

Main Sheets



CORE



KI



PSYCHIC



MAGIC



Spells, Powers, Techniques, Summons and Invocations



SUMMON



INVENTORY



SPELLS



ADVANTAGES



CHARACTER INFO



TECHNIQUES



CREATURES



POWERS

To navigate back to the this hub, simply click the Anima logo on any page that has one.



DP
500 DP = 100 / Lv. Level

Max Percentage

%	%	%
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Max DP

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DP Used

--	--	--	--

TOTAL Combat Magic Psych

Name: _____ Player: _____
 Class: _____ Race: _____
 Size: _____ Age: _____ Weight: _____ Height: _____ Sex: _____ Origin: _____
 Eyes: _____ Hair: _____ Skin: _____ Social Class: _____
 Appearance: _____ Traits: _____

Abilities Action Pag 85 CE

Attributes

STR Strength	Score <input type="text"/> Modifier <input type="text"/>	INT Intelligence	Score <input type="text"/> Modifier <input type="text"/>
AGI Agility	<input type="text"/>	PER Perception	<input type="text"/>
DEX Dexterity	<input type="text"/>	POW Power	<input type="text"/>
CON Constitution	<input type="text"/>	WIL Willpower	<input type="text"/>

Movement

Ag	m/T	Ag	m/T
<input type="checkbox"/> 1	1	<input type="checkbox"/> 11	40
<input type="checkbox"/> 2	4	<input type="checkbox"/> 12	50
<input type="checkbox"/> 3	8	<input type="checkbox"/> 13	80
<input type="checkbox"/> 4	15	<input type="checkbox"/> 14	150
<input type="checkbox"/> 5	20	<input type="checkbox"/> 15	250
<input type="checkbox"/> 6	22	<input type="checkbox"/> 16	500
<input type="checkbox"/> 7	25	<input type="checkbox"/> 17	1 km
<input type="checkbox"/> 8	28	<input type="checkbox"/> 18	5 km
<input type="checkbox"/> 9	32	<input type="checkbox"/> 19	25 km
<input type="checkbox"/> 10	35	<input type="checkbox"/> 20	Sp.

Fatigue

Recover: 1/ hour or 2/hr. if at rest.

Constitution Attribute

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

120 80 40 20 10 *Penalty for fatigue

1 Fatigue = +15 to one check or MA, or +1 Ki accumulation. You can use up to two points at once.

Resistance

TOTAL Presence* Attribute Magic Special

PhR	PHYSICAL Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DR	DISEASE Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
VR	POISON Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MR	Magic Power	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
PsR	Psychic Willpower	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

* Presence = 25+5 x Level

Natura

Gnosis

Destiny Points

Life Points

Base Multiples Special Class Level

LP TOTALS Wounds Criticals Regen. Healing Neg.

Death = -CONx5

*Base = 20 + CON x 10 + Mod Con. Multiple Cost (GENERAL): 10 15 20 | Multiple = CON score.

Armor and Combat

Armor Type (AT)

Armor	CUT	IMP	THR	HOT	ELE	COL	ENE	Fort	Pres.	Req.	Pen.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Absorption: Penalty:

*Absorption = AT x 10 + 20

TOTAL Attribute Points Special Class Level

<input type="checkbox"/> 2	<input type="checkbox"/> 3	Attack Ability	= DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> 2	<input type="checkbox"/> 3	Block Ability	= DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> 2	<input type="checkbox"/> 3	Dodge Ability	= AGI	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	Wear Armor	= STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Defense: -90 surprised; -80 unless you get out of range; -80 blind; -120 for blocking energy. -30 flanked; -80 from behind; -60 to substitute Block/Dodge. Multiple Defenses: 0, -30, -50, -70, -90.

Init.

TOTAL Base AGI DEX Armor Special Class Level

20 + + + + + +

*Adds +20 to total for unarmed actions (including summoning and mentalism).

Ki 0 **Psychic Points** 0 **Zen** 0

Weapons

Weapon	Attack	Defense	Base Dmg.	Final Dmg.	Speed	Init.	Final	Critical 1	Critical 2 (-10 At.)	ROF	Special										
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	Fortitude	Breakage
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400	Presence	Fumble

Weapon	Attack	Defense	Base Dmg.	Final Dmg.	Speed	Init.	Final	Critical 1	Critical 2 (-10 At.)	ROF	Special										
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	Fortitude	Breakage
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400	Presence	Fumble

ATHLETICS

1	2	3	ATHLETICS	Total	Attribute	Natural	Points	Class	Level	Sp.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Acrobatics	<input type="text"/>	Agi x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Athletics	<input type="text"/>	Agi x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ride	<input type="text"/>	Agi x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Swim	<input type="text"/>	Agi x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Climb	<input type="text"/>	Agi x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Jump	<input type="text"/>	Str x	+	<input type="text"/>	+	<input type="text"/>	+

VIGOR

1	2	3	VIGOR	Total	Attribute	Natural	Points	Class	Level	Sp.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Composure	<input type="text"/>	Wil x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Feats of Strength	<input type="text"/>	Str x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Resist Pain	<input type="text"/>	Wil x	+	<input type="text"/>	+	<input type="text"/>	+

PERCEPTIVE

1	2	3	PERCEPTIVE	Total	Attribute	Natural	Points	Class	Level	Sp.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Notice	<input type="text"/>	Per x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Search	<input type="text"/>	Per x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tracking	<input type="text"/>	Per x	+	<input type="text"/>	+	<input type="text"/>	+

INTELLECTUAL

1	2	3	INTELLECTUAL	Total	Attribute	Natural	Points	Class	Level	Sp.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Animals	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Science	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Herbal lore	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	History	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Law	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Medicine	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Memorize	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Navigation	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Occult	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Appraisal	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tactics	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Magic Appraisal	<input type="text"/>	Pow x	+	<input type="text"/>	+	<input type="text"/>	+

SOCIAL

1	2	3	SOCIAL	Total	Attribute	Natural	Points	Class	Level	Sp.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trade	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Streetwise	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Style	<input type="text"/>	Pow x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Etiquette	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intimidation	<input type="text"/>	Wil x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Leadership	<input type="text"/>	Pow x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Persuasion	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+

SUBTERFUGE

1	2	3	SUBTERFUGE	Total	Attribute	Natural	Points	Class	Level	Sp.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Lockpicking	<input type="text"/>	Dex x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Disguise	<input type="text"/>	Dex x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hide	<input type="text"/>	Per x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Theft	<input type="text"/>	Dex x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stealth	<input type="text"/>	Agi x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trap Lore	<input type="text"/>	Per x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Poisons	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+

CREATIVE

1	2	3	CREATIVE	Total	Attribute	Natural	Points	Class	Level	Sp.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Art	<input type="text"/>	Pow x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dance	<input type="text"/>	Agi x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Forging	<input type="text"/>	Dex x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Music	<input type="text"/>	Pow x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sleight of Hand	<input type="text"/>	Dex x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Animisim	<input type="text"/>	Pow x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Alchemy	<input type="text"/>	Int x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Runes	<input type="text"/>	Dex x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Clothier	<input type="text"/>	Dex x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Jewelcrafting	<input type="text"/>	Dex x	+	<input type="text"/>	+	<input type="text"/>	+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ritual, Calligraphy	<input type="text"/>	Dex x	+	<input type="text"/>	+	<input type="text"/>	+

*Each level adds a Natural Bonus to a Secondary Ability by the amount of the characteristics bonus.

Advantages

A red square signifies an advantage only available at character creation.

- 1/2/3 Access to Natural Psychic Powers You have a natural psi power usable 1/min DIF (1), VDF (2) or ABS (3). You can use 1 PP to buy a discipline matrix.
- 2 Free Access to Psychic Disciplines Gain Access to any Psychic Discipline.
- 1/2 Increase Ki Accumulation If you do not attack this turn, add +1 (per CP spent) to the accumulation of Ki.
- 2 Total Accumulation Performing an action does not halve your Ki accumulation.
- 1 Animal Affinity Animals react positively to you and you understand their emotions.
- 1 Fortunate Your character does not suffer from random effects.
- 1 To the Limit When your Life Points are down to 1/4, +20 to all actions.
- 1 Ambidextrous Additional attack with your off hand is -10 (-10 to initiative if positive, -20 if neg).
- 1/2/3 Learning +3 (1), +6 (2), +9 (3) XP per game session.
- 1/2 Natural Learner +10 (1) or +20 (2) per level to a secondary skill.
- 1 Martial Learning Increase your Ki learning ability by 2 grades.
- 2/3 Natural Learning in a Field +5 (2), +10 (3) per level to all the skills of a field.
- 2 Aptitude in a Field Reduce the cost of a secondary ability field by 1 point.
- 1/2/3 Aptitude in a Subject Reduce 1 point / (benefit level) the cost of a secondary skill.
- 1 Mystic Armor Gain AT 4 against energy.
- 1 Natural Armor Gain 2 AT against all types of damage except energy.
- 1/2/3 Artifact You possess a magical artifact.
- 1 Increased Natural Bonus Every time you level, you gain an double natural bonus.
- 1 Good Luck Reduce your fumble by 1%.
- 2 Jack of all trades +10 To all skills and not suffer the -30 for not having a skill.
- 1/2/3 Mass Invocation Counts as +1 level (level advantage) to summon creatures en masse.
- 1/2/3 Been Around You start the game with +50 (1) +100 (2) or +150 (3) XP.
- 1/2/3 Hard to Kill +10 (1) +20 (2) or +30 (3) Life Points per character level.
- 2 The Gift +10 To MR and can see and use magic.
- 1 Incomplete Gift You can use magic if you exceed 10 +1 Pow diff per 10 lev. magic.
- 1/2/3 Elan You start with 25 (1), 45 (2) or 60 (3) points Elan with an entity.
- 1 Charm Has a favorable first impression to most strangers.
- 1 Sheele Essence If you tie a Sheele, it gets +2 improvements.
- 2/3 Familiar You start with a familiar of your level (2) or level +1 (3) bound.
- 1/2/3 Initial Funds 2000 GC (1), 5000 GC (2), or 10,000 GC (3).
- 1 Skilled +30 To sleight of hand and +3 to Dexterity checks.
- 1/2/3 Tireless +3 (1), +6 (2), or +9 (3) additional Fatigue Points.
- 1 Immunity to Pain and Fatigue The penalties for pain (critical) and fatigue are reduced to half.
- 1 Psychic Immunity +60 To any composure check based on emotions checks.
- 1/2/3 Supernatural Immunity Immune to spells with RM 80 - / 60 Z (1), 100 - / 90 Z (2), 120 - / 120 Z (3).
- 1 Disquieting You can, at will, make others tense and nervous.
- 1 Without Gestures Do not reduce the accumulation of Ki for Seals if you are omitting the gestures.
- 1 Imperceptible +10 Ki Concealment per character level.
- 1/2/3 Legacy of Blood (Page 74 Dominus Exot), gain +1 level modifier per legacy.
- 1 Free Will +60 To MR and PsR against possession and mental domination.
- 1 Dual Limit You can choose two limits instead of one.
- 1/2/3 Martial Mastery +40 (1) +80 (2), +120 (3) to your Martial Knowledge (MK).
- 1 Ki Perception +10 Per level to Ki Detection.
- 1 Innate Power Calculate your Ki pool using only your Power x6.
- 1/2/3 Recovery of Ki Recovers 1 Ki each min / 20 as (1), every 30 sec / 10 as (2), or 6 sec / 2 as (3).
- 1/2/3 Rapid Reflexes +25 (1) +45 (2) or +60 (3) to Initiative.
- 1/2/3 Increased Regeneration +2 (1), +4 (2), +6 (3) to your Regeneration level.
- 1 Re-roll a Characteristic You can reroll a Characteristic.
- 1/2 Exceptional Physical Resistance +25 (1) or +50 (2) to the PhR, VR and DR.
- 1/2 Exceptional Magic Resistance +25 (1) or +50 (2) to the MR.
- 1/2 Exceptional Psychic Resistance +25 (1) or +50 (2) to the PsR.
- 2 Ancient Blood You can use the Lost Logias (technomagic relics of a bygone era).
- 1 Seducer +60 To Persuasion and style when trying to seduce someone.
- 1 Masterful Seals Invoking using seals, you are considered to have +2 levels.
- 1 Combat Senses +5 per level to Attack, Parry, or Evade (maximum +50).
- 2 Danger Sense You can not be Surprised unless someone rolls 150 above your initiative.
- 1 Acute Senses +50 To Notice and Search.
- 2 Unlimited Familiars You are no longer limited to having a single magical familiar.
- 1 Light Sleeper Just a penalty of -20 to notice while you sleep.
- 1 +1 to a Characteristic +1 To a characteristic, up to 11. Still subject to the limit of inhumanity.
- 1 Survivor You do not die until your LP is -CONx10, and a +40 to your PhR to stabilize.
- 2 Replace a Characteristic with a 9 Replaces a characteristic with a 9.
- 1 Unnatural Size Adjusts to + / - 5 points your size.
- 1 Disconnected Techniques Dominion Techniques can develop without following a tree.
- 1 Touched by Destiny Once per session, you can retry a die roll and take the better result.
- 1/2/3 Use of Armor +5 (1), +10 (2) or +15 (3) per character level to wear armor.
- 1 See Supernatural You can see magic, psychic matrices, and spiritual creatures.
- 1 Versatile Halves the cost for changing classes and you do not have to wait 2 levels.
- 1 Night Vision Cancels the penalties for natural darkness and half those resulting from magic.

Background Advantages

- 2 Saint You're a saint of the church and the Inquisition will not pursue you ever.
- 1/2 Social Position Have a title of prestige and class without special die roll.
- 1/2 Fame Player character is famous, +45 (1) or +65(2) to fame if you are using the optional fame rule.
- 1 Cultural Roots Grants a bonus to secondary abilities according to the characters social status and country of origin. See Gaia: Beyond the Dreams.
- 1/2/3 Contacts Contacts that the player can use for information or assistance. The more points spent the better aid can be provided. See Table 33 Contacts for recommended costs.
- 1/2/3 Powerful Ally There is someone of significant power or influence that is willing to help the character at all times. He/she would stop at nothing to support the character when he requires assistance.

Table 33

Organizations	CP
The Inquisition	2
The Church	1
Tol Rauko	2
Wissenschaft	2
Selene	2
The Magus Order	2
The Order of Yehudah	2
Black Sun	2
High spheres of a country	2
Underworld	1
Local Nobility	1
Great Crime Lord	1

Table 34

Fame	Level of Recognition	Dif
0	Unknown	0
10	Known	-1
20	Popular	-3
30	Renowned	-5
40	Famous	-10
50	Celebrated	-15
70	Legendary	-25
100	Beyond Legendary	N/A

Background Disadvantages

- 1 Pariah The character is automatically considered a pariah in all social circles.
- 1 Debts Massive debts to pay, either 500 gold per month or 10,000 gold in total.
- 1 Code of Conduct The character must follow a strict code of conduct, in some way related to his country of origin.
- P-Enemy Extremely hated and hunted by a faction, crime-lord, Wizard etc, refer to Table 33
- 1 Dirty Little Secret The player and the Game Master must determine, together, the nature of the secret and the consequences that arise from it.

Disadvantages

- 1 -2 to One Characteristic -2 to a characteristic (minimum 3).
- 1 Addiction/Serious Vice -10 for each day not satisfied.
- 1 Serious Allergy From -40 to -80 if it comes into contact.
- 1/2 Slow Learner -4 (1) or -8 (2) XP per game.
- 1 Exclusive Weapon -30 Weapons other than yours.
- 2 Blind Always apply the blindness penalty.
- 1 Cowardly -60 In dangerous situations (Fri MDF = -20).
- 1 Physical Disability Halve your PhR.
- 1 Unfortunate You have very bad luck.
- 2 Unlucky Destiny No open rolls.
- 1 Feeble If you fall below 1/3 of your LP, -30 AAP.
- 2 Serious Disease -10 To around a month (game time).
- 1 Exhausted -1 To fatigue.
- 1 Atrophied Limb -80 In rolls that require it.
- 1 Easily Possessed -50 To PsR and MR vs domination.
- 1 Serious Phobia -60 AAP in the presence of the phobia.
- 1 Insufferable Unbearable for others.
- 1 Slow Healer You are healed at half rate.
- 1 Bad Luck +2% to fumble.
- 1/2 Damned You suffer a terrible curse.
- 1 Nearsighted -50 Notice/Search and -3 to Perception.
- 1 Mute You can not speak.
- 1 Inexperienced -100 XP, you start at level 0 (400 DP).
- 1 Clumsy -30 In manual skills, -3 to Dex tests.
- 1/2 Slow Reaction -30 (1) or -60 (2) to Initiative.
- 1 Poor Health Reduce your DR by 1/2.
- 1 No Natural Bonus No natural bonus each level.
- 1 Deaf You do not hear anything.
- 1 Deep Sleeper -200 AAP while asleep, -40 for first 10 rounds.
- 1 Vulnerable to Magic Reduce your MR by half.
- 1 Vulnerable to Poisons Reduce your VR to half.
- 1 Vulnerable to Pain Double the pain and penalties from criticals.
- 1 Vulnerable to Heat/Cold Resistance against temp -30, -80 in extreme.

Magic Disadvantages

- 2 Shamanism Components needed to cast spells.
- 1 Magic Exhaustion Fatigue -1 Pot 100 +, 200 + 2 Pot, 3 Pot 300 +.
- 1 Magical Ties No Free Access spells.
- 1 Slow Recovery Recover 1/2 of Zeon each day.
- 1 Action Requirement Action X (eg Dance) at Difficult to cast.
- 2 Magical Blockage No Zeon recovery.
- 1 Oral Requirement You must speak to cast.
- 1 Gesture Requirement You have to be able to move to cast.

Psychic Disadvantages

- 2 Psychic Consumption When you fail, you lose LP equal to failure.
- 2 Psychic Exhaustion Lose twice the fatigue for failing.
- 1 One Power You can only use one power per turn.
- 1 No Concentration You can not concentrate.

Magic Advantages

- 2 Natural Magic Learning +5 To Magic level per character level.
- 1 Aptitude for Magical Development +3 To Int to calculate the max degree requirement of spells.
- 1 Natural Knowledge of a Path You get level 40 in a path of your choice and start with all those spells.
- 1 Elemental Attunement +20 To MA and MR with a path, but -20 to MA and MR with its opposite.
- 2 Half-Attuned to the Tree +20 to MA and MR for 5 paths, but -20 to MA and MR in its opposite.
- 1 Magic Diction Do not reduce your MA to cast spells from scrolls and grimoires.
- 1 Natural Sorcerer Increases by 2 levels your Grade for learning your spells (page 8 AE).
- 1 Unspoken casting You can cast spells silently without halving your MA.
- 1 Gestureless Casting You can cast spells without gestures, halving your MA.
- 1/2/3 Better Innate Magic Innate Spells have a +10 (1) +20 (2), or +30 (3) to their maximum Zeon.
- 1 Opposite Magic Learning an opposite Path costs you twice the normal magic level.
- 1/2/3 Natural Magic +50 (1) +100 (2) or +150 (3) to Zeon per character level.
- 1 Natural Power Use Power instead of Intelligence degree requirement of spells.
- 1 Contested Spell Mastery +50 On opposed rolls for collision spell results.
- 1/2/3 Superior Magic Recovery Recover your MA x2 daily (1), x3 (2) or x4 (3) points of Zeon.
- 1 Versatile Metamagic You can choose from two different starting points in Arcane Sephirah.

Psychic Advantages

- 1 Psychic Ambivalence Dividing your psychic potential with various powers, add +5 for potential.
- 1 Focus The PP used to enhance psychic projection give +20 instead of +10.
- 2 Extreme Concentration Concentration double bonuses.
- 2 Passive Concentration You can concentrate for a power boost but you keep your active action.
- 2 Psychic Inclination In a discipline, the results are one level above obtained.
- 2 Amplify Sustained Power The power to operate maintained 1 level above normal.
- 1 Increase Psychic Modifier Double natural modifiers you use in a mental discipline.
- 1/2/3 PP Recovery Restores 1 PP every 10 min. (1), 5 min. (2), or 1 min. (3).
- 2 Psychic Fatigue Resistance Resist fatigue loss from failing level 1 and 2 powers.

Languages

- Latin
- Arkes
- Hermital
- Tarazv
- Ailish
- Ogashima
- Jashu
- Kannawa
- Sheeham
- Irlula
- Kola
- Yamato
- Yamato shun
- Nepranus (Occult 40, History 40)
- Elium lacrimae (Occult 40, Hist 40, Music 40)
- Legameton (History 60, Science 40)
- Ultwe'alariel (Occult 40, History 40)
- Dael (History 80)
- Kamyu (Occult 40, History 20)
- Lileth (Occult 80)
- Yvah (Occult 40, History 40)
- S'lish (Occult 120)

Initial Languages: by region and +1 for each +5 INT bonus.

EXPERIENCE

XP NEEDED

XP ACTUAL

Modifier:

Elan



Character Description



Racial Abilities

Equipment



Object	Pres	Object	Pres	Object	Pres	Object	Pres

Object	Pres	Object	Pres	Object	Pres	Object	Pres

Contacts

On Character

Gold Silver Copper
 1 GC = 100 SC 1 SC = 10 CC
 1 GC = 1000 CC

In Bank

Gold Silver Copper
 1 GC = 100 SC 1 SC = 10 CC
 1 GC = 1000 CC

40	Use of Ki		Permits use of Ki Abilities.
30	Ki Control	-	You can use Dominion techniques.
20	↳ Detection of Ki	-	Detect the energy of those around you. (Ability = (Notice + MK total)/2 = _____).
10	↳ Erudition	-	As Detection, but you also pick up intensities and shapes. Permits searching for Ki sources.
10	Elimination of Weight	1* tn	Allows you to walk on walls or water. The first turn has no Ki cost.
20	↳ Levitation	1* min	Allows flight with MV equivalent to ¼ of your base MV. The Ki cost is equal to the desired MV.
10	↳ Object Motion	1 x 5 Kg tn	Allows the user to move small objects. The cost is 1 Ki for 5kg.
20	↳ *Mass Movement	1 x 50 Kg tn	Allows the user to move multiple objects, up to 50kg per Ki point spent.
20	↳ Flight	1* min	Permits flight at your full MV. The Ki cost is equal to the desired MV.
10	Presence Extrusion	-	Allows you to physically touch energy or elemental sources.
30	↳ *Absorption of Energy	-	Allows you to absorb 5 points of supernatural or energy damage for each Ki point spent.
10	↳ Energy Armor	-	Add +2 to the Energy AT.
10	↳ *Greater Energy Armor	1 each 5 tn	Add another +2 to the Energy AT for 1 Ki point per 5 turns it is active.
10	↳ *Arcane Energy Armor	1 each 5 tn	Energy AT is 4 automatically, and can be increased to 6 for 1 Ki point per 5 turns.
10	↳ *Physical Shield	-	Obtain a Damage Barrier equal to your Base Presence.
10	↳ Aura Extension	-	You can use Presence Extrusion with a weapon. Additionally, add +10 to the Base Damage, 10 to its Fortitude and 5 to its Breakage.
10	↳ *Increased Reach	-	Double your reach on Area Attacks. (Small 6, Medium 8, Large 10).
10	↳ *Elemental Attack	-	Select an element, your weapon uses it as a Secondary Critical. If it is Earth, the type is IMP. If it was already IMP, add +10 to IMP damage.
10	↳ *Increased Damage	-	+10 to Base Damage of all physical attacks, including Ki attacks and projectiles.
10	↳ *Increased Speed	-	+10 to Initiative.
20	↳ Destruction by Ki	1+	Destroy objects with a touch. DMG = failure of a PhR Check against your Presence + (5 for 1 Ki, max Pres x2). If the number is > 40, the object is destroyed.
10	↳ Ki Transmutation	-	Ki points can be exchanged with an individual, at a rate of the lowest Accumulation.
10	↳ Ki Healing	1+	Heal up to half of the damage suffered. 1 Ki for 2 LP. Physical contact necessary.
10	↳ *Superior Healing	1+	Heal up to half of the damage suffered. 1 Ki for 5 LP. Physical contact necessary.
10	↳ *Stabilize	2+	For between 2 and 5 Ki points, stabilize another individual. Each additional 2 Ki points offers +5 to the PhR check.
10	↳ *Vital Sacrifice	-	Recover 1 Ki for 2 LP sacrificed. Those LP are recovered as Sacrifice.
10	Use of Necessary Energy	-	Multiply the time you can do an activity by 10x before you are tired. You can also use 5 Fatigue points at once.
10	↳ Ki Concealment	-	Hide your presence from Detection. (Ability = (MK total + Hide) / 2 = _____). -10x Ki accumulated.
10	↳ *Aura of Concealment	-	Use Ki Concealment on others at -40 if there is contact, or -120 up to a few feet away. -10 for each additional Ki source you hide.
10	↳ False Death	-	You go into a state of apparent death (although you are aware). Medicine 280 check to find that you're still alive. Need 1 full turn to recover.
10	↳ Elimination of Necessities	-	You need to eat, sleep, and drink 1/10 of what a normal person does.
20	↳ *Elemental Immunity:	-/1+ tn	Choose one: <input type="checkbox"/> Heat, <input type="checkbox"/> Cold, or <input type="checkbox"/> Electricity. You may resist 5 intensities of that element, or +5 intensities for 1 Ki/turn. You may take this 3 times.
20	↳ Elimination of Penalties	-	Reduce by ½ the penalties from criticals and Fatigue, unless caused by amputation, magic, or psychic abilities.
20	↳ Recovery	5	Recover 1 point of Fatigue.
10	↳ *Restore Others	5	Touching another person recovers 1 point of Fatigue for them.
20	↳ Characteristic Augmentation	1+/1 tn	Raise an attribute by up to 3 points. The cost is the final value of that Characteristic.
20	↳ *Superior Char. Aug.	1+/1 each 10 tn	Raise an attribute by up to 4 points. The cost is the final value of that Characteristic.
50	*Improvised Techniques	-	You may improvise Techniques according to page 47 of DE.
20	*Technique Pushing	Accumul. x2	Accumulating twice for a technique: increased by 50% of the bonus / number of attacks, +1 multiple of damage (if any) and +40 to its Resistance difficulty.
40	*Combat Aura	1 each 5 tn	Your aura extends (Presence x 5)m. It can cause fear and paralysis, on pg 19 of DE. (Aura Diff = _____)
10	*Physical Dominion	-	+10 to PhR.
30	↳ *Physical Change	10/1 min	You can slightly alter your appearance. Notice 280, Search 180, or Det. Ki 100 to notice. -80 To Hide your Ki when you keep the change.
20	↳ *Superior Change	20/2 min	As Physical Change, but you can change by 50% your size, and even take on nonhuman features.
30	*Multiplication of Bodies	4+/1+ each 5 tn	As a full turn action, you create POW / 3 copies. They have a -80 AAP, and -4 to characteristics. They have no special abilities. They disappear when hit.
30	↳ *Greater Mult. of Bodies	2+/1+ each 5 tn	As Multiplication of Bodies, but reduce the cost, and you can make POWx5 copies.
40	↳ *Arcane Mult. of Bod.	1+/1+ each 5 tn	As Greater Multiplication of Bodies, but you may create POWx5 copies.
30	↳ *Magnitude	+3+	Investing 3 Ki per copy, reduce their penalties to -60 and -3.
40	↳ *Arcane Magnitude	+6+	Investing 6 Ki per copy, reduce their penalties to -20 and -1.
20	↳ *Age Control	-	Quadruple your life expectancy, and halve old age penalties.
50	*Technique Imitation	-	With enough MK, you may learn any Ki technique you see, at reduced cost (-10 per Lv).
30	Inhumanity	-	You may reach 320 on die rolls, and raise your physical characteristics above 11.
50	↳ Zen	-	You may reach 440 on die rolls, and raise your physical characteristics above 13.

MK Nemeses Abilities

70	Use of Nemesis	- This ability is the prerequisite necessary to be able to access the other Nemesis abilities.	Page references are for the Dominus Exot book.
30	Armor Of Emptiness	- Reduces Base Damage suffered by 10 points, if the damage becomes 0, the attack does not cause any damage.	
20	↳ Noth	- Upgraded version of the armor of emptiness, reduce Base Damage by 30 points.	
30	Ki Cancellation	- Lowers the Ki Accumulation of people around you, including allies. Maint. cost 2 per turn (aoe) or 5 per turn on a single target.	Table 10 and 11. Page 22-23.
20	↳ Greater Ki Cancellation	- Upgrades the Cancellation values to the "Greater" tab and increases the Maint. cost to 5 per turn or 10 per turn on a single target.	Table 10 and 11. Page 22-23.
30	Magic Cancellation	- Cancels out Magic in the area, either active or being cast if reduced below their base cost. Maint 2 per turn or 10 per turn for a single target.	Table 10 and 12. Page 22-23.
20	↳ Greater Magic Cancellation	- Upgrades the Cancellation values to the "Greater" tab and increases the Maint. cost to 5 per turn or 10 per turn on a single target.	Table 10 and 12. Page 22-23.
30	Matrices Cancellation	- Cancels out Innate or Active Psychic powers if reduced below the powers base value. Maint 2 per turn or 10 per turn for a single target.	Table 10 and 13. Page 22-24.
20	↳ Greater Matrices Cancellation	- Upgrades the Cancellation values to the "Greater" tab and increases the Maint. cost to 5 per turn or 10 per turn on a single target.	Table 10 and 13. Page 22-24.
30	Binding Cancellation	- Cancels the summoning, binding, banishing and control of NEW summons. Does not effect already summoned beings.	Table 10 and 14. Page 22-24.
30	Emptiness Extrusion	- Allows the user to attack and defend against Energy and Immaterial beings. Sets primary damage to Energy and secondary to cold. Damage = Presence x2	
10	↳ Body of Emptiness	- +20 to all Resistances and can no longer suffer the effects of bleeding.	
10	↳ No Needs	- Removes all physical needs, however a character with psychological addictions such as food or dreaming or something similar will need to indulge in those or suffer exhaustion.	
30	↳ Movement of Emptiness	- Allows the user to move according to his POW. This ability allows movement above 10 without Inhuman or Zen. In addition he no longer suffers penalty -80 to stealth for running.	
20	↳ Form of Emptiness*	- Allows the user to use a spectral form, can only be damaged or blocked by things that can damage energy. Passive activation cost 1 point and Maint. 1 Ki per 5 turn.	
40	↳ Essence of Emptiness	- The user no longer suffers penalties from pain and fatigue, does not suffer the effect of criticals that do not cause true physical deficiencies, such as amputations.	
20	↳ One with Nothing	- Annuls all criticals instantly, can suffer any amount of physical damage. Regrow lost limbs of pure energy. Doesn't work against, magic, psychic, Ars Magnus or Legacys of blood	
30	Aura of Emptiness	- Any living being in users presence must pass a PhR of (User Presence x2) or suffer -20 to all actions. Size according to POW.	Table 10. Page 22
10	↳ Undetectable	- Applies a bonus of (User Presence x2) to MR, PsR against super natural detection. Ki users apply a similar (User Presence x2) penalty to their Ki detection against the user.	
20	Inhumanity	- You may reach 320 on die rolls, and use the full extent of what his Characteristics allow.	
40	↳ Zen	- You may reach 440 on die rolls.	

*Form of Emptiness also Requires Emptiness Extrusion

Ars Magnus & Impossible Arms **Legacys of Blood**

Ars Magnus/Wpn:

DP Cost MK Cost

Ars Magnus/Wpn:

DP Cost MK Cost

Ars Magnus/Wpn:

DP Cost MK Cost

Character:

Player:



Ki used:
Ki below 10: -1 fatigue every 5 min.
Ki 0: -1 fatigue every 5 turns.

The accumulation is visible to all after 20 points.

DP COST (COMBAT)
+1 Ki Point:
 2 3
+1 Accumulation Point
10 15 20 25 30

Accumulations: STR AGI DEX CON POW WIL

*If you make other actions, accumulation is reduced to half unless the total Ki cost can be accumulated in a single turn.

Recovery: 1 point of Ki per 10 Min. 1 Min. (20 turns) 30 sec. (10 turns) 6 sec. (2 turns)

Limit Pág: (pág. 27 DE) MK Cost

MK Dominion Techniques

Technique:	Level	MK Cost	Ac	Ma			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>			
	STR	AGI	DEX	CON	POW	WIL	GEN
Technique:	Level	MK Cost	Ac	Ma			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>			
	STR	AGI	DEX	CON	POW	WIL	GEN
Technique:	Level	MK Cost	Ac	Ma			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>			
	STR	AGI	DEX	CON	POW	WIL	GEN
Technique:	Level	MK Cost	Ac	Ma			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>			
	STR	AGI	DEX	CON	POW	WIL	GEN
Technique:	Level	MK Cost	Ac	Ma			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>			
	STR	AGI	DEX	CON	POW	WIL	GEN
Technique:	Level	MK Cost	Ac	Ma			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>			
	STR	AGI	DEX	CON	POW	WIL	GEN
Technique:	Level	MK Cost	Ac	Ma			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>			
	STR	AGI	DEX	CON	POW	WIL	GEN

10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

Martial Arts

DP COST (COMBAT) Halve the cost if you choose it at Level 1.
Basic, Base Basic, Advanced Basic, Supreme Advanced, Base/Arcane
20 Tao 10 +30 Tao +10 +50 Tao +20 50/+50 Tao 20/+20

Martial Art: <input type="text"/>	Martial Art: <input type="text"/>
Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>	Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>
Martial Art: <input type="text"/>	Martial Art: <input type="text"/>
Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>	Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>
Martial Art: <input type="text"/>	Martial Art: <input type="text"/>
Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>	Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>
Martial Art: <input type="text"/>	Martial Art: <input type="text"/>
Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>	Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>
Martial Art: <input type="text"/>	Martial Art: <input type="text"/>
Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>	Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>
Martial Art: <input type="text"/>	Martial Art: <input type="text"/>
Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>	Attack: <input type="text"/> Defense: <input type="text"/> Dmg.: <input type="text"/> MK: <input type="text"/>

*You may take 1 Martial Art for every 40 points of Attack + Defense.

Style Modules

- 20 **Accumulation of Projectiles (DE)**
You can throw or shoot up +3 additional projectiles at once, adding +10 to dmg. and penalizing the Initiative -10 each.
- 40 **Additional Attack**
You can make an additional attack (if sm -20, -30 med, -40 large.)
- 50 **Precision Attack**
You can use Put at Weapon's Point at -50.
- 50 **Area Attack**
Make an area attack at a -25 penalty affecting numerous targets based on your weapon's size: 3 (small), 4 (medium), or 5 (large).
- 20 **Unusual Attack(DE)**
Ignore the -10 penalty for using a Secondary Attack Type.
- 30 **Batto Jutsu/ Iajutsu**
You can ignore the -25 penalty for attacking and unsheathing.
- 50 **Moving Target**
Reduce the Moving Target penalty by half.
- 40 **Blind Fighting**
Halve blindness penalties.
- 20 **Critical Increment (DE)**
Add +10 to the Critical Level when you score a Critical.
- 40 **Projectile Defense**
You can use a Two-Handed weapon to block any projectile at -30.
- 40 **Disarm**
You only take -20 to the Disarm maneuver.
- 30 **Deflect**
Add your DEX bonus to weapon Fortitude.
- 40 **Running Shot**
-10 to Attack if you move 1/4 of your Movement, or -25 at full.
- 50 **Chained Attacks**
Treat a weapon's Additional Attack Penalty as if it were one size category smaller; a Large weapon is -30, and Medium is -20.
- 30 **Dodging with Shield (DE)**
A character applies a shield's Block bonus instead of Dodge.
- 30 **Bodyguard (DE)**
Reduce the penalty for Push Aside to -10. This does not grant any advantage to characters with supernatural shields.
- 30 **Movement in Confined Spaces(DE)**
Halve the penalties for being in small spaces.
- 40 **Unusual Traps (DE)**
The character can use Trapping attacks with a weapon that does not have that rule. These Traps are at -60 ATK and -3 DEX.
- 40 **Reduction of Armor**
Ignore 1 point of armor on the target.
- 30 **Second Weapon: Defensive Style (DE)**
A character with two weapons can use it for a "free" defense, ignoring the multiple Defense penalty. The third is at -30, etc.
- 10 **Firm Grip (DE)**
The character adds +3 to checks to prevent Disarming.
- 40 **Multiple Targets**
Ignore the -10 penalty for switching targets.

Weapon Tables

- 0 Initial Weapon:
- 10 Similar Weapon:
- 15 Mixed Weapon:
- 20 Different/No Weapon:
- 50 Group (p.63):
- 50 Group (p.63):
- Martial Arts Weapons (p.43 DE):

*Weaponsmasters pay only half the DP cost on Style Modules and weapon tables.

Weapon Groups: Type (eg swords), Projectile, Thrown Improvised, Assassin, Barbarian, Knight, Nomad, Gladiator, Hunter, Soldier, Ninja, Duelist, Aboriginal, Pirate, Bandit.

Character:

Player:



Psychic Points

PP used:

Recover: 1 PP per hour 10 min 5 min 1 min

FREE PP

COST IN DP (PSYCHIC)
+1 PP:
10 15 20

Total	Base	Level	Sp	Points
<input type="text"/>	1	<input type="text"/>	<input type="text"/>	<input type="text"/>

+1 point per levels

If taking multiple actions this turn, apply a -25 to your Psychic Potential, but not your Projection.

Unless otherwise specified, AT does not count against Psychic attacks.

You must have at least a 10% margin of success on your Projection roll to affect a target.

Unless otherwise specified, an opponent without See Matrices takes the Blind penalty when defending against a Psychic power.

Unless otherwise specified, an opponent must be able to Block Energy to defend against a psychic attack.

USING FREE Psychic Points

- Bonus to Projection:** Add +10 to Projection per PP used (maximum +50).
- Bonus to Psychic Potential:** during your turn, add +20 to the Potential for a power; the maximum it +100, or 5 PP
- Eliminate Fatigue:** Use PP in lieu of Fatigue when you fail to use a Power.
- Temporary Access to a Power:** Use 1 PP to use an unknown power for 1 turn, instead of permanently investing 1 PP to learn the power
- Augment Innate Slot:** As the Bonus to Potential, but applied to a Maintained power. Points spent in this way do not recover until the power is no longer maintained.

Psychic Potential

Bonus to Psychic Potential

TOTAL = Base + Points + Crystals + Special

Psychic Potential = + + +

Time of Concentration:	1 turn	3 turns	5 turns	1 minute	1 hour
Bonus to Potential:	+10	+20	+30	+40	+50

*Base: Page 193 Core Edition.
+10 to WIL 5, +10 per point until 14. Each point over 15 raises it +20.

*Concentration is a Full Turn action, and doing anything else breaks your concentration.

PP Cost: 1 2 (3) 3 (6) 4 (10) 5 (15) 6 (21) 7 (28) 8 (36) 9 (48) 10 (55)

Points: +10 +20 +30 +40 +50 +60 +70 +80 +90 +100

*The number in parenthesis is the total number of PPs invested.

Dividing Potential: A mentalist can use more than one power in a turn by dividing his potential between them. For instance, put +40 in one power and +20 in another, if your potential is +60. The minimum amount you can put in any one power is +10.

Psychic Projection

Projection Difficulty

Style Tables

TOTAL = DEX + Bonus + Points + Special

Psychic Projection = DEX + + +

Attack with Projection

Defense with Projection

DIFFICULTY	RANGE
20	Requires Physical Contact.
40	5m
80	20m
120	100m
140	250m
180	500m
240	1km*
280	10km.*

100 **Psychic Projection as Attack and Defense.** You can use Attack or Defense abilities as Psychic Projection. Bonuses from Class and Characteristics don't count.

*Shield other is an active action. The penalty is -40 defense.

* You don't need Line of Sight, but you need some way to see the target.

Mental Patterns

Pág. 100 AE.

Pattern: Opposite Pattern: Cost (Psychic): Cancellation:

Bonus:

Penalty:

Pattern: Opposite Pattern: Cost (Psychic): Cancellation:

Bonus:

Penalty:

Pattern: Opposite Pattern: Cost (Psychic): Cancellation:

Bonus:

Penalty:

Character:

Player:

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: Path:

Level: Action: Type:

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
	210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

Spell	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
	210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell: _____ Path: _____

Level: _____ Action: _____ Type: _____

Grade	Base	Intermed	Advanced	Arcane
Zeon				
Int R.				
Maint.				
Base:				
Intermed:				
Advanced:				
Arcane:				

Spell	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
	210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

Spell	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
	210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

Spell	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
	210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

Character:

Player:



Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
280	Impossible	
320	Inhuman	
440	Zen	

Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
280	Impossible	
320	Inhuman	
440	Zen	

Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
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320	Inhuman	
440	Zen	

Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
280	Impossible	
320	Inhuman	
440	Zen	

Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
280	Impossible	
320	Inhuman	
440	Zen	

Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
280	Impossible	
320	Inhuman	
440	Zen	

Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
280	Impossible	
320	Inhuman	
440	Zen	

Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
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140	Very Difficult	
180	Absurd	
240	Almost Impos.	
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440	Zen	

Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
280	Impossible	
320	Inhuman	
440	Zen	

Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
280	Impossible	
320	Inhuman	
440	Zen	

Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
280	Impossible	
320	Inhuman	
440	Zen	

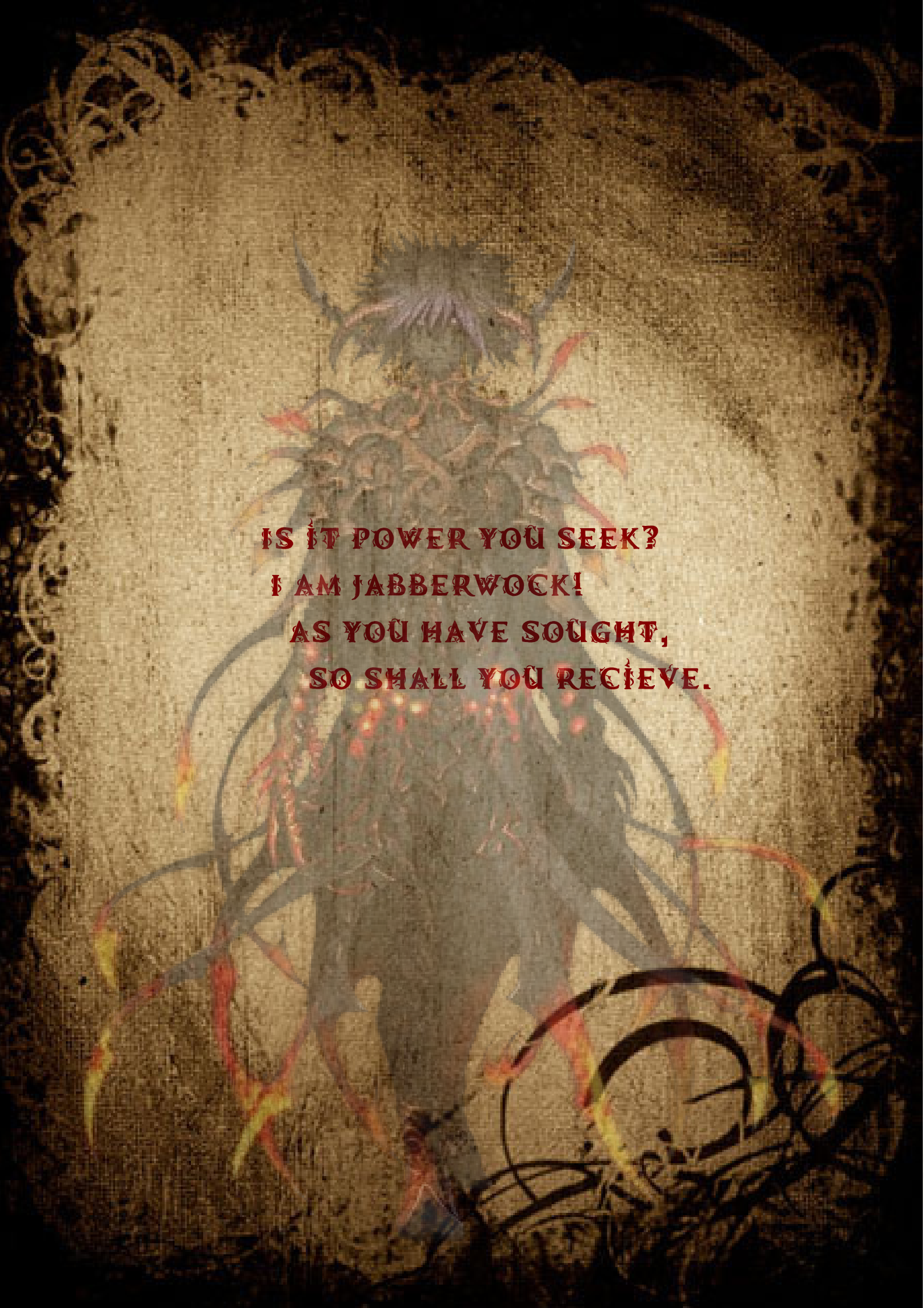
Power: Pot:

Level: Action: Maintenance:

20	Routine	
40	Easy	
80	Average	
120	Difficult	
140	Very Difficult	
180	Absurd	
240	Almost Impos.	
280	Impossible	
320	Inhuman	
440	Zen	

Power	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
	210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

Power	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
	210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400



**IS IT POWER YOU SEEK?
I AM JABBERWOCK!
AS YOU HAVE SOUGHT,
SO SHALL YOU RECIEVE.**

Character:

Player:



Zeon

Base Points Class Level Special

*Zeon Base = 20 + (Povv x10) + POVV Mod

MA x Advantage

Cost in DP (Supernatural)

+5 Points of Zeon:
 2 3

+1 MA Multiple*:
 50 60 70

+1 Regen Multiple:
 25 30 35

*Added to your Regeneration Multiple.

Accumulation: x Recovery / Day: x Mod. Maint

Elemental Imbalance

If you meditate for half a day, add your Willpower mod to recovery.
 If you meditate for a day, double the Willpower mod adds.

Summoning

Summoning Difficulties Table

	TOTAL	=	Mod. Attribute	Points	Special	Class	Level
Summoning	<input type="text"/>	POW	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Control	<input type="text"/>	WP	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Bind	<input type="text"/>	Pow	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Banish	<input type="text"/>	Pow	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Summoning factors	Mod.	Summoning factors	Mod.
Not knowing the type of creature	-50	Posses a part of it	+20
Possess an object that belongs to it	+10	Know the beings true name	+20

Level	Summon	Zeon	Control	Zeon	Bind	Zeon	Banish	Zeon	Time Spent	Modifier
0	140	10	180	20	160	5	100	5	Immediate	-100
1	160	20	200	40	180	10	120	5	A complete turn	-50
2	180	40	220	80	200	20	140	10	Three Turns	-20
3	200	60	240	120	220	30	160	15	Five Turns	0
4	220	80	260	160	240	40	180	20	One Minute	+10
5	240	100	280	200	260	50	200	25	One hour	+20
6	260	120	300	240	280	60	220	30	Six hours	+30
7	280	140	320	280	300	70	240	40	One day	+40
8	300	160	340	320	320	80	260	50	Seven Days	+50
9	320	180	360	360	340	90	280	60	One Month	+60
10	340	200	380	400	360	100	300	80	Six Month	+70
11	360	220	400	440	380	120	320	100	A year	+80
12	380	240	420	480	400	140	340	120	Five years	+90
13	400	260	440	520	420	160	360	140	Ten years	+100
14	420	280	460	560	440	180	380	160	More than fifty years	+120
15	440	300	480	600	460	200	400	180		

TABLE 2: MASS SUMMONING

Number of Beings Affected	Level Difference Required	Increase in Difficulty
2	5	+1 Level
5	6	+2 Levels
10	7	+3 Levels
25	8	+4 Levels
50	9	+5 Levels
100	10	+6 Levels
250	11	+7 Levels
500	12	+8 Levels
1,000	13	+9 Levels

* If you decide to specialize in invocations, you can not Summon, but the cost of Zeon Invocations, aeons, arcane, etc., is reduced to half.

Level	Summon	NR	Summon	NR	Summon	NR	Summon	NR
0	160	2	180	5	200	10	220	25
1	180	2	200	5	220	10	240	25
2	200	2	220	5	240	10	260	25
3	220	2	240	5	260	10	280	25
4	240	2	260	5	280	10	300	25
5	260	2	280	5	300	10	320	25
6	280	2	300	5	320	10	340	25
7	300	2	320	5	340	10	360	25
8	320	2	340	5	360	10	380	25
9	340	2	360	5	380	10	400	25
10	360	2	380	5	400	10	420	25
11	380	2	400	5	420	10	440	25
12	400	2	420	5	440	10	460	25
13	420	2	440	5	460	10	480	25
14	440	2	460	5	480	10	500	25
15	460	2	480	5	500	10	520	25



Level	Summon	NR
0	320	1000
1	340	1000
2	360	1000
3	380	1000
4	400	1000
5	420	1000
6	440	1000
7	460	1000
8	480	1000
9	500	1000
10	520	1000
11	540	1000
12	560	1000
13	580	1000
14	600	1000
15	620	1000

TABLE 13-14: SHEELE SUMMONING

Summoning a Sheele has the same requirements as summoning a being of the summoners level +1 and costs 10 times the normal amount of Zeon.
 If the summoner is trying to call it for another individual, the difficulty is that persons level +2 and the cost must be fully paid by both the summoner and the other person, since the summoner needs to attract the Sheele and then the other person must create its essence.

Like any other supernatural creature, a Sheele may be bound as a Familiar. In this case, add the levels of difficulty for summoning and binding a Sheele (Table13) to the difficulty of binding a Familiar (+2 lvl diff.) That is, binding a Sheele is done as if it had (+3 lvl diff) for the summoner or (+4 lvl diff) for another person. Zeon cost does not increase from the normal cost of summoning a Sheele.

A character can enhance the actions of his sheele with large amounts of supernatural power. Therefore, he can give it a bonus to any particular action equal to the amount of Zeon he chooses to spend for that purpose, up to a maximum determined by the Control Ability of the master (Table 14). If the sheele is in Soul Form, this improvement is reduced to half the Zeon spent (rounded down to the nearest 5)

Control Ability	Maximum Zeon
0-49	20
50-99	30
100-149	40
150-199	50
200-249	60
250-299	70
300-349	80
350-399	90
400+	100

Roll	Sheele
1-10	Light
11-20	Air
21-40	Essence
41-50	Earth
51-60	Fire
61-70	Illusion
71-80	Water
81-90	Darkness
91-100	Player's Choice



Ki Summoning

Ki used:

Ki below 10: -1 fatigue every 5 min.
Ki 0: -1 fatigue every 5 turns.

The accumulation is visible to all after 20 points.

DP COST (COMBAT)

+1 Ki Point:
1 2 3

+1 Accumulation Point
10 15 20 25 30

Accumulations:

STR

AGI

DEX

CON

POW

WIL

*If you make other actions, accumulation is reduced to half unless the total Ki cost can be accumulated in a single turn.

Recovery: 1 point of Ki per

10 Min.
 1 Min. (20 turns)
 30 sec. (10 turns)
 6 sec. (2 turns)

Limit: _____ Pág: _____ (pág. 27 DE) MK Cost: _____



Seals of Invocación

Known Seals	Minor		Major*	
	Minor	Major	Minor	Major
Air				
Water				
Fire				
Wood				
Metal				
Ki Cost:	5	15	5	15
MK Cost:	80	50	80	50

Pacts of Blood	Level	Required Seals

Pacts of Blood: In order to summon a creature, you must draw the invocation circles and perform a Summoning check against +30 the difficulty and pay twice the Ki cost. Once invoked, you must convince the creature to accept a pact. If you encounter the creature, you do not have to make an invocation to make a pact.

Test of Invocation: 1d100 (without bonus) against a difficulty of 10 for each level difference the creature has over the Invoker. Each additional minor seal (of the correct element) add a +5 to the Invoker's check. A Major seal adds +25. Creatures of lower level do not have a Difficulty, and are successful as long as the Invoker does not Fumble.

Invokable Creature Types: Only creatures of Between Worlds or of the Samsara (spirits, elementals, etc.) can be called. Undead are off limits, as are Natural creatures and anything with 35+ in Gnosis.

* You need the Minor seal before you can purchase the Major version. Also, a Major seal counts for 5 Minor seals.



FAILURE TO SUMMON

Between -1 and -10: Summoning has no effect, but the character loses no Zeon points.

Between -11 and -25: Summoning has no effect, and the character loses the Zeon points that he would have invested in a successful summoning.

Between -26 and -50: Summoning has no effect, and the character loses twice the Zeon points that he would have invested in a successful summoning.

Between -51 and -75: The effect of the summoning is opposite to what was desired. Instead of Summoning the intended entity, a character ends up Summoning another entity of a higher Level and completely opposite nature. The summoner has no ability to bind or control this being when it appears, and he loses any bonuses gained from using a Ritual. The character loses twice the Zeon points that he would have invested in a successful summoning.

Between -76 and -100: A large number of higher-level beings, whose nature is opposite to that desired, are summoned. The summoner has no ability to bind or control these creatures when they appear, and he loses any bonuses he may have gained from a Ritual. The character must pay four times the Zeon cost that he would have invested in a successful summoning.

Worse than -100: An error of this magnitude can cost the summoner his life. Instead of summoning the desired creature, the summoner is transported into the presence of a very powerful entity of a completely different type than the one he wanted to summon. To make matters worse, the character loses all Zeon points.

FAILURE TO CONTROL

Between -1 and -10: The control has no effect, but the character loses no Zeon points.

Between -11 and -25: The control has no effect, and the character loses the Zeon points that he would have invested in a successful control.

Between -26 and -50: The control has no effect, and the character loses twice the Zeon points that he would have invested in a successful control.

Between -51 and -75: The control has no effect, and the creature is completely immune to the character's Control Ability. The Summoner loses twice the Zeon points that he would have invested in a successful control.

Between -76 and -100: The affect is reversed, and the creature takes control of the Summoner, as if the creature had successfully cast control on him. The summoner loses four times the Zeon points that he would have invested in a successful control.

Worse than 100: The effect is reversed and the creature takes control of the character. The character loses his willpower and become a puppet to the creature for the rest of its life.

FAILURE TO BIND

Between -1 and -10: Binding has no effect, but the character loses no Zeon points.

Between -11 and -25: Binding has no effect, and the character loses the Zeon points that he would have invested in a successful binding.

Between -26 and -50: Binding has no effect, and the character loses twice the Zeon points that he would have invested in a successful binding.

Between -51 and -75: Binding has no effect, and the creature is completely immune to the character's Binding Ability. All creatures that were bound or controlled by the summoner are automatically freed. The summoner also loses twice the Zeon points that he would have invested in a successful binding.

Between -76 and -100: Binding has no effect, and the creature is completely immune to the character's Control Ability. All creatures that were bound by the summoner are automatically freed and become immune to his powers. The summoner loses four times the Zeon points that he would have invested in a successful binding.

More than 100: Binding is reversed and the character's essence is bound to the being. The summoner shares his destiny with the creature, and dies if it dies. Moreover, all creatures that the summoner had bound or controlled are automatically freed and become immune to the summoner's Summoning abilities. The character loses all Zeon points.

FAILURE TO BANISH

Between -1 and -10: Banishment has no effect, but the character does not lose any Zeon points.

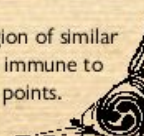
Between -11 and -25: Banishment has no effect, and the character loses the Zeon points that he would have invested in a successful banishment.

Between -26 and -50: Banishment has no effect, and the character loses twice the Zeon points that he would have invested in a successful banishment.

Between -51 and -75: Banishment not only fails, but the creature becomes immune to the character's Banish Ability. The Summoner also loses twice the Zeon points that he would have invested in a successful banishment.

Between -76 and -100: Banishment is reversed causing several similar entities appear, all immune to the summoner's Banish Ability. The summoner also loses four times the Zeon points that he would have invested in a successful Banishment.

Worse than -100: Banishment is reversed causing a legion of similar entities appears - all of them more powerful and completely immune to the summoner's Banish Ability. The character loses all Zeon points.



Character:

Player:



Invocation: <input type="text"/>	Attack	Duration: <input type="text"/>
Difficulty: <input type="text"/> Action: <input type="text"/> Zeon: <input type="text"/>	<input type="text"/>	Pact: <input type="text"/>
Effect: <input type="text"/>	Defense	<input type="text"/>
<input type="text"/>	<input type="text"/>	Appearance: <input type="text"/>

										Base Dmg.										
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400	

Invocation: <input type="text"/>	Attack	Duration: <input type="text"/>
Difficulty: <input type="text"/> Action: <input type="text"/> Zeon: <input type="text"/>	<input type="text"/>	Pact: <input type="text"/>
Effect: <input type="text"/>	Defense	<input type="text"/>
<input type="text"/>	<input type="text"/>	Appearance: <input type="text"/>

										Base Dmg.										
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400	

Invocation: <input type="text"/>	Attack	Duration: <input type="text"/>
Difficulty: <input type="text"/> Action: <input type="text"/> Zeon: <input type="text"/>	<input type="text"/>	Pact: <input type="text"/>
Effect: <input type="text"/>	Defense	<input type="text"/>
<input type="text"/>	<input type="text"/>	Appearance: <input type="text"/>

										Base Dmg.										
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400	

Invocation: <input type="text"/>	Attack	Duration: <input type="text"/>
Difficulty: <input type="text"/> Action: <input type="text"/> Zeon: <input type="text"/>	<input type="text"/>	Pact: <input type="text"/>
Effect: <input type="text"/>	Defense	<input type="text"/>
<input type="text"/>	<input type="text"/>	Appearance: <input type="text"/>

										Base Dmg.										
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400	

Invocation: <input type="text"/>	Attack	Duration: <input type="text"/>
Difficulty: <input type="text"/> Action: <input type="text"/> Zeon: <input type="text"/>	<input type="text"/>	Pact: <input type="text"/>
Effect: <input type="text"/>	Defense	<input type="text"/>
<input type="text"/>	<input type="text"/>	Appearance: <input type="text"/>

										Base Dmg.										
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400	

Invocation: <input type="text"/>	Attack	Duration: <input type="text"/>
Difficulty: <input type="text"/> Action: <input type="text"/> Zeon: <input type="text"/>	<input type="text"/>	Pact: <input type="text"/>
Effect: <input type="text"/>	Defense	<input type="text"/>
<input type="text"/>	<input type="text"/>	Appearance: <input type="text"/>

										Base Dmg.										
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400	

Invocation: <input type="text"/>	Attack	Duration: <input type="text"/>
Difficulty: <input type="text"/> Action: <input type="text"/> Zeon: <input type="text"/>	<input type="text"/>	Pact: <input type="text"/>
Effect: <input type="text"/>	Defense	<input type="text"/>
<input type="text"/>	<input type="text"/>	Appearance: <input type="text"/>

										Base Dmg.										
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400	

Character:

Player:



Incarnation:

Generic Powers:

Bonuses to Difficulty	
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Penalties to Difficulty	
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Synchronization	
5 Turns	-50
10 Turns	-25
1 Minute	0
10 Minutes	+40
1/2 Hour	+80
1 Hour	+120

*+50 if you lack info.

MINOR AFFINITY Level: Difficulty: Zeon:

Attack: **Defense:** : **Init.:**

Arma:

Base Dmg.																			
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

INTERMED.AFFINITY Level: Difficulty: Zeon:

Attack: **Defense:** : **Init.:**

Arma:

Base Dmg.																			
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

MAJOR AFFINITY Level: Difficulty: Zeon:

Attack: **Defense:** : **Init.:**

Arma:

Base Dmg.																			
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

Incarnation:

Generic Powers:

Bonuses to Difficulty	
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Penalties to Difficulty	
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Synchronization	
5 Turns	-50
10 Turns	-25
1 Minute	0
10 Minutes	+40
1/2 Hour	+80
1 Hour	+120

*+50 if you lack info.

MINOR AFFINITY Level: Difficulty: Zeon:

Attack: **Defense:** : **Init.:**

Arma:

Base Dmg.																			
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

INTERMED.AFFINITY Level: Difficulty: Zeon:

Attack: **Defense:** : **Init.:**

Arma:

Base Dmg.																			
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

MAJOR AFFINITY Level: Difficulty: Zeon:

Attack: **Defense:** : **Init.:**

Arma:

Base Dmg.																			
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390	400

