



PRIME SPIRAL

Extensions and Hacks to *Anima Prime*

Contents

Using Prime Spiral	1
Skills	4
Dice Size	5
Templates	6
Passions	7
Conditions	8
Permanent Conditions	13
Powers	14
Panoply	16
Contest Powers	19
Damage & Wounds	22
Enlightenment	23
Strike Techniques	24
Break Seeds	26
Summoning	28
Invocations	30
Skins	33
Influences	35
Advancements	38
Trinkets	40
Secrets	42
Martial Arts	43
Crafting	44
d6 Analysis	45
d10 Analysis	46

This work is based on the first edition (2011) of *Anima Prime*, a role-playing game from Berengad Games (part of the Cel*Style community of publishers: celstyle.com), designed by Christian Griffen and licensed under the Creative Commons Attribution-Share Alike 3.0 License. A full version of the text of this game is available for free at:

<http://www.AnimaPrimeRPG.com>

Some ideas (particularly those in the Split Defense chapter) inspired by Lukas Myhan's hack of *Anima Prime* to a more martial arts intensive setting:

<http://metagate.wikidot.com/tmnt-prime>

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Information about *Prime Spiral* can be found online:

<http://divnull.com/blog/tags/primespiral/>

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Using Prime Spiral

This work collects a number of hacks, enhancements, perversions and extensions to the mechanics of Christian Griffen's *Anima Prime*. You will need a copy of this game to make use of the hacks presented here.

Each chapter details a specific type of change you can make to your game, with discussion about why you might want to use (or avoid) it. Some chapters will also mention how their suggestions might be used with suggestions in other chapters.

The changes are intended to be mixed and matched to help you tune your *Anima Prime* game to you specific needs or setting. It is unlikely that you would want to add all of them to your game at once, though it would be possible to do so. (In fact, all of the hacks in this book were created—and used simultaneously—to play *Anima Prime* set in the world of a popular epic fantasy game.)

- skills
- Changing **dice size** allows some tuning of the game to fit certain campaign “feels”.
- When tuning the game to a specific world or story, adding **templates** can help the players learn and reinforce the world.
- Additional **passions** intended to incentivise tactical choices.
- conditions
- permanent conditions
- powers
- panoply
- contest powers
- damage & wounds
- enlightenment
- strike techniques
- break seeds
- summoning
- invocations

- skins
- influences
- advancements
- trinkets
- secrets
- martial arts
- crafting

Author's Apology

For the private hack of *Anima Prime* I use with my own group, I took the Creative Commons text and edited in all the changes we wanted. In doing this, a number of things were renamed to follow certain patterns (for no particularly great reason). In particular:

- All passive powers are nouns.
- All charge powers are (mostly) verbs.
- All weapon effects are adjectives.

The resulting document is not *Prime Spiral*, but did provide a lot of the source text for it. I have tried to convert names back to what they are in *Anima Prime*, but I may have missed some cases. So, if you see a reference to some power that doesn't seem to exist, sorry about that.

Prior Art

Anima Prime has been hacked before and will be hacked again. Some of what has come before:

Faction Rules

<http://animaprimerpg.com/>

Christian Griffen designed this system to add a complex political dimension to *Anima Prime* games where it would be useful.

Item Rules

<http://animaprimerpg.com/>

Originally in the beta of the game, these rules attempted to add a videogame-like crafting and item creation system that would pull players into the Ghostfield setting, but “they weren't quite what I wanted out of item rules”. One of the later chapters in this book suggests another approach to crafting.

GM Budget

<http://animaprimerpg.com/>

This draft illustrates the skeleton of how you might build a budgeting system to control difficulty in your game.

Unity Core

<http://animaprimerpg.com/>

This addition uses cards to provide solo and GM-less play. Environmental conditions (pg. 10) grew almost directly out of the condition cards in these rules.

Pocket Anima Prime

<http://animaprimerpg.com/>

An “accelerated” version of *Anime Prime*, meant as a standalone game. Templates (pg. 6) are a not-quite-so-restrictive implementation of the background cards.

Rookvale

<http://buriedwithoutceremony.com/rookvale/>

Avery McDaldno recast *Anime Prime*—simplifying it in some ways, extending it in others—to build this gritty demon-summoning game. It provides a great example of how to tailor the rule set to the setting and mood you are after.

Intergalactic League of Brawlers

<https://goo.gl/ZoPX66>

Matthew Miller’s emulation of shonen fighting anime strips *Anime Prime* down, then rebuilds it in a new image, making good use of different sized dice and the pacing of marking resources.

Metagate Hacks

<http://metagate.wikidot.com/gamestyle>

This wiki contains a number of player’s light hacks of *Anime Prime* to settings based on well known intellectual property. Lukas Myhan’s hack of adolescent martial arts amphibians provides the source of the strike technique hack (pg. 24).

Kami

<https://goo.gl/cF1axu>

Justin Nichol’s summoning-focussed setting features children binding to spirits who evolve over time. It also allows players to play as the spirits themselves. It bends the summoning system in interesting ways.

Anime Prime 1.5

In 2015, Christian Griffen [posted](#) what he referred to as “*Anime Prime 1.5*” to Google+, saying “I’ve found that even though it works fine as is, there are some ways in which the core game can be improved”. Though not particularly long, the post changes some of the core mechanics of the game that can change the way it plays at the table.

All of the hacks in this document assume 1.5 is the new normal, and are written with it in mind. In many cases this won’t make much difference. When it does matter, it should be relatively straightforward to convert back to 1.0, if you are so inclined.

Pool Changes

The primary changes are to how pools work:

- Your action pool starts at 6 instead of 10.
- Your skills are all one higher to make up for that (5/4/3 instead of 4/3/2).
- You use 0-2 action dice for a maneuver instead of 1-3.
- You no longer take a wound when you maneuver with an empty action pool.
- You can now also use 0-2 dice from your action pool to boost a strike or an achievement roll you make. Contribution limits for strikes or achievements do not apply to these action dice.
- When you catch your breath, you recover half of your maximum action pool. For most characters, that means three action dice, but characters with Stamina will recover one extra action die per level in that power.
- When you catch your breath, your defense counts as one higher (maximum 6) until the start of your next action.

Skill Rolls

During a character scene, when you attempt to do something difficult and failure would be interesting, or when another character opposes you, make a **skill roll**:

- Describe to the GM what you’re doing and figure out together which skill that uses.
- The GM will inform you what the target of the roll is (a number between 3 for regular and 6 for nearly-impossible attempts), taking into account that your character is an anime badass with abilities far beyond normal humans
- The GM will also inform you what the rough consequences of failure might be, bearing in mind that the roll should settle the matter, not allow the player to just keep rolling until they succeed. This may mean that “failure” might not indicate that the character doesn’t succeed, but rather only succeeds by giving up something they’d rather have (e.g. time, a limited resource, information, etc.)
- If you still want to proceed, roll your skill rating in dice; if you don’t have that skill, roll two dice instead. Count the number of dice that show the target or higher as successes and compare it to the following table:

0	You fail at the attempt and something bad happens
1	You succeed at the attempt and something bad happens
2	You succeed at the attempt and nothing bad happens
3+	You succeed at the attempt and you get something extra out of it

The GM will figure out, based on your situation and the stakes set before the check, what the bad thing or the extra thing is.

Difficulties

Because action pool dice can now assist in achieving goals, pools used in making achievements and, therefore, the number of successes they typically generate, will increase on average. To adapt to this, difficulties for goals should be increased by two from those listed in the 1.0 rules. That is:

- Easy: difficulty 6
- Tricky: difficulty 8
- Tough: difficulty 10
- Heroic: difficulty 12

Ramifications

These changes make conflicts go faster (instead of slowing down considerably when characters run out of action dice) and allow for more tactical options.

Allowing action dice on strikes also makes it easier for attacks to overcome defenses. Similarly, the larger importance of action dice, combined with their reduced number, make effects which reduce action pools (like Poisoned) more potent.

One area not explicitly mentioned is what impact, if any, the 1.5 changes have on eidolon mechanics. This document's chapter on summoning (pg. 28) discusses some of the possibilities.

Skills

Hopefully, it should be clear in the main book that skills in *Anima Prime* are intended to be customized to the setting in which you play. What's not quite as obvious is that skills provide a type of signalling between the GM and the other players.

The list of skills in the setting are a sign to the players making their characters about what the setting is like and what type of things the game will be getting up to.

When the players choose skills, that's a signal back to the GM about what the player finds interesting about the setting, and the type of challenges and shenanigans interest them.

What follows are some sample skill lists for different styles of game.

Rookvale

Rookvale describes itself as “grimdark Pokémon”, and centers around summoning an ever-escalating cast of demons. It defines the following skill list:

- Brawling
- Cunning
- Grit
- Haste
- Hymns
- Insight
- Leadership
- Might
- Stealth
- Taunting
- Traps
- Triage
- Weapons
- Witchcraft

Epic Fantasy

- Athletics: running and jumping and lifting
- Audacity: boldness, guts, recklessness, temerity, balls, gall
- Control: riding, taming animals, steering vehicles, coordinating minions, mastering puppets
- Craft: making things, dismantling things, analyzing construction, tool use
- Deception: double talk, cheating, dirty tricks, feinting, deviousness, guile
- Force: raw physical power, the direct approach, breaking things, intimidation
- Endurance: grit, tenacity, determination, integrity, will
- Grace: balance, flowing motion, elegance, poise
- Lore: armed with facts, well-briefed, knows just what to do
- Luck: improbable acts, coincidence, right place at the right time
- Manipulation: persuade, convince, taunt, empathize
- Martial Arts: fighting unarmed or with hand weapons
- Occult: applied magic, magical tricks, magic items and tools
- Ordnance: heavy weapons, destructive devices, war machines, using and defeating fortifications
- Perception: spacial awareness, finding weaknesses, noticing patterns
- Presence: battlefield command, morale building, inspiration
- Quickness: raw speed, getting there first, outrunning, impulsiveness
- Ranged: shooting, throwing, judging distance
- Stealth: sneaking, spying, hiding, ambushing, concealing
- Subtlety: delicacy, the indirect approach, minimal effort, slight of hand

Swashbuckling

- Blast
- Brawl
- Cheat
- Command
- Decorate
- Duel
- Endure
- Flirt
- Harangue
- Hobnob
- Inspire
- Menace
- Pilot
- Ride
- Shoot
- Sneak
- Study
- Tinker
- Trick
- Tumble

Transhumanism

- Adaptability
- Analysis
- Brutality
- Charm
- Empathy
- Exploitation
- Finesse
- Incitation
- Innovation
- Logic
- Meticulousness
- Operation
- Preparation
- Resolve
- Sculduggery

Dice Size

Anima Prime uses pools of d6, where any die showing a three or higher is considered a success (and, in some types of rolls, sixes have special meaning). You can, however, play using a different type of dice. What does this do for you?

Changing Granularity

Consider a game where maneuver rolls are made using d12s instead of d6s, changing targets to match the new dice size (success at five or greater, charge dice on an 11 or 12). This doesn't change the probability of successes at all:

	failure (~33%)		success (~67% chance)				
d6	1	2	3	4	5	6	
d12	1	2	3	4	5	6	7
							8
							9
							10
							11
							12
							charge (~17%)
							strike die (50%)

What it does do is increase the “resolution” of the dice results, providing more granularity. But so what? Why bother?

Well, suppose that, in your game, you want to make maneuvers generate charge dice slightly more often. If you are using a d6, your only choice is to change from generating them on a six to generating on a five or six. This increases the chance of a maneuver die generating a charge die a bit more than “slightly”: it doubles it to one in three. But, using d12s, you could generate charge dice on a 10 or higher. This only increases the chances per die by a bit over 8%, which might be exactly what you want.

Similarly, the d12s give you an option to *reduce* the chance of gaining charge dice, generating them only when rolling a 12. This might be useful, for example, in a lower magic world.

Or, a game might find that changing the success target on a d6 from three to four is way too difficult, but switching to d12s and making the target six or higher increases the “grittiness” of the game in a way the players like.

The enlightenment hack (pg. 23) describes a way of using increased granularity in a game where some types of characters are better at producing charge dice than others.

Powers Allowed by Granularity

Changing the granularity of success (by using d12s, for ample) allows the addition of powers that would probably be overpowered if using d6s. Consider, for example, something like the following passive power for a d12 game:

Lucky

If one or more of the d12s rolled during an achievement come up 12, add an additional success to the result.

Changing Probability

When using dice with face counts that are not multiples of six, probabilities change in other ways, and sometimes that is just what you want. For example, changing a game to use d10s might look like this:

	failure (~33%)		success (~67% chance)				
d6	1	2	3	4	5	6	
d10	1	2	3	4	5	6	7
							8
							9
							10
							failure (40%)
							success (60% chance)

Every die players rolled in a game using this scheme would fail just over 6% more often, but would be about 3% more likely to generate charge dice.

Tantalizingly, though, treating a 4 as a success would only be generate success slightly more often than using d6s. Which suggests some powers...

Probability Changing Powers

Adjusting the success target by one would be extremely powerful in a d6-based game, but combining these powers with a change to d10s results in characters a few percent better or worse at gaining successes than a vanilla *Anima Prime* game, depending on if they use the power or not. Consider, for example, something like the following powers in a d10 game:

Ambition

Cost: 1 charge die

Effect: On an achievement roll, fours are treated as successes.

Vigor

Cost: 1 charge die

Effect: On a strike roll, fours are treated as successes.

Zeal

Cost: 1 charge die

Effect: On a maneuver roll, fours are treated as successes which generate strike dice.

Probability Changing Weaknesses

Similarly, you might add a weakness (for eidola, etc.) which leverages the change in probability when changing to d10s:

Fragile

The eidolon is easier to hurt than usual: any fours rolled as part of a strike on the eidolon count as successes.

Predictable

The eidolon is easy to fool or set in its ways: any fours rolled to maneuver against the eidolon count as successes, generating strike dice.

Skill Rolls

When you change the dice size, naturally, you need to change the targets for skill rolls (pg. 2) to match the die you are using. For an easy test, each die should succeed about two-thirds of the time.

Templates

While power packages (*Anima Prime*, pp. 35–37) provide a way of building archetypal characters quickly, some campaigns may benefit from also building a number of **templates** defining major divisions between characters in the world. A typical fantasy campaign, for example, might define templates along species lines. A game about noble houses in conflict might define templates for each house. And so on.

Templates can help guide players through character creation, but can also stifle player creativity, so think about what you are trying to accomplish before blindly adding them to a game. They tend to work best when giving a mechanical backing to a world that expects certain categories of people (stereotypically) to act a certain way or possess specific abilities.

Templates should probably contain some or all of the following:

- The basic stats for the character. Typically these will be the standard stats normally used (*Anima Prime*, pg. 32), but in some extraordinary circumstances, you might change these. For example, in a game where most characters are demigods, most templates use the standard stats, but perhaps a “mere mortal” template uses a reduced set.
- A small number of fixed (usually passive) powers, which all who choose the template will always have. While a standard *Anima Prime* game has each character select nine powers, a game using templates might have the template set two of these powers, leaving seven for the player to choose.
- If it makes sense, a list of one or two powers which *cannot* be taken by characters choosing the template. Most games should probably avoid this, but it can work for certain campaigns.

- Some templates may have certain vulnerabilities, the way eidola do.
- Depending on how your game will use marks (*Anima Prime*, pg. 27), tying marks to templates in some way can be interesting. For one thing, players who know how the marks work can infer which template an opponent uses (and vice versa), which may give them tactical knowledge.
- If using permanent conditions (pg. 13), templates are a good way to apply them to characters.
- Templates can use secrets (pg. 40) in two ways. First, some secrets may be common knowledge to all with a particular template. Second, some secrets may be easier learn (or available as choices for starting characters) to those of a certain template.
- Some templates may give advice about, or even issue restrictions on, how the player should choose the character’s traits (*Anima Prime*, pg. 30) or appearance.

Example Template: Firetouched

Suppose you are playing a game where all the characters are descended from spiritual beings. Perhaps templates are defined for the various species of spirit ancestor. Those born from fire spirits might look like this:

Basic stats: standard

Powers: Resistance to Fire, Blaze, select seven others. May not take Resistance to Frost.

Mark: Firetouched tend to run several degrees hotter than most people. Most also exhibit some fire-related expression when emotional.

Traits: Firetouched tend to be overly passionate, easily angered, and often have a pet-peeve that irrationally sets them off. At least one trait should reflect this.

Example Template: Locus

One advantage of *Anima Prime*’s more abstract character system is that it can be used to represent types not usually treated as characters. Consider, for example, a campaign world crisscrossed by lines of magical energy. At locations where these lines cross, geomancers can build structures which “tap” into this magic. Such a structure is called a locus, and some of them become sentient. While playing such a structure as a character is challenging, it is possible, and templates can help.

Basic stats:

Action pool maximum: 2

Charge pool maximum: 2

Wound circles: 5 (wounds represent the structure’s ability to function as a locus, not necessarily structural integrity)

Defense: 5

Conditions: Transcendent (pg. 23)

Powers: Arcane Sight (pg. 14), Arcane Thread (pg. 14), Body Resistance, Brighten, Resistance to Electricity, Resistance to Fire, Resistance to Frost. A locus selects from one to nine additional powers, depending on the potency of the magical lines upon which it is built.

Mark: A locus is an obviously magical building, prepared at great expense. The architecture of the locus may reveal a great deal about both its maker and its powers.

Traits: Magic comes in certain “flavors”, and at least one trait should reflect the magic that feeds the locus. The relation between the locus and its maker may also be worth exploring using traits.

Variation: Exclusive Powers

In rare cases, it help flesh out the world is certain powers can *only* be selected by certain templates. For example, perhaps only the firetouched can use Blaze. This sort of exclusivity tends to silo characters both mechanically and socially.

Passions

As one of the few mechanics in *Anima Prime* which directly incentivize players to pursue specific tactical strategies, passions should not be underestimated.

This chapter adds some passions, suitable for most games.

Additional Passions

Command

The character likes to be in charge, and takes pleasure in helping her allies succeed.

Trigger: Gain one charge die if a combined maneuver or achievement you lead succeeds. If you gift dice to another character's maneuver, and it generates an awesome token, gain one charge die.

Connoisseur

The character enjoys the finer things in life, and has a discerning eye. She appreciates moments of transcendent beauty and awe.

Trigger: Gain two charge dice when you witness someone other than yourself being awarded an awesome token.

Cunning

The character takes pride in cleverness and achievement.

Trigger: Whenever you single-handedly achieve a goal, gain a number of charge dice equal to half the goal's difficulty.

Harmony

The character admires coordination and unity, aiming to work in connection with allies.

Trigger: Whenever you gift dice to someone else's maneuver, and it succeeds, gain one charge die.

Meditative

The character relies inward discipline, centering themselves with focus.

Trigger: Whenever you catch your breath, also regain two charge dice.

Succor

The character reveres teamwork, and strives to be a good teammate.

Trigger: Gain one charge die if a combined maneuver or achievement you take part in, but do not lead, succeeds. If you gift dice to another character's maneuver, and it generates an awesome token, gain one charge die.

Style

The character favors style over substance, and favors style generating substance even more.

Trigger: Gain two charge dice any time you are awarded an awesome token. If awarded this token for a maneuver before even rolling your dice, gain an additional charge die.

Temperance

The character shuns impulsive actions and strives to maintain self-control.

Trigger: Gain one charge die any time you have multiple strike dice in your pool, but use your action to maneuver instead.

Valor

The character admires courage, and strives to demonstrate it when facing danger.

Trigger: You gain one charge die at the beginning of any conflict, two if outnumbered (counting squads and swarms as single opponents). Whenever you spend charge dice on powers for an achievement on your own, you retain one charge die for each success rolled (up to the number of charge dice spent), whether the roll succeeded or not.

Conditions

Understanding and using conditions turns out to be quite important when hacking *Anima Prime*, though this is not immediately obvious.

Most game systems can give characters “+1 bonuses” in various ways, and problems can arise when a character gets multiple such bonuses at once. Does some bonus “stack” with some other bonus? How high can bonuses stack before the game starts to break? How easy is it to even keep track of all these bonuses?

Anima Prime avoids all these issues by mostly doing away with the idea of directly granting a “+1 bonus” or “-1 penalty”. Instead, the system assigns conditions and, since you either have the condition or you don’t, you don’t have to worry about stacking or overwhelming the system with too many bonuses. Keep the following guidelines in mind when changing rules:

- powers and effects that assist or hinder should almost always do so via adding conditions.
- anything that awards/inflicts a numeric adjustment directly, outside of conditions, should be either very limited in scope or assumed to be very potent.

Adding Conditions

Adding new conditions into your game (or removing existing ones) can help tailor play for a specific tone; however, complications surround changing conditions, particularly their interactions with powers and effects. Consider the following when adding new conditions:

- Does an existing condition do the same thing, only better/worse? If so, is that desirable?
- Is there a power which inflicts the condition? Does there need to be? Most such powers are action powers costing two charge dice.

- How do inflicting powers interact with Mass Effect impacts the strength of the power? You have two common choices:
 - The power only targets individuals, but Mass Effect allows it to target groups and swarms (it has the Individual keyword, pg. 14).
 - The power affects a single target of any kind, but Mass Effect allows it to target more (it has the Extendable keyword).
- Is there a weapon effect which inflicts the condition? Most are two-slot effects and only place the condition on individuals, requiring Multi Strike or Area Strike to inflict the condition on groups or swarms. Conditions which cannot be inflicted by weapon effects exist in canonical *Anima Prime*, but are the exception.
- What can remove the condition? Some choices:
 - The Dispel power
 - The Restore power
 - A new power specifically to remove the condition (such as Brightness)
 - Catching your breath
 - Conflict ending
- Can anything prevent the condition? Some common choices:
 - The condition cannot be prevented
 - The Body Resistance power
 - The Soul Resistance power
 - A weapon effect (e.g. Toxin Immunity)
- Can adversaries make use of the condition?

New & Altered Conditions

The table on the following page shows the various conditions, the powers and effects that inflict them, how they can be removed, and resistances that apply, and what the condition does. Items in *italics* don’t exist in the main game rules and are, instead, defined in this document, either in this chapter or others. Some of these hacks also reword or reinterpret some of the existing conditions.

Aerobic

Flight can be handled with maneuver descriptions for most games; however, if you want to give tactical “teeth” to flying, you can add this condition for those who use flight in warfare.

The character can move through the air with effortless grace. At the start of her turn, she can add one of the following until the start of her next turn:

- 1 bonus dice to her maneuvers
- 1 bonus dice to her strikes
- 1 point to Strength defense

This bonus does not apply against other characters with the Aerobic condition. If the Aerobic condition is removed, this bonus immediately vanishes. Note: not everything that flies necessarily has the Aerobic condition. A ghost, for example, might float above the ground, but this is not sufficient to gain the bonuses provided by the condition. That is, it is possible to narrate something as flying, but it only gets mechanical bonuses for doing so if it has this condition.

Blindsighted

This condition replaces Darksighted and is a terminology change that means mostly the same thing: the character is not affected by the Blinded or condition.

This is part of an attempt to clean up a potentially confusing redundancy between Blinded, Darkness, and the powers that interact with both of them. Under this scheme, Darkness becomes an environmental condition (see next section) that *inflicts* Blinded.

More than the other conditions, Blindsighted might reasonably be applied to something in a way that can’t be removed. A creature, for example, might have some extra sense, making a good candidate for Blindsighted being a permanent condition (pg. 13) on that creature.

Condition	Inflicting Power	Inflicting Effect	Removed by...	Resisted by...	Description
<i>Aerobatic</i>	<i>Warflight</i>	<i>Aerial</i>			At turn start, choose: +1 die to maneuvers, +1 die to strikes, +1 point to <i>Strength defense</i> . (Only against those without Aerobatic.)
Blinded	Blindness		Restore	<i>Blindsighted</i>	-1 die from all rolls
<i>Blindsighted</i>	<i>Blindsight</i>	<i>Shining</i>	Dispel		Not affected by Blinded
Diseased	Touch of Decay	Infectious	Restore	Soul Resistance Prophylactic	Cannot be healed by any powers
Empowered	Empower		Dispel		+1 bonus die to strikes
<i>Energized</i>	<i>Energize</i>		Dispel		One strike to charge dice at turn start
Hexed	Power Block	Cursed	Restore	Soul Resistance	Charge powers cost one more die
<i>Immaterial</i>	<i>Cross</i>		<i>Grounding</i>		Act only against Immaterial creatures
<i>Inspired</i>	<i>Inspiration</i>	<i>Inspiring</i>	Dispel		+1 bonus die to achieve goals
Poisoned	Poison	Poisonous	Restore	Body Resistance Prophylactic	Lose 1 action die at start of turn
Quickened	Quicken	Propitious	Dispel		+1 bonus die to maneuvers
<i>Rejuvenated</i>	Refresh				
Shielded	Shield	Protective	Dispel		+1 to all defenses
Slowed	Slow	Soporific	Restore	Body Resistance	-1 to all skills
<i>Suppressed</i>					Discard one strike die when making a strike.
<i>Vivified</i>	<i>Vitalize</i>		Dispel		Gain phantom wound circle
<i>Vulnerable</i>		<i>Pejorative</i>	(Restore)	(Soul Resistance)	-1 to all defenses (not a soul-affecting power if bestowed by an environmental condition)
Weakened	Weaken	Debilitating	Restore	Body Resistance	+1 to any target's defense

Items in *italics* are not found in standard *Anima Prime*, but are detailed in this document.

Energized

If a character starts their turn with this condition, they *must* convert one strike dice into one charge dice at the start of their turn, if they have the strike dice available.

Immaterial

The character exists out of phase with the world and cannot be seen, heard or otherwise detected by characters in the material world. The character also cannot directly act against anything in the real world, though they can perceive it. Characters with this condition may act normally against other characters with this condition.

Most characters with this condition will also have the Cross power, which allows them to turn this condition on and off.

Inspired

This condition adds one bonus die to a character's attempts to achieve a goal.

Rejuvenated

When this character catches their breath, they regain all the dice in their action pool, then lose this condition.

Suppressed

Prior to rolling, this character has to discard one die when making a strike.

Vivified

This condition provides a temporary “phantom” wound circle to the character. If the character takes a wound, this additional circle is marked first. It then vanishes, along with the Vivified condition. If a character has the Vivified condition at the end of combat, the phantom wound circle disappears and the character heals one wound.

Vulnerable

All defenses of this character are treated as one point lower.

Environmental Conditions

Environmental conditions are continuously inflicted on everyone around. Such conditions are usually set by the GM at the start of a conflict, based on the setting and situation. Sometimes character actions (for example, setting a room on fire) might create additional environmental conditions, or perhaps even remove them. Environmental conditions affect characters in a number of ways, including:

- Inflict a temporary condition continuously on all present. Such conditions cannot be countered with powers that remove conditions, because the condition would immediately be inflicted again (immunities still apply, of course). Special powers (such as Brighten for Darkness) or achievements are needed to remove the effects of environmental conditions.
- Require characters to spend more (or fewer) charge dice to activate specific charge powers. For example, in the middle of a raging forest fire, ice-based powers might cost an additional charge die, while fire-based powers might cost one less.
- Alter the difficulty of some (or all) goals, up or down. If the environmental condition is somehow removed, the difficulties return to normal. This type of effect can be useful for character created goals. For example, suppose the characters decide they want to flee a conflict, so the GM creates an “Escape” goal. One of the characters then spends their action to create a pile of debris between the characters and their pursuers. To represent this, the player might call for an environmental condition which reduces the target number of the escape goal.
- Specify a countdown (in turns) which reflects some sort of environmental issue that has a time limit, such as a building starting to collapse or an erupting geyser. These conditions clearly spell out what happens when the countdown expires.

This is another way to use countdown dice in a conflict. Countdowns can also be used to represent a temporary environmental issue, such as a dissipating gas cloud.

- Reward or penalize use of particular skills. Dense fog might allow someone to treat their Stealth skill as a point higher than normal, while characters using Ranged might have to treat their skill as a point lower. This type of condition tends to be the least interesting, but might be useful to either give a bit more importance to skills or to push stagnant players out of their comfort zone and narrate skills they don't otherwise use.
- Set another other over-arching condition that seems reasonable.

Environmental conditions are written on cards or post-its, much like goals are (using a different color, if possible). This lets everyone know what condition is in place, what it does, and makes it clear what happens if the condition is eliminated.

Example Conditions

Unlike individual conditions, no fixed list of environmental conditions exists (with one exception). Instead, environmental conditions are tuned to specific situations and desires of the players and GM.

In the examples that follow, the skills mentioned provide an idea of the condition. Naturally, you would tune this based on the skills your game actually uses.

Darkness

The only “official” environmental condition, Darkness inflicts the Blinded condition on everyone. Note that, unlike most environmental conditions, Darkness is mentioned specifically in other rules, and a specific power, Brighten, dispels it.

Darkness

All characters are Blinded.

Close Quarters

A conflict begins in a narrow passage a tomb. The space isn't tight enough to warrant a temporary condition (like, perhaps, Slowed), but the GM decides it does interfere with certain skills, and brings out certain others:

Close Quarters

Courage, Strength: +1
Acrobatics, Firearms: -1

Shifting Ground

At the edge of the world, the characters clash with manifestations of chaos on a field of floating boulders that bob and weave in all directions at random.

Floating Islands

For characters who are not flying:
Grace, Luck: +1
Control, Quickness: -1

Lava Field

Streams of lava meander through a craggy field of black, igneous rock. Jets of gas occasionally burst through the crust.

Lava Field

When any character rolls at least one 1 during a Maneuver, they lose 1 Health unless immune to fire.

Low Ground

The PCs walk through a narrow crevasse, when they are ambushed from above.

Kill Zone

Characters on the low ground gain the Vulnerable condition when attacked by those from above.

Hallucinogenic Spores

The air is filled with fungal spores that cause distracting hallucinations.

Hallucinogenic Spores

All characters lose one strike die at the start of their turn.

Magic Dampening Field

A strange machine messes with local magic.

Magic Dampening Field

All characters are Hexed
Occult: -1

Under the Sign of the Captain

For two weeks, the constellation of the Captain shines at its zenith.

The Captain Ascendant

The Dispel power does not remove the Inspired condition.

Home Ground

The characters strike deep into the homeland of a fierce people whose knowledge of the land gives them constant advantage.

Home Ground

All adversity gains a bonus die to strikes and achievements.

Magical Junkyard

The site is littered with strange mystical doo-dads, gewgaws and whatsits, parts to artifacts unrecognizable except to the most learned.

Mystic Junk

Craft, Lore, Luck, Occult: +1

Blizzard

A howling snowstorm buffets everyone with freezing winds and cuts visibility to nearly nothing.

Howling Blizzard

Audacity, Stealth: +1
Perception, Ranged: -1
Fire powers cost +1cd
Ice powers cost -1cd

Toxic Fog

Deep in the bowels of a strange ship, the characters are trapped in a chamber filled with sickly green poisonous fumes.

Toxic Fog

All characters are Poisoned and
Diseased
Perceive: -1

Collapsing Caves

The cave system containing the conflict is very unstable, and the roof is likely to fall down any second.

Trapped in a Collapsing Cave

Countdown: 8
When the countdown runs out, or if you win the conflict without removing this condition, mark all wounds.

Nexus of Power

The characters discover a portal throbbing with magical energy.

Near the Portal

All maneuvers generate an additional charge die.

Conditions & Goals

The GM should either create or allow the players to suggest goals to counter or perpetuate the starting conditions. For example, the previous Trapped in a Collapsing Cave condition cries out for goals to escape the cave or prevent the collapse.

Escape the Cave [6]

Get out of the cave to safety

Reinforce the Roof [10]

Remove the Trapped in a Collapsing Cave condition

Players might also suggest goals that can counter (or add) environmental conditions. For example, in the Toxic Fog example (above), a player might suggest “you know, I bet this chamber has an air purification system that would scrub the air. It must be malfunctioning.” Seems reasonable, so the following goal is added:

Jury-rig Air Purifier [8]

Remove the Toxic Fog condition

Goals might also get created during a conflict which, if achieved, trigger new environmental conditions. For example, suppose the characters are fighting in a tea house, filled with woven mats and paper dividing walls, when someone uses the Firestorm power. The GM might reasonably create a new environmental condition on the spot:

Growing Inferno

At the end of each turn, roll X dice as a strike against all in the building. X starts at 3, increasing by 1 each turn.
Once X=5, fire powers cost -1cd
Once X=5, ice powers cost +1cd

The GM might also create a (possibly parallel) goal for the adversity to achieve that would add a new environmental condition. For example:

Complete Tainting Ritual [6]

Create an environmental condition that gives all foul creatures in the area the Energized condition.

Then, if that goal is achieved, this condition comes into play:

Tainted Aura

All demons and undead gain the Energized condition.

The players should usually have a chance to stop such an occurrence before it happens:

Spoil Necromantic Ritual [8]

Remove the “Complete Tainting Ritual” goal from the table.

If they fail this, the GM might also consider creating a goal that counters the result in some way:

Dispel Necromantic Aura [10]

Remove the Necromantic aura environmental condition.

Some goals might both remove an environmental condition and heal the temporary conditions it inflicted.

Deactivate Reality Engine [6]

Remove the Magic Dampening Field environmental condition and remove all Hexed conditions.

Environment and Character Scenes

In rare circumstances, the GM may create environmental conditions that apply to character scenes, changing how such scenes work. This should be done before scenes begin (or, perhaps, even before they are announced) so that players can decide if and how to interact with them. Some examples:

Surrounded by Tranquility

The PCs are staying at a place of rest and relaxation.

At the Inn of Falling Blossoms

A character scene may heal two wounds instead of just one.

In the Jungle

The PCs trudge through jungle filled with poisonous plants, stinging insects and hideous noises.

A Terrible Place to Camp

Character scenes may not heal wounds.

At a Crossroads

The PCs have entered a place where the walls between various realms are paper thin.

Inter-dimensional Nexus

All characters gain the Gate Sense power while here. Those that already have it may gain both its benefit and another benefit from a single scene.

Permanent Conditions

Conditions in *Anima Prime*, such as Blinded, Empowered, etc. are a type of “tag” that can be put on a character temporarily, which attaches a mechanical effect. You might, however, leverage the notion of such mechanical “tags” to add special permanent conditions which are “always on” for certain characters.

Permanent conditions often work best for NPCs or adversaries. Rather than provide explicit bonuses (passive powers might be better for that), permanent conditions work best by interacting with powers and effects. That is, the condition is a sort of statement of being, and powers and effects react to that statement. Permanent conditions might also be used by Environmental Conditions (pg. 10).

This is perhaps best seen by example. This chapter suggests two. The Enlightenment chapter (pg. 23) provides a different type of example.

Example Permanent Conditions

Profane

The character is tainted with the energies of hell/the underworld/necromancy. Typically, creatures like demons, undead or ghosts would be assigned this condition. While it carries no mechanical effect of its own, certain powers are more effective against, or restricted to, profane targets.

Wyld

The character is tainted with, or spawned from, the energies of pure chaos. Depending on your campaign world, creatures with this condition might be limited to how long they could stay in the real world and/or have some sort of vulnerability to a particular material. For example, perhaps weapons made of cold iron deal affronts instead of wounds to such characters, or banish them.

Condition-related Passive Powers

Integrity

The character adds one to defense against strikes from characters with the Wyld condition. He or she is also immune to both influences (pg. 35) and contest powers (pg. 19) invoked by characters with the Wyld condition. Characters with the Wyld condition may not learn this power.

Condition-related Charge Powers

Assertion

Cost: 1 cd

Effect: This power adds three bonus dice to a strike against a target with the Wyld condition.

Righteousness

Cost: 1 cd

Effect: This power adds three bonus dice to a strike against a target with the Profane condition.

Vitriol

Cost: 3 cd

Effect: This power adds two bonus dice to the effect of power or panoply effect with the Elemental keyword and allows the strike to ignore any resistance to the element the target may have. This power can only be activated by those with the Profane condition.

Condition-related Effects

Axiomatic

Effect Slots: 1

Effect: Your strikes against targets with the Wyld condition gain two bonus dice.

Holy

Effect Slots: 1

Effect: Your strikes against targets with the Profane condition gain two bonus dice.

Sample Environmental Conditions

Permanent conditions can work well to tilt the balance of conflicts within particular environments towards or away from the PCs by linking environmental conditions to them. This can supply a type of “home field advantage” or similar situations.

Tainted Aura

All Profane characters gain the Energized condition.

Heart of Chaos

All Wyld characters gain two Action Die at the beginning of their turn.

Sanctified Ground

All Profane characters gain the Slowed and Weakened conditions.

Powers

Powers control a lot of the feel and tone of the game at the table, so tuning them to your setting can do a lot to encourage the type of play you are after. While adding new powers can be useful, don't be afraid to remove or alter existing powers either. Powers like Spontaneous Gating, for example, are heavily intertwined with the Ghostfield setting, so may not be appropriate for your game.

Keywords

The conversational style of the *Anima Prime* rules helps when learning the game, but can sometimes interfere with hacking the game (and *talking about* hacking the game). In order to “stick a pin” into some of the common characteristics of certain powers, Prime Spiral adds **keywords** to the game and uses them throughout the rest of the book.

Keywords are not so much changes to the rules of *Anima Prime* as they are a method for condensing and clarifying some of its rules. They make it easier to add new powers and help make clear that powers with the same keyword work the same way.

Powers and effects may have one or more keywords that define special rules or conditions that govern their use. Some keywords interact with other keywords. Your hack may very well invent some new keywords.

Definitions

Arcane: characters with Arcane Sight (see next section) spend one less charge die to activate this power.

Body: targets with the Body Resistance power are not effected by this power.

Electric: this power produces a electricity-based strike and may not be combined with other Elemental powers or panoply effects unless they also have the Electric keyword.

Elemental: this power produces an elemental effect. This keyword is mostly used for collectively

referencing all the powers that deal elemental damage as a group.

Fire: this power produces a fire-based strike and may not be combined with other Elemental powers or panoply effects unless they also have the Fire keyword.

Frost: this power produces a frost-based strike and may not be combined with other Elemental powers or panoply effects unless they also have the Frost keyword.

Extendable: this power normally only affects a single target, but Mass Effect can be used to apply the power against additional targets.

Healing: this power can remove wounds and slights; however, it cannot benefit a target with the Diseased condition, nor can it remove affronts (pg. 22).

Individual: this power only affects individuals, but can be made to affect squads and swarms with the Mass Effect power.

Soul: targets with the Soul Resistance power are not negatively affected by this power.

Keywords of Existing Powers

- Banishment: Arcane
- Blaze: Elemental, Fire
- Blindness: Individual
- Body Drain: Individual, Body
- Chain Lightning: Elemental, Electric
- Dispel: Extendable
- Empower: Extendable
- Firestorm: Elemental, Fire
- Frost Spikes: Elemental, Frost
- Ice Hurricane: Elemental, Frost
- Inspiration: Extendable
- Life Drain: Healing, Individual, Soul
- Life Transfer: Healing, Individual, Soul
- Nightvision: Extendable
- Poison: Individual, Body
- Power Block: Individual
- Quicken: Extendable

- Refresh: Extendable
- Restore: Extendable
- Rise of the Phoenix: Healing
- Shield: Extendable
- Slow: Individual, Body
- Touch of Decay: Individual
- Vampiric Strike: Individual, Healing
- Weaken: Individual, Body
- Zap: Elemental, Electric

Keywords of Existing Effects

- Fire Aura: Elemental, Fire
- Frost Aura: Elemental, Frost
- Shock Aura: Elemental, Electric

New Passive Powers

Most powers introduced or altered in *Prime Spiral* are presented as part of a broader hack and shown in their own chapters, but the powers that follow are something of a grab-bag. Maybe they fit in your hack, maybe they don't.

Arcane Sight

The character can see the flows of magic. When describing a maneuver against an eidolon, the character gains one bonus die. The character also pays one less charge die when activating powers with the Arcane keyword. Characters with this power may request goals to reveal traits of other characters. They may see characters with the Immaterial condition and immediately recognize when someone is using a skin (pg. 33).

Arcane Thread

Multiple: unlimited

Your character is mystically connected to another character (who must have an arcane thread back to you). When the connected character activates a charge power, you may supply a single charge die to the character to feed that charge power. This die is transferred regardless of the distance that separates the characters, but you may only send at most one die through the connection each round.

All arcane threads generate a trinket called a fetish which represents the connection. The fetish may, with difficulty, be destroyed to sever the thread (typically the GM will create a goal to represent this).

Also, either party may voluntarily sever the link using a character scene, shattering the fetish as the scene's benefit. In some cases, it may be possible for others to destroy the fetish or otherwise force the thread to be severed by other means. For example, if one side of the thread is a locus (pg. 6) perhaps tampering with its structure might do this.

When a thread is severed, the characters retain the Arcane Thread power. They may keep the thread unattached as long as they like, in which case the power provides no benefit, or they may use a character scene to connect the thread to another character with an unattached Arcane Thread power. The thread connects as the benefit of the scene for both characters, creating a new fetish.

Arcane Gestalt

You may use your Arcane Thread power to make connections to more than one character at a time, wrapping these connections into a single fetish. While the fetish remains, all the characters connected by it may transfer charge dice as if they all had arcane threads with each other. You may form multiple distinct "networks" of threads, each with their own fetish, if desired.

Usually, no character in a gestalt can transfer more than one of their own charge die per round. An exception to this is when the holder of the fetish leads a combined achievement. In this case, members of the gestalt may funnel as many charge dice to the leader as they like. Essentially, members can all fuel the leader's charge powers for the achievement. If the leader also has the Leadership power, members may transfer as many dice as they like to each other. Again, all transferred dice must be used on the round in which they are transferred.

Blindsight

The character gains the Blindsighted condition permanently; it cannot be dispelled. (This replaces Darkvision.)

Empathic Bond

When you use your Arcane Thread power to connect to other characters, you get a sense of the emotional state of those to whom you are linked, regardless of any distance that may separate you. You also know approximately how far away, and in what direction, they are from you, at all times.

If both sides of a thread have this power, the effect is amplified such that the connected parties can send thoughts to each other, allowing covert communication over any distance.

Transference

Multiple: 2

The character has the ability to transfer items to and from a magical pocket dimension at will. Items must be in physical contact with the character when they appear or disappear. Living beings cannot be transferred.

This power may be taken up to two times. The first time, the character may transfer small items (e.g. ammunition, weapons, coins, books) or her panoply. They may exert nuanced control during the transfer (e.g. instantly replacing the clothing they are wearing with a new set). The second time the power is taken, the character may transfer very large items (e.g. vehicles, small huts).

Warflight

The character has some means of highly maneuverable combat flying. While in the air, the character gains the Aerobic condition.

New Charge Powers

Now that keywords have been introduced, we can add some powers to go with the conditions added in the prior chapter:

Cross

Cost: 3 cd

Effect: If you have the Immaterial condition, it is removed. If you do not have the Immaterial condition, you gain it. You may only use this power on yourself.

Energize

Cost: 2 cd

Keyword: Extendable

Effect: This power grants the Energized condition to a character designated by the power user. (The target must convert a strike dice into a charge dice at the start of her turn, if possible.)

Inspiration

Cost: 2 cd

Keyword: Extendable

Effect: This power grants the Inspired condition to a character designated by the power user. (The target gains one bonus die to all achievement attempts.)

Vitalize

Cost: 4 cd

Keyword: Extendable, Healing

Effect: This power grants the Vivified condition to a character designated by the power user. (The target gains an additional "phantom" wound circle.)

Panoply

You won't be far off to dismiss this chapter as tinkering just for the sake of tinkering, as it is mostly a hack of terminology. It intends to clarify, streamline and expand the soulbound weapon system (*Anima Prime*, pp. 135–142).

While it contains some mechanical changes (such as merging Soulbound Weapon and Weapon Upgrade into the Panoply power), most of the changes are to nomenclature. In particular, it jettisons the name “soulbound weapon”. The rules intend this term to cover “a pretty broad category: instead of an actual weapon, it could be any item that imbues the character with additional effects, such as a suit of armor or a charm.” A single “weapon” might not even be a single item, as with one of the example characters, who has a bag of tricks represented as a “soulbound weapon”. Yet, you can have mechanically meaningful multiple “weapons”, too. It's all just a bit cumbersome.

The alternative offered by this hack lumps all the important weapons, armor, magic artifacts and such together into a character's **panoply**. This chapter should be read as replacing everything in the soulbound weapons section of the *Anima Prime* rules except the list of effects.

The Panoply

Regular weapons, armor and other possessions do not have specific numerical bonuses in *Anima Prime*, although they can be used in maneuver descriptions with appropriate skills (such as Force, Ranged, Martial Arts, Stabbing, etc.). But some items are potent enough to offer mechanical benefits during conflicts. A character's collection of such items is known as the character's **panoply**.

Not all characters have a panoply. To gain one, a player must first select the Panoply power (described below). This gives them a very basic panoply, which can be expanded by purchasing additional powers.

Characters are assumed to always have access to their a panoply, unless the character's player specifically agrees not to bring it into a particular conflict. A character can only use her own panoply and never anybody else's. Similarly, panoply effects cannot benefit anyone but the original owner of the panoply.

A great deal of flexibility can be brought to bear when describing a panoply. Perhaps it consists of just one large weapon. Maybe it is a mix of favored armor and a trusty sword. Maybe it is an array of smaller artifacts that mix together to provide particular effects. How you visualize it is up to you.

Panoply Modes

A panoply can become complex enough that only some subset of it may be used at a single time. For example, suppose a character has both a huge sword and magical longbow. Only one of those weapons is likely usable at once. Or, perhaps the character's panoply contains a complex suit of armor that supports multiple combat configurations. When a panoply offers multiple, mutually exclusive sets of effects, each set is called a **mode**.

When the character initially buys the Panoply power, they gain a panoply with only one mode, with one **effect slot**. A character with a panoply with more than one mode (thanks to multiple purchases of the Panoply power) can choose which mode is active at the beginning of a conflict. Switching modes counts as the character's action for the turn (though characters with Quickdraw can switch for free).

Panoply Seeds

Some games, particularly higher magic games, may want to introduce **panoply seeds**. They provide a sort of narrative evolution of the panoply, and allow the player and the GM to use the panoply to move the story. So what is a panoply seed?

Your panoply wants something. It may not be intelligent or communicative, but it wants something nevertheless. Giving it what it wants is the key to unlocking more of its potential. Within the game, what the panoply wants is represented by a panoply story seed. This works like any other story seed, where the idea may or may not get picked up, and really only holds the potential for a story direction, not its full arc.

Concluding this seed helps advance the power of the panoply. For example, if using advancements (pg. 38), concluding the seed provides an advancement which can be used to gain panoply powers.

A panoply will often contain items with complex or mysterious histories. So, one possibility for panoply seeds is to uncover this history, such as “discover the name given to the panoply by its maker”. As the story advances, seeds might get more complicated, such as “kill all the ancestors of the woman who killed the panoply's maker” or “find the source of the metal used to forge the panoply”. Or even “decipher the mysterious runes carved into the blade”.

Panoply seeds might also drive the character to certain developmental directions. For example, suppose a weapon was created by a great sorcerer. The weapon might want the current wielder to follow in its creator's footsteps, and have a seed related to learning sorcery. Or, an artifact which used to be held by someone with strong connections to its family might seek to calm down its new owner with a seed like “you should meet a nice girl”.

While the player will know the seed of a panoply her character wields, the character herself might not. On the other hand, perhaps an item in the panoply provides visions of a previous life, or resonates certain emotions or flat out talks to the character. The panoply may even have knowledge the player couldn't dream to have. (And may conceal this fact until one of its needs are met.)

Panoply seeds should be decided by the wielder and the GM together. They can be a good

opportunity to veer the story off in a different direction. For example, suppose some of the group mentioned at the start of the game that they wouldn't mind exploring the icy north at some point. A panoply seed that links to something in the north might be just the thing to give the characters a reason to go there. In any case, remember that the seed is about what the *panoply* wants, and that the reasons it has for wanting that may not follow human logic. Often, a panoply wants things for its wielder, perhaps trying to shape her into something she is not.

Once a panoply seed is concluded, the player and the GM should choose a new seed, either continuing a path set by the prior seed, or responding in some way to its current situation (insofar as the panoply can perceive and understand its situation).

Disarming

A panoply has one drawback: it can be disarmed. In order to do this, the GM has to spend an awesome token while doing a maneuver (which could be the awesome token earned with that maneuver). This ensures that disarming can happen only when the PCs are facing foes that are formidable enough to earn five or more dice on maneuvers. The GM can disarm multiple modes from a character who has them, which still only costs a total of one awesome token.

As compensation for losing the panoply, the PC immediately (and without spending an action) gets to roll bonus dice to gain strike and charge dice. The player rolls two dice per effect slot of the lost panoply. If the GM decides to disarm multiple modes, the player adds two dice total for each additional mode lost after the first (so a player with Panoply III, Potency II who loses all modes would roll 10 dice: three times two for the effect slots and two dice each for the additional two modes).

		Panoply		
		I	II	III
Potency	-	2	4	6
	I	4	6	8
	II	6	8	10
	III	8	10	12

Dice are earned as in maneuvers. As these are bonus dice, they do not earn awesome tokens (but they're also not limited as to how many dice can be earned).

Characters who want to get their panoply back in the very same conflict need to achieve a goal with difficulty eight for each mode. This achievement also can be done by other characters on behalf of one of their allies or with a combined achievement. The PC automatically regains their panoply at the end of the conflict if they win it. If they lose, they will have to achieve the goal in the following conflict.

Gamemasters should not overuse this ability. While it's fun (and rewarding for the player) to do this every now and then, it can become frustrating if the player is constantly denied the benefit of their special item. On the other hand, if the player is really bothered by it, she is free to pick Improved Grip as one of her powers.

Damaging a Panoply

When a character with a panoply is wounded, she may elect to apply some or all of the damage to the panoply instead of herself. Each wound applied to the panoply prevents the wound from hurting the character, but renders one of the panoply's modes—and all the mode's effects—inactive until the damage can be repaired.

Any character with the proper knowledge and equipment can repair panoply damage, even if the panoply is not their own. (One way to represent this is with secrets, pg. 42.) Repairing each mode

takes a character scene. Damaged modes may be disarmed, but do not award dice (nor do their slots).

Panoply Powers

Panoply powers are passive powers, specific to using a panoply. The primary power is Panoply, and the others do nothing without that prerequisite.

Panoply

Multiple: 3

The character forms a magical, spiritual or demonic bond with one or more magical artifacts. The artifacts can range from human-sized swords to gauntlets with claws to magical pistols or armor or any other kinds of items that grant the wielder power.

Each time the power is selected, the character gains a panoply mode. Each mode begins with a single effect slot. Any character with the SouleSmith power can change the effects during the course of your story, if your PC allows it.

Potency

Multiple: 3

Each time this power is selected, it adds an effect slot to *each* of the character's panoply modes. A character with Panoply III and Potency I has three panoply modes with two effect slots each.

Quickdraw

The character can switch modes during a conflict at the beginning of her turn without consuming the character's action.

Improved Grip

When the GM tries to disarm a character with this power, the player of the character can choose whether or not to be disarmed. If she chooses to be disarmed, she gains the bonus dice as usual. If she refuses, she doesn't gain any dice, and the GM does not spend the awesome token.

Soulsmith

Multiple: 4

The first time this power is taken, it allows the character to place (or replace) an effect of one slot level on a panoply mode. This takes one character scene of ritualistic incantation. The character does not earn any other benefits from a character scene during which she places an effect. The character can place one effect at a time, so she can place single-slot effects on all four slots of a 4-slot weapon (taking one scene per effect).

For each additional time the power is taken, the character can place an effect of one additional effect slot. A character with Soulsmith III can place effects that take up one, two or three slots, but not four slot effects. Each effect takes one scene to affect, no matter how many slots it takes up. Ultimate Weapons cannot be changed like this; they require special circumstances and time allotments as determined by the GM (in addition to Soulsmith IV).

Soulsmith has no effect on damaged panoply modes.

Immediate Imbuement

Multiple: 2

The character can use their Soulsmith power instantaneously, even during a conflict. Instead of taking one scene per slot, it takes one action per slot. This takes up both the Soulsmith's and the weapon owner's turns if they are not the same character. Outside of a conflict, the character can change one effect on a weapon during a character scene and still gain one of the regular scene benefits.

This power can be taken a second time, in which case the replacing of an effect in a conflict takes just one action no matter how many slots the effect has. Outside of a conflict, a character can change all of a panoply mode's effects in the same scene and still get a scene benefit. Ultimate Weapons cannot be changed with Immediate Imbuement.

Additional Panoply Effects

Many of the hacks listed in the book include additional panoply effects you might add to your game if you use that particular hack. Some additional effects are:

Ghostly

Effect Slots: 1

Effect: Your strikes may hit Immaterial characters.

Shining

Effect Slots: 1

Effect: You gain the Blindsight condition so long as you wield this mode.

Thirsty

Effect Slots: 1

Effect: When this weapon deals a wound, one strike die is transferred from the target to you.

Transferable

Effect Slots: 1

Effect: You may shift this mode to and from a magical pocket dimension at will, so long as you wield it.

Inspiring

Effect Slots: 2

Effect: You benefit from the Inspired condition as long as you wield the panoply in this mode.

Pacesetting

Effect Slots: 2

Effect: You may ignore the order set by the GM during a conflict and initiate your action at any point during the turn.

Pejorative

Effect Slots: 2 **Keyword:** Individual, Soul

Effect: When you inflict a wound on a character, you mark the target's soul, making your victim easier to hit by inflicting the Vulnerable condition on them.

Aerial

Effect Slots: 3

Effect: The character has some means of highly maneuverable flying. While in the air, the character gains the Aerobic condition.

Sundering

Effect Slots: 3

Effect: When you would inflict a wound, you may, instead, inflict the wound on the target's panoply.

Contest Powers

By design, *Anima Prime* lacks mechanics whereby one character can manipulate the mind of another. The hack in this section suggests a method of leveraging the game's goals mechanics to represent abilities like charms, illusions and so on. If you want characters to be able to do such things, you can add **contest powers**. These are a new, somewhat complicated, type of charge power. These powers can be purchased like any other charge powers.

Using Contest Powers

Players can always suggest goals to the GM and she will add them to the conflict (unless the request is way out of line). The goals created by contest powers, however, differ in three respects:

- the goal suggested by a contest power is extremely specific.
- the goal would probably be considered “out of line” by most GMs, were it not backed by a power.
- the GM *cannot* refuse to put it in play.

Activation

Activating a contest power introduces the **contest goal** immediately. Activation can be done *at any time* and *does not require an action*; however, all the activation does is put the goal into play. The character activating the power must now use actions as normal to try to achieve the goal.

Unless otherwise indicated, the contest goal is a *grouped* goal, where the group allowed to achieve it is only the character who created it (i.e. activated the contest power) and the target of the power. Also, contest goals are *solo* goals, not allowing combined achievements, on either side.

If the character who activated the contest power achieves the goal first, the full effect of the power is unleashed on the target. If the target achieves the goal first, the contest power is thwarted and ends.

If a contest goal is achieved and not countered, the result may last a long while after the conflict which imposed it is done.

Contest powers are not affected by Mass Effect, but may target individuals, squads or swarms.

Activation With Awesome Tokens

For one awesome token, you may activate a conflict power you know, instead of spending charge dice to do so. If you activate the power in this way, the target cannot attempt to achieve the contest goal until you attempt it at least once.

Breaking Free

As soon as the target is affected by a contest power, a **counter-goal** is introduced immediately. These are usually *grouped* (only the target may attempt it) *solo* (they must do so alone) goals, representing the ability to break the effect of the contest power. If the counter-goal is achieved, the effect of the contest power ends immediately. Note that this is a huge exception to the rule that goals cannot be “undone” in the same conflict.

If a contest power forces a target to do something it would normally consider unthinkable (e.g. jump off a cliff, stab his wife, etc.), the target may make an immediate attempt to achieve the counter-goal, gaining three bonus dice to do so.

List of Contest Powers

Compulsion

Cost: 2 cd or 1 awesome token

Contest Goal: “Compel {target} to {behavior}”.

Contest Goal Difficulty: the target's charge pool maximum (subtract 1 for each wound the target has taken)

Effect on Achieved Goal: You plant a specific and immediate intention in the target (e.g. “I will do the chicken the dance”, “I will fall asleep”, “I will jump from this tower”). On his own turn, the target must either follow this compulsion or spend three dice from his Action Pool to suppress it. On your

own turn, you may spend your action maintaining the compulsion. Each round you do so, the difficulty of the counter-goal increases by one. Each round you choose not to do so, the difficulty of the counter-goal decreases by one.

Counter-goal: “Remove compulsion”.

Counter-goal Difficulty: the rating of the skill used in, plus the threshold of, the roll that achieved the compulsion.

Conversion

Cost: 3 cd or 1 awesome token

Contest Goal: “Convert {target} to {cause}”.

Contest Goal Difficulty: 4 if the target is predisposed towards the cause, 6 if the target is indifferent to the cause, 8 if the target opposes the cause, 10 if the cause violates the target's core beliefs (add 2 for squads, add 3 for swarms)

Effect on Achieved Goal: You plant a long-term intention in the target (e.g. “I will invade the Blessed Isle”, “I will help make your army strong”, “I will persecute monks of the temple up the mountain”, “I will find the McGuffin”). This intention immediately becomes the character's new story seed (or acts in a similar way if inflicted on an NPC).

Counter-goal: “Deprogram {target}”.

Counter-goal Difficulty: the rating of the skill used in, plus the threshold of, the roll that achieved the compulsion, plus 2. Unlike most counter-goals, the target cannot achieve this goal, but anyone else can (individually or combined). This goal also follows the target around, and remains present in every conflict involving him. Once this goal is achieved, the target may re-select their character seed.

Domination

Cost: 4 cd or 1 awesome token

Contest Goal: “Control {target’s} mind”.

Contest Goal Difficulty: the target’s charge pool maximum (add 2 for a squad or swarm)

Effect on Achieved Goal: You can control the target as if it were an eidolon, deciding when it takes actions and what those actions are. When the target acts, it can use your pools or its own, just as if it were your eidolon. You also gain control of any eidola the target controls.

Counter-goal: “Overcome domination”.

Counter-goal Difficulty: the rating of the skill used in, plus the threshold of, the roll that achieved the domination. While dominated, the target becomes a passenger in his own body, aware as he normally would be, but unable to act in the real world. Instead, the target’s actions represent conflict within his brain to cast off the domination. He can maneuver (within his own head) and attempt achievements, but may not strike or summon. He may use charge powers, but only to augment his own actions.

Illusion

Cost: 3 cd or 1 awesome token

Contest Goal: “Make {belief} real to {target}”.

Contest Goal Difficulty: the target’s charge pool maximum (subtract one for each wound the target has taken, subtract the level of any active influence that reinforces the target belief, add the level of any active influence that contradicts the target belief)

Effect on Achieved Goal: You force a target to believe something that, probably, is not true (e.g. “you are covered with insects”, “I am your wife”, “your house is on fire”, “a dinosaur is rampaging through the market”, “that man is the Chosen One”, etc.). The target is absolutely convinced that this illusion is true, but how he reacts to that truth is up to him.

Counter-goal: “Disbelieve the lie”.

Counter-goal Difficulty: the rating of the skill used in, plus the threshold of, the roll that achieved the compulsion (add the level of any active influence that reinforces the target belief, subtract the level of any active influence that contradicts the target belief). The target can only attempt this goal if confronted with a strong reason to doubt the illusion. Others may maneuver to provide this doubt and, if so, may join a combined achievement if the target starts one. This goal may follow the target around, and remain present in every conflict involving him, if appropriate.

Possession

Cost: 4 cd or 1 awesome token

Contest Goal: “Possess {target’s} body”.

Contest Goal Difficulty: the target’s strike pool maximum (add 2 for a squad or swarm)

Effect on Achieved Goal: You wear the target as if it were a skin. You also gain control of any eidola the target controls.

Counter-goal: “Overcome possession”.

Counter-goal Difficulty: the rating of the skill used in, plus the threshold of, the roll that achieved the possession. While possessed, the target becomes a passenger in his own body, aware as he normally would be, but unable to act in the real world. Instead, the target’s actions represent conflict within his brain to cast off the possession. He can maneuver (within his own head) and attempt achievements, but may not strike or summon. He may use charge powers, but only to augment his own actions.

Sentiment

Cost: 2 cd or 1 awesome token

Contest Goal: “Make {target} feel {emotion}”.

Contest Goal Difficulty: 4 if the target is close to this emotion already, 6 if the target is emotionally neutral, 8 if the target feels some other emotion, 10 the target is strongly feeling an opposite emotion (subtract one for each wound the target has taken)

Effect on Achieved Goal: Until the end of the scene, you force a target to feel a certain emotion. This feeling is overwhelming, but untargeted. For example, you might make a target feel love or hate in general, but not who they love or hate (that would be the job for an illusion). Characters, including the target, who incorporate this emotion into maneuvers gain two bonus dice on the roll. Players may also be able to suggest new goals that take advantage of the emotion. For example, if the target is filled with rage, a player might ask for a “goad {target} into attacking recklessly” goal. Or a target filled with lust might make a “become the object of {target’s} desire” goal easier.

Counter-goal: “Get ahold of myself”.

Counter-goal Difficulty: the rating of the skill used in, plus the threshold of, the roll that achieved the sentiment.

Additional Panoply Effects

Enthralling

Effect Slots: 1

Effect: Your attempts to achieve a contest goal created by a contest power you activated gain two bonus dice.

Willful

Effect Slots: 1

Effect: Your attempts to achieve counter-goals created by a contest power which targets you gain two bonus dice.

Additional Eidolon Weakness

Impressionable

The eidolon is easily influenced. Anyone using a contest power against the eidolon gains three bonus dice to achieve the power's contest goal.

Contest Power Example

Vexes at a Distance uses wants to convince *Unrepentantly Battleworn Servant* that the deep gorge they are fighting next to has a bridge across it, when no such bridge is actually there. He activates his Illusion power just before it is his turn to act (remember, activating a contest power does not require an action). He spends three charge dice, and a goal to “Make the bridge real to Servant” shows up on the table. Since *Servant*'s charge pool maximum is 6, this is the difficulty of the goal.

Make bridge real to Servant [6]

Illusion

grouped, solo, single

Servant plans on using her action to try to achieve this new goal herself, which would allow her to dispel the effect; however, Vexes' player acts next. He pours all he's got into trying to achieve the goal, and winds up getting eleven successes, bringing the illusion into effect.

The counter-goal of “Disbelieve in the bridge” appears. Since Vexes used a skill of rating 4 and got five successes more than he needed, the difficulty of the counter-goal is 9.

Disbelieve in the bridge [9]

Counter the illusion

grouped, solo, single

Damage & Wounds

Conflict systems lend themselves to tinkering. The following sections suggest two different changes you might make in the area of damage and wounds.

Leftover Damage

When making a strike, you will often have successes that ultimately don't help you. For example, if you strike a target with Defense 4, four successes deal one wound and eight successes will deal two, but what if you rolled seven successes? You deal one wound in this case, and three of your successes are effectively lost.

This section will refer to such successes as **spare successes**. Spare successes are not particularly satisfying. This section suggests some ways to put them to work, with the assumption that you will add, at most, one of them.

Attacker Momentum

In this variation, if the attack did any damage, a strike die is added back into the attacker's strike pool for each spare success. The idea is that the additional successes reflect gaining subtle advantage that makes the next attack more likely to succeed.

Compared to the other variations in this section, this hack has the advantage that it is fairly easy to implement and remember, and doesn't add additional crunch to the game.

Vulnerability

Rather than benefiting the attacker, spare successes penalize the target by bestowing a new type of condition. This has the advantage of allowing one attacker to make the target vulnerable to an ally, but requires some additional bookkeeping.

If you damage a target and have spare successes, that target gains the Vulnerable condition (pg. 10) until it catches its breath.

Compromising the Target

More complicated than the other choices, this variation requires a lot more bookkeeping, but can lead to spectacular finishes. It may also be a bit over powered.

When you damage a target, place a token (a glass bead or other counter) on the target for each spare success. When anyone makes a strike against that target, they may remove up to three tokens from the target. Removed tokens may be used to pay the cost of strike powers used in that attack, each token being equivalent to one charge die.

When someone catches their breath, remove any such tokens on them.

Slights & Affronts




Adding a bit of complexity to the wound system provides some additional tactical options to a long form campaign. These additions are likely more complexity than they are worth for a short-term or introductory game, though some other sections in this book, notably invocations (pg. 30), require them.

Slights

A slight acts in all ways like a wound except one: it is automatically healed at the end of a conflict. Mark slights with a slash through the wound circle. Note that slights are still considered to fill the circle, so it is possible to be defeated by nothing but slights.

Affronts

Affronts represent brutal, lasting physical harm. An affront acts in all ways like a wound, except that affronts cannot be removed by healing powers, require at least three character scenes to heal, and likely leave scars afterward.

-  Marking a slight
-  Marking a wound
-  Marking an affront

Actions Without Dice

In the original rules, taking an action with an empty action pool deals a wound, while the "1.5" rule changes (pg. 2) eliminate this wound entirely. Slights suggest a middle ground to use in either case: acting with an empty action pool causes a slight, instead.

Slights and Awesome Tokens

For three awesome tokens, you can change one wound you have taken into a slight.

Additional Charge Powers

Cripple

Cost: 4 cd

Effect: Wounds dealt by a strike deal affronts instead.

Invigoration

Cost: 3 cd per wound

Keyword: Healing

Effect: One or more wounds on a target eidolon are changed to slights. An eidolon with this power may target itself.

Additional Panoply Effects

Subduing

Effect Slots: 3

Effect: If a strike from this weapon would deal any wounds, it instead deals that many slights, plus one. This effect cannot be used in the same strike as a power or effect with the Elemental keyword.

Traumatic

Effect Slots: 3

Effect: When you would inflict a wound, you deal an affront instead.

Enlightenment

Adding a specific set of permanent conditions may be useful in a game which contains characters whose connection to magic reaches differing depths, referred to here as “enlightenment” (although you could use “potency”, “power”, “divinity”, “consciousness”, or any other sort of concept for a hierarchy of magical acumen). The conditions suggested here alter the chances of a character gaining charge dice, with the idea that characters deeply connected to magic do so more easily.

This hack is built on the assumption that the basic dice used for the game have changed to at least d10s (pg. 5). The d6 doesn’t have enough granularity for these changes to work properly.

Enlightenment Conditions

Every character has exactly one enlightenment condition at any given time, which measures how connected they are to magic and, as a consequence, how easily they can generate charge dice. Generally, a character’s level of enlightenment can only be changed through massive dedication and effort. For a d10 game, the conditions are defined like so:

Mundane

The character has no inherent magical ability. Characters with this condition cannot gain charge dice through maneuvers (though may gain them through their Passion), and typically can work magic only through complex ritual, if at all. Note that this condition is assumed to be extremely rare for PCs, as it is a serious disadvantage. Mundane characters tend to use passive and panoply powers only.

Enlightened

The character has the ability to use magic intrinsically. On a maneuver roll, the character gains a charge die for each 10 rolled.

Illuminated

The character connects more deeply to magic than the merely Enlightened. On a maneuver roll, the character gains a charge die for each 9 and 10 rolled. In games using this hack, this level should likely be the baseline for most PCs, as it most closely matches the probability of charge dice generation in standard *Anima Prime*.

Transcendent

The character has transcended the physical, connected more deeply to magic than even the Illuminated. On a maneuver roll, the character gains a charge die for each 8, 9 and 10 rolled.

Using other dice

If using d12s, the most obvious way to use the enlightenment conditions is in “half-steps” away from the standard *Anima Prime* odds.

Another method would be to switch Enlightened to be the baseline, giving even mundanes a small chance to generate charge dice with maneuvers.

Using d20s also provides some interesting choices, allowing a more narrow range of difference.

The tables below show a number of possibilities, using different types of dice and different baselines for PCs (in bold).

d6	1	2	3	4	5	6
All characters	Failure		Strike			Charge

d10	1	2	3	4	5	6	7	8	9	10
Mundane	Failure			Strike						
Enlightened	Failure			Strike					Charge	
Illuminated	Failure			Strike					Charge	
Transcendent	Failure			Strike					Charge	

d12	1	2	3	4	5	6	7	8	9	10	11	12
Mundane	Failure				Strike							
Enlightened	Failure				Strike						Charge	
Illuminated	Failure				Strike						Charge	
Transcendent	Failure				Strike						Charge	

d12	1	2	3	4	5	6	7	8	9	10	11	12
Mundane	Failure				Strike							
Enlightened	Failure				Strike						Charge	
Illuminated	Failure				Strike						Charge	
Transcendent	Failure				Strike						Charge	

d20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mundane	Failure							Strike												
Enlightened	Failure							Strike											Charge	
Illuminated	Failure							Strike											Charge	
Transcendent	Failure							Strike											Charge	

Strike Techniques

Games that want a bit more tactical choice or martial arts feel may want to add strike techniques. Using this hack, the single defense stat of *Anima Prime* is replaced with three, each defending against a specific technique.

Every strike is made using one of four techniques. These are:

- By default, strikes are **untrained**.
- **Precision** strikes favor deadly accuracy.
- **Speed** strikes hit rapidly or unexpectedly.
- **Strength** strikes rely on brute force.

The mechanics of making a strike are the same for all these techniques. The only difference is the type of defense used to stop them. All characters have three types of defense (which all default to 2 for standard characters): precision defense, speed defense and strength defense. Each is used against the corresponding strike technique. Against untrained strikes, the target may choose any of the three defenses (typically selecting the best one).

Making a trained strike (i.e. one using a technique other than untrained) requires the use of a power. For example, in addition to providing bonus dice, Force Attack gives a strike the strength technique.

Only one technique may be used per strike.

New Keywords

Precision: this power may only be used on a precision or untrained strike. If used with an untrained strike, the strike becomes a precision strike. Powers with this keyword may not be combined with powers with the Speed or Strength keywords.

Speed: this power may only be used on a speed or untrained strike. If used with an untrained strike, the strike becomes a speed strike. Powers with this

keyword may not be combined with powers with the Precision or Strength keywords.

Strength: this power may only be used on a strength or untrained strike. If used with an untrained strike, the strike becomes a strength strike. Powers with this keyword may not be combined with powers with the Precision or Speed keywords.

Strikes and Adversity

When creating adversity, assign them a strike technique (or indicate they are untrained). They make all strikes using this technique, but may gain access to other techniques through powers, just as PCs do. Generally, one of the techniques will be obvious based on the conception of the adversity.

Strikes and Eidola

Like adversity, eidola gain a strike technique for free. If you choose untrained for an eidola, raise its charge pool maximum by one.

Passive Power Changes

Strike techniques require some alterations and additions to passive powers. (For those keeping score, getting an across-the-board defense of five now requires four powers instead of three.)

Resilience

This power continues to raise all your character's defenses by one, but may only be selected once.

Agility

Raise your character's speed defense by two. You may only select this power once.

Anticipation

Raise your character's precision defense by two. You may only select this power once.

Fortification

Raise your character's strength defense by two. You may only select this power once.

Charge Power Changes

The standard strike-assisting powers split into sets for each technique.

Exploitative Attack

Cost: 4 cd Keyword: Precision

Effect: This power adds five bonus dice to a precision or untrained strike against any kind of opponent.

Pinpoint Attack

Cost: 1 cd Keyword: Precision

Effect: This power adds two bonus dice to a precision or untrained strike against an individual or one bonus die against a squad or a swarm.

Meticulous Burst

Cost: 1 cd Keywords: Precision

Effect: This power adds two bonus dice to a precision or untrained strike against a squad or one bonus die against a swarm or an individual.

Flurry Attack

Cost: 4 cd Keyword: Speed

Effect: This power adds five bonus dice to a speed or untrained strike against any kind of opponent.

Surprise Attack

Cost: 1 cd Keyword: Speed

Effect: This power adds two bonus dice to a speed or untrained strike against an individual or one bonus die against a squad or a swarm.

Whirlwind Attack

Cost: 1 cd Keywords: Speed

Effect: This power adds two bonus dice to a speed or untrained strike against a squad or one bonus die against a swarm or an individual.

Force Attack

Cost: 4 cd Keyword: Strength

Effect: This power adds five bonus dice to a strength or untrained strike against any kind of opponent.

Leap Attack

Cost: 1 cd Keyword: Strength

Effect: This power adds two bonus dice to a strength or untrained strike against an individual or one bonus die against a squad or a swarm.

Mighty Cascade

Cost: 1 cd Keywords: Strength

Effect: This power adds two bonus dice to a strength or untrained strike against a squad or one bonus die against a swarm or an individual.

Panoply Effect Changes

Weapon effects which give direct bonuses to strike rolls are made specific to techniques.

Powerful

Effect Slots: 1 Keyword: Strength

Effect: Gain one bonus die to strike rolls against individuals. Your strikes may use the strength technique.

Precise

Effect Slots: 1 Keyword: Precision

Effect: Gain one bonus die to strike rolls against individuals. Your strikes may use the precision technique.

Rapid

Effect Slots: 1 Keyword: Speed

Effect: Gain one bonus die to strike rolls against individuals. Your strikes may use the speed technique.

Expansive

Effect Slots: 1

Effect: You gain one bonus die to all strike rolls against swarms. Further, you may use all effects (and strike techniques) of this mode against swarms, even if the effect description says you can't.

Sweeping

Effect Slots: 1

Effect: You gain one bonus die to all strike rolls against squads. Further, you may use all effects (and strike techniques) of this mode against squads, even if the effect description says you can't.

Conditions & Techniques

With defense being split into three, you might think to also split the Shielded condition into three different conditions, one per technique. In play, this was found to be more trouble than it was worth, and cheapened powers that granted the condition. So, this hack recommends that the shielded condition remain a single condition which adds one to each defense.

Passive Eidolon Powers Changes

Eidola follow a different progression than characters do. It also changes eidolon defense dynamics from *Anima Prime* a bit, making very low level eidolon slightly weaker and very high level eidolon slightly stronger.

Agility

Raise the eidolon's speed defense by one. An eidolon can take this power once for each of its levels (for example, level 3 eidola can take it three times).

Anticipation

Raise the eidolon's precision defense by one. An eidolon can take this power once for each of its levels (for example, level 3 eidola can take it three times).

Fortification

Raise the eidolon's strength defense by one. An eidolon can take this power once for each of its levels (for example, level 3 eidola can take it three times).

Resilience

Raise all of the eidolon's defenses by one. Level 0 to level 2 eidola can take this power once. Level 3 and 4 eidola can take it twice, and level 5 eidola can take it three times.

Break Seeds

Defining a Break Seed

Most characters have a break seed, created by each player for his or her own character. The player may keep the seed concealed from the other players (but not the gm) if they desire. This seed describes the type of personality change and extreme behavior the character will likely indulge in if and when they break. This is just a seed, so doesn't need to be exact and may change when a break happens. The character's template will provide some guidance for how characters of that type might break.

When a character breaks, they become a danger to themselves, their friends and everyone around them; however, such danger can take many forms. Include some of the following when considering how your character will break:

- *obvious vs. subtle*: when you break, can friends can tell you are not yourself? Are you foaming at the mouth berserk? Are you pretending to be the same, but covertly undermining all around you? Does your break give some telltale sign, like blood oozing from your fingernails or a change in appetites?
- *active vs. passive*: when you break, do you lash out at others or start taking needless risks? Do you withdraw into a shell or become paralysed when in danger? Do you submit to others at all times? Do you rail against those making demands of you?
- *personality reversal vs. intensification*: do you revel in behavior you once loathed? Does your moral compass become razor-edged and excessive?
- *internal vs. external*: do you punish yourself? Will you make others pay? Should others punish you?

- *general vs. targeted*: is some specific person or group to blame? Should everyone burn? Or just whoever is handy?
- *rational vs. irrational*: is your madness passionate and emotional? Do you become cold and calculating?
- *short-term vs. long term*: Once you "get it out of your system", will you return to normal? Will the corruption linger, slowly eating away your soul? What will end your break?

Ultimately, you decide when your character breaks, but events can prod you to do so through one of your traits. Select one of your traits to be a **provocation trait**. This is a trait that, when marked, "pushes your buttons". If no trait jumps out at you, change an existing trait until you have one that works. Seek input from your fellow players. If you use templates (pg. 6), let yours guide you. The trait you select can also help you figure out how you want your break to work.

Based on advice in the template, Christian chose "don't test my patience, human" as one of *Servant's* traits. He decides this works well as a provocation trait. The alchemical may be a servant of her people, but too many shenanigans or idiocy from the mortals around her may cause her to snap.

When the provocation trait is marked, you may decide that your character breaks. Perhaps the provocation is severe, or maybe just one more thing in a long line of mental blows. Or maybe it just seems really interesting for the character to break at that moment. Be warned, however, that breaking not only will change your character, it will also alter the play at the table and the actions of your fellow pcs. It will also place some control of your character into the hands of the other players, in ways that will likely not be pleasant for your character; indeed, declaring a character break is a clear signal that you

want them to mess with your character to move the story forward.

When a character breaks, his or her break seed drives a process that modifies the character in specific ways.

As a break seed, Christian decides that any time mortals get too uppity, *Servant* will insist on performing all tasks herself, far beyond the point of rationality, and woe to any mortal (or anyone else) who tries to interfere. She will pursue some current task with robotic efficiency to the exclusion of all else, ordering all others away and using force against those with the audacity not to comply.

Breaking

Whenever you mark your provocation trait, you may decide to have your character break. When this happens, the character's mind snaps as indicated by his or her break seed.

Alter the Character

Several changes are made to a character which breaks. These changes remain until the character comes to his or her senses.

Reveal the character's break seed, if it is not already known. Don't be afraid to "drift" to fit the current story, as the players now know the character better than they did when the seed was first created.

Next, you select a new passion that takes over while your character is broken, keeping with the break seed. Likely one passion from the list will jump out as being compatible with the seed. You should then change the character's provocation trait. It should be replaced with a new redeeming trait, one that will serve to bring the character back from the brink. Should this trait be marked in play, you should probably declare the break over, and return the character's passion and traits to normal.

The rest of the players, guided by the character's break seed, choose one of the character's other traits and replace it with one of their own. If the character's

break seed involves a behavior intended to be concealed, the players might choose this trait specifically to give them hints that the character is no longer fully in control of themselves.

The GM replaces the character's final trait, again guided by the character's break seed. In choosing this trait, the GM should aim it as directly at the other PCs as the break seed allows.

During the Break

What happens next depends on the nature of the break seed. Some breaks will lead to an immediate conflict scene where, for example, the broken character goes berserk or turns on his friends. Often, the break will run its course in such scenes, and the character returns to normal after.

For more subtle, lingering breaks, life for the characters may continue on seemingly as normal, though, of course, the players all know that a cancer is growing among them.

While your character is broken, control of that character is not entirely in your hands. You should play the character as close to the break seed as you can; however, the other players may intercede in the following ways:

You and other players can (and should) call for goals appropriate to your break seed that undermine the character or the group as a whole.

During conflicts, the other players may (acting unanimously) veto your choice of action and force the character to instead attempt to achieve one of these undermining goals. Note that the gm can suggest this, but the authority to demand it lies with the other players.

Since the broken character is no longer fully in control of their own faculties, you no longer have a say in the setup of character scenes featuring the broken character. Instead, other players take guidance from the break seed to make the character's break interesting.

Ending the Break

Ending a break is up to the player who controls the character and the specifics of the break seed. Some breaks may happen in a sudden conflict and end once the conflict is resolved. Others may focus on brining out the new redeeming trait in play.

When the break ends, if the episode furthered the story, created serious consequences, and everyone got into it and will be telling stories about it for years, the GM might award advancements.

In some cases, it may be that a player would rather make a new character than try to bring the character back from a break. In such cases, the broken character is turned over to the GM.

Summoning

This chapter discusses a number of hacks to the summoning system (*Anima Prime* chapter 14), and introduces a few others detailed in the chapters that follow. Some of these changes are linguistic (the text favors “eidola” over “eidolons”, for example).

Vanishing

When banished, an eidolon “returns to its home world” (*Anima Prime*, pg. 141). On defeat, “disappears back to its home world” (*Anima Prime*, pg. 145). Eidola can also be “dismissed” (*Anima Prime*, pg. 144). All of these phrases represent the same thing: the eidola no longer manifests in the same world as the PCs. This hack offers a specific term for this concept: **vanish**. Any of the situations just mentioned cause an eidolon to vanish, as do some other situations introduced in the next few chapters.

Upon vanishing, any slights (pg. 22) an eidolon has are automatically healed. Wounds remain, however. The eidolon can only be summoned if it has at least one empty wound circle.

Families

This hack assumes that all of the eidola mentioned in *Anima Prime* are a single family of spirit. In the chapters that follow, three additional families will be defined, which share the same basic structure, but follow their own rules. These families are:

- **Conjurations** are summoned creatures that act on behalf of the summoner. Conjurations stay for short visits and automatically return to their own worlds if they are severely wounded (or at the end of conflicts). All of the eidola described in the summoning chapter of *Anima Prime* are conjurations.
- **Invocations** are flexible, but very short lived eidola that represent the will of the summoner. These are intended to represent “spells” of animistic, improvisational magic.

- **Skins**, when summoned, wrap around the summoner, giving the impression that the summoner has changed his or her own form. They provide a way to add potent shapeshifting into the game.
- **Influences**, the most subtle and long-lasting of eidolon, conceal themselves, scattering their enduring effect over a wide area, rewarding some behavior and punishing those who deny it. These are astrological influences, glamour, blessings and curses.

A character may only summon one eidolon of a particular family at a time. If you were wrapped in a skin, for example, with a summoned conjuration, you could still summon an invocation, but not a second conjuration.

Additional Passive Eidolon Powers

Arcane Sight

The eidolon can see the flows of magic. They may see characters with the Immaterial condition and immediately recognize when someone is using a skin. When describing a maneuver against an eidolon, the eidolon gains one bonus die. The character also pays one less charge die when activating the powers with the Arcane keyword

Persistent

The eidolon may stay in the world longer than usual (though not as long as one summoned as a companion). If a conflict ends with an eidolon completely unwounded, the eidolon (or its summoner) may immediately spend a charge die to allow the eidolon to remain in the world. The eidolon may also be summoned during a character scene, as the benefit for that scene.

Outside of conflict scenes, any wounds cause the eidolon to vanish. This means, in order to summon the eidolon outside of a conflict, it must first be fully healed. It may be summoned while wounded during a conflict, but vanishes once the conflict ends, unless healed. Invocations may not take this power.

Preternatural

Multiple: 2

The eidolon has a stronger connection to magic than usual. The first time replaces the eidolon’s Enlightened condition with the Illuminated condition (pg. 23). The second replaces that condition with the Transcendent condition.

Sense Link

The summoner can see through the eidolon’s eyes (or other senses), regardless of how far apart the two may be. This power is used most often by eidola summoned as companions.

Thematic Form

Multiple: eidolon level + 1

The eidolon may appear in any of several related forms when summoned, chosen by the summoner. When the power is chosen, select a theme that unites the form variations. The eidolon may appear in any form related to that theme. This power most often appears in skins, where it can supply, for example, several different animal forms, but can be used by other eidola as well (it is useless to invocations though, as they change their form every time they are cast anyway).

For example, a theme of “jungle creatures” might allow a skin to take the shape of an individual gorilla, a squad of frogs, a swarm of mosquitoes, and so on. A “super predator” theme could appear as a tiger, velociraptor, shark, etc. Other themes might include: beasts of burden, beautiful people, stuff of nightmares, birds, rotting decay, elusive mirage, authority figures, welcoming friendship, confusing to the senses, brilliant light, etc.

Choose a different theme at each time this power is selected. For each time this power is taken, the eidolon may also swap out one of its powers for another when it is summoned, provided the swap helps it maintain the theme of the form.

Additional Weaknesses

Degenerating

Invocations only remain for a limited time. At the end of the invocation's action, it automatically takes a slight.

Flawed

Imperfections mar the eidolon's magic. The moment it is summoned, a "banish flawed eidolon" goal is created, with a difficulty equal to 4 + the eidolon's level. If this goal is achieved, the eidolon vanishes with all of its wound circles marked, even if it has the Unbreakable Bond power.

The story surrounding this goal often involves some known susceptibility to a special material. For example, traditionally the works of the fae can be unmade by the touch of cold-forged iron. Achieving the goal, then, often represents knowing of this flaw, having the right materials on hand, and using them correctly.

Material

The eidolon acts as an animating force for a material body that remains behind when it vanishes. Summoning requires that the body be present and available to the summoner. Character scenes to heal wounds on material eidolons must take place in a magical forge by someone who knows how to use it. [TODO]

Needy

Restriction: conjurations only

On any round where its summoner acts for itself instead of giving their action to the eidolon, the eidolon loses either one charge die, two strike die or three action die (summoner's choice), or vanishes.

Ostentatious

The eidolon constantly leaks power in a showy display, burning one charge die at the end of every action. If no charge dice are available, the eidolon takes a slight instead.

Proud

The eidolon may not use its summoner's pools.

Rogue

The eidolon follows its own will. It acts independently from the summoner, receiving its own action each turn, but it follows its own motivation and is controlled by the GM. The eidolon may make use of its summoner's pools as usual, but only if the summoner allows it to. Most rogue eidola hold ill feelings toward their summoner; however, the summoner may still dismiss the eidolon normally, so rogues often bargain mercenarily.

Summoning in 1.5

The brief summary of changes for *Anima Prime* version "1.5" (pg. 2) doesn't mention if or how to change the summoning rules to match the pool changes for PCs. And, even if they did, you could hack them to taste anyway. Some choices.

Leave It Alone

Since eidola are already doing their own thing (starting with very small pool maximums and buying up the maximum with passive powers), one approach you can take is just to say that none of the 1.5 changes apply to eidola. That is, their Action Pools and skill(s) remain as written in the 1.0 version, and they still use 1-3 action dice for maneuvers and none for strikes or achievements.

This approach has the advantage of requiring no changes to existing eidola, either in your own game or in examples in the book. Likewise, rules for creating eidola remain the same.

On the other hand, it introduces the notion that eidola work differently in play than 1.5 PCs will, which can create confusion. It also will tend to make eidola somewhat weaker compared to PCs (which is not necessarily a bad thing). They will also act more slowly, which somewhat defeats the purpose of switching to the 1.5 rules in the first place. (Their ability to use their summoner's pools may counteract this somewhat, however.)

Match Changes for Eidola

The other option is to change the eidola rules to match the spirit of the 1.5 changes. You can imagine a number of ways to tinker with the rules to do this, but the minimal impact way to do this would be to just increase an eidolon's skill by one and let them follow the same rules as PCs. In other words:

- An eidolon continues to have a base action pool of 2, plus two for each level of stamina.
- An eidolon's base skill becomes 5.
- Eidola use 0-2 action dice for a maneuver instead of 1-3. As before, they may use the summoner's pool, but no more than two total.
- Eidola no longer takes a wound when it maneuvers with an empty action pool.
- Eidola can now also use 0-2 dice from their action pool (or in combination with their summoner's pool) to boost a strike or an achievement roll they make.
- The same changes to Catching Your Breath that PCs gain apply to eidola.

Additional families of eidola described in the following chapters assume this rule change.

Further Tinkering

The minimal change approach given above is easy to implement, but makes the eidola stamina power a bit more potent, as action dice are now much more versatile. You can imagine some other ways to handle it, such as some combination of:

- Set the base action pool for an eidolon to some other number, such as 0.
- Change the limit of how many times an eidolon can buy the stamina power to be its level.
- Change the stamina power to boost the action pool of an eidolon by one die each time it is purchased instead of two.
- Prevent the eidolon from using action dice to boost strikes or achievements unless they purchase a power that allows them to do so.

Invocations

The alternative eidola described in this chapter provide a way to support improvisational spell-casting using already existing mechanics (tweaked a little).

It helps to think of spells as animistic or “alive” in some sense. For example, you don’t just cast a *fireball* using this system, you summon a short-lived bird of fire that swoops onto your enemies and explodes.

Invocations are the shortest lived, but most flexible, family of eidola. When a character bonds to an invocation, only some of its abilities are set. When the invocation is actually summoned, it responds to the will of its summoner, taking on a shape (and additional abilities) specific to the summoner’s current needs and desires.

Some say invocations are not true eidola at all, but rather constructs of the summoner’s will. Either way, invocations are thought of as the “spells” of sorcery, necromancy and so on.

The flexibility of invocations comes at a price: they have fewer powers than other eidola, and don’t last as long. Level 0 invocations start with just two powers and gain two more powers for each additional level. They also tend to be much more flashy, crackling with energy when they arrive.

When binding to an invocation, only half of the powers of that eidolon are determined. Each time the character summons a bound invocation, the player must specify:

- the appearance of the eidolon, using the powers selected as a guide. Invocations often appear in the shape of animals, but made from energy or unusual materials: a bird of fire, obsidian butterflies, cloud hounds, and so on.
- the eidolon’s skill, which is one less than normal (so, rated 3 under original rules, 4 under the 1.5 change).
- the type of the eidolon (individual, squad, swarm).

- the invocations’s remaining powers, which last for the duration of that particular summoning.
- the eidolon’s strike technique, if you are using them (pg. 24). If untrained, the invocation’s charge pool maximum increases by one.

While the invocation is summoned, the summoner **must spend her action to give the eidolon an action of its own**. If the summoner cannot act, or uses her action herself, the invocation vanishes immediately.

When a character earns a level of Empower Eidolon, they may break Open Bonds with any invocations and replace them with bonds to new invocations. Bonus powers provided by Empower Eidolon are all chosen when the invocation is summoned.

Invocation Creation Steps

This chapter provides a number of example invocations; however, since every invocation is essentially different each time it is cast, anyone using invocations will want to make their own:

1. Figure out the nature and details of the invocation. What is it called, what sort of casting summons it, and so on. You also need to determine its level (ranging from 0 to 5) and type (individual, squad, swarm). Because only half of an invocations powers are permanently chosen, it sometimes helps to conceive of the invocation as a certain style of spell: massive firepower, heal bot, defender, etc.
2. Write down the eidolon’s beginning stats. Note that these are different than PC stats. Every invocation starts out with one wound circle, all defenses at 2, an action pool limit of 2, and a charge pool limit of 4.
3. Choose half of the eidolon’s base powers (just the powers it gets from its level, not any bonus powers from Empower Eidolon). Since the invocation gets two powers at level 0 and two for

each level after, this means you will select a number of powers equal to the invocation’s level, plus one.

4. Every invocation must select the Degenerating weakness. This is what makes invocations so short lived, burning bright, but not for long.

Additional Powers for Invocations

Menace

Multiple: eidolon level

Restriction: level 1+ invocations only

When summoned, an invocation arrives with two additional dice in its strike pool.

Omen

Multiple: eidolon level

Restriction: level 1+ invocations only

When summoned, an invocation arrives with one additional die in its charge pool. Any dice which exceed the maximum size of the charge pool are wasted.

Invocation by Example

Imagine a sorcerer in a game that uses the Enlightenment rules (pg. 23) and the 1.5 changes. Let’s call him Carnoxis. He has the following powers:

- Summoning
- Warfare Summoning
- Empower Eidolon III
- Open Bond

His powers allow him to summon level 3 eidola, but he has chosen to bond with a level 2 invocation, as they are cheaper to summon.

When he made the bond, he defined half of the powers of the invocation, which starts with two powers, and gains two for each level, for a total of six. He selected his three defined powers as:

- Toughness × 2 (to keep the spell going longer)
- Preternatural (better at generating charge dice)

When Carnoxis summons this invocation, his player will select the remaining three powers, as well as the bonus power the Empower Eidolon III provides a bonus power to the level 2 eidolon. For the moment, however it looks like this:

Level: 2 **Conditions:** Illuminated
Limits: Action pool: 2 **Strike contribution:** 6/6/6
 Charge pool: 4 **Maneuver successes:** 5/5
Defense: 4 **Wounds:** 3
Weakness: Degeneration
Powers: Preternatural, Toughness II

Defensive Spell

During a conflict, Carnoxis gets surrounded and needs some quick defense. He spends his action summoning his bound invocation, spending three charge dice to do so. His player selects the following:

- Auto Guard (so the attackers have to go after the eidolon)
- Another level of Toughness (taking the total to the max of three)
- Resilience × 2

He wants to make his attackers think twice so chooses Force as the invocation's skill, and decides to summon it as a swarm. The player describes razor sharp crystal hornets of all sizes, materializing around him by the hundreds, and whirling around him with a rhythmic, menacing humming.

Level: 2 **Conditions:** Illuminated
Limits: Action pool: 2 **Strike contribution:** 6/6/6
 Charge pool: 4 **Maneuver successes:** 5/5
Current Pools: Action: 2 **Strike:** 0 **Charge:** 0
Defense: 4 **Wounds:** 4
Skill: Force 4
Weakness: Degeneration
Powers: Auto Guard, Preternatural, Resilience II Toughness III

Because of Warfare Summoning, the invocation can act immediately. Carnoxis is more interested in having the invocation just suck damage for him, but he *must* make it act. He decides he might as well have it maneuver.

He describes some of the crystals as spinning further away from him, then back, at random, sort of pulsing against his attackers, warning them to stay back. The maneuver uses the eidolon's Force skill, so starts with four dice. He saves the eidolon's action dice, as well as his own. The maneuver roll generates three successes, all of which become strike dice. The invocation's action is now over, so it immediately takes a slight, because of its Degenerating weakness.

The round continues, and several opponents attack the eidolon. One even manages to wound it, leaving it with two empty wound circles.

On Carnoxis's next action, his options are limited, as he *must* give his action to the invocation, or it will vanish. He has it attack, using all of its strike dice. He figures a lucky hit might just take out an attacker, so adds one of his own strike dice to this pool. The eidolon has no charge powers to help the attack, so rolls the four dice. All of them succeed and manage to take out an attacker. Its action is now over, so it immediately takes another slight from its Degenerating weakness, leaving it with one empty circle.

As the conflict continues, the opponents manage to give the eidolon another wound, taking it out of the conflict. The slights immediately heal, but the two wounds remain. Carnoxis could use his next action to summon the invocation again, but it would appear with these two wounds, so he would need to buy enough Toughness to handle that, otherwise the eidolon would vanish as soon as it arrived.

Attacking a Vulnerability

Later on, after healing his invocation, Carnoxis gets ambushed by a swarm of twiglings. Knowing their wooden bodies are vulnerable to fire, he again summons his invocation. As before, he has four powers to select. He chooses:

- Firestorm (to make it a fire attack)
- Preternatural (even easier to gain charge dice)
- Menace × 2 (arrives with four strike dice)

He makes the eidolon an individual, with a Craft skill of 4. It arrives looking like an odd metallic whirligig, spewing fire from numerous nozzles.

Level: 2 **Conditions:** Transcendent
Limits: Action pool: 2 **Strike contribution:** 6/6/6
 Charge pool: 4 **Maneuver successes:** 5/5
Current Pools: Action: 2 **Strike:** 4 **Charge:** 0
Defense: 2 **Wounds:** 4
Skill: Craft 4 **Type:** Individual
Weakness: Degeneration
Powers: Firestorm, Menace II, Preternatural II, Toughness II

The eidolon may act immediately, thanks to Warfare Summoning (which also gives two bonus dice if the action taken is a strike). It uses all its strike dice to attack. It activates the Firestorm power, using three dice from Carnoxis's charge pool. The strike winds up using 15 dice:

- 4 from strike pool (provided by Menace)
- 2 from Carnoxis's strike pool (to its limit of 6)
- 2 bonus from Warfare Summoning
- 4 bonus from Firestorm power against a swarm
- 3 bonus from twiglings vulnerability to fire

The roll generates nine successes, dealing two wounds to the swarm. Good, but these are tough little buggers. Since the eidolon's action is now over, it takes a slight from its Degenerating weakness.

Current Pools: Action: 2 **Strike:** 0 **Charge:** 0

The twigling swarm goes after Carnoxis on its action, leaving the eidolon untouched. Following this, Carnoxis again gives his action to the invocation, using it to make a maneuver. The whirligig wades into the swarm, picking up the burning remains of the previously incinerated twiglings, and shoving them into an opening in its head, stoking its internal fires even higher. It uses its Craft skill, and all of its action pool, rolling four successes. Giving the invocation Preternatural pays off, with three of these successes becoming charge dice and one becoming a strike die. Since the eidolon's action is now over, it takes a slight.

Current Pools: Action: 0 Strike: 1 Charge: 3

The twigling swarm goes after the eidolon on its turn, but fail to wound it. Carnoxis again gives his action to the eidolon, using it to strike. He adds two of his own strike dice to the strike die the eidolon just earned. The eidolon spends its three new charge dice to activate Firestorm again. Since the eidolon's last wound will be filled at the end of this attack (again, due to the Degenerating weakness that all invocations share), Carnoxis's player describes the whirligig as closing all of its fire nozzles, then quickly overloading, exploding in massive ball of flame that engulfs the surrounding twiglings. The resulting conflagration finishes off the twiglings.

Invocation Planning

If you build a character around using invocations, it can be helpful to come up with a few standard tricks for using the invocation(s) to which you are bound. This will greatly speed play, avoiding the game crawling to a halt while you pick out powers on the fly.

Usually, if you build two to four typical ways of using your invocation, you will cover enough bases that you can make simple tweaks very quickly in play.

Example: Workhorse Spell

This invocation takes advantage of the summoner having the Charged Summoning and Warfare Summoning powers to build an immediate effect using invocation's charge powers, then having the invocation vanish right away. It will arrive with five charge dice (from its three levels of Omen and its summoner's Charged Summoning power, though the dice from Charged Summoning are supplied only the first time the spell is cast in a given conflict).

As with the prior example, this one assumes use the Enlightenment rules (pg. 23), d10s and the 1.5 changes.

Level: 3 **Conditions:** Enlightened
Limits: Action pool: 2 Strike contribution: 6/6/6
 Charge pool: 5 Maneuver successes: 5/5
Defense: 2 **Wounds:** 1
Weakness: Degeneration
Fixed Powers: Omen III, Charge Boost

Charging Dynamo

The summoner wants a potent electrical strike on an individual target, so chooses some elemental powers to do so and Vigor to make 4's count as successes on the strike. Since these will cost all five of the invocation's charge dice, he uses remaining power to buy additional strike dice. When summoned, it will strike with at least 10 dice: four from Zap, two from Elemental Surge, two from its own pool, two from the Warfare Summoning bonus.

Added Powers: Elemental Surge, Menace, Vigor, Zap
Initial Pools: Action: 2 Strike: 2 Charge: 5
Defense: 2 **Wounds:** 1
Skill: Quickness 4 **Type:** Individual
Entrance and Description: With a crack of thunder, electricity streaks from the summoner's hand, forming into a charging rhino made from lightning, which barrels full speed into the target.

Flight of Solace

The summoner wants to provide a quick buff to his friends, so chooses powers to use on them. He also adds some levels of toughness to keep the invocation around long enough to maneuver and use its powers again:

Added Powers: Refresh, Mass Effect, Toughness II
Initial Pools: Action: 2 Strike: 0 Charge: 5
Defense: 2 **Wounds:** 3
Skill: Grace 4 **Type:** Squad
Entrance and Description: A cluster of small, winged beings of light dance out of the summoner's caste mark, singing celestial music. They quickly scatter, wrapping their wings around several members of the group, bringing them solace.

Disdainful Rodent

The summoner's troupe is having trouble with a strong conjuration, an elephantine demon summoned by their arch-nemesis. Since they have no banishing ability of their own, the invocation is summoned to do so. Since banishing will take the invocation's action (and charge dice), the invocation won't be able to do much else, so the summoner uses the remaining powers to extend the invocation's duration for a strike the following round.

Powers: Banishment, Menace II, Toughness
Initial Pools: Action: 2 Strike: 4 Charge: 5
Defense: 2 **Wounds:** 2
Skill: Manipulation 4 **Type:** Individual
Entrance and Description: A titanic column of white light and steam erupts from the ground, a hugely impressive display seen for miles around. The light suddenly retracts, revealing a small glowing mouse in the smouldering crater. It looks with disdain at the elephant-demon and articulates a solitary, soft noise, sending the demon scurrying back to hell.

Skins

When summoned, **skins** wrap around the summoner, becoming part of her. The summoner and the summoned become one. To an outsider, this often looks very much like the summoner is changing her shape or, perhaps, being possessed or being encased in a shell.

All skins must take two specific powers: Auto Guard and Skill Set. Auto Guard represents the skin's ability to "wrap around" the summoner. When the skin is in play, the summoner's statistics effectively disappear, and the summoner interacts with the world through the skin's stats.

Skill Set gives the skin three skills to use, but these need not be the same as the summoner's. If the summoner has a mark on a skill, and the eidolon has that same skill, the summoner may transfer the mark to the eidolon when it is summoned. If desired, the summoner may still unmark one of their own traits to reroll failed dice when the eidolon is acting.

Skins do not have their own action pool. Instead, they must use action dice from the summoner. They do have their own charge and strike pools, which are empty when summoned (except for dice provided by the summoner's summoning powers). The summoner must transfer her own pools to the eidolon. Dice that would exceed the eidolon's pool limit are retained by the summoner, but cannot be used to enhance the eidolon's actions. When the eidolon is defeated, dismissed or vanishes, any strike or charge dice it has are lost, as are any marks the eidolon has on skills.

The summoner can never act for herself while the skin is summoned. Her normal action must be given to the eidolon, and any additional actions (from Awesome Tokens, for example) must be taken by the eidolon.

All of the summoner's passive powers affect the eidolon, without the eidolon needing to buy them itself. Similar powers stack, but may not exceed

higher of their limits. For example, if both the summoner and the eidolon have the Toughness power, the combined additional wound levels can't exceed one (the limit of the summoner's version of the power), or the eidolon's level (the limit of eidolon's version of the power), whichever is higher.

When the eidolon is summoned, the summoner may transfer wounds she has to the eidolon. When the eidolon is dismissed, the summoner may transfer wounds the eidolon has to herself. The number of wounds transferred may not exceed the number of levels the summoner has taken in Empower Eidolon.

When the eidolon is summoned, it gains all conditions that apply to the summoner, including permanent conditions (pg. 13). When the eidolon is dismissed, the summoner's conditions are replaced by those on the eidolon at the time (though the summoner retains their own permanent conditions). The summoner suffers the full effect of the skin's weakness while it is summoned.

A skin also behaves differently than standard eidolon rules in the following ways:

- it may use the summoner's panoply powers, but cannot have any of its own
- it may use the summoner's summoning powers, but cannot have any of its own, and cannot summon another skin.
- it inherits strike techniques (pg. 24) from its summoner, if your game uses them
- it may not use the summoner's charge powers
- the summoner can't use charge powers on it.
- it may lead a combined action.

Unless you have the Skin Growth power, once a bond is made to a skin, severing it requires the expenditure of an advancement (pg. 38). Even then, it can be a dramatic process. It is not unheard of for the rejected skin to graft onto some poor soul and seek retribution.

Creating Skins

If you want to create your own, follow these steps:

1. Figure out the nature and details of the skin. What is it called, where does it come from, what does it look like, and so on. You also need to determine its level (ranging from 0 to 5) and type (individual, squad, swarm).
2. Write down the skin's beginning stats. Note that these are different than pc stats. Every skin starts out with one wound circle, all defenses at 2 and a charge pool limit of 4. A skin has no action pool and must use that of its summoner. (It gains the benefit of its summoner's Stamina, but cannot take this power itself.)
3. Choose the eidolon's skills. Since all skins must take the Skill Set power, all skins have three skills, rated at 5/4/3.
4. Choose powers for the eidolon. Each skin gets four powers at level 0, two of which must be Auto Guard and Skill Set. For each additional level, the skin gains two additional powers. So, level 0 skins do not get additional powers and therefore have four total powers, level 1 skins get two extra powers and therefore have six total powers, level 2 skins have eight total powers, and so on.
5. Determine how the skin enters the world. Skins often look as if they are growing out of the summoner, or transforming her in some way.
6. Give the eidolon a weakness.

Additional Summoning Powers

Skin Channeling

Skins summoned by the character may activate the summoner's charge powers as their own. Each time the skin uses a power of their summoner, it costs one additional charge die to activate.

Skin Growth

If you are bound to skins of a lower level than you are qualified to summon (e.g. you have a level 0 skin, but have Empower Eidolon II), you may spend a character scene to “grow” a skin up a level. As the benefit of this scene, you select new powers until the skin has the appropriate number for its level.

You may also spend character scene conducting a ritual which changes the skin. As the benefit of the scene, you may swap one of your bound skin’s powers for another.

Additional Powers for Skins

Regeneration

Restriction: level 2+ skins only

At the end of a conflict, one of the skin’s wounds is removed.

Example: Vampiric Shapeshifting

Vexes at a Distance has embraced the whole “creepy vampire” vibe. To cover the shapeshifting parts of a classical vampire, he takes Summoning and an Open Bond to a level 0 skin. The skin has four powers:

- Auto Guard (required of all skins)
- Skill Set (also required; Athletics 5, Stealth 4 and Force 3)
- Thematic Form (“creatures of the night” so that he might become individual wolf, a squad of bats, a swarm of rats, and so on)
- Persistent (to give himself a chance at keeping the animal form up outside of conflicts)

During a conflict, Vexes gets trapped and wants to turn into a squad of bats to make his escape. He summons his skin. He has three action dice, two strike dice and one charge die. He spends the charge die to power the summoning, and his body explodes into a cloud of bats. His charge and strike pools transfer to the skin. Vexes is already wounded, but elects not to transfer any wounds to the skin. His

opponents go after the bats. Unfortunately for Vexes, his Profane condition (pg. 13) is transferred to the bats, and one of his opponents hits him with a Righteous Strike, dealing a wound. Fortunately, the bat squad gains the benefit of Vexes’ Toughness power, so it has one wound left.

On Vexes’ action, he must make the skin act. With escape on his mind, Vexes’ player asks the GM to create a goal for getting away. Vexes’ has the skin use its Acrobatics skill and strike dice in an Achievement action, and succeeds in the goal, ending the conflict.

As per the Persistent power, since the skin is wounded, once the conflict ends, the skin automatically vanishes, and Vexes returns to normal. All charge and strike dice would be lost, but the skin used them all anyway. As the skin vanishes, Vexes takes the opportunity to transfer its wound onto himself. This makes him even more wounded, but fully heals the skin.

Example: Disguise

A player wants to be able to change their character’s appearance in order to blend into the crowd in any situation. So, their power selection includes:

- Summoning
- Companion
- Skin Channelling
- Open Bond (level 0 skin)

The skin acts as the disguise when summoned (and Companion allows it to stay that way forever, if need be), and allows the character to gain some powers it otherwise couldn’t access. The skin has four powers:

- Auto Guard (required of all skins)
- Skill Set (required of all skins)
- Thematic Form (“unremarkable people”)
- Skill Boost

Example: Werebat

In a game involving various lycanthropes—which also uses strike techniques (pg. 24) and the 1.5 rules—a werebat calls herself Poison Vault. Her powers include:

- Summoning
- Battlefield Summoning
- Empower Eidolon IV
- Strike Boost
- Agility
- Resilience
- Open Bond (level 4 skin)

The skin allows her to transform into a formidable man-bat monster. The skin has 12 powers:

- Auto Guard (required of all skins)
- Skill Set (required of all skins)
- Resilience (combined with Poison Vault’s level, this hits the limit for a Level 4 eidolon)
- Anticipation (since Poison Vault doesn’t have this power, no stacking is needed)
- Strike Boost II (these stack with Poison Vault’s own Strike Boost, but the character version and the eidolon version of these powers are not the same; however, they both have a maximum increase of four and the combination of the powers hits this limit)
- Toughness (this would stack with Poison Vault’s own Toughness levels, but she doesn’t have any)
- Poison (living up to her name)
- Warflight (she wants to be a good flyer)
- Shadow Strike (to hit in the dark)
- Blindsight (because, hey... bat)
- Regeneration (because, hey... lycanthrope)

Influences

Adding this most esoteric type of eidolon into your game allows players to give other players (and their adversaries) game mechanical incentives to behave in a certain way, either by rewarding characters who choose to play along, or punishing those who behave contrariwise. They offer players a way to bestow blessings and curses, “foretell the future”, or change the perception of reality.

An influence personifies a lie. When an influence is bound, the summoner chooses a lie for it to enforce. The lie may be about the summoner (e.g. “I am the king of the world”) or anyone else (e.g. “Poison Vault is a traitor”).

When the influence is summoned it is attached to a target. This target may be a character, or even a specific area. Typically, the target is in some way related to the lie, but this is not required.

Anyone in the area of the influence will not doubt the lie unless it blatantly contradicts what is happening around them, or if they take a moment to really ponder it (i.e. make a maneuver). If the influence detects a maneuver that incorporates the lie as if it were true, it *must* do at least one of the following (it may do both):

- Gift an action die to the maneuver
- Activate a power targeting the believer, paying its typical cost

Neither choice requires an action from the influence or its summoner.

Similarly, if the influence detects a maneuver that blatantly contradicts the lie, it *may*, at the choice of the summoner, pay to activate a power targeting the doubter immediately, without requiring an action.

Influences have no strike pool so, when an influence maneuvers, resulting successes are handled in a special way. Half of the successes (round up) become action dice, and the rest become charge

dice. If a pool hits its limit, leftover dice convert to add to the other pool. If that pool fills as well, the extra are lost.

If the influence’s action pool reaches zero, it vanishes. It may be re-summoned normally. Influences can never learn strike or achievement powers or take strike or achievement actions.

Influences can never take part in combined actions. Also, they can only use powers that target others when the targets have embraced or denied the lie (as mentioned above).

Influences remain in the world for prolonged periods of time. An influence stays attached to the target specified when initially summoned and does not need to be summoned at the beginning of a conflict. If the eidolon is defeated or banished, it returns once at least one of its wound circles is healed.

The summoner may give her action to the influence (to maneuver for more action dice, usually) regardless of how much distance separates them. The summoner may also break the bond to an influence at any time. This influence immediately dissolves, as do any conditions it may have placed on targets. The summoner may then spend a character scene binding to, and summoning, a new influence.

If the lie enforced by the influence ever actually becomes true, the influence dissolves, and the character bound to it may bind to a new influence.

All *players* must be made aware of influences present in a scene, and what lie they are telling. This “metagame” knowledge is a big part of the way influences work, as it forces players to factor the ramifications of believing the lie or not into their planning. All *characters* in the scene are usually unaware of the lie, unless they can see Immaterial targets.

Influence Creation Steps

This chapter lists a number of different influences you may use. Often, a character may bind to an influence with exactly the same powers as her previously bound influence, the only difference being that the influence tells a different lie. In order to create a custom influence, follow these steps:

1. Figure out the nature and details of the influence. What is it called, what lie does it tell, what does it look like in the immaterial world, and so on. You also need to determine its Level (from 0 to 5) and type (individual, squad, swarm).
2. Write down the influence’s beginning stats. Note that these are different than PC stats. Every eidolon starts out with one wound circle, all defenses at 2, an action pool limit of 2, and a charge pool limit of 4. All influences are Immaterial (pg. 13), and nothing can revoke this condition, not even the Cross or Grounding powers.
3. The influence only has one skill, which is rated at 5.
4. Choose powers for the eidolon. Each influence gets four powers at level 0. For each additional level, the influence gains three additional powers. So, level 0 influences have four total powers, level 1 influences get three extra powers and therefore have seven total powers, and so on.
5. Because influences are already limited in their ability to act, they do not select a weakness.

Additional Summoning Powers

Extended Influence

The character may have two bound influences summoned at the same time, rather than just one. The summoner may only give her action to one influence (or, indeed, any eidolon) at a time.

Example: Deep Cover

Secret agent Hammer in the Woods works under deep cover, infiltrated into the court of a petty tyrant. In addition to the usual tricks, Hammer also attached an influence to herself, bound to the lie “I am the court astrologer for Emperor Sixtus V”. This game uses the 1.5 rules. Among Hammer’s powers are:

- Summoning
- Extended Influence
- Open Bond (influence)
- Open Bond (influence)

The level 1 influence that enforces this lie has seven powers. At present, however, the influence’s action pool has only two dice and its charge pool is empty.

Level: 1 **Type:** Individual
Limits: Action pool: 8 Strike contribution: -/-/
 Charge pool: 6 Maneuver successes: 5/5
Current Pools: Action: 2 Strike: – Charge: 0
Defense: 2 **Wounds:** 1
Skill: Subtlety 5 **Weakness:** –
Powers: Blindness, Charge Boost II, Empower, Stamina III

A brawl breaks out in the emperor’s throne room. Playing the role of the court astrologer, Hammer decides to cower in fear, giving her action to the influence. Since the influence’s only choice is to maneuver, Hammer’s player describes the influence as settling (immaterially) around Hammer and giving off “nothing here but a lowly mortal” vibes. The influence holds on to its action dice, but Hammer lets it use two of hers. All seven dice succeed, three of them generating charge dice. The others would normally become strike dice, but influences convert them into action dice instead.

Current Pools: Action: 6 Strike: – Charge: 3

Unfortunately for Hammer, one of the combatants has Arcane Sight (pg. 28), so can see the

Immaterial influence. Seeing an opportunity to sow dissension in the emperor’s forces, the intruder calls Hammer out, saying “So, the ‘court astrologer’ isn’t all that she seems”, while closing the distance toward her. This is a maneuver which blatantly contradicts Hammer’s lie. Hammer decides to target the influence’s Blindness power on the interloper (even though the influence already acted this round). The influence spends two charge dice to power the effect, and the target gains the Blinded condition.

Example: Astrological Influence

Many years later, Hammer in the Woods receives an assignment to increase cattle production among the Atuis tribe. Both of her bound influences are active, but she decides to end one, breaking the bond to it.

She spends a character scene meeting with the tribe’s leader, consulting an oracle in a dramatic fashion and informing him his tribe will become legendary for their cattle. As the benefit of the scene, Hammer binds a level 2 influence to a new lie: “The Atuis are the most successful cattle breeders of all time”. As she summons it, none notice its arrival, but she targets it on the tent of the Atuis leader.

She then travels on her way, but over the next week, she manages to max out the influence’s charge pool but it only has two action dice remaining.

Level: 2 **Type:** Individual
Limits: Action pool: 6 Strike contribution: -/-/
 Charge pool: 8 Maneuver successes: 5/5
Current Pools: Action: 2 Strike: – Charge: 8
Defense: 2 **Wounds:** 1
Skill: Subtlety 5 **Weakness:** –
Powers: Charge Boost IV, Inspiration, Mass Effect, Resistance, Stamina II, Weaken

A week later, trouble is brewing in the Atuis camp: a young upstart is challenging the Atuis leader for control of the tribe. The two maneuver against each other, seeking support from the tribesmen (a conflict scene with a “Gain Support of Tribe” goal). Factions

develop, each a squad of loyalists to one of the two men.

At one point, during a maneuver, the leader says “are we not the best cattle breeders in the world?” and the influence takes notice. While Hammer herself is not aware of any of this, Hammer’s player chooses to activate the influence’s power. The influence spends four charge dice to use Mass Effect Inspiration on the leader and his loyalists. Hammer also gifts an action die to the maneuver.

Current Pools: Action: 1 Strike: – Charge: 4

On the next round, the upstart counters, saying “the gods did not intend us to ranch cattle! We are hunters!”. The influence detects this, and Hammer’s player decides to cast Mass Effect Weaken on the upstart and his followers.

Current Pools: Action: 1 Strike: – Charge: 0

The situation escalates into a brawl, then a knife fight. Through the melee, the lie told by the influence is not particularly relevant, so is not triggered.

Starting to lose his advantage, the chief pauses for a moment, and reminds the tribe of their destiny as the greatest cattle ranchers the world will ever see. This maneuver embraces the lie so the influence must reward it. Lacking charge dice, it must gift its last action die to the chief.

Current Pools: Action: 0 Strike: – Charge: 0

At this point, all of the influence’s action dice are gone, so it vanishes. While the conditions it created remain, and Hammer knows it is no longer summoned, Hammer is too far away to re-summon the influence to guide the conflict.

Example: Glamour

A fae warlord leads a gibbering horde against the fringe of civilization. He has summoned a formidable glamour: “All will flee before the might of my army”. The influence has full pools.

Level: 4 Type: Individual

Limits: Action pool: 10 Strike contribution: -/-/
Charge pool: 10 Maneuver successes: 5/5

Current Pools: Action: 10 Strike: – Charge: 10

Defense: 2/2/2 Wounds: 1

Skill: Presence 5 Weakness: –

Powers: Charge Boost VI, Mass Effect, Power Block, Resilience II, Slow, Stamina IV, Weakness

Two heroes defend the first village the army reaches, backed by a squad of trained mortal troops, and a swarm of commoners. Since the influence wants people to flee, the GM decides to create a goal of “flee the battlefield”.

When the commoners see the imposing invaders, they decide to run. In order to do so, they must achieve the flee the battlefield goal, but do not have any strike dice. While they could attempt achieving the goal anyway, they decide not to chance it and maneuver instead, signaling a retreat. This embraces the lie of the influence, so it automatically spends an action die. The influence has no other way to benefit the swarm, so the action die goes to helping the swarm’s maneuver.

One of the heroes decides that he should go with the swarm, to protect them, so he makes a similar maneuver, costing the influence another action die.

The squad goes next, taking a maneuver where they dramatically hold the line to cover the retreat of the others. This flies in the face of the lie the influence tells, so the warlord spends three charge dice to hit the squad with Mass Effect Weakness.

The remaining hero maneuvers against the warlord directly, who spends another two more of the influence’s charge dice to cast Power Block on the hero.

	Conjuration	Invocation	Skin	Influence
Initial traits	one wound circle, all defenses at 2, charge pool limit of 4			
Initial action pool limit	2	2	Uses summoner’s action pool	2
Powers at level 0	4	2	4	4
Powers at level 1	7	4	6	7
Powers at level 2	10	6	8	10
Powers at level 3	13	8	10	13
Powers at level 4	16	10	12	16
Powers at level 5	19	12	14	19
Summoner must give action	no	yes	yes	no
Determined at binding time	All powers Form** Weakness Technique	Half of powers	All powers Form** Weakness	All powers Form** Weakness
Determined at summoning time	Remaining powers Form Skill Technique			
Power limits			Must take Auto Guard, Skill Set	No strike or achievement powers
Initial conditions	Enlightened	Enlightened	As summoner	Immaterial
Skill rating	normal	–1	normal	normal
Action pool at summoning*	Full	Full	Uses summoner’s	Full
Strike pool at summoning*	Empty	2 per Menace power	Transferred from summoner	—
Charge pool at summoning*	Empty	1 per Omen power	Transferred from summoner	Empty
May use summoner’s...	Action pool Strike pool Charge pool	Action pool Strike pool Charge pool	Passive powers Panoply Techniques	Action pool Charge pool
May be leader	no	no	yes	no
Breaking bonds	Difficult	On learning Empower Eidolon	Difficult	Easy

* not including summoning powers

** the Thematic Form power may allow this choice to be made at summoning time

Advancements

The main rules leave character development a bit free-form (*Anima Prime*, pp. 87–91). This section folds notions from the main rules into a slightly more crunchy system for managing character progression in long-form campaigns.

As players drive the story forward, they earn **advancements** for their characters. Advancements are earned slowly, at significant milestones, usually one every few gaming sessions, as the group tells the story. Players can spend advancements to develop their characters.

While it is possible to save advancements, this is not recommended. Waiting for the time to be right to use an advancement is fine, but if players start to accumulate them, you should probably force the issue and call for some scenes to spend them.

Earning Advancements

The GM has the final authority on how often, and under what conditions, advancements are awarded. Such authority acts as the primary tool for controlling the pacing of a campaign. With this authority comes a responsibility to communicate this pacing up front.

That said, certain actions by the players will cry out for the awarding of advancements to their characters. Barring unusual circumstances, the GM should award advancements when the following situations occur.

Completing Seeds

At some point, one or more of the story seeds the group has created will be resolved. In most cases...

- ...when a character seed (*Anima Prime*, pg. 39) is completed, the character whose seed is resolved should be awarded an advancement.
- ...when a group seed (*Anima Prime*, pg. 23) is completed, every character in the group should be awarded an advancement.
- ...when a setting seed (*Anima Prime*, pg. 22) resolves, advancements are awarded based both on how much of an impact the group had in resolving the seed and on how strongly the results change the setting. A seed that went largely ignored and resolved itself, for example, wouldn't generate any advancements at all. A seed the characters grabbed by the horns and changed the entire dynamic of the world might call for an award of two, or even three, advancements. A single advancement for everyone in the group is more common, however.
- ...when a weapon seed (pg. 16) resolves, the weapon is awarded the advancement. Really, the owner of the weapon gets the advancement, but she should spend the advancement on the weapon in some way (either through purchase of trinket effects for the weapon, or panoply powers for its owner).
- ...when a break seed (pg. 26) is used, award no advancements.

Knowing when a seed is resolved is an intuitive thing. If your group seed is that you're all out for vengeance against the same enemy, once that vengeance is fulfilled, your seed is obviously resolved. Others might be a bit more vague, such as character seeds that deal with a personal issue of the character. But the player who created the seed is also the one who determines when it's run its course.

A new seed should be chosen to replace the one which was resolved. When creating new seeds, keep in mind how they work with the advancement cycle. You don't want a seed that can be wrapped up in the next few minutes (which would probably result in no advancement), but you also probably don't want to select one that will take years of play to achieve.

Finding Teachers

If the notion of mysterious trainers fits into your game, the act of studying under such a teacher should award an advancement.

Almost always, the point of finding a teacher is to learn a particular Secret (pg. 40). Therefore, it is highly recommended that the advancement a character gains from finding a teacher be spent on learning that Secret. Exceptions may exist, though.

Because this option exists, it is recommended that character seeds involve something other than finding teachers. While you could just make your seed "find a teacher" and get the same result, having a specific advancement option for locating teachers frees the seed to be used for something more interesting.

If you are interested in finding a teacher for something, make sure the GM knows this, so he can incorporate the search in his plans.

Discovery

In some games, particularly those set in worlds containing long lost lore of a greater age, the group may seek out (or just happen to uncover) some sort of important location or information. Depending on the discovery, the GM may award advancements to the group (or players in the group) for discoveries. If, for example, the discovery is a Secret, an advancement to allow the characters to learn that secret is probably in order.

On the other hand, some discoveries are rewards in and of themselves. For example, if the characters find a cache of lost artifacts, a reward of trinkets may be more appropriate than awarding advancements.

Success

It's possible that the characters may achieve some sort against-all-odds success that doesn't happen to be associated with a story seed. This should be rare but, if it happens, could call for an advancement award.

Spending Advancements

Advancements work more naturally if some attention is given to spending them on improvements in some way related to how they were earned. The obvious example would be to buy a Secret with the advancement gained from finding the teacher who told it to you, but other connections also exist.

Spending an advancement requires an **advancement scene**: a character scene with the scene's benefit being the exchange of the advancement for the new improvement. Such scenes are often training montages, but don't be afraid to reveal something about your character during such scenes. Often, it is some sort of realization that leads to more power, so try to focus on how the character's personality is changing to reflect the new improvement.

Some restrictions exist on spending advancements, depending on what is being improved. Options for improvements are:

Gain a Power

The most common improvement will be to gain a new power.

Restriction: no player can have more than one power more than the character with the lowest number of powers in the group. In this one case, secrets purchased with advancements are counted as powers. Free powers, however, are not.

Learn a Secret

An advancement can be used to learn a Secret, reflecting the research and training needed to put the technique into practice.

Restriction: There needs to be some basis in the story for how you came to learn the secret. You can't just buy a secret out of thin air.

Break Open Bonds

Once an open bond is formed with a conjuration or a skin, it is difficult to sever. You may, however, use an advancement to do so. Once this scene plays out, you may spend another character scene at some point in the future to bind to another eidolon.

Restriction: You need to have a bond to a conjuration or skin, obviously. But also, the advancement scene must feature the release of the bound eidolon, and its reaction. Such an eidolon immediately gets the Rogue weakness, and may react violently.

Gain Control of a Powerful Trinket

Most trinkets (pg. 40) immediately work for the owner, without any extra effort. Some extremely advanced trinkets, however, may not be understandable (or may even actively resist use). In such cases, you can bring the upstart trinket to heel by using an advancement.

Restriction: You need to own the trinket. You need to spend the advancement scene playing out how you unlock its secrets. Some trinkets may be so advanced that the GM may require specific Secrets be known to attempt this.

Put a Secret to Use

One big advantage of Secrets is that they allow you to use advancements in ways other characters cannot. If you know a secret that allows this, you can spend your advancement as it indicates.

Restriction: You need to know the secret. Each secret may also have other restrictions, depending on what it does.

Burning an Advancement

Desperate times call for desperate measures. It is possible to spend an advancement for a massive, but fleeting, advantage. Exactly what this ability can do is up to the group and subject to GM approval, but it should be both devastating and nothing too permanent. For example:

- Heal the whole group instantly.
- Give everyone in the group eight charge dice.
- Allow everyone in the group to exceed the maximum size of their charge pool until the end of a conflict.

Restriction: You need some type of earth-shattering rationale of how the character is tapping into this power. Whatever it is, it better be impressive, even to the point of changing the direction of the story.

Trinkets

Magical arms, armor and some other types of artifacts translate well into the panoply concept (pg. 16); however, some of the more fun magic items you might find in a game or more about shaping the story than bumping up conflict stats.

A **trinket** is magical artifact which supplies only narrative effects. Instead of having powers or effects and so on, ownership of a trinket just means that the player can narrate something they could not before. Some examples:

- A seashell that allows the character to breathe underwater.
- A pair of earrings enchanted such that anything said near one earring can be heard by the wearer of the other.
- A vehicle that can fly.
- An urn that can produce salt.
- A seed that grows into a tower.
- A doorknob that can be put on any door to change the door into a portal to another place.
- A whistle that causes nearby dead bodies to vanish into the ground.
- A compass which points to the strongest nearby source of magic.
- A key that can open any door.
- Clothing that can transform into any color and style.
- A collar that tames any animal.
- An animated origami bird that unfolds itself to reveal a map of the area it just flew over.
- A bell that prevents lies from being told for five minutes after it is rung.

None of these items fit into the existing power system. In fact, most of these items are most useful in character scenes, where powers largely don't matter. On the other hand, they also might prove useful in a fight.

In spite of the name, trinkets may be quite powerful. For example, an orb that can destroy a city is largely a narrative device, with a destructive capability far beyond the conflict rules. But since it is just a narrative device, it is a trinket.

Trinkets should be rare, unique, and have a certain amount of style. Even better, a trinket should help define the style of the person using it. If one character has been using a particular trinket a while and it "feels weird" when other characters do something similar, you probably have a great trinket on your hands.

While there is no formal limit on how many trinkets a character can have, it's probably best to keep the number small, like down to two or three. Trinkets are not intended to be a grab-bag of tricks, but an extension of the character. If "trinket bloat" becomes a problem in your game, feel free to impose a hard limit.

Using Trinkets

Trinkets cost nothing to use. They simply allow a character to do things other people can't. Trinkets may, however come with usage restrictions, such as "only during a full moon" or "three times per day". Some trinkets may also be consumable (e.g. a potion that lets you read all languages for a day).

Trinkets in Character Scenes

Trinkets most often affect character scenes, where they provide narrative choices and story fodder. For example, using a "seed that grows into a tower" might be used at the start of a scene, framing the whole thing. Or, perhaps characters are looking for a trinket, so a whole scene is based around doing research to find it.

Some trinkets may require character scenes to work. For those that do, the activation of the trinket's power is the benefit of the scene. As an example, a trinket might be an apparatus which, when deployed in a particular ritual, opens a portal to another dimension. The required ritual would be the

character scene, and the leader of the ritual would activate the apparatus as the benefit of the scene. Very rare, powerful trinkets may even require an advancement be spent.

Trinkets in Maneuvers

Players will find ways to use the narrative tricks provided by their trinkets in their maneuver descriptions. Looking through your trinket list for inspiration can be useful if you find yourself drawing a blank for a cool maneuver.

Trinkets and Goals

During conflicts, trinkets can also come into play through a conflict scene's goals. For example, consider the "collar that tames any animal", above. If the characters want to use that collar to tame, say, a golden tiger that might not otherwise be tamable, the GM might create a "put taming collar on golden tiger" goal during a conflict in the tiger's lair. Or, suppose there is a high-difficulty goal on a scene of "tame the wyld horse", the use of the collar might convince the GM to drastically lower the difficulty of an achievement to attain that goal.

Goals might also be instated over possession, exchange, theft, damage or even destruction of a trinket during the conflict.

Trinkets and Panoply

If trinkets can have narrative-only abilities, can a panoply have them, too? Well, imagine a character with a panoply in two situations: either she gains a trinket that lets her narrate something, or her panoply gains a trinket-like ability that lets her narrate the same thing. Since trinket abilities don't cost anything to use, the only real difference between these two alternatives is that the character might trade away the trinket (or have it stolen), but wouldn't be able to do that if the ability became part of her panoply. So, yes, a panoply may also have, or perhaps develop, trinket-like, narrative-only ability. Such abilities do not require effect slots or powers, just an agreement by the GM.

Types of Trinkets

The notion of a trinket as “something which lets you narrate something you normally couldn’t” certainly applies to items with particular powers, but it can be applied to more abstract concepts as well. Trinkets take on a number of guises:

Standard Trinkets

A standard trinket is a personal magical item, much like the ones listed at the beginning of the chapter. When coming up with standard trinkets, focus on how you might use their ability during a character scene. This will tend to weed out magic for enhancing combat, which is not what trinkets are about.

In order to use a standard trinket, its owner must spend a character scene attuning to it, with attunement to the trinket being the benefit of the scene. Typically, attuning to a standard trinket requires at least the Enlightened condition (if using those).

Major Trinkets

Extremely powerful trinkets require a bit more investment to use: you must spend an advancement to attune to them. The threshold between standard and major trinket depends on the needs of the campaign, but if something is on the threshold for you, it is probably best to err on the side of it being a standard trinket. Spending an advancement is a big deal, so should only be reserved for very strong artifacts. Something like a warship from a lost magical age, for example, is almost certainly a major trinket in most campaigns.

Intrinsic Ability

When a trinket-like feature is embedded into a panoply, it is called an intrinsic ability of the weapon. Such abilities function like trinkets, except they cannot be given away, and the ability is lost for the duration if the weapon is disarmed.

Intrinsic abilities can be placed into a panoply from the start, depending on how the player and GM want to handle it. They may also be given as a reward for concluding a panoply seed.

Group Trinkets

Some trinkets are built for multiple users. Magical vehicles are a typical example, but something like a complex reality stabilizing engine or fortune-telling orrery might also qualify as a group trinket. Everyone in the group who wants to gain the benefit of the trinket must attune to it.

Fetishes

When the Arcane Thread power (pg. 14) is used to connect two characters, a single trinket is created. This trinket, called a fetish, represents the connection. Typically the fetish provides some narrative power to the person holding it, but only if they are part of its arcane thread. Even though there are two sides to a connection, only one fetish is created, so those involved in making the connection must decide who carries it.

Abstract Trinkets

While most types of trinkets are physical objects, this is not a requirement. Some trinkets have no physical component, but still provide a narrative ability to a character. Such a trinket might be a blessing bestowed by a spirit, for example, or a potent magical song, or the influence of a particular day of the year. Strange effects that can’t be captured by other aspects of the rules can usually be implemented as abstract trinkets.

Secrets, described in the next chapter, are a type of abstract trinket.

Repair & Construction

Repair of trinkets damaged by conflict goals can take on many forms. It may be as simple as spending a character scene or two. Or, perhaps plot complications are added to take care of it (“only the siren of the Pearl Spire can hope to fix that”). Or you might just dodge the whole thing and prevent damage to trinkets at all.

On the other hand, games that make recovery of lost ancient knowledge a priority (and, therefore,

use Secrets in their campaign), will likely become interested in characters making their own trinkets. One possible method for doing so is described in the chapter on Crafting (pg. 44).

Trinkets & Development

Trinkets might be used sometimes instead of (or in addition to) awarding advancements, particularly if a seed specifically involved tracking down one trinket or another. Trinket awards are also appropriate if the group completes some sort of mission or story milestone without having completed a seed.

Sample Trinkets

What qualifies as a trinket depends a lot on what type of game you are playing, and the norms of its world. A device that produces a small flame instantly might be a trinket in a fantasy world, but just a common disposable lighter elsewhere.

Dream Opal

These iridescent green stones record the dreams of people who sleep near them. An acorn-sized stone can hold one dream; thumb-sized stones can record all the dreams a sleeper experiences in a night. A person who touches the stone experiences the dreams the next time she sleeps, as if they were her own. A waking person can also touch the stone, clear her mind and experience the stored dream as a vivid daydream. A dream opal can replay stored visions indefinitely, until someone performs a special meditation (character scene) to erase the dreams.

Masquerade Plumage

Revelers at one of the parties thrown by a notoriously hedonistic noble house often don these elaborate, feathered half-masks. Once put on, only the wearer may remove the mask. While in place, its wearer will not be recognized by anyone around them. People will remember the person’s actions, but nothing about them (not even their voice or scent) will trigger recollection. The appearance of the mask itself changes each time it is put on or taken off.

A decorative pattern of hexagons in various shades of green and grey, located in the top-left corner of the page.

Secrets

secrets as barriers

secrets as rituals

secrets as lore

Martial Arts

Characters who study a specific martial arts style represent that training with an abstract trinket. The power of this trinket reflects the narrative flavor of the style, usually granting some sort of extraordinary ability that can be used as fuel for maneuver descriptions or during character scenes. A student of earth dragon style, for example, might gain the ability to become immovable. Or, once someone studying mantis style grabs onto something, nothing can force him to let go. That sort of thing.

Martial arts style trinkets also provide two other benefits. First, the character's strikes are given a particular type (speed, strength, precision) without having to use a power. The type is selected when the style is learned, and is meant to be indicative of that style. Secondly, the character is allowed to learn the Style Mastery power for the style.

Crafting

Adamant
Orichalcum
Yilaster

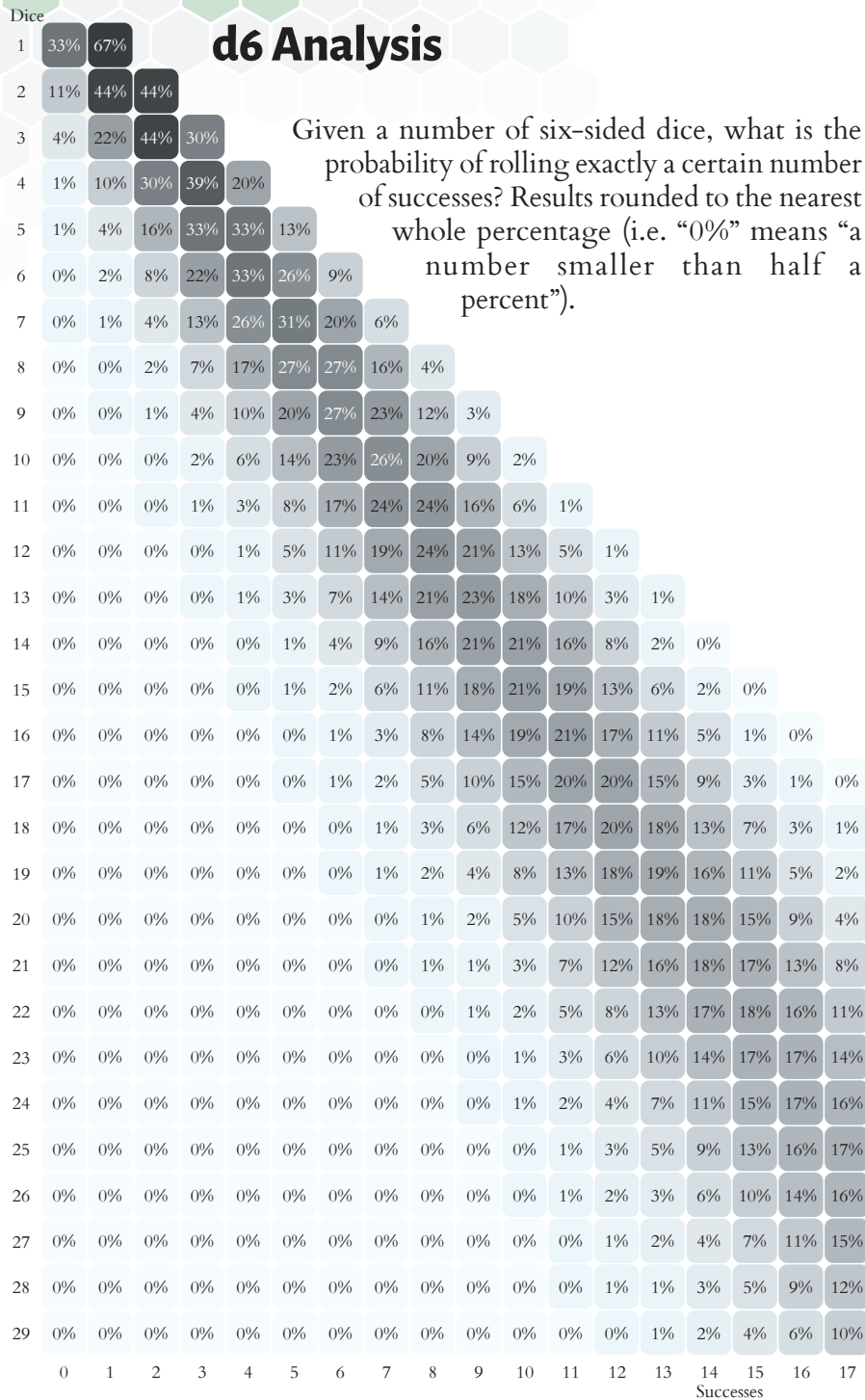
Creating trinkets follows more of a “that looks about right” method between the player(s) and GM, rather than hard, fast rulings. All trinket creation, however, requires some combination of the following:

- Lore. It starts with knowledge, both of techniques of magitech and specifics to the trinket. Specific secrets (next chapter) represent this lore, and tell you how far you can take it.
- Creative arena. This is most likely tools and a forge of some kind, but depends on the trinket. The secret that allows the trinket to be made will also specify what type of arena is needed (e.g. magical forge, alchemy workshop, etc.). Generally different secrets are needed to develop a creative arena, but sometimes you can discover or borrow them. You might also need helpers.
- Ingredients. All trinkets require esoteric ingredients to function. This usually includes one or more of the magical materials, but might draw on ghostly products of the Underworld, items made from gossamer or sorcery, impossible things minted in the Wyld and so on. Ingredients are measured abstractly in units. Each trinket will call for a number of units of different variety (e.g. a unit of orichalcum and a unit of unicorn dreams). Units might be vastly different sizes. Marble used in manse construction, for example,

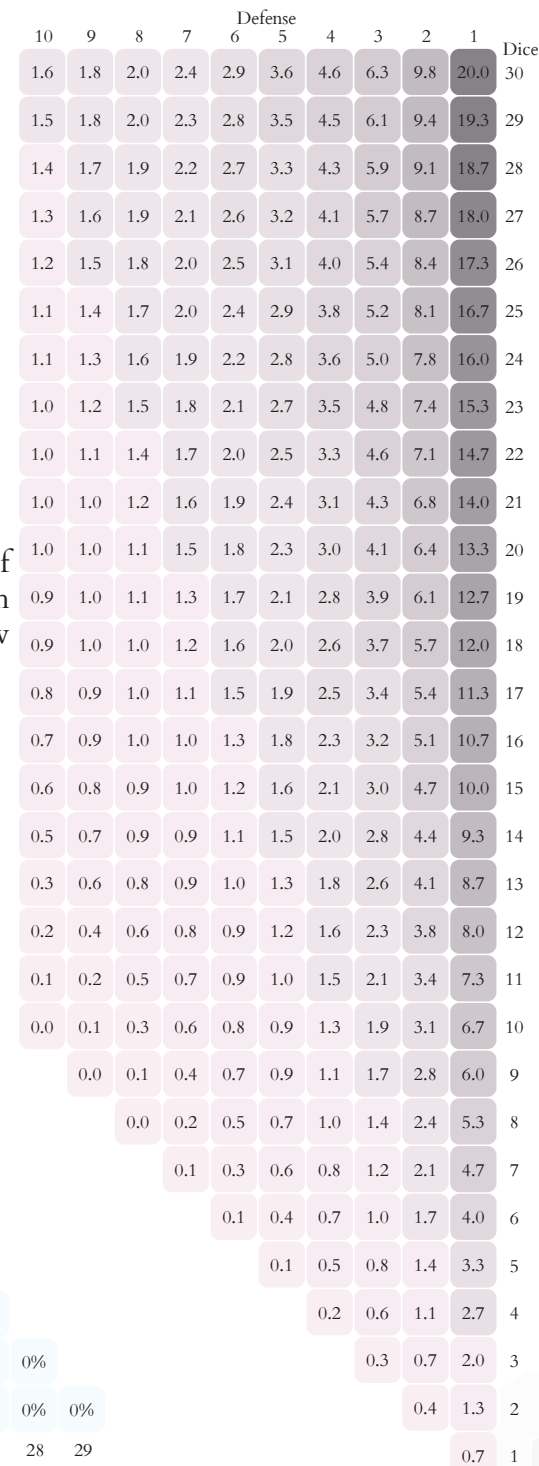
might come in one ton units, while a unit of quintessence-formed liquid hate might be just a few drops. Secrets are often required to create units of certain ingredients.

- Time. The more complex the trinket, the longer it may take. This duration is measured in character scenes, where the benefit of the scene goes to creating the trinket. Most personal trinkets shouldn't take more than one or two character scenes. Creation of some powerful trinkets may cost advancements.

d6 Analysis



If you rolled a certain number of dice in a strike against a target with a particular defense, on average, how many wounds would you deal?





d10 Analysis

Century
