Dexterity +1, Willpower +2

## Defensive Effects

This group of effects encompasses all those effects that increase the Defense capabilities of a character. By their nature, these effects are tied to Block or Dodge Abilities, so a character can use them passively at any time if his Accumulation allows it.

## BLOCK ABILITY (SINGLE)

This effect adds a bonus to the character's Block Ability. After rolling the dice, the player adds the number under Block Bonus to his dice roll.

Block Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	2	4	5	1	2	4	
+25	3	5	5	1	2	4	
+40	4	6	10	2	4	7	
+50	5	8	15	3	6	11	
+75	9	12	20	4	8	14	
+90	12	15	25	5	10	18	
+100	14	18	30	8	16	28	
+125	18	22	35	10	20	35	2
+150	22	26	40	12	24	42	2
+175	26	32	45	14	28	49	3
+200	30	36	50	16	32	56	3

**Frequency:** Action **Action Type:** Defense  
**Primary Char.:** Dexterity **Elements:** Water, Light, Earth  
**Optional Char.:** Agility +2, Strength +2, Power +2, Willpower +3

## BLOCK ABILITY (MULTIPLE)

As with Block Ability (Single), except this bonus is applied to any Block roll that the character makes during the turn. This ability can be combined with the effect Additional Defense, allowing the character to defend several times with this bonus without suffering a penalty for defending against several attacks.

Block Bonus	Prim. Sec.		MK	Maint.	MiS	GrS	Lv
+10	4	6	10	2	4	7	
+25	6	9	15	4	8	14	
+40	9	12	20	6	12	21	
+50	12	15	35	9	18	32	2
+75	18	22	50	12	24	42	2
+90	26	32	65	15	30	53	3
+100	30	36	75	18	36	63	3

**Frequency:** Turn **Action Type:** Defense  
**Primary Char.:** Dexterity **Elements:** Water, Light, Earth  
**Optional Char.:** Agility +2, Strength +2, Power +2, Willpower +3



## LIMITED BLOCK ABILITY

This effect adds a bonus to the character's Block Ability, but it does not allow him to make counterattacks, even if the result of the Defense roll would allow it. Naturally, nothing prevents him from attacking normally when it is his turn to do so, if he has not been placed on the Defensive.

Block Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	1	2	5	1	2	4	
+25	2	4	5	1	2	4	
+40	3	5	10	1	2	4	
+50	4	6	10	2	4	7	
+75	6	9	15	3	6	11	
+90	8	11	20	4	8	14	
+100	10	13	25	6	12	21	
+125	12	15	30	8	16	28	2
+150	16	20	35	10	20	35	2
+175	20	24	40	12	24	42	3
+200	24	29	45	14	28	49	3

**Frequency:** Action **Action Type:** Defense  
**Primary Char.:** Dexterity **Elements:** Water, Light, Earth  
**Optional Char.:** Agility +2, Strength +2, Power +2, Willpower +3

## DODGE ABILITY (SINGLE)

This effect adds a bonus to the character's Dodge Ability. After rolling the dice, the player adds the number under Dodge Bonus to his dice roll.

Dodge Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	2	4	5	1	2	4	
+25	3	5	5	1	2	4	
+40	4	6	10	2	4	7	
+50	5	8	15	3	6	11	
+75	8	11	20	4	8	14	
+90	12	15	25	5	10	18	
+100	14	18	30	8	16	28	
+125	18	22	35	10	20	35	2
+150	22	26	40	12	24	42	2
+175	26	32	45	14	28	49	3
+200	30	36	50	16	32	56	3

**Frequency:** Action **Action Type:** Defense  
**Primary Char.:** Agility **Elements:** Water, Air, Light  
**Optional Char.:** Constitution +2, Dexterity +2, Power +2, Willpower +3



## DODGE ABILITY (MULTIPLE)

As with Dodge Ability (Single), except this bonus is applied to any roll to Dodge that the character makes during the turn. This ability can be combined with the effect Additional Defense, allowing the character to defend several times with this bonus without suffering a penalty for defending against several attacks.

Dodge Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	4	6	10	2	4	7	
+25	6	9	15	4	8	14	
+40	9	12	20	6	12	21	
+50	12	15	35	9	18	32	2
+75	18	22	50	12	24	42	2
+90	26	32	65	15	30	53	3
+100	30	36	75	18	36	63	3

**Frequency:** Turn **Action Type:** Defense  
**Primary Char.:** Agility **Elements:** Water, Air, Light  
**Optional Char.:** Constitution +2, Dexterity +2, Power +2, Willpower +3

## LIMITED DODGE ABILITY

This effect adds a bonus to the Dodge Ability of the character but it does not allow him to make counterattacks, even if the result of the Defense roll would ordinarily allow it. Naturally, nothing prevents him from attacking normally when it becomes his turn to act, if he has not been placed on the Defensive.

Dodge Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	1	2	5	1	2	4	
+25	2	4	5	1	2	4	
+40	3	5	10	1	2	4	
+50	4	6	10	2	4	7	
+75	6	9	15	3	6	11	
+90	8	11	20	4	8	14	
+100	10	13	25	6	12	21	
+125	12	15	30	8	16	28	2
+150	16	20	35	10	20	35	2
+175	20	24	40	12	24	42	3
+200	24	29	45	14	28	49	3

**Frequency:** Action **Action Type:** Defense  
**Primary Char.:** Agility **Elements:** Air, Light, Darkness  
**Optional Char.:** Constitution +2, Dexterity +2, Power +2, Willpower +3

## PREDETERMINED DEFENSE

This effect allows the character to replace his Dodge or Block Ability with a predetermined Defense value. When executing the Technique, the player does not roll the dice, but instead his Final Defense Ability is considered to be the number in the Defense Value column.

Defense Value	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Average (80)	2	4	5	1	2	4	
Difficult (120)	4	6	5	2	4	7	
Very Difficult (140)	6	9	5	3	6	11	
Absurd (180)	8	11	10	4	8	14	
Almost Imp. (240)	12	15	15	6	12	21	
Impossible (280)	16	20	25	8	16	28	2
Inhuman (320)	20	24	35	10	20	35	2
Zen (440)	26	32	45	12	24	42	3

**Frequency:** Action **Action Type:** Defense  
**Primary Char.:** Dexterity **Elements:** Water, Light, Earth  
**Optional Char.:** Agility +1, Constitution +3, Power +2, Willpower +2







Accumulating power to increase the damage of an attack

## Destructive Effects

This group of effects encompasses those effects that increase the Damage that attacks produce. Like the Offensive Effects, by nature these effects are tied to the Attack or Counterattack Action Types.

### DAMAGE AUGMENTATION (SINGLE)

This effect increases the Base Damage that an attack produces. This bonus is not added to the result shown in the Combat Table, but rather to the attack's Base Damage. Therefore, if for example the Damage of a character with his weapon is 60 points and he uses a Technique that includes this effect with +50, his Base Damage before making the attack roll will be of 110.

Damage Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	1	2	5	1	2	4	
+25	2	4	5	1	2	4	
+40	3	5	10	1	2	4	
+50	4	6	15	2	4	7	
+75	6	9	20	3	6	11	
+90	8	11	25	4	8	14	
+100	10	13	30	5	10	18	
+125	14	18	35	6	12	21	2
+150	16	20	40	8	16	28	2
+175	18	22	45	10	20	35	3
+200	20	24	50	12	24	42	3

**Frequency:** Action

**Action Type:** Attack

**Primary Char.:** Strength

**Elements:** Fire, Earth

**Optional Char.:** Constitution +1, Dexterity +3, Power +2, Willpower +1

#### Optional Advantage: Sacrifice

This advantage allows a character to increase his Attacks' Base Damage even more by means of a Sacrifice added to the Technique (see page 13), such as losing Life Points or Characteristics.

Option	Cost	MK	Maint.	MiS	GrS
Vital Sacrifice	+4	15	3	6	11
Double Vital Sacrifice	+10	50	4	8	14
Health Sacrifice	+2	10	2	4	7
Characteristic Sacrifice	+2	10	2	4	7

**Vital Sacrifice:** A character can increase his Base Damage up to an amount equal to the number of Life Points he sacrifices when using a Technique with this effect. If a character sacrifices 50 Life Points, for example, he adds a bonus of +50 to the Base Damage of the attack boosted by the Technique. If this Advantage is used by a creature with Damage Resistance, the Life Point amount must be increased by means of the Damage Resistance Multiple. For example, a creature with a Life Multiple of 5 would have to sacrifice 50 LP to gain a bonus of +10 with this Advantage. Since the sacrificed Life Points are the very vital essence of the character, the character cannot use 'unnatural' Life Points for that purpose, such as ones gained thanks to Ki or magical abilities.

**Double Vital Sacrifice:** As Vital Sacrifice, except the Damage increases in an amount equivalent to double the sacrificed Life Points.

**Health Sacrifice:** Allows for an increase in an attack's Base Damage in an amount equivalent to twice the amount of Life Points sacrificed. Unlike Vital Sacrifice, Life Points sacrificed in this way can never be recovered.

**Characteristic Sacrifice:** This Advantage increases an attack's Base Damage by 50 points for every Primary Characteristic point sacrificed. For example, a character who sacrificed 2 Constitution points would add a bonus of +100 to the Base Damage of the attack. This can only be done with Characteristics that are used to accumulate the necessary Ki for the Technique, so Intelligence and Perception are excluded. It is not possible to sacrifice more than 5 points of attributes in the execution of the Technique. Sacrificed Characteristics cannot be recovered by any means.



### Optional Advantage: Limited Damage

This Advantage provides the capacity to increase the Base Damage of an attack in an amount equivalent to the Life Points that the character making that attack has lost up to that moment. That is to say, if a character who has suffered 120 points of Damage executes a Technique with this Advantage, he increases by 120 the Base Damage of that attack. Unnatural Life Points (like those obtained through Ki or magical abilities that increase the maximum limit of Life Points) do not count with respect to determining the lost Damage. Limited Damage cannot be used by creatures with Damage Resistance.

Option	Cost	MK	Maint.	MiS	GrS
Limited Damage	+12	30	4	8	14

### DAMAGE AUGMENTATION (MULTIPLE)

As Damage Augmentation (Single), except the bonus to Damage is added to any attack that the character carries out in the turn, including those made by an additional weapon. The only exception is that the modifiers do not apply to attacks that depend on other Techniques, unless both Techniques have the Combinable Advantage.

Damage Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	2	4	10	1	2	4	
+25	3	5	15	2	4	7	
+40	5	8	20	3	6	11	
+50	7	10	25	4	8	14	2
+75	10	13	35	6	12	21	2
+90	12	15	40	8	16	28	3
+100	14	18	50	10	20	35	3

**Frequency:** Turn  
**Primary Char.:** Strength  
**Optional Char.:** Constitution +1, Dexterity +3, Power +2, Willpower +2

**Action Type:** Attack  
**Elements:** Fire, Earth

### DAMAGE MULTIPLIER (SINGLE)

This effect multiplies the Base Damage that an attack causes. In the case of attacks with some other added modifier to the Damage, the multiplication is always performed before adding any other amount. Therefore, if a character uses a Technique that doubles the Base Damage of the attack and also adds +100 to the Damage, first the Base Damage is multiplied and then the +100 is added to it.

Multiplier	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
x2	10	15	25	4	8	14	
x3	15	20	40	8	16	28	2
x4	20	30	80	12	24	42	3

**Frequency:** Action  
**Primary Char.:** Strength  
**Optional Char.:** Constitution +2, Dexterity +3, Power +1, Willpower +1

**Action Type:** Attack  
**Elements:** Fire, Earth

### DAMAGE MULTIPLIER (MULTIPLE)

As Damage Multiplier (Single), except the multiplier is applied to all attacks made by the character during the turn, including those made by an additional weapon. The only exception is that the modifiers do not apply to attacks that depend on other Techniques, unless both Techniques have the Combinable Advantage.

Multiplier	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
x2	20	30	40	8	16	28	
x3	30	36	70	16	32	56	2
x4	40	48	100	22	44	77	3

**Frequency:** Turn  
**Primary Char.:** Strength  
**Optional Char.:** Constitution +2, Dexterity +3, Power +1, Willpower +1

**Action Type:** Attack  
**Elements:** Fire, Earth

### PREDETERMINED DAMAGE (SINGLE)

This effect allows the character to replace the Base Damage of his Attack with a predetermined amount of Damage, ignoring the amount of Damage he normally produces with his weapons. For example, a character who has a Base Damage of 40 points when attacking with a dagger, when using a Technique with this effect, would cause the amount of Damage that appears under Base Damage instead.

Base Damage	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
50	1	2	5	1	2	4	
100	3	5	10	2	4	7	
120	5	8	15	3	6	11	
150	7	10	20	5	10	18	2
180	9	12	25	7	14	25	2
200	12	15	30	9	18	32	3
250	15	19	35	12	24	42	3

**Frequency:** Action  
**Primary Char.:** Strength  
**Optional Char.:** Constitution +1, Dexterity +3, Power +2, Willpower +2

**Action Type:** Attack  
**Elements:** Fire, Earth

### PREDETERMINED DAMAGE (MULTIPLE)

As Predetermined Damage (Single), except the effect replaces the Base Damage of all attacks that the character makes during the turn.

Base Damage	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
50	3	5	10	2	4	7	
100	5	8	15	5	10	18	
120	8	11	20	6	12	21	
150	12	15	30	8	16	28	2
180	15	19	40	10	20	35	2
200	18	22	50	12	24	42	3

**Frequency:** Turn  
**Primary Char.:** Strength  
**Optional Char.:** Constitution +1, Dexterity +3, Power +2, Willpower +2

**Action Type:** Attack  
**Elements:** Fire, Earth

## Action Effects

These effects allow a character to perform several penalty-free additional actions during the same turn. By their nature, these effects depend on a variety of Actions: from Attacks and Defenses to uses of Secondary Abilities.

### ADDITIONAL ATTACK

This effect allows a character to carry out an additional attack without suffering a penalty for doing so. Any other effect in a Technique with this effect applies to all the original attack and the additional attack. Thus, if the character acquires +1 additional attack and a bonus of +50 to attack from the same Technique, he can execute two attacks in a single turn, applying the +50 to both, without suffering a penalty for multiple attacks. Note that a Technique with this effect is tied to one of the attacks that the character makes in the turn, but nothing prevents him from carrying out more attacks with the standard penalty if he chooses. For example, he could declare that he is going to carry out an additional attack (with the corresponding 25 to his attack ability) and then use a Technique that provides additional attacks to gain a further additional attack without increasing the penalty (so all three attacks are only at 25, instead of 50).

Attacks	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+1	6	9	20	3	6	11	
+2	12	15	30	6	12	21	
+3	18	22	40	9	18	32	
+4	24	29	50	12	24	42	2
+5	30	36	60	15	30	53	3

**Frequency:** Action  
**Primary Char.:** Dexterity  
**Optional Char.:** Agility +2, Constitution +1, Power +3, Willpower +3

**Action Type:** Attack  
**Elements:** Water, Air





A character with 150 Attack Ability knows a Technique that grants him a bonus of +50 to his Attack Ability, +50 to his Damage, and two additional attacks. Consequently, that Technique allows him to make three attacks at Attack Ability 200 and +50 Damage. If he wants, he can declare that he is going to make a standard additional attack and use this Technique in the first of them. Consequently, he can carry out four attacks total: three of them with Attack Ability 175 (because of the 25 for carrying out a standard additional attack) and +50 to the Damage, and the fourth with Attack Ability 125 and no bonus to damage (as the Technique does not apply to this attack at all).

#### Optional Advantage: Continuous Attack

This Advantage allows a character to deliver all of his attacks without interruption. His opponent cannot counterattack until all attacks are resolved. However, this Advantage does not prevent the opponents' counterattack indefinitely. If the Combat Result allows, he may take his counterattack right after his attacker finishes his last blow. In any event, the fact that an opponent cannot counterattack does not prevent him from withdrawing from physical combat.

Option	Cost	MK	Maint.	MiS	GrS
Continuous Attack	+10	30	5	10	18

#### Optional Advantage: Added Fatigue Bonus

This Advantage allows a character to add any bonus he receives from using Fatigue Points to all the attacks that he performs with this Technique. For example, a character who uses 2 Fatigue Points to receive a +30 bonus to his Attack Ability would add this bonus to every attack of the Technique.

Option	Cost	MK	Maint.	MiS	GrS
Added Fatigue Bonus	+6	20	2	4	7



The Claws of the Dragon

#### Optional Disadvantage: Combo

This Advantage requires the additional attacks of a Technique to work in a chain, and consequently, it is necessary for the previous attack to have hit for the next additional attack to be made. That is to say, each additional attack must hit the target for the character to carry out a following one. If at some point the opponent successfully defends, even if he cannot counterattack, he immediately cuts the chain of blows, stopping the Technique. The reduction to the Ki cost that this Disadvantage provides varies, as seen in the table, depending on how many additional attacks the effect provides.

Combo	Cost	MK	Maint.	MiS	GrS
Up to 2 Additional Attacks	3	10	-	-	-
3 or More Additional Attacks	6	20	-	-	-

#### LIMITED ADDITIONAL ATTACK

Characters may use this ability to perform penalty-free additional attacks. However, additional effects from this Technique only apply to one attack. When the Technique is created, the player must decide to which attack the additional effects apply (if any). All the additional effects must be tied to the same attack and cannot be distributed among the different attacks provided by the Technique.

Attacks	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+1	3	5	5	1	2	4	
+2	6	9	10	2	4	7	
+3	9	12	15	3	6	11	
+4	12	15	20	4	8	14	
+5	15	19	30	6	12	21	
+6	18	22	40	8	16	28	2
+8	22	26	50	10	20	35	2
+10	26	32	60	12	24	42	3

**Frequency:** Action

**Action Type:** Attack

**Primary Char.:** Dexterity

**Elements:** Water, Air, Darkness

**Optional Char.:** Agility +2, Constitution +1, Power +3, Willpower +3

For example, a Technique that grants two additional attacks, as well as a +50 bonus to Attack Ability and another +50 to Damage, would allow a character to perform three attacks with a +50 to his Attack Ability and Damage on only one of them.

#### Optional Advantage: Continuous Attack

This Advantage works identically to the Continuous Attack Advantage described under the Additional Attack effect.

Option	Cost	MK	Maint.	MiS	GrS
Continuous Attack	+10	30	5	10	18

#### ADDITIONAL DEFENSE

This effect allows a character to defend himself several times during turn, without suffering penalties for making additional Blocks or Dodges. For example, if a fighter uses a Technique that provides him with three Additional Defenses, he can attempt to defend himself from the first three attacks against him with his full Defense Ability without applying modifiers from

**Table 41 of Anima: Beyond Fantasy.**

If he suffers a fourth attack, he suffers only a 30 to his Defense (as if it were actually the second attack), a 50 against the fifth, and so on.





Defenses	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+1	1	2	5	1	2	4	
+2	2	4	5	2	4	7	
+3	3	5	10	3	6	11	
+4	4	6	15	4	8	14	
+6	5	8	20	6	12	21	
+8	6	9	25	8	16	28	
+10	7	10	30	10	20	35	2
Unlimited	8	11	35	12	24	42	3

**Frequency:** Action **Action Type:** Defense  
**Primary Char.:** Agility **Elements:** Light  
**Optional Char.:** Constitution +2, Dexterity +1, Power +3, Willpower +3

#### Optional Advantage: Added Fatigue Bonus

This Advantage allows a character to add any bonus he receives from using Fatigue Points to all Defenses he performs with this Technique.

Option	Cost	MK	Maint.	MiS	GrS
Added Fatigue Bonus	+6	20	2	4	7

### ADDITIONAL ACTION

This effect allows a character to perform several Active Actions in a single turn without applying penalties for doing so. For instance, a character could move at his top Movement Value, try to steal something, and perform an acrobatic maneuver, all without the penalties for performing multiple Actions. However, he cannot perform the same Action twice in the turn. He cannot, for example, move at his top Movement Value twice during the same turn. The additional Actions cannot be attacks.

Actions	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+1	1	2	5	1	2	4	
+2	2	4	5	2	4	7	
+3	3	5	10	3	6	11	
+4	4	6	15	4	8	14	
+5	5	8	20	6	12	21	
+6	6	9	25	8	16	28	
+8	7	10	30	10	20	35	2
+10	8	11	35	12	24	42	3

**Frequency:** Turn **Action Type:** Variable  
**Primary Char.:** Dexterity **Elements:** Air  
**Optional Char.:** Agility +1, Constitution +1, Power +3, Willpower +2

#### Optional Advantage: Added Fatigue Bonus

This Advantage functions in the same way as Added Fatigue Bonus does under Additional Attacks and Additional Defenses.

Option	Cost	MK	Maint.	MiS	GrS
Added Fatigue Bonus	+6	20	1	2	4

## Reaction Effects

These effects increase a character's response capability. They boost his reaction speed to critical situations.

### INITIATIVE AUGMENTATION

This effect increases a character's Initiative for the turn. After rolling for Initiative, the player adds the amount under Initiative Bonus to his Initiative roll. The use of this effect must be declared before calculating Initiative for the turn.

Initiative Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+25	1	2	5	1	2	4	
+50	2	4	10	1	2	4	
+75	4	6	15	2	4	7	
+100	6	9	20	3	6	11	
+125	8	11	25	4	8	14	2
+150	10	13	30	5	10	18	2
+175	12	15	35	6	12	21	3
+200	14	18	40	7	14	25	3

**Frequency:** Turn **Action Type:** Variable  
**Primary Char.:** Agility **Elements:** Air  
**Optional Char.:** Constitution +2, Dexterity +1, Power +3, Willpower +3

### QUICK RECOVERY

This effect allows a character who has been forced to put himself on the Defensive to recover his ability to perform Active Actions in that turn. This effect only grants this ability when the Technique is executed. If later, in the same turn, the character is again forced to go on the Defensive, he will once again lose the ability to act. Note that Quick Recovery does not grant Additional Actions or Attacks either; if a character has used up all his Offensive Actions, he cannot attack again just because he uses Quick Recovery. This effect does not grant any benefit if the character has suffered from a Critical in this turn.

Effect	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Quick Recovery	6	9	25	2	4	7	

**Frequency:** Action **Action Type:** Variable  
**Primary Char.:** Willpower **Elements:** Air, Light, Water  
**Optional Char.:** Agility +2, Constitution +2, Dexterity +3, Power +2

### FORETELL

This effect reduces or eliminates the penalties to Actions suffered because of having an Initiative 150 points or more lower than an opponent. To be effective, a Technique with this effect must be used when an opponent who has obtained Surprise against the character declares an opposed Action against him. Note that the effect of Foretell only works against Surprises that have been produced by a difference in Initiative, not ones caused by any other circumstance. Also, this effect does not work against multiple opponents; if two or more individuals have obtained Surprise against the character, Foretell only eliminates penalties against one of them.

Foretell	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Half	3	5	10	1	2	4	
Full	6	9	25	3	6	11	

**Frequency:** Turn **Action Type:** Variable  
**Primary Char.:** Power **Elements:** Air, Fire, Light  
**Optional Char.:** Constitution +2, Dexterity +3, Strength +1, Willpower +1

**Half:** The character only suffers a penalty of 45 to opposed Action checks against the antagonist who has obtained Surprise against him.

**Full:** The character suffers no penalty to opposed Action checks against the antagonist who has obtained Surprise against him.





## Special Effects

This section encompasses other effects not already incorporated in other categories.

### LONG-DISTANCE ATTACK (SINGLE)

This effect allows the character to project his attacks over a distance. The reach of the Technique is determined by the distance chosen from the effect table. The attacker can use any offensive ability that he has to project it, including Magical or Psychic projection. Any Technique performed at a distance counts as a fired projectile with respect to calculating defense penalties (although the attacker does not enjoy the modifiers for projectiles [see **Table 44** of *Anima: Beyond Fantasy*]).

To determine a Techniques long-distance Base Damage, the player chooses either the damage produced by the hand-held weapon or a value equivalent to twice the users Base Presence, plus his Power Bonus (nevertheless, the attack will not observe any of the special rules of the grasped weapon). In the second case, for example, a character of third level would produce a Damage of 80 plus his Power Bonus.

Distance	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
15 feet	1	2	5	1	2	4	
30 feet	2	4	10	1	2	4	
60 feet	3	5	10	2	4	7	
150 feet	4	6	15	3	6	11	
300 feet	5	8	20	4	8	14	
800 feet	6	9	25	5	10	18	2
1500 feet	8	11	30	6	12	21	2
3000 feet	10	13	35	8	16	28	2
3 miles	14	18	40	10	20	35	3
6 miles	18	22	45	12	24	42	3
60 miles	22	26	50	14	28	49	3

**Frequency:** Action

**Action Type:** Attack

**Primary Char.:** Power

**Elements:** Water, Air, Fire

**Optional Char.:** Agility +3, Constitution +4, Dexterity +2, Willpower +1

#### Optional Advantage: Projection

When executing the Technique, the character projects himself with his attack, letting himself be transported with the energy he has unleashed. Consequently, he is physically transported by his Technique to his selected target.

Option	Cost	MK	Maint.	MiS	GrS
Projection	+4	10	1	2	4

#### Optional Advantage: Trail of Destruction

This advantage causes the Technique to affect all those located within the trajectory of the attack. Thus, anyone located in the direct line drawn by the Technique, from its origin to its target, is also hit by the Technique. If an individual is only partially in the trail, he applies a bonus of +40 to his Defense Ability.

Option	Cost	MK	Maint.	MiS	GrS
Trail of Destruction	+8	20	1	2	4

### LONG-DISTANCE ATTACK (MULTIPLE)

As Long-distance Attack (Single), except the long-distance effect is used in all the attacks that the character makes during the turn, including ones made by an additional weapon. The only exception is that the effect does not apply to attacks that depend on other Techniques, unless both Techniques have the Combinable Advantage.

Distance	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
15 feet	2	4	10	2	4	7	
30 feet	4	6	15	3	6	11	
60 feet	6	9	20	4	8	14	
150 feet	8	11	25	5	10	18	
300 feet	10	13	35	6	12	21	2
800 feet	12	15	45	8	16	28	2
1500 feet	16	20	55	10	20	35	2
3000 feet	20	24	70	12	24	42	3

**Frequency:** Turn

**Action Type:** Attack

**Primary Char.:** Power

**Elements:** Water, Air, Fire

**Optional Char.:** Agility +3, Constitution +4, Dexterity +2, Willpower +1



An impact distance attack

### AREA ATTACK (SINGLE)

The effect creates an attack that affects every person within its radius using a single Attack roll. The player must choose the radius and pay the cost at the time the Technique is created. It is not possible to specify particular targets within the area [everything in the radius suffers the effects of the Technique].

The Base Damage of an Area Attack is either the weapons Base Damage or twice the characters Base Presence, plus his Power Bonus.

Radius	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
3 feet	1	2	5	1	2	4	
15 feet	2	4	10	1	2	4	
30 feet	3	5	15	2	4	7	
80 feet	4	6	20	3	6	11	
150 feet	6	9	25	4	8	14	2
300 feet	8	11	30	5	10	18	2
1500 feet	10	13	40	6	12	21	2
3000 feet	12	15	50	8	16	28	3
3 miles	16	20	60	10	20	35	3

**Frequency:** Action

**Action Type:** Attack

**Primary Char.:** Power

**Elements:** Fire, Light, Darkness

**Optional Char.:** Agility +2, Constitution +3, Dexterity +2, Willpower +1

#### Optional Advantage: Target Choice

This advantage allows a character to choose specific targets within an Area Attack. Unknown targets, such as those hidden from the character, cannot be de-selected.

Option	Cost	MK	Maint.	MiS	GrS
Target Choice	+2	10	1	2	4



## AREA ATTACK (MULTIPLE)

As Area Attack (Single), except this effect is used in all the attacks that the character makes in the turn, including ones made with an additional weapon. The only exception is that the effect does not apply to attacks that depend on other Techniques, unless both Techniques have the Combinable Advantage.

Radius	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
3 feet	2	4	10	2	4	7	
15 feet	4	6	15	3	6	11	
30 feet	6	9	20	4	8	14	
80 feet	8	11	30	5	10	18	2
150 feet	12	15	45	6	12	21	2
300 feet	16	20	65	8	16	28	3

**Frequency:** Turn

**Action Type:** Attack

**Primary Char.:** Power

**Elements:** Fire, Light, Darkness

**Optional Char.:** Agility +2, Constitution +3, Dexterity +2, Willpower +1

### Optional Advantage: Target Choice

This advantage allows a character to choose specific targets within an Area Attack. Unknown targets, such as those hidden from the character, cannot be de-selected.

Option	Cost	MK	Maint.	MiS	GrS
Target Choice	+2	10	1	2	4

## AREA BLOCK

This effect allows a character to defend a large area. Thus, a character using this effect can block an attack of great dimensions, such as Special Area Effects (like the breath of a dragon or a Fireball spell) or masses of conventional attacks (like a rain of projectiles). As its name indicates, the effect can only be used with Block, not with Dodge.

Radius	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
3 feet	1	2	5	1	2	4	
15 feet	2	4	5	2	4	7	
30 feet	3	5	10	3	6	11	
80 feet	4	6	15	4	8	14	
150 feet	5	8	20	5	10	18	2
300 feet	6	9	25	6	12	21	2
1500 feet	8	11	30	7	14	25	3
3000 feet	10	13	35	8	16	28	3

**Frequency:** Action

**Action Type:** Defense

**Primary Char.:** Power

**Elements:** Light, Earth, Water

**Optional Char.:** Constitution +2, Dexterity +2, Strength +2, Willpower +3

## AUTOMATIC TRANSPORTATION

The character can transport himself automatically up to the distance indicated in the first column of the table for this effect. Although the movement is automatic, this effect does not confer the ability to pass through solid bodies unless the character using the Technique is also an immaterial entity. Visually, this effect can be interpreted in many ways: for example, the character could disappear only to reappear almost instantaneously at the destination, or the character could arrive at the destination in a series of incremental transports. If the character combines this effect with an attack effect, he can attack the moment he appears. Automatic Transportation cannot be used to gain automatically the bonus for a Back or Flank attack because the enemy can turn to face the attack. If the character combines it with a successful Defense effect, he can withdraw automatically from the combat. Despite the effects having a Variable Action Type, a character cannot use it to transport himself as a Passive Action, except in the case previously mentioned.



## THE USE OF AUTOMATIC TRANSPORTATION IN COMBAT

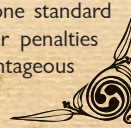
The effect of Automatic Transportation can be tied to an Attack or Defense, varying greatly in its application depending on its case. In order to avoid incorrect interpretations of the effects, the advantages and disadvantages of that linking are presented below.

**Tied to an Attack:** When a character tries to use an Automatic Transport Technique to obtain an advantageous position against an adversary (like a Flank or Back Attack), it is not enough for him simply to use the Technique to directly grant him the bonus. Although automatic movement allows the character to instantly arrive at a destination, his enemies have the natural capacity to pivot freely to face him. However, it is also true that when a character uses Automatic Transportation against an antagonist for the first time, it is very possible that this antagonist will be surprised by the unexpectedness of the Action (simply, because at first he does not know how to place himself). Therefore, anyone who is not accustomed or does not expect to receive an attack of this type needs to pass a Notice check against a Difficulty of Very Difficult or Absurd to avoid suffering either the penalty for Surprise or the one for the appropriate disadvantageous positioning.

Naturally, this check is only required the first or second time that a character uses Automatic Transportation this way against that particular opponent.

**Tied to a Counterattack:** A transportation effect also can be tied to a counterattack, which has enormous utility against Long-distance Attacks. If a character uses a counterattack Technique that allows him to transport himself, he can use it to appear instantly by the attacker (as long as the position is within the range of the transportation Technique) and gain the counterattack bonus indicated by his Defense, despite what the general rules dictate.

**Tied to a Defense:** A transportation effect tied to a Defense grants the character the ability to retreat automatically from a combat in which he is engaged, if he obtains a successful Defense result. This withdrawal interrupts any series of attacks initiated against him by his adversary. If the character is engaged in combat against more than one enemy simultaneously, his other antagonists can try to prevent his retreating from the combat if they still have the capacity to attack. However, they can only carry out one standard attack each, and the defender does not suffer penalties for suffering additional attacks or for a disadvantageous position; he enjoys at all times his Full Defense.



Distance	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
30 feet	2	4	5	1	2	4	
60 feet	3	5	10	2	4	7	
150 feet	4	6	10	3	6	11	
300 feet	5	8	15	4	8	14	
800 feet	6	9	20	5	10	18	
1500 feet	8	11	25	6	12	21	2
3000 feet	10	13	30	7	14	25	2
3 miles	14	18	35	8	16	28	2
6 miles	18	22	40	10	20	35	3
60 miles	22	26	50	12	24	42	3

**Frequency:** Action

**Action Type:** Variable

**Primary Char.:** Agility

**Elements:** Air, Light, Darkness

**Optional Char.:** Constitution +2, Dexterity +2, Strength +2, Power +3





## Effects of Durability

This section gathers those effects that have to do with the resistance of weapons and armors.

### BREAKAGE AUGMENTATION

This effect increases the Breakage value of a character's weapon. This bonus is in addition to any other modifier that the weapon has, be it for its Quality or the strength of its bearer.

Breakage	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+5	1	2	5	1	2	4	
+10	2	4	10	1	2	4	
+15	4	6	15	2	4	7	
+20	6	9	20	3	6	11	
+25	8	11	25	4	8	14	2
+30	12	15	30	5	10	18	2
+35	14	18	35	6	12	21	2
+40	18	22	40	8	16	28	3

**Frequency:** Turn

**Primary Char.:** Strength

**Optional Char.:** Constitution +2, Dexterity +4, Power +2, Willpower +1

**Action Type:** Attack

**Elements:** Fire, Earth

### FORTITUDE AUGMENTATION

This effect increases a character's weapon or armor fortitude, rendering it more resistant to blows. This bonus is in addition to any other modifier that the weapon or armor has, be it for its Quality or other special effects.

Fortitude	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	1	2	5	1	2	4	
+15	2	4	5	1	2	4	
+20	3	5	10	2	4	7	
+25	4	6	10	2	4	7	
+30	5	8	15	3	6	11	2
+35	6	9	20	3	6	11	2
+40	7	10	25	4	8	14	3

**Frequency:** Turn

**Primary Char.:** Constitution

**Optional Char.:** Strength +2, Dexterity +4, Power +2, Willpower +1

**Action Type:** Defense

**Elements:** Fire, Light, Earth

## ARMOR PENETRATION

This effect lowers the targeted victim's Armor Type for an attack. The number by which the victim's AT is reduced appears under the Reduction column. Techniques with this effect work in conjunction with any other reduction of AT that the attack has, such as for weapon Quality or other special effects. For example, a Technique with Reduction 4 AT that is executed with a weapon of Quality +10 reduces a total of 6 points of AT from the armor of the defender. The level of Reduction Ignores Armor causes the attack to automatically ignore the AT of the armor of the target, regardless of how high it is. If a Technique with this effect is stopped by a supernatural shield, each point of Reduction increases the Base Damage to the shield by +10, while the Ignores Armor level increases the Base Damage to the shield by +200 points.

Reduction	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
1: AT	1	2	5	1	2	4	
2: AT	2	4	5	1	2	4	
3: AT	3	5	10	2	4	7	
4: AT	4	6	10	2	4	7	
5: AT	5	8	15	3	6	11	2
6: AT	6	9	20	3	6	11	2
7: AT	8	11	25	4	8	14	2
8: AT	10	13	30	5	10	18	3
Ignores Armor	12	15	40	6	12	21	3

**Frequency:** Action

**Primary Char.:** Strength

**Optional Char.:** Constitution +2, Dexterity +2, Power +1, Willpower +2

**Action Type:** Attack

**Elements:** Fire, Darkness



Griever, Knight of Seventh Heaven



## ARMOR AUGMENTATION

This effect allows a character to increase his Armor Type (AT) for an entire turn. It may be combined with any other armor as an additional layer, but it does not cause additional penalties to Initiative. That is, if a character has an armor that provides him AT 6 and uses a Technique that gives AT 4, the protection his combined armor provides would be AT 8, without causing the character to suffer any additional penalty for doing so. This protection works against all types of attacks, including Energy.

Armor Type	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
1	1	2	5	1	2	4	
2	2	4	5	1	2	4	
3	4	6	10	2	4	7	
4	6	9	15	2	4	7	
5	8	11	20	3	6	11	2
6	10	13	25	3	6	11	2
7	12	15	30	4	8	14	3
8	14	18	40	5	10	18	3

**Frequency:** Turn

**Action Type:** Defense

**Primary Char.:** Constitution

**Elements:** Water, Light, Earth

**Optional Char.:** Agility +3, Strength +2, Power +1, Willpower +2

### Optional Advantage: Unmodifiable

This advantage causes that Armor Type of the character to be unmodifiable through weapons of Quality, special abilities, or other Ki Techniques. If the character faces an attack that completely ignores the armor of a defender, the AT is reduced to half (rounding upwards) instead of being completely canceled.

Option	Cost	MK	Maint.	MiS	GrS
Unmodifiable	+4	15	2	4	7

### Optional Disadvantage: Physical Armor

This disadvantage makes the Armor Type of a character have only a physical character, providing no protection against attacks based on Energy. That is to say, while the Technique increases the AT of the character normally for most attacks, the increase for an attack based on Energy is 0.

Disadvantage	Cost	MK	Maint.	MiS	GrS
Physical Armor	1	5	-	-	-

### Optional Disadvantage: Slowness

Although the protection of the character increases when using the Technique, his Movement Value and Initiative are reduced. It could be that his body has become stone or that plates of metal rise around him, preventing him from moving with complete freedom. Whatever the explanation, the character suffers a 1 to his Movement Value and a 5 to his Initiative for each point of AT that the Technique grants him. The penalty to movement cannot reduce the Movement Value of the character below half of its original value.

Disadvantage	Cost	MK	Maint.	MiS	GrS
Slowness	1	10	-	-	-

A Technique with this disadvantage that grants AT 5 produces a penalty of 5 to Movement Value and 25 to Initiative.



## Increase Effects

This section gathers all those special effects that allow a character to increase some of his abilities or resistances.

### MOVEMENT INCREASE

The character receives a bonus to his Movement Value during the turn, although values greater than 13 are only increased by a point for every two points of bonus. This effect does not require that the character have Inhuman or Zen to move at the speeds provided by Movement Values greater than 10. Someone Dodging can tie this effect to a Defense Technique to counteract the penalties imposed by an Area Attack.

Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+1	1	2	5	1	2	4	
+2	2	4	10	2	4	7	
+3	4	6	15	3	6	11	
+4	6	9	20	4	8	14	2
+5	8	11	25	5	10	18	3

**Frequency:** Turn

**Action Type:** Variable

**Primary Char.:** Agility

**Elements:** Air, Fire, Light

**Optional Char.:** Constitution +1, Dexterity +2, Power +3, Willpower +3

A character with Movement Value 11 uses a Ki Technique with the effect Movement Increase +4. The first two points of the bonus bring the character to Movement 13, but the other two only raise it up to 14.

### ABILITY INCREASE

This effect grants a bonus to one of the Secondary Abilities of the Athletic or Vigor categories, in an amount equivalent to what is indicated by the Bonus column of the following table. If the character has or reaches, by means of a Technique with this effect, a value greater than 200 in the Ability, the rest of the bonus is reduced to half. Thus, if a character with Athletics 180 uses a Technique that grants him +100, it would only increase his ability up to 240. When creating the Technique, it is necessary to determine which particular Ability is increased.

Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+25	2	4	5	1	2	4	
+50	4	6	5	2	4	7	
+75	6	9	10	3	6	11	2
+100	9	12	15	4	8	14	2
+125	12	15	20	5	10	18	3
+150	15	19	25	6	12	21	3

**Frequency:** Turn

**Action Type:** Variable

**Primary Char.:** Constitution

**Elements:** Water, Light, Earth

**Optional Char.:** Agility +2, Dexterity +3, Power +2, Willpower +1

### INCREASED BONUS

This effect confers a bonus to one Characteristic of the character when making an opposed Characteristic check, for example for a Disarm or Trapping maneuver. Note that this bonus does not increase the character's strength or his ability; it only aids in making opposed checks. The effect only applies to a specific Characteristic, which must be chosen when the Technique is created. The Primary Characteristic of this effect is the same one that the effect modifies.



Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+1	1	2	5	1	2	4	
+2	2	4	5	2	4	7	
+3	4	6	5	3	6	11	
+4	6	9	10	4	8	14	
+5	8	11	15	5	10	18	2
+6	10	13	20	6	12	21	2
+7	12	15	25	7	14	25	3
+8	14	18	30	8	16	28	3

**Frequency:** Action

**Action Type:** Variable

**Primary Char.:** Variable

**Elements:** Water, Fire, Darkness

**Optional Char.:** Constitution +1, Power +1, Willpower +1

## PHYSICAL RESISTANCE INCREASE

This effect provides a bonus to the Physical Resistance (PhR) of the character, against any kind of effect, for the entire turn.

Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	1	2	5	1	2	4	
+20	2	4	5	2	4	7	
+30	4	6	10	3	6	11	
+40	6	9	15	4	8	14	
+50	8	11	20	5	10	18	2
+60	10	13	25	6	12	21	2
+80	14	18	30	7	14	25	3
+100	18	22	40	8	16	28	3

**Frequency:** Turn

**Action Type:** Variable

**Primary Char.:** Constitution

**Elements:** Water, Light, Earth

**Optional Char.:** Dexterity +3, Strength +2, Power +1, Willpower +1

### Optional Advantage: Other Resistances

This advantage allows the character to apply the bonus to other Resistances of a physical nature.

Option	Cost	MK	Maint.	MiS	GrS
Disease Resistance	+1	5	1	2	4
Venom Resistance	+1	5	1	2	4

**Disease Resistance (DR):** The bonus is also applied to his Disease Resistance (DR).

**Venom Resistance (VR):** The bonus is also applied to his Venom Resistance (VR).

## MAGICAL RESISTANCE INCREASE

This effect provides a bonus to the Magical Resistance (MR) of the character, against any kind of effect, for the entire turn.

Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	1	2	5	1	2	4	
+20	2	4	5	2	4	7	
+30	4	6	10	3	6	11	
+40	6	9	15	4	8	14	
+50	8	11	20	5	10	18	2
+60	10	13	25	6	12	21	2
+80	14	18	30	7	14	25	3
+100	18	22	40	8	16	28	3

**Frequency:** Turn

**Action Type:** Variable

**Primary Char.:** Power

**Elements:** Air, Fire, Light

**Optional Char.:** Constitution +2, Dexterity +3, Strength +2, Willpower +1

## PSYCHIC RESISTANCE INCREASE

This effect provides a bonus to the Psychic Resistance (PsR) of the character, against any kind of effect, for the entire turn.

Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	1	2	5	1	2	4	
+20	2	4	5	2	4	7	
+30	4	6	10	3	6	11	
+40	6	9	15	4	8	14	
+50	8	11	20	5	10	18	2
+60	10	13	25	6	12	21	2
+80	14	18	30	7	14	25	3
+100	18	22	40	8	16	28	3

**Frequency:** Turn

**Action Type:** Variable

**Primary Char.:** Willpower

**Elements:** Air, Water, Light

**Optional Char.:** Constitution +2, Dexterity +3, Strength +2, Power +1

## PERCEPTIVE ABILITIES

These effects grant the character certain special capacities related to his perception. Each entry of the table is a different effect. As a special rule, several Perceptive Ability effects can be used in the same Technique, adding each one's cost separately.

Bonus	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Night Vision	2	4	5	1	2	4	
Radial Vision	4	6	10	2	4	7	
Spiritual Vision	3	5	5	1	2	4	
Magic Vision	3	5	5	1	2	4	
Matrices Vision	3	5	5	1	2	4	
See Supernatural	5	8	15	2	4	7	
Greater See Supernatural	8	11	25	2	4	7	2

**Frequency:** Turn

**Action Type:** Variable

**Primary Char.:** Power

**Elements:** Water, Air, Light

**Optional Char.:** Agility +4, Constitution +4, Dexterity +4, Willpower +1

**Night Vision:** The character can see in natural darkness without any type of penalty. In the case of supernatural darkness, he reduces the penalties that he suffers to half. This effect is equivalent to the Advantage of the same name that is obtained with Creation Points, described in **Anima: Beyond Fantasy**.

**Radial Vision:** The character can see in a 360 degree radius, so the character does not suffer penalties to his perception as a result of blind spots or positioning.

**Spiritual Vision:** The character can see spiritual forms invisible to the human eye.

**Magic Vision:** The character can perceive the fabric of magic as if he were an individual with the Gift.

**Matrices Vision:** The character can see psychic matrices.

**See Supernatural:** The character sees supernatural things including magic and psychic matrices as spiritual creatures. He does not apply the blinded penalty in any of these situations. This effect is equivalent to the Advantage of the same name that is obtained with Creation Points, described in **Anima: Beyond Fantasy**.

**Greater See Supernatural:** As See Supernatural, except the character can see the true nature of things as well as Elemental Bindings. Consequently, a character with this effect in use applies a bonus of +40 to any Psychic or Magical Resistances related to illusions of a visual nature.





Edissa executing an electrical attack

## Varied Effects

This section gathers those effects of a varied nature that do not have a place in the other categories.

### ENERGY DAMAGING ATTACK

The attack is able to damage energy, regardless of the Presence required to affect the opponent. If the character is already capable of damaging energy, be it through his own abilities or through the use of a weapon of a supernatural nature, this effect increases the Base Damage of the Technique by 10 points.

Attack	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Energy	1	2	5	1	2	4	

**Frequency:** Action

**Primary Char.:** Power

**Optional Char.:** Constitution +2, Dexterity +3, Strength +3, Willpower +1

**Action Type:** Attack

**Elements:** Fire, Light, Darkness

### ELEMENTAL ATTACK

The attack has elemental properties, so it produces increased effects against creatures especially vulnerable to that element. It is necessary to choose the specific element on which the effect is based. If the element is Fire, the attack can use the Heat Attack Type. If the element is Air, the attack can use the Electricity Attack Type, or if the element is water, the attack can use the Cold Attack Type. Stone attacks can choose from the Thrust, Impact, or Cut Attack Types. If the character is already capable of carrying out an elemental attack on his own, be it through his own abilities or through the use of a weapon of a supernatural nature, this effect increases the Base Damage of the Technique by 10 points.

Attack	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Elemental	2	4	5	1	2	4	

**Frequency:** Turn

**Primary Char.:** Power

**Optional Char.:** Constitution +2, Dexterity +3, Strength +3, Willpower +1

**Action Type:** Attack

**Elements:** Variable

### PHYSICAL KI WEAPONS

This effect allows the character to create a physical weapon using Ki. Its Quality depends on the invested points, as indicated in the Quality column of the effect table. The weapon hits with the natural Attack Type of the imitated weapon. Characters cannot create projectiles for Fired Weapons although they can create Thrown projectile weapons. Naturally, the weapon disappears when the Technique ends. When designing the Technique, the weapon to be created must be specified.

Quality	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+0	2	4	5	1	2	4	
+5	4	6	5	1	2	4	
+10	6	9	10	2	4	7	
+15	8	11	15	3	6	11	2
+20	10	13	20	4	8	14	3

**Frequency:** Turn

**Primary Char.:** Power

**Optional Char.:** Constitution +1, Dexterity +3, Strength +2, Willpower +1

**Action Type:** Variable

**Elements:** Light, Darkness, Earth



### Optional Advantage: Projectiles

Projectile creation allows a character to create Fired Projectile weapons and produce unlimited ammunition of the corresponding quality.

Option	Cost	MK	Maint.	MiS	GrS
Projectile Weapon	+2	10	1	2	4

### Optional Advantage: Additional Weapons

Using the same Technique, the character can create more than one weapon at a time, manifesting, for example, two swords of identical Quality instead of one. The maximum number of weapons that can be created is determined by the level of the chosen advantage.

Option	Cost	MK	Maint.	MiS	GrS
1 Additional Weapon	+1	5	1	2	4
2 to 3 Additional Weapons	+2	10	2	4	7
4 to 10 Additional Weapons	+4	15	3	6	11
Unlimited Additional Weapons	+6	20	4	8	14

### SUPERNATURAL ATTACK

This effect makes an attack supernatural in nature. Consequently, it uses the Energy Attack Type. Since it is an immaterial blow, only characters with the ability to stop Energy Attacks can Block supernatural attacks.

Attack	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Energy	5	8	10	1	2	4	

**Frequency:** Action

**Primary Char.:** Power

**Optional Char.:** Constitution +2, Dexterity +3, Strength +3, Willpower +1

**Action Type:** Attack

**Elements:** Light, Darkness

### KI ABSORPTION

This effect allows the character to absorb part or all of the Ki of an Offensive Technique directed against him. In order to accomplish it, the character must get a Defense result that allows a counterattack (merely not suffering Damage is not sufficient). If he obtains such a result, the character automatically captures a part of the Ki points that it cost his antagonist to carry out the Technique, adding them to his own reserve. The maximum points that can be absorbed is determined by the potential of the effect. Thus, if an offensive Technique has a total cost of 12 Ki points and the Absorption is limited Up to 5 points, the 7 remaining points are lost. This effect does not allow the character to absorb more Ki points than his Ki Reserve allows. The absorbed points can be distributed as the character chooses among his own Ki Characteristics, if the rules of Unification of Ki points are not used.

Maximum Value	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Up to 5	1	2	5	1	2	4	
Up to 10	2	4	10	2	4	7	
Up to 15	4	6	15	3	6	11	2
Up to 20	6	9	20	4	8	14	2
Up to 25	8	11	25	6	12	21	2
Unlimited	10	13	30	8	16	28	3

**Frequency:** Action

**Primary Char.:** Power

**Optional Char.:** Constitution +3, Dexterity +4, Strength +3, Willpower +1

**Action Type:** Defense

**Elements:** Water, Air, Earth





## TECHNIQUES OF MAINTAINED TRAPS

It is possible to use a maintained Trapping Technique to immobilize an adversary. In doing so, the character continues using the Characteristic value of the Technique in the checks to prevent his adversary's escape. Even if the Technique is not maintained, the trapped opponent does not free himself immediately. Instead, once the Technique ends, the character uses his own Dexterity and Strength values if he wants to maintain the trap.

## TRAPPING

When carrying out the attack, the character can make a Trapping maneuver against his adversary. The character uses the rules for the Trapping maneuver, but the attacker does not suffer any penalty to his Ability. Also, instead of using his Dexterity or his Strength, the character uses the value indicated in the Trapping column of the following table.

Trapping	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
4	2	4	5	1	2	4	
6	3	5	10	2	4	7	
8	4	6	10	3	6	11	
10	5	8	15	4	8	14	
12	6	9	20	5	10	18	
14	8	11	25	6	12	21	2
16	10	13	30	7	14	25	2
18	14	18	35	8	16	28	3
20	18	22	40	10	20	35	3

**Frequency:** Action

**Action Type:** Attack

**Primary Char.:** Strength

**Elements:** Earth

**Optional Char.:** Constitution +2, Dexterity +1, Power +2, Willpower +2

### Added Advantage: Spirit Trap

This Advantage allows the Trapping Attack to hold the adversary spiritually, instead of physically. Consequently, the defender does not use his Strength or Agility to carry out the opposed check, but rather his Power Characteristic. Someone trapped in this way cannot free himself of the Trap using supernatural transportation.

Option	Cost	MK	Maint.	MiS	GrS
Spirit Trap	+1	5	1	2	4

## PHYSICAL SHOCK

This effect allows the Technique, in spite of being physical, to be used to counteract a Discharge of Energy as if the Technique were a Long-distance Attack. Thus, it uses the Discharge Collision rules described in **Table 54 of Anima: Beyond Fantasy**. That is, a character can use his Attack Technique to stop a discharge that has been hurled against him.

Shock	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Shock	1	2	5	1	2	4	1

**Frequency:** Action

**Action Type:** Attack

**Primary Char.:** Power

**Elements:** Water, Light, Earth

**Optional Char.:** Constitution +1, Dexterity +3, Strength +1, Willpower +1

## DAMAGE RESISTANCE

Using this effect, a character can act during the turn like a creature with Damage Resistance. He has Armor Type 4, which is added as an additional layer to any other protection. This advantage adds, in addition, a bonus to Life Points, from which Damage is deducted first before reducing the character's original Life Points. These points are completely fictitious, a screen of energy generated by the Ki of the character, so they cannot be used as a Sacrifice to increase the abilities of the character. If the Technique is maintained, the lost Life Points do not regenerate automatically at the end of the turn.

Life Points	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
100	2	4	5	1	2	4	
200	3	5	5	1	2	4	
300	4	6	10	2	4	7	
400	5	8	15	3	6	11	
600	8	11	20	4	8	14	
800	12	15	25	5	10	18	
1.000	14	18	30	8	16	28	2
1.200	18	22	35	10	20	35	2
1.500	22	26	40	12	24	42	3

**Frequency:** Turn

**Action Type:** Defense

**Primary Char.:** Constitution

**Elements:** Earth

**Optional Char.:** Dexterity +3, Strength +3, Power +3, Willpower +1

### Optional Advantage: Regeneration

If the Damage Resistance effect is continued (be it through maintenance or sustenance), the character recovers a certain amount of the bonus Life Points that the effect grants him at the end of each turn. The exact amount depends on the level of the advantage. Thus, if Regeneration 100 is chosen, at the end of each turn, the character recovers 100 of the bonus Life Points that he has lost.

Option	Cost	MK	Maint.	MiS	GrS
Regeneration 100	+1	5	1	2	4
Regeneration 250	+2	10	2	4	7
Regeneration 500	+4	15	3	6	11

## MIRAGE

The character generates illusory images of himself that he can control. These images may perform any Action and even make individual attacks. Since they are not real, anyone with the ability to detect energy or see through illusions immediately grasps their true nature. The number of beings created is specified in the Mirages column of the following table.

Mirages	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
1	1	2	5	1	2	4	
2	2	4	5	2	4	7	
4	4	6	10	3	6	11	
6	6	9	10	4	8	14	
10	8	11	15	6	12	21	2
15	10	13	20	8	16	28	2
20	12	15	25	10	20	35	2
25	14	18	30	12	24	42	3

**Frequency:** Turn

**Action Type:** Variable

**Primary Char.:** Willpower

**Elements:** Water, Darkness

**Optional Char.:** Agility +2, Dexterity +3, Constitution +3, Power +1



### Optional Advantage: Non-detection

This advantage permits characters to try to hide the illusory nature of mirages from those trying to detect them through Ki Abilities. A character who tries to detect the presence of mirages must use his detection ability and pass a check at the Difficulty prescribed by the advantage.

Option	Cost	MK	Mant	MiS	GrS	Lv
Moderate	+1	5	1	2	4	
Difficult	+2	10	1	2	4	
Very Difficult	+3	10	2	4	7	
Absurd	+4	15	2	4	7	
Almost Impossible	+5	15	3	6	11	
Impossible	+6	20	3	6	11	2
Inhuman	+7	20	4	8	14	2
Zen	+8	30	4	8	14	3

### Optional Advantage: Change in Appearance

The character can choose the appearance of the mirages, instead of their being required to look like their creator. The character must determine what the mirages look like for the duration of the Technique when initially activating the Technique. The character can create a mirage that looks like practically anything (even nonhuman creatures), as long as its size is not more than 10 times larger or smaller than his own.

Option	Cost	MK	Mant	MiS	GrS
Change in Appearance	+2	10	2	4	7



Cenette going through the shield created by Harod

### Optional Advantage: Phantasmal Illusions

The mirages use the rules for Phantasmal Spells, allowing them to cause Fictitious Damage to those individuals who are not conscious of their illusoriness. If a character notices that the mirages are not real and declares that conclusion openly, he is no longer affected by this advantage. For the mirages to affect the characters' adversaries, the adversaries must fail a PsR check, determined by the level of the advantage, in the following table.

Option	Cost	MK	Mant	MiS	GrS
PsR 140	+3	10	2	4	7
PsR 180	+4	15	3	6	11
PsR 240	+6	20	4	8	14

### ENERGY SHIELD

This effect enables a character to create an energy shield to defend himself until the end of the turn. The shield relies on the character's Block or Dodge Abilities for its Defense Ability score, and it is governed by the same rules as magical and psychic shields. Its resistance appears in the column marked Life Points, and each type of shield has a Damage Barrier of 40. If an Energy Shield is joined to an effect that increases the Defense Ability of the character, the bonus of that effect is added to all the Defense checks that are carried out in the turn while Energy Shield is in use. If Energy Shield is maintained, it does not automatically recover Life Points at the end of the turn, but instead keeps any Damage that it has suffered.

Life Points	Prim. Sec.	MK	Maint.	MiS	GrS	Lv
100	2	4	5	1	2	4
200	3	5	5	1	2	4
300	4	6	10	2	4	7
400	5	8	15	3	6	11
500	8	11	20	4	8	14
800	12	15	25	5	10	18
1000	14	18	30	8	16	28
1250	18	22	35	10	20	35
1500	22	26	40	12	24	42
2000	26	32	45	14	28	49

**Frequency:** Turn

**Primary Char.:** Power

**Optional Char.:** Agility +3, Constitution +2, Dexterity +3, Strength +2

**Action Type:** Defense

**Elements:** Water, Light

### Optional Advantage: Regeneration

If the Energy Shield effect is continued (be it through maintenance or sustenance), the shield recovers a certain amount of Life Points at the end of each turn. The exact amount depends on the level of the advantage. Thus, if Regeneration 100 is chosen, at the end of each turn, the shield recovers 100 of the Life Points it lost.

Option	Cost	MK	Maint.	MiS	GrS
Regeneration 100	+1	5	1	2	4
Regeneration 250	+2	10	2	4	7
Regeneration 500	+4	15	3	6	11

### SUPERNATURAL STATES

This effect links some form of supernatural state to a character's offensive Technique, allowing the character to affect his enemy in a variety of ways. In order to create a Supernatural States effect, the player must follow several steps. First, the player must choose a Physical Resistance (PhR) value from the following list, i.e., the difficulty of the PhR check the target has to pass to avoid suffering from the supernatural state. Next, the player must determine what state (or states) the effect inflicts on the target, using the table in the Optional Advantage: Added State section. Afterwards, the player must use the Optional Advantage: Predetermined Condition section to determine under what circumstances the target or targets are affected. Finally, if the Predetermined Condition has an area of effect, the player must



choose its dimensions in the Optional Advantage: Range of Effect section. Contrary to most Optional Advantages, the Added State, Predetermined Condition, and Range of Effect advantages do not have Maintenance and Sustenance costs in their effect tables. Those costs are subsumed in the costs for the effect in the table below.

PhR to Pass	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
40	1	2	5	1	2	4	
60	2	4	5	1	2	4	
80	3	5	10	2	4	7	
100	5	8	15	3	6	11	
120	6	9	20	4	8	14	
140	8	11	20	5	10	18	2
160	14	18	35	6	12	21	2
180	20	24	50	8	16	28	3
200	28	32	80	10	20	35	3

**Frequency:** Action

**Primary Char.:** Power

**Optional Char.:** Constitution +4, Dexterity +4, Strength +4, Willpower +1

**Action Type:** Attack

**Elements:** Light, Darkness

### Optional Advantage: Added State

A minimum of one selection from this advantage must be made for the Supernatural States effect to work. However, a player may choose multiple states for the effect to inflict if he wishes; each state must be resisted separately by the target. Each state after the first increases the Ki cost of the advantage by 2 points. Thus, if a character uses the Action Penalty effect and then Blindness, the cost in Ki of Blindness is +8 instead of +6. If the Damage effect was then chosen, its cost would be +5, and so on.

Option	Cost	MK	Lv
Minor Action Penalty	+1	5	
Greater Action Penalty	+4	5	
Blindness	+6	15	
Characteristic Reduction (one)	+2	10	
Characteristic Reduction (all)	+5	15	
Damage	+1	5	
Double Damage	+5	10	
PhR Reduction	+2	10	
PsR Reduction	+2	10	
Fascination	+6	10	
Partial Paralysis	+6	10	
Fear	+3	10	
Terror	+6	15	
Pain	+3	10	
Extreme Pain	+6	15	
Drain Ki	+8	20	2
Illusion	+7	10	
Greater Illusion	+9	15	
Phantasmal Illusion	+11	20	
Coma	+14	40	2
Control	+14	40	2
Drain Life	+8	15	2
Total Paralysis	+12	20	2
Unconsciousness	+12	35	2
Death	+20	50	3

**Minor/Greater Action Penalty:** This state causes a penalty to all Actions, equivalent to the amount by which the Physical Resistance was failed. The penalties are recovered at a rate of 5 points per turn in the case of the Minor Action Penalty and 5 points per hour in the case of the Greater one.

**Blindness:** This state causes the target to lose his sense of sight for an hour for each 10 points by which he fails the PhR check. If the difference is less than 10, the duration of the state is measured in minutes. Blindness is further described in **Chapter 14** of *Anima: Beyond Fantasy*.

**Characteristic Reduction (one):** When the Technique is created, it is necessary to choose what Characteristic in particular is going to be reduced with this effect. This effect causes the target to lose 1 Characteristic point for every 10 points he failed the PhR check. Lost Characteristic points are recovered at a rate of 1 point per hour.

**Characteristic Reduction (all):** As Characteristic Reduction (one), except all Characteristics of the character are reduced. Lost Characteristic points are recovered at a rate of 1 point per hour for each Characteristic. So, after an hour, each Characteristic recovers 1 point that was lost from it.

**Damage/Double Damage:** The character loses Life Points equal to the amount by which he failed the PhR check. In the case of Double Damage, the amount of the Life Point loss is equal to twice the amount the check was failed by.

**PhR Reduction:** This effect reduces the PhR of the target by the amount the target failed the PhR check by. The penalties are recovered at a rate of 5 points per hour.

**PsR Reduction:** This effect reduces the PsR of the target by the amount the target failed the PhR check by. The penalties are recovered at a rate of 5 points per hour.

**Fascination:** This effect causes the target to be momentarily stunned and incapable of taking any Active Action. He is perfectly conscious of what happens around him, but he finds himself in a state similar to hypnosis that prevents him from moving freely. The duration of this state is a number of minutes equal to the amount he failed the PhR check by, but the character can repeat the check every time he perceives himself or one of his loved ones to be in danger.

**Partial Paralysis:** The target is subjected to the state of Partial Paralysis for a number of turns equal to the amount he failed the PhR check by.

**Fear/Terror:** The affected character suffers the effects of the states of Fear or Terror for a number of minutes equal to the amount he failed the PhR check by.

**Pain/Extreme Pain:** The target is affected by terrible pains for a number of minutes equal to the amount he failed the PhR check by. The applicable penalties are 40 or 80, depending on whether the state is Pain or Extreme Pain, respectively.

**Drain Ki:** This effect causes the loss of an amount of Ki points equal to the amount the target failed the PhR check by and allows the attacker to absorb them to fill up his own reserve of Ki points. The Ki points are drained from the Characteristics that the target chooses and fills up the Characteristics that the character using the Technique chooses (if the rules of Unification of Ki points are not used). This effect can only be chosen for Techniques of second or third level.

**Illusion:** The attacker can alter the target's perceptions, making him see and hear something that is not really there. However, the illusion is relegated to a single subject, such as creating an illusionary enemy, concealing a real enemy, or making the target think a room is flooding. The duration of this state is a number of minutes equal to the amount the target failed the PhR check by, but the target can repeat the roll whenever he suspects he is the victim of a deceit. If the illusion produces an enemy, it attacks at best with the same Attack Ability as its creator. Naturally, none of the effects are real and they do not produce any Damage.

**Greater Illusion:** As Illusion, except the character can make the target see and hear any imaginable thing, even going so far as to completely alter the world that surrounds the target.

**Phantasmal Illusion:** As Greater Illusion, except this effect is governed by the same rules as Phantasmal Spells and, therefore, can cause Fictitious Damage to its targets.

**Coma:** The target is left immediately unconscious for an hour for each point the target failed the PhR check by. The target cannot be woken from this state until that time period expires. This effect can only be chosen for Techniques of second or third level.



**Control:** The target is under the complete sway of the user of the Technique for an hour for each 10 points the target failed the PhR check by. If the target is ordered to carry out an act completely against his nature, he makes a new check against the same Difficulty, but using his PsR. This effect can only be chosen for Techniques of second or third level.

**Drain Life:** This effect causes the target to suffer additional Damage equal to the amount the target failed the PhR check by and allows the attacker to absorb the Life Points lost to heal his own wounds. Note that the drained points are only those from the failed check, not the entire attack. This effect can only be chosen for Techniques of second or third level.

**Total Paralysis:** As Partial Paralysis, but the target is subjected to the state of Total Paralysis. This effect can only be chosen for Techniques of second or third level.

**Unconsciousness:** The target of the effect must pass a PhR check or will be rendered unconscious and will not wake up, except for extreme causes (being submerged in water, receiving a serious wound, etc.). The target remains unconscious for an hour for every 10 points by which he failed the PhR check by. If the difference is less than 10, the duration of the state is measured in minutes.

**Death:** This effect kills the target if he fails the PhR check. The effect can only be chosen for third level Techniques.

### Optional Advantage: Predetermined Condition

One selection from this advantage must be made for the Supernatural States effect to work, because it indicates the necessary condition for the effect to be activated. A Technique may only have one Predetermined Condition from the table.

Option	Cost	MK	Lv
Attack	-	-	
Kiss	+1	10	
Physical Contact	+2	5	
Mutual Visual Contact	+8	15	
Visual Contact (one target)	+12	30	2
Visual Contact (several targets)	+16	40	3
Inhaled	+20	50	3
Heard (one target)	+13	35	2
Heard (several targets)	+18	45	3
Along the Ground	+12	30	2
Along the Ground (improved)	+18	45	3

**Attack:** This condition is the default choice and has no cost to select. To fulfill this condition, the character must successfully carry out an attack against his adversary, producing Damage, for the target to have to make the PhR check to resist the effect. If the target fails, he suffers the chosen state. This condition is the only one that uses normal Area Attack rules (that is to say, an attack that strikes against all the adversaries within a certain zone) instead of the Range of Effect advantage.

**Kiss:** This condition is a much more specific version of the attack condition, and necessarily involves lip to lip contact between the character who executes the Technique and his target. It is possible that, for creatures or beings without mouths, the kiss could work on any part of the body. A character who tries to kiss an adversary in combat applies a penalty of 120 to his Attack Ability to do so.

**Physical Contact:** This condition requires that physical contact between both parties exists. As long as the character who executes the Technique touches his target with the characters body, even through clothes or armor, the target must make a PhR check. If the character is locked in combat, an Unarmed Attack that produces a result of Damage is needed against the target (who is treated as having AT 0 for this purpose) to activate the effect.

**Mutual Visual Contact:** This condition is fulfilled when the user of the Technique and the target make eye contact. No roll is required. Only a mere moment of contact is required for the target to have to make a PhR check. For obvious reasons, the user of the Technique cannot affect more than one person with the same look. The range of this effect is determined by the Range of Effect advantage. The Game Master determines when visual contact exists. If a character in combat actively tries to avoid meeting an enemys gaze, the character suffers a 10 to his Attack and Defense Abilities.

**Visual Contact (one target):** This condition requires the user of the Technique to be able to clearly see the target. No roll is required. As long as the character has line of sight to the target, the target must make the PhR check against the effect. If the Game Master believes that visual contact exists, but is not sufficiently clear, the target receives a bonus of +40 to his PhR. The range of this effect is determined by the Range of Effect advantage.

**Visual Contact (several targets):** As Visual Contact (one target), except all individuals within view of the character using the Technique are targeted. The range of this effect is determined by the Range of Effect advantage.

**Inhaled:** The effect is propagated through the air, causing whoever breathes it to have to make the PhR check. Those beings who do not breathe or who are holding their breath are not affected by the Technique. The range of this effect is determined by the Range of Effect advantage.

**Heard (one target):** This condition has as a requirement that the character using the Technique emit a sound that is heard by his target. This sound can take many forms, such as speaking, shouting, singing, and so on. However, the character using the Technique must not have any impediment to emitting intelligible sounds or the Difficulty of the PhR check is reduced to half (or he may even be incapable of executing the Technique at all). The range of this effect is determined by the Range of Effect advantage. A character who is able to partially block his hearing ability (for example, by covering his ears, without completely blocking the sound) applies a bonus of +40 to the PhR check. Naturally, this condition can not be obtained against opponents who lack auditory capacity or have lost their sense of hearing.

**Heard (several targets):** As Heard (one target), except all individuals hearing the character using the Technique are targeted. The range of this effect is determined by the Range of Effect advantage.

**Along the Ground:** The power of the Technique is transmitted along the surface of the ground or floor, automatically affecting all who are in contact with it. Consequently, the Technique does not reach flying targets nor people who, while the Technique lasts, avoid contact with the ground. This condition does not have sufficient power to extend to elevated elements on the ground (like tables or chairs) or to ascend along walls or ceilings. The range of this effect is determined by the Range of Effect advantage. A target who tries to dodge this condition (if it is known) can do so with a 60 to his Ability if there is room to get out of contact with the ground at the moment the Technique is activated.

**Along the Ground (improved):** As Along the Ground, but the Technique is able to ascend along elevated elements, like chairs, walls, or even the ceiling. Consequently, no one within the area affected by the Technique can escape the condition if he is in contact with one of these surfaces. The range of this effect is determined by the Range of Effect advantage. A target who tries to dodge this condition (if it is known) can do so with a 80 to his Ability if there is room to get out of contact with the relevant surfaces at the moment the Technique is activated.

### Optional Advantage: Range of Effect

Many of the conditions of the Optional Advantage: Predetermined Condition section only reach a certain range. In order to know what the range of the effect is in those cases, the player must choose a range from the following table at the time the Technique is created. For example, a Technique transmitted Along the Ground that has a range of 300 feet would affect automatically any person in contact with the ground that was not more than 300 feet away from the character using the Technique.





An attack that produces energy impacts

Range of Effect	Cost	MK	Lv
3 feet	+1	5	
15 feet	+3	5	
30 feet	+5	10	
80 feet	+8	10	
150 feet	+12	15	2
300 feet	+15	20	2
500 feet	+20	25	3
1500 feet	+25	30	3

## IMPACT

The character inflicts a powerful Impact on his enemy, a blow that, in addition to the Damage that it produces naturally, sends the enemy hit by it an enormous distance. Consequently, if the Technique exceeds the Defense of target of the attack (even if it does not produce Damage), the defender must pass a check with his own Strength opposed to the value of the Impact. The more the defender fails the check by, the greater the distance he might be hurled, as indicated in **Chapter 2: Advanced Combat Rules** of this book.

Impact	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
4	1	2	5	1	2	4	
6	2	4	5	2	4	7	
8	3	5	10	3	6	11	
10	4	6	10	4	8	14	
12	5	8	15	5	10	18	
14	6	9	20	6	12	21	2
16	8	11	25	7	14	25	2
18	10	13	30	8	16	28	3
20	12	15	35	10	20	35	3

**Frequency:** Action

**Primary Char.:** Strength

**Optional Char.:** Constitution +2, Dexterity +3, Power +1, Willpower +1

**Action Type:** Attack

**Elements:** Fire, Earth

## Added Advantage: Attract

This advantage allows the character to use the Technique to, instead of striking the target of the attack and hurling it away, draw the target into hand-to-hand distance if he fails the opposed Characteristic check.

Option	Cost	MK	Maint.	MiS	GrS
Attract	+1	5	1	2	4

## INTERRUPTION

This effect grants a character the ability to interrupt the Techniques, Spells, or Psychic Powers that the target of the attack is actively maintaining. If an attack with Interruption strikes successfully against an enemy, the enemy must pass a PhR check against the amount of Damage suffered plus the amount indicated by the effect of the Technique. The first column of the table indicates the Difficulty of the PhR check, but the type of powers the effect interrupts must be chosen from among the optional advantages. In the case of beings with Damage Resistance, the value of Difficulty of the PhR check is divided by five. If an Interruption effect is linked to the Disadvantage Reduced Damage (No Damage), the Damage that the attack would have caused still counts for determining the PhR Difficulty.

PhR Difficulty	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Damage	1	2	5	1	2	4	
Damage +20	2	4	10	2	4	7	
Damage +40	4	6	15	3	6	11	
Damage +60	6	9	20	4	8	14	
Damage +80	8	11	25	6	12	21	2
Damage +100	12	15	30	8	16	28	2
Damage +120	16	20	35	10	20	35	3

**Frequency:** Action

**Primary Char.:** Willpower

**Optional Char.:** Constitution +3, Dexterity +3, Strength +2, Power +1

**Action Type:** Attack

**Elements:** Water, Air, Light

## Optional Advantage: Type of Interruption

At least one selection from this advantage must be made for the Interruption effect to work. One, two, or all three categories of the powers affected may be chosen, although only one PhR check is made to determine whether the interruption takes place or not.

Option	Cost	MK	Maint.	MiS	GrS
Ki	+2	5	1	2	4
Magic	+2	5	1	2	4
Psychic Abilities	+2	5	1	2	4

**Ki:** If the attacked character fails the PhR check, he loses any Ki that he had accumulated up to that moment. That Ki does not return to the reserve; it is as if he had spent it. Also, all the targets Active Techniques that are maintained, sustained, or are prepared and awaiting launch are annulled.

**Magic:** If the attacked character fails the PhR check, the attack annuls any maintained spells that the affected character had active at that moment.

**Psychic Abilities:** If the attacked character fails the PhR check, the affected character loses any psychic power that was maintained as Innate.

## BRAND

This effect allows a character to mark an enemy, giving himself a great facility to pass through the guard of his enemy. In order to affix a brand on an individual, the character must mount a successful attack on him and obtain a Damage result; from then on, for the next hour (the time which the effect takes to disappear), the character receives a bonus to any attack that he makes against that enemy. Although a character may place multiple brands on a target, only the most potent of them improves his Attack Ability. Note that the benefits of a brand only apply to the character who made it against the one who receives it. The brand does not provide any bonus to anyone else.





Takanosuke on the verge of using his Brand Eye of Emptiness

Attack	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Minor Brand	4	6	10	2	4	7	
Greater Brand	10	13	25	4	8	14	2

**Frequency:** Action **Action Type:** Attack  
**Primary Char.:** Power **Elements:** Air, Light, Darkness  
**Optional Char.:** Constitution +2, Dexterity +3, Strength +3, Willpower +1

**Minor Brand:** This brand grants a bonus of +20 to any attack that the character makes on the branded enemy.

**Greater Brand:** As Minor Brand, except the bonus is +50.

### Optional Advantage: Extend Duration

This advantage extends the period that the brand remains active.

Option	Cost	MK	Maint.	MiS	GrS
Prolonged	+4	10	-	-	-
Eternal	+10	30	2	4	7

**Prolonged:** The brand stays active for a month.

**Eternal:** The brand remains active for as long as the maker of the brand lives.

### INTANGIBILITY

The character and his belongings become intangible for the duration of the turn. He can travel through solid objects and ignore conventional attacks, as long as they are not based on Energy. That is, he can pass through a non-enchanted wall, watch hundreds of normal arrows go through him without effect, or even move through other people. However, his existence continues to be governed by certain natural laws, such as the effects of gravity (thus he will not sink into the ground or float into the air). Also, the character cannot become material inside a solid body; the moment he stops maintaining the Technique, he is expelled automatically into the nearest empty zone.

Effect	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Intangibility	3	5	10	2	4	7	

**Frequency:** Turn

**Action Type:** Variable

**Primary Char.:** Power

**Elements:** Water, Light, Darkness

**Optional Char.:** Constitution +3, Dexterity +3, Strength +3, Willpower +1

### Optional Advantage: Affect Others

The character can affect other bodies with his Technique, causing other individuals and objects to become momentarily intangible. The character can affect a maximum amount of Presence based on his own Presence.

Option	Cost	MK	Maint.	MiS	GrS
Simple Presence	+1	5	1	2	4
Extended Presence	+3	10	2	4	7

**Simple Presence:** The character can affect a total amount of Presence equal to his own. That is, someone with Presence 60 can, for example, make two individuals of Presence 30 intangible.

**Extended Presence:** As Simple Presence, except the character can affect up to five times the value of his Presence.

### Optional Advantage: Fusion

Instead of being expelled automatically when he stops maintaining the Technique, the character can manifest himself physically inside other bodies and cause them serious damage. Unfortunately, this ability is also highly dangerous to the person executing it, since it cannot be known with complete certainty which of the two bodies will dominate the other. If the character (or a part of him) manifests itself inside another individual or an object, a D100 must be rolled for each body (without open ended rolls) and added to the Base Presence of the body. The user of the Technique adds 20 points to his dice roll because of his superior control over the Fusion effect. The body with the higher total is the predominant one, and the other suffers Damage equal to the difference between the values. If both bodies are completely superimposed when the Technique ends (that is to say, one is within the other), the Damage is five times the difference. Due to the internal nature of the wounds, any Damage produced this way is automatically considered Critical.

Keep in mind that, often, the fusion does not necessarily imply full contact between both bodies. For example, the character who executes the Technique can place his hand in the chest of another person and solidify it later. In these circumstances, when determining the location of Criticals, the Game Master must locate the Damage only in the affected parts.

Option	Cost	MK	Maint.	MiS	GrS
Fusion	+2	10	2	4	7



Lemures, who is maintaining a Technique of Intangibility with the advantage of Fusion, tries to manifest his hand inside the arm of an enemy to force it to let go of its weapon. After making the pertinent attack roll and passing the Defense of his enemy to put himself in contact with it, Lemures rolls a D100 (adding 20 points for being the one using the Technique) and adds the result to his Presence, obtaining a total of 115. His opponent also rolls, but it only obtains a total of 60. Considering the difference between both results, Lemures' enemy suffers 55 points of Damage in the arm, which produces an automatic Critical.

## CRITICAL ENHANCEMENT (SINGLE)

In the case of an attack that produces a Critical, this effect allows the fighter to add a bonus to the roll to calculate the level of the Critical. As with the usual rules, if the final value of the Critical exceeds 200, the additional points count as half.

Critical	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	2	4	5	1	2	4	
+25	3	5	5	2	4	7	
+40	4	6	10	3	6	11	
+50	5	8	15	4	8	14	
+75	8	11	20	6	12	21	
+90	12	15	25	8	16	28	
+100	14	18	30	10	20	35	
+125	18	22	35	12	24	42	2
+150	22	26	40	14	28	49	2
+175	26	32	45	16	32	56	3
+200	30	36	50	18	36	63	3

**Frequency:** Action

**Action Type:** Attack

**Primary Char.:** Power

**Elements:** Fire, Earth

**Optional Char.:** Constitution +2, Dexterity +2, Strength +1, Willpower +1

### Optional Advantage: Automatic Critical

This advantage allows the attacks carried out with the Technique to cause an automatic Critical simply by causing any Damage, regardless of the amount of Life Points the opponent loses. In the case of beings with Damage Resistance, the Critical is not automatic, but the entire body of the creature is considered a vulnerable point.

Option	Cost	MK	Maint.	MiS	GrS
Automatic Critical	+8	30	4	8	14

## CRITICAL ENHANCEMENT (MULTIPLE)

As Critical Enhancement (Single), except it grants a bonus to the Critical level of all the attacks the character makes during the turn, including those obtained by using an additional weapon. The only exception is that the effect does not apply to Criticals from attacks that depend on other Techniques, unless both Techniques have the Combinable Advantage.

Critical	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
+10	3	5	10	2	4	7	
+25	5	8	20	4	8	14	
+40	7	9	25	6	12	21	
+50	9	12	35	8	16	28	2
+75	12	15	50	10	20	35	2
+90	16	20	60	12	24	42	3
+100	18	22	65	14	28	49	3

**Frequency:** Turn

**Action Type:** Attack

**Primary Char.:** Power

**Elements:** Fire, Earth

**Optional Char.:** Constitution +2, Dexterity +2, Strength +1, Willpower +1

### Optional Advantage: Automatic Critical

This advantage acts in the same way as the Automatic Critical advantage of Critical Enhancement (Single).

Option	Cost	MK	Maint.	MiS	GrS
Automatic Critical	+8	30	4	8	14

## ATTACK MIRRORING

With a successful defense, this effect confers the ability to return the attack to the aggressor. This mirrored attack uses the same Final Attack Abilities of the aggressor, as well as his attack roll. A mirrored attack is considered a counterattack, so the character can add any bonus to counterattack obtained by his Defense result to the mirrored attack. A character can mirror an attack even if the character no longer has Offensive Actions, since it is not really he who is attacking. If this effect is joined to the Additional Defense effect, the character can mirror several attacks per turn (as many attacks as defenses he executes). Effects associated with the attack cannot be mirrored.

Effect	Prim.	Sec.	MK	Maint.	MiS	GrS	Lv
Attack Mirroring	12	15	30	8	16	28	2

**Frequency:** Action

**Action Type:** Defense

**Primary Char.:** Power

**Elements:** Water, Light, Darkness

**Optional Char.:** Agility +3, Dexterity +3, Strength +2, Willpower +1

### Optional Advantage: Target Choice

This advantage allows a character to redirect the mirrored attack to any other single target within its range.

Option	Cost	MK	Maint.	MiS	GrS
Target Choice	+2	10	2	4	7

### Optional Advantage: Mirroring Esoteric Abilities

In addition to Damage, the mirrored attack retains all of its special effects, even those of psychic or magical character. Similarly, psychic and magical effects can be mirrored.

Option	Cost	MK	Maint.	MiS	GrS
Mirroring Esoteric Abilities	+4	20	1	2	4

# DISADVANTAGES

A character can choose to add disadvantages to his Techniques. Perhaps the energy of the attack debilitates its user, or it is only effective against a certain type of being. For whatever reason, these disadvantages make the Technique weaker and, consequently, less costly. Adding a disadvantage to a Technique lowers its cost in MK. For example, a Technique that can only be used when the character using it has less than half of his Life Points left costs 10 MK less than it would without the limitation. The number of disadvantages that a Technique can have is equal to its level: Basic Techniques can have one disadvantage, Greater Techniques can have two, and Arcane ones can have three. Regardless of how many disadvantages are chosen, the cost of the Technique cannot be reduced to less than half the original MK of the Technique, nor can the cost fall below the minimum value that the Techniques level allows.

A player has decided to create a Technique whose cost is 40 MK points. As that cost seems high to him, he chooses the Characteristic Sacrifice disadvantage, which lowers the MK cost to 30 points. Since the base value of the Technique is 40 MK, its cost cannot be reduced to less than 20 (which is also the minimum cost for a Technique of first level).



## EXHAUSTION

The Technique has the disadvantage of exhausting the character who executes it, making him lose a certain amount of points of Fatigue when he does so. Fatigue spent in this way, does not grant any bonuses; it is used to carry out the Technique. This cost does not fall within the point limit that a character can use in a turn, so he can invest additional Fatigue to aid his Actions as necessary. A character with the Untiring advantage cannot make use of a Technique with this disadvantage.

Loss of Fatigue	MK Reduction	Level
2	5 MK	
4	10 MK	
6	15 MK	2

**Action Type:** Variable

## ELEMENTAL BINDING

This disadvantage forces the creator of the Technique to choose only effects related to a particular element. Additionally, this disadvantage will also force the character using it to choose that element again if developing a higher-level Technique based upon it. In other words, once a player chooses this disadvantage, all higher-level Techniques in the tree must also carry this disadvantage.

Option	MK Reduction	Level
Single Element	15	
Two Elements	10	

**Action Type:** Variable

**Single Element:** Effects must be bound to a single chosen element.

**Two Elements:** As Single Element, except the effects can be chosen from ones related to two particular elements. For example, only effects related to Water or Light or both. Naturally, these two disadvantages cannot be adopted jointly.

## SPECIALIZED ATTACK

These disadvantages modify the nature of an Offensive Technique, so that they are only useful against a certain kind of Defense. For example, if a Technique giving +100 to Attack Ability and has the disadvantage Only Against Blocks and is used against a target who is Dodging, it would be treated as just a simple attack without any other property. Only one type of specialization can be chosen for a Technique.

Specialization	MK Reduction	Level
Only Against Block	10 MK	
Only Against Dodge	10 MK	
Only Against Damage Resistance	10 MK	

**Action Type:** Attack

**Only Against Block:** The Technique only works against someone who uses his Block Ability as a defense against it. If the adversary Dodges or has Damage Resistance, the Technique does not have any special effect on him. Supernatural shields are considered Blocks, so a Technique with this disadvantage works against them.

**Only Against Dodge:** As the previous specialization, except it only works against adversaries who Dodge the attack.

**Only Against Damage Resistance:** As the previous specializations, but it only works against creatures and beings who use the rules for Damage Resistance.

## TIED TO A WEAPON

The Technique is tied to a specific weapon, and a character who wants to use the Technique must be wielding that weapon to do so. If he does not have it, the Technique simply has no effect. Unarmed combat cannot be chosen for this disadvantage.

Weapon	MK Reduction	Level
Tied to a Weapon Type	5 MK	
Tied to a Specific Weapon	10 MK	

**Action Type:** Variable

## LIMITED CIRCUMSTANCE

These disadvantages limit the use of the Technique to certain predetermined conditions. If the condition is not fulfilled, the character is incapable of executing the Technique. Only one condition can be chosen per Technique.

Circumstance	MK Reduction	Level
Suffers Damage	10 MK	
Half of Life Points	10 MK	
A Quarter of Life Points	15 MK	
Negative Life Points	25 MK	2

**Action Type:** Variable

**Suffers Damage:** The character can carry out the Technique only during the turn immediately after having suffering more than 10 Damage in combat. This disadvantage cannot be used by beings with Damage Resistance.

**Half of Life Points:** The Technique can only be used if the Life Points of a character are reduced to half of his total, or less.

**A Quarter of Life Points:** As the previous condition, except the character's Life Points must be below a fourth of his total for him to execute the Technique.

**Negative Life Points:** The Technique can only be used if the character is at negative Life Points. It can only be used if the optional rules of between life and death are used, or if a character is able to stay conscious when his Life Points are below zero.

## COMBAT CIRCUMSTANCE

This disadvantage requires that the Technique only be used on a target in a specific combat position or circumstance. Thus, it will only have effect against an adversary who is in one of the following positions: knocked down, trapped (by the user of the Technique), from behind, surprised, or blinded. This disadvantage may be taken multiple times to further delimit under what circumstances the Technique will work. For example, an assassin could create a Technique that could only be used when he is attacking a Surprised enemy from Behind, combining two circumstances (for an MK reduction of 10).

Circumstance	MK Reduction	Level
Circumstance	5 MK	

**Action Type:** Attack

## COMPLEX

The Technique is very difficult to master and can easily become out of control. For that reason, the fighter increases by 2 points his chance of a Fumble when executing it. That is, a character suffers a Fumble result on a 5 or less (4 if he has Mastery in the ability he is using).

Complex	MK Reduction	Level
Complex	5 MK	2

**Action Type:** Variable



## CONDITIONS

The Technique has a number of specific conditions that must be fulfilled to activate it. Generally, more than one condition can be chosen, as long as they are not inherently linked. That is, a Technique of second level could have as disadvantages that it could only be executed at night and in a land of snow or ice.

Circumstance	MK Reduction	Level
Unsheathe	5 MK	
Flying	5 MK	
Charging	5 MK	
Mounted	5 MK	
Day	10 MK	
Night	10 MK	
Certain Terrain	10 MK	
Certain Time	20 MK	2

**Action Type:** Variable

**Unsheathe:** The character must unsheathe his weapon, with the penalties of doing so, at the moment he wants to use the Technique. For the Technique to be used, a turn must pass in which the weapon remains sheathed.

**Flying:** The Technique can only be used by a character who is flying and has ample space to maneuver.

**Charging:** In order to carry out the Technique, the character must be running at his adversary for at least one turn. Consequently, it is not possible to use it if he is already locked in hand-to-hand combat.

**Mounted:** The character must be on a mount to use the Technique correctly.

**Day:** For whatever reason, a Technique with this disadvantage cannot be executed at night.

**Night:** Opposite the previous condition, the Technique cannot be executed during the day.

**Certain Terrain:** The Technique has a requirement that the user must be in a certain type of terrain, such as an arctic region, a volcanic area dotted with lava, a desert, on a savannah, and so on. It cannot be used in combination with the disadvantage Elemental Requirement if both match the same natural element (like fire in a volcanic area).

**Certain Time:** The Technique can only be used at a certain time whose duration is quite limited. Some examples would be during nights with a full moon, when a clock strikes twelve at night, etc.

## REDUCED DAMAGE

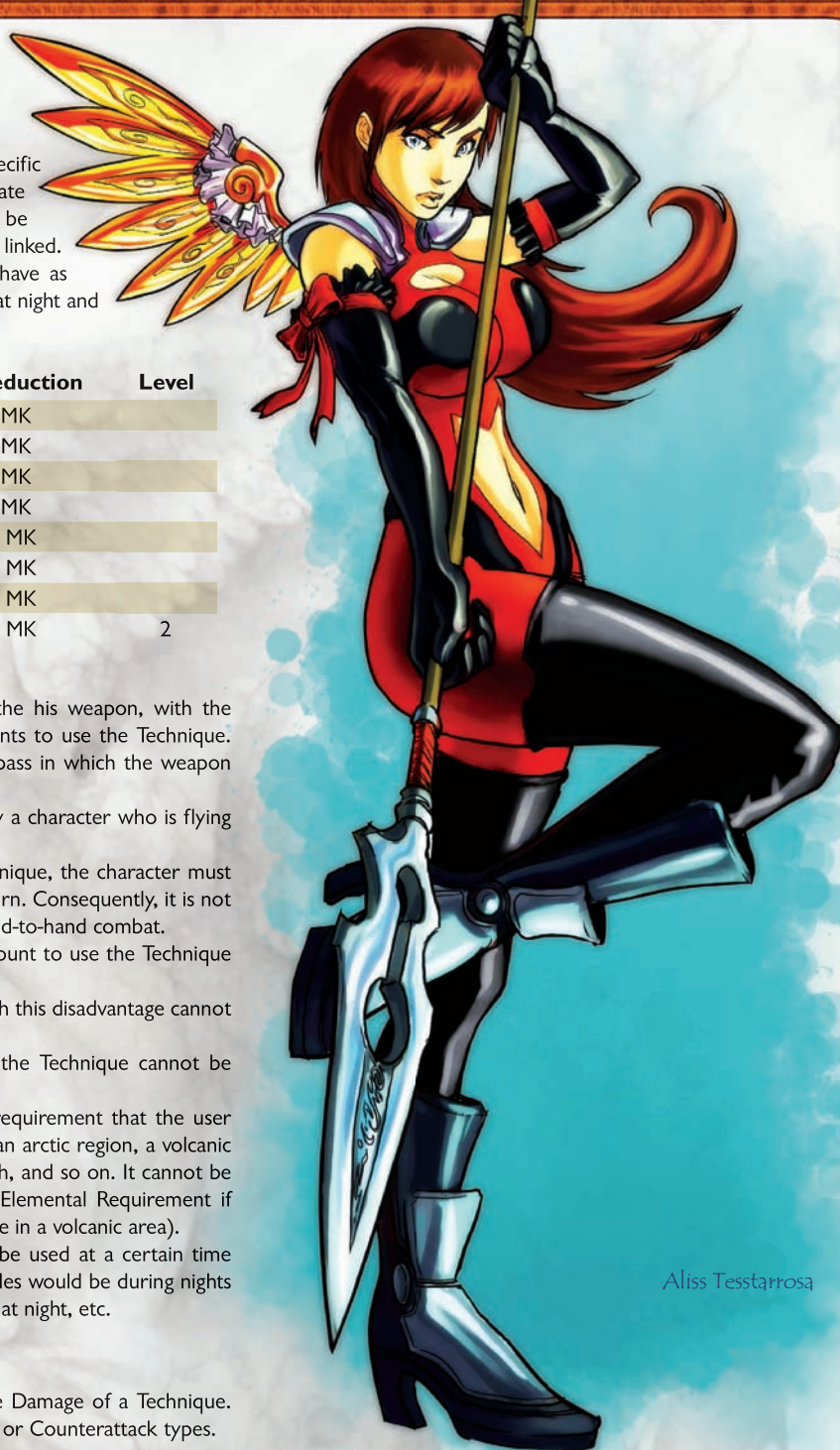
This disadvantage reduces or cancels the Damage of a Technique. It can only be applied to effects of the Attack or Counterattack types.

Option	MK Reduction	Level
No Damage	20	
Half Damage	10	

**Action Type:** Attack or Counterattack

**No Damage:** This disadvantage reduces the damage done by the attack to zero, regardless of what the Combat Table indicates. However, the esoteric effects of the Technique work normally, as long as the attack would have caused Damage.

**Half Damage:** As with No Damage, except the Final Damage that is produced is reduced to half instead of zero. These disadvantages cannot be combined together.



Aliss Tesstarrosa

## SPECIALIZED DEFENSE

These disadvantages modify the nature of a Defensive Technique, such that it only grants a benefit against a certain kind of attack. It is only possible to choose a one specialization for a Defense.

Specialization	MK Reduction	Level
Only Physical Attacks	5 MK	
Only Projectiles	10 MK	
Only Ki Techniques	10 MK	
Only Spells	15 MK	
Only Psychic Powers	15 MK	

**Action Type:** Defense

**Only Physical Attacks:** The Defense Technique only works against physical attacks that are made in hand-to-hand combat. Distance Attacks, spells, or similar abilities are unaffected by the special abilities of the Technique.



**Only Projectiles:** The Defense Technique works only against projectiles and distance attacks, be they physical or supernatural in nature.

**Only Ki Techniques:** The Defense Technique grants benefits only when used to counteract a Ki Technique.

**Only Spells:** The Defense Technique only grants benefits when it is used to resist spells that have the user of the Technique as a target.

**Only Psychic Disciplines:** The Defense Technique only grants benefits when it is used to resist attacks based on Psychic Disciplines that have the user of the Technique as a target.

## EXTERMINATOR

This disadvantage is similar to Specialized Attack, except that the Technique only has utility against certain creatures or entities. In any other case, the Technique is nothing more than a conventional attack without any other special effect.

Exterminator	MK Reduction	Level
Against Humanoids	5 MK	
Against a Type of Being	10 MK	
Against a Specific Being	30 MK	2

**Action Type:** Attack

**Against Humanoids:** This Technique only works against adversaries whose form is humanoid and whose size does not deviate too much from the character executing the Technique.

**Against a Type of Being:** The Technique only works against a certain kind of creature, such as dragons, elementals of a certain type, undead beings, etc.

**Against a Specific Being:** The Technique only works against a particular creature or entity. For example, if it were a Technique created to end the Aeon Orochi, the Technique could only be activated against it.

## EXCESSIVE ENERGY USE

The Technique has design issue that causes it to consume an extraordinary amount of additional Ki. Therefore, after the Technique is executed, the character using it automatically loses an amount of Ki points equal to the original cost of the Technique.

Option	MK Reduction	Level
Excessive Energy Use	15 MK	

**Action Type:** Variable

## WEAPON LOSS

When carrying out the Technique, the energy of the Technique destroys the weapon it was executed with. Logically, this disadvantage requires that the Technique be related to the use of a weapon, be it blocking or attacking. Sometimes, some especially resistant or powerful artifacts are not affected by this disadvantage, in which case the body of the character activating the Technique suffers the consequences of the overload, losing 100 Life Points as a result.

Weapon Loss	MK Reduction	Level
Weapon Loss	10 MK	

**Action Type:** Variable



## ACTION PENALTY

This disadvantage causes the user of the Technique to become debilitated momentarily, and incapable of using his full capacities for a short period of time. Consequently, a character who activates a Technique with this disadvantage suffers a penalty to all of his Actions when he finishes activating the Technique. This penalty is of special nature and cannot be eliminated by supernatural abilities or Ki. It decreases at a rate of 10 points per turn until disappearing completely.

Penalty	MK Reduction	Level
-50	10 MK	
-75	15 MK	
-100	20 MK	2
-125	25 MK	2
-150	30 MK	3

**Action Type:** Variable

## PREDETERMINATION

Predetermined Techniques require that the character declare in advance that he will Accumulate Ki in order to use it. As soon as he is able to activate the Technique, he must do so straightaway. A player can only choose this disadvantage for second and third-level Techniques. Even if a character is able to use the Predetermined Technique in a single turn, he must wait an additional turn to be able to use it, since he must declare its use at least one turn in advance.

Option	MK Reduction	Level
Predetermination	20 MK	2

**Action Type:** Variable

## ADVANCE PREPARATION

In addition to the Accumulation and spending of Ki, the character must prepare in advance for the Technique that he is going to carry out. This preparation may take the form of doing a kata, concentrating in silence, and so on. Without that preparation, he is not able to use the Technique. The time of preparation is what determines the MK reduction that the disadvantage grants.

Preparation	MK Reduction	Level
1 minute	10 MK	
1 hour	15 MK	
1 day	25 MK	2

**Action Type:** Variable

## ELEMENTAL REQUIREMENTS

In order to use the Technique, the character must be in contact with or near a certain level of Intensities of a particular element, which is selected when the Technique is created. For example, the character may be required to be in the presence of fire to trigger the Technique or be on a surface covered by water.

Option	MK Reduction	Level
Lesser Intensity	10 MK	
Greater Intensity	5 MK	

**Action Type:** Variable

**Lesser Intensity:** In order to use the Technique, the character using it must have within his reach a minimum of 2 Intensities of the required element. If the disadvantage of Elemental Binding has also been chosen, the required element must be one of the elements chosen for that disadvantage.

**Greater Intensity:** As Lesser Intensity, except 8 or more Intensities of a certain element are required. The Lesser Intensity and Greater Intensity disadvantages cannot be combined together.





Dein sacrifices his own life to be able to use his final attack.

## VITAL SACRIFICE

The Technique consumes the vital energy of the character, causing him to lose a certain amount of Life Points when he executes the Technique. All the Life Points consumed in this way count as a Sacrifice for the purpose of recovering them.

Sacrifice	MK Reduction	Level
25 Life Points	5 MK	
50 Life Points	10 MK	
75 Life Points	15 MK	2
100 Life Points	20 MK	2
All Life Points	25 MK	3

**Action Type:** Variable

**X Life Points:** The character loses this many Life Points when executing the Technique.

**Complete:** The character's Life Points are reduced to 0 when he uses the Technique. The Technique cannot be carried out if the character's Life Points are already at 0 or a negative value.

## CHARACTERISTIC SACRIFICE

The Technique has a terrible secondary effect: it absorbs a part of its user each time it is used. Consequently, the character loses a point of a particular Characteristic (chosen when the Technique is created) each time that he uses the Technique. That loss is permanent.

Characteristic Sacrifice	MK Reduction	Level
Characteristic Sacrifice	30 MK	

**Action Type:** Variable

## DEFENSELESS

The Technique has a serious defect: the character using it must lower his guard completely to do so. Thus, a character using the Technique is incapable of defending himself in the same turn he executes it (if he has done so already, he cannot activate the Technique that turn). This disadvantage cannot be combined with the maneuver Full Attack, nor can it be used by creatures with Damage Resistance.

Defenseless	MK Reduction	Level
Defenseless	15 MK	

**Action Type:** Attack

## OVERLOAD

The use of the Technique overloads the energy of the character, making him briefly unable to use Ki Techniques. Each time he uses this Technique, he must wait a specified number of turns before being able to use Ki Techniques again.

Overload	MK Reduction	Level
Delay of 5 Turns	5 MK	
Delay of 20 Turns	10 MK	

**Action Type:** Variable

## FINAL TECHNIQUE

This is the ultimate disadvantage that a Technique can have, because it destroys its user completely immediately after being used. The character who uses it dies irrevocably after its execution. This disadvantage cannot be combined with the disadvantages of Vital Sacrifice, Characteristic Sacrifice, or Limited Uses.

Final Technique	MK Reduction	Level
Final Technique	55 MK	2

**Action Type:** Variable

## MAINTAINED TECHNIQUE

In order to execute the Technique, the character must already be maintaining a different Technique selected when the Technique was created. The MK Reduction the disadvantage provides varies based on the level of the Technique that has to be maintained.

Maintained Technique	MK Reduction	Level
Level 1 Technique	5 MK	
Level 2 Technique	10 MK	2
Level 3 Technique	15 MK	3

**Action Type:** Variable

## LIMITED USES

For whatever reason, a Technique with this disadvantage is greatly restricted in the number of times it can be used. Therefore, the character has a maximum number of times in his entire life that he can use the Technique, and once that limit is reached, he can never use the Technique again. Any justification for the limit is valid. For example, every use of the Technique could draw part of a strange tattoo on the character's body, and once it is completed, the Technique is sealed forever (or on the contrary an existing tattoo could erase itself as the power is exhausted).

Limited uses	MK Reduction	Level
20 Uses	10 MK	
10 Uses	20 MK	
5 Uses	25 MK	2
3 Uses	30 MK	2
1 Use	40 MK	3

**Action Type:** Variable



# CHAPTER VI

## LEGACIES OF BLOOD

*Sometimes, I feel pity for all those uselessly  
striving to gain power.*

*They will never understand.*

*Their work, their fight, is pointless.*

*True power is carried in the blood.*

*Matthew Gaul*

Ages ago, when the impossible walked the world and differences between fairy tales and reality did not exist, a small number of people developed capabilities beyond the imagination of man. In more than one sense, those individuals took a step beyond human evolution, changing their bodies and souls forever. The origins of these gifts are as varied as the powers they grant. Some of the individuals made blood pacts with powers or forgotten gods to receive the gifts, surrendering in return a part of their humanity. Some gifts were born of impossible unions, the heritage of children of mortals and entities that should never have descended to the world. Other gifts arose spontaneously, with no known origin.

Even today, centuries or millennia later, some of the descendants of those people still retain a part of those incredible gifts. These descendants are the Legacies of Blood.

### LEGACIES OF BLOOD

The Legacies of Blood are a special category of Advantages (and also the name for those who possess them) that characters can access using Creation Points. They refer to supernatural powers that characters can have innately, inherited gifts from past eras. In order to obtain one, the character must simply spend the amount of Creation Points indicated in the particular Legacy of Blood's description, just like choosing a conventional Advantage. However, a Legacy of Blood is considered a Legacy, and the character receives a Level Modifier of +1 for calculating his experience, as described in **Chapter 22 of Anima: Beyond Fantasy**.

There is no limit as to the number of Legacies that can be chosen in the creation of a character. However, unlike other Advantages, it is not possible to use the Non-Restricted Creation Points optional rule (introduced in the **Game Master's Toolkit**) to obtain Legacy Advantages when going up a level; since they are innate capacities in an individual, he either possesses them since birth or simply does not have access to them.

Although the Legacies of Blood that are described next refer to human beings, access to them is not restricted solely to man. Members of many other races, such as Sylvain, Daimah, or Duk<sup>2</sup>zarist, have the same chance of inheriting these Advantages.

Although most of the Legacies in this section are linked to Gaia, they encompass elements so generic that they can be extrapolated to any other setting. For example, the powers of the Blood of Orochi could refer to those of demon blood, the same way that the Blood of Aeon could refer to someone related to any elemental deity. Players should simply find appropriate justifications for their Legacies.



### WHY A LEVEL MODIFIER?

Despite being essentially human, a Legacy of Blood has a Level Modifier to balance the superior advantages that these powers grant him in comparison to normal Advantages. Otherwise, characters without these gifts would be at a disadvantage. If the Game Master wishes, he can balance having Legacies a different way, such as by increasing the Creation Point cost of each Legacy by 1, instead of applying a Level Modifier.



### BLOOD OF AEON: ELEMENTAL LINK

The Aeons, ancient entities whose power has been compared to the gods by many cultures, shared in the past a part of their essence with a limited number of mortals. The descendants of these people are still in possession of some of the exceptional qualities of their ancestors, thus becoming Legacies of Blood. This section refers to Legacies of Blood whose powers come from connections to Aeons with elemental ties, although the progeny of some high elemental lord could have similar capabilities. When choosing this Advantage, the character must decide which Aeon his powers are bound to.

**Cost:** 1

### GENERAL ADVANTAGES

Some general Advantages exist that, to a greater or lesser extent, affect all those Legacies of Blood descended from elemental Aeons. Next are detailed two of the most common:

•**Elemental Affinity:** The Legacies of an Aeon are spiritually bound to the element to which their ancestor is associated. Consequently, they reduce by half any damage they suffer based on that element, and apply a bonus of +20 to all the Resistance checks related to it in some way. These benefits do not work against effects produced by an entity whose Gnosis is far beyond that of the character, since its high essence ignores the basic properties that the blood grants. Additionally, the Legacy increases by 10 points the Base Damage of any attack the character makes based on this element, be it using Ki, magic, or Psychic Powers. Aeons that do not have an association with an element do not provide this benefit to their descendants.

•**Elemental Aptitude:** Because of his supernatural nature, the Legacy finds great ease in developing all kinds of Ki Techniques related directly to the element to which his blood is bound to. Therefore, he reduces by 5 points the MK cost of any effect related to this element in a Technique learned or developed by the character. Effects whose MK cost is already 5 points are not affected by this Advantage.

If a Legacy of Kagutsuchi wants to develop a Ki Technique that has two effects related to Fire (for example, Attack Ability and Damage Augmentation), the Technique would cost him 10 less MK points.



### Blood of Kagutsuchi (Fire)

Kagutsuchi, the Great Beast of Flames, is an ancient entity intrinsically related to the Kami of Varja. Of her, it is said that, in the past, she fought beside Amaterasu against the Dark Aeon Orochi. According to legend, her fire could purify or destroy at will everything for miles around her. Her usual appearance is one of an immense bird of flames, from whose feathers it is said that the Phoenix was born.

Her Legacies do not necessarily share a common appearance, although a great number of them are albinos whose eyes glow like lit coals when the Legacies begin to Accumulate Ki.

**General Advantages:** Elemental Affinity (Fire). Elemental Aptitude (Fire).

### Blood of Boreas (Air)

Boreas, Lord of the Four Winds or the Eternal Bird, is an Aeon that often has been associated with Beryl Uriel, and is also said to have many ties with the Sylvain culture. He often appears as a huge bird with humanoid features, always surrounded by whirlwinds. His power is such that with a single movement of his wings he is able to raise gales and hurricanes capable of devastating virtually anything.

The Legacies of Boreas have a common tie; when they begin to Accumulate Ki, they always produce small air currents that twist around them, even forming tiny tornados.

**General Advantages:** Elemental Affinity (Air). Elemental Aptitude (Air).

Illustrated by Wen Yin Li



Tsubasa Kurokami,  
Legacy of Kagutsuchi





### Blood of Niflheim (Cold)

Niflheim, Spirit of the Eternal Ice, is the Aeon that governs the cold and ice. Unlike many of her siblings, her manifestations in antiquity upon the face of Gaia were very few, though her blood was tied to a small number of chosen through a pact with the leaders of the tribes of the north. The Legacies of Niflheim are the descendants of these people, and through their veins still run fragments of her power. No one knows what physical form the Spirit of the Eternal Ice takes, but some say she has the appearance of a woman made up of snow and frost.

The Legacies of Niflheim usually have pale skin, clear eyes (blue or white, most of the time), and hair of an off-white (or even bluish) hue. Although her Legacies are more commonly women instead of men, the Legacy powers of the latter are sometimes greater.

**Cold Control:** The character has a limited control over cold that grants him the ability to slightly alter the temperature around him. At will, he can lower the temperature of everything within a distance of 60 feet around him by 5 to 10 degrees.

**Sense Temperature Changes:** Thanks to the powers of his blood, the Legacy has an innate ability to feel changes in the temperature around him. Thus, if he concentrates for three or four turns, he can perceive heat or cold sources in a space of about 150 feet. This ability also allows him to feel the heat that comes off a living being, but in these cases, the being can resist being located by passing a Physical Resistance (PhR) check against a Difficulty of 100.

**General Advantages:** Elemental Affinity (Cold).

### Blood of Rudraksha (Electricity)

Rudraksha, Lord of the Storms, is one of the great Aeons that manifested on Gaia during the war of the Deva. Known for his almost limitless destructive capacity, this powerful entity devastated entire armies before being temporarily confined in a prison known as the Temple of Storms. At that time, the Aeon signed several blood pacts with a multitude of individuals of enormous power, granting them a part of his supernatural abilities. The Legacies of Blood of his that exist at present are the descendants of these individuals.

The blood of Rudraksha is associated with electricity, lightning, and storms, so his Legacies have an affinity for such elements. They do not have distinguishing physical characteristics, except their Combat Aura always takes the form of continuous electrical discharges that surround their bodies.

**Storm Link:** The character can sense a storm at least 12 hours before it occurs, and can tell if it is natural or if there is some mystical element behind it. Additionally, this Legacy of Blood imbues the character with power during a storm, so he receives, while he is in a storm, a bonus of +1 to one of the following Characteristics: Dexterity, Agility, Strength, or Power.

**General Advantages:** Elemental Affinity (Electricity).

### Blood of Ran (Water)

Ran, the Aeon of waters and oceans, is one of the most colossal creatures that has ever existed in Gaia. Occultists affirm that he is a primal force, capable of causing tidal waves and typhoons with a single movement of his body. Generally, and as far as physical strength is concerned, he is considered the greatest of the Aeons.

The most common characteristics of his Legacies is that they always have blue or green eyes and that their hair grows at a much faster rate than any normal person; if they cut it, after only one or two days, they once again have a long mane. Their Combat Aura is usually blue, as if water is swirling around them, and when they Accumulate Ki, sometimes the noise of waves can be heard.

**Aquatic Movement:** The Legacy has the capacity to move with ease through aquatic environments, so he reduces by half any Action Penalty applied for moving in water or similar liquids.

**General Advantages:** Elemental Aptitude (Water).

### Blood of Toa (Earth)

Toa, the Earth Dragon, is one of the Aeons who has taken a more active part in the history of humanity. Sometimes he is represented as an enormous stone serpent who dwells in the depths of the earth, and at other times like a dragon without wings. It is not known when or how he made blood pacts or had congress with mortals, but his Legacies exist in the world even now.

The Legacies of Toa are commonly people with an exceptional physique, a prodigious musculature, and an almost inhuman resistance to harm.

**Regeneration:** These Legacies heal more quickly than a normal person, so their level of Regeneration is increased by a point.

**Resist Criticals:** The natural resistance of the Legacies allows them to withstand physical damage much better than other individuals. For that reason, they receive a bonus of +10 to their Physical Resistance to counteract any Critical they suffer.

**General Advantages:** Elemental Affinity (Earth).

### Blood of Phandemonium (Darkness)

The Aeon of darkness, also called the Eternal Night, is the incarnation of pure darkness. His true physical form is not known, because whenever he has manifested he has appeared surrounded by an unfathomable mass of darkness, filled with eyes and mouths. It is believed he was one of the forces that caused the destruction of the Deva during their war, and he has taken part in other conflicts in the past, like the War of Darkness.

The Legacies of Phandemonium, or Heirs of the Shadow, do not share common characteristics among themselves, except that their hair and eyes are always of dark or clear shades. It is said that when one of the Legacies has Accumulated a sufficient amount of Ki, his aura gathers around his back in the form of two black wings.

**Advantages:** Elemental Affinity (Darkness). Elemental Aptitude (Darkness).

### Blood of Shephirah (Light)

Shephirah, the Light of the Heavens or The One of a Thousand Wings, is widely regarded by occultists as one of the most powerful Aeons. Like Boreas, she is intrinsically linked to the culture of the Sylvain, and there are civilizations that adore her like a god. Her form, despite being constantly changing, is characterized by a vaguely feminine appearance, and she always appears surrounded by wings of light that emerge from all parts of her body.

The Legacies of Shephirah typically have light hair (blond most of the time) and blue or green eyes. However, their most peculiar characteristic is that, when they Accumulate great amounts of Ki, their aura takes the form of two enormous luminous wings that manifest on their back.

**Advantages:** Elemental Affinity (Light). Elemental Aptitude (Light).

## THE EYES OF DEATH

Surely, there is no Legacy of Blood darker, more terrible, and more frightening than the Ayin Apholion, also called the Eyes of Death. This strange gift, whose possessors consider the greater part of the time to be a curse, confers the disturbing ability to see the threads of life present in all things. These people do not perceive the world in a normal way, but like a set of threads, veins, and filaments that underlie everything that exists.



The origin of this ability is lost in a myth that goes back to the time of Holst. According to some occultists, this power was born from the hypothetical union of Holst and Lachesis, one of the three Fates, whose hands hold the threads of destiny. Others attribute it to a pact between Clotho and a mortal man she loved, with whom the Fate exchanged her left eye, in order to save his life. Whatever the truth, this ability is intrinsically linked to the Fates, because the Legacies that have it perceive the world as the Fates do.

**Cost:** 2

**Eyes of the End of All Existence:** The Legacy has the ability to see the threads present in everything that exists, and consequently can destroy practically anything or anyone, with even the most innocuous wounds. Consequently, the Legacy ignores the Damage Barrier of objects, regardless of their size, toughness, or density. Simply by striking the appropriate places, he is able to destroy everything with impossible ease. Therefore, he also increases the Breakage of his impacts by 5 points, regardless of what weapon he is using.

In combat, all his attacks produce an automatic Critical on his adversaries, regardless of the damage that the attack actually produced. Creatures with Damage Resistance do not suffer an automatic Critical, but their entire body is considered a vulnerable spot for the Legacy's attacks. The Legacy also has the ability to aim more accurately at the spiritual lines of the body of his enemy; if he does so, he applies a penalty of -10 to his Attack Ability, but gains in return a bonus of +40 to the level of Criticals.

This power also allows the Legacy to visualize the spiritual lines of invisible or spiritual beings, even if he cannot fully distinguish the appearance or form of such beings. Thus, he never applies the penalty for complete Blindness when facing invisible beings, but only the penalty for Partial Blindness. Nevertheless, he is affected by illusionary spells or any similar power that "deceives" his perceptions. For example, a character using a spell of Illusory Invisibility would simply alter the perception of the eyes of the Legacy, making him think that he does not see anything.

The character must be able to see to make use of all these abilities, since his powers depend directly on his sense of sight. If at any time he lacks sight or, for any natural cause, is unable to see his surroundings, he loses these abilities.

A character with this Legacy of Blood is able to damage any adversary, ignoring completely all kinds of protection or immunity that it has. Only beings who he cannot damage because of their high Gnosis are unaffected by this ability. In those cases, the character cannot see any kind of threads in them.

## EYES OF THE SOUL

The origin or true nature of the Legacy called the Eyes of the Soul is unknown, but since it originated in Varja, many think that some Kami or greater spirit of the Oriental Island is related to it. In any case, people are born even today with this strange capability, which causes them to see everything that surrounds them in a different way.

This Legacy allows the character to see the world, not in the normal way, but instead like a continuous gathering of spiritual energy and Ki. Unlike other individuals able to sense Ki, the Legacy is able to see it like it is something real and tangible. This ability also allows him to perceive the form of all the objects or things that "he sees," even if these do not give off energy. Consequently, he can use his Ki Detection, instead of the Secondary Abilities Notice and Search, to make any kind of perception check that uses sight as the principal means. For example, using his Ki Detection, the Legacy could try to locate a hidden trap or a concealed object in an enormous storage room. This power also allows the Legacy to see invisible bodies or spiritual beings, as long as they are real entities that emit some kind of spiritual energy.

An individual with this capacity cannot be dazzled and ignores the penalties for any darkness that does not have a supernatural origin.

In order to make use of the powers of the Eyes of the Soul, the character must develop the Ki Ability of Erudition. Otherwise, although he innately has these powers, he simply is not yet able to benefit from them.

**Cost:** 1

## LEGACY OF THE MOON (TSUKIYOMI)

In antiquity, 12 high priestesses of Varja signed a pact with Tsukiyomi, Goddess of the Black Moon, so that their descendants would gain some of her tenebrous power. Although this pact cost them their souls and eternally bound the essence of their children to the darkness, the lady of the Naraku fulfilled her word in part, binding the spiritual energies of their firstborn to the moon. Even today, the heirs of those dark priestesses possess this Legacy, just as strong as it was a thousand years ago.

**Cost:** 1

**Ties to the Moon:** The power of the Legacies of Tsukiyomi depends directly on the state of the moon. Consequently, the Legacy gains different benefits depending on what phase the moon is in. None of these Legacy Advantages, with the exception of Eclipse, are applied during the day.

- **Full Moon:** When the moon is most illuminated by the sun, the powers of the Legacies are minimal, although they still receive certain benefits thanks to the moon's influence. During this time, the character simply obtains a bonus of +5 to all actions.

- **Last Quarter:** During this period, the Legacy obtains a bonus of +10 to all actions.

- **First Quarter:** The bonus to all actions of the Legacy during this phase is increased to +15.

- **New Moon:** Also called the Black Moon, this time is the moment at night when the powers of the Legacy are at their apogee. The character receives a bonus of +20 to all actions, can conduct actions of Inhuman Difficulty, and receives a modifier of +2 to his level of Regeneration.

- **Eclipse:** In a perfect eclipse, during the moment in which the dark surpasses the light even during the day, the power of a Legacy of Tsukiyomi is absolute. As a result, at this time, he obtains a bonus of +30 to all actions, can perform actions of Zen Difficulty, and obtains a modifier of +8 to his level of Regeneration.

## THE BLOOD OF UROBOROS

Uroboros, the Serpent of Time, is one of the most enigmatic entities of antiquity. Many occultists have investigated his origins or nature, but no one has been able to discover what he is really. There are some who consider him an Aeon, while others catalogue him as the greatest of the Great Beasts or, in some cases, even a god. How he bound his blood to mortals is as inexplicable a mystery as is Uroboros himself, but without a doubt individuals exist who possess some of his power.

Legacies of Uroboros always have a strange birth mark, in the form of a serpent, somewhere on their body. Normally it forms a perfect circle, but the mark grows and changes as its possessor increases his powers.

A character with the Blood of Uroboros enjoys a limited control over space and time, allowing him to make certain supernatural "jumps" and to act before anyone can respond to his movements. Simply put, the Legacy's antagonists are left with the feeling that time has stopped for them for a split second. As a consequence of this ability, a Legacy of Uroboros obtains Surprise over any adversary by having an Initiative result of 100 points more than the adversary rather than 150. Secondly, when the Legacy retreats, he does not suffer the Flanked penalty to his Defense Ability, because he takes advantage of the abilities provided by his blood to separate himself without being more vulnerable.

**Cost:** 1



## BLOOD OF THE GREAT BEASTS

Within this category are gathered those Legacies through whose veins run the blood of some of the Great Beasts, or of an ancestral entity of similar power (like angels or demons). Thanks to their lineage, the Legacies are endowed with a multitude of inhuman qualities, although their precise powers and capabilities vary depending on who their predecessors are and the qualities that have been awakened in the Legacies. Consequently, no two Legacies of this blood are exactly the same.

**Inhuman Powers:** The Legacy receives 40 Development Points to choose any combination of Creature Powers described in **Chapter 26 of Anima: Beyond Fantasy**, as if he had an equivalent of Gnosis 5. This Advantage does not allow the character to choose Essential Abilities, but only abilities from the list of Powers. Naturally, physical capabilities slightly alter the appearance of the character. For example, an individual who has the ability to fly would probably have wings on his back.

Additional Creation Points invested in this Legacy indicate that the blood lineage of the character is more powerful, increasing the DP he receives to 80 or 120 points, respectively. The Development Points provided by this Advantage do not increase the level of the character.

**Cost:** 1, 2, 3

## EYES OF DESTINY

The Eyes of Destiny is a strange ability that grants its possessors the capacity to see things before they happen, allowing them to adapt to the movements of enemies, regardless of how fast or capable they are. The origin of this Legacy is unknown, but the Legacy is so old that there are those who suggest it is the first of all Legacies. What or who caused it is completely unknown.

The Eyes of Destiny Legacy allows its possessor to adapt to the combat style of his enemies. After fighting for a prolonged period of time against the same adversary, the character begins to increasingly anticipate his opponents' movements. At first, he is only able to slightly anticipate the movements, but later he can see them coming long before they begin. As a result, he obtains a bonus to his Attack and Defense Ability on any action directly opposed by an enemy that he has been fighting for a certain number of turns. The more time spent fighting the enemy, the greater the bonuses the character obtains, as indicated in the following table:

**TABLE 20: EYES OF DESTINY**

Time	Applicable Bonus
5 Turns	+10
10 Turns	+15
15 Turns	+20
1 Minute (20 Turns)	+25
3 Minutes (60 Turns)	+30
5 Minutes (100 Turns)	+35
10+ Minutes (200+ Turns)	+40

These bonuses are kept even after the passage of time. For example, if the Legacy faces the same enemy several days after the previous battle, he can still predict the enemy's movements as well as he could at the end of the last battle, since he has already adapted to the enemy's combat style. However, when an enemy improves or changes his fighting ability, the advantage provided by the Eyes of Destiny as a result of past combats are lost with respect to that opponent. Simply put, a change in the enemy's way of fighting, in even the slightest way, completely alters the fighting style to which the Legacy has become accustomed. As a result, the possessor of the Eyes of Destiny loses the bonuses obtained against a when the enemy goes up a level if this increases the enemy's Attack or Defense Ability in any way.

It is also possible that an enemy who purposely conceals his full combat ability can make the Legacy lose his bonus when the enemy declares the use of his full ability. In that case, the style to which the Legacy had become accustomed to does not truly represent the ability of his enemy.

Note that the bonus provided by Eyes of Destiny is specific to the Legacy and a particular enemy. Each individual uses slightly different movements when fighting, so time spent fighting one enemy does not apply when fighting another one.

The Eyes of Destiny are useless against attacks and defenses of a magical or psychic character, unless the character has the Advantage See Supernatural as well.

Activating the bonuses of this Legacy demands a cost of 1 Ki point per turn. Ki points do not have to be spent to become acclimated to the enemy's fighting style or to remember past fighting time, but only to use the bonuses provided by this Legacy.

Additionally, a character with the Eyes of Destiny also has an enormous facility to copy Ki Techniques that he witnesses. For that reason, if he has the Ki Ability of Technique Imitation, the benefit the ability offers him increases. Consequently, he reduces the cost in MK of imitated Techniques: those of first level cost of 15 MK points less, those of second level cost 25 MK points less, and those of third level cost 40 MK less (instead of 10 MK, 20 MK, and 30 MK less, respectively).

**Cost:** 2



Bel, Legacy of one of the Great Beasts



## ETERNAL BLOOD

Legacies of Eternal Blood have a bond with entities foreign to Gaia that provides them with an unparalleled resistance to death. Although not strictly immortal, they lack vulnerable spots on their body. Therefore, they can withstand damage that would be impossible for anyone else to withstand, such as having their heart impaled by a sword or their head pierced by an arrow.

Legacies of Eternal Blood do not have any common characteristics, except for their inhuman resistance to damage.

**Cost:** 1

**Invulnerability:** A character with this Legacy does not have any vulnerable spots, so he is completely immune to the effect of automatic death as a result of having received a mortal Critical to any of them. Also, his body must suffer massive damage to die, so the character remains conscious when at negative Life Points of up to 20 times the value of his Constitution. However, he suffers an All Action Penalty equal to the amount his Life Points are negative. If the optional rules of between life and death are used from the **Game Master's Toolkit**, the Legacy applies a bonus of +80 to Physical Resistance checks for the purpose of staying alive once he has reached his limits.

**Resist Death:** The character applies a special bonus of +40 to any kind of Resistance check against natural or supernatural effects that produce automatic death.

## THE BLOOD OF OROCHI

Orochi, the dark Aeon, is one of the most frightful entities of Gaia. Throughout history, some scholars have connected him to Zemial or Edamiel, due to his obsession with destroying everything and plunging existence into absolute nothingness. His legend was forged originally in Varja, during the time of splendor of Kuon Teikoku, and he was considered one of the worst threats that the Eternal Empire had to confront.

Orochi has the form of a gigantic white serpent with seven heads, each one of which is a portal to nothingness. It is not known whether this is his true aspect, but this is his appearance in many scrolls on Varja legends. After manifesting himself and devastating everything in his way, Orochi demanded that seven pure princesses be given to him, who he impregnated with his essence so that they took within themselves his descendants. He was finally sealed off by Amaterasu himself.

The Legacies of Blood of Orochi are the last descendants of those seven princesses and are destined to awaken their dark predecessor someday.

**Cost:** 1

## BLOOD OF VIOLENCE

There are people who carry the blood of Orochi in their veins without knowing it, until some terrible event releases their wrath and awakens their power. After their powers awaken, these Legacies tend to be solitary individuals who are consumed by the power they carry within them, or who live apart from others for fear of hurting them.

The characters with this Legacy of Blood possess a devastating power that allows them to enormously increase their capabilities at a terrible price. If the character wishes it, he can awaken the blood of Orochi to considerably increase his strength. When doing so, he obtains a bonus of +20 to his Combat Abilities and his Initiative, as well as a bonus of +1 to all his Ki Accumulations. If he also has the Gift, he receives a bonus of +20 to his Magic Accumulation. However, this great gift comes at a high cost, as it consumes the body and soul of he that uses it, making him lose 2 Life Points each turn he keeps the Legacy active. This loss is considered a Sacrifice for determining the recovery of Life Points.

Activating the blood of Orochi is a Passive Action, but an entire turn must pass after its activation before it takes effect.

## ANGER UNLEASHED

Unfortunately, having the blood of Orochi carries a great risk. As a bearer of the power of violence, the possibility exists that the Legacy will enter a state of wrath that impels him to kill and destroy everything that he finds around him. In order to avoid entering this state, the Legacy must make a Willpower check whenever any of the following circumstances occurs:

- *The character is present at some terrible event that makes him boil with anger or engulfs him in desperation.*
- *Whenever he receives a Critical in combat, regardless of whether it produces an effect or not.*
- *When he finds himself near another Legacy with the same blood, since his nature responds instinctively to the innate violence that runs through all their veins.*

If any of these circumstances occurs while the Legacy has the power of Orochi active, he suffers a penalty of  $\square 3$  to his Willpower Characteristic when he makes the check. If he fails the check, his power is completely unleashed, so the bonuses to his Combat Abilities, Initiative, and MA increase to +30 and he adds +2 to his Ki Accumulations. Similarly, the price he pays is also greater, so the Legacy bleeds from his entire body, increasing the loss of Life Points to 5 per turn. It is even possible that some additional transformation occurs, such as the Legacy's pupils filling with blood or his hair changing color.

It is very difficult to leave the state of Anger Unleashed. Consequently, the Legacy can only attempt to do so if he is about to hurt somebody very dear to him, in which case he can make a new Willpower check (although he still applies a  $\square 3$  to the value of his Characteristic). The character automatically leaves the state of Anger Unleashed if he falls unconscious.

When his Life Points are reduced to 0, the Legacy stops losing them as a result of his power and must make a Willpower check each turn. If he fails the check or if there is nobody left alive around him, he falls unconscious and enters the state between life and death because of his bleeding.

## EXISTENCE EATERS

The Existence Eaters are one of the darkest Legacies  $\square$  men and women born with the curse of being able to consume the very essence of other people or things to increase their own energy reserves. Common characteristics among them do not exist save for, perhaps, the unusual fact that they never resemble each other, even if they are the closest of kin. Determining where this Legacy originated is impossible, because rather than coming from a certain ancestry, this ability seems to have arisen at random in a very small number of people worldwide.

The Legacy has the ability to absorb the energy of objects and beings he comes into contact with, being able to consume their essence to increase his own Ki reserves. When he wishes to do so, he merely needs to physically touch something whose Base Presence is equal or inferior to his own. If it is an inanimate object, there is no possible resistance: the object loses 5 points of Presence per turn until it becomes undone into a pile of ashes, granting the character 1 Ki point for every 5 points of Presence that he absorbs.

This ability also allows him to drain the energy of other living beings. To do so, the Legacy must put himself into contact with his enemy, be it physically or through something affected by the ability Aura Extension. Whenever the Legacy makes contact, his enemy must make a Physical Resistance (PhR) check against a difficulty equal to double the Presence of the Legacy or the enemy will lose an amount of Life Points equal to half the level of failure and, in addition, 1 Ki point for every 5 Life Points consumed. The Legacy immediately absorbs any amount of Ki that he takes in this way. Since contact is enough to activate the ability, the Legacy can activate this ability at any time, even while he is being struck by his enemy.



The maximum amount of Ki points absorbed per day by a character using this ability can never surpass the Base Presence of the character; once that value is reached, he has "satiated" his absorption until many hours have gone by. That way, a character with Presence 30 could not absorb more than 30 Ki points per day. In fact, during this time, the character cannot activate his power at all (i.e., while his power is full, he cannot take Life or Ki Points away from a target or absorb them with it).

If an Existence Eater uses a Ki Technique that allows him to drain Ki or Life Points, he automatically increases by 40 points the difficulty of the target's Resistance check.

**Cost:** 2

## VENOMOUS ESSENCE

The Children of the Basilisk, as these Legacies are also known, are individuals who have inherited the blood of the most poisonous creature of Gaia. Everything that is in their body, from their skin to their hair, is in fact a powerful supernatural poison able to kill any kind of being. The potency of this ability depends on the essence of each Legacy, and goes up as he grows and increases his powers. In consequence, when a Legacy is only a young child, contact with him simply causes sickness, but as an adult, a mere brush of his hand can end the life of anyone.

A Child of the Basilisk has the ability to poison other individuals in an innate way. The difficulty of the Venom Resistance check (VR) depends on the means used for delivering the poison. If he puts his skin into direct contact with that of another individual, the VR Difficulty is equal to the Presence of the Legacy +30. If someone ingests his blood or saliva or it enters someone's bloodstream, the victim must pass a check against his Presence +60. The Venomous Essence is especially powerful during any kind of sexual relations; for that reason, anyone who has any kind of intimate contact with the Legacy must pass a VR check against his Presence +90.

Not only is the poison within every part of the Legacy's body, it also saturates the spirit of the character. Even attacks that depend on the Legacy's aura can poison his opponents. As a result, if the Legacy develops the ability Aura Extension, any attack that causes damage will force the target to make a VR check, whose difficulty is equal to the Presence of the Legacy +20.

Anyone who fails the VR check will automatically suffer the penalties of Extreme Pain for a number of hours equal to his level of failure. If the difference is greater than 40 points, the victim dies.

Apart from producing these effects, the nature of the character also makes him especially resistant to poisons. Thus, he obtains a bonus of +20 to his Resistance checks against any kind of toxic substance.

**Cost:** 1

## NATURAL WEAPONS

This Legacy includes all those characters who, for one reason or another, have the supernatural capacity to manifest physical, natural weapons at will. The ability can have very diverse origins, as varied as the natural weapons the character can have. Claws, hair, bones, wings, or even the Legacy's own blood can all be natural weapons. The character must designate what his natural weapons are at the time of choosing this Legacy.

Normally, natural weapons are not in view until the character declares his desire to manifest them. At that moment, his body alters so that he can use the weapons: hands become claws, hair begins to move on its own, wounds form blood blades. This manifestation has a cost of 5 Ki points, although there is no maintenance to keep the weapons manifested.

A Legacy automatically obtains knowledge of how to use his natural weapons without the necessity of investing DP in their use; for him using the natural weapons is something innate. The Base Damage of the natural weapons is always 40 plus the Legacy's Strength bonus, and they have the same Initiative modifier as fighting unarmed (that is, +20). Depending on the nature of the natural weapons, the Legacy must choose Cutting, Thrust, or Impact as a Primary Attack Type.

The character must select, in addition, two of the following special advantages for his natural weapons, as appropriate to the weapons' unique nature. Some of them, like Increased Damage or Armor Reduction, can be chosen more than once.

**Cost:** 1

**Increased Damage:** The weapon applies +25 to its Base Damage. This advantage can be chosen a second time, increasing the bonus to +50.

**Increased Speed:** The weapon obtains +20 to its Base Speed. This advantage can be chosen a second time, increasing the bonus to +40.

**Precise Weapon:** The weapon uses the Precise rule.

**Increased Trapping:** The natural weapon allows the Legacy to carry out the Trapping maneuver and gives a bonus of +2 to the attribute used by the Legacy in the opposed check for the maneuver.

**Shield Against Projectiles:** Despite not being a proper shield, the weapon allows the Legacy to stop projectiles as if it were. When this advantage is chosen, the Legacy must choose what shield this weapon acts like.

**Armor Reduction:** Because of its exceptional qualities, the weapon reduces the Armor Type of the defender by 3 points. This advantage can be chosen a second time to reduce the Armor Type by 6 points.

**Increased Critical:** The weapon has a vicious quality, conferring a bonus of +30 to the level of Critical of any attacks with it.

**Increased Area:** When executing an Area Attack, the weapon includes up to 5 adversaries, just as if it were a Large weapon.

**Dual Weapon:** The dual characteristic of the weapon allows the character to make a second attack with it, as if he wielded an additional hand weapon.

## BLOOD OF THE DEAD

This aberrant ability arose from a damned ancestry in antiquity, tainted by contact with the Book of the Dead. A Legacy with this power is able to use his blood on a corpse to return it to a state of half-life for a brief time. In reality, the corpse is not truly alive, and its body is only a marionette controlled by the Legacy that barely retains memories or abilities from its previous existence.

In order to activate the Blood of the Dead, the Legacy must spill a considerable amount of his blood, which contains his energy and vital essence, on a corpse. The more blood he spills, the greater the powers imbued in the body will be. As the corpses are not granted special mobility by the power, they can only move if they are in a state that allows it. Thus, the Blood of the Dead does not affect ashes, skeletons, or similarly deteriorated remains. The corpse rises in less than a minute after receiving the blood (sometimes, depending on the body at issue, the time needed may only be a few seconds).

**Cost:** 1

**Sacrifice of Blood:** When he uses his Blood of the Dead ability, the Legacy must declare how much blood he spills. He, then, sacrifices as many Life Points as he wishes, and spends an amount of Ki equal to a fifth of the Life Points sacrificed. For example, if he sacrifices 50 Life Points, he must also spend 10 Ki. Any cost in Life Points spent for this purpose is considered a Sacrifice when determining recovery because of the vital energy consumed.

**Blood Marionettes:** A corpse animated by the Legacy gains Life Points equal to quadruple the sacrificed Life Points used to animate him, but never more than the body had originally when it was alive. The corpse acts like an extension of the will of the Legacy, using the combat ability of its controller, but keeping its own original Characteristics. However, it applies a penalty to all actions determined by how much blood was spent on it by the Legacy, with more blood yielding lower penalties, as indicated in **Table 21**.



An animated corpse loses the properties of the blood very quickly: at a rate of 5 Life Points per hour. The Legacy can invest more blood in the corpse to prolong its existence, but if at any time the Life Points of the corpse falls to 0 or below, the corpse becomes inanimate again. Investing more blood and Ki in a corpse already animated by the Legacy follows the same rules as creating it in the first place. Blood of the Dead cannot animate the same body more than once.

A blood marionette can have its effectiveness reduced by losing body parts or suffering other similarly catastrophic damages, but it lacks vulnerable spots and does not suffer penalties because of pain.

**TABLE 21: BLOOD MARIONETTES**

Sacrificed Life Points	Penalty to All Actions
20 or less	100
21 to 50	80
51 to 100	60
101 to 150	40
150 or more	20

**Techniques through Marionettes:** A Blood Marionette can use any Ki Technique that its creator knows, although it only has an amount of Ki equal to the points invested in its creation. Once all its Ki Points are spent, the Marionette becomes inanimate (just as if it lost all its Life Points).

## BLOOD OF KAMI

Legacies with the Blood of Kami are descendents of some of the Kami of Varja, the old gods of the Oriental Island. Thanks to the blood that runs through their veins, the Legacies have certain unique powers, usually related to the singular capabilities of each deity. Since there were over a thousand Kami, with very diverse natures, the powers of each Legacy are also different, according to the Kami that the Legacy is tied to.

This section gathers the abilities of Legacies whose Kami blood have been diluted over the passage of time. If the Game Master allows it, a player can invest a greater number of Creation Points to obtain additional powers (representing more potent blood).

**Cost:** 1

**Divine Blood:** Because of the unique characteristics of his blood, the Legacy has the ability to perform actions of Inhuman difficulty. All the Kami Legacies, regardless of the nature of the Kami they come from, always have this ability.

### Kami: Genus Loci

The great majority of the Kami were bound to very concrete places, such as forests, rivers, mountains, lakes, etc. As a result, Legacies descended from these spirits increase their capabilities when they find themselves in places that are attuned to their nature. Therefore, a Legacy descended from the Kami of a river is more powerful when he is in the proximity of streams and torrents, as would be one who descends from a Kami of a mountain when he is in a mountainous zone. When choosing this bloodline, the Legacy must determine what type of natural place his powers are bound to. When he is there, all his physical attributes and Ki Accumulations are increased by 1 point. Legacies that have the Gift also increase by +15 their MA. If the Legacy is in the actual original location of the Kami in Varja (the exact lake, mountain, forest or whatever that gave birth to the Kami), those bonuses increase by 2 points (+30 with regard to MA).

### Kami: Lord of War

The Kami bound to war were powerful spirits who broke with their source to become soldiers at the service of Amaterasu. Although their innate powers were not as great as those of their brothers, their combat ability was much greater. Normally, these Kami were associated with a specific type of weapon that represented the Kami's essence. As a result, their descendants have the capacity to increase their power when they are wielding that type of weapon, since it awakens the divine blood that runs through their veins.

When choosing this lineage, the Legacy must choose a specific type of weapon (katana, nodachi, bow, etc.). When he wields that type of weapon, his innate powers awaken and he gains the ability to channel energy through the weapon. While the Legacy is channelling energy through his weapon in this way, the weapon's Quality level increases by 5 points (up to a maximum of +25), the weapon is able to damage energy (as if it had the Ki Ability of Aura Extension), and the Legacy receives a bonus of +1 to Ki Accumulation.

This ability costs the Legacy 1 Ki point per turn to maintain.

## BLOOD OF THE DRAGON

The Dragon, the first and greatest of all the Aeons, is the essence of fantasy itself in its purest state. No one knows when he gave part of his essence to mortals, but those who bear his blood are able to develop the most incredible abilities.

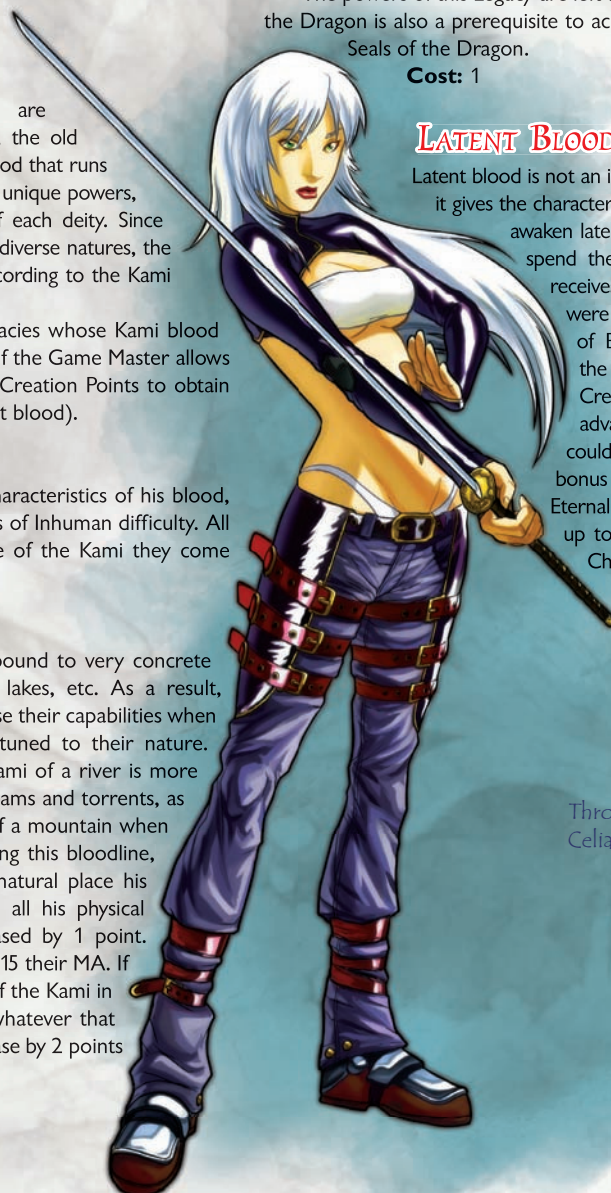
The powers of this Legacy are left to the GM's discretion. Blood of the Dragon is also a prerequisite to access some Magnus, such as The Seals of the Dragon.

**Cost:** 1

## LATENT BLOOD

Latent blood is not an individual Legacy as such. Instead, it gives the character a multitude of them that he can awaken later. Someone with this lineage can spend the bonuses to Characteristics he receives at each even level as if they were Creation Points to buy Legacies of Blood (just as if he were using the optional rule Non-Restricted Creation Points). A character who advances to level two, for example, could take advantage of his +1 bonus to a Characteristic to awaken Eternal Blood instead, and when going up to level four, he could use his +1 Characteristic point to awaken the Eyes of the Soul.

**Cost:** 1



Through the veins of Celia run great latent powers.



## CHAPTER 7

## ARS MAGNUS

*You have yet to see anything.*

*Witness the true power!!*

*Deadmoon*

The Ars Magnus, or Great Arts, are unique and special combat styles, providing incredible abilities beyond all imagination. With them, a fighter can transform himself to increase his abilities, use weapons as improbable as musical instruments, or even control the very essence of chaos to fight.

Players can equip their characters with Ars Magnus, thus personalizing their combat abilities and granting them incredible powers. Doing so is accomplished by fulfilling the requirements of the particular Magnus and investing the amount of Development Points and Martial Knowledge points that learning it requires.

Note that the Ars Magnus described in this chapter do not form a comprehensive list. If he wishes it, the Game Master can create his own Ars Magnus. He simply needs to define the special abilities they provide, how they are used, and the cost (both in Development Points and Martial Knowledge) that must be paid to acquire them.

Next to the Ars Magnus of this chapter, the following elements appear:

**Requirements:** Indicates the general requirements a character needs to fulfill to acquire that Ars Magnus.

**Legacy of Blood:** Indicates what Legacy of Blood the character needs to possess in order to learn the Ars Magnus, if any.

**Prerequisite Weapons:** In order to master an impossible weapon, a character must often master certain other weapons. This section lists any such prerequisite weapons.

**DP Cost:** The amount of Development Points that a character must invest to master the Ars Magnus. Those points are considered to be spent on a Primary Combat Ability, so they are included within Primary Combat Ability spending limits.

**MK Cost:** The amount of Martial Knowledge points a character must spend to master the Ars Magnus.

### MASTERING THE ARS MAGNUS

As with certain abilities or Ki Techniques, mastering one of the Ars Magnus is not an easy task. Given the incredible powers that they grant and the complexity of their principles, the Game Master can demand that a character, even if he already fulfills its requirements, has to spend a certain amount of time trying to master the Ars Magnus. In that case, the same time calculations can be used as with learning a Ki Technique.

## MINOR ARS MAGNUS

The Minor Ars Magnus are those special combat styles that a character can access from first level. Like all the Ars Magnus, they are incredible combat styles, but their powers and abilities are less spectacular than the true Ars Magnus. If the Game Master allows it, a player can choose any of the arts on the following list when creating his character.

### BERSERKER

**Requirements:** None.

**Legacy of Blood:** None.

**DP Cost:** 30

**MK Cost:** 10

A character with this Magnus can enter the Berserker state voluntarily. While in that state, he applies a bonus of +10 to his Attack Ability and a penalty of -20 to his Defense Ability, and he ignores penalties to physical actions resulting from Pain or Fatigue (although not to those from physical deprivation). As a further disadvantage, the thirst for bloodshed sometimes blinds the character, making him incapable of distinguishing between friends and enemies or recognizing when he should retreat. A character in a Berserker state continues fighting at all times, even going so far as to attack companions and allies if there are no more enemies left within his vicinity. In order to avoid these consequences, the character must make a Willpower check, which, if he passes it, will immediately cause him to emerge from his Berserker state. If his Life Points are below a fourth of his total, he suffers a -2 penalty to that check.

### YUUSE BATOJUTSU

**Requirements:** Batojutsu.

**Legacy of Blood:** None.

**DP Cost:** 20

**MK Cost:** 10

Yuuse Batojutsu is an unsheathing technique that not only allows a character to draw his weapon without any type of penalty, but that enormously increases the speed and effectiveness of his attack when he does so. To use this ability, the character must have his weapon sheathed for at least one whole turn, during which time he concentrates and plans his attack. The more time the character spends preparing himself, the more powerful his strike will be. If he spends an entire turn concentrating, the character receives a bonus of +10 to his Initiative and Attack Ability. Each additional turn that he spends preparing increases the bonus by +10, up to a maximum of +30 (that is to say, three turns). During the time the character spends preparing, he cannot execute any attacks or unsheathe the weapon, but he can Accumulate Ki or defend himself without any penalty.

Naturally, using this Magnus requires a weapon that can be unsheathed.







## KIAI

**Requirements:** Ki Use, Any martial art at Advanced Degree.

**Legacy of Blood:** None.

**DP Cost:** 10 (*Tao at half*)    **MK Cost:** 10

This ability is tied to the use of martial arts. It is a very basic form of energy projection, triggered instinctively by a fighter at the moment of making a very powerful blow. In order to use Kiai, the character must declare he is doing so before making a martial arts attack. He then adds a bonus of +10 to the Base Damage of the attack and may damage energy just as if he used the Presence Extrusion Ki Ability. Since using this ability weakens the character, the character can only use Kiai once every five turns or must lose 1 Fatigue point when using it. Kiai consumes 1 Ki point whenever it is used.

## GUARDIAN

**Requirements:** Notice 50+.

**Legacy of Blood:** None.

**DP Cost:** 40    **MK Cost:** 10

This Magnus focuses the defensive abilities of a character toward the protection of others, allowing him to become an ideal bodyguard. Consequently, the character does not require having Initiative or anticipating an attack to defend a companion from a particular blow, as long as the character is next to the companion. Similarly, the character applies only a 10 to his Block and Dodge Abilities to stop the attack or to Push Aside his companion, instead of the normal □30.

This Magnus has no effect if the character has lost Initiative with respect to a certain enemy as a result of Surprise.

## FINAL ATTACK

**Requirements:** None.

**Legacy of Blood:** None.

**DP Cost:** 30    **MK Cost:** 10

The character has the ability, at any given time, to spend all his energy, ability, and luck in a desperate attack that can turn the combat around. When he declares that he wants to mount a Final Attack, the character obtains a special bonus of +20 to his Attack Ability, and any point of Fatigue that he uses to boost it grants him +20 instead of +15. This ability can only be used once per combat situation, and the character must be below half of his Life Points to do it. Once used, at least a day must pass before it can be used again.

Final Attack can be combined freely with any Technique, Magnus, or special ability.

## SPECIAL MANEUVER

**Requirements:** None.

**Legacy of Blood:** None.

**DP Cost:** 30    **MK Cost:** 10

Over the years, the character has developed a characteristic and unique combat maneuver that allows him to fool his enemies. This maneuver is a □special trick□ that only the character knowgranting him an advantage when carrying out a particular attack. The maneuver does not use Ki points; it is the character's sheer martial prowess that allows it to be carried out. In game terms, the character can use this maneuver at will, and it grants him a bonus of +20 when executing the attack.

Two situations exist that prevent this maneuver from granting a combat bonus. First, if an enemy has already witnessed or experienced the maneuver or knows its operation and its □trick,□ it stopsing effective against him. Second, an enemy whose base Defense Ability is 60 or more points higher than the character's base Attack Ability is simply too skilled in combat to be fooled by the maneuver.

Special Maneuver can be combined freely with any Technique, Magnus, or special ability.

# MAJOR ARS MAGNUS

The Major Ars Magnus are the most complex combat disciplines known, and they endow characters with amazing abilities and powers. Unlike with the Minor Ars Magnus, these abilities are impossible for characters of first level to know, so they must master them at some later time.

## ASHURIAM: DIMENSIONAL ASSAULT

**Requirements:** Attack Ability 220+, Use of Necessary Energy, Zen, Power 11+.

**Legacy of Blood:** None.

**DP Cost:** 80    **MK Cost:** 80

This Magnus grants the character the ability to move between dimensions to a limited extent, allowing him to attack his enemies from another plane of existence. When activating this power, the character disappears from reality for a

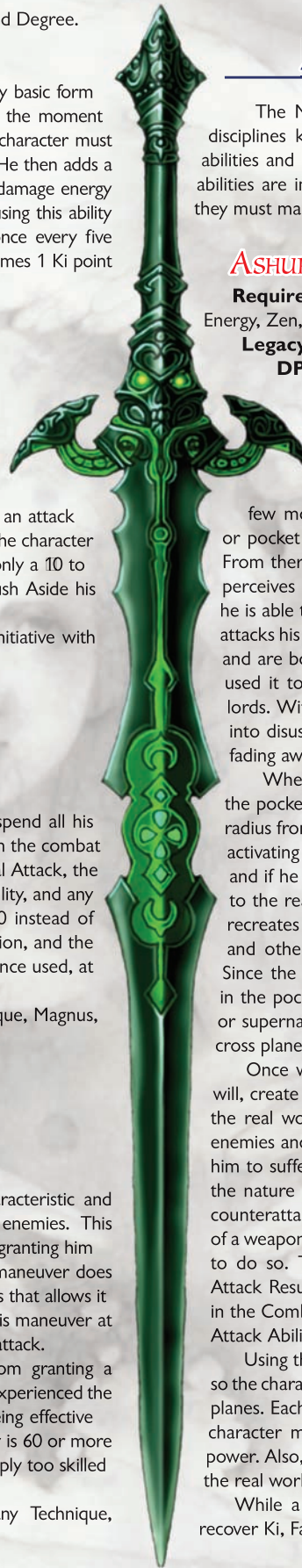
few moments, hiding himself in a small closed off space or pocket dimension called Ashuriam, halfway to the Wake. From there, although he cannot feel the real world (he only perceives what surrounds him in a vague and murky way), he is able to create small openings in space through which he attacks his enemies. The origins of this ability go back millennia and are bound to the personal agents of some Shajads, who used it to assassinate those who posed a nuisance to their lords. With the passage of the centuries, such knowledge fell into disuse, and its incredible difficulty could not but aid its fading away.

When a character activates the Magnus and □enters□ the pocket dimension, his movement is limited to a 150 foot radius from the point he entered the dimension. That is, after activating this ability, the character's area of movement is set, and if he wants to go beyond that limit, he must first return to the real world. Similarly, the dimension, although unreal, recreates everything in the surrounding area, so fences, walls, and other similar constructions also are manifested there. Since the character is not properly in the real world when in the pocket dimension, he cannot be the target of physical or supernatural attacks that do not have the Gnosis ability to cross planes.

Once within the pocket dimension, the character can, at will, create a breach in space from which to attack enemies in the real world. Unfortunately, the difficulty of perceiving his enemies and the limited space he has to attack through causes him to suffer a penalty of □40 to his Attack Ability. However, the nature of these attacks makes it practically impossible to counterattack, since the very small openings (often only the tip of a weapon is all that is seen) do not give sufficient opportunity to do so. Thus, the defender can only counterattack if the Attack Result is 100 points in his favor (that is to say, a □100 in the Combat Table), and, even then, he applies a □100 to his Attack Ability.

Using this ability costs 10 Ki points and is an Active Action, so the character must have the ability to act if he wants to change planes. Each turn that he remains in the pocket dimension, the character must spend an additional Ki point to maintain the power. Also, when he wants to create a breach in space to reach the real world, he must spend 5 Ki points per attack.

While a character is in the pocket dimension, he cannot recover Ki, Fatigue, or Life Points.





## ASSASSINATING FROM ANOTHER DIMENSION

An assassin can kill his victims in a very effective way thanks to Ashuriam: Dimensional Assault, because given the nature of this ability, it is frankly difficult to notice his presence. Someone without the capacity to See Supernatural simply cannot even perceive a character when he moves through the pocket dimension, and only at the moment in which he creates a dimensional breach to attack will anyone have the slightest possibility of seeing him. In this case, the character who uses the Magnus adds +100 to his Hide and Stealth Secondary Abilities to determine whether the defender is treated as being attacked From Behind or is Surprised (as long as, of course, the defender was not aware of his presence). In addition, the character can try to slip away immediately after carrying out the attack, in which case he does not apply any penalty to his Hide and Stealth Abilities to conceal himself, even after having revealed himself to attack.

If an enemy has the capacity to See Supernatural, he can try to perceive the slight fluctuations in reality that the character leaves behind when he moves through the pocket dimension, but even so the enemy suffers a penalty of □100 to Notice or Search.

While a character is inside the pocket dimension, the energy of the character can be detected normally, although he receives a bonus of +100 to his ability of Ki Concealment (if he has that ability).

## QUASI-DIVINE BEINGS AND SUPERNATURAL TRAVELERS

Many entities exist that have a Gnosis so high that they can walk freely between dimensions or can sense what happens around them on several planes of existence simultaneously. For them, the world is made up of a multitude of layers, and they perceive all of them at the same time, regardless of which of them they are actually on. Those beings are able to sense what happens in the pocket dimension created by Ashuriam: Dimensional Assault and can even attack a character despite being on another plane of existence. A being of Gnosis 40 or greater completely ignores the effects of this Magnus, since for him it does not cause any kind of difficulty that his enemy attacks from another dimension. Moreover, beings of Gnosis 45 or greater are able to use this type of interdimensional attack at will, without the need to master this Magnus. After all, they can move freely between the various dimensions.

## AGNITUM: ABSOLUTE EYE

**Requirements:** Attack Ability 180+, Erudition, Perception 11+.

**Legacy of Blood:** None.

**DP Cost:** 30

**MK Cost:** 30

Agnitum: Absolute Eye is an ancient ability that allows a character to project his senses through an object and, using physical energy, guide it as if it were an extension of his body. Thus, a character could shoot a projectile and control its trajectory, allowing him not only to increase his accuracy enormously, but also to reach objectives that are initially outside his field of view.

When making any ranged attack, be it thrown or fired, the character can decide to project his senses through the missile and guide it to its target. Doing so grants him a bonus of +20 to his Attack Ability, allows him to ignore the penalties for cover, and allows him to attack enemies who are within his range, but who he cannot see directly (like, for example, by causing the projectile to turn a corner). However, this ability also carries a negative consequence. When projecting his senses through a projectile, the character has serious difficulties correctly perceiving his immediate surroundings. Consequently, in a turn during which he makes use of this Magnus, he also applies a penalty of □20 to his Defense Ability and a □40 to any check that requires the use of Perception.

This Magnus can only be used with one projectile per turn, and its use consumes 3 Ki points. This Magnus can be freely combined with any other ability or Ki Technique, as well as with other Magnus.



Harod and Drake

## HIDDEN ATTACKS

Agnitum: Absolute Eye allows a character to attack his opponents from a hidden position, without having to reveal himself directly to them. Therefore, a character who uses this Magnus while remaining out-of-sight does not reveal his position, and consequently, his enemies do not obtain a bonus to Notice or Search checks to locate him while he attacks.

## CHAOS MEISTER: CONTROL OF CHAOS

**Requirements:** Attack Ability 250+, Defense Ability 250+, Inhumanity, Use of Necessary Energy, Power 11+.

**Legacy of Blood:** None.

**DP Cost:** 80

**MK Cost:** 100.

Chaos Meister is one of the most powerful and complex supernatural combat styles. Its power is so exceptionally strange and mysterious that possibly there are less than 10 people in the world capable of using it. Its original name, as well as its origin, has been lost in time, but its users are known as Chaos Masters for their capacity to alter the laws of existence in their favor during combat. Visually, when a character activates any one of the abilities of the Chaos Master, his body seems to split in two and to simultaneously conduct several actions, although, after a few moments, only one of them, the possibility that the character finally has chosen, remains.

This Magnus grants the character the quasi-divine ability to partially control space and time in combat, allowing him to alter his actions to maximize his abilities in the fight. Consequently, a character who masters this Magnus can use, at will, any of the three abilities listed in this section (Existential Alteration, Duality of Destiny, and Null Tempus). Each time he uses one, the character must spend a certain amount of Ki points to activate it. That cost is an automatic payment and does not require the Accumulation of Ki to use the ability.



•**Existential Alteration:** By modifying the possibilities of an action, this power allows the reroll of any attack or defense that the character carries out. The cost of the power is 10 Ki points per use, but if it is used more than once for the same roll, the cost is doubled for each consecutive additional use (10 points for the first reroll, 20 points for the second, 40 points for the third, etc.). This power cannot be used to avoid Fumbles. Also, this power only affects combat abilities.

Celia rolls the dice to attack an enemy, and not being satisfied with the result, she uses the ability of Existential Alteration to redo it. Since it is the first time she is using her ability to reroll that dice result, she spends 10 Ki points to reroll. However, she is not satisfied with that result either, so she uses her ability again, but this time the cost is 20 Ki Points. Altogether, she has spent 30 Ki points to reroll twice.

•**Duality of Destiny:** By manipulating the threads of fate, the Chaos Master can discern between the two likeliest results that each of his actions entails, allowing him to choose the result that pleases him more in each case. Therefore, this power grants the character the ability to switch the tens and ones digits of any of his dice rolls. Doing so costs 20 Ki points. This power cannot be used to avoid Fumbles, nor to cause an Open Roll. That is, a roll of 29 could be made into a 92, but that would not make it an Open Roll. Also, this power only affects combat abilities.

•**Null Tempus:** Considered generally to be the greatest power of the Chaos Master, Null Tempus allows the character to completely undo an event that just happened and cause it to be reattempted with hopefully a better result for the character. If, for example, the character has his arm severed by an enemy attack, he could use Null Tempus to go back in time just a few moments to try to avoid that fate. In game terms, the power annuls the last action executed in combat (either the character's or his enemy's). That exact action must be reattempted, but with new dice rolls by all parties involved. Because the character has to be alive and conscious to make use of this ability, he cannot use it to undo an action that has left him unconscious or dead. In addition, if the character has spent Ki using other Chaos Master abilities to affect dice rolls related to that action, he does not recover the already spent Ki points when he uses Null Tempus. Similarly, he is not able to recover Life Points that have been sacrificed. Activating Null Tempus has a cost of 50 Ki points. This power does not have any utility over entities with a Gnosis of 40 or greater. Also, this power only affects combat abilities.

## ETHERIAL: INFINITE ATTACKS

**Requirements:** Attack Ability 200+.

**Legacy of Blood:** None.

**DP Cost:** 40

**MK Cost:** 40

Etherial: Infinite Attacks is a personal combat style that allows a character to initiate a series of fast attacks that, despite not having an apparent effect on his enemy, manifest moments later causing very different consequences. For example, a character could execute hundreds of strikes on an enemy to no effect, only to see, seconds later, all these cuts appear simultaneously on the enemy's body.

When he uses this ability, the character selects a target and enters a special combat mode with a duration of five turns. During these turns, all the attacks that he makes against the target do not cause him to lose Life Points, although the theoretical damage from each attack must be recorded. At the end of the fifth turn, the character totals all the points of damage that he would have done to his enemy with his attacks and chooses one of the special abilities to use from the following list:

•**Sure Critical:** The total value of the damage produced is reduced to half and his enemy immediately loses Life Points equal to this amount. This damage produces an automatic Critical, even if the attack has not removed half of the Life Points of his enemy. The effects of the Critical are determined normally. The character has the ability to decide whether the Critical produces mortal damage or simply disables his adversary. This ability has no effect on creatures with Damage Resistance.

•**Absolute Attack:** The character obtains a bonus to his next attack equal to the total damage that he should have produced during those five turns. For example, if the character causes 200 points of damage with all the previous attacks, he could execute his next attack with +200 to his Attack Ability against that enemy. In the case of creatures with Damage Resistance, the maximum bonus that the character can obtain is +250.

•**Thousand Blows:** The character can carry out, in that turn, a free additional attack against his adversary for every 25 points of damage that he should have produced with his attacks during the previous turns (every 150 points of damage, if the target has Damage Resistance). For example, if the character would have caused 75 points of damage, he makes three additional attacks with his full Attack Ability.

•**Seal of Power:** The attacks interrupt the flow of energy in the body of the enemy. The total value of damage produced is reduced to half and his enemy immediately loses Life Points equal to this amount. Then, the enemy must pass a Physical Resistance check with a Difficulty equal to the unreduced damage value. If he fails it, he is incapable of using his Ki Abilities and Techniques for a number of hours equal to his level of failure.

Celia uses this Magnus against an adversary and she attacks him in five consecutive turns. During this time, her strikes would ordinarily have produced a total of 150 points of damage to that enemy. Next, she can choose between making him lose 75 Life Points and causing a Sure Critical, carrying out her next attack with a bonus of +150 to her Attack Ability, executing six additional attacks, or making him lose 75 Life Points and forcing him to pass a PhR check against a Difficulty of 150 to avoid losing his Ki Abilities and Techniques for several hours.

Using this Magnus costs 5 Ki points, regardless of the special ability chosen. This Magnus can be freely combined with any ability or Ki Technique.

## HAIMA: SHADOW OF BLOOD

**Requirements:** Defense Ability 200+, Willpower 10+.

**Legacy of Blood:** Eternal Blood.

**DP Cost:** 30

**MK Cost:** 30

The Ars Magnus known as Haima: Shadow of Blood is a markedly defensive style, which grants its user a supernatural control over his bloodstream, allowing him to create shadows that absorb most of the hits he suffers. When the character defends, before rolling the dice, he can declare that he sacrifices, voluntarily, any amount of Life Points to create a Shadow of Blood, an artificial form that takes the hit in his place. The shadow has Life Points equal to double the sacrificed Life Points. Thus, if the character sacrifices 30 Life Points, the shadow has 60 Life Points. The minimum amount of Life Points that can be used to create a shadow is 5 Life Points, but there is no maximum value.

When the character activates this ability while defending himself from an attack, the shadow suffers the damage instead of the character, who, additionally, does not lose his action in that turn either, even if the Final Attack of his adversary is superior to his Final Defense. This ability is only effective if the damage suffered by the shadow from the attack is less than its Life Points. If the damage suffered is greater than the Life Points of the shadow, the attack overcomes all of the benefits of this Magnus: the defender suffers full damage and loses his ability to act. Simply put, the attacker has managed to so massively damage the artificial form that it is incapable of protecting its creator. The shadow is only effective against the intended attack and loses its effect after the character has defended against that attack (even if the attack did not produce any damage). The shadow is not an independent being, but instead an instantaneous body double that occupies the same place as the defender.



Haima: Shadow of Blood is useful with any kind of defense: Dodge, Block, or supernatural shields. It is also possible to combine this Magnus with any kind of combat Technique or even with other Magnus.

Visually, use of this ability cannot be perceived until the moment the defender takes a hit. In that moment, his body becomes undone in blood, and in barely a fraction of second, from the drops that splash everywhere his body is newly formed again. Generally, all the blood reforms in the shape of the character shortly after, unless the attack has managed to surpass the Life Points of the shadow (in which case, the shadow splashes to the ground, leaving the actual defender in its place).

Lemures is the target of a very powerful attack Technique, and fearing that he will be incapable of stopping it, he declares that he sacrifices 50 Life Points to create a Shadow of Blood with 100 Life Points. Next, he defends himself from the attack normally, which causes a total of 80 points of damage. As the loss is less than the 100 Life Points that the Shadow of Blood can resist, the shadow absorbs the impact and Lemures does not suffer any damage (except for the 50 Life Points that he sacrificed) nor loses his action. If, on the contrary, the attack had produced more than 100 points of damage to him, the Shadow of Blood would not have been able to withstand the blow: Lemures would suffer full damage (in addition to the 50 sacrificed Life Points) and would have been put on the defensive.

## MAGNUM: LIBERATION OF POWER

**Requirements:** Attack Ability 200+, Aura Extension.

**Legacy of Blood:** None.

**DP Cost:** 30

**MK Cost:** 50

Magnum: Liberation of Power allows the character to gather a great amount of offensive energy during a short period of time and unleash it moments later. For several seconds, he draws and absorbs power from the environment, and the energy visibly condenses in parts of his body (normally in his fists or his weapon) until the moment he releases it with a powerful strike.

A character is free to declare at any moment his desire to begin preparing himself to make an attack using this Magnus, designating how many turns (between one and five) he will gather energy. During this preparation time, he can continue attacking normally, but he applies a penalty of -20 to his Defense Ability. Upon reaching the preset turn for release, he may carry out a single attack applying a bonus of +20 to his Attack Ability for each turn that he gathered power. If, for some reason, he is not able to unleash the blow in the designated turn (for example, if he has been put on the defensive at that moment), he loses his bonuses and must start anew (he does not have to pay the activation cost in this case, however).

Creatures with Damage Resistance can use this Magnus, but they only obtain a +10 per turn of preparation, instead of the normal +20.

This ability has an activation cost of 1 Ki point for each turn that was spent preparing for the attack, which is paid when he unleashes the gathered power in his attack.

Konosuke accumulating power to carry out Magnum.





## INFINIUM: FLUCTUATION OF SPACE

**Requirements:** Attack Ability 200+, Inhumanity, Agility 11+.

**Legacy of Blood:** None.

**DP Cost:** 40

**MK Cost:** 40

This Magnus, known also as □space jumping,□ is a combat power that takes advantage of the maximum speed of a character when moving short distances. By concentrating his Ki and having it all release at the appropriate time, he can move so inhumanly fast that, to all effects, he teleports himself. Thus, he can appear anywhere (or even at several places at the same time) looking for an advantageous position to attack his enemies from, even before they understand what is happening.

Unlike the general rules for transportation, this Magnus allows a character to make small □jumps□ in space so quickly that, for a few moments, he disappears from the view of his enemies. Those enemies are incapable of reacting because they do not perceive from where the character's attacks are coming from. In game terms, the character can activate this ability during combat to try to attack the enemy from a Flank or From Behind, with all the bonuses that the position entails. Before carrying out any attack of a physical nature (although that does not necessarily mean that both contenders must be already fighting), the character must declare he is making a jump and the position he intends to reach. His enemy can only perceive where the character is jumping to by making a Notice check with a Difficulty determined by the Movement Value the jumper; the higher it is, the harder it will be for his enemy to anticipate his actions. That Difficulty appears in **Table 22**. A character who has the Initiative and voluntarily gives up his action to anticipate the jump can use Search instead of Notice, in which case the Difficulty is reduced by two levels. Note that passing the check does not interrupt the attack in the slightest; the character who has executed the jump simply does not obtain an advantageous position.

A jump in space is a Passive Action intrinsically linked to an attack. The character executing it moves at most a fourth of his movement, although nothing prevents him from using it against an enemy with whom he is already engaged in combat. This Magnus can only be used once in each turn and costs 2 Ki points per activation.

If the Agility of the character who uses this Magnus is lower than that of his enemy, the enemy receives a bonus of +80 to his Notice check, since the enemy's natural speed allows him to anticipate better such contingencies.

**TABLE 22: INFINIUM: ANTICIPATING A JUMP**

Movement Value	From Behind	Flank
11	Easy (40)	Average (80)
12	Average (80)	Difficult (120)
13	Difficult (120)	Very Difficult (140)
14	Very Difficult (140)	Absurd (180)
15	Absurd (180)	Almost Impossible (240)
16	Almost Impossible (240)	Impossible (280)
17	Impossible (280)	Inhuman (320)
18	Inhuman (320)	Zen (440)
19+	Zen (440)	Automatic

Celia, whose Movement Value is 13, can use a jump in space to try to place herself in an advantageous position to attack an enemy. If she tries to locate herself on the Flank of her enemy, the enemy must pass a Notice check against 140 (Very Difficult) to anticipate the action. If she tries to reach the From Behind position, the check is against 120 (Difficult). Every time she makes a jump, Celia must spend 2 Ki points.

## MATRIX: EXISTENTIAL DIVISION

**Requirements:** Attack Ability 150+, Defense Ability 150+, Multiplication of Bodies.

**Legacy of Blood:** None.

**DP Cost:** 50

**MK Cost:** 50

Using the control of his energy to the maximum level, the character has the capacity to divide himself existentially into several bodies. However, unlike what happens with other abilities or Ki Techniques, these physical forms are not copies; each and every one of them is, in fact, him. Simply put, he fragments his own being, separating his power and his soul into several different individuals who share the same mind.

A character who masters this Magnus can divide himself into different bodies that act independently, while sharing the same will. For all practical purposes, a player controls all his selves as if they were only a single person, despite each one's moving as a distinct individual.

When he deactivates this Magnus, the bodies gradually disappear until only one of them is left, in which the essences of all the others are integrated. Each form can be a maximum of 300 feet distance from each other or they become incapable of acting in agreement and disappear.

Unfortunately, the fragmentation equally divides the Life Points, Ki, Zeon, and free PPs of the character between the different bodies. For example, a character with 240 Life Points could separate his body into two selves with 120 Life Points each, into three with 80 Life Points, four with 60 Life Points, and so on. In addition, each division also divides the power and ability of the individual, so the bodies suffer an All Action Penalty of □10 for each one that exists. Thus, if the character separates into two selves, both suffer a □20 penalty, while they suffer a 40 penalty if there are four selves.

All the damage that the bodies suffer during the maintenance of this Magnus manifests itself in the character when he deactivates this Magnus. If one of the bodies dies for whatever reason, when the Magnus ends, that body's damage is automatically considered a Sacrifice of Life Points rather than normal damage for determining how long it takes the character to recover them. It is important to keep in mind that, while this Magnus is active, the only way to truly kill the character is to annihilate all the selves he has divided into.

Activating this Magnus is a complete Active Action, so a character activating it cannot do anything else during that turn, not even take a Passive Action. This Magnus has a cost of 5 Ki points for each division at the moment of its activation, and a maintenance of 1 Ki point per body every 5 turns. Once deactivated for whatever reason, the character must wait for at least one hour before making use of this ability again. The maximum number of bodies a character can separate himself into can never be greater than half of his Power Characteristic, rounding up.

If Lemures wanted to use this Magnus to divide himself into five different bodies, he would have to spend 25 Ki points. Due to the fragmentation of his power, his Ki and Life Points would be divided equally among the five, and all his bodies would suffer a penalty of □50 to all actions.

## MUNDUS: CONTROL OF THE SURROUNDINGS

**Requirements:** Attack Ability 200+, Defense Ability 200+, Mass Movement, Inhumanity.

**Legacy of Blood:** None.

**DP Cost:** 30

**MK Cost:** 50

Mundus: Control of the Surroundings is an ability of colossal power that allows the character to use his environment to attack; all that exists around him turns into a weapon at his disposal. Without even moving, he can raise sharpened columns from the ground, launch dozens of objects from a distance, or crush his opponents using simply the air that surrounds them.



### Matrix: Existential Division

In game terms, a character who masters this Magnus can attack and defend himself, in any circumstance, using what is near. He is even able to change the objects around him to use them effectively in combat. Despite its great power, the ability has certain limits when it comes to affecting the environment. In the first place, it is not possible to use it directly on living beings, regardless of how insignificant the beings' Presences are. In addition, it does not alter exceptionally sturdy bodies or ones whose Presences are very high. For example, a character fighting in a temple whose walls and grounds were loaded with supernatural energy would be unable to change them to use them as a means of attack.

Whenever a character makes use of this ability, he must spend a Ki point for each attack carried out. Even if the attacks of this Magnus encompass a multitude of different objects, all of them use a generic profile. It is perfectly possible to use this Magnus in combination with abilities or Ki Techniques.

**Damage:** This Magnus uses a Base Damage of 80 when resolving its attacks. To this amount is added the Power bonus of its user.

**Speed:** This Magnus has a Speed equal to the Initiative of an unarmed character.

**Breakage and Fortitude:** This Magnus has the equivalent of a Breakage of 8 and, by its exceptional nature, cannot be broken.

**Primary Attack Type:** Since the character uses a variety of elements to attack, he is able to use Cut, Thrust, or Impact as the Primary Attack Types for his attacks. If he uses torches or bonfires, he could also use the Heat Primary Attack Type.

**Complete Attack Action:** Using this Magnus requires absolute concentration, so a character cannot attack with other weapons at the same time that he uses his surroundings to attack.

**Indirect Use:** Even when held or immobilized, the character does not have any difficulty attacking with his surroundings. Therefore, he ignores all penalties that could be applied to the ability for being immobilized in any way.

**Radius of Effect:** Despite being considered hand-to-hand attacks, the offensive actions of this Magnus extend in a 30 foot radius.

**Lack of Means:** If the Game Master decides that the surroundings where a character is located is not suitable for use in combat or that there are not enough elements there to use properly in the fight, he can apply a penalty between 10 and 50 to the ability and the Magnus's damage.

### SPECIALIZED USES

Besides attacking and defending normally, the character can use this Magnus in a slightly different way in each turn to adapt to what is best for him. Consequently, before rolling the dice to determine his Initiative in a turn, he can choose one of the following special uses:

- **Defensive Barrier:** The character forms a physical barrier around himself using a great number of solid objects. In this way, he defends himself as if using a supernatural shield that can withstand damage equal to 300 points per turn before being broken. If it is destroyed, the character can defend himself in the usual way, but as of that moment he applies the pertinent penalties as normal. In order to make use of this ability, it is necessary that the character have at his disposal a multitude of objects of great solidity next to him that can serve him to this end. Without such a resource to call upon, he simply cannot create the defensive barrier or the resistance of it is very much lower. Naturally, if over the course of several turns the objects used are continuously damaged, they could be so destroyed that it becomes impossible to continue using them.

- **Offensive Focus:** This specialized use indicates that the character is making an effort to use great physical masses to increase the destructive power of the attacks as much as he can. Consequently, the Base Damage of the attacks for that turn are at +40.

- **Rain of Shards:** The character can concentrate on projecting hundreds and hundreds of shards, rocks, or similar matter towards everything that is around him. In this way, he executes an Area Attack against all the enemies within a radius of 30 feet of his location. In order to use Rain of Shards, he simply applies a penalty to his Attack Ability of -20. Naturally, there must be enough suitable shrapnel-like objects in the surrounding area to use this ability.

- **Trapping:** If the character has ropes or similar flexible elements at his disposal, he can use them to trap his enemies without a problem. For that reason, if he makes use of this capacity, he does not apply any penalty to his Attack Ability to make a Trapping maneuver. Depending on the objects that are used for Trapping, the attack will use a different Strength value. As a guideline, a heavy cord has a Strength of 8, whereas heavy chains or cables have a Strength of 10.

- **Unexpected Use:** The character uses this Magnus in an unusual way, trying to surprise his enemy. For example, he could cause a stone edge to project from his sword or armor to suddenly attack. Consequently, his enemy must pass a Notice check against a Difficulty of 140 (Very Difficult) or be forced to apply the penalty for being Surprised to his Defense Ability. Depending on what is available in the surroundings, the player must come up with a suitably imaginative use whenever he wants to use this ability. Of course, using the same stratagem twice against the same enemy will prove ineffective.



•**Air Attack:** Even if he has absolutely nothing to attack with, the character can use the very air in an offensive way. In these cases, the Magnus's Base Damage is reduced to 20, but the enemy must pass a Notice check of 140 (Very Difficult) to perceive the attack. If he fails the check, the enemy suffers the penalty of Blindness to his Defense Ability.

Exodus is facing a High Inquisitor in some ruins of Solomon. After a few minutes of combat, he sees that there are a few chains hanging from the ceiling of a room and decides to use them to trap his enemy. To do so, he declares, before rolling the dice to determine his Initiative, that he wants to employ the Trapping specialized use of Mundus: Control of the Surroundings. Next, he simply makes an attack roll with his full Attack Ability to determine whether he traps his enemy.

## RAIKOU: LIGHTNING BLADE

**Requirements:** Attack Ability 200+, Inhumanity, Dexterity 10+, Agility 10+.

**Legacy of Blood:** None.

**DP Cost:** 60

**MK Cost:** 60

A character who masters this Magnus is able to initiate a sequence of attacks moving from one side to another at an insane speed. As long as he continues doing so, his acceleration increases exponentially, as does his Attack Ability. Like a blur that can barely be followed by sight, the character attacks repeatedly, defeating any adversary easily.

This Magnus grants the character the capacity to activate a sequence of chained attacks that improve turn by turn. Therefore, after he declares at the beginning of a turn of attacks that he is using this Magnus, he obtains an attack (without modifying his Attack Ability) in that turn for each combat turn in which he was not forced to defend while using the Magnus. Thus, in the first turn he executes a single attack, two in the second, three in the third, up to a maximum of 10 total attacks per turn. Given his enormous speed of movement, the character can choose between concentrating all his attacks on the same target (carrying out continuous attacks against him) or dividing them between various enemies who are within his range of action when moving. However, the sequence stops immediately if, at any time, the character conducts some action other than an attack, like for example, if he is forced to defend himself. Simply put, his movements have been interrupted and he has lost his acceleration. In order to initiate the sequence of attacks again, he must start from the beginning.

Certain requirements exist to use this Magnus correctly. In the first place, the character who executes it cannot declare additional attacks nor make them thanks to the use of an additional hand weapon, so he executes his attacks with his full ability. This restriction also applies to additional attacks obtained through Ki Techniques. Secondly, maintaining this ability has an enormous cost in Ki, which is increased the longer that it is active. This Magnus consumes a Ki point for each attack beyond the first carried out in sequence; that is to say, in the second turn of activation it costs 1 Ki point, 2 in the third, 3 in the fourth, etc. This cost is automatic, and it is not necessary for the character Accumulate Ki to maintain the ability.

Creatures or characters with Damage Resistance cannot make use of this Magnus.

Lemures, with 200 Attack Ability, initiates a sequence of attacks using Raikou: Lightning Blade. In the first turn, he make one attack at 200 Attack Ability, while in the second, if he has not done anything other than attack and did not need to defend himself, he will carry out two attacks (both at 200 Attack Ability). In the third turn, he will be able to make three attacks, and so on, until he is forced to defend or does something other than attack.

## REM: THE EYES OF DESTINY

**Requirements:** Attack Ability 180+, Defense Ability 180+, Perception 10+, Erudition.

**Legacy of Blood:** None.

**DP Cost:** 40

**MK Cost:** 60

Rem: The Eyes of Destiny is a combat Magnus that allows a character to adapt to the actions of any martial artist who uses Ki against him. A character can use it to unravel the function of any combat Technique and automatically find an appropriate countermeasure. By understanding the flow of Ki in the body of an enemy, the principles on which a specific Technique is based, and its movements and tricks used in its execution, the character can make that Technique virtually ineffective against him.

Whenever the character witnesses an activation of a Ki Technique and focuses his attention on it, he can make a Notice check to determine whether he finds its weakness (that is, an appropriate way to overcome its effects). Since the Martial Knowledge of a Technique also measures its complexity, it is that value that determines the Difficulty of the check. If the character surpasses a value equal to double the MK cost of the Technique used, he obtains a +25 to any opposed action when he attacks into or defends against the Technique. If the character's check result is quadruple the MK cost of the Technique, the character has thoroughly mastered all the Technique's ins and outs and receives a bonus of +50.

These modifiers are applied whenever the character attacks into or defends against the Technique he has adapted himself to. For example, if it were an attack Technique, the character would add +25 or +50 to his Defense Ability whenever he defends against it, and if it were a defense Technique, he would increase by +25 or +50 his Attack Ability whenever he attacks someone using it.

It is important to keep in mind that the effects of this Magnus act against a specific Technique, regardless of who uses it; whether the Technique is used by a Master or one of his students, a character who knows how to counteract a certain Technique always applies the modifiers against it. However, it is also necessary to emphasize that two Techniques with very similar effects (or even the same) are not the same Technique. Two seemingly identical Techniques created by two different Masters would not necessarily be similar enough for this Magnus to apply to both when only one was adapted to.

The bonuses of this Magnus can be combined freely with those of any other Magnus or Ki Technique. A character who possesses the Eyes of Destiny Legacy of Blood applies +40 to any Notice check to use Rem: The Eyes of Destiny, since the Legacy facilitates this Magnus's use enormously.

Celia is the target of an attack Technique with a cost of 60 points of MK. In order to understand the ins and outs of that attack, she must pass a Notice check against 120 or 240 (double and quadruple, respectively, the MK cost of the Technique). If she succeeds, she receives a bonus of +25 or +50 whenever she defends against it.

## SAMIEL: FINAL RETRIBUTION

**Requirements:** Attack Ability 200+, Defense Ability 200+, Inhumanity.

**Legacy of Blood:** None

**DP Cost:** 60

**MK Cost:** 60

A character who knows this Magnus has the ability to accumulate all the damage that he has received from a specific enemy and turn it into pure energy. Thus, he is able to channel that power to return it against his enemy or to increase to unthinkable levels his own powers.



In game terms, the character who masters this Magnus obtains an amount of points equal to the damage that is caused him by a particular enemy with attacks or direct actions. These □points□ can be used, at a later time, as a direct bonus to an opposed action against the individual who caused the damage. The character is free to decide how he wants to use them, and he can also divide the bonus between various actions in whatever way is most convenient for him (as long as it is against the enemy who caused him the damage). For example, if a character lost 120 Life Points as a result of the attacks or actions of an enemy, several turns later he could decide to spend 50 points to obtain a bonus of +50 to his Dodge against an attack by that enemy and later spend the other 70 in improving his own Attack Ability. If loss of Life Points is caused by more than one enemy, the character's player must write down how many points he has taken from each one of them.

Although there is no theoretical limit to the amount of points that a character can accumulate, it is not possible to spend more than 150 of them on a single action (i.e., the maximum bonus can never surpass +150). Creatures with Damage Resistance cannot make use of this ability.

The points obtained by means of this Magnus disappear when more than 10 minutes have passed from when the damage was suffered. If the character has not spent them by that time, he loses them.

It is perfectly possible to combine the bonuses that are obtained through this Magnus with those of any ability or Ki Technique.

### SHINKYOU: MIRROR POSITION

**Requirements:** Defense Ability 250+, Perception 10+.

**Legacy of Blood:** None.

**DP Cost:** 60

**MK Cost:** 80

It is very possible that the Magnus known as Shinkyō, also called the Mirror Position, provides one of the most powerful defensive abilities. It is a fighting style that allows a character to enter a state of absolute concentration, which acts simultaneously as a perfect system of defense and attack. Its name comes from the fact that he who uses it remains still, reacting only in reflex to the movements of his opponents. When he activates this Magnus, the character opens his guard and remains perfectly still until an enemy tries to attack him, at which point his body responds instinctively to the attack.

Shinkyō: Mirror Position is a defensive Magnus that a character can activate at will; before rolling the dice to determine his Initiative, he must declare his desire to use it. As of that moment, for the five following turns he remains completely still, being incapable of moving or initiating any kind of Active Action. The character cannot Accumulate Ki or magic, nor prepare himself to use Psychic Powers; his concentration is centered only on responding to any kind of threat. Once this Magnus is activated, the character is incapable of acting until those five turns have passed.

In return, during that period, the combatant does not apply any negative as a result of suffering additional attacks and obtains a bonus of +50 to his Abilities of Block and Dodge to protect himself from any hand-to-hand attack (this modifier is not applied against projectiles). Additionally, while this Magnus is in use, the character can automatically counterattack any attack he successfully defends against, without using any of his actions. That is to say, as long as his Final Defense is superior to his enemy's Final Attack, he can counterattack (according to the normal rules), even if he has already been put on the defensive or he has suffered damage. There is no limit to the number of counterattacks that a character can carry out in a turn; if he is able to defend himself, he is also able to mount a counterattack. This Magnus does not allow him to protect another person; it only works against attacks directed against the character who uses it.

Once the five turns have passed during which this Magnus remains active, the character is left mentally drained, making it impossible to use it again until at least another five turns have passed.

This Magnus has an activation cost of 10 Ki points whenever it is used. It cannot be combined with Ki Techniques or other Magnus.

### SUMMUN: ACCUMULATION OF ENERGY

**Requirements:** Attack Ability 180+, Dexterity 11+.

**Legacy of Blood:** None.

**DP Cost:** 30

**MK Cost:** 30

Summun: Accumulation of Energy is a combat ability that allows a character to carry out physical attacks at a distance thanks to his Ki. Controlling his energy, he is able to execute blows so extremely fast that they deform space to hit the target. For example, he could strike a target dozens of feet away with his fist or his sword, without the slightest problem. His arm or weapon does not, in fact, grow longer; it is the deformed space between him and his target that seems to shorten before his movements.

Despite attacking from a distance, all the blows that the character executes are considered hand-to-hand attacks when determining the modifiers that the defender applies. Moreover, if the character is too far away from his enemy, such that the enemy cannot reach him with a passive movement (one fourth of his Movement Value), the enemy will be incapable of counterattacking, even if his Final Defense is higher. The range at which the character can attack with this Magnus is determined by his Dexterity Characteristic, as shown on **Table 23**.

Whenever a character carries out an attack by making use of this Magnus, he must spend 1 Ki point.

**TABLE 23: REACH OF SUMMUN**

Dexterity	Range	Dexterity	Range
11	10 feet	16	80 feet
12	15 feet	17	150 feet
13	25 feet	18	300 feet
14	30 feet	19	450 feet
15	45 feet	20	800 feet

### TRANSFORMATION: THE AWAKENING

**Requirements:** Attack Ability 200+, Defense Ability 200+, Inhumanity.

**Legacy of Blood:** None.

**DP Cost:** 50

**MK Cost:** 50

Transformation: The Awakening is a Magnus that allows the character to use his energy to transform himself into a much more powerful form, thus increasing his speed and strength considerably. For all intents and purposes, this Magnus multiplies the character's combat level, giving him the capacity to defeat with ease enemies who he would otherwise be incapable of besting. This Magnus usually surrounds the user's body with an aura of energy.

A character can maintain this transformation for a number of turns equal to the sum of his Willpower and Power Characteristics. He must spend 3 Ki points per turn to maintain this Magnus. Once this duration has passed, if he wants to stay transformed, he must spend a point of Fatigue each additional turn. After the Magnus has been deactivated, several hours must pass before the character can use this Magnus again.

While the transformation is active, the character obtains a modifier to all actions equal to his Power bonus and +1 to his Ki Accumulations for every +15 bonus that he has. Therefore, a character with a Power Characteristic of 15 would have a bonus to all actions of +30 and +2 to all his Ki Accumulations. Additionally, he also has the ability to carry out actions of Zen Difficulty.

The effects of this power can be combined with those of any type of Ki Technique, but not with those of another Magnus that utilizes any form of physical transformation.



## TRANSFORMATION: PHYSICAL POWER

**Requirements:** Attack Ability 200+, Defense Ability 200+, Use of Necessary Energy, Inhumanity.

**Legacy of Blood:** None.

**DP Cost:** 30

**MK Cost:** 50

This Magnus allows the character to use his Ki to reach a state of superior power, partially altering his body by increasing his physical mass and musculature. Thus, the character transforms himself, obtaining extraordinary power and turning his body into an unstoppable mass.

When he uses this Magnus, the character can choose between two different degrees of transformation, depending on how much he wants to increase his physical power. Each state confers different benefits to him, although it also reduces his Speed because of the enormous muscular mass that he acquires. Activating the transformation is a Passive Action, but the benefits the Magnus grants do not start until the beginning of the following turn.

The effects of this transformation can be combined with those of any kind of Ki Technique, but not with those of another Magnus that involves any kind of physical transformation.

•**First Degree:** The character obtains a bonus of +2 to his Characteristics of Strength and Constitution, obtains a bonus of +20 to the damage that is produced by his attacks, and possesses a Damage Barrier of 80 against any blow of a physical nature. In addition, due to his resistance, all the attacks that he suffers have their Base Damage reduced by 10 points. Unfortunately, the increase to his physical mass gives him a  $\square 20$  penalty to his Initiative and forces him to apply a  $\square 2$  to his Movement Value. During each turn he maintains the transformation, he must spend a Ki point. Visually, this transformation increases the physical mass of the character by approximately 20%.

•**Second Degree:** As the previous degree, except it grants a bonus of +4 to the Characteristics of Strength and Constitution, grants a +40 to the damage of attacks, and provides a Damage Barrier of 140 against any physical blow. In addition, all the attacks that he suffers have their Base Damage reduced by 20 points. Unfortunately, the increase in his physical mass gives him a 40 penalty to his Initiative and forces him to apply a  $\square 4$  to his Movement Value. During each turn he maintains the transformation, he must spend 3 Ki points. Visually, this transformation increases the physical mass of the character by approximately 50%.

## TRANSFORMATION: ELIODON

**Requirements:** Attack Ability 150+, Defense Ability 150+.

**Legacy of Blood:** Blood of the Great Beasts.

**DP Cost:** 20

**MK Cost:** 40

This Magnus awakens the power in the blood of the character, allowing him for a few moments to transfigure his body into a much more powerful form. Upon using this Magnus, the character obtains an additional amount of DP equal to double his Presence to acquire Essential Abilities and Creature Powers described in **Chapter 26 of Anima: Beyond Fantasy** as if he had Gnosis 20. Each character is free to choose the abilities that he desires in his first transformation, but once he has chosen those abilities, he must keep on choosing those exact abilities whenever he transforms again (that is to say, his form is fixed after the first change). When he increases in level and obtains additional DP to spend in the transformation, he can use them to improve the powers that he already has (paying the DP difference) or can acquire new abilities. Naturally, all these changes enormously modify the body of the user of the Magnus, turning him into something inhuman during the time in which he is transformed.

A character can activate this transformation as a Passive Action, but the change and the powers that it entails does not take place until the following turn begins. During each turn the character remains transformed, he must spend 3 Ki points to maintain that form. The transformation must be maintained for at least 5 turns, so if the character does not have at least 15 Ki points when he goes to activate it, he cannot do so.

## TRANSFORMATION: RUPTURE OF DESTINY

**Requirements:** Attack Ability 250+, Defense Ability 250+, Zen.

**Legacy of Blood:** None.

**DP Cost:** 100

**MK Cost:** 100

Quite possibly, there is no more dangerous Magnus than the frightful ability Transformation: Rupture of Destiny. It is an ancient power, sealed in antiquity so that it would never fall into the hands of mortals. The power was sealed away because the few mortals who managed to control it had the ability to challenge the very heavens.

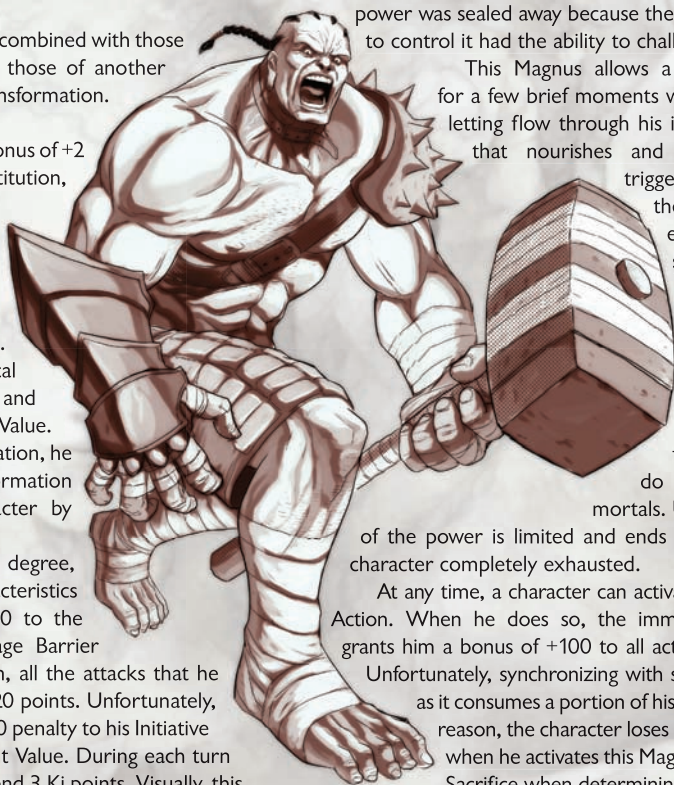
This Magnus allows a character to synchronize for a few brief moments with the forces of Creation, letting flow through his insides a primordial energy that nourishes and alters his body. When triggering this transformation, the character obtains an earthshaking power, a force so vast and primary that it allows him to destroy destiny itself. Like an incarnated god, in those brief moments during which the extraordinary energies of this Magnus flood him, he is able to do things unimaginable for mortals. Unfortunately, the duration of the power is limited and ends all too quickly, leaving the character completely exhausted.

At any time, a character can activate this Magnus as a Passive Action. When he does so, the immense coalescing of energy grants him a bonus of +100 to all actions and +100 to Initiative. Unfortunately, synchronizing with such power has a high cost, as it consumes a portion of his soul in the process. For that reason, the character loses half of his current Life Points when he activates this Magnus, and the loss counts as a Sacrifice when determining his rate of recovery.

From the instant the Magnus is activated, the energies of the Magnus begin to disperse, so in each subsequent turn the character reduces the bonuses from this Magnus by 10. The bonuses disappear completely after 11 turns have passed, but the character continues accruing the  $\square 10$  penalties. Thus, in turn 12 he would suffer a penalty of  $\square 10$ , in turn 13 a  $\square 20$ , in turn 14 a  $\square 30$ , and so on until reaching a maximum of  $\square 100$  to all actions and Initiative. These penalties are supernatural and are recovered at a rate of 10 points per hour passed since the Magnus was activated.

After the character uses this Magnus, he must wait an entire day before activating it again.

Lemures, aware that he is in a desperate situation, decides to activate Transformation: Rupture of Destiny. Possessing only 140 of his 200 Life Points, he sacrifices 70 Life Points (half of what he has left) to be able to use this Magnus. His Attack Ability, Defense Ability, and Initiative are increased by 100 points, but he suffers a cumulative penalty during each subsequent turn until finally reaching a  $\square 100$  penalty.



The First Degree of Transformation: Physical Power



## TRANSFORMATION: THE SEALS OF THE DRAGON

**Requirements:** Attack Ability 160+, Defense Ability 160+.

**Legacy of Blood:** Blood of the Dragon.

**DP Cost:** 20 (Special)

**MK Cost:** 50 (Special)

Transformation: The Seals of the Dragon is an ancient power that only Legacies who have the blood of the first of the Aeons in their veins can access. This almost limitless force allows the acquisition of power gradually to those who are able to master it. The power ranges from simply fortifying the character's combat abilities to giving him control of an energy that escapes the human imagination.

Ten Seals of the Dragon exist that determine the degree of synchronization of the character with this energy. The more of them he unlocks and masters, the greater the abilities he obtains. Each seal has its own name and represents a different aspect of existence, but all are an inexhaustible source of power. A character can open a maximum of two seals per turn, obtaining +5 to all actions and to his Initiative for each one that he has open. A character with two open seals would have a +10 bonus, but if he had five open seals, he would have a +25 bonus. To maintain this power, the character must spend 1 Ki point per seal each turn. Thus, a character with three open seals would have to spend 3 Ki points per turn.



The Doors have a number of special requirements in order to be opened. Whoever wants to open a Door must fulfill the prerequisites or he will not only be incapable of opening the Door but also of opening the seal tied to the Door. For example, if a character wants to open the 8th Seal, he must reduce his Life Points to half of their total, as explained in the requirements for the Fourth Door.

The benefits granted by opening the Doors are not cumulative. Only the benefit of the most powerful Door opened applies.

### First Door: The Door of Beginning

The most basic of the Doors, it grants minor powers to its user. When opening it, several tattoos manifest themselves on the body of the character, in representation of the seals that he has opened.

**Seal of Activation:** Second

**Benefits:** +1 to all Physical Characteristics and to Power.

**Prerequisites:** None.

### Second Door: The Door of Power

The second Door represents power unleashed, a force that floods the character and manifests itself in the form of dozens of tattoos of light that cross the character's body. Once the Door is opened, the character's physical capacities are multiplied, and he obtains inhuman power and speed.

**Seal of Activation:** Fourth

**Benefits:** +2 to all the Physical Characteristics and to Power.

**Prerequisites:** None.

### Third Door: The Door of Life

When he opens the Third Door, the character unleashes a powerful aura of energy around himself. His body and his spirit are flooded with power, and his movements stop seeming like anything that a human being has seen before.

**Seal of Activation:** Sixth

**Benefits:** +3 to all Physical Characteristics and to Power. The character ignores any penalty to his abilities caused by pain or fatigue that is not due to physical losses (like amputations or continuous critical damages).

**Prerequisites:** None.

### Fourth Door: The Door of Death

The Door of Death drags the character to the limits of the beyond, granting him a power impossible to conceive. When using it, his aura becomes slightly bluish or off-white and everything around him becomes quiet and calm, as if existence itself held its breath. When moving, he fluctuates through reality, leaving behind only a vague blur that can barely be seen.

**Seal of Activation:** Eighth

**Benefits:** +4 to all Physical Characteristics and to Power. The character ignores all kinds of penalties caused by pain, fatigue, or physical deficiencies. Even if the character suffers an amputated arm or similar damage, the power of the seals creates temporary extremities of energy to replace his losses. Additionally, the character can move through the air as if he had the Ki Ability of Flight, although using his Power Characteristic instead of his Movement Value.

**Prerequisites:** The character must be below half of his total Life Points. If he does not fulfill this requirement, but still opens this Door, he loses a sufficient amount of Life Points to leave him 1 point below half of his total. While the Door of Death is open, he cannot recover Life Points over that amount.

## THE SEALS OF THE DRAGON

Mastering the seals is considerably more difficult than mastering the other Magnus. It is necessary to pay 20 DP and 50 MK points simply to have access to them. In addition, each seal must be mastered separately, each costing a certain amount of MK. Moreover, seals must be mastered in order, starting with the lowest-numbered seal.

The name of each seal and its cost in MK appears in the following list:

**1st Seal: Ejad**

**Cost: 5 MK**

**3rd Seal: Shelosh**

**Cost: 10 MK**

**5th Seal: Hamesh**

**Cost: 15 MK**

**7th Seal: Sheva**

**Cost: 20 MK**

**9th Seal: Tisha**

**Cost: 25 MK**

**2nd Seal: Shenayim**

**Cost: 5 MK**

**4th Seal: Arvah**

**Cost: 10 MK**

**6th Seal: Shesh**

**Cost: 15 MK**

**8th Seal: Shemone**

**Cost: 20 MK**

**10th Seal: Eser**

**Cost: 25 MK**

For Celia to master the 5th Seal of the Dragon, she must spend a total of 95 points of MK (50 to have access to this Magnus and 45 points for the first five seals) and 20 DP.

The power of the seals can freely be combined with any other ability or Ki Technique, and also with all those Magnus that do not concern physical transformation.

## THE DOORS

The Doors are various gateways to power connected to the Seals of the Dragon and, like them, supernaturally increase the abilities of characters who open them. When a character opens a certain number of seals, he automatically opens some of the five Doors and obtains extraordinary powers in the process. For example, when a character opens the 4th Seal, he opens the Second Door. It is not necessary to spend additional Ki points to open the Doors; they are something inherent in opening the seals themselves.



### Last Door: The Eternal Door

Opening the last Door provides the final power, an unstoppable force that takes whoever uses it beyond the limits of life and death. When unleashing it, the character transcends any earthly bindings and his body becomes pure, crackling energy. His exact movements cannot be identified; he looks like a splotch of energy shifting position. This Door is a gateway to the divine.

#### Seal of Activation: Tenth

**Benefits:** +5 to all Physical Characteristics and to Power. The character automatically passes any Physical Resistance check produced by Criticals, he cannot be left unconscious, and he never applies any kind of penalty to actions, not even penalties of a supernatural nature. In addition, he can only die when his Life Points fall below five times the increased value of his Constitution or, if he uses the optional rules of between life and death from the **Game Master's Toolkit**, he fails the Physical Resistance check to remain alive after suffering damage.

**Prerequisites:** When using this ability, the Life Points of the character are reduced to 0. While he is in the Eternal Door, he cannot recover Life Points over that amount. When he closes this Door, he must pass a between life and death check to avoid dying.

Celia wants to release the powers of the Seals of the Dragon. In the first turn, she can open a maximum of two, from which she would obtain a bonus of +10 to all actions and the benefits of the First Door. In the second turn, she can open up to the 4th Seal, gaining a +20 and the benefits of the Second Door, and so on, until she decides to deactivate the Magnus or she is left without Ki to maintain it.

### UMBRA: ATTACK OF SHADOWS

**Requirements:** Attack Ability 150+, Use of Necessary Energy, Inhumanity.

**Legacy of Blood:** None.

**DP Cost:** 30

**MK Cost:** 50

Umbra: Attack of Shadows is an ability that allows a character to fight using the most unusual of weapons: his own shadow. Using his energy to mold his shadow and give it solidity, a character can create blades, spectral arms, or almost anything imaginable. He does not even need to move much to fight, because his shadow acts simultaneously as a means of attack and almost perfect protection.

For all intents and purposes, a character who masters this Magnus has a unique weapon that he can materialize at will. Every five turns that the character uses this Magnus, he must spend a Ki point, but other than this cost, there is no additional limitation to its use. This Magnus can be combined normally with any Technique or Ki ability. The statistics and special abilities of this Magnus are listed as follows:





## COMPENDIUM OF IMPOSSIBLE WEAPONS

**Damage:** This Magnus uses a Base Damage equal to the Presence of the character plus his Power bonus. To this value is added any other special modifier that, thanks to his abilities or Ki Techniques, the character can use.

**Speed:** This Magnus has a Speed equivalent to the Initiative of the character unarmed.

**Attack Type:** Since the character can alter the form and method of attack of his shadow, he is able to use the Cut, Thrust, or Impact Attack Types as he desires.

**Breakage and Fortitude:** This Magnus has a Breakage equal to the Power Characteristic of the character, and, because of their special qualities, the shadow □weapons□cannot be broken.

**In Combination with Other Weapons:** A character can use this Magnus in combination with other weapons that he is wielding. When doing so, he applies a penalty of □25 to the Attack Ability of all his attacks (like when making an additional attack) because of the difficulty in doing so.

**Surprise Action:** An enemy unable to detect Ki and, consequently, feel the energy that is concentrated in the shadow of the character may be Surprised by the first attack

if the enemy does not expect the character to use his shadow to fight. In this case, an enemy must make a Notice check against a Difficulty of 140 (Very Difficult) to avoid applying the penalty for being Surprised.

**Protective Screen:** for the purposes of determining the penalties suffered for defending himself from projectiles, the character using this Magnus is considered to be using a shield.

**Area Attack:** The shadow is treated as a Large weapon when determining how many enemies it can attack. Moreover, if the character expands the shadow significantly, he can affect all enemies in a 30 foot radius of him, but doing so reduces the Base Damage of this Magnus by half.

**Trapping:** The shadow allows the character to make Trapping maneuvers using the normal rules and using the Dexterity of the character for the related opposed Characteristic checks.

**Indirect Use:** Even when trapped or immobilized, the character can easily attack with this Magnus. Consequently, penalties to using this ability for being paralyzed or held in any way are halved.

**Obfuscation:** When not in combat, a character can use his control over his shadow to obtain bonuses to his Hide and Stealth Abilities equal to those of being in an area that is partially illuminated (or, in other words, a bonus of +30).

**Environmental Modifiers:** Depending on the brightness of the surroundings in which the character fights, the powers of this Magnus can intensify or diminish considerably. In an extremely bright environment (such as in the middle of a desert at noon), the character applies a penalty of □10 to his Attack and Block Abilities and a □20 to his Base Damage. On the other hand, his powers are enhanced in very dark places full of shadows. In those areas, he applies a bonus of +10 to his Attack and Block Abilities and +20 to his Base Damage.

This section presents Ars Magnus based on the use of weapons of an impossible nature that grant the character the ability to use the most bizarre devices in combat, with a utility that is more than terrifying. With these Magnus, a character can customize his combat style as much as he wants and use practically anything on the battlefield. Note that, as the name of this section indicates, each and every one of the weapons that appear next are impossible to wield effectively by an ordinary fighter. No matter how much ability a fighter has, he cannot use coins, monofilaments, or a cape in the way presented here without access to Ki and the ability to carry out Inhuman actions.

In the setting of Gaia, the use of such weapons is directly related to the signs of the Zodiac, so these Ars Magnus take the names from constellations as inspiration. However, it is only a simple reference without any real import; using Cancer implies, merely, the mastery by a character of using monofilaments in combat.

### ARIES WEAPON SWARM

**Requirements:** Attack Ability 150+, Defense Ability 150+, Inhumanity.

**Base Weapon:** None.

**DP Cost:** 40      **MK Cost:** 40

Aries allows the character to use dozens of chained weapons that he hides in his clothes □normally, in the insides of his sleeves or in other similar places. The grip of each weapon is connected to a chain, so that the character can extend its reach several yards like a shaft of sharpened metal. The character can also, if he wishes, ignore this ability and only use one or two of them conventionally, choosing to grasp the hilts of those weapons that most interest him in each case.

The collection of weapons is used in practice as if it were a single one, with the following profile:

#### ARIES

**Base Damage:** 100

**Speed:** □20

**Prim. Attack Type:** Thrust

**Sec. Attack Type:** Cut

**Breakage:** 6

**Fortitude:** 16

**Presence:** 30

**Special:** Complex, Trapping, Two-handed.

In addition to its basic profile, the weapons have the following special capabilities:

**Damage:** The weapon swarm has its own Base Damage, to which the Strength bonus of its user is added.

**Quality:** The weapon swarm requires a multitude of exceptional weapons to be considered a weapon of Quality. Except for that detail, it benefits from the bonuses of Quality like any other normal weapon.

**Trapping:** The weapon swarm allows the use of a Trapping maneuver with the normal penalties. The swarm uses the equivalent of a 10 Strength.

**Reach:** Using the weapon swarm, the character can reach a distance of between 15 and 25 feet with his attacks. Despite their reach, these attacks are not considered to be ranged attacks.

**Complex:** Controlling such a large number of weapons is extremely complicated, so the weapon swarm has the Complex weapon trait, even if the character has achieved Mastery.



**Two-handed:** Both hands are necessary to use the weapon swarm.

**Election of Weapons:** The character can decide to use only certain weapons from among his collection. For example, he can pull from his sleeves only one or two of them and wield them in a conventional way, adapting to what is best for each confrontation. Wielded thus, the weapons use their natural profile, not the one for Aries. Changing weapons incurs the same penalty as unsheathing. Note that the character decides what weapons form his collection and how many he carries of each type. The only limitation is that these weapons cannot be of Large size nor of the Two-handed Sword type.

**Massive Attack:** The large number of weapons allows the character to choose in each turn one of the following options:

- 1: He can make a second attack as if he carried an additional hand weapon, but only apply a penalty of  $\square 10$  to his Attack Ability (even if he does not have the Ambidextrous Advantage).
- 2: If he wants to unleash all his weapons at once, he can make an Area Attack (Aries is treated as a weapon of Large size), suffering only a penalty of  $\square 10$  to his Attack Ability.

### TAURUS GIANT DOUBLE-HEADED WEAPONS

**Requirements:** Attack Ability 120+, Inhumanity.

**Base Weapon:** Two-handed Sword, Two-handed Axe, Heavy Battle Mace.

**DP Cost:** 20

**MK Cost:** 30

Taurus is an Ars Magnus that grants the character the ability to use giant double-headed weapons that can act in a similar way to a boomerang. After being thrown, the weapon returns to its wielder, destroying everything in its way. This Magnus includes any double-headed weapon of immense size, from enormous two-handed swords with two edges to extraordinary scythes with a dual blade. Although these weapons can vary widely in shape and appearance, they have been gathered under a single profile that reflects their handling and similar operation.

As described above, a weapon of this type can be thrown in an arc like a boomerang, and it will return moments later to the hands of its user. Generally, thanks to its double head, during its movement it spins around its center, cutting everything it strikes with ease. The character has the ability to guide the weapon's flight using his own energy, causing it to follow a specific trajectory or slightly altering its route. The profile of a weapon of this type is as follows:

#### TAURUS

**Base Damage:** 120

**Speed:** -80

**Prim. Attack Type:** Cut (Variable)

**Sec. Attack Type:** Impact (Variable)

**Breakage:** 8

**Fortitude:** 16

**Required Strength:** 10/12

**Presence:** 25

**Special:** Throwable, Throwable in Arc, Block the Attack, Complex, One or Two-handed.

**Throwable:** As a complete Active Action (that is, without being able to carry out additional attacks), the character can throw his weapon in a wide semicircle, which allows him to attack several enemies within range. The maneuver is executed without a penalty to Attack Ability, and the weapon can hit five or six enemies of human size, depending on the situation, in a 60 foot radius area at most. In order to catch the weapon successfully upon its return, the character who threw it must make a Sleight of Hand check against a Difficulty of 180 (Absurd). If he fails the check, the character becomes a target of his own attack, having to defend himself against it. A character throwing the weapon cannot (without penalty) attack enemies that he is engaged in melee with; generally, his target has to be further away.

**Throwable in an Arc:** As Throwable, but the character covers a much greater area with the throw. Consequently, he can attack all enemies located within 60 feet of him in his front arc. The character can, if he wishes, select specific targets to attack, but at a  $\square 50$  to his Attack Ability.

**Blocking the Attack:** Any enemy who is the target of a ranged attack with Taurus and is able to block the attack has the possibility of stopping the weapon's flight. If an enemy manages to defend himself against the attack using his Block Ability, he makes an opposed Strength check against the Strength of the thrower. If the enemy wins it, he disrupts the trajectory of the attack, and the weapon returns directly to the thrower rather than striking more targets. If the enemy wins the check by more than 4 points, the weapon is intercepted with such power that, instead of returning to the thrower, it falls immediately to the ground.

### GEMINI MARIONETTE WEAPONS

**Requirements:** Dexterity 11+, Inhumanity.

**Base Weapon:** None.

**DP Cost:** 50

**MK Cost:** 50

The character has the ability to control marionettes like combat weapons, handling them as if they were extensions of his own body. Gemini enables him to attack and defend with a marionette at a distance, as if it were, to a great extent, an independent being. In this way, the puppet uses the Attack and Defense Ability of the character, but it has its own Life Points and Resistance. If the enemy obtains a counterattack, it will be directed against the marionette and not the character who handles it. However, being inanimate and linked to its controller (in game terms, it is only a weapon), the marionette acts with the Initiative of the character who handles it, and he can attack or counterattack with it like he would do using a normal weapon.

Using marionettes correctly requires the whole body, so they are the equivalent of Two-handed Weapons. The puppeteer must also limit to a great extent his own movements or he will be incapable of controlling the marionette correctly. For that reason, if he tries to dodge or block an attack himself during a turn in which he has already used a marionette, he suffers a  $\square 80$  to his ability. Naturally, the marionette can also be used to intercept or block an attack directed against its controller if it is sufficiently near him, but the marionette applies a  $\square 30$  to its Defense Ability when doing so.

The marionette can be armed with any combination of weapons that the character controlling it knows how to use, although it is also possible for it to use built-in natural weapons, such as claws, teeth, or similar elements. In this last case, the controller is not required to know how to use those natural weapons, since their use is implicit in the handling of the marionette itself.

Naturally, not just any kind of marionette can serve as a weapon. Only puppets of the best quality made with that precise goal can be used by the character in an effective way. Consequently, a character who uses a marionette that is not designed for combat applies a penalty of between  $\square 40$  and  $\square 140$  to his Attack and Defense Abilities, depending on what the Game Master considers appropriate under the circumstances.

The special rules of this Magnus are as follows:

**Sturdiness:** The ability of a combat marionette to withstand damage is determined by its composition and the skillfulness of its construction. The better the materials and more talented the artisan, the greater the Life Points and Armor Type it has.

**Physical Attributes:** Since the speed of a marionette depends on the ability with which its puppeteer handles it, the marionette uses the Dexterity Characteristic of its controller to make any check related to

Dexterity and Agility. Strength checks are also made using the puppeteer's Characteristic, but at a  $\square 2$  penalty.





**Damage:** The Base Damage produced by a marionette depends on the weapon that it wields or its natural weapons. In this second case, its Damage is determined by the Size of the marionette, as discussed in **Table 82: The Creation of Beings in Anima: Beyond Fantasy**. The Strength of the controller is used to determine the Damage bonus of the marionette, regardless of whether it is using separate or natural weapons. However, a marionette's Strength is treated as 2 points lower than the controller's.

**Reach:** Gemini allows the use of marionettes to attack at a distance. However, there is an effective maximum distance beyond which the character can no longer handle the marionette correctly. If the marionette is less than 30 feet from its controller, he can use it without penalty. If the distance is greater, however, for every 30 feet more, it incurs a penalty of  $\square 10$  to its Attack and Defense. This capability even allows him to attack enemies who are not directly before him, as long as he has a way to locate their position (despite being closely linked to the marionette, this Magnus does not allow him to see through it). Depending on the method he uses to detect the enemies, he may have to apply modifiers for Partial or Complete Blindness, according to what the Game Master judges advisable.

**Subterfuge:** A very effective use of Gemini is to handle the marionettes while the puppeteer is hidden in some place, thanks to his subterfuge abilities or his supernatural powers. In either of these cases, a character can hide and use Gemini from the shadows without any penalty, although the movements that he must make, as well as the existence of the strings that he uses to handle his marionettes, makes it harder to conceal his position. For that reason, a character who uses Hide or Stealth while he controls a marionette that remains in sight applies a  $\square 80$  to his checks to remain hidden.

**Ki Techniques Through Marionettes:** A character can use his marionettes to project Ki Techniques through them as if they were an extension of his being, although certain requirements and limitations exist. To begin with, the character must have the abilities of Aura Extension and Ki Transmission or he will be incapable of transmitting to the marionettes the energy necessary to carry out the Techniques. Secondly, the Ki Accumulations are reduced to half, given that it is much more difficult to Accumulate Ki through the marionettes than through his own body.

**Using Multiple Marionettes:** The puppeteer can use several marionettes simultaneously, but doing so is difficult. For that reason, each additional marionette that he controls generates a penalty of  $\square 30$  to his Ability with all of them. Thus, if he tries to fight simultaneously with three marionettes at a time, he suffers a  $\square 60$  to his Ability. The maximum number of marionettes a character can use competently is equal to his Dexterity Characteristic divided by three, rounding upwards.

**Mob of Minor Marionettes:** Normally, Gemini allows the use of a limited number of marionettes with high precision, but it is also possible for a character using Gemini to fight with dozens and dozens of marionettes of small size. If the character chooses to fight that way, the mob of marionettes count as one marionette when making attacks and receiving Damage. However, two special rules apply when a character uses Gemini in this manner. In the first place, being so numerous, the marionettes are extremely difficult to stop, so any enemy who has not reached Mastery suffers a penalty of  $\square 20$  to his Block Ability against them. Second, their high number greatly facilitates the ability of the puppeteer to make an Area Attack; if the character divides in half the Base Damage of the marionette mob, he can attack without any penalty to his Ability all targets located in a radius of 15 feet around him. However, for the same reason, the marionettes are also much more vulnerable to Area Attacks, suffering double Damage against that form of attacks.

**Attacking the Strings:** An extremely effective way to stop a marionette is to attack the strings that control it. A character who realizes the nature of the marionette can try to cut its strings, using a Directed Attack with a  $\square 40$  his Attack Ability. The strings have a Fortitude from 6 to 12, depending on the quality of the material used to create them.

## THE CONSTRUCTION OF A COMBAT MARIONETTE

A marionette can have many special powers, depending on the skill of its creator and the qualities that he wanted to impart to it. Any character has the capacity to develop the special Secondary Ability of Construct Marionettes (Creative/Power) to build his own. Otherwise, a character can hire a master toymaker to do the job. To determine the attributes of any combat marionette, its creator must make a Construct Marionettes check, and the marionette will have a number of extraordinary qualities based on the level of success (see **Table 24**). Its Life Points and Armor Type are also determined by the level of success. (Note, a marionette's Armor Type does not protect against the Energy Attack Type).

Construct Marionettes has the same time modifiers as Forging, so the character using it applies the penalties and bonuses of **Table 17** of **Anima: Beyond Fantasy**. If a marionette is destroyed, but the character saves its remains, repairing it has a Difficulty two degrees lower than the original Difficulty necessary to create it.

**TABLE 24: COMBAT MARIONETTE**

Difficulty	Presence	Life Points	AT	Extraordinary Qualities
Moderate	30	40	2	0
Difficult	35	60	2	1
Very Difficult	40	80	3	1
Absurd	45	100	3	2
Almost Impossible	50	140	4	3
Impossible	60	180	4	4
Inhuman	70	240	5	5
Zen	80	280	6	6

## EXTRAORDINARY QUALITIES

Next is presented a list with some of the extraordinary qualities that combat marionettes can possess:

•**Metal:** A metal marionette is much sturdier than a wood one, although its speed is considerably reduced. Consequently, its Life Points are doubled and its AT is increased by 4. However, the marionette suffers a  $\square 40$  penalty to its Initiative.

•**Exceptional Strength:** Thanks to a cunning combination of gears and pulleys, the marionette has at its disposal a Strength far superior to what it would otherwise have. Therefore, it applies a bonus of +4 to the Strength Characteristic of its controller (instead of a penalty of  $\square 2$ ) when determining its Strength, up to a maximum of 15.

•**Exceptional Size:** The marionette can be of Large or Enormous Size. In either of those cases, it receives the modifiers to Base Damage and Initiative that appear in **Table 82: The Creation of Beings in Anima: Beyond Fantasy**. A Large marionette applies a bonus of +50 to its Life Points, and an Enormous one +150.

•**Ki Node:** The marionette has been created with the power to let Ki flow through it with incredible ease. The character does not reduce to half his Accumulations to carry out Ki Techniques with it.

•**Real Appearance:** The marionette has been constructed in such a perfect way that it is difficult to differentiate it from a true living being. Anyone encountering it must pass a Notice check against a Difficulty of Absurd in order to be able to discover its true nature (using Search, the Difficulty is two degrees lower). This quality can be chosen for a second time, in which case the Difficulty to pass the check is Inhuman.



•**Improved Natural Weapons:** The marionette is a living weapon. Consequently, the Base Damage of its natural weapons increase by +50 points.

•**No Strings:** The marionette has been created as a Ki receptacle and linked with its controller through his blood. This quality allows the puppeteer to handle the marionette using only his energy, without the need for strings. This capability requires the character to have the abilities of Aura Extension and Ki Transmission.

•**Combat Capacity:** The marionette has been specially prepared for combat, so it is equal to a weapon of +5 Quality when determining bonuses to Attack and Defense Ability. This ability can be chosen up to four times, in which case the marionette is the equivalent of a weapon of +20 Quality.

### CANCER MONOFILAMENT WEAPONS

**Requirements:** Use of Ki, Sleight of Hand 50, Dexterity 10+, Inhumanity.

**Base Weapon:** None.

**DP Cost:** 40

**MK Cost:** 20

This Magnus involves the use of some kind of almost invisible thread to fight. The monofilament can be of any number of materials: metal, crystal, or even long hair. Normally, a character using monofilaments exerts a supernatural control over his weapon, allowing him to weave the innumerable filaments around him to cut, hold, or destroy as he pleases. The basic statistics of the weapon are as follows:

#### CANCER

**Base Damage:** 60 Special

**Speed:** +20

**Prim. Attack Type:** Cut

**Sec. Attack Type:** Thrust

**Breakage:** 2

**Fortitude:** 20

**Required Strength:** 4

**Presence:** 80

**Special:** Almost Invisible, Perforator, Distance Attack, Block, Two-handed, Complex, Trapping.

In addition to their basic profile, monofilament weapons have the following special capabilities:

**Damage:** The Damage caused by a monofilament weapon is not modified by the Strength of its user, so the weapon does not add any Strength Characteristic bonus to its Base Damage. Modifiers for Ki Techniques or Abilities are added normally.

**Quality:** Monofilament weapons are necessarily weapons of Exceptional Quality, otherwise they could not move and cut the way that they do. The basic monofilament weapon of Cancer is considered to be +5 Quality.

**Trapping:** A monofilament weapon allows the use of the Trapping maneuver, applying only half of the penalty (that is to say, a  $\square 20$ ). Given the nature of the weapon, it uses the equivalent of a Characteristic of 12 to make the opposed Characteristic checks.

**Almost Invisible:** Without a doubt, one of the greatest advantages of a monofilament weapon is that, because of its size and speed, it is almost invisible to the human eye. Therefore, a character defending himself from an attacker who is using a monofilament weapon must pass a Notice check against a Difficulty of Very Difficult or suffer a Partial Blindness penalty to his Block and Dodge Abilities. If the defender does not even reach a level of Difficulty of Average in the check, the penalty is the one for Complete Blindness. If the defender uses Search, both Difficulties are reduced two degrees. A defender can make a new check each turn, and once passed, he can perceive the filaments for the rest of the combat (eliminating the Blindness penalties).

**Perforator:** The nature of the weapon allows it to cut and pass through all kinds of materials with incredible ease, especially soft materials. For that reason, monofilament weapons subtract 2 points from the AT of soft armors and 1 from the AT of hard armors, plus any additional Quality bonuses that the monofilament weapon has.

**Distance Attack:** Despite being a hand-to-hand weapon, a monofilament weapon can be used to attack enemies who are at a distance of up to 15 feet away. In addition, it allows its user to mount an Area Attack as if it were a weapon of Large size (with the pertinent penalty, of course), thus affecting up to five opponents.

**Block:** Using a monofilament weapon as a Blocking weapon is very difficult. Any character who tries to Block with one applies a  $\square 10$  to his Block Ability.

Alexis using  
monofilaments in  
combat





## CANCER MAGISTER MONOFILAMENT WEAPONS

**Requirements:** Cancer: Monofilament Weapons, Attack Ability 200+, Aura Extension, Dexterity 11+, Inhumanity.

**Base Weapon:** None.

**DP Cost:** 30

**MK Cost:** 30

When reaching Mastery, a character who uses monofilament weapons can increase the combat capabilities of his weapon by learning this Magnus. If he does so, he can choose three of the following advantages:

**Improved Trapping:** The ability of the monofilament weapon to restrain is now much greater. Consequently, the character does not apply any penalty to carry out the Trapping maneuver, and with respect to the Trapping maneuver, the value of the Characteristic of the weapon is increased to 14.

**Improved Reach:** The weapon's range increases to 80 feet and allows the user to carry out an Area Attack with a radius of 30 feet, affecting any enemy within that range.

**Even Less Visible:** The monofilaments move at such speed that seeing them is much harder than before. Therefore, the difficulties for avoiding Partial or Complete Blindness with respect to defending against them increase to Absurd and Almost Impossible, respectively.

**Increased Damage:** The Base Damage of the monofilaments increases by +20.

**Increased Perforation:** The monofilaments acquire the ability to cut practically anything. Consequently, the AT of soft armors is reduced by 6 points and the AT of hard armors is reduced by 3 points.

**Unstoppable:** Because of the nature of the monofilaments, any enemy who tries to Block them applies the same penalties as if he were defending himself from a fired projectile.

## LEO WEAPON-PISTOLS

**Requirements:** Inhumanity.

**Base Weapon:** Sword and Pistol, or Lance and Arquebus, or Mace and Cannon, depending on the specific weapons combined. The requirement of any of the firearms can be replaced by the Projectile Weapons Combat Module.

**DP Cost:** 20

**MK Cost:** 10

This Magnus, whose origins go back to the time of Solomon, is a combat system that uses complex artifacts that combine traditional weapons, like swords or lances, with advanced firearms. They are powerful technomagical apparatuses that allow their users to mix, in a unique way, a classic combat system with the use of pistols, rifles, or even small cannons. Although originally they are Lost Lodges, this Magnus can be used to cover any type of object that fuses firearms with more classic weapons. Next are presented the three most common types, but they are not the only ones possible:

### LEO (SWORD-PISTOL)

This weapon has a long blade, of a size and thickness similar to that of a bastard sword, but with a grip incorporating a sophisticated pistol.

**Base Damage:** 70 Sword/ 50 Pistol **Distance:** 150 feet

**Speed:** □30 Sword / +0 Pistol

**Prim. Attack Type:** Cut/ Thrust **Sec. Attack Type:** Impact

**Breakage:** 4

**Fortitude:** 13

**Required Strength:** 8

**Presence:** 35

**Special:** Distance Attack and Hand-to-hand, Combined Attack, One or Two-handed.

### LEO (SPEAR-RIFLE)

This weapon looks like an ordinary spear, but its shaft is, in fact, a complex repeating rifle that can shoot from an opening that is next to the point of the weapon.

**Base Damage:** 40 Spear/ 50 Rifle **Distance:** 250 feet

**Speed:** +5 Spear/ +0 Rifle

**Prim. Attack Type:** : Thrust

**Sec. Attack Type:** : None

**Breakage:** 2

**Fortitude:** 12

**Required Strength:** 5

**Presence:** 35

**Special:** Distance Attack and Hand-to-hand, Combined Attack, One or Two-handed.

## LEO (MACE-CANNON)

This weapon is a heavy two-handed mace that incorporates a light cannon throughout its entire structure.

**Base Damage:** 60 Mace/ 120 Cannon **Distance:** 500 feet

**Speed:** □15 Mace/ □40 Cannon

**Prim. Attack Type:** Impact

**Sec. Attack Type:** None

**Breakage:** 5

**Fortitude:** 15

**Required Strength:** 7

**Presence:** 25

**Special:** Distance Attack and Hand-to-hand, Combined Attack, Two-handed.

**Distance Attack and Hand-to-hand:** A character using this Magnus can mix his combat styles freely, choosing to use the weapon in hand-to-hand combat or from a distance. When doing so, he does not apply any penalty to his Ability, but he must declare beforehand, at the beginning of the turn, which aspect of the weapon he wants to use.

**Damage (Pistol/Rifle):** The damage of shots from the sword-pistol or spear-rifle do not benefit from the Strength bonus of its user. On the contrary, each one of them has its own Characteristic, which is 10 in the case of the pistol and 11 in the case of the rifle. Therefore, those weapons cause Base Damages of 65 and 70 points, respectively, once their Strengths are added in. In the case of the cannon, its Base Damage is 120 plus a Strength Characteristic bonus of 12 (that is to say, a total of 140). Each Quality bonus one of these weapons possesses increases its Strength Characteristic by a point for the purpose of calculating its Damage.

**Explosion Effects of the Cannon:** The impacts of the cannonballs produce explosions that apply the same shrapnel rules used for the cannonballs of normal cannons, except with a radius of only 6 feet.

**Quality:** These artifacts benefit from Quality bonuses like any conventional weapon.

**Reload:** Normally, a sword-pistol and a spear-rifle have a magazine of between 6 and 12 shots, although some less sophisticated models may hold only a single shot. Once the ammunition has been exhausted, it requires two turns to reload the weapon. The cannon, on the other hand, usually has only a single shot and requires 10 turns to reload.

**Combined Attack:** This maneuver consists of making a combined attack using both the melee part and the firearm part of the weapon. For example, the character may thrust with the spear-rifle and shoot the target at the same time. In order to make such a combined attack, the character must subtract □20 from his Attack Ability, since he is looking for a suitable spot to target with both weapons. If the initial melee attack successfully hits the enemy (regardless of whether any damage penetrates the target's armor), the character can immediately execute a free follow-up attack with the firearm, receiving the Point-blank Range bonus, but disregarding every penalty other than the □20 for the maneuver itself. For this maneuver, the attacker must use the slowest Speed of the weapon.

## VIRGO MUSICAL INSTRUMENTS

**Requirements:** Attack Ability 140+, Music 100+, Aura Extension, Inhumanity.

**Base Weapon:** None.

**DP Cost:** 50

**MK Cost:** 50

This Magnus gathers together the styles of all those characters who use the sound from various musical instruments to fight. To attack, the characters use vibrations to make matter resonate, destroying everything they wish. A character is not necessarily required to use a particular instrument; any □musical device□ able to produce music can be used. However, the character must choose the type of instrument that he uses in his attacks, although he can play other similar ones by applying the penalties for Similar Weapons or Different Class Weapons (depending on the similarity that there is among them).



A character using Virgo shapes sound at will, using his own energy and musical ability to project it as a powerful weapon against his enemies. The impact has such power that it immediately bursts most things it contacts. In game terms, the attack is considered a distance attack with the same rules as any supernatural energy discharge. Naturally, nothing prevents it from being used against enemies who are already engaged in combat.

One of the special requirements of this Magnus is that the character must develop his Music Secondary Ability as well as his Attack Ability, because Virgo uses the lower value of the two. For example, a character with Attack 220 and Music 200 attacks with Virgo at a value of 200.

Each attack that a character makes using sound as a weapon costs 2 Ki points. The basic profile of an attack by sound is as follows:

#### VIRGO

<b>Base Damage:</b> 60	<b>Speed:</b> □10
<b>Prim. Attack Type:</b> Impact	<b>Sec. Attack Type:</b> None
<b>Breakage:</b> 2	<b>Fortitude:</b> N/A
<b>Required Strength:</b> N/A	<b>Presence:</b> That of the character
<b>Special:</b> Damage by Resonance, Ignores Protection, Attack by Sound, Distance Attack, Improved Area Attack, Single Attack.	

**Damage:** The Damage caused using Virgo does not apply the Strength bonus of Virgo's user. Moreover, this value already includes the bonus from the ability Aura Extension.

**Quality:** The Quality of the musical instruments does not improve the Attack or Defense Ability of their wielders, nor the damage that the instruments produce, although their Quality does increase the Music Secondary Ability of their wielders.

**Damage by Resonance:** In addition to the natural damage of the attack, all enemies that are affected by Virgo must pass a Physical Resistance check against a value equal to the Damage suffered plus 20. If an enemy fails the check, he immediately suffers the state of Pain (from the intense noise) for 5 turns and, additionally, loses an amount of Life Points equal to the failure level. Deaf individuals, or those who can block their auditory capacity completely, do not suffer the effects of Pain even if they fail the check. A person who has suffered the effects Pain from this ability cannot be affected again by it until an entire day has passed, at least.

**Ignores Protection:** Because of its exceptional nature, Virgo reduces by half the Armor Type (rounding upwards) of all the protections of its targets with respect to its attacks.

**Attack by Sound:** Because Virgo uses sound waves, the attacks of Virgo are invisible to the human eye. For that reason, an enemy attacked in this way applies the penalty for Total Blindness when defending himself. However, certain methods exist to perceive such attacks. In the first place, a character with the advantage See Supernatural (or an equivalent supernatural ability) can see the energy that becomes deformed in the air, so he has no problem defending himself. Similarly, a character without such methods can make a Notice check against Almost Impossible (240) to reduce the penalty to Partial Blindness, or against Impossible (280) to eliminate it completely.

**Distance Attack:** Attacks using Virgo are considered fired projectiles able to reach a distance equal to six times the presence of the attacker in feet. Since the attack is considered a supernatural discharge, special modifiers are not applied to the Ability of the attacker.

**Improved Area Attack:** Instead of directing his attack against a single target, the character makes an Area Attack against all individuals within 15 feet of him (without being able to selectively target) simply by applying □10 to his Attack Ability.

**Single Attack:** Additional attacks cannot be made using Virgo.

Celia attacks an assassin of Selene using the sound that she produces with Virgo. Attack and defense rolls are made as normal, using the general rules of any supernatural discharge. Celia causes 60 points of damage to her enemy. Immediately afterwards, because of Damage by Resonance, the assassin must make a PhR check against Difficulty 80 (the damage she suffered +20) or lose double the Life Points of her level of failure and suffer from the state of Pain.

### MODIFIERS BY TYPE OF INSTRUMENT

Depending on the type of instrument that a character uses to attack with Virgo, he obtains various special modifiers to the powers of this Magnus. Below is a list of the special capabilities granted by the different instruments:

#### Small Wind Instruments

(Flute, ocarina, harmonica) □

This class of instruments has the capability to alter the perceptions of those individuals who are targets of its attacks. Consequently, instead of causing Damage by Resonance, the character can choose to cause Fascination in those who do not pass a PhR check against a difficulty equal to the damage produced by the attack +20. The effects last a number of turns equal to the failure level, or until the Fascinated character suffers some type of damage.

#### Large Wind Instruments

(Trumpet, Saxophone, bassoon) □

Due to the power of their sound, instruments of this type cause a Base Damage of 80 instead of 60.

#### Stringed Instruments

(Guitar, violin, harp) □

The stringed instruments have the capacity to create much greater resonance, so they add 40 points instead of 20 to the Physical Resistance check produced by the effect Damage by Resonance. A character who uses a guitar, harp, or similar instrument as a weapon has in addition the opportunity to also master the Magnus Cancer and use the strings of his instrument as monofilaments. In such a case, he obtains a reduction of 10 DP to the cost of learning Cancer.

#### Percussion Instruments

(Kettledrum, bass drum, drum) □

Because of their brutality, percussion instruments produce an additional impact of Strength 12 to all enemies they affect.

### LIBRA VARIABLE WEAPON

**Requirements:** Attack Ability 160+, Defense Ability 160+, Aura Extension, Inhumanity.

**Base Weapon:** None.

**DP Cost:** 30

**MK Cost:** 20

This strange Magnus grants the character absolute control over his weapon in combat, allowing him to modify it at any moment to adapt it to what is most convenient to him at the time. Thus, the character can extend or shorten the weapon's blade, increase its power, or even alter its form almost completely. Normally, the appearance of a weapon of Libra varies frequently, since its aspect changes as its controller modifies its characteristics and attributes. Therefore, facing someone bearing a Libra weapon is always a surprise, because one never knows for sure what to expect.



It is not necessary that the weapon be of a supernatural character in order to benefit from the effects and powers of Libra; it is the character, through his supernatural control, that gives such a characteristic to it. The basic profile of a weapon of Libra, before applying any of the possible modifications, is as follows:

#### LIBRA

**Base Damage:** 60      **Speed:** +0  
**Prim. Attack Type:** Variable      **Sec. Attack Type:** None  
**Breakage:** 2      **Fortitude:** 15  
**Required Strength:** 5      **Presence:** That of the character  
**Special:** Variable.

**Damage:** The profile of the weapon already includes the damage modifier for the Aura Extension ability.

**Quality:** A Libra weapon benefits from bonuses for Quality like any other conventional weapon.

#### VARIABLE ABILITIES

A character who masters this Magnus can give his weapon two different abilities from the following list each turn. Note that each change also modifies the appearance of the weapon, making apparent not only its supernatural character, but also the powers that the weapon has. Each change costs the character a Ki point, although maintaining the change doesn't have a cost. It is necessary to declare what powers are going to be gained by the weapon before rolling Initiative. Otherwise, it is understood that the weapon is maintaining the same abilities from the previous turn.

• **Trapping:** The weapon allows the wielder to use the Trapping maneuver, with the equivalent of Strength 8.

• **Precision:** The weapon grants the Precision ability.

• **Variable Attack Type:** The Primary Attack Type of the weapon is usually the last type that it used. However, this ability allows the Attack Type to be changed, selecting from among Cut, Thrust, or Impact.

• **Increased Damage:** The weapon obtains +10 to its Base Damage.

• **Increased Speed:** The weapon obtains +10 to its Speed.

• **Serrated:** The attacks of the weapon subtract 2 points from the Armor Type of the defender.

• **Gigantic Size:** The weapon obtains +40 to its Base Damage and a +20 to its Speed.

• **Barrier Against Projectiles:** The weapon has the capacity to stop projectiles as if it were a shield.

• **Long:** The weapon extends supernaturally, allowing the wielder to attack an adversary who is located up to 30 feet away and carry out Area Attacks affecting up to five enemies.

#### SCORPIO SWORD-WHIP

**Requirements:** Attack Ability 140+, Aura Extension, Inhumanity.

**Base Weapon:** Long Sword and Whip, or Saber and Whip.

**DP Cost:** 10

**MK Cost:** 10

The mastery of Scorpio enables the character to use a sword-whip. It is a weapon similar to a saber or long sword, but whose edge is made up of dozens of small metal fragments linked to each other by a chain. As a result, the sword has the capacity to change form at the will of the user, becoming a sharpened metal whip. Note that this Magnus does not require its user to bear a supernatural weapon, but simply a modified sword so that it has chained pieces. It is the character who, using Ki and his exceptional ability, grants the impossible qualities to the sword. The profile of a sword-whip is as follows:

Lilith, Knight  
of Seventh Heaven





## SCORPIO

**Base Damage:** 50 Sword / 40 Whip

**Speed:** +0 Sword / □10 Whip

**Prim. Attack Type:** Cut **Sec. Attack Type:** Thrust

**Breakage:** 2 **Fortitude:** 13

**Required Strength:** 5 **Presence:** Variable

**Special:** Distance Attack, Trapping.

**Damage:** The damage of the weapon is either 50 or 40, depending on the mode being used: sword or whip.

**Quality:** A sword-whip benefits from bonuses for Quality like any other conventional weapon.

**Dual Form:** The weapon has the capacity to alter its form, becoming either a sword or a bladed whip. The wielder can modify it at will each turn, according to what is convenient to him, although doing so causes him to incur a penalty of □10 to his Attack and Block Abilities because of the difficulty of the change. Changing the weapon's form is a Passive Action.

**Distance Attack:** Despite being a hand-to-hand combat weapon, when used as a bladed whip, the weapon can attack enemies who are at a distance of up to 30 feet away. Similarly, the bladed whip form allows the character to carry out an Area Attack as if it were a Large weapon, affecting up to five enemies.

**Trapping:** While in the bladed whip form, the weapon allows the use of the Trapping maneuver, using an equivalent of a Characteristic of 10 to make the opposed Characteristic checks. Because of its exceptional nature, the weapon makes it possible to cause Full Damage instead of only half with a Trapping maneuver.

**Enveloping Whirlwind:** If the character declares it before rolling his Initiative, he can use the bladed whip form to create an enveloping screen around him that provides protection against ranged attacks. Consequently, against ranged attacks, the weapon provides the same bonuses to the character's Defense Ability as a shield (+20 to Block and +10 to Dodge). In return, he applies a □20 to his Attack Ability on any attack that he carries out during the turn.

## SAGITTARIUS THROWING OBJECTS

**Requirements:** Attack Ability 140+, Throwing Combat Module, Aura Extension, Sleight of Hand 60, Dexterity 9+, Inhumanity

**Base Weapon:** None.

**DP Cost:** 40

**MK Cost:** 30

Some fighters are able to throw tiny, innocuous objects to deadly effect. This Ars Magnus allows a character to use a multitude of bizarre items in combat: from coins to roses. A character who masters Sagittarius has the ability to throw virtually any small object as if it were a fired projectile. By combining his physical energy with unusual dexterity, even objects that could not remotely be described as weapons obtain the ability to pierce what they hit like sharpened blades. If the character uses true throwing weapons, like stilettos, hand axes, or shurikens, he can choose between using the original statistics of the weapons or those of Sagittarius. The basic statistics of all the objects thrown with this Magnus are as follows:

## SAGITTARIUS

**Base Damage:** 50

**Prim. Attack Type:** Thrust **Sec. Attack Type:** Impact

**Breakage:** 0 **Fortitude:** N/A

**Required Strength:** 4 **Presence:** Variable

**Rate of Fire:** 100 **Distance:** 30 feet.

**Special:** Fired Projectiles.

In addition to its basic profile, an object thrown using Sagittarius has the following special qualities:

**Damage:** The Base Damage of the thrown object using the ability of Sagittarius is always 50. This value already includes the bonus from the ability Aura Extension. Attacks with Sagittarius do not add the Strength bonus of the user.

**Quality:** As the majority of objects thrown using Sagittarius are not really weapons, the Quality bonuses of such items do not affect the Abilities of the character or the Damage of the attacks. However, if the objects used are true throwing weapons (with the Throwable trait), such as stilettos or shurikens, all the Quality bonuses apply.

**Fired Projectiles:** Despite being thrown, objects hurled using Sagittarius are treated as fired projectiles for the purpose of determining the penalties of the defender.

**Rate of Fire:** Regardless of what the nature of the objects are, all the throws conducted using Sagittarius have a rate of fire of 100.



Kirsten using Sagittarius



## SAGITTARIUS MAGISTER THROWING OBJECTS

**Requirements:** Sagittarius, Attack Ability 200+, Dexterity 11+, Inhumanity.

**Base Weapon:** None.

**DP Cost:** 30

**MK Cost:** 30

This Magnus is a higher degree of Sagittarius, and it increases in a significant way the effect of the projectiles. After attaining this level of mastery, the character gains the ability to select two advantages from the following list, boosting the power of all his throwing attacks. A character can, instead, choose a specific kind of projectile as a favorite (roses, coins, cards, marbles, etc.). In this case, only throwing that type of object provides the benefits of Sagittarius Magister: Throwing Objects. However, in return, the character can choose three advantages from the following list, instead of two.

**Destroyer:** The character has the ability to put all his energy into one throw, allowing him to increase his power enormously. Destroyer doubles the Base Damage of the projectiles thrown by the character, increasing it to 100. In order to use this ability, the character cannot declare additional attacks in the turn; he can only carry out a single attack (although nothing prevents him from combining this ability with other special abilities of this Magnus, including Area Strike).

**Piercing:** The projectile passes through protections easily. Consequently, the defender's armor applies a penalty of 6 to its AT.

**Area Strike:** The character gains the ability to throw scores of projectiles simultaneously (a card deck, a roll of coins, etc.), to cover a large area with them. Consequently, the character can blanket an area with a 15 foot radius when making his attack, plus an additional 15 feet for every 50 points of Attack Ability he has over 200. This way, a character with an Attack Ability of 250 points could cover an area with a 30 foot radius. In order to use this ability, the character cannot declare Additional Attacks in the turn; he can only carry out a single attack (although nothing prevents him from combining this ability with other special abilities of this Magnus, including Destroyer).

**Absolute Precision:** The character does not suffer penalties to his Ability for attacking several targets in a single turn, and he reduces to half the penalties for cover and Directed Attacks.

**Exterminator:** This advantage grants the projectiles an increased lethality. Consequently, the attacks of this Magnus apply a bonus of +40 when calculating the level of a Critical.

**Shield Breaker:** The projectiles of this Magnus are extremely effective against supernatural shields. Therefore, any character who tries to stop them using a magic, psychic, or Ki shield applies a penalty of -20 to his Defense Ability. If the shield is still able to stop the attack, the Base Damage of the projectile doubles for determining the resistance that the shield loses.

## CAPRICORN NEEDLES

**Requirements:** Attack Ability 100+, Dexterity 9+, Medicine 80+, Inhumanity.

**Base Weapon:** None.

**DP Cost:** 20

**MK Cost:** 20

This Magnus enables a character to use fine needles, normally fairly harmless, in a frighteningly deadly way. By attacking pressure points and other vulnerable spots, a character can paralyze or kill his enemies while inflicting barely noticeable wounds. This Magnus has utility both in hand-to-hand and at a distance. The statistics of the needles as weapons are as follows:

## CAPRICORN

**Base Damage:** 100 (Special)

**Speed:** +20

**Prim. Attack Type:** Thrust

**Sec. Attack Type:** None.

**Breakage:** 5

**Fortitude:** 8

**Required Strength:** 3

**Presence:** 20

**Rate of Fire:** 30

**Special:** Reduced Damage, Increased Critical, Throwable, Precision, Dual Function.

**Reduced Damage:** When making an attack with needles, the character uses a Base Damage of 100 plus his Dexterity bonus to determine the consequences that it produces and to determine the level of Critical. That is to say, if an attacker with Dexterity 9 (a total Base Damage of 110) obtains a result on the Combat Table of 150, it would be as if he had caused 165 points of damage to the defender. If that theoretical damage produced a Critical, that damage amount would also be the value with which its effects would be determined. However, the real damage caused by the needles is much less, only a tenth, rounding downwards, of that amount. Thus, with the previous attack, the defender would only lose 16 Life Points, not 165.

**Increased Critical:** Due to their incredible capacity to harm vulnerable points, all the attacks of Capricorn receive a bonus of +20 for calculating the level of Criticals. However, the results never produce amputations or permanently injure limbs. If the attack produces a Critical that results in the loss of an extremity, the limb is only made unusable for several hours, instead.

**Quality:** Needles benefit from Quality bonuses like any conventional weapon.

**Precision:** The needles function like any conventional throwable weapon. However, unlike other throwable weapons, needles benefit from the Precision trait, even with ranged attacks.

**Dual Function:** All the benefits of Capricorn apply to melee and to ranged attacks.

## AQUARIUS CAPE WEAPONS

**Requirements:** Attack Ability 150+, Defense Ability 150+, Aura Extension, Inhumanity.

**Base Weapon:** None.

**DP Cost:** 20

**MK Cost:** 20

Using his energy as a means of control, the character can use his cape as an effective combat weapon. Thanks to Ki, the character modifies the fabric so that it acts like a shield or a blade. If the Game Master considers it appropriate, a player could apply this ability to other articles of clothing (scarves, coats, bandages, etc.), although the abilities and characteristics should stay the same. The profile of Aquarius as a weapon is as follows:

## AQUARIUS

**Base Damage:** 70

**Speed:** +10

**Prim. Attack Type:** Cut

**Sec. Attack Type:** Impact

**Breakage:** 5

**Fortitude:** 20

**Required Strength:** 3

**Presence:** Variable

**Special:** Shield Against Projectiles, Defensive Position, Trapping.

**Damage:** As a weapon, the damage of Aquarius does not apply the Strength bonus of its user. The damage in the profile already includes the bonus from the ability Aura Extension.

**Quality:** Because of its nature, it is difficult to determine the Quality of a cape as a weapon. Nevertheless, special fabrics, skillful creations, or other similar elements can be used in an equivalent way to weapons of Quality, granting all the special benefits that it entails. However, a cape may never apply a bonus greater than +15, as this is the maximum bonus allowed to its user.



**Shield Against Projectiles:** A character can use Aquarius in a similar way to a shield, so the cape is treated as such when used to stop projectiles (+20 to Block and +10 to Dodge).

**Defensive Position:** If declared before calculating the Initiative for the turn, the character can use the cape defensively, covering his body with it. Used in this way, it grants the same benefits to his Defense Ability as a shield (+20 to Block and +10 to Dodge), but its user must apply a special penalty of -20 to Initiative.

**Trapping:** Because of its nature, a cape can be used to surround an opponent and immobilize it with a Trapping maneuver, using the normal penalties. The cape uses the equivalent of an 8 Strength Characteristic.

Any article of clothing can be a weapon or shield.



## PISCES Yo-Yo

**Requirements:** Attack Ability 120, Dexterity 10+, Inhumanity.

**Base Weapon:** None.

**DP Cost:** 10

**MK Cost:** 20

Many people do not take a fighter who uses a yo-yo as a weapon seriously, but that is due only to the fact that they have never witnessed the incredible abilities that can be developed by a person who uses this Magnus to fight. By increasing his energy and using the rotatory force as an enhancer, a character can wield this simple toy in a deadly way. The statistics of a yo-yo as a weapon are as follows:

### PISCES

**Base Damage:** 30

**Speed:** +20

**Prim. Attack Type:** Impact

**Sec. Attack Type:** None.

**Breakage:** 2

**Fortitude:** 8

**Presence:** 20

**Special:** Trapping, Blades, Distance Attack, Area Attack.

**Damage:** Since this Magnus is based on taking advantage of the rotatory power of the yo-yo, it does not apply the Strength bonus of its user. Instead, the character adds his Dexterity bonus.

**Quality:** A yo-yo benefits from Quality bonuses like any conventional weapon.

**Trapping:** Because of its nature as corded weapon, it is possible to Trap with a yo-yo using the general rules. In such a case, it applies the equivalent of a Strength 8 in order to carry out the opposed checks.

**Blades:** A yo-yo prepared for combat can be equipped with retractable blades. In such a case, it is possible to attack using the Cut Attack Type and increase its Base Damage by 10 points. In exchange, it is considered a Complex weapon, even when the character has reached Mastery.

**Distance Attack:** Despite being a hand-to-hand weapon, a yo-yo can be used to attack an enemy who is up to 25 feet away.

**Area Attack:** Given the weapon's nature, a character who carries out an Area Attack with a yo-yo (applying the conventional penalties) can affect any enemy who is within 15 feet of him.

## OPHIUCOS LORD OF THE INFINITE SWORDS

**Requirements:** Attack Ability 250+, Aura Extension, Zen.

**Base Weapon:** Whole-class Weapons Module (Swords).

**DP Cost:** 50

**MK Cost:** 100

Ophiucos, the thirteenth master, or Lord of the Infinite Swords, is without question the most powerful of all the Magnus using impossible weapons. Who or what originally created it is an enigma, but it must have been a being of extraordinary supernatural ability. This Magnus allows its user to control dozens of swords simultaneously, manifesting them around him at will. Through unparalleled martial ability and his extraordinary internal energies, the character can control the swords without even touching them. Through gestures and thoughts alone, the swords act like an extension of the character's being, attacking in unison any enemy.

While they are not fighting, the swords simply disappear from reality, forming part of the very essence of the character who controls them. To make this possible, he must first have bathed them in his blood and spent 50 Ki points to bind them spiritually to him.

### OPHIUCOS

**Base Damage:** 80

**Speed:** +10

**Prim. Attack Type:** Cut

**Sec. Attack Type:** Thrust

**Breakage:** 15

**Fortitude:** 30

**Presence:** Special

**Special:** Absolute Liberation, Liberation in Area, Limited Use, Cannot be Combined with Ki.



**Damage:** Ophiucos benefits from any special modifiers to the damage that its attacks can receive, although it does not add the Strength bonus of its user during either of the two Liberation attacks.

**Quality:** In order to use Ophiucos, the character must use 10 or more swords of Quality +10 or greater. Otherwise, he cannot activate the special abilities of this Magnus. When executing his attacks, the character applies the lowest bonus of Quality of all his swords. For example, if he used nine swords of Quality +15 and one of Quality +10, he would use in all his attacks the bonus of the +10 weapon. The statistics that appear in the description takes as its basis a weapon of Quality +10.

**Presence:** The Presence of the attacks is always equal to that of the character when he is using his Ki Extrusion ability.

**Absolute Liberation:** A character can activate the power of Ophiucos at will, which manifests around him like a storm of swords that completely annihilates any enemy in its path. Instead of attacking in a conventional way, the character rolls a D10 to determine the number of attacks that he executes in that turn, without dividing his Attack Ability in the slightest when carrying them out. Each attack is completely independent and can be directed against a different enemy within melee range of him. Similarly, each attack can be combined with a different combat maneuver or be aimed at a particular part of the

body, applying the pertinent penalties. Using this ability is a Complete Action; the character making it cannot carry out additional attacks of any type or divide his Ability. Absolute Liberation has a Ki cost per activation equal to the number of attacks that are made.

**Area Liberation:** Instead of using Absolute Liberation, the character can spend 5 Ki points to execute an Area Attack against all enemies who are in a radius of 15 feet. When using this ability, the character applies a penalty of -20 to his Attack Ability.

**Limited Use:** If he does not want to make use of any Liberation power, the character can simply use one or two weapons of those that compose Ophiucos, wielding them in a conventional way while the other weapons float around him. The character uses the original profile of these weapons, in place of using the one for Ophiucos, when using swords in this manner. This ability does not have any cost in Ki points.

**Cannot be Combined with Ki:** A character cannot activate the attacks of Ophiucos during the same turn in which he executes any Ki Technique, nor if he is benefitting from any maintained Ki effects. Similarly, he cannot add Liberation powers to the special abilities of other Minor or Greater Magnuses. Naturally, nothing prevents him from Accumulating Ki while he carries out the attacks of Ophiucos.



Ophiucos, Lord of the Infinite Swords



## CHAPTER 8

## SEALS OF INVOCATION

*The use of the Ki is much more complex than you think.  
Its techniques□its abilities□ All of that is nothing  
more than a small part of its true power.*

*Master Po*

## INVOCATION THROUGH KI

Not all the abilities of summoning necessarily depend on mystical principles. A character can invoke creatures using his Ki, without the need to develop Summon, Control, Bind, or Banish. In order to do so, the character must learn Seals of Invocation using his Martial Knowledge and later spend the necessary Ki points to activate them.

All of these powers originated in Varja, where the fragmentation of the Wake in the planes of Samsara prevented summoning creatures in a conventional way. Therefore, the Kami developed a complex Seal system that allowed the use of the physical and spiritual energy of a character to create ties with supernatural beings and invoke them in the real world. However, the use of the Seals is not limited to the Oriental Island; anyone is able to access their powers, regardless of where they are.

## The Seals of Invocation

The Seals of Invocation form the foundation for summoning with Ki. With them, a character can create combinations that will allow him to bring to the world the most varied supernatural entities. Five Seals exist, based partially on the elements of the Samsara of Varja, just as described next:

**Air:** Linked to the Air element, this Seal represents the ethereal, speed, and skies. It reigns over spring and its direction is the east.

**Water:** Linked to the Water element, this Seal represents the change of things and the cold. It reigns over winter and its direction is the north.

**Fire:** Linked to the Light and Fire elements, this Seal represents purity, flames, and the most extreme emotions. It reigns over summer and its direction is the south.

**Metal:** Linked to the Earth element, this Seal represents the solid and the material, all that is foreign to the mystical world. It reigns over autumn and its direction is the west.

**Earth/Wood:** Linked to the Darkness element, this Seal represents all that is related to nature, magic, and the spiritual world. It reigns over the change of seasons and its direction is the absolute center.

A character can master one or more Seals of Invocation, allowing him to summon various creatures when he wishes. Each being or entity has a specific Seals value that determines the number of Seals that must be activated by the summoner to bring the entity into the world. Different creatures require different Seal combinations. For example, to summon a minor fire elemental, a character might need only one or two Minor Fire Seals, whereas calling an Aeon could require the combination of five Greater Seals of different elements. In order to know what Seal combinations are required to summon a being, its nature and degree of power must be considered.

If invoking a Gandalfon (an Oni of level 6), entails a cost of Greater Fire Seal 1 and Minor Metal 1, a character must execute both Seals to summon it.

The Seals of Invocation have certain costs in Ki points, and for a character to activate one, he must spend the amount of Ki required. If he cannot accumulate sufficient Ki in a single turn to activate a Seal, he simply needs to spend more turns accumulating. Naturally, nothing prevents a character with sufficient Ki Accumulation from activating several Seals simultaneously; his concentration and his superior speed allow him to use more than one in just a few seconds. However, unlike with Techniques, a character cannot begin to accumulate Ki and then later decide to activate Seals. If a character wishes to accumulate Ki to activate Seals, he must declare what the purpose of the Accumulation is and what creature he intends to summon as he begins to accumulate Ki.

In order to properly activate a Seal of Invocation, a character needs to gesture with his hands. If unable to do so, he can still activate the Seal, but his accumulations of Ki are reduced to half (rounding down).

## Smaller and Greater Seals

For each element, two types of Seals exist: Minor and Greater. The Minor Seals represent the basic abilities of invocation, those that a character uses to invoke the less powerful creatures or to complete the Seal combinations of arcane entities. Activating a Minor Seal of any element costs 5 generic Ki points.

The Greater Seals are more powerful versions of the Minor ones, allowing a character to summon more powerful entities or to call more quickly entities of lesser power. A Greater Seal is the equivalent of five Minor Seals of the same element when invoking a creature, so a character can use them as substitute for Minor Seals. If Minor Seals are left over (for example, if four Minor Seals were needed to call a being), the leftover Seals can be used to boost the invocation, as explained in under Invocation Checks. Activating a Greater Seal of any element costs 15 generic Ki points.

Invoking an Asagiri has a cost of 5 Minor Wood Seals, so a character could invoke one by activating five Minor Wood Seals or a single Greater Wood Seal.

## Learning Seals

The Seals of Invocation act in a manner similar to any Ki Ability, so mastering them requires spending Martial Knowledge points. Mastering one of the five Minor Seals costs 30 MK, while mastering one of the Greater Seals costs 60 MK. In order to master a Greater Seal of an element, the character must master the corresponding Minor Seal. Thus, to learn the Greater Seal of Wood, it is necessary to learn the Minor Seal of Wood first.

Takanosuke wants to master three Seals of Invocation: Minor Wood, Greater Wood, and Minor Fire, so he must spend a total of 120 MK.





Gandalfhon

## SEALS OF INVOCATION

### Minor Seal

Ki Cost: 5

MK: 30

### Greater Seal

Ki Cost: 15

MK: 60

## Invoking Creatures

Once a character has finished learning all the necessary Seals to call a creature, he is free to invoke it when he wants. Doing so is an Active Action, so he must have the ability to act in the turn to do so. Invoking a being using Seals has the same weapon Speed as an unarmed attack (+20).

If, for whatever reason, a character does not want or is unable to invoke the being at the moment at which he has finished preparing the Seals, he may delay doing so, at the cost each turn of 1 Ki point per Seal in the invocation.

If the invocation is successful, the creature manifests and can act freely starting the following turn. While it is becoming corporal (that is to say, as it arrives), it cannot be damaged in any way.

Takanosuke has finished preparing his invocation of the Gandalfhon, for which he uses two Seals: Greater Fire 1 and Minor Metal 1. Each following turn that he does not activate it, he must spend 2 Ki points.

## Invocation Checks

When a character completes the necessary Seals to call a creature, the being does not manifest automatically; first the character must make an Invocation check to determine whether he has been able to activate the link that unites him to the entity. To make the check, the character rolls a D100 and must pass a Difficulty of 10 points for each level the creature has more than him. Thus, a character of second level who tries to summon a creature of level five must roll 30 or more, but if the creature is level ten, the Difficulty would be 80. If the result equals or surpasses the required value, the invocation is successful; otherwise, it fails. Creatures of lower level than the character invoking them do not have a Difficulty; the character succeeds in the check as long as he does not get a Fumble result on the Invocation check.

If the character tries to call an extremely powerful creature, the character can reinforce his invocation by using additional Seals. Naturally, the reinforcing Seals must correspond to the necessary elements in the invocation. The character obtains +5 to his rolls for each additional Minor Seal executed and +25 for each Greater Seal.

The Invocation check roll uses the rules for Open rolls and Fumbles.

Takanosuke, a level 3 Shadow, is invoking a level 7 darkness elemental. Since there are four levels of difference between them, the difficulty of the Invocation check is 40. To try to ensure his success, Takanosuke activates two additional Seals, one Minor and one Greater, that increase his ability by +30 (+5 and +25, respectively). Now he only needs to roll a 10 or more to call the elemental.

## Failed Invocations

If the Invocation check result does not equal or surpass the Difficulty level, the character can suffer various negative consequences, depending on how great his level of failure. In order to determine what these consequences are, it is necessary to consult the effects listed in **Table 25: Failed Invocations**.

TABLE 25: FAILED INVOCATIONS

Level of Failure	Consequences
0 to 20	The invocation fails and the character loses the points of Ki spent activating the Seals.
21 to 50	As before, except the Blood Pact is immediately broken with that particular creature.
51 to 100	As before, except the character loses double the Ki amount and half of his total Fatigue points.
101 or more	The invocation resoundingly fails. As before, except the character suffers a terrible shock that makes him lose consciousness and all his Ki points.



## Maintaining Summoned Creatures

Once a creature is successfully invoked, the time that it remains in the world is determined by the Ki that the character spends to do so during the following turns. In order to maintain the creature's presence in the world, the character must spend 1 Ki point per turn if its level is less than 10, or 2 if its level is 10 or more. This cost is paid automatically, and it is not necessary that the character accumulate Ki.

Once the character stops paying the maintenance or falls unconscious, the creature disappears.

## Initial Invocation: Blood Pacts

Even after mastering several Seals of Invocation, a character cannot just summon whatever creatures he wants whenever he wants. He must first sign a Blood Pact with them. This agreement differs from case to case, but it always involves an alliance between the character and a particular creature.

When a character wants to summon a particular entity for the first time, he must follow a complicated process. First, he must draw several Seals of Invocation on a surface (the ground, parchment, his body, etc.) using his own blood. Sometimes, if the creature is particularly powerful, the Game Master may require a more complex ritual. The time the preparation takes varies according to the power of the invocation, but can range from five minutes to 10 hours.

Once the preparations are finished, the character must pass an Invocation check using the general rules for Seals of Invocation, but the Difficulty level is increased by 30 points (as if the creature is three levels higher than it really is). Since this initial invocation is an especially debilitating process, the Ki point cost is doubled for the Seals used.

Once these requirements are met, the invocation is successful and the creature manifests in the presence of the convocator. However, the character has no control over the creature, and it is completely free to accept or reject the Blood Pact that is offered it. Any method is valid for obtaining the creature's acceptance of the Blood Pact, from peacefully negotiating an agreement with it to forcing it violently. Creatures without minds or intelligence can take part in a Blood Pact, as long as they are content with the sacrifice or offering that is presented to them. Also, nothing prevents a character from signing a Blood Pact with a creature that he has accidentally encountered, without the need for invoking it.

Note that when making the initial invocation, the character must know the kind of being that he wants to call and the Seals necessary to attract it. Without that knowledge, he simply cannot carry out the ritual appropriately.

Once the creature accepts the Blood Pact, normally the character receives some token to represent this agreement (a tattoo, a small object, etc.). From that moment, he can freely call the creature by using his Seals of Invocation.

Takanosuke decides to try to sign a Blood Pact with one of the demons of Orochi. To that end, he prepares for an entire hour by drawing the appropriate Seals of Invocation. Since the creature is a being of level 6 and Takanosuke is level 2, the difficulty of the check is 70 (that is to say, 30 points more than in a normal invocation). Luckily, Takanosuke passes his Invocation check and the creature manifests before him, asking him why he called it. Now, it is in his hands to convince the demon to accept the Blood Pact that he proposes.



Illustrated by Salvador Espín

The Completion of a Blood Pact

## Greater Pacts

Some characters have at their disposal the means to sign Blood Pacts with entities of great power. These Pacts do not necessarily enable the character summon the entity itself, but it may grant him the ability to call its followers or subordinates without having to have treated with them separately. For example, a character could sign a Blood Pact with a Demon Lord of the Ashura Gati that allows him to call any of the Oni that serve the Demon Lord.

Naturally, these pacts usually have a very high cost, and the price that must be paid depends exclusively on the nature of the being in question.

## Types of Invocable Creatures

As with magical invocations, not all types of entities can be summoned with Seals of Invocation. Only purely supernatural beings can be called with them, since only their mystical essence is susceptible to being invoked. For this reason, only the Beings Between Worlds and Spirits have the capacity to appear through the use of Seals in an invocation; Natural Beings do not.

However, all mystical beings are not necessarily invocable either. In principle, only those that are bound to rules of the Samsara or planes of the Wake, such as spirits, elementals, or similar beings can be summoned. Constructed creatures (like golems, technomagical marionettes, etc.) and undead cannot be summoned in this way. Simply put, their essences do not respond to the Seals in the right way.

Creatures with Gnosis 35 or greater are not affected by Seals either, unless they want to be invoked or the entity that calls them has a greater Gnosis than they do.



# CREATURES AND SEALS

TABLE 26: BINDINGS AND AFFINITIES

Seal	Element	Nature	Class
Air	Air	Quick, Flying, or Ethereal Entities	Thief, Acrobatic Warrior, Ranger, Illusionist
Water	Water	Marine, Strong, or Beautiful Entities	Summoner, Warlock, Dark Paladin, Warrior Summoner
Fire	Fire, Light	Pure or Violent Entities or Beings with Extreme Behaviors	Warrior, Technician, Tao, Paladin
Earth (Wood)	Darkness	Beings Bound to Nature, Spiritual Beings, or Entities Based on Magic	Assassin, Wizard, Shadow, Wizard Mentalist
Metal	Earth	Slow Creatures, Beings of Great Size, or Entities Bound to the Earth	Weaponsmaster, Mentalist, Warrior Mentalist, Freelancer

## DETERMINING AN ENTITY

### SEALS OF INVOCATION

Each supernatural creature susceptible to being invoked responds to a certain type of Seal combination. The most powerful creatures can require a large number of Minor and Greater Seals, while the weaker ones can be summoned more easily. Although each Game Master is free to determine what he believes are the most appropriate Seals of Invocation to call a creature, general guidelines for determining that cost follows.

In the first place, the level of the creature must be considered to establish how many Seals will be necessary, as indicated in **Table 27: Invocation Costs**. The indicated costs are the minimum values that a being of that level should require. Thus, a creature of third level would require at least four Minor Seals, while a powerful being of level 9 would require, at least, a Greater Seal and five Minor Seals.

Secondly, it is necessary to determine what kind of Seals the creature is bound to. In doing so, the Game Master must consider its Nature and class. All of these aspects appear gathered in **Table 26: Bindings and Affinities**, with recommendations on the kinds of Seals required for each creature, depending on its characteristics. The greater the power of a being, the more Seals it will require to summon the being.

The Game Master wants to determine the summoning requirements for Rekka, an elemental demon of darkness, known for its wild behavior and predisposition towards violence. Rekka is a Warlock of level 8, so summoning it requires at least one Greater Seal and three Minor ones. Because of its elemental connection to darkness, the GM determines that the Greater Seal should be Wood (which represents Darkness). The GM also decides that because of the demon's extreme behavior and its class, he will distribute the three remaining Minor Seals between Fire and Water. Thus, the GM finally determines that invoking Rekka requires Greater Wood 1, Minor Water 2, and Minor Fire 1.



TABLE 27: INVOCATION COSTS

Level	Minor Seals	Greater Seals
0	1+	.
1	2+	.
2	3+	.
3	4+	.
4	5+	.
5	6+	.
6	.	1+
7	1+	1+
8	3+	1+
9	5+	1+
10	.	2+
11	1+	2+
12	5+	2+
13	.	3+
14	+5	3+
15	.	4+

## CREATURES

In case of need, here is a reference list with the necessary Seals to invoke some of the creatures that appear in **Anima: Beyond Fantasy** and the first **Web Supplement**.

**Lord of Darkness:** Greater Wood 2, Minor Fire 2

**Maiden of Light:** Greater Fire 1, Greater Wood 1, Minor Water 1

**Nezuacuati:** Minor Wood 4, Minor Metal 2

**Asagiri:** Minor Wood 5

**Aberration:** Minor Metal 2, Minor Wood 2, Minor Fire 1

**Luminary:** Minor Fire 2, Minor Air 2

**Shadow:** Minor Wood 3, Minor Air 1

**Sylph:** Greater Air 1

**Efreet:** Greater Fire 1

**Titan:** Greater Metal 1

**Undine:** Greater Water 1

**Harekawa:** Greater Wood 2

**Gandalfhon:** Greater Fire 1, Minor Metal 1



## CHAPTER 9

# COMPENDIUM OF TECHNIQUES

In this last chapter are presented a number of Technique trees and Techniques Game Masters and their players can use for their characters. The listing for each Technique presents its cost, operation, and corresponding description. Naturally, players are free to modify any of these elements using the rules presented in **Chapter 5** of this book. For example, a Disadvantage can be removed by increasing the Martial Knowledge cost of the Technique or reducing the Technique's MK cost by adding Disadvantages.

Within the trees and Techniques, the following elements can be found:

**Number of Techniques:** The number of Techniques in the tree.

**Total MK:** The total Martial Knowledge cost for all the Techniques in the tree.

**Level:** The level of the Technique.

**MK:** The Martial Knowledge cost of the Technique.

**Effects:** The effects of the Technique.

**Advantages:** The advantages the Technique has, if any.

**Disadvantages:** The disadvantages of the Technique, if any.

**Type:** Whether the Technique affects one action or multiple actions in a turn and what type of action it affects.

### ORMUS

**Number of Techniques:** 5

**Total MK:** 315

Ormus is a Technique tree based on controlling and handling a large amount of sacred energy. It originated with a society of agents of the Beryl Azrael, but it did not take long before being adapted and used by high-ranking members the Christian Church. At the moment, it is one of the styles most known by Inquisitors, and more than a few use it in combat. Perhaps the most unusual characteristic of Ormus is that, when a character executes any one of its Techniques, it is always accompanied by a brief choir of angelical voices, originating from the character's own energy.

### LIBERA ME

**Level:** 1 **MK:** 45

When activating Libera Me, the attacker impales himself with his own weapon. However, the weapon passes through him harmlessly to pierce the body of his enemy. This Technique creates a breach in existence to transmit the blow to the enemy through the blood of the attacker. The more forcefully the weapon is driven, the greater the damage that it causes to the defender.

Libera Me allows its user to make a camouflaged, indirect attack, forcing the defender to pass a Notice check against Very Difficult or suffer the penalty of being Surprised to his Defense Ability. This attack increases the Base Damage by +25, plus a value equal to the amount of Life Points the attacker wishes to sacrifice using it.

**AGI 4 DEX 5 STR 5 POW 5**

**Effects:** Indirect Attack, Camouflage Attack (Very Difficult), Damage Augmentation (Single) +25 (Vital Sacrifice).

**Type:** Action (Attack).

High Inquisitor  
Xavier Bahaus

Illustrated by Wen Yu Li



## SANCTUS

**Level:** 1      **MK:** 30

When uniting his hands in the position of prayer, the user manifests a guardian angel that appears behind him, interposing its wings against any attack that the user suffers. The angel is considered to be an Energy Shield with 400 Life Points and has a Predetermined Defense Ability of Absurd (180).

**AGI 4 DEX 5 STR 5 POW 5**

**Effects:** Energy Shield (400 LP), Predetermined Defense (180).

**Type:** Turn (Defense).

## KYRIE ELEISON

**Level:** 2      **MK:** 75

This attack, symbolizing divine mercy, allows the character to slay his enemy using a single movement, so fast and accurate that it kills quickly and painlessly □ a kind way to end the suffering of an enemy. Seconds after executing the Technique, a copious amount of blood springs forth from the point of impact, leaving only a small cruciform wound.

Kyrie Eleison grants the ability to mount an attack directed against a vital point, reducing the penalty of the maneuver by 75. If the attack produces damage, it causes an automatic Critical with a +125 to the Critical result.

**AGI 9 DEX 9 STR 9 POW 9**

**Effects:** Combat Maneuvers and Aiming (Single) □75, Critical Enhancement (Single) +125 (Automatic Critical).

**Type:** Action (Attack).

## DIES IRAE

**Level:** 2      **MK:** 55

The character raises his weapon towards the sky and, as if responding to his call, everywhere around him fills with runes that are resplendent with a pure and calm light. At that moment, he lowers his arm and a prodigious blade of luminous energy, representing the very sword of God, slices down from the heavens, destroying everything near the character.

Dies Irae is an attack of the Energy Attack Type based on Light that affects all those who are located within 150 feet of the character, and it also increases the Attack Ability of the character by 50 points for that attack.

**DEX 8 POW 8 WIL 5 AGI 8**

**Effects:** Elemental Attack (Light), Supernatural Attack, Area Attack (Single) 150 feet, Attack Ability (Single) +50.

**Type:** Action (Attack).

## REQUIEM

**Level:** 3      **MK:** 110

The last and greatest of the Ormus is Requiem, which calls beings from the heavens down to judge the enemy. When using this Technique, the character designates a target with a gesture of his hand, causing the energy emanating from the character's body to take the form of the four angels who guard the cardinal points, plus a fifth in representation of Metatron, the Voice of God. These figures carry out a fast succession of attacks on the enemy, while the character accumulates a great amount of pure light in his weapon and hurls it at the enemy. Moments later, everything settles into a great calm and an imperturbable silence.

Requiem provides its user with the ability to carry out five continuous additional attacks, after which the character executes a sixth and final attack, based on Light, that doubles the damage for that attack.

**AGI 10 CON 5 DEX 10 STR 10 POW 10 WIL 5**

**Effects:** Limited Additional Attack +5, Continuous Attack, Damage Multiplier (Single) x2, Elemental Attack (Light).

**Type:** Action (Attack).

## HYOUSETSU JIGOKU

**Number of Techniques:** 5      **Total MK:** 300

The Hell of Ice, Hyousetsu Jigoku, is one of the great elemental schools created by the Kami in antiquity. It was developed by one of the four great generals of Amaterasu who rose against his lord during the rebellion of Hideyuki. It bases its principles on ice and allows its users to control the powers of the reflections created on its surface. At the moment, its secrets are only known by a small number of people in Lannet and Shivat, as the temple where this style was taught no longer exists.

## YUKI

**Level:** 1      **MK:** 30

When using Yuki, the character becomes enveloped in an icy aura that increases his speed in response to attacks. Whenever he is attacked, he moves at full speed, leaving a frozen trail in his wake. This Technique grants the character a +75 to his Dodge Ability. Nevertheless, Yuki needs a few seconds to recharge itself, so it only operates against one attack per turn. This Technique can be maintained by paying 4 Ki points each turn.

**AGI 5 (Maint. 1) DEX 5 (Maint. 1) POW 6 (Maint. 2)**

**Effects:** Dodge Ability (Single) +75, Maintained.

**Type:** Action (Defense)

## SAMUI

**Level:** 1      **MK:** 20

The character uses his Ki to propel his body, moving at an impossible speed, at the precise moment that he suffers an attack. At that moment, he leaves behind a reflection of himself while he counterattacks at full speed from another position. When used, this Technique creates the sound of ice being cut.

Samui gives the character a bonus of +40 to his counterattack. This Technique can be maintained by paying 3 Ki points every turn it is maintained.

**AGI 3 (Maint. 1) DEX 3 (Maint. 1) POW 4 (Maint. 1)**

**Effects:** Counterattack Ability +40, Maintained.

**Type:** Action (Counterattack)

## KAGAMI

**Level:** 2      **MK:** 65

By projecting his Ki in front of himself, the character raises a screen of supernatural ice, a mirror of souls that reflects blows back against the attacker. When the screen is hit by a blow, a reflection of the attacker rises from the screen and returns the blow upon the attacker.

Kagami allows the character to make a Predetermined Defense with a Defense Ability of Almost Impossible (240), and if successful, it reflects the attack back against the attacker, along with any esoteric ability that the attack has.

**AGI 11 DEX 11 POW 13**

**Effects:** Attack Mirroring (Mirroring Esoteric Abilities), Predetermined Defense (240).

**Type:** Action (Defense)

## KAGAMI NO KAKERA

**Level:** 2      **MK:** 70

Also known as the Fragments of the Mirror, this Technique creates 25 sharpened crystal shards around the character that are launched in quick sequence, second after second, against the enemies that he selects.

Kagami no Kakera grants the character five additional attacks per turn for five consecutive turns. Each one of these attacks can be directed against a different target, as long as the targets are engaged in hand-to-hand combat with the character.

**AGI 10 DEX 10 POW 12**

**Effects:** Limited Additional Attack +5, Minor Sustenance.

**Type:** Action (Attack)

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### SHITSUNEN NO SEKAI

**Level:** 3      **MK:** 115

The Forgetfulness of the World, the greatest and most powerful of the Techniques of Hyousetsu Jigoku, invokes the power of everything that is left behind, all the things trapped in the most frozen corner of memory. When using it, the character creates around himself a glacial world that paralyzes and destroys everything, freezing even the flow of time.

When a character uses this Technique, all individuals less than 150 feet from the character must pass a Physical Resistance check against Difficulty 180 or be completely paralyzed, following the rules for states. However, the Technique suffers the Disadvantage of Predetermination, so the character using it must declare as he starts accumulating Ki what its purpose is.

**AGI 24 DEX 24 POW 24**

**Effects:** Supernatural States (Total Paralysis PhR 180, Inhaled, 150 feet).

**Disadvantages:** Predetermination.

**Type:** Action (Attack)

### HYPNOS REQUIEM

**Number of Techniques:** 6      **Total MK:** 265

The origin of these Techniques is the Wake, where they were created in antiquity by the Lord of Nightmares Davinel Nux. The exact circumstances of how they ended up in the hands of mortals are not known, but for less than a decade now, some mortals have been able to develop them in an unusual way. It is said that, inexplicably, there are people who dream the Techniques of Hypnos, learning them in nightmares that later they are incapable of fully remembering.

### ETHER

**Level:** 1      **MK:** 25

The body of the character and everything that he carries melds with the darkness, taking a tenebrous and dark appearance. When executing this Technique, the user acquires the state of Intangible, which he can maintain by paying 2 points of Ki per turn. The Effects of this Technique can be combined with those of The Passage of the Wake.

**POW 4 (Maint. 1) WIL 4 (Maint. 1)**

**Effects:** Intangibility, Maintained, Combinable.

**Advantages:** Reduction of Ki 1.

**Disadvantages:** Elemental Binding (Darkness).

**Type:** Turn (Variable)



Lord Galael  
Dark Clown

### THE PASSAGE OF THE WAKE

**Level:** 1      **MK:** 25

The character uses his energy to create small breaches in reality that allow him to be transported continuously from one breach to another up to a distance of 60 feet per turn. This Technique can be maintained by paying 2 points of Ki per turn. The Effects of this Technique can be combined with those of Ether.

**DEX 5 (Maint. 1) POW 5 (Maint. 1)**

**Effects:** Automatic Transportation 60 feet, Maintained, Combinable.

**Advantages:** Reduction of Ki 1.

**Disadvantages:** Elemental Binding (Darkness).

**Type:** Action (Variable)

### SPECTRAL MARK

**Level:** 1      **MK:** 30

The character compacts, accumulating a great amount of spectral energy inside, only to unleash it seconds later by forming dozens of phantasmagoric arms around him. Not only do they damage his enemies, they also leave a heavy imprint in their souls that allows the character to direct his attacks against them more easily as if, as of that moment, his blows were guided by a supernatural force.

This Technique allows the character to carry out a Supernatural Attack in a radius of 30 feet. All those affected automatically suffer the effects of a Minor Brand for one hour.

**POW 6 WIL 6 DEX 6**

**Effects:** Minor Brand, Supernatural Attack, Area Attack (Single) 30 feet.

**Advantages:** Reduction of Ki 1.

**Disadvantages:** Elemental Binding (Darkness).

**Type:** Action (Attack)

### THE SHADOW OF DEATH

**Level:** 2      **MK:** 60

The character lets his energy flow through his shadow, creating a dark portal with it from which manifests a spectral version of himself, a tenebrous and deformed image able to suck the spiritual energy from an enemy. The image not only attacks the physical body of an enemy but enters the enemy's body, stealing part of his energy and transferring it immediately to the character.

The Shadow of Death allows the character to attack an enemy using the rules for Indirect Attack. If the attack causes damage, the enemy must pass a PhR check against Difficulty 180 or lose an amount of Ki equal to the failure level. The character then gains that much Ki.

**POW 12 WIL 12 DEX 10**

**Effects:** Supernatural States (Drain Ki 160 PhR), Indirect Attack.

**Disadvantages:** Elemental Binding (Darkness).

**Type:** Action (Attack)

### SPECTRAL HORDE

**Level:** 2      **MK:** 45

The character concentrates his vital energy and extends his arms like a cross, creating 10 spectral images of himself born of his own essence. For all intents and purposes, they act like an extension of his being, dark marionettes that fight using the combat abilities of the Technique's user.

Spectral Horde creates 10 images of the character that act using the rules for Phantasmal Illusion, with a Difficulty of Inhuman (320) for someone to detect that they are not real. If the images cause damage, the PhR check to avoid the effects of the Illusion is reduced to Absurd (180). Unfortunately, this ability consumes part of the life of the user, so each time he uses it, he irrevocably loses a point of Constitution. This Technique can be maintained by paying 13 Ki per turn.







Arashido, the Path of Storms  
Shuryudo, the Path of Currents  
Kazedo, the Path of Wind  
Denkido, the Path of Electricity

## ARASHIDO, THE PATH OF STORMS

Number of Techniques: 5      Total MK: 310

Arashido, the Path of Storms, is one of the legendary arts developed by the Kami of Varja and also one of the four great elemental paths of Ki. It bases its principles on electricity, wind, and lightning, so all its attacks appear to be natural phenomena invoked by its users. At the moment, it is only taught in Lannet, in a distant temple in the mountains of Sen Monogatari. According to rumor, journeying there is so complicated that anyone able to reach it is worthy of being trained in its secrets (provided he acts with respect and follows the necessary protocols, of course).

### SHURYUDO, THE PATH OF CURRENTS

Level: 1      MK: 25

The body of the character is surrounded by whirlwinds and air currents, which seem to move him at inhuman speed. This Technique increases the Initiative of its user by +75 and can be maintained in later turns by paying 2 points of Ki per turn.

AGI 6 (Maint. 2)

Effects: Initiative Augmentation +75, Maintained.

Type: Turn

### KAZEDO, THE PATH OF WIND

Level: 1      MK: 40

The wind concentrates around the character, synchronizing with each of his attacks as if the wind were a part of his body. Thus, he can strike at short range with great power. Kazedo grants the character the capacity to attack up to 15 feet away once per turn, and instead of using the character's weapon damage, the Technique uses as its Base Damage double his Presence, plus his Power bonus, which total is then multiplied by two. Kazedo can be maintained by paying 5 points of Ki per turn.

DEX 5 (Maint. 1) CON 4 (Maint. 1) STR 5 (Maint. 1) POW 5 (Maint. 1) WIL 4 (Maint. 1)

Effects: Long-distance Attack (Single) 15 feet, Damage Multiplier (Single) x2, Maintained.

Type: Action (Attack)

### DENKIDO, THE PATH OF ELECTRICITY

Level: 2      MK: 75

Denkido, or the Path of Electricity, is a powerful Technique that, faithful to its name, generates an electrical storm around its user. For a few moments, the character rises in the air and hundreds of lighting bolts erupt from it, devastating everything that its user wishes with incredible precision. Unfortunately, due to the concentration required to use the Technique, the character suffers a secondary effect that leaves him disabled, forcing him to wait a few minutes before recovering fully.

Denkido allows the character to attack, using the Electricity Attack Type, all enemies the character chooses in a 150 foot radius around him. The Technique does not use the character's weapon damage, but rather uses as its Base Damage double his Presence, plus his Power bonus, which total is then multiplied by three. After using the Technique, the character suffers a penalty of  $\square 75$  tcall actions, which is recovered at a rate of 10 points per turn.

DEX 7 CON 7 STR 7 POW 7 WIL 6

Effects: Area Attack (Single) 150 feet (Target Choice), Elemental Attack (Electricity), Damage Multiplier (Single) x3

Advantages: Reduction of Ki 1.

Disadvantages: Action Penalty  $\square 75$

Type: Action (Attack)

## TATSUMAKIDO, THE PATH OF THE TORNADO

Level: 2      MK: 75

This Technique allows the fighter to take advantage of the centrifugal force that his body suffers when receiving a blow to start turning himself at high speed, raising a powerful supernatural whirlwind that works as an Energy Shield. Due to the nature of the Technique, the user must have suffered a hit that caused some type of damage to him in the previous turn. The Energy Shield has 500 Life Points, and the Technique also increases the character's Dodge Ability by +75. The Energy Shield is sustained for 5 turns, during which time the shield regenerates 100 Life Points at the end of each turn.

AGI 9 CON 8 DEX 9 STR 9 POW 9

Effects: Energy Shield (500 Life Points, Regeneration 100), Dodge Ability (Multiple) +75, Minor Sustenance.

Disadvantages: Limited Circumstance (Suffers Damage).

Type: Turn

### RAIKOU DO, THE PATH OF LIGHTNING

Level: 3      MK: 95

Raikou do, the definitive Technique of the Path of Storms, is a brutal combat ability that transforms the body of its user into an amalgam of electricity and unstoppable power. As if he himself were a bolt of lightning, the character parts the heavens in two, streaking through everything in his way. However, the attack does more than merely damage the body of the character's enemies  $\square$  it produces a disruption in their souls, cancelling immediately any kind of supernatural ability that they had active. But such power also has a terrible consequence: the character is incapable of defending himself while he carries out Raikou do, and after the Technique ends, the electrical overload renders him unable to use Ki for an entire minute.

This Technique allows the character to mount a distance attack with a range of 300 feet, using his own body as a projectile. All enemies who are in the line of this movement suffer an attack based on the Electricity Attack Type that provides a bonus of +50 to the Attack Ability of the attacker. Those suffering damage as a result of this attack must pass a PhR check with a Difficulty equal to the damage received, or all of his active Ki, magical, and psychic abilities are cancelled immediately. This Technique does not use the Base Damage of the weapon of its user, but instead uses double his Presence plus his Power bonus.

POW 8 WIL 8 CON 8 DEX 9 STR 9

Effects: Attack Ability (Single) +50, Long-distance Attack (Single) 300 feet (Projection, Trail of Destruction), Elemental Attack (Electricity), Interruption (PhR Damage, Ki, Magic, and Psychic Abilities).

Advantages: Reduction of Ki 2.

Disadvantages: Overload (20 Turns), Defenseless.

Type: Action (Attack)



Morisaku, Master of  
The Path of Storms







## DI QUIU

**Number of Techniques:** 6      **Total MK:** 340

Di Quiu is a markedly defensive school, which has earth as its elemental basis. It was created in Varja, although at the moment it is more frequently practiced in Shivat. Characters who know its secrets can control the earth through Ki, as well as the strength and composition of their bodies, which allows them to have an inhuman endurance beyond anything imaginable.

### YUE

**Level:** 1      **MK:** 35

The user of this Technique synchronizes with the earth, allowing him to sense and anticipate any kind of attack directed against him. This sensitivity allows him to avoid a result of Surprised against a specific enemy. However, to harmonize properly with the earth, the character must be in direct contact with it; his feet must be touching the stone, dirt, or mud of the ground to make use of this Technique.

**POW** 2 **WIL** 2 **STR** 2

**Effects:** Foretell (Full).

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Conditions (Certain Terrain: In Contact with the Earth).

**Type:** Turn (Variable)

### SHI TOU

**Level:** 1      **MK:** 50

The character condenses his internal energy, exponentially increasing his endurance and resistance. When doing this, his skin darkens slightly, and strange, glowing, red spiral marks appear along his body.

This Technique grants the character who uses it an unmodifiable Armor Type of 4 against all kinds of attacks, but it also considerably reduces his speed: he suffers a  $\square 4$  to his Movement Rate and  $\square 2$  to his Initiative. This Technique can be maintained by paying 4 points of Ki each turn.

**POW** 4 (Maint. 1) **STR** 4 (Maint. 1) **WIL** 4 (Maint. 1) **CON** 5 (Maint. 1)

**Effects:** Armor Augmentation 4 (Unmodifiable).

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Slowness.

**Type:** Turn (Defense).

### YAN

**Level:** 2      **MK:** 40

Yan is a Technique that allows its user to surround himself with floating rocks that absorb attacks against him. Even when an impact reaches the body of the character, he immediately transmits any damage into the stones, which become broken in his place. Each turn, new rocks form near the character to help replace those that have been broken, until the Technique has ended or all of the rocks are destroyed.

In game terms, the character obtains the Damage Resistance effect with 600 Life Points, which regenerate at a rate of 250 per turn. However, the Technique is Predetermined, so the user must declare previously that it is the objective of his Ki Accumulation. This Technique can be maintained by paying 6 points of Ki each turn.

**CON** 6 (Maint. 2) **WIL** 6 (Maint. 2) **POW** 6 (Maint. 2)

**Effects:** Damage Resistance (600 LP, Regeneration 250), Maintained.

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Predetermination.

**Type:** Turn (Defense).

### JIN SHU

**Level:** 2      **MK:** 65

When using this Technique, the character concentrates Ki in one of his fists and strikes the ground with all the force that he has, transmitting his energy through the earth and producing a powerful chain reaction. Instantly, scores of arms of stone and metal rise from the surface, trapping all those nearby.

Jin Shu allows the character to carry out a Trapping attack in a radius of 80 feet around the character, with an attribute of 16 for the check. Specific targets may be selected for the attacks within that radius. Jin Shu does not produce any damage, and each time that it is carried out, its user loses 2 points of fatigue because of the massive concentration of energy. In order to continue restraining Trapped enemies using the 16 Characteristic for the opposed check, the character can maintain the Technique by spending 7 points of Ki per turn.

**POW** 8 **WIL** 9 (Maint. 3) **STR** 9 (Maint. 4).

**Effects:** Area Attack (Single) 80 feet (Target Choice), Trapping 16, Maintained.

**Advantages:** Reduction of Ki 1.

**Disadvantages:** Reduced Damage (No Damage), Exhaustion  $\square 2$ .

**Type:** Action (Attack).

### GUAN SHI

**Level:** 2      **MK:** 60

Guan Shi, the Stone Coffin, must be preceded by the Technique Jin Shu, since it allows the character to use his energy to explode the stone arms that trap his enemies and squash his enemies with them.

This Technique carries out an attack on all enemies the character has been able to Trap with Jin Shu (the Trap had to be successful, although without concern for the degree). If this Technique causes damage, it causes an automatic Critical with +50 to its final value.

**POW** 8 **WIL** 8 **STR** 8

**Effects:** Area Attack (Single) 80 feet (Target Choice), Critical Enhancement (Single) +50 (Automatic Critical).

**Disadvantages:** Maintained Technique (Jin Shu), Combat Circumstance (Trapped).

**Type:** Action (Attack).



Lord Yan Yong



## REN ZHI SHU, THE PILLAR OF THE WORLD

**Level:** 3 **MK:** 90

By concentrating his energy, the character raises an immense stone column, wrapped with hundreds of runes, that he surrounds and squashes his enemies with. Its destructive power is such that it almost completely ignores any kind of protection or defense. Unfortunately, the energy overload neutralizes the Ki abilities of the attacker, so he cannot use his Ki Abilities and Techniques for a minute after the completion of this Technique.

Ren Zhi Shu allows the character to execute an Indirect Area Attack of a 150 foot radius, reducing the Armor Type of the defender by 8 points. Instead of using the damage of the weapon of its user, the Technique uses as its Base Damage double his Presence plus his Power bonus, plus 100 more points.

**POW 16 WIL 17 STR 16**

**Effects:** Area Attack (Single) 150 feet, Damage Augmentation (Single) +100, Indirect Attack, Armor Penetration □8.

**Disadvantages:** Overload 20, Exhaustion □4.

**Type:** Action (Attack).

## OBSCURITAS

**Number of Techniques:** 5 **Total MK:** 165

The exact origin of Obscuritas is uncertain, but its creators developed it for a specific purpose: to enhance the ability of its practitioners in assassination. Therefore, all its Techniques are focused on the same principle; to assure the death of any wretch who becomes his target. Fast, quiet, and deadly, Obscuritas is a deadly weapon capable of killing any living being in a single definitive blow.

### OCULUS

**Level:** 1 **MK:** 20

When using this Technique, the character focuses all his energy in his eyes, allowing him to multiply his perceptive ability to an amazing degree. When executing this Technique, the character's pupils become longer as if they were those of a predator and his attention concentrates on a single point: the exact place that he is going to strike. Thus, the character who uses this Technique can choose a part of the body of his enemy and carry out a Directed Attack, reducing by 50 points the applicable penalty. The effects of this Technique can be combined with those of Luctus and Obitus.

**AGI 3 DEX 3 CON 3**

**Effects:** Combat Maneuvers and Aiming (Single) □50, Combinable.

**Type:** Action (Attack)

### SENSUS

**Level:** 1 **MK:** 20

Again, the character focuses his energy on sharpening his senses, amplifying them to impossible levels. Everything around the character seems to move more slowly, as if the entire world was sluggish. The character using this Technique gains a bonus of +50 to his Initiative, and he can maintain this Technique in later turns by spending 1 point of Ki per turn.

**AGI 3 (Maint. 1)**

**Effects:** Initiative Augmentation +50, Maintained.

**Type:** Turn

### LUCTUS

**Level:** 2 **MK:** 40

The user concentrates his energy in his hand and extends it along the edge of a weapon, making the weapon vibrate at such speed that following the weapon's movements with the eyes is difficult. For that reason, the attack has the capacity to produce massive internal damage, increasing by +75 the result of any Critical it causes. The effects of this Technique can be combined with those of Oculus and Obitus.

**POW 4 WIL 4 STR 4 DEX 4 CON 4**

**Effects:** Critical Enhancement (Single) +75, Combinable.

**Type:** Action (Attack)



Harod,  
Angel of Death

### EGO

**Level:** 2 **MK:** 40

The user projects his energy to form an illusory image of himself, a perfect copy that acts as an extension of his own being. The image uses the rules for Phantasmal Illusions and applies an Inhuman Difficulty (320) for detecting that it is not real. If it causes damage, the PhR check to avoid the effects of the Illusion is against Difficulty 180.

**WIL 5 POW 5 AGI 5**

**Effects:** Mirage (Non-detection Difficulty: Inhuman, Phantasmal Illusion PhR 180).

**Type:** Turn

### OBITUS

**Level:** 2 **MK:** 45

The most powerful of the Techniques of Obscuritas, it creates dozens of images that are thrown simultaneously at an enemy, while the true character disappears and attacks him by surprise in a vulnerable spot. This Technique has the benefit of a Camouflage Attack with a check Difficulty of Zen; if the enemy does not pass a Notice check against this value, he immediately applies the penalty of Surprised to his Defense Ability. Unfortunately, Obitus has two terrible problems; in the first place, the attacker hurls himself without any defense against his enemy, so he cannot Block or Dodge in the same turn he carries it out. Secondly, it entails a stunning cost of Ki, so it suffers from the Disadvantage Excessive Energy Use. The Effects of this Technique can be combined with those of Oculus and Luctus.

**AGI 5 DEX 5 WIL 6 POW 6**

**Effects:** Camouflage Attack (Zen Difficulty), Combinable.

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Defenseless, Excessive Energy Use.

**Type:** Action (Attack)

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## COSMOS

Number of Techniques: 5      Total MK: 330

Cosmos is an ancient set of combat Techniques that directly take their power from stars and other celestial bodies. If the legends are true, it was created by Markushias, the first of the Ascended, although what now is known of them is, more likely, only an incomplete version of the original ones.

### SPACIAL OPENING

Level: 1      MK: 35

The character raises his hand and forms a rupture in space. From it intermittently hurtles small meteors, which the character directs against his enemies with little guidance needed.

Spacial Opening allows the character to carry out an Indirect additional attack of up to 60 feet distance from the location of the character (the rupture follows the character wherever he goes). Instead of using the damage corresponding to the weapon of its user, this Technique uses a Base Damage equal to double his Presence plus his Power bonus. Spacial Opening can be maintained by paying 5 points of Ki per turn. This Technique can only be used in open terrain where the sky can be seen.

**AGI 7 (Maint. 2) DEX 6 (Maint. 1) POW 7 (Maint. 2)**

**Effects:** Additional Attack, Long-distance Attack (Single) 60 feet, Indirect Attack, Maintained.

**Disadvantages:** Conditions (*Certain Terrain*).

**Type:** Action (Attack).

### STELLAR WIND

Level: 1      MK: 45

The character momentarily obtains the abilities of the Stellar Wind, being able to transfer from one position to another by turning into star dust. Without stopping for a moment, he fluctuates and disappears continuously, making it difficult for him to be struck while this Technique remains active.

Stellar Wind grants its user a bonus of +75 to his Dodge Ability against one attack per turn, in addition to the ability to transfer himself, automatically, to any position located less than 150 feet away. However, due to the nature of the method of transportation, it does not allow the character to take advantage of the ability to counterattack after a successful Dodge. Stellar Wind can be maintained by paying 6 points of Ki per turn.

**AGI 7 (Maint. 3) DEX 6 (Maint. 1) POW 7 (Maint. 2)**

**Effects:** Limited Dodge Ability +75, Automatic Transportation 150 feet, Maintained.

**Type:** Action (Defense).

### THE DARK PORTAL

Level: 2      MK: 75

Altering the character's essence, this Technique confers to the user the power to turn the ground surrounding him into a black void, able to absorb the life of all those who contact it.

The Dark Portal creates a 30 foot radius area around the character within which all individuals in contact with the ground must pass a PhR check with a Difficulty of 140 or lose an amount of Life Points equal to the level of failure. Any amount of damage produced through this method is absorbed by the user to recover his wounds.

**DEX 13 POW 14 WIL 7 CON 7 STR 7**

**Effects:** Supernatural State (*Drain Life PhR 140, Along the Ground, 30 feet*).

**Type:** Action (Attack).

## ARMAGEDDON

Level: 2      MK: 70

Taking advantage of the breach created by Spacial Opening, Armageddon forces the rupture in space to unleash in the most destructive form possible a rain of meteors that devastates everything. In game terms, it allows the character to carry out an attack in a radius of 300 feet around him, increasing his Attack Ability by +90. Like Spacial Opening, this Technique uses double the Presence of its user plus his Power bonus to determine its Base Damage; then this Technique adds +50 to the damage because of the massive number of meteors. Spacial Opening must be maintained to use Armageddon.

**AGI 11 DEX 11 POW 11**

**Effects:** Area Attack (Single) 300 feet, Damage Augmentation (Single) +50, Attack Ability (Single) +90.

**Disadvantages:** Maintained Technique (*Spacial Opening*).

**Type:** Action (Attack).

## SUPERNOVA

Level: 3      MK: 105

The definitive Technique of Cosmos, this Technique allows the character to create a miniature version of one of the most destructive elements of the universe: a supernova. Using his own soul as a catalyst, the user forms a very small sun in the palm of his hand and places it inside of his enemy. Moments later, the tiny star begins to become unstable, exploding within the unfortunate enemy, his veins burning, his flow of Ki collapsing, and his entire body exploding in flames until he is barely recognizable ashes.

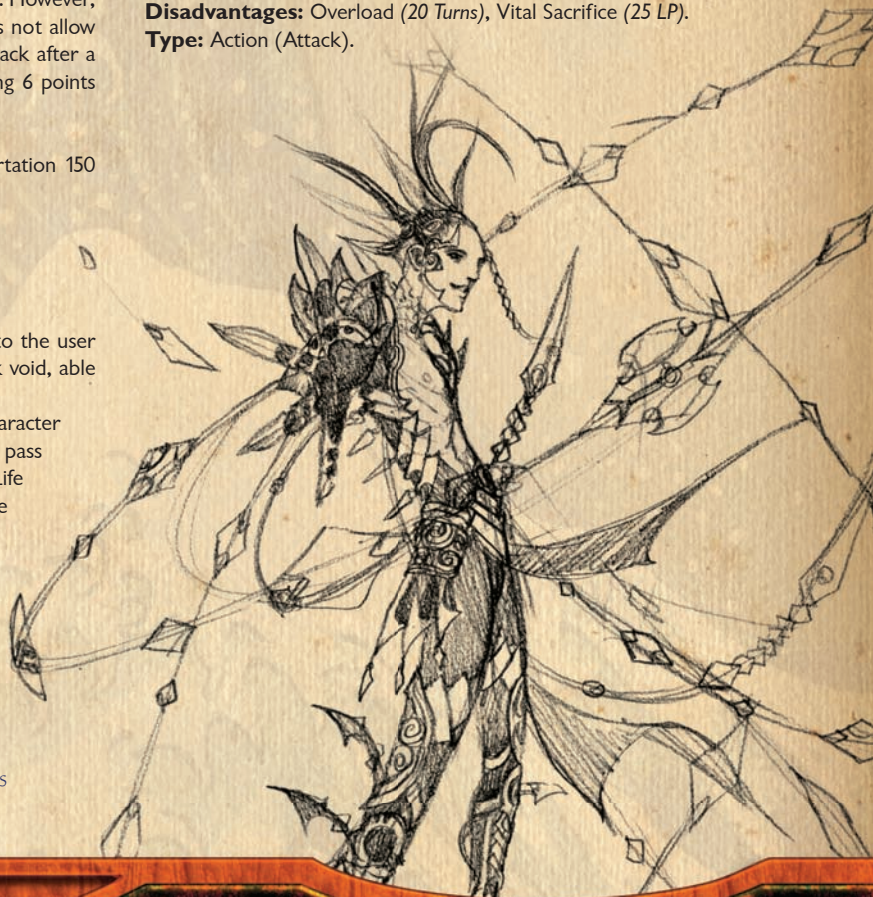
Supernova allows the user to carry out an attack at +100 Attack Ability. If the attack causes damage, the injured individual must pass a PhR against a Difficulty of 220 or suffer double the damage of his level of failure. As a negative consequence, when spending a part of his essence to create this attack, the user must sacrifice 25 Life Points. In addition, his own flow of energy is blocked momentarily, so he cannot use his Ki abilities again until at least a minute has passed.

**DEX 15 AGI 15 POW 15 STR 7 WIL 7**

**Effects:** Attack Ability (Single) +100, Supernatural States (*Double Damage PhR 220*).

**Disadvantages:** Overload (20 Turns), Vital Sacrifice (25 LP).

**Type:** Action (Attack).



Forneus



## KAGAMI

**Number of Techniques:** 5 **Total MK:** 305

These Techniques, originally from Varja, were developed and used in antiquity by Kitsunes, who were able to create illusions and dominate will-o the wisps. When several of these oriental spirits were left confined in Phaion, some shared their knowledge with mortals, creating a particular combat style whose essence is located halfway between the spirit world and the one of men. Many ninjas of the Karasuma clan use these Techniques currently.

### ONIBI, WILL-O-THE-WISP

**Level:** 1 **MK:** 30

For a few seconds, the aura of the character burns in a phantasmagoric bluish fire, which sheds several wisps of burning spiritual flames that attack the enemy.

Onibi allows the character to carry out a Long-distance Attack of 150 feet based on Fire, which increases by 40 points the offensive ability of its user. Since the flames depend on the essence of the character, it does not use the damage of the weapon as a base is, but uses in its place double his Presence, plus his Power bonus.

**DEX 6 WIL 5 POW 4**

**Effects:** Attack Ability (Single) +40, Long-distance Attack (Single) 150 feet, Elemental Attack (Fire).

**Type:** Action (Attack).

### KAWARIMI, EXCHANGE

**Level:** 1 **MK:** 30

When suffering an attack, the character uses his Ki to deceive reality itself, switching his position with another object at the moment of being struck.

Kawarimi adds a bonus of 75 points to the Dodge Ability of its user and allows him to transport himself a distance no greater than 60 feet from his original location.

**DEX 6 WIL 5 POW 6**

**Effects:** Dodge Ability (Single) +75, Automatic Transportation 60 feet.

**Type:** Action (Defense).

### GENMAI, DANCE OF ILLUSIONS

**Level:** 2 **MK:** 70

The character strikes the ground, creating around himself a smoke cloud from which several phantasmal copies form. These images, in spite of being incapable of causing damage, deceive the senses of the character's enemies completely, making them think that the attacks are perfectly real and even cause pain. In addition, the character mixes himself among the images, which allows him to make several real attacks between the false ones.

Genmai creates four mirages controlled by the character. In order for an enemy to discern whether they are real with Ki Detection, the enemy attempting to do so must pass a Difficulty of Impossible, and if the mirages cause some kind of damage, the affected enemy must pass a PhR check against 180 or is subject to the rules for Phantasmal Illusions. The character can also carry out two additional attacks that must always be intermixed with those of the copies.

**DEX 8 WIL 8 POW 7**

**Effects:** Mirage 4 (Non-detection Difficulty: Inhuman, Phantasmal Illusions PhR 180), Limited Additional Attacks +2.

**Advantages:** Reduction of Ki 1.

**Type:** Turn (Attack).

## MABOROSHI, THE DREAM

**Level:** 2 **MK:** 60

By concentrating his Ki into the tips of his fingers or his weapon, the character strikes the body of his enemy hundreds of times in only a second, causing a disruption of the enemy's flow of Ki and altering his perception. After suffering the attack, the enemy watches the world around him burst into a leafy tree, which disappears burning in a blue fire. Without knowing it, the enemy has sunk into a deep illusion.

Maboroshi increases by 75 points the Attack Ability of the user, and if the user causes damage, the enemy must pass a PhR check against 160. If he is not able to pass it, the enemy finds himself affected by a Greater Illusion created by the character, which can be different in each case. The duration of this effect is a number of minutes equal to the amount the enemy failed the PhR check by.

Maboroshi does not cause any damage to the enemy.

**DEX 12 WIL 13 POW 13**

**Effects:** Attack Ability (Single) +75, Supernatural States (Greater Illusion PhR 160).

**Disadvantages:** Reduced Damage (No Damage).

**Type:** Action (Attack).

### GENZOU NO SEKAI, WORLD OF ILLUSIONS

**Level:** 3 **MK:** 115

Using Ki as a catalyst, Genzou no Sekai creates a strange fog that distorts reality at the whim of the character. Like in a separate dimension, within which everything happens according to the character's will, he becomes a kind of virtual god by completely controlling his surroundings.

When the character uses World of Illusions, all enemies within 80 feet of the character (and who breathe the fog formed by the Technique) must pass a PhR check against 160 or be submerged in a Phantasmal Illusion.

**DEX 19 WIL 20 POW 19**

**Effects:** Supernatural States (Phantasmal Illusion PhR 160, Inhaled, 80 feet).

**Type:** Action (Attack).

## MAGUS ABSTERGO

**Number of Techniques:** 5 **Total MK:** 295

Magus Abstergo is a tree of Ki Techniques focused on fighting and destroying supernatural forces. Its principles are an anathema to magic, allowing its users to use the most prodigious fighting abilities against all kinds of spells or sorceries.

### SPIRITUM

**Level:** 1 **MK:** 35

By reinforcing the bond between body and soul, the user of this Technique balances his energies and fortifies his essence against all types of supernatural effects. Visually it is barely noticeable, but around him forms an aura that consumes and mitigates the powers that try to reach his spirit.

In game terms, the character obtains a bonus of +40 to his Magic Resistance (MR). Spiritum can be maintained by paying 4 points of Ki per turn.

**POW 4 (Maint. 2) WIL 4 (Maint. 2) CON 4**

**Effects:** Magical Resistance Increase +40, Maintained.

**Advantages:** Reduction of Ki 1.

**Type:** Turn (Passive).



Kagemaru

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丁巳年  
吳昌碩



## NECIS

**Level: 1** **MK: 25**

When carrying out this Technique, the weapon of the character becomes overloaded with energy, causing a resonance that helps it pass through any defense between the character and his enemy.

When using Necis, the character obtains a bonus of +75 to his Attack Ability and +50 to his Base Damage. However, this Technique is designed only for those who try to stop its impacts directly, so it only operates against enemies that use the Block Ability or use supernatural shields; it is ineffective against enemies that Dodge the attack.

**POW 7 WIL 7 CON 7**

**Effects:** Attack Ability (Single) +75, Damage Augmentation (Single) +50.

**Disadvantages:** Specialized Attack (*Only Against Blocks*).

**Type:** Action (Attack).

## PATROCINIUM

**Level: 2** **MK: 70**

Preparing a defense against spells, the user of Patrocinium draws a circle in the air to create a symbol of anti-magic that circles continuously around him, following him everywhere. When an enemy casts a spell with the user as a target, the symbol interposes itself, weakening the effects of the sorcery.

Patrocinium grants the user a Armor Type 6, as long as the attack is produced by a magical effect. This Technique remains active for a minute.

**POW 7 WIL 7 CON 6**

**Effects:** Armor Augmentation 6, Greater Sustenance.

**Disadvantages:** Specialized Defense (*Only Spells*).

**Type:** Turn (Defense).

## AETERNUM

**Level: 2** **MK: 65**

Following the same principles as Necis, Aeternum makes the user's weapon resonate with his spiritual force, allowing him to reflect any type of sorcery with it. The spells simply bounce off him or become undone when approaching him.

Aeternum grants its user a bonus of +75 to his Block Ability against one attack and allows him to defend himself from two additional attacks without suffering penalties. Its effects are solely designed to thwart spells and sorceries, so the bonuses of this Technique are completely useless if the attack is not of a mystical nature. The effects of Aeternum can be maintained by spending 6 points of Ki per turn.

**POW 8 (Maint. 2) WIL 8 (Maint. 2) CON 8 (Maint. 2)**

**Effects:** Block Ability (Single) +75, Additional Defense +2, Maintained.

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Specialized Defense (*Only Spells*).

**Type:** Action (Defense).

## EXPELLO

**Level: 2** **MK: 100**

The destruction of all energy is the foundation of this final Technique of Magus Abstergo: it denies the target access to any supernatural powers. This Technique concentrates all the essence of the character into his weapon, causing a supernatural void that exterminates and absorbs, with a mere touch, whatever magic comes into contact with it. If the void touches a wizard, the power vortex that this Technique produces momentarily blocks the wizard's magical abilities.

Expello increases the Attack Ability of the user by 90 points and his Damage by 100. If it causes damage to a character with magical abilities, he must pass a PhR check against the Damage received plus 120 or suffer a disruption that negates all his maintained spells.

**POW 16 WIL 16 CON 14 DEX 5 AGI 5**

**Effects:** Attack Ability (Single) +90, Interruption (*PhR Damage +120, Magic*), Damage Augmentation (Single) +100.

**Type:** Action (Attack).

## GUNHELL

**Number of Techniques: 7** **Total MK: 375**

Few Techniques are as unusual and unique as the seven that compose Gunhell. It is a Technique tree created in the times of Solomon, and it allows a character to conjure firearms and use them to execute the most incredible firing maneuvers.

## GUNSLINGER

**Level: 1** **MK: 35**

By shaping his Ki, the character creates in his hands twin runic pistols that are partially melded with his forearms, allowing him to project energy with great accuracy. Due to their special qualities and being bound to his essence, the character projects his power through them directly, making Gunslinger the fundamental pillar of the other Techniques of Gunhell. Curiously, the color of the pistols and the form of their runes can change from one user to another, depending on his nature and personality.

Gunslinger provides its creator with two pistols of +10 Quality with unlimited ammunition (that is to say, a weapon of +10 Initiative and Base Damage 100, already including its Strength bonus). Its creator can maintain the weapons by spending 4 points of Ki per turn.

**POW 8 (Maint. 2) DEX 8 (Maint. 2)**

**Effects:** Physical Ki Weapons of Quality +10 (*Projectiles, Additional Weapons: 1*), Maintained.

**Type:** Turn (Variable).

## BARREL SHOT

**Level: 1** **MK: 45**

Ki flows through the arm of the character up to one of his runic pistols, allowing him to shoot a burst of bullets at great speed at his enemies. When using Barrel Shot, the runes become illuminated and the pistol slightly changes form.

This Technique grants the character the ability to make six attacks with one of his pistols (it is possible, therefore, for him to make an additional attack with his second weapon). The effects of Barrel Shot work solely with the pistols created by Gunslinger; with any other weapon, it has no effect effect.

**POW 6 DEX 6 AGI 6**

**Effects:** Limited Additional Attack +5.

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Maintained Technique (*Gunslinger*).

**Type:** Action (Attack).

## BOUNCE SHOT

**Level: 1** **MK: 25**

The gunslinger uses Ki to increase his sense of sight and his ability to calculate the possible trajectories of his shots. Next, he shoots at his enemy and seemingly misses, making the enemy believe the attack has failed. However, the miss is, in fact, a well calculated stratagem, as the bullet bounces against several nearby objects and returns towards its objective from a blind spot.

To realize the true nature of this attack, the defender must make an Almost Impossible Notice check or suffer the penalty for being Surprised. In addition, as Bounce Shot uses a firing angle that does not come from the character himself, it denies the possibility of a counterattack. The effects of Bounce Shot work solely with the pistols created by Gunslinger.

**POW 4 DEX 4 AGI 4**

**Effects:** Indirect Attack, Camouflage Attack (240).

**Advantages:** Reduction of Ki 1.

**Disadvantages:** Maintained Technique (*Gunslinger*).

**Type:** Action (Attack).



## BULLET TIME

**Level:** 1 **MK:** 30

By increasing his sense of sight and allowing the gunslinger to calculate all the possible trajectories of an incoming shot, he is able predict where shots will go, even before they are fired.

This Technique grants the character a bonus of 40 points to his Dodge Ability against any kind of distance attack.

**POW 4 DEX 4 AGI 4**

**Effects:** Dodge Ability (Multiple) +40.

**Advantages:** Reduction of Ki 1.

**Disadvantages:** Specialized Defense (Only Projectiles).

**Type:** Turn (Defense).

## PERFECT SHOT

**Level:** 2 **MK:** 85

By concentrating his energy into a single bullet, the gunslinger loads it with pure power to make sure that it hits its target. Once the shot hits, the energy that the bullet carries disperses through the target's body, making a brand appear around the wound. As of that moment, all future shots by the character against that target will be drawn towards it. Because the future shots are supernaturally guided towards the target, the shots are even able to change their trajectory in mid-air.

Perfect Shot grants the character the ability to make an attack with one his Gunslinger pistols, applying a bonus of +75 to his Attack Ability. If the attack causes damage, the target suffers the effects of a Greater Brand, granting the character a bonus of +50 on any Gunslinger attacks against the target during the following hour.

**POW 6 DEX 6 AGI 5**

**Effects:** Attack Ability (Single) +75, Greater Brand.

**Advantages:** Reduction of Ki 4.

**Disadvantages:** Maintained Technique (Gunslinger).

**Type:** Action (Attack).

## SNIPER SHOT

**Level:** 2 **MK:** 65

While the user accumulates Ki to carry out this Technique, one of his runic pistols begins to generate a supernatural circle around its barrel. When he has absorbed sufficient power, the character transfers his senses into the circle so that his eyes become the barrel of the pistol. When shot, the bullet leaves with unusual power and goes through the skies, leaving behind itself a thin trail of energy.

Sniper Shot increases the firing range of one of the user's runic pistols to 3,000 feet and reduces the penalty the character suffers for making Directed Attacks by 50 points. In addition, due to its power, the attack doubles its Base Damage of 100. This Technique has the disadvantage of being Predetermined and requires Gunslinger to be maintained.

**POW 10 DEX 10 AGI 10 STR 5**

**Effects:** Combat Maneuvers and Aiming (Single) □50, Long-distance Attack (Single) 3,000 feet, Damage Multiplier (Single) x2.

**Disadvantages:** Maintained Technique (Gunslinger), Predetermination.

**Type:** Action (Attack).

## STORM WALTZ

**Level:** 3 **MK:** 90

Storm Waltz is a Technique that is as remarkable in function as it is to see. When using it, the character hurls a handful of coins loaded with energy into the air and, by increasing his sense of sight to almost divine levels, he calculates all the possible trajectories they could have. Next, he launches a single supernaturally-charged shot into the coins, causing them to hurtle all together at his enemies.



Alessa Raincross

Storm Waltz grants the character a bonus of 150 points to his Attack Ability and allows him to make an energy attack against all the targets that he chooses in a 300 foot radius of him. However, this Technique also has serious drawbacks. First, the user must possess and throw into the air many coins (or similar metallic pieces), and second, this Technique requires the user to fix all his attention on the coins, so he is incapable of defending himself during that turn.

**POW 14 DEX 14 AGI 14 CON 4 WIL 4**

**Effects:** Attack Ability (Single) +150, Area Attack (Single) 300 feet (Target Selection), Supernatural Attack.

**Advantages:** Reduction of Ki 3.

**Disadvantages:** Maintained Technique (Gunslinger), Defenseless, Conditions (Coins).

**Type:** Action (Attack).

## SATTYAGRAHA

**Number of Techniques:** 6

**Total MK:** 340

Sattyagraha is one of the most unusual and controversial Technique trees. It was created by the Caste of Wisemen of Baho during the centuries that they were confined underground, with the sole aim of being a defensive and protective style. With it, it is possible to defeat any enemy without the need to cause damage to him. Its principles are based on the absolute control of the physical and spiritual energy used by the Deva, and at the moment, its knowledge has been restricted to a few chosen of the Caste of Wisemen (although some foreign fighters have been deemed worthy enough to receive training).

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## BHAKTI

Level: 1 MK: 20

The body of the character channels and distributes his Ki in a calming way, which allows him to sense any violent intention directed against him. As if immersed in a trance, he reacts instinctively to stop all the possible attacks against him; he moves so fast that he begins to defend even before his enemies have initiated the attacks.

Bhakti grants its user a bonus of +75 to his Block Ability, and he does not begin to suffer penalties for additional defenses until the fourth attack against him. Unfortunately, using this Technique is a completely defensive action, so the character cannot take advantage of the movement to make a counterattack.

**DEX 5 AGI 5 POW 5**

**Effects:** Limited Block Ability +75, Additional Defense +2.

**Type:** Action (Defense).

## AJNA

Level: 1 MK: 35

Also called "Eye of the Mind," this Technique allows the character to open a spiritual eye, forming a tattoo of energy on his forehead. Through it, he can see virtually everything.

When carrying out Ajna, the character obtains the perceptive capacities Radial Vision and See Supernatural. This Technique can be maintained by paying 4 points of Ki per turn.

**DEX 7 (Maint. 2) AGI 7 (Maint. 1) POW 7 (Maint. 1)**

**Effects:** Perceptive Abilities (Radial Vision, See Supernatural), Maintained.

**Type:** Turn (Variable).

## ANAHATA

Level: 1 MK: 45

The objective of this Technique is to protect those incapable of defending themselves. When using it, the character slowly moves his arms in a circle, leaving a tenuous shadow of energy that seems to multiply his hands. When an enemy carries out an Area Attack or a rain of projectiles, hundreds of quick arms seem to arise from the character, immediately stopping the threat.

In game terms, the character is able to make a Block that covers an 80 foot radius, applying a bonus to his Defensive Ability of +90. Anahata does not allow a counterattack.

**DEX 5 AGI 5 POW 5**

**Effects:** Area Block 80 feet, Limited Block Ability +90

**Advantages:** Reduction of Ki 1.

**Type:** Action (Defense).

## MANIPURA

Level: 2 MK: 55

Channeling his energy into the tip of his finger, the character carries out an attack at inhuman speed. A mere touch makes the accumulated Ki enter the enemy's body and spread through each one of his nerve endings. Moments later, the arms of the enemy are left inert, and after that, the enemy collapses to his knees without being able to move in the slightest.

Manipura is an attack that increases the Attack Ability of the character by +75. Although the attack does not produce damage, if the result of the attack indicated it otherwise would have, the enemy must pass a PhR check against 180 or suffer from Total Paralysis.

**DEX 15 AGI 14 POW 15**

**Effects:** Attack Ability (Single) +75, Supernatural States (Complete Paralysis PhR 160).

**Advantages:** Reduced Damage (No Damage).

**Type:** Action (Attack).

Nirvana



## MULADHARA

Level: 2 MK: 90

Muladhara is a Technique that allows the character to cause any body he comes into contact with to vibrate. When an enemy carries out an attack against him, he interposes his hands or his weapon in the path of the blow and, with a quick movement, produces a deafening sound accompanied by an intense vibration. The enemy then finds it very difficult to keep hold of his weapon, which may end up in the hands of the character. When using this Technique, the character frequently draws immense mantras in the air that can be read as "Muladhara."

This Technique increases the Attack Ability of the character by 90 points when he makes a counterattack and cancels the penalties of the Disarm maneuver if he decides to execute it (which is not required). If the Disarm maneuver is successful, the character can apply a bonus of +6 to his Dexterity to make the opposed Characteristic check.

**DEX 9 AGI 9 POW 9**

**Effects:** Counterattack Ability +90, Combat Maneuvers and Aiming +50, Increased Bonus (Dexterity +6).

**Advantages:** Reduction of Ki 4.

**Type:** Action (Counterattack).

## NIRVANA

Level: 3 MK: 95

Nirvana, the Last Paradise, is a Technique of absolute defense that almost nothing can get through. Creating the state of ideal peace, an idyllic space that rejects all concepts of violence, Nirvana reflects against the aggressor any kind of attack. While everything fills with a calm light, hundreds of enormous mantras are drawn in the air.

This Technique allows the character to raise an Energy Shield with a bonus of 175 points to his Block Ability. The Energy Shield withstands 800 Life Points of damage before being broken and immediately mirrors any attack that the user suffers, reflecting it against his attacker with the same final Attack Ability.

**DEX 11 AGI 11 POW 11 WIL 11 CON 6 STR 6**

**Effects:** Block Ability (Multiple) +175, Energy Shield (800 LP), Attack Mirroring.

**Type:** Turn (Defense).



## AĀRAB ZARAQ

**Number of Techniques:** 6      **Total MK:** 345

The Infernal Arts, or Aārab Zaraq, are a series of combat Techniques developed by demons. They base their power on the synchronization with wicked and malignant forces, which penetrate the soul of the character and allow him to execute the most frightful massacres. Although this Technique tree's origin is not earthly, its secrets have been divulged to several mortals through dark pacts, so various fighters are able to use them.

### ETERNAL MARTYRDOM

**Level:** 1      **MK:** 30

Feeding himself with his own pain, the blood that springs from the wounds of the character covers his body completely, forming unholy runes. At that moment, writhing in an inhuman way and despite being seemingly incapable of acting, he lunges at his enemy at an impossible speed.

Eternal Martyrdom allows the character to recover his action for the turn, granting him a bonus of 25 points to his Attack Ability if he obtains a counterattack. In order to use this Technique, the character's Life Points must be reduced to at least half of his total.

**STR 5 CON 5 POW 5**

**Effects:** Quick Recovery, Counterattack Ability +25

**Advantages:** Reduction of Ki 1.

**Disadvantages:** Limited Circumstance (*Half of Life Points*)

**Type:** Action (Counterattack).

### BLOOD FEAST

**Level:** 1      **MK:** 25

By imbuing his body with demonic energy, the character draws forth blood from his pores, soaking his hands or any weapon that he wields. Then, when his hands or weapon strikes an enemy, the blood infiltrates the wound to destroy the enemy from within. After each strike, the blood disappears from his hands or the edge of the weapon, so the blood requires a few seconds of time before replenishing itself.

Blood Feast grants the ability to produce an Automatic Critical with an attack once per turn and increases the final Critical result by +50. This Technique can be maintained by paying 8 points of Ki per turn.

**STR 8 (Maint. 2) CON 8 (Maint. 3) POW 8 (Maint. 3)**

**Effects:** Critical Enhancement (Single) +50 (*Automatic Critical*), Maintained.

**Type:** Action (Attack).

### THE HAND OF PURGATORY

**Level:** 1      **MK:** 35

With a gesture, the character materializes from his back an immense spectral claw of pure, solidified evil that wraps around his enemy, immobilizing the enemy body and soul.

The Hand of Purgatory allows the character to carry out a Long-distance Attack at a range of 60 feet and can be used to make a Trapping maneuver with Strength 12 against which the defender must use his Power Characteristic. This Technique does not use the damage caused by the weapon of the user; in its place, it uses double his Presence plus his Power bonus, which is then divided in half. If the Trap is successful, the character is able to continue maintaining the effect of Trapping by spending 8 points of Ki per turn.

**STR 8 (Maint. 4) CON 7 (Maint. 4) POW 5**

**Effects:** Long-distance Attack (Single) 60 feet, Trapping 12 (*Spirit Trap, Maintained*).

**Disadvantages:** Reduced Damage (*Half Damage*).

**Type:** Action (Attack).

### INFERNAL CALL

**Level:** 2      **MK:** 45

The character passes the ends of his fingers across his chest, opening ten wounds from which erupt a great amount of black blood, spilling heavily along the ground like tar. Suddenly, thousands of tentacles filled with sharpened terrifying maws rise from the blood and, destroying everything in their path, fly rapidly about.

Infernal Call grants the character the capacity to carry out an Area Attack in an 80 foot radius around him, with a Base Damage of 150 points. If any of the wounds cause a Critical, its level is increased by 40 points. In order to use this Technique, the character must sacrifice 25 Life Points.

**STR 7 CON 7 POW 7**

**Effects:** Area Attack (Single) 80 feet, Predetermined Damage 150, Critical Enhancement (Single) +40.

**Disadvantages:** Vital Sacrifice (25 LP).

**Type:** Action (Attack).

### PRIMARY CORRUPTION

**Level:** 2      **MK:** 75

Unifying his essence with the most primal evil, the character alters his body into a mass of black blood, heavy like tar and filled with demonic eyes. Much more than mortal now, the character is a source of primary corruption, able to ignore completely the most powerful attacks, just as if they did not exist. In addition, the character can seep inside bodies, making them burst from within at the end of the Technique.

Primary Corruption grants the character the capacity to resist attacks as if he were a creature with Damage Resistance with 1,000 additional Life Points, of which he recovers 250 per turn. He is immaterial, being able to pass through solid objects, and only those attacks that can damage energy can affect him. In addition, he uses the rules for Fusion. This Technique can be maintained by spending 14 points of Ki per turn.

**STR 12 (Maint. 4) CON 14 (Maint. 5) POW 13 (Maint. 5)**

**Effects:** Damage Resistance (1,000 LP, Regeneration 250), Intangibility (*Fusion*), Maintained.

**Type:** Turn (Defense).

### THE SEED OF EVIL

**Level:** 3      **MK:** 95

Raising his hand slowly, the character points at his enemy and then forcefully closes his fingers into a fist. At that moment, dozens of bloody, barbed chains erupt from thin air and pierce that enemy everywhere, while the attacker hurtles flying towards the enemy and plunges his fingers into the enemy's chest, showing him an inkling of hell itself.

The Seed of Evil is a Long-distance Attack with a range of 150 feet that increases the Attack Ability of its user by 100 points. The character transports himself to the enemy when executing the Technique. If the Technique causes damage, the enemy must pass a PhR check against 160 or is subjected to the state of Terror. The Seed of Evil does not use the damage of the weapon of its user; in its place it uses double his Presence, plus his Power bonus, which total is then divided in half.

**STR 18 CON 18 POW 18 WIL 6**

**Effects:** Attack Ability (Single) +100, Long-distance Attack (Single) 150 feet (*Projection*), Supernatural State (*Terror PhR 160*).

**Disadvantages:** Reduced Damage (*Half Damage*).

**Type:** Turn (Variable).

橋邊送客溪風冷  
戶外對僧山月  
言猶在耳  
丁巳年  
吳昌碩



## WUSHU

Number of Techniques: 9

Total MK: 360

Wushu is a Technique tree commonly associated with Kung Fu and its principles. Most of its Techniques were developed by martial masters of Shivat, who were inspired by the movements of animals. Century after century, the masters compiled the Techniques to create Wushu, or the art of war, whose Techniques have become the best known in Gaia. Commonly, the great masters of the principal schools of Shivat master one or two of them (normally, the dojo is named after the Technique).

### THE WHITE CRANE

Level: 1 MK: 20

With graceful movements, like those of a crane, the character avoids the attacks of the enemy and uses his wings to subjugate the enemy.

This Technique increases the character's Dodge Ability by 40 points, and if the character obtains a counterattack, it adds 50 to his Attack Ability.

**STR 4 DEX 4 AGI 4**

**Effects:** Dodge Ability +40 (Single), Counterattack Ability +50.

**Type:** Action (Mixed).

### THE MAWS OF THE WOLF

Level: 1 MK: 20

The Maws of the Wolf allows the character to catch the attack of his enemy with one of his hands (or weapons) and to immediately carry out a series of fast blows against his body.

This Technique increases the Block Ability of a character by 50 points and, if he obtains a counterattack, allows him to execute an additional attack.

**STR 5 DEX 5 AGI 5**

**Effects:** Block Ability (Single) +50, Limited Additional Attack +1.

**Type:** Action (Mixed).

### THE CLAWS OF THE TIGER

Level: 1 MK: 25

By concentrating power into his muscles, the character tenses and grows his muscles for a few moments (perhaps ripping his sleeves or clothes) to carry out a single extraordinary strike. The force of the clawing is such that it ignores most armors or protections.

The Claws of the Tiger grants its user the capacity to carry out an attack that increases his Base Damage by 50 points and also reduces the Armor Type of the defender by 3 points.

**STR 5 DEX 5 CON 2**

**Effects:** Damage Augmentation (Single) +50, Armor Penetration  $\square$  3 AT.

**Type:** Action (Attack).

### THE PAW OF THE CAT

Level: 1 MK: 30

This cute and fun movement that emulates the motions of a cat is, in reality, a powerful and devastating Technique. The Technique radically increases the speed of the character, allowing him to batter his enemy with blows. However, it also has a serious drawback: the lack of precision in the movements reduces the strength of the blows.

The Paw of the Cat allows the character to make five attacks in a single turn, but reduces their damage to half.

**DEX 5 AGI 5 CON 3**

**Effects:** Limited Additional Attack +4

**Advantages:** Reduction of Ki 2

**Disadvantages:** Reduced Damage (Half Damage).

**Type:** Action (Attack).

### THE HUG OF THE MONKEY

Level: 1 MK: 30

With the agility of a monkey, the character rushes his enemy and immobilizes him. This Technique allows the character to carry out a Trapping maneuver without any penalty with a Characteristic of 12, and it also increases the Attack Ability of its user by 40 points. The attack does not produce any damage.

**STR 5 DEX 5 AGI 5**

**Effects:** Attack Ability (Single) +40, Trapping 12

**Advantages:** Reduction of Ki 2

**Disadvantages:** Reduced Damage (No Damage).

**Type:** Action (Attack).

### THE BITE OF THE SERPENT

Level: 1 MK: 30

This Technique confers upon the user the speed and accuracy of the serpent. With his rapid movements, he can strike before his enemies, breaking their joints with exact attacks that use only the tips of his fingers.

The Bite of the Serpent is a Technique that increases the Initiative of the character by 50 points. It also allows him to carry out Directed Attacks and reduces by 50 any penalty for doing so. If he obtains a Critical, the Technique also increases the final result by 40 points.

**STR 5 DEX 5 AGI 4**

**Effects:** Initiative Augmentation +50, Critical Enhancement (Single) +40, Combat Maneuvers and Aiming (Single)  $\square$  50.

**Type:** Action (Attack).

### THE ILLUSION OF THE MANTIS

Level: 2 MK: 50

Deceptive and cruel like the mantis itself, this attack allows the character to make a movement so fast that it distracts the enemy, creating the illusion that the enemy will be attacked from a different direction. Meanwhile, the character hurls himself at full speed against his enemy, with the intention of slaying him with a single, mortal blow.

The Illusion of the Mantis increases the Initiative of the character by 50 points and forms an illusion (with an Almost Impossible Difficulty to detect) to attack the enemy first and provoke his defense. Naturally, even if he counterattacks, the enemy cannot cause any damage to the ghost.

Next, the character makes a second, real Camouflaged Attack, and his enemy must pass a Notice check against Inhuman Difficulty to avoid suffering the penalty of being Surprised against it.

**DEX 9 AGI 9 CON 4**

**Effects:** Camouflage Attack (Inhuman), Mirage 1 (Non-detection Difficulty: Almost Impossible), Initiative Augmentation +50.

**Advantages:** Reduction of Ki 2.

**Type:** Turn (Attack).

### THE EAGLE'S TALON

Level: 2 MK: 70

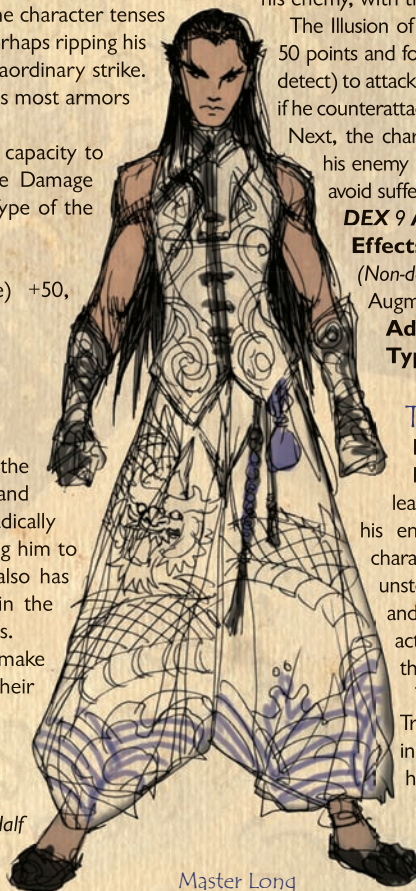
Fortifying his fingers so they are like steel, the character leaps towards the sky and descends at full speed into his enemy. When the character strikes the enemy, the character's hand plunges through the enemy with a single, unstoppable movement that breaks bones, destroys flesh, and immobilizes the enemy. Reportedly, when a character activates this Technique, his aura momentarily takes on the form of an enormous eagle.

The Eagle's Talon confers the ability to carry out a Trapping maneuver using a Characteristic of Strength 16, increases his Base Damage by 90 points, and increases his Attack Ability by 50 points.

**DEX 11 AGI 10 STR 11**

**Effects:** Trapping 16, Damage Augmentation (Single) +90, Attack Ability (Single) +50.

**Type:** Action (Attack).



Master Long



## THE LAST DRAGON

**Level:** 2 **MK:** 85

Being inspired by the power of the greatest of beasts, the Last Dragon is a prodigious Technique that, when correctly executed, assures the inevitable end of any enemy. Triggering his power in great waves that form currents of energy around him, the character hurls himself against his enemy, hitting him with a resounding blow that launches the enemy hundreds of feet into the sky. A fraction of a second later, the character appears in the air, intercepting the body of his enemy with a second blow, this time smashing him towards the ground. However, before the enemy becomes plastered against the surface, the character manifests himself again to wait for him, while the character accumulates his remaining power with which he executes the third and last blow of The Last Dragon.

The Last Dragon is an offensive technique that provides its user with the ability to carry out three attacks, with a bonus of +90 to his Attack Ability in all of them. The attacks use the Added Fatigue Bonus advantage, so any point invested by the character to improve one attack is applied at the same time to all three. However, each attack needs to hit the enemy in order to carry out the following attack; if one fails, the whole combination stops and the character loses the remaining attacks.

**DEX 11 AGI 11 CON 10**

**Effects:** Attack Ability (Single) +90, Additional Attack +2 (Added Fatigue Bonus, Combo: Up to 2 Additional Attacks).

**Advantages:** Reduction of Ki 1.

**Type:** Action (Attack).

## THE PATH OF MEIZO

**Number of Techniques:** 6 **Total MK:** 265

The Path of Meizo takes its name from the Lannetese ronin Hoshitaka Meizo, although in fact, he did nothing more than perfect an ancestral style of swordfighting used by his ancestors. Currently, the Techniques that compose it are used by the members of high rank of the Mercenary Company Akaryu de Phaion. The Path of Meizo bases its principles on spiral movements and a perfect control of energy. It is said that, with its power, a warrior can even cut air.

### RYUKANZAN

**Level:** 1 **MK:** 30

Ryukanzan, the Whirlwind Cut, is a movement thought to finish a combat without the need to spill even a drop of blood. Its user sheathes the sword, and after accumulating energy in the edge, he unsheathes it at great speed, executing a circular blow directed at the weapon of his enemy. The enemy's weapon then bursts into pieces, overwhelmed by the power of Ryukanzan.

This Technique allows the character to carry out a Directed Attack against the weapon of an enemy without suffering any penalty to his Attack Ability for doing so and increasing by 20 points the Breakage of the blow.

**DEX 4 POW 4**

**Effects:** Breakage Augmentation +20, Combat Maneuvers and Aiming (Single) □25.

**Advantages:** Reduction of Ki 1.

**Disadvantage:** Conditions (Unsheathe).

**Type:** Action (Attack).

### SHORYUZAN

**Level:** 1 **MK:** 20

The ancestors of Meizo created this Technique as a countermeasure against the possibility of being attacked when they still had not yet drawn their weapon. With it, a character cannot be taken unprepared because when carrying it out, time stops around him while he unsheathes his weapon.

Shoryuzan increases the Initiative of the character by 75 points and eliminates the applicable penalty for unsheathing.

**DEX 4 AGI 4**

**Effects:** Initiative Augmentation +75, Combat Maneuvers and Aiming □25.

**Type:** Turn (Attack).

Hoshitaka  
Meizo



### FUKURYUZAN

**Level:** 1 **MK:** 20

The character pins the tip of his weapon into the ground, and taking advantage of his strength, he makes an upward slash with so much power that it creates a blade in the air. The unleashed energy is such that it goes through everything, be it flesh or metal.

Fukuryuzan is a Long-Distance Attack with a 60 foot reach that reduces by 3 points the Armor Type of the defender against that attack.

**DEX 4 AGI 4 POW 4**

**Effects:** Long-distance Attack (Single) 60 feet, Armor Penetration □3 AT.

**Type:** Action (Attack).

### GOZURYUZAN

**Level:** 2 **MK:** 50

When using Gozuryuzan, the character makes a long series of attacks at great speed, sheathing and unsheathing the sword in each one of them. The speed of the movements is such that they seem made in unison, as if tens of swords attacked the enemy at the same time. Thus, the defender simply cannot respond to the attacks in any way until the Technique ends; as soon as he stops or dodges one blow, another ten are already coming in his direction.

In game terms, Gozuryuzan is a Technique that grants the character the ability to carry out 5 continuous attacks on an enemy.

**DEX 9 AGI 9 POW 9**

**Effects:** Limited Additional Attack +4 (Continuous Attack).

**Type:** Action (Attack).

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## DOURYUZAN

Level: 2      MK: 70

When carrying out Douryuzan, the character pins the tip of his weapon into the ground, and then he makes a fast movement, spinning 360 degrees. The movement of the weapon creates a powerful wind that sends everything around the character flying.

Douryuzan attacks in a radius of 80 feet and increases by 50 points the Attack Ability of the character. Those who are affected by the Technique suffer, in addition, an Impact of Strength 14 that hurls them through the air. In order to use Douryuzan, the character must spend two points of fatigue.

**DEX 7 AGI 7 POW 7**

**Effects:** Area Attack (Single) 80 feet, Impact 14, Attack Ability (Single) +50.

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Exhaustion □2.

**Type:** Action (Attack).

## KOURYU

Level: 3      MK: 75

The Ultimate Dragon gives name to this Technique, designed to focus all the power and offensive ability of the character in a single insurmountable blow. Its user sheathes his weapon and concentrates on an objective, accumulating energy in each part of his body and systematically preparing each and every one of the movements that his muscles are going to carry out. Once ready, he takes a small step towards his enemy and vanishes, only to reappear behind his enemy wielding the weapon with tranquility. In reality, he moved so fast that nobody could follow his movements. Seconds later, the body of his opponent splits into tiny pieces.

Kouryu is an attack that increases the Initiative of the character by 150 points, adds 100 points to his Attack Ability, and allows him to unsheath his weapon without any penalty. In addition, he can transport himself up to 150 feet to reach any enemy. Despite its insurmountable power, Kouryu also suffers from a great disadvantage: when using the Technique, the character is so focused on his attack that he is virtually incapable of defending himself. In order to use Kouryu, the character has to have his weapon sheathed.

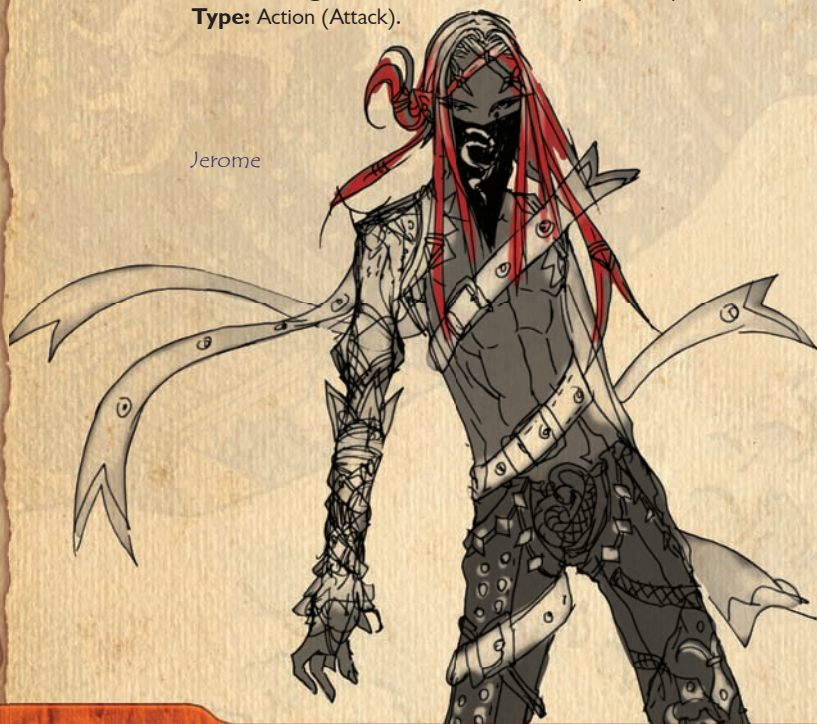
**DEX 14 AGI 14 POW 14**

**Effects:** Attack Ability (Single) +100, Initiative Augmentation +150, Combat Maneuvers and Aiming □25, Automatic Transportation 150 feet.

**Disadvantages:** Defenseless, Conditions (Unsheathe).

**Type:** Action (Attack).

Jerome



## MASTER OF CATASTROPHES

Number of Techniques: 6      Total MK: 430

This tree of Techniques allows its users to control different natural catastrophes, enabling them to carry out a multitude of Area Attacks with devastating consequences. It is, without a doubt, one of the most offensive Technique trees known.

### TORNADO

Level: 1      MK: 25

The character raises his hand towards the sky, letting his Ki spring forth in spiral form. A fraction of a second later, the air becomes turbulent, creating an enormous whirlwind that overwhelms all those who surround the character.

Tornado is a Technique that allows the character to carry out an attack in an 80 foot radius. If it hits, it produces only half damage, but defenders suffer an Impact of Strength 12 that hurls them through the air.

**STR 4 POW 4 WIL 4**

**Effects:** Area Attack (Single) 80 feet, Impact 12

**Disadvantages:** Reduced Damage (Half Damage).

**Type:** Action (Attack).

### EARTHQUAKE

Level: 1      MK: 45

Striking his hand on the ground, the character transmits his devastating Ki through the ground, causing it to shake and triggering a terrible earthquake over a small area. The earthquake causes the ground to open and stone splinters to spring forth to pierce the character's enemies.

The Earthquake Technique allows the character to carry out an attack in an 80 foot radius. It uses as its Base Damage double his Presence, plus his Power bonus, to which is then added 50 points. This Technique can only be carried out while on the ground.

**STR 4 POW 4 WIL 3**

**Effects:** Area Attack (Single) 80 feet, Damage Augmentation (Single) +50.

**Disadvantages:** Conditions (Certain Terrain: Directly on the Ground).

**Type:** Action (Attack).

### TSUNAMI

Level: 2      MK: 65

By introducing his energy into the water around him, the character raises an immense tsunami that destroys all that surrounds him with its power. Tsunami is a Technique that allows the character to attack in a 150 foot radius, using as his Base Damage double his Presence, plus his Power bonus. Tsunami increases, in addition, the Attack Ability of its user by 90 points. In order to use the Technique, the character needs at least some water within his reach.

**STR 8 POW 8 WIL 8**

**Effects:** Area Attack (Single) 150 feet, Attack Ability (Single) +90.

**Disadvantages:** Elemental Requirement (Lesser Intensity).

**Type:** Action (Attack).

### MAELSTROM

Level: 2      MK: 75

By touching a large amount of water with the fingers of one hand and putting the other hand into the air, the character absorbs the essence of both elements. When he unites them by joining his palms, an intense cold arises from him and extends along the ground, freezing and paralyzing all those it touches.

When it is executed, Maelstrom affects those in contact with the ground, in a radius of 150 feet. Those individuals affected must make a PhR check against 140 or are subjected to the state of Partial Paralysis. In order to use this Technique, the character must be in contact with a great amount of water.

**STR 14 POW 15 WIL 14**

**Effects:** Supernatural States (Partial Paralysis PhR 140, Along the Ground, 150 feet).

**Disadvantages:** Elemental Requirement (Greater Intensity).

**Type:** Action (Attack).



## VOLCANIC ERUPTION

**Level:** 3      **MK:** 110

The character strikes the ground, starting a powerful tremor; in an instant, a multitude of enormous lava plumes erupt everywhere, burning and consuming what they touch. Only the space of earth occupied by the character who uses the Technique is left intact.

Volcanic Eruption allows the character to make an Indirect Fire Attack in a 150 foot radius, using as his Base Damage double his Presence, plus his Power bonus, to which amount is added 50 points. If the attack produces a Critical, it increases the Critical level by 50 points. This Technique can be maintained if 16 points of Ki are spent to do so each turn, allowing the character to execute, anew, an attack each turn of identical characteristics.

This Technique can only be carried out on an earth surface.

**STR** 20 (Maint. 6) **POW** 19 (Maint. 5) **WIL** 17 (Maint. 5)

**Effects:** Area Attack (Single) 150 feet, Critical Enhancement (Single) +50, Damage Augmentation (Single) +50, Elemental Attack (Fire), Indirect Attack, Maintained.

**Disadvantages:** Conditions (*Certain Terrain: Directly on the Ground*).

**Type:** Action (Attack).

## ASTRONOMICAL IMPACT

**Level:** 3      **MK:** 110

With this Technique, the character creates the greatest of cataclysms; he uses his Ki to attract to the world an enormous meteor that devastates everything for miles around. When he begins to accumulate Ki for the Technique, a monstrous vortex forms in the sky through which an immense meteor slowly begins to manifest itself. When the Technique is fully prepared, the character extends his arms in a cross and the meteor falls heavily from the sky, creating limitless chaos and destruction.

Astronomical Impact is a 3 mile radius Area Attack that does not use the Attack Ability of the character; it attacks with a final Attack Ability of 440 (Zen). It also does not use the Base Damage of the weapon of its user, but instead double his Presence, plus his Power bonus, which amount is then multiplied by two. If the attack causes damages, the affected individuals suffer an Impact of Strength 18.

This Technique suffers the disadvantages of being Predetermined, and also, after its use, the character applies a penalty of □150 to all his actions.

**STR** 26 **POW** 26 **WIL** 26 **DEX** 6 **AGI** 5

**Effects:** Area Attack (Single) 3 miles, Impact 18, Damage Multiplier (Single) x2, Predetermined Attack (440).

**Disadvantages:** Predetermination, Action Penalty □150.

**Type:** Action (Attack).

## THANATHOS

**Number of Techniques:** 6      **Total MK:** 310

Although at present they have been forgotten, the Techniques of Thanathos are the ancient Techniques that the Duk̄zarist praetorian guard used when they entered combat. Thanathos bases its power on fire, a major requirement of all its attacks. For that reason, the character will find it valuable to be able to create flames using some kind of psychic or supernatural power, although simply being near fire would suffice for him to activate his powers. Supposedly, 10 Techniques of Thanathos existed, but four of them have completely disappeared and it is not known if there is anyone left in Gaia who still knows them.

## SIRIUS, BLACK LIGHT

**Level:** 1      **MK:** 20

Scratching the ground with the tip of his weapon, the character makes a dark fire blaze along the earth at great speed. When it reaches the character's enemy, the fire explodes, causing a great black pillar of fire. This Technique allows the character to carry out a Long-distance Attack with a maximum range of 150 feet and increases by 50 points the Attack Ability of the character. In order to be able to carry it out, the character must have access to at least a minimum of two intensities of fire.

**DEX** 4 **STR** 4 **WIL** 5

**Effects:** Long-distance Attack (Single) 150 feet, Attack Ability (Single) +40

**Disadvantages:** Elemental Requirement (*Lesser Intensity*).

**Type:** Action (Attack).



Anaxynemes  
Master of Thanathos

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## JOCASTA, EDGE OF SHADOWS

**Level:** 1      **MK:** 25

The weapon of the character becomes pure darkness covered with black fire, and when the character attacks his enemy, the flames become deformed. In an instant, the attacker cuts through his enemy with a fast, unstoppable maneuver, leaving only a fine dark line drawn on the enemy's body. Seconds later, the line becomes an immense cut and the opponent falls apart into two pieces. Jocasta is an attack that grants a bonus of +40 points to the character's Attack Ability and +75 to the Base Damage of the attack. To use the Technique, the character must have access to at least a minimum of two intensities of fire.

**DEX 4 STR 5 WIL 5**

**Effects:** Attack Ability (Single) +40, Damage Augmentation (Single) +75

**Disadvantages:** Elemental Requirement (*Lesser Intensity*)

**Type:** Action (Attack).

## SELUNE, SHADOW OF THE MOON

**Level:** 2      **MK:** 65

Selune is an improved version of Sirius that allows the character to carry out a devastating Area Attack. It begins in a similar way to Sirius, given that the character scratches the ground with the tip of his weapon, creating a current of flames. However, instead of directly hurling the current against an enemy, the character continues striking the same spot over and over again while the forces of the contained flames grow and grow. Finally, when all the energy is about to explode, the character carries out a final cut that sends the attack against its target, where it bursts into an immense column.

Selune is a Long-distance Attack with a range of 150 feet that, after reaching its target, explodes in a 150 foot radius (which does not affect the user). Unlike Sirius, which uses damage corresponding to the weapon of its user, Selune uses as its Base Damage double the character's Presence, plus his Power bonus.

In order to carry out Selune, the character must have access to a minimum of two intensities of fire.

**DEX 5 POW 3 WIL 5**

**Effects:** Long-distance Attack (Single) 150 feet, Area Attack (Single) 150 feet.

**Advantages:** Reduction of Ki 3.

**Disadvantages:** Elemental Requirement (*Lesser Intensity*).

**Type:** Action (Attack).

## LYCORYS, SUBMERGE IN DARKNESS

**Level:** 2      **MK:** 50

With a simple gesture, the character envelops his body in dark fire and melds partially with it, preventing his enemy from seeing him well. When the character is attacked, the fire acts as an extension of his Presence, trapping the weapon of his enemy and aiding the character's counterattack.

Lycorys increases by 75 points the Block Ability of the character, and if the Block is successful, it gives the character a bonus of +75 to the counterattack. In order to carry out Lycorys, the character must have access to a minimum of two intensities of fire.

**DEX 7 STR 7 WIL 7**

**Effects:** Block Ability (Single) +75, Counterattack Ability +75

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Elemental Requirement (*Lesser Intensity*).

**Type:** Action (Attack).

## LYCORYS KORENE, SUBMERGE IN DARKNESS

**Level:** 2      **MK:** 60

Lycorys Korene acts exactly like Lycorys, except it increases the Dodge Ability of the character instead of his Block Ability.

**DEX 7 STR 7 WIL 7**

**Effects:** Dodge Ability (Single) +75, Counterattack Ability +75

**Advantages:** Reduction of Ki 3.

**Disadvantages:** Elemental Requirement (*Lesser Intensity*).

**Type:** Action (Attack).

## DARK PHOENIX

**Level:** 3      **MK:** 90

The character absorbs all the fire that surrounds him and makes it explode, creating a gigantic mass of black flames with the form of a Phoenix. Moments later, he hurls himself upon his enemies, annihilating everything in his path with his dark wings of fire.

Dark Phoenix allows the character to attack from a distance of 800 feet using the Projection and Trail of Destruction advantages and increases his Attack Ability by 150 points. However, the energy required by the character to use this Technique is not easy to control; it consumes a part of his life (he temporarily loses 50 LP), and his capabilities suffer (a  $\square 75$  penalty to all actions). In order to carry out Dark Phoenix, the character must have access to a minimum of eight intensities of fire.

**DEX 15 STR 15 WIL 15**

**Effects:** Attack Ability (Single) +150, Long-distance Attack (Single) 800 feet (*Projection, Trail of Destruction*)

**Advantages:** Reduction of Ki 5.

**Disadvantages:** Elemental Requirement (*Greater Intensity*), Vital Sacrifice (50 LP), Action Penalty  $\square 75$ .

**Type:** Action (Attack).

## LEGACY OF SOLOMON

**Number of Techniques:** 9      **Total MK:** 575

The Techniques that compose the Technique tree known as the Legacy of Solomon were created during the greatest moment of splendor of the Empire of Solomon. It is said that all the information and principles of its attacks were gathered in the nanomachines that ran through the blood of the High Senators, allowing them to activate them unconsciously. Thus, it is enough to imbue Ki into the nanomachines so that they act on their own account in the most convenient way. Perhaps, the most unusual characteristic of these Techniques is that they act completely independently of the fighting ability of the character; it is the nanomachines that, following their original programming, trigger the different effects. Even someone without the slightest notion of fighting could use them effectively.

## DEFENSIVE PROTOCOL DT-01: SCREEN

**Level:** 1      **MK:** 50

Gathering the spiritual energy of the character, the nanomachines raise a screen of energy composed of a combination of numbers and programming terms. Defensive Protocol DT-01 gives the character the capacity to defend himself from attacks with an Energy Shield with 400 Life Points, which regenerates at a rate of 100 points per turn. The shield does not use the ability of the character, but uses a Predetermined Defense of 180 points (Absurd). This Technique can be maintained by paying 7 points of Ki per turn.

**DEX 8 (Maint. 2) AGI 8 (Maint. 2) POW 11 (Maint. 3)**

**Effects:** Predetermined Defense (180), Energy Shield (400 LP, Regeneration 100), Maintained.

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Requirement (*Ancient Blood*).

**Type:** Turn (Defense).

## REACTIVE PROTOCOL AC-01: EXALTATION

**Level:** 1      **MK:** 25

Using the energy of the character, the nanomachines produce a strong electrical impulse that stimulates his muscles and nerve endings, making him react even at the most improbable moments. This Technique allows the character who uses it to recover his Action in a turn in which he has lost it.

**DEX 4 AGI 4 POW 4**

**Effects:** Quick Recovery.

**Advantages:** Reduction of Ki 1

**Disadvantages:** Requirement (*Ancient Blood*).

**Type:** Action (Variable).

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+75のボーナス  
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## OFFENSIVE PROTOCOL AT-01: EDGE OF SOLOMON

**Level:** 1 **MK:** 35

The nanomachines use the energy of the character to manifest next to him a technomagical blade that goes through his enemy immediately. This Technique carries out an additional attack, completely independent from any the character makes during the turn, using a Final Attack of Ability 240. Offensive Protocol AT-01 uses as its Base Damage double the Presence of its user, plus his Power bonus.

**DEX 7 AGI 7 POW 7**

**Effects:** Limited Additional Attack +1, Predetermined Attack (240), Long-distance Attack (Single) 15 feet.

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Requirement (Ancient Blood).

**Type:** Action (Attack).

## DEFENSIVE PROTOCOL DT-02: GREATER SCREEN

**Level:** 2 **MK:** 65

An improved version of Defensive Protocol DT-01, this Technique forms a much more powerful screen. This Technique gives the character the capacity to defend himself from attacks with an Energy Shield with 500 Life Points that regenerates at a rate of 250 points per turn. The shield does not use the Defense Ability of the character, but instead uses a Predetermined Defense of 240 points (Almost Impossible). This Technique can be maintained by paying 12 points of Ki each turn.

**DEX 12 (Maint. 4) AGI 12 (Maint. 4) POW 12 (Maint. 4)**

**Effects:** Predetermined Defense (240), Energy Shield (500 LP, Regeneration 250), Maintained.

**Advantages:** Reduction of Ki 2.

**Disadvantages:** Requirement (Ancient Blood).

**Type:** Turn (Defense).

## SEARCH PROTOCOL SC-02: EYES OF SOLOMON

**Level:** 2 **MK:** 60

A visor covers the eyes of the character while various technomagical spheres appear floating next to him and make a physical and supernatural scan of the area. Each one of them immediately transmits everything that it detects to the visor, giving the character a detailed image of what surrounds him. Search Protocol is a sustained Technique with a five turn duration that gives the character who uses it Radial, Night, and Supernatural Vision.

**DEX 9 AGI 10 POW 10**

**Effects:** Night Vision, Radial Vision, See Supernatural, Minor Sustenance.

**Disadvantages:** Requirement (Ancient Blood).

**Type:** Turn (Variable).

## OFFENSIVE PROTOCOL AT-02: MECANUS

**Level:** 2 **MK:** 100

With the energy of the character, the nanomachines manifest an enormous technomagical weapon, a cannon of high technology, that floats above him. Innately, the powerful artifact responds to the thoughts of the character, detecting any possible target within its reach and launching a powerful barrage of projectiles at the target.

This Technique carries out an additional attack, completely independent of any the character can make during the turn, using a Final Attack Ability of 240. Offensive Protocol AT-02 uses as its Base Damage double the Presence of its user, plus his Power bonus, and it is sustained for five turns.

**DEX 18 AGI 18 POW 18**

**Effects:** Limited Additional Attack +1, Predetermined Attack (240), Long-distance Attack (Single) 300 feet, Minor Sustenance, Combinable.

**Advantages:** Reduction of Ki 1.

**Disadvantages:** Requirement (Ancient Blood).

**Type:** Action (Attack).

## OFFENSIVE PROTOCOL RX-02: PANDORA

**Level:** 2 **MK:** 65

This protocol modifies the system of Offensive Protocol AT-02: Mecanus, causing each shot to cause a true symphony of destruction. This Technique combines its effects with those of Mecanus, causing the attack to affect an area with a 150 foot radius.

**DEX 4 AGI 4 POW 4**

**Effects:** Area Attack (Single) 150 feet, Combinable.

**Advantages:** Reduction of Ki 4.

**Disadvantages:** Requirement (Ancient Blood), Maintained Technique (Mecanus).

**Type:** Action (Attack).

## FINAL DEFENSIVE PROTOCOL DT-03: GUARDIAN

**Level:** 3 **MK:** 95

This defensive program causes the nanomachines to absorb almost all the energy of the body of the character, manifesting a screen of technomagical pieces around him that, like an immense sphere of pure power, covers him completely. Thus a perfect system of defense is created, an absolute protection that absorbs, inoffensively, any kind of attack.

This Technique gives the character the capacity to defend himself from attacks with an Energy Shield of 1,000 Life Points that regenerates at a rate of 500 points per turn. The shield does not use the ability of the character, but rather uses a Predetermined Defense of 320 (Inhuman). Lamentably, the energy overload makes it that every time this Technique is executed, its user must sacrifice 25 Life Points. This Technique can be maintained by paying 21 points of Ki per turn.

**DEX 22 (Maint. 7) AGI 22 (Maint. 7) POW 23 (Maint. 7)**

**Effects:** Predetermined Defense (320), Energy Shield (1,000 LP, Regeneration 500), Maintained.

**Disadvantages:** Requirement (Ancient Blood), Vital Sacrifice (25 LP).

**Type:** Turn (Defense).

## FINAL OFFENSIVE PROTOCOL AT-03: APOCALYPSE

**Level:** 3 **MK:** 80

Final Offensive Protocol AT-03: Apocalypse is the definitive combat program of the Legacy of Solomon, the most powerful and unstoppable of all the creations of Solomon. When the character uses it, thousands of small machines are combined with the cannon from Offensive Protocol AT-02: Mecanus, increasing its power to unbelievable levels. When the cannon fires, the power of the impact is such that it devastates absolutely everything, creating a true apocalypse of destruction.

This Technique combines its effects with those of Offensive Protocol AT-02: Mecanus, causing the attack carried out with it to use a Final Attack Ability of 440 (Zen) and tripling its Base Damage. Optionally, it is also possible to combine this Technique with Offensive Protocol RX-02: Pandora.

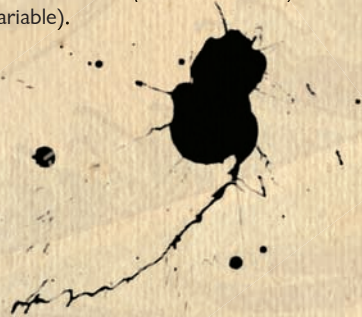
**DEX 20 AGI 20 POW 20**

**Effects:** Predetermined Attack (440), Damage Multiplier (Single) x3, Combinable.

**Disadvantages:** Requirement (Ancient Blood), Maintained Technique (Mecanus), Limited Circumstance (Half of Life Points).

**Type:** Action (Variable).

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## FROSTKOLIER

Number of Techniques: 5

Total MK: 225

Frostkolier is the name the Combat Techniques developed by the elite warriors of the town of Annar, in Haufman, receive. They were developed from the lessons imparted by a Kami in mortal form that traveled more than two centuries ago to the Tip of the World. Its principles are based on the control of ice and low temperatures and are considered to be some of the best Combat Techniques of Gaia.

### FROSTLINDER

Level: 1

MK: 35

By exuding cold into his weapon, the character causes dozens of shards of ice to accumulated on it. Then, he makes a multitude of cuts, causing frozen shards to be hurled at his enemy in barrages. This Technique grants the character the ability to carry out four Long-distance Attacks against an enemy not more than 60 feet away. If he wishes it, the character can direct each attack against a different enemy.

DEX 9 CON 9 POW 9

Effects: Long-distance Attack (Single) 60 feet, Additional Attacks +3.

Disadvantages: Elemental Binding (Water).

Type: Action (Attack)

### FROSTVALAR

Level: 1

MK: 25

The character surrounds his weapon with an icy aura that freezes everything it touches. In addition, its surface becomes reflective, allowing him to use it to strike supernatural discharges and rebound them at their caster. Frostvalar grants its user's weapon the properties of a Cold Elemental Attack and uses the rules for Physical Shock when intercepting a supernatural discharge. This Technique can be maintained by paying 2 points of Ki per turn.

DEX 3 CON 3 (Maint. 1) POW 3 (Maint. 1)

Effects: Physical Shock, Elemental Attack (Cold), Maintained.

Advantages: Reduction of Ki 2.

Disadvantages: Elemental Binding (Water).

Type: Turn (Attack)

### KOLINGER

Level: 2

MK: 45

Solidifying his aura, the character creates around him a great amount of ice that forms crystal armor. Kolinger provides the character with AT 6 against all types of attacks and can be maintained by paying 3 points of Ki per turn.

CON 7 (Maint. 2) POW 7 (Maint. 1)

Effects: Armor Augmentation 6, Maintained.

Disadvantages: Elemental Binding (Water).

Type: Turn (Defense)

### ARNBJORG

Level: 2

MK: 45

When stopping a blow with this Technique, the character projects an image of himself to make the block and then counterattack. This form, surrounded by ice, strikes and shatters into small fragments after carrying out the attack.

Arnbjorg increases the Block Ability of the character by 50 points and allows him to make a counterattack using the rules for an Indirect Attack. The counterattack is an additional attack; it is possible to carry out the counterattack even if the character has already attacked that turn or attacks later that turn.

DEX 11 CON 11 POW 11

Effects: Block Ability (Single) +50, Counterattack Ability +50, Indirect Attack, Limited Additional Attack +1.

Advantages: Reduction of Ki 1.

Disadvantages: Elemental Binding (Water).

Type: Action (Counterattack)

## GUNNHILDUR

Level: 3

MK: 75

When using this devastating Technique, the character extends a frozen aura around his enemy, creating dozens of ice mirrors that surround the enemy everywhere. Then, the character momentary melds with them and begins to attack his enemy from all directions. This Technique grants the character the ability to make 11 Continuous Attacks against his enemy.

DEX 13 CON 13 POW 13

Effects: Limited Additional Attack +10 (Continuous Attack).

Advantages: Reduction of Ki 1.

Disadvantages: Elemental Binding (Water).

Type: Action (Attack)



## ANIMA,

### THE SONG OF THE FALLEN ANGELS

Number of Techniques: 5

Total MK: 495

Of all the Technique trees, the one called    The Song of the Fallen Angels    is likely the most powerful and complex of them all. How it originated and whether at present there is anyone with the skill and the knowledge necessary to use its Techniques is unknown, but it is said that the Techniques    power is such that, with them, it is even possible to kill a god.

### DEDISCO DEUS CRUX,

#### THE CROSS OF THE FORGOTTEN GOD

Level: 1

MK: 50

Even the first and most basic of these Techniques possesses a vast power. When using it, the character uses his Ki to enter into contact for a few moments with a primeval and forgotten force. Letting himself be suffused by it, the character hurls himself against his enemy and crisscrosses the enemy with his weapon. Moments later, two lines of pure energy arise from the body of his enemy, forming an enormous cross that subdivides the enemy.

The character executes two attacks when using this Technique, applying a modifier of +100 to his Attack Ability for both.

AGI 7 DEX 8 POW 8 WIL 7

Effects: Attack Ability (Single) +100, Additional Attack +1.

Type: Action (Attack).

### SHERAPHIM IANUA, THE DOOR OF THE SERAPHIM

Level: 1

MK: 40

This Technique surrounds the character with four wings of light that protect him from any kind of attack. The wings interpose themselves whenever he is going to be struck, automatically stopping the attacks directed against him.

This Technique increases the Dodge Ability of the character by +40 against all attacks each turn and allows him to ignore, during each turn, the penalties for Additional Defenses against the first four attacks he suffers. This Technique can be maintained by paying 9 points of Ki per turn.

AGI 8 (Maint. 3) DEX 9 (Maint. 3) POW 7 (Maint. 2) WIL 7 (Maint. 1)

Effects: Dodge Ability (Multiple) +40, Additional Defense +3, Maintained.

Type: Turn (Defense).



### ANGELUS ULTIMA, THE LAST ANGEL

**Level:** 2      **MK:** 100

This Technique transforms the weapon of its user into a colossal wing of crackling supernatural energy (if the character does not use weapons, it simply rises from his back), and he lets it drop against the ground, destroying everything in its way.

This Technique allows the character to carry out a Long-distance Attack with a range of 3,000 feet with an area of affect of a 150 foot radius along its route, and it provides the character with a bonus of +150 to his Attack Ability.

**AGI 14 DEX 14 POW 15 WIL 15**

**Effects:** Attack Ability (Single) +150, Long-distance Attack (Single) 3,000 feet (*Trail of Destruction*), Area Attack (Single) 150 feet.

**Disadvantages:** Predetermination.

**Type:** Action (Attack).

### QUESTUS RESEDI MUNDUS, THE LAMENTATION OF THE WORLD THAT WAS LEFT BEHIND

**Level:** 2      **MK:** 100

When the character uses this Technique, everything stops for a moment and becomes completely dark, with the only exception being the character and the targets of this Technique. Then, the attacker hurls himself upon his enemies, disappearing after each attack; it does not matter what the defender does, when counterattacking he is only able to reach insubstantial shadows. Finally, surrounded by wings, the character manifests in the air and gathers his remaining power to make a devastating final blow that shatters the darkness, which falls around him like broken glass.

This Technique allows the character to carry out eight continuous additional attacks, applying a bonus of +75 to his Attack Ability in the last one of them.

**AGI 14 DEX 14 POW 13 WIL 13**

**Effects:** Attack Ability (Single) +75, Limited Additional Attack +8 (*Continuous Attack*).

**Type:** Action (Attack).

### DELEVI DEUS ANIMA,

### EXTERMINATOR OF THE SOULS OF THE GODS

**Level:** 3      **MK:** 200

Delevi Deus Anima, the Exterminator of the Souls of the Gods, is probably the most powerful and destructive Technique ever created. Its earthshaking power obliterates absolutely everything in range, devastating the place where it is used. It is said that the power of this attack is such that if it were uncontrolled, it would be possible for it to devour entire planets. When the character activates it, the power that arises from the character manifests in four immense wings of light, so large that they protrude out of the atmosphere. Each one of them, equipped with unparalleled power, uncreates what it touches within miles of distance, enveloping everything in light and eternal emptiness. Finally, the only thing that the wings leave behind are feathers, which fall slowly from the firmament as if they were tears of the sky.

Delevi Deus Anima executes an Indirect Attack of Supernatural Energy in an area with a 3 mile radius around the character, applying +200 to his Attack Ability. Instead of using the Base Damage of the weapon of its user, the technique uses as a basis double his Presence, plus his Power bonus, which amount is then multiplied by three. There is no possible armor against this attack; all armors are automatically ignored. After carrying out the Technique, the character must wait an entire minute before using Ki Abilities again.

**AGI 26 DEX 28 POW 30 WIL 29**

**Effects:** Attack Ability (Single) +200, Area Attack (Single) 3 miles, Damage Multiplier (Single) x3, Supernatural Attack, Indirect Attack, Armor Penetration (Ignores Armor).

**Disadvantages:** Predetermination, Overload (20 turns).

**Type:** Action (Attack).



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# APPENDIX

## NEW WEAPONS AND ARMORS

*The weapon does not make  
the warrior more a warrior.  
But it helps alot.*

*Erick Sterki*

Following is a list of new weapons and armors that are available to characters. All of them are real and have been used at some time in history.

### Swords

**Scramasax:** Short sword without crossguard and with a single extremely sharpened edge.

**Claymore:** Sword of great size, balanced for exclusively two-handed use. They range between 45 and 55 inches in length, although their size is usually slightly less than that of a bastard sword. Its most particular characteristic is its crossguard, which has the form of a triangular vertex to grant it a solid defense.

**Bracamarte:** Straight and heavy sword with a single edge, that is wider at the end of the blade.

**Spatha:** Evolution of the gladius, with a greater size. In many ways, it could be considered an archaic version of the long sword.

**Bec de Corbin:** Polearm of six feet, with the shape of a tip and hammer at the end. The end is decked out and decorated normally so that it seems like the beak of an animal. It is a weapon commonly used by palace guards.

**Falcata:** A short, curved sword with one sharpened edge and that is wider at the end. Thanks to a large counterweight in the grip, it has considerable resistance and a heavy cut. It is also much heavier than other swords of its same dimensions. Its use is more similar to that of an axe than that of a sword.

**Katzbalger:** Straight sword with crossguard in the form of an S, designed to be very easy to unsheath. It is used by archers and pikemen as a last option, when their enemies are so close that the bows and pikes stop being effective. By its design, the katzbalger is exceptionally easy to remove from its scabbard, and as a result, a character only applies a penalty of  $\square 15$  to his ability when unsheathing it.

**Montante:** Sword with a larger grip and crossguard than normal, whose edge measures approximately three feet. It is used similarly to a lance. One hand holds the pommel, while the other holds an unsharpened part of the blade.

**Dadao:** Oriental saber, used with two hands because of its considerable size and weight. Its edge is wider at the end of the blade to provide it with greater cutting power.

**Shang Gou, Twin Hook Swords:** These exotic weapons, also called hook swords, are mainly used to disarm and immobilize the enemy. By their unique design, if they are used in a pair, they can hook with one another to increase their reach. When a character uses them in this way, the character loses his additional hand attack, but in return he can make the Area Attack maneuver as if using a Large weapon and apply only a penalty of  $\square 40$  to his ability.

**Urumi:** This strange weapon, with the grip of a sword and an edge formed by extended flexible metal strips, can be used as a whip to produce painful cuts to an enemy. Its handling requires great mastery, since it is very easy to hurt oneself with it. Because of its strange design, it is difficult to defend against its attacks, so any opponent who tries to block or dodge it applies the penalty for thrown projectiles to his defense.

**Grosse Messer:** Used equally by both soldiers and civilians, this excellent weapon is a specialized version of the bastard sword, designed for hacking. With a single edge and with a slightly heavier end, it is considered one of the best cutting weapons.

**Koncerz:** The Koncerz is a weapon normally used while horseback riding. It is similar to a saber because of its grip, but with a four and a half foot blade that allows the wielder to use its considerable reach to thrust with it from a mount. Despite of being conceptually a sword, it applies the rules for polearms when used in combination with a mount. Because of its size, it is able to attack several enemies as if it were a Large weapon.

**Boku-to:** Wood katana used normally in training. A character who knows how to use a katana does not apply a penalty to his ability when he wields a boku-to.

**Kris:** Short sword with a serpentine blade.

**Ninja-to:** Oriental short sword with a straight blade. Its blade usually does not measure more than three feet.

**Ram Dao:** Heavy sword of great size, with a very wide blade that ends in the shape of a  $\square D$ .

**Wakizashi:** Similar to a tanto because of size and design, the wakizashi is a weapon used as a complement to a katana and is usually used with the left hand.

### Daggers

**Dirk:** With a blade triangular in shape, this weapon is used in a similar way to an ice pick.

**Cinquedea:** Extremely large dagger with a very wide blade that begins from the guard until finishing with a point. Nicknamed  $\square$  five fingers  $\square$  due to the size of its blade, it is used mainly by civilians in territories where carrying swords is prohibited.

**Kerambit:** The Kerambit is characterized by its moon shape with a double-edged curve. It has a ring in the bottom part of pommel that allows the wielder to place his forefinger in it to be able to hold the weapon more securely. Leaving the fist free and allowing the wielder to open and close his hand, it is a perfect weapon to be combined with physical attacks or martial arts. A character who uses a kerambit is very difficult to disarm, so he applies +2 to Characteristic checks to avoid losing the weapon.

**Hu Die Dao:** These knives, normally used in pairs, are designed to hide themselves easily underneath Oriental clothes (hidden normally in wide sleeves). They protect the fingers with a resistant guard that is also used to strike forceful blows, like brass knuckles. Also they have a hook in the back of the guard that allows a wielder to hook the weapon of the opponent and disarm him with ease.

**Kukri:** Knife with the edge slightly angled, which measures around a foot.

**Pata:** Similar to a short sword, but with the particularity of being directly integrated into a gauntlet, this weapon is an evolution of the katar whose blade measures up to two feet.

**Lujiadiao:** Double weapon composed of two blades in the shape of a moon. Its wielder holds the weapon along the center, which is protected by one of the blades, and disarms opponents by locking their weapons between its lunar blades.



**TABLE 28: NEW WEAPONS**

Weapon	Damage	Speed	Req. STR	Prim.	Sec.	Weapon Type	Special	Fort.	Break.	Pres.
Atlatl		5 (special)	5			Projectile	Special	8	4	10
Battle Cane	25	+15	5	Impact		Pole		10	1	15
Bec de Corbin	50	10	6	Thrust	Impact	Pole /Mace	Two-handed	12	2	20
Berdiche	50	15	6	Cut	Impact	Pole	Two-handed	12	4	20
Bracamarte	60	10	7	Cut		Sword		15	4	20
Brandistock	40 (30)	+0	6	Thrust	Impact	Pole	Two-handed, Special	9	3	25
Chui	40	+5	6	Impact		Mace		13	3	15
Cinquedea	35	+0	4	Thrust	Cut	Short Arm	Precision	12	0	20
Claymore	65	20	7	Cut	Impact	Sword, Two-handed	Two-handed	16	5	25
Dirk	35	+15	5	Thrust		Short Arm	Precision	10	2	15
Scramasax	45	+0	5	Cut	Thrust	Short Arm		14	4	20
Falcata	60	10	7	Cut		Sword /Axe		12	5	20
Glavius	40	+0	6/7	Thrust	Cut	Pole	One or Two-handed	12	1	20
Goedendag	35	+5	4/6	Thrust	Impact	Pole	One or Two-handed, Special	10	2	20
Grosse Messer	75	30	6/9	Cut		Sword, Two-handed	Two-handed	12	3	20
Guandao	65	20	7/11	Cut	Thrust	Pole	Two-handed	13	3	20
Hu Die Dao	30	+15	5	Cut	Impact	Short Arm	Precision, Special	10	2	20
Katzbalger	45	+10	5	Cut		Short Arm	Special	13	2	20
Kerambit	25	+20	4	Cut		Short Arm	Precision, Special	10	2	15
Koncerz	60	30	8	Thrust		Sword	Special	9	2	20
Kukri	35	+10	6	Cut		Short Arm		12	3	20
Liu Xing Chui	30	+15	5	Impact		Cord	Two-handed, Trapping (Strength 8), Complex	8	1	15
Lujiaodao	25	+20	5	Cut		Short Arm	Trapping Weapon	12	5	15
Mace Bar	50	+0	6/7	Impact		Mace	One or two hands	14	4	20
Montante	80	50	8/11	Thrust	Cut	Sword, Two-handed	Two-handed	18	5	25
Pata	40	+15	6	Cut	Thrust	Short Arm	Precision	13	2	20
Pike	60	30 (+20)	6	Thrust		Pole	Two-handed, Special	12	4	15
Pudao	40	5	6/7	Cut	Impact	Pole	One or Two-handed	12	2	20
Shang Gou	40	+5	5	Cut		Sword	Complex, Trapping Weapon, Special	12	1	20
Spatha	45	+5	6	Thrust	Cut	Sword		14	3	20
Urumi	25	+15	4	Cut		Cord	Complex, Special	7	3	15
Valaska	40	+0	5/8	Cut	Impact	Pole /Axe	One or Two-handed	11	2	20

**Kunai:** Thrown weapon similar to a dagger, although of greater size. Usually they have hoops in the grip, to hold them better.

## Lances And Halberds

**Goedendag:** This simple club, equipped with an iron point in the shape of a pick, is especially designed to go through armor with surprising ease.

**Glavius:** Lance composed of a three foot pole and a blade of about 30 inches, whose use is for short and medium distances.

**Guandao:** Oriental halberd with a heavy blade and a point at the opposite end of the pole. It is very heavy, but in return it has great reach.

**Pudao:** Oriental weapon for infantry, adapted for use in several martial arts. It has a short pole and ends in a blade with single edge.

**Brandistock:** This lance has the particularity that its point is retractable and unfolds when thrusting with the weapon. By its particular design, at the moment the end unfolds, the Base Damage of the weapon is increased to 60, although later it is necessary to use two whole turns to return the point to its original position. The Damage attribute (marked in parentheses in the profile) is the one that the weapon has while its point is hidden, during which time its Primary Damage Type becomes Impact.



TABLE 29: ORIENTAL WEAPONS

Weapon	Damage	Speed	Req. STR	Prim.	Sec.	Weapon Type	Special	Fort.	Break.	Pres.
Boku-to	25	+0	5/6	Impact		Sword	One or Two-handed, Special	8	1	15
Jutte	20	+15	4	Impact		Short Arm	Trapping Weapon	13	2	20
Kama	40	+5	4	Cut	Thrust	Short Arm		12	1	20
Kau Sin Ke	30	+0	6	Impact		Cord	Complex, Trapping (Strength 8)	13	3	20
Kiseru	20	+15	4	Impact		Mace		13	3	20
Kris	30	+15	4	Thrust	Cut	Short Arm	Precision	11	1	20
Kumade	35	10	4	Thrust		Pole	Special	13	2	25
Kunai	25	+20	4	Thrust		Short Arm	Throwable	10	2	15
Kyoketsu-shogui	25	+10	4	Thrust		Short Arm/ Cord	Trapping (Strength 7), Special	9	3	20
Lajatang	40	5	6	Cut		Pole	Complex, Two-handed, Special	13	3	25
Nagimaki	40	+10	6	Cut		Pole	Two-handed	12	2	20
Naginata	55	10	6/8	Cut	Thrust	Pole	One or Two-handed	13	3	25
Ninja-to	45	+10	4	Cut	Thrust	Sword		12	1	25
Ram Dao	60	20	7/9	Cut		Sword / SworSword, Two-handed	One or Two-handed	16	7	30
Sode Garami	20	+0	5	Impact		Pole	Two-handed, Trapping (Strength 7), Special	13	2	20
Tetsubo	80	50	8/10	Impact		Mace	One or Two-handed	13	4	30
Uchi-ne	25	+10	4	Thrust		Pole	Throwable	10	3	20
Sang Kauw	50	10	6	Cut	Thrust	Pole	Special	10	2	25
Wakizasi	45	+0	4	Cut		Sword		11	3	40

**Berdiche:** Halfway between an axe and a pole weapon, it is characterized by having a blade similar to an axe, attached to the pole at two places, so that it allows a wielder to place his hand in that space and use the blade as a guard at close range.

**Pike:** Similar to a lance, the pike is a weapon of greater length (it measures between 9 and 18 feet). This weapon provides exceptional defense in army formations. By its method of use, it has two different speeds, depending on whether the enemy is or is not outside of hand-to-hand distance. When facing an enemy who is not yet near him or is charging him, the pike uses the Initiative attribute that is in parentheses in its profile.

**Kumade:** Kama of greater size, joined with a pole six feet in length.

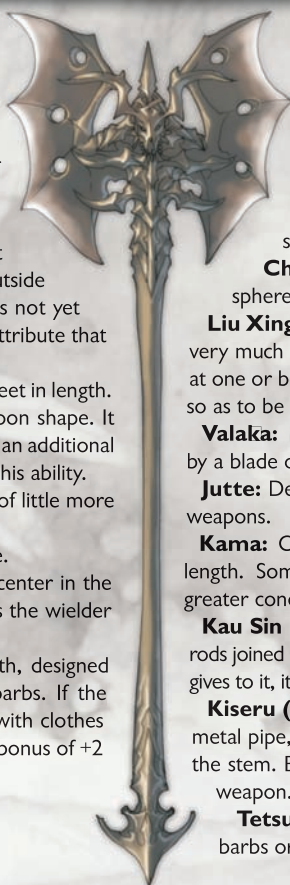
**Lajatang:** Polearm of six feet, with two blades in moon shape. It allows a character to mount an attack just as if he wielded an additional hand weapon, although applying only a penalty of  $\square 10$  to his ability.

**Nagimaki:** Smaller version of a naginata, with a haft of little more than three feet.

**Naginata:** Oriental halberd with a greater-sized blade.

**Sang Kauw:** Strange double lance, with a grip in its center in the form of a half moon and a shield in the middle. It allows the wielder to block projectiles as if it were a buckler.

**Sode Garami:** Polearm, more than six feet in length, designed to catch the enemy with its head full of hooks and barbs. If the character executes a Trapping attack against an enemy with clothes susceptible to being hooked and twisted, he can apply a bonus of +2 to the Strength of the Characteristic check.



## Axes and Blunt Weapons

**Battle Cane:** A cane, reinforced with a counterweight in its upper part, that can be wielded effectively as a mace. It is very commonly used by nobles, since it is a discreet and refined weapon that at the same time is effective.

**Mace Bar:** This peculiar mace is formed by two cross-sectional metal plates, placed in the form of a cross.

**Chui:** Oriental mace, made up of a cane crowned by a metal sphere.

**Liu Xing Chui:** Also called  $\square$  meteor hammer,  $\square$  it is a blunt weapon very much used in combination with martial arts. A long is cord tied, at one or both ends, to a metal sphere kept in continuous movement, so as to be easily thrown at an opponent.

**Valaka:** Light axe with a pole of approximately three feet, crowned by a blade on one side and a small hammer on the other.

**Jutte:** Defensive club in form of an  $\square$ L,  $\square$  which can very easily trap weapons.

**Kama:** Combat tool in the form of a sickle, about 20 inches in length. Some versions with a retractable blade exist, allowing for greater concealment.

**Kau Sin Ke:** Oriental weapon composed of a grip and several metal rods joined by hoops or chains. Thanks to the rotatory force that its user gives to it, its impacts have great power, but it is very difficult to handle.

**Kiseru (Combat Pipe):** As the name indicates, it is a reinforced metal pipe, more than a foot and a half long. The wielder holds it by the stem. Because of its unusual nature, it is an enormously discreet weapon.

**Tetsubo:** Extraordinary hexagonal metal mace, finished off in barbs or protuberances.



TABLE 30: FIRING WEAPONS

Weapon	Damage	Speed	Req. STR	Prim.	Sec.	Weapon Type	Special	Fort.	Break.	Pres.
Bullet Bow		10	4			Projectile	Two-handed, Special	6	3	15
Stone	20			Impact		Munition		5	0	5
Bullets	30			Thrust		Munition		6	1	10
Daikyu		30	7			Projectile	Two-handed	8	2	20
Flight Arrow	30			Thrust		Munition	Ammunition for Daikyu, Special	3	0	20
Standard Arrow	40			Thrust		Munition	Ammunition for Daikyu, Special	4	1	20
Armor-piercing Arrow	30			Thrust		Munition	Ammunition for Daikyu, Special	3	0	20
Kunai	25	+20	4	Thrust		Throwable	Short Arm	10	2	15

## Throwables and Projectiles

**Atlatl:** The Atlatl, also known as dart thrower or woomera, is an archaic tool used with a javelin, providing the javelin with greater launching force and more range. Usually, it is a flexible wooden platform, with two holes in one end to place the middle and index finger into. Despite not being a weapon per se, it increases the Strength of its user by 2 points when used in conjunction with a javelin, but it requires a whole turn of preparation to reload it, and it reduces the Initiative of the javelin by 5 points.

**Bullet Bow:** A short bow combined with a sling, able to hurl stones or bullets in place of arrows. Because of the nature of its use, the character increases his Strength by 2 points with respect to calculating the damage caused with its shots.

**Daikyu:** Long bow of great dimensions, requiring a lot of space to use.

**Uchi-ne:** Oriental version of the javelin, but shorter and heavier.

TABLE 31: TYPES OF ARMOR

Name	Cut	Impact	Thrust	Heat	Elec	Cold	Ene
Perpunte	2	1	2	0	2	2	0
Laminar	3	1	1	0	2	2	0
Brigantine	3	2	3	1	0	1	0
Kozan-do	3	1	1	2	0	1	0
Keiko	3	2	2	2	0	1	0
O-Yoroi	3	2	3	2	2	2	0
Lorica Segmentata	4	3	3	2	0	2	0
Tanko	4	2	3	1	0	1	0

TABLE 32: NEW ARMORS

Name	Armor Requirement	Natural Penalty	Movement Restriction	Fortitude	Presence	Location	Class
Perpunte	10	10	0	11	25	Shirt	Soft
Laminar	20	10	0	12	25	Shirt	Soft
Brigantine	25	10	0	12	25	Shirt	Soft
Kozan-do	25	10	0	13	25	Shirt	Soft
Keiko	30	10	0	14	25	Complete	Hard
O-Yoroi	30	10	1	15	30	Complete	Hard
Lorica Segmentata	30	15	0	13	25	Shirt	Hard
Tanko	35	15	1	14	25	Shirt	Hard

## Armors

**Brigantine:** Armor composed of a shirt, normally of leather, with small, fine oblong metal plates riveted through the interior of the armor.

**Kozan-do:** Heavy oriental armor, made up of small triangles or metal squares, joined by laces of leather or cotton.

**Keiko:** Also called Kake-yoroi, this armor is a lighter more versatile version of the Tanko, normally prepared for the cavalry.

**Lorica Segmentata:**

Armor composed of metallic bands in the torso, neck and shoulders, joined to each other by hinges and straps of leather.

**Laminar:** This armor is formed by rectangular leather plates, sewn to each other in the form of a shirt.

**O-Yoroi:** Is considered heavy samurai armor par excellence. Its shoulders are protected by two rectangular guards and the lower part by four aprons in a trapezoidal form, joined with the cuirass through an intricate system of cords and knots.

**Perpunte:** Reinforced version of padded armor, made to be used without additional layers.

**Tanko:** Oriental armor made up essentially of flexible long metal plates.





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# PLAYER

Name: \_\_\_\_\_  
 Class: \_\_\_\_\_ Hair / Eyes: \_\_\_\_\_ /  
 Level: \_\_\_\_\_ Age: \_\_\_\_\_ Devl. Points: \_\_\_\_\_  
 Gender: \_\_\_\_\_ Height / Weight: \_\_\_\_\_ /  
 Race: \_\_\_\_\_ Apperance: \_\_\_\_\_ Size: \_\_\_\_\_

## EXPERIENCE

Actual: \_\_\_\_\_ Next level: \_\_\_\_\_

## BASE ACTUAL BONUS

AGI			
CON			
DEX			
STR			
INT			
PER			
POW			
WP			



## PHYSICAL ABILITIES

### FATIGUE

Base \_\_\_\_\_  
 Special \_\_\_\_\_  
 ACTUAL \_\_\_\_\_

### ARMOR

ARMOR For. Pres. Sp. Req.


ARMOR TYPE Cut Imp Thr Heat Ele Cold Ene


FINAL

## MOVEMENT

Base \_\_\_\_\_  
 Penalty \_\_\_\_\_  
 Bonus \_\_\_\_\_  
 Final \_\_\_\_\_  
 M/TURN \_\_\_\_\_

## WEAR ARMOR

Base: \_\_\_\_\_  
 STR: \_\_\_\_\_  
 Sp.: \_\_\_\_\_  
 FINAL \_\_\_\_\_

## COMBAT

### ATTACK

Base \_\_\_\_\_  
 Dexterity \_\_\_\_\_  
 Class \_\_\_\_\_  
 FINAL \_\_\_\_\_

### BLOCK

Base \_\_\_\_\_  
 Dexterity \_\_\_\_\_  
 Class \_\_\_\_\_  
 FINAL \_\_\_\_\_

## DODGE

Base \_\_\_\_\_  
 Agility \_\_\_\_\_  
 Special \_\_\_\_\_  
 Class \_\_\_\_\_  
 FINAL \_\_\_\_\_

WEAPON					SP	
ATTACK	DEFENSE	BASE DAMAGE	STR. BONUS	FINAL DAMAGE	SPECIAL	
SPEED	FORTITUDE	BREAKAGE	PRESENCE	PRIMARY ATTACK TYPE	SECONDARY ATTACK TYPE	

WEAPON					SP	
ATTACK	DEFENSE	BASE DAMAGE	STR. BONUS	FINAL DAMAGE	SPECIAL	
SPEED	FORTITUDE	BREAKAGE	PRESENCE	PRIMARY ATTACK TYPE	SECONDARY ATTACK TYPE	

WEAPON					SP	
ATTACK	DEFENSE	BASE DAMAGE	STR. BONUS	FINAL DAMAGE	SPECIAL	
SPEED	FORTITUDE	BREAKAGE	PRESENCE	PRIMARY ATTACK TYPE	SECONDARY ATTACK TYPE	

WEAPON					SP	
ATTACK	DEFENSE	BASE DAMAGE	STR. BONUS	FINAL DAMAGE	SPECIAL	
SPEED	FORTITUDE	BREAKAGE	PRESENCE	PRIMARY ATTACK TYPE	SECONDARY ATTACK TYPE	

INITIATIVE	BASE	SP1	SP2	SP3	SP4
BASE	20	20	20	20	20
ARMOR	N/A				
AGILITY					
DEXTERITY					
WEAPON	20				
CLASS					
SPECIAL					
FINAL					

## LIFE POINTS

Multiple N°	
Base	
Class	
Multiples	
FINAL L.P.:	
ACTUAL	

## SECONDARY ABILITIES

### ATHLETICS BASE BONUS SPE CLASS FINAL

[ ] Acrobatics	AGI	_____	_____	_____	_____	_____
[ ] Athleticism	AGI	_____	_____	_____	_____	_____
[ ] Climb	AGI	_____	_____	_____	_____	_____
[ ] Jump	STR	_____	_____	_____	_____	_____
[ ] Ride	AGI	_____	_____	_____	_____	_____
[ ] Swim	AGI	_____	_____	_____	_____	_____

### VIGOR BASE BONUS SPE CLASS FINAL

[ ] Composure	WP	_____	_____	_____	_____	_____
[ ] Feats of Str.	STR	_____	_____	_____	_____	_____
[ ] Withst. Pain	WP	_____	_____	_____	_____	_____

### PERCEPTION BASE BONUS SPE CLASS FINAL

[ ] Notice	PER	_____	_____	_____	_____	_____
[ ] Search	PER	_____	_____	_____	_____	_____
[ ] Track	PER	_____	_____	_____	_____	_____

### INTELLECTUAL BASE BONUS SPE CLASS FINAL

[ ] Animals	INT	_____	_____	_____	_____	_____
[ ] Appraisal	INT	_____	_____	_____	_____	_____
[ ] Herbal Lore	INT	_____	_____	_____	_____	_____
[ ] History	INT	_____	_____	_____	_____	_____
[ ] M. Appraisal	POW	_____	_____	_____	_____	_____
[ ] Medicine	INT	_____	_____	_____	_____	_____
[ ] Memorize	INT	_____	_____	_____	_____	_____
[ ] Navigation	INT	_____	_____	_____	_____	_____
[ ] Occult	INT	_____	_____	_____	_____	_____
[ ] Sciences	INT	_____	_____	_____	_____	_____

### SOCIAL BASE BONUS SPE CLASS FINAL

[ ] Intimidate	WP	_____	_____	_____	_____	_____
[ ] Leadership	POW	_____	_____	_____	_____	_____
[ ] Persuasion	INT	_____	_____	_____	_____	_____
[ ] Style	POW	_____	_____	_____	_____	_____

### SUBTERFUGE BASE BONUS SPE CLASS FINAL

[ ] Disguise	DEX	_____	_____	_____	_____	_____
[ ] Hide	PER	_____	_____	_____	_____	_____
[ ] Lock Picking	DEX	_____	_____	_____	_____	_____
[ ] Poisons	INT	_____	_____	_____	_____	_____
[ ] Theft	DEX	_____	_____	_____	_____	_____
[ ] Trap Lore	PER	_____	_____	_____	_____	_____
[ ] Stealth	AGI	_____	_____	_____	_____	_____

### CREATIVE BASE BONUS SPE CLASS FINAL

[ ] Art	POW	_____	_____	_____	_____	_____
[ ] Dance	AGI	_____	_____	_____	_____	_____
[ ] Forging	DEX	_____	_____	_____	_____	_____
[ ] Music	POW	_____	_____	_____	_____	_____
[ ] Sl. of Hand	DEX	_____	_____	_____	_____	_____

### SPECIAL CAR. BASE SPE CLASS FINAL

[ ] _____	_____	_____	_____	_____	_____	_____
[ ] _____	_____	_____	_____	_____	_____	_____
[ ] _____	_____	_____	_____	_____	_____	_____



M. KNOWL.

USED

## USE OF KI

(40)

↳ Ki Control	(30)
↳ Ki Detection	(20)
↳ Erudition	(10)
Weight Elimination	(10)
↳ Levitation	(20)
↳ Object Motion	(10)
↳ Mass Movement	(20)
↳ Flight	(20)
Presence Extrusion	(10)
↳ Energy Armor	(10)
↳ Armor of Greater Energy	(10)
↳ Armor of Arcane Energy	(10)
Aura Extension	(10)
↳ Elemental Attack	(10)
↳ Increased Damage	(10)
↳ Increased Reach	(10)
↳ Increased Speed	(10)
Destruction by Ki	(20)
Absorption of Energy	(30)
Physical Shield	(10)
Ki Transmission	(10)
↳ Ki Healing	(10)
↳ Superior Healing	(10)
↳ Stabilize	(10)
Life Sacrifice	(10)
Use of Necessary Energy	(10)
↳ Ki Concealment	(10)
↳ Aura of Concealment	(10)
↳ False Death	(10)
Elimination of Necessities	(10)
↳ Elemental Immunity Fire	(20)
↳ Elemental Immunity Cold	(20)
↳ Elemental Immu. Electricity	(20)
Penalty Reduction	(20)
↳ Recovery	(20)
↳ Restore Others	(10)
Characteristic Augmentation	(20)
↳ Superior Charac. Augment.	(20)
Improvised Combat Techniques	(50)
Technique Pushing	(20)
Combat Aura	(40)
Physical Dominion	(10)
↳ Physical Change	(30)
↳ Superior Change	(20)
Multiplication of Bodies	(30)
↳ Great. Multiplication of Bodies	(30)
↳ Arc. Multiplation of Bodies	(40)
↳ Magnitude	(30)
↳ Arcane Magnitude	(40)
Age Control	(20)
Technique Imitation	(50)
Inhumanity	(30)
↳ Zen	(50)

## USE OF NEMESIS

(70)

Armor of Emptiness	(20)
↳ Noht	(30)
Ki Cancellation	(30)
↳ Greater Ki Cancellation	(20)
Magic Cancellation	(30)
↳ Greater Magic Cancellation	(20)
Matrices Cancellation	(30)
↳ Greater Matrices Cancellation	(20)
Binding Cancellation	(30)
Emptiness Extrusion	(30)
Body of Emptiness	(10)
↳ No Needs	(10)
↳ Movement of Emptiness	(20)
↳ Form of Emptiness	(30)
↳ Essence of Emptiness	(20)
↳ One with the Nothing	(40)
Aura of Emptiness	(30)
Undetectable	(10)
Inhumanity	(20)
↳ Zen	(40)

## ADVANTAGES


## DISADVANTAGES


## ACU. KI ACTUAL

STR			
AGI			
DEX			
CON			
WP			
POW			

## KI RESERVE

SEALS	MINOR	GREATER
WOOD		
METAL		
AIR		
WATER		
FIRE		

## CREATURE SEALS


## ARS MAGNUS


DP MK

## ARS MAGNUS


DP MK

## ARS MAGNUS


DP MK

## RESISTANCES

BASE CAR

BON SPE.

FINAL

BASE PRESENCE				
PHYSICAL	CON			
DISEASE	CON			
POISON	CON			
MAGIC	POW			
PSYCHIC	WP			

## SPECIAL ABILITIES / MODULES

COST


LIMIT

MARTIAL ART DEGREE

SPECIAL ABILITIES


MK TOTAL

B. ATT.

B. DEF

DAMAGE

## TECHNIQUE MK


## TECHNIQUE MK


## TECHNIQUE MK


## TECHNIQUE MK


## TECHNIQUE MK




# EQUIPMENT

OF





COMBAT EQUIPMENT	LOCATION

CLOTHING / ACCESORIES

POSSESSIONS / TITLES

CONTACTS	DESCRIPTION / CHARACTERISTICS

## MONEY

<b>GOLD</b>		<b>JEWELLERY</b>	
QUANTITY	<input type="text"/>	QUANTITY	<input type="text"/>
<b>SILVER</b>			
QUANTITY	<input type="text"/>	QUANTITY	<input type="text"/>
<b>COPPER</b>			
QUANTITY	<input type="text"/>	QUANTITY	<input type="text"/>

<b>RATIONS</b>	
<b>FOOD</b>	<input type="text"/>
<b>DRINK</b>	<input type="text"/>
	<input type="text"/>
	<input type="text"/>

## VARIED EQUIPMENT

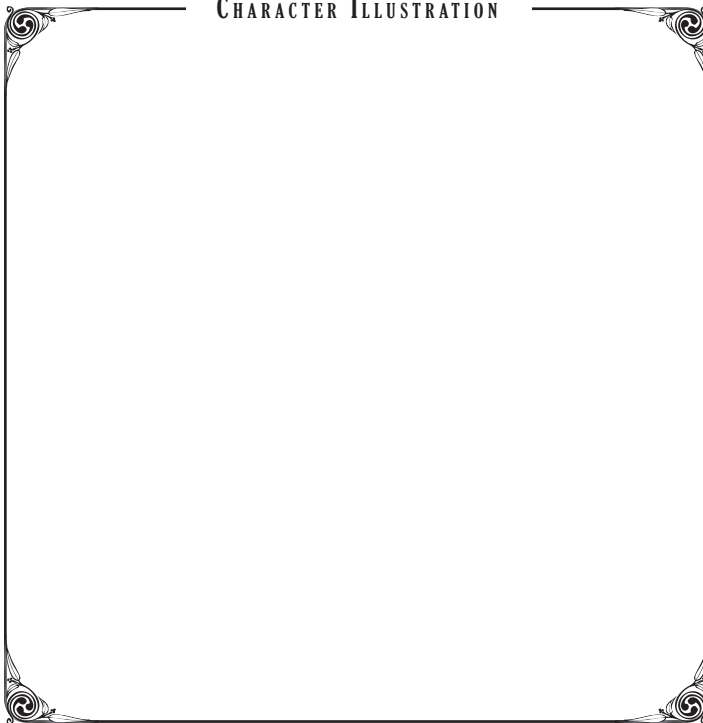
## LOCATION


## SPECIAL OBJECTS

## DESCRIPTION / ABILITIES


## NOTES


## CHARACTER ILLUSTRATION





ACTIVE SPELLS	DAILY ZEON	CREATURES BOUND
TOTAL COST		FINAL REGENERATION

INVOCATIONS	COST	DTF.

INNATE MAGIC	
Base:	<input type="text"/>
Special:	<input type="text"/>
Final:	<input type="text"/>

MAXIMUM ZEON VALUE	x10 <input type="text"/>
INTELLIGENCE	x20 <input type="text"/>
	x30 <input type="text"/>
	x40 <input type="text"/>
	x50 <input type="text"/>

INNATE PSI. POWER	VALUE	EFFECTS DESCRIPTION

LEVEL	FREE ACCESS SPELLS	REQ

ELAN	ENTITY

BACKGROUND

LANGUAGES	
Base:	
1:	
2:	
3:	
4:	
5:	
MAX. LANGUAGES	<input type="text"/>

DAMAGE	
	BASE
	10%
	20%
	30%
	40%
	50%
	60%
	70%
	80%
	90%
	100%
	110%
	120%
	130%
	140%
	150%
	160%
	170%
	180%
	190%
	200%
	210%
	220%
	230%
	240%
	250%
	260%
	270%
	280%
	290%
	300%
	310%
	320%
	330%
	340%
	350%
	360%
	370%
	380%
	390%
	400%





*Anima: Beyond Fantasy* is an immersive roleplaying game that allows players to generate robust characters against the backdrop of a fusion of Eastern and Western mythology and storytelling. The Anima rulebook features over 300 pages of gorgeously-illustrated and colorful character information. With limitless stories, you can become any character that matches your personality or desires. Anything is possible when you go Beyond Fantasy!

フィアト・ルクス

# ANIMA

BEYOND FANTASY

*Anima: The Card Game* is an adventurous series of card games for 2–5 players, consisting of *Shadow of Omega*, *Beyond Good and Evil*, and *Twilight of the Gods*. Explore mystical lands in the world of Gaïa, engage your opponents in hostile combat, and survive dangerous quests to reveal your final epic challenge!



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アニメ タクティクス

# ANIMA

TACTICS

*Anima: Tactics* is a fast-paced miniatures game that immerses players in a world of heroic combat, powerful magic, and fantastical encounters. Players engage each other in combat, with unique groups of characters hailing from different factions and affiliations. Victory is hard-won by the player with the most powerful characters still on the battlefield. Which cunning tactics will you use to dominate?



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AND THEN, UPON LOOKING INTO HIS EYES,  
HE UNDERSTOOD.

IN THERE, THERE WAS NO LONGER ANYTHING.  
NO PAIN. NO SUFFERING. NO HOPE.  
ALL THOSE THINGS HAD BEEN CONSUMED.

ONLY POWER REMAINED.

DOMINUS EXXET IS A BOOK DEDICATED TO THE WORLD OF THE DOMINION OF KI AND ITS FANTASTIC POWERS. IN IT YOU WILL FIND AN INFINITE AMOUNT OF NEW POSSIBILITIES, AS MUCH FOR YOUR CHARACTERS AS FOR THEIR ADVERSARIES, ELEVATING TO A NEW LEVEL THE SPECTACULAR AND DRAMATIC QUALITY OF COMBATS. FORGET EVERYTHING THAT YOU BELIEVED YOU KNEW ABOUT KI BEFORE NOW. WITH DOMINUS EXXET IN YOUR POWER, YOU WILL BE ABLE TO CREATE THE MOST INCREDIBLE COMBAT TECHNIQUES, INVOKE PRODIGIOUS CREATURES, OR AWAKEN ANCESTRAL POWERS.

PREPARE YOURSELVES. ALL THAT AND MUCH MORE ARE NOW IN YOUR HANDS.

WITHIN THIS BOOK YOU WILL FIND:

- **NEW DOMINION TECHNIQUES:** MORE THAN A HUNDRED POWERFUL TECHNIQUES CREATED FOR THE DIRECT USE OF ANY CHARACTER. ALSO ARE INCLUDED DETAILED RULES FOR THE CREATION OF CUSTOMIZED KI TECHNIQUES, WITH DOZENS OF NEW EFFECTS AND EXCLUSIVE ADVANTAGES.

- **ARS MAGNUS:** A COMPLETE AND EXHAUSTIVE LIST OF UNIQUE CAPABILITIES THAT WILL ALLOW FIGHTERS TO CARRY OUT THE MOST INCREDIBLE WONDERS, FROM CONTROLLING PRIMORDIAL ENERGIES IN COMBAT TO TRANSFORMING SO AS TO ACQUIRE NEW LEVELS OF POWER.

- **IMPOSSIBLE WEAPONS:** RULES TO USE EFFECTIVELY IN COMBAT THE MOST IMPROBABLE WEAPONS, LIKE THROWING ROSES OR INVOKING HUNDREDS OF SWORDS WITH ONLY THE POWER OF YOUR SOUL.

- **MARTIAL ARTS:** SIXTEEN NEW MARTIAL ARTS AND ALTERNATIVE SYSTEMS OF LEARNING THAT ALLOW THE CHARACTERS TO IMPROVE THE ADVANTAGES THAT THEIR FIGHTING STYLES GRANT THEM AT THE SAME TIME THAT THEIR ABILITIES INCREASE.

- **LEGACIES OF BLOOD:** MORE THAN TWENTY POWERS LATENT IN THE BLOOD OF THE CHARACTERS. RAISE THE DEAD AND USE THEM LIKE MARIONETTES OR DEVOUR EXISTENCE TO INCREASE YOUR OWN SPIRITUAL ENERGY.

- **ADVANCED COMBAT:** ALL THE RULES NECESSARY TO CARRY OUT COMBATS AT THE HIGHEST LEVEL. CREATE EARTHQUAKES WITH YOUR BLOWS, GO THROUGH MOUNTAINS, OR MOVE SO FAST THAT YOUR ANTAGONISTS ARE INCAPABLE OF SEEING YOU.

- **SEALS OF INVOCATION:** RULES TO INVOKE CREATURES USING KI WITH THE FIVE SEALS OF THE SAMBARA.

- **AND MUCH MORE:** NEW KI ABILITIES, COMBAT STYLES, ADVANTAGES, LIMITS, RULES OF LEARNING FOR KI, AND THE FRIGHTFUL POWERS OF NEMESIS, TO NAME JUST A FEW.



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