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Introduction: What is Anima?

Anima: Beyond Fantasy is a high-fantasy roleplaying game created by Anima Game Studio and translated and distributed in english by Fantasy Flight Games. Animas system is heavily influenced by Japanese role-playing games and emphasises support for as many concepts as possible. Much of the systems complexity is relegated to character creation, which gives room for gameplay to be as efficient as possible. Almost all rolls in Anima are resolved using a d100 rather than the more traditional d20. For those used to the latter, it is very easy to convert the relative values of the two die. Simply put: every +5 on a d100 is the equivalent of a +1 on a d20, and vice versa.

Anima occasionally departs from traditional western fantasy by incorporating elements such as Ki and their unique take on Summoning. The game can also be surprisingly lethal for the unwary and rewards players for careful decision making over reckless action.

Ultimately, Anima offers a flexible and unique fantasy experience for those who are willing to put in the time to learn its system and navigate character creation.

This player's handbook is intended to provide you with all the information you will need to create a character using the Anima: Beyond Fantasy RPG system. This is intended to be a game to introduce players to the Anima: Beyond Fantasy RPG system and as such emphasis will be placed on ensuring that all participants are learning the game in an enjoyable manner. The following sections will explore these concepts in more detail:

Setting Information

Fate/Kings takes place in a near-future approximation of our world as it could be in the year 2024 A.D. In this world, magic and the supernatural clash with the oblique facade of modern society. Monster sightings, unregistered summoning, and appearances of the mutagenic strain continue to rise year after year. A secret cabal of magi quietly suppress these incidents for the sake of humanity as a whole. Among them are the Kings: six individuals who have been imbued with incredible power by the Dresden Slate via their Swords of Damocles.

The World: Where We Are Now

For the average person the world is not all that much different from how it is now. All the modern amenities that we are used to, such as smartphones, computers, and drones, are still around and function fundamentally the same way. Society in general has become even more integrated to where the grand majority of people have a digital presence that is just as important as their physical ones. Most day to day errands like shopping or housekeeping are now almost entirely automated with little to no human input necessary. Of course, all of this only applies to the more developed parts of the world like North America and Europe. Regions that have struggled in the past, such as Africa or Asia, continue to face mounting challenges such as disease, food shortage, and foreign exploitation.

Corporate entities have also continued their expansion into the average citizens lives. The prevalence of digital networks has caused data mining to peak. Many mega corporations have cemented themselves as international authorities. Aggressive PR campaigns are constant in effort to keep the common people from becoming aware of the full impact these overbearing entities have on their lives. As such, it is easy to accept these entities as just another consequence of modern life.

The typical person will go their entire lives without knowledge of magic or the supernatural. For most, it is simply not a thing that will ever concern them. However, the few fortunate (or unfortunate) enough to stumble upon that part of the world are changed by that experience. If they fled immediately, they would never be able to truly return to their old lives.

The Dresden Slate & Swords of Damocles

Each King has a sword of the same color as their aura. They fulfill the same basic purpose and are collectively referred to as “Swords of Damocles”. Normally the swords are not visible, though they manifest as physical objects when a King wields their powers personally. A King possesses great powers, though even they have their limits. As they consume magical energy in great volumes fissures appear along their sword. While it is rare, a King who fully exhausts their magical energy instigates a cataclysmic event known as “Damocles Down”, where their sword comes crashing to earth and releases a cascading surge of energy into the area. Not only will this likely kill the King themselves, it will also decimate the surrounding area (not unlike a nuclear bomb). Normally a sword does not fall on its own. Only if a King were to overexert themselves would there be a risk of sword fall. Even if a King were to die of sickness or old age, the Sword of Damocles would not fall.

When manifested physically, a sword has roughly the same dimensions as a modern skyscraper. It hangs high in the air above the King (it seems that the sword does not move once it has appeared). It will not collide with other objects when manifesting, though it still exists physically and thus can be touched, collided with, landed upon, etc. It should be noted that the sword cannot be destroyed by conventional means. Even if it were to be struck with a high-yield bomb, the sword would remain unscathed.

Following the death of a King the power of the Sword of Damocles is diminished greatly, to the point of being nonexistent, until the next King is established. A new King, inheriting the position of the previous King, will have a new, untarnished sword. Though this new sword will bear many similar appearances to that of the old King, it will have unique qualities to its design, befitting the new King. In this way, the wealth of magical energy can be considered limitless overall, but not for any individual person.

Clans & Kings

There are a total of six clans generated by the Dresden Slate, each with their own King, aura, and clansmen. They are: Silver, Gold, Red, Blue, Green, and Grey. The clans do not insulate



Sword of Damocles
kanade-chizuro.deviantart.com

themselves from the world as much as traditional magi, mostly because their membership is largely comprised of otherwise normal people. Collectively, they can be considered an organisation on the same level of the Mage's Association, much to their chagrin. Any given clan may also have some other name that it goes by, such as the blue clan's Section 9, depending on the King. These other names are typically how the clan is identified in day-to-day life and may change many times without ever having any real impact on the clan's original title.

Any given clan is made up of a King, who rules the clan, clansmen who have been recruited by the King, and any servants that the clan has chosen to summon. Beyond this very broad definition the specific makeup of a clan, including its hierarchy and size, is variable. The Silver King, for example, has historically kept his clan very small, limiting it to only a handful of servants and clansmen. In contrast Blue, Gold, and Green have all strove to be as large and influential as possible. The Kings of these clans invest much of their energy in maintaining these large infrastructures and it could be said that their individual servants and clansmen suffer as a result.

Generally speaking, the clans maintain positive relations with one another. While they have come into conflict in the past these are usually no more than minor skirmishes, for it is understood that outright warfare between the clans is something to be avoided. Some clans have inclinations that make them naturally opposed to another, such as the infamous rivalry between the Blue and Red clans. Others, like the Green clan, have complex motivations that can find them toe to toe with any other clan, including themselves on occasion.

Clansmen, Servants, & Strain

Of the three, clansmen and servants are created purposefully by a King. Strain, on the other hand, is an umbrella term for people who manifest a clans aura without having been inducted into the clan, along with servants that are a product of an unregistered summoning, with the latter being significantly less common.

Clansmen are otherwise normal individuals who have earned membership in a clan. Each clan has its own means of recruitment ranging from formal recruiting to random selection. Once they've joined they become able to manifest their clans aura, which serves as their source of magical energy. They are roughly on par with an experienced magi in terms of power. Besides that, the major advantage for clansmen is that they do not eschew modern technology. Most have at least some manner of formal education or equivalent practical experience. They don't rely solely on magic like other magi which makes them equal parts adaptable and unpredictable.

Servants are Heroic Spirits summoned as familiars. They are not true revivals of the spirit, but rather a close approximation drawn from the Throne of Heroes. Much of a servant's capabilities depend on the circumstances of their summoning and the summoner themselves, as many servants have parameters that allow them to be summoned as several classes. The typical servant classes are Saber, Archer, and Lancer (the three Knights) as well as Rider, Assassin, Caster, and Berserker (the four Horsemen). Their skills and fighting ability are limited by the

summoner, who must be able to provide the magical energy necessary to maintain the connection. Normally a system such as that provided by the Greater Grail is necessary to summon a servant. In this case, the Dresden Slate is capable of providing enough magical energy to sustain dozens of servants at once. A servant's core abilities are centered around the physical manifestation of their legends, called a Noble Phantasm. They can be physical objects like weapons or abstract concepts like a unique fighting style. A Noble Phantasm and servant are inseparable, which is to say that one cannot continue to exist without the other. Noble Phantasms, and more generally, servants themselves, are living weapons that surpass even the most powerful magi. Typically they are deployed to deal with other servants directly, or servant-level phantasms, leaving clansmen to deal with secondary objectives.

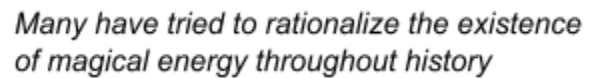
Strain are a newly emerging phenomenon in which a human spontaneously manifests an aura. In these cases the Strain usually spirals out of control as they are unable to understand the sudden flow of magical energy, let alone control it. Rarely they are driven to near-beasts by the aura, but the majority retain their sanity. If left alone for long enough a Strain can potentially learn to properly manage their new magical circuits. Most of the time, however, they end up causing significant collateral damage and loss of life (including their own, if they are particularly reckless). Servants summoned via unregistered summoning, along with the extremely rare phenomenon of independent manifestation, are also classified as "Strain". In this circumstance the potential for devastation is far higher, and so these types of strain are dealt with as soon as they are discovered. Strain can still join a clan, in which case their aura conforms accordingly.



Magical Energy

Magical energy is stored in a person's soul and activated by magical circuits, which are the equivalent of a spiritual nervous system. Magical circuits can be cultivated for a specific purpose

Historically, magical circuits are passed on genetically, leading to the formation of magical households within the Mage's Association. With the discovery of the Dresden Slate, Kings and clans were established. They receive magical circuits directly from the Dresden Slate itself, via their King and his/her Sword of Damocles, even if they would otherwise not possess them. Even a normal person can gain high quality magical circuits from the clan. This is a source of continued tensions with the Mage's Association, who normally consider themselves insular from the world at large. To them, the idea of inducting average people into their ranks is outright insulting. It is worth noting that while the Dresden Slate can grant an individual magical circuits, it does not also grant any sort of knowledge of magecraft. This can be problematic, especially in the case of Strain who frequently cause significant collateral damage with their newfound abilities.



Kings always have a great many high quality magical circuits, each capable of holding thousands of units of magical energy. This font of energy is what allows them to summon heroic spirits without the use of a system such as the Grail. One would assume that this also makes the King an incredibly dangerous individuals by merit of the sheer volume of energy at their disposal. In practice, however, no King could ever utilize that amount of energy without also

triggering Damocles Down. Thus, most Kings focus on cultivating their clans and summoning servants, allowing them to use as much energy as possible without the risk of sword fall.

New Secondary Abilities, Advantages, and Equipment

This section details the sorts of devices and skills that are a common sight in the modern era. Generally speaking, servants do not have access to any of the following new secondary abilities or equipment unless they are a “modern spirit”. Which is to say: a servant cannot begin play with any of the following unless it would make sense for their legend. After all, a servant that descends from modern times would likely not have had access to any sort of firearms.

Secondary Abilities

Security [Subterfuge] (Dex)

The ability to disarm or evade security measures such as electronic locks, alarms, motion sensors, etc.

Computers [Intellectual] (Int)

The ability to effectively use, hack, or create computerised devices. Hacking in combat suffers a -80 penalty to the result

Piloting [Athletics] (Dex)

The ability to maneuver and control all kinds of vehicles, aircraft, and watercraft effectively.

Technology [Intellectual] (Int)

Knowledge of cutting edge technology such as EVA hardsuits, genetic engineering, prototype homunculus, etc.

Repair [Creative] (Int)

The ability to build or repair mechanical or electronic equipment. Repairing in combat suffers a -80 penalty to the result.

Advantages

Battle Continuation

CP: 1 CP

A skill that allows the continuation of combat after sustaining serious wounds. You die at $(5 + \text{Power}) \times \text{Constitution}$ rather than $5 \times \text{your Constitution}$, and automatically overcome the state between life and death.

Eternal Arms Mastership

Cost: 2 CP

A skill that prevents the degradation of fighting skills, regardless of hindrances. You gain a +5 innate bonus to attack per level. This bonus does not apply if your class already grants a innate bonus to attack.

Independent Action

Cost: 2 CP

The class skill of Archers, allows them to function without the need for a Master or magical energy for a short period of time. You may ignore an amount of penalty equal to your Power modifier when rolling percentile dice.

Institutional Memory

Cost: 1 CP

Typically when a Heroic Spirit returns to the Throne of Heroes it does not retain its memories since having left. With this skill, they retain part of their experiences on an instinctual level. Add your Power modifier to all knowledge Secondary Abilities.

Item Construction

Cost: 1 CP

The class skill of Casters, allows accelerated manufacture of items. You may add your Power modifier to all creative Secondary Abilities.

Madness Enhancement

Cost: 3 CP

The class skill of Berserkers, used to strengthen an otherwise sub-par Heroic Spirit. Each of your Characteristics under 10 increases by 1 point.

Murderous Instinct

CP: 2 CP

An anomalous skill common among “anti-heroes”, temporarily boosts a servants overall parameters for a short period. After reducing an opponent to 0 Life Points you gain a bonus to your initiative and attack rolls equal to your Power modifier until the end of your next turn.

Overwhelming Presence

Cost: 1 CP

A skill assigned to servants that were famous for their abilities as an orator. Add your Power modifier to all Secondary Abilities from the social field. If an ability was already modified by Power, you may add your modifier twice.

Presence Concealment

Cost: 1 CP

The class skill of Assassins, allows them to suppress their magical energy and fool opponents. Add your Power modifier to all subterfuge Secondary Abilities.

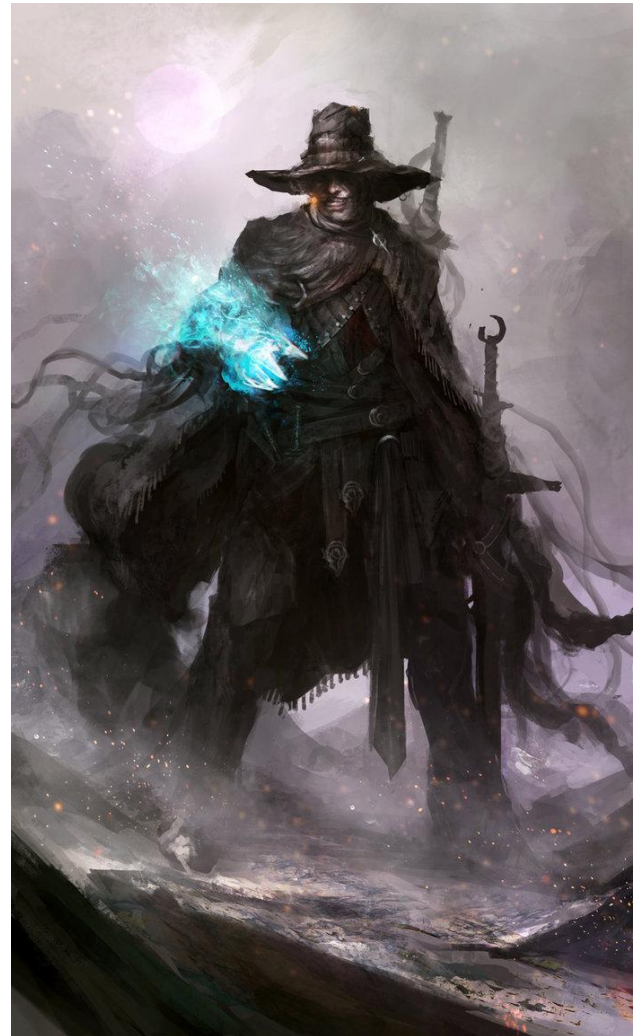
Riding

Cost: 1 CP, 2 CP

The class skill of Riders, allows them to operate vehicles without prior experience. You may use your Riding Secondary Ability in place of your Piloting Secondary Ability, but you suffer a -30 penalty to the result when doing so. If you spend 2 CP on this advantage you do not take this penalty.

Unleash Phantasm (False)

Cost: 3 CP



The effects of an Unleashed Phantasm are considerable.

A skill that allows one to overcome impossible odds by temporarily bonding with their mystery. When reduced to half or less life points, when engaged in an impossible ranked challenge, or when a companion has just been reduced to 0 life points or less, you may temporarily unleash a “fake phantasm”, gaining an all action bonus equal to your power, halving any critical or fatigue penalties, and becoming immune to all emotional effects. This lasts for the current scene, or until you die. As a side effect, this ability improves all Style results by two categories when active.

Disadvantages

Honorable

Benefit: 1 CP

You believe in honor and fairness when conducting yourself on the battlefield. It is these strong principles that have kept you alive, and you will not abandon them under any circumstances. You apply a -30 penalty to all attacks when attacking an opponent from behind or while flanking.

Weapon Modules

Perfect Form

Cost: 30 DP

You reduce the Strength requirement for wielding a ranged weapon in two hands by 2.

Trained Marksman

Cost: 40 DP

While aiming, you are treated as if you had aimed an additional round.

Double-Tap

Cost: 40 DP

You may make one additional attack per round using a semi-automatic weapon. The usual multi attack penalties apply.

Bull's-Eye

Cost: 40 DP (may be taken up to 3 times)

Once per round you may spend an Active Action to gain the benefits of having Aimed for a full round. You gain an additional use of this ability each time you take this module after the first.

Hail of Bullets

Cost: 30 DP

The penalty for making multiple attacks in a round with a semi-automatic weapon is reduced to -10.

Shoot from the Hip

Cost: 30 DP

You suffer no penalty to ranged attacks when moving a quarter of your speed or less in a turn. If you move faster than this, the penalty to ranged attacks is instead reduced by half.

Coolness Under Fire

Cost: 40 DP

You gain a +40 bonus to Composure, and take only half the normal penalty for declaring defense during a round.

Rapid Reload

Cost: 30 DP

You reduce the number of Active Actions to reload a ranged weapon by half. Short range weapons may be reloaded with a Passive Action.

Longshot

Cost: 40 DP

You take half the normal penalty for attacking beyond a weapons range increment.

Hacking Protocol

Cost: 40 DP

You take no penalty on Hacking checks while in combat.

Lightning Draw

Cost: 40 DP

You suffer no penalty for attacking in the same turn you draw a weapon. Additionally, you receive a +20 bonus on the first attack you make after drawing a pistol-class weapon. You may only gain this bonus once per combat.

Combat Technician

Cost: 30 DP

You take no penalty on Repair checks while in combat.

Assault Training

Cost: 50 DP

You gain the Shield Weapon Module. When using a shield, you may declare one direction for it to face during the beginning of your turn. When attacked from that direction by a ranged attack your physical AT increases by 2 +1 per grade of quality of the shield. This bonus stacks with any armor you are wearing.

Lightning Reflexes

Cost: 50 DP

You do not suffer a -25 initiative penalty for the first additional action you gain in a round.

Armour Specialization

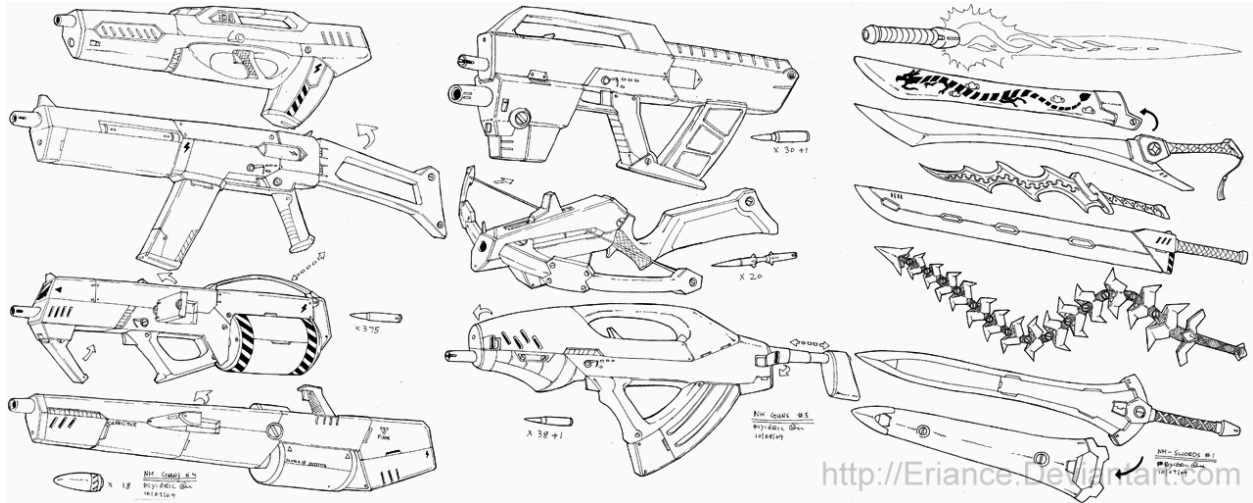
Cost: 50 DP

Reduce all Wear Armor requirements for armor you wear by 10. Additionally, you reduce the final damage of attacks made against you by 5 as long as you are wearing armor. You may take this module a second time when you reach mastery in Wear Armor, for a total Wear Armor reduction of 20 and damage reduction of 10.

Equipment

Weapons									
Name	Damage	Speed	Attack Type	Req. Str	Capacity	Range	Special	Presence	Cost
Holdout	30	20	Thrust	3	4	Short		10	6gc
Light Pistol	40	10	Thrust	4	8	Short		15	4gc
Heavy Pistol	50	0	Thrust	5	8	Med		15	8gc

Machine Pistol	35	5	Thrust	5	16	Short	Burst	20	18gc
Hunting Rifle	60	-10	Thrust	5	8	Long		20	16gc
Shotgun	70	-20	Thrust	7	8	Short		20	12gc
Assault Rifle	55	-15	Thrust	6	16	Med	Burst	25	48gc
SMG	45	-5	Thrust	6	16	Med	Burst	15	36gc
LMG	65	-25	Thrust	7	16	Med	Burst	20	64gc
MG	75	-35	Thrust	9	16	Med	Burst	20	98gc
HMG	95	-55	Thrust	11	16	Med	Burst	30	124gc
Sniper Rifle	90	-40	Thrust	7	4	Ext	Precise, Scope	30	74gc
Flamethrower	60	-20	Heat	6	4	10m	Immolate	25	48gc
RPG	100	-80	Impact	9	2	Long	Blast 5m	35	48gc
Underslung Launcher	-	0	Impact	+1	-	Med	Grenade	15	6gc
Launcher Rifle	-	-20	Impact	6	-	Long	Grenade	20	12gc
Frag Grenade	60	0	Impact	-	-	Thrown	Blast 3m	5	4gc
HEDP Grenade	80	0	Impact	-	-	Thrown	Ignore ½ AT	5	10gc
Incendiary Grenade	40	0	Heat	-	-	Thrown	Immolate	5	8gc
Flashbang	-	20	Energy	-	-	Thrown	PhR 140 Incapacitate 10m	5	8gc
Stunrod	40	-10	Electricity	5	-	Melee	Stun	15	12gc
Industrial Chainsaw	80	-40	Cut	9	-	Melee	Improvised	25	2gc



Armour									
Armour	Cut	Impact	Thrust	Heat	Electricity	Cold	Energy	Required	Cost
Armoured Clothing	1	1	2	1	1	1	0	10	15gc
Jumpsuit	1	1	1	2	3	2	1	20	7gc
Flak Jacket	3	2	3	1	1	1	1	40	10gc
Tactical Vest	3	2	5	1	2	1	1	50	5gc
Riot Armour	3	4	4	3	1	2	2	75	
Light Combat	4	5	5	3	1	2	2	90	
Medium Combat	5	6	6	3	1	2	2	105	
Heavy Combat	6	7	7	3	1	2	3	130	
Assaulting Plating	7	8	8	3	1	2	3	160	
EVA Hardsuit	2	2	2	8	6	8	4	200	650gc

Additional Weapon Rules

Reloading

Every projectile-based weapon has a set capacity, after which the user must reload. Reloading time depends on the range of the weapon:

Short	1 Active Action
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Medium	2 Active Actions
Long	3 Active Actions
Extreme	4 Active Actions

Required Strength

Many firearms are too heavy or have too much recoil for a weak character to properly use. For each point a character fails to meet the required strength of a weapon, they receive a cumulative -10 to initiative and attack rolls.

Weapon Special Qualities

Burst

Burst weapons can target an area instead of an individual. For each metre radius you choose to attack, you receive a -20 penalty to attack, to a maximum of 10m.

Immolate

Immolate weapons cause an enemy hit by the attack to catch on fire, as per *In Flames*.

Blast

Affects everything and everyone within the blast radius.

Grenade

Weapon fires a grenade, rather than dealing damage directly.

Stun

Enemy hit must make a PhR check with a difficulty equal to the damage plus 40, losing an active action next round per 10 points of failure. Losing more active actions than you have results in being stunned for a number of rounds equal to the failure. Stun weapons do not deal life point damage.

Grand Summoning Ritual: Wayland the Smith

The summoning of a servant is no easy task, even for a King. There are many complex rituals that need to be observed, mystic codes that need to be secured, deals brokered, and calculations done in sacred geometry. This section is intended to help one navigate the borderline maddening process of summoning a heroic spirit. One could also follow this process to awaken the power within a new clansmen, if they were so inclined.

The First Catalyst - Concept

The most important aspect to a proper summoning is the initial conceptualization of the desired Heroic Spirit. Simply coming up with a combination of random artifacts and magical energy is not enough. A strong concept will ensure that the summoning ritual will proceed smoothly at all stages.

For this example we will be summoning Wayland the Smith, a legendary European blacksmith who appeared all over folklore and chivalric romances as the creator of several holy weapons. Caster would be the best fit for his servant class as he likely has a high-ranking Item Creation

skill. He also did battle with other rival smiths and had a named weapon of his own, so he is no slouch when it comes to direct combat. This is good, as his magecraft will be limited to the creation path for the most part. If we can, we will also try to explore his Ki abilities.

The Second Catalyst - Parameters

First we're going to choose Wayland's class. We've determined already that we want a Caster servant who uses a mixture of magical and martial ability. This makes Warlock the obvious choice for Wayland. We could also create him as a pure Weaponmaster or Technician if we really wanted to emphasize combat over supernatural ability.

Now we will generate Wayland's Characteristics. Fate/Kings uses Method 5 from the Game Master Booklet. This is a point buy method of determining Characteristics. Servants receive 60 points to spend on their eight Characteristics. No Characteristic can be lower than 4, and raising a Characteristic from 9 to 10 costs 2 points. Also, because Wayland starts at level 2, he can add +1 to any of his Characteristics. Even so, he would only be able to exceed a 10 in a Characteristic if he had the Inhumanity ability.



As a Warlock, Wayland will need several Characteristics. Strength and Dexterity are vital in melee combat while Intelligence and Power are going to determine his capacity for magic. Perception, Constitution, Willpower, and Agility are all important as well but we will need to make compromises somewhere. With that in mind let's look at Wayland's Characteristics:

Sometimes a certain piece of art can act as inspiration

Strength 6, Dexterity 9, Agility 6, Constitution 7, Intelligence 9, Power 10, Willpower 6, Perception 7

The Third Catalyst - Saint Graph

It's time to buy Advantages and Disadvantages for our Caster. Everyone starts with 3 Creation Points (CP) to purchase Advantages. We could also opt to take up to 3 Disadvantages to earn additional CP. We cannot have any more than 3 Disadvantages on Wayland so we should choose carefully. Now would be an awful time to bungle the ritual and summon a servant who is blind, deaf, and maim!

Right off the bat we know Wayland will need The Gift to be able to use Magic. That's 2 CP already spoken for. We're also considering giving him an Artifact and an Advantage to boost his

Ki abilities which means we need to start thinking about Disadvantages to cover the cost. We'll start by imposing both an Action Requirement and Shamanism on him for a total of 3 CP. For the Action Requirement we will say that Wayland must physically forge the spells he is casting using the Forging Secondary Ability, while he must also provide raw material for the spell to satisfy Shamanism. Finally, we will give him the Deep Sleeper Disadvantage. Heroic Spirits normally do not need to sleep, but something has gone wrong with Wayland's summoning and so he feels the need to rest occasionally. This nets us 1 more CP, giving us 5 CP total to spend on our remaining Advantages. We'll buy Artifact 2, Total Accumulation, and Martial Mastery 1.

The Fourth Catalyst - Spirit Growth

Now that we've determined Wayland's initial Characteristics, his class, and his Advantages, it is time to spend Development Points (DP). He's a level 2 Warlock, giving him 700 DP to spend. We need to be careful to observe the class limits on DP spending. A Warlock may spend no more than 50% of their DP on Combat Ability, Supernatural Ability, or Psychic Ability alone. He also cannot spend more than half his total DP on Attack, Block, and Dodge together. Additionally, because he has the Gift he will have to observe another spending limit on his supernatural ability: he cannot spend more than half the DP allocated for his Supernatural Ability on Projection (which is to say, no more than 25% of his total DP). Finally, as a Heroic Spirit he is automatically a Being Between Worlds and can spend up to 10% of his DP on Essential Abilities listed on pg 284 of the Anima: Beyond Fantasy core rulebook, and he can take Disadvantages from the table on pg 285 to gain additional DP if necessary. With all these limitations in mind we determine that we will spend 50% of Wayland's DP (350 DP) on Combat Ability, 30% (210 DP) on Supernatural Ability. The last 20% (140 DP) we'll set aside for his Secondary Abilities.

Let's look at Combat Abilities first. We'll start with Attack and Block/Dodge. We'll set Attack at 60 which will cost us 120 DP. Next we have to choose to develop either Block or Dodge; we can't do both. The differences between the two are circumstantial (sometimes one will be able to block, but not dodge, or vice versa), so it's up to us to determine which we will develop. A Block score of 40 will cost us 80 DP. We'll need some armor to help protect Wayland so we'll develop Wear Armor up to 20 for the cost of 40 points. Finally we'll buy two Ki Accumulation Multiples for 50 DP, an additional 5 Ki points for 10 DP, and the Taekwondo Martial Art for 50 DP. He was already proficient with a single weapon (such as a longsword) when we developed his Attack ability, but now he can use all sword-class weapons without penalty.

Next let's look at his Supernatural Abilities. We don't have a whole lot of DP to spend here so we're going to look for places to save some points. We'll buy the Magic Projection As An Attack mystical module for 75 DP. This allows us to skimp on his Projection ability, which we will develop to 30 for only 60 DP. We are also going to set a 30 point imbalance in favor of defensive projection. This means that we reduce Wayland's Projection score by 30 when using it for offensive effects, but increase it by 30 for defensive effects. Fortunately, the module we purchased earlier means that we are using our Attack Ability for offensive projection. This is going to save us DP down the road because we can now develop his Attack Ability and

Offensive Projection at the same time! That leaves 75 DP remaining which we spend one one Magic Accumulation multiple (50 DP) and an additional 125 Zeon (25 DP).

Now we'll spend some points on Secondary Abilities. Wayland was a master smith in life so we'll set his Forging ability at 50 points at the cost of 100 DP. With only 40 DP remaining we will also purchase Magic Appraisal and Notice at 10.

Finally, we wanted to purchase some Essential Abilities. Unfortunately we're all out of DP, so we'll look for any Disadvantages we can give Wayland. We'll give him Physical Need (Sleep) to gain 10 DP, which we will then spend on the Inhumanity ability.

Interlude I - Ki Abilities

Our DP is spent, our Advantages have been determined, and our Characteristics have been set. Now we'll look at Ki abilities and techniques. As a Warlock, Wayland gains 20 points of Martial Knowledge (MK) per level plus an additional 40 MK from Martial Mastery I and 10 MK from Taekwondo. This gives us a total of 90 MK to develop Wayland's Ki abilities.

First let's calculate Wayland's Ki Reserve and Ki Accumulation. Fate/Kings uses the Unification of Ki Points optional rules, meaning that all Ki Points are part of a single pool called a Ki Reserve. Creatures receive 1 point of Ki for each Characteristic point up to 10 (except for Intelligence and Perception), and 2 points of Ki for every Characteristic point above 10. For Wayland, he has a total reserve of 48 Ki (43 Ki from Characteristics + 5 Ki from DP spending). Now we need to calculate his Ki Accumulation; the rate at which he gathers Ki every round. Unlike the Ki Reserve we need to track Ki Accumulation independently for each Characteristic. Referencing the table on pg 94 of the Anima: Beyond Fantasy core rulebook, Wayland's Ki Accumulation amounts are:

Strength 1, Dexterity 1, Agility 1, Constitution 1, Intelligence 1, Power 2, Willpower 1, Perception 1

It should be obvious that Wayland will be accumulating Ki slowly, which will make it difficult for him to use his techniques consistently. Fortunately we purchased two Ki Accumulation Multiples earlier, which we will use to increase both his Strength and Dexterity accumulation to 2.

With those details determined it's time to start spending MK. We only have 90 MK so we can't afford to really delve into some of the more amazing abilities. For now, we will purchase Use of Ki for 40 MK and Ki Control for 30 MK. This leaves us 20 MK to develop a technique:

Because we can only afford a single technique we will design something that's going to be useful all the time. We decide on a Technique that inflicts an All-Action Penalty State (40 PhR to pass) on the target as its primary effect (15 MK), as well as granting a +25 bonus to Initiative and +10 bonus to Damage (5 MK each) as secondary effects. Using this technique will cost Wayland 3 points of Power Ki, 2 points of Strength Ki, and 2 points of Agility Ki. He can

accumulate the 2 points of Strength Ki in only 1 turn, but will still need to take 2 turns to accumulate the necessary Power and Agility Ki. Finally, we'll name this technique Forge Splitter and record it on our sheet.

Interlude II - Magecraft

Let's look next at Wayland's magical abilities, starting with the basic calculations. Base Zeon and Magic Accumulation are both connected to the Power Characteristic. With a Power of 10, Wayland's Zeon is 285 (120 Base + 40 from Innate Bonuses + 125 from DP spending) and his MA is 20 (10 Base + (10x1 multiple from DP Spending)).

Next is Intelligence. A score of 9 means Wayland's maximum magic level is 40, which we will invest into the Creation path. This means that Wayland will have access to all spells from the Book of Creation between levels 1-40. Additionally, we are going to give up all of Wayland's free access spells to gain access to a sub-path. Because we did not invest a great amount of DP into Wayland's Secondary Abilities, we are going to designate Knowledge as his sub-path so that he is a little more rounded-out. It is important to note that certain sub-paths cannot be used in conjunction with another path. For example, the Knowledge sub-path can not be taken alongside the Destruction, Earth, Fire, or Illusion paths. Also, had we chosen to link this sub-path to a low path such as the Book of Water then we would only have to give up half of our free access spells, rather than all of them.

Interlude III - Artifacts

Earlier we purchased the Artifact 2 Advantage and now we're going to examine what that actually does for Wayland. Before we begin, know that the easiest way to do this is to simply select an already existing Artifact from the list available in the Prometheum Exxet rulebook. Alternatively, work with your Game Master to quickly design an appropriate Artifact for your character. However, for the sake of this interlude we will be designing our Artifact from scratch.

In the *Karlamagnus Saga*, Wayland forged the sword Mimung to battle the rival smith Amilias. This'll be the basis for our artifact as well as Wayland's main Noble Phantasm. Because we have Artifact 2, we begin play with Mimung as a level 2 Artifact. For our purposes we will not bother with the Artifacts Fable or Notion of Use, as it is assumed that Wayland would have all this knowledge already as a Heroic Spirit, so we'll jump right into creation.

First we will need to determine the "container" for Mimung. A container is essentially the physical form of an artifact, such as a ring or helmet. In this case we will spend 100 gold coins on a +5 longsword to use as a container (more on spending wealth later). Among other things, this increases Mimung's base presence from 25 to 75, which is important to us once we start purchasing powers.

Next we need to determine which raw material we wish to use from the list of those available in Prometheum Exxet, but let's talk about raw materials themselves before that. During character creation, a character creating an Artifact may use any raw materials or unique components, so

long as it is appropriate for the Artifact. There are a few limitations to this. Firstly: only one raw material/unique component can be used to generate Power Points (PP) for an Artifact. In the case of an Artifact with multiple levels, the PP generated can be distributed as the creator sees fit (see below for an example). Secondly: always assume the minimum requirements for any raw material when calculating PP.

Mimung is a level 2 Artifact, so it can have level 1 and 2 powers. We'll go with Power as it's raw material. The minimum Power score to generate level 2 PP is 8 and the minimum Presence is 30. We'll divide the sacrificed Power evenly between level 1 and level 2 (which is to say, 4 Power for level 1 and 4 Power for level 2). To determine the amount of PP generated from the sacrifice we use the following equation: $PP = \text{Power Sacrificed} \times (\text{Presence} / \text{Power Level})$. With all that in mind let's calculate Mimung's PP:

Level 1 PP = $4 \times (30/1) = 120$ PP

Level 2 PP = $4 \times (30/2) = 60$ PP

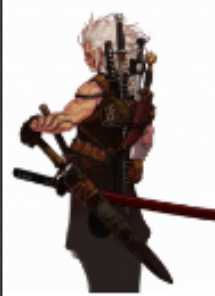
Now that we've figured out our container, raw material, and PP, it's time to purchase powers for Mimung. Because Mimung has a base presence higher than 50 we can purchase any number of powers, so long as they do not exceed 75 Presence when combined. For our level 1 powers we'll purchase Armor Destruction I (40 PP), Damage Barrier I (60 PP), and Regeneration I. Normally, Regeneration I is 50 PP which would place us well over our PP limit. To reduce the cost of this power we will apply the Energy Charge weakness. Now to activate Regeneration I the user will need to accumulate and spend 1 point of Ki and in return the cost of Regeneration I is reduced to only 20 PP. For our level 2 power we will purchase Enchanted Weapon 1 (60 PP). Observant readers will note that Enchanted Weapon I is listed as costing only 50 PP, not 60. However, because Mimung already had a power from the Offensive facet (Armor Destruction I), we must pay an additional 10 PP for the next power from the Offensive facet. This is cumulative, so if we were to purchase another Offensive power it's cost would be 20 PP higher than what is listed, and so on.



Mimung, forged by Wayland the Smith to battle his rival, Amilias.

We're in the home stretch, so let's double check that we haven't exceeded our containers base Presence with all our powers and calculate the Artifacts final Presence. Mimungs base Presence is 75. It has three level 1 powers that require 10 Presence each and one level 2 power that requires 15 Presence for a total

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z AA AB AC AD AE AF AG AH AI AJ AK AL AM AN AO AP AQ AR AS AT AU AV AW AX AY AZ BA BB BC BD BE BF BG BH BI BJ BK BL BM BN BO BP BQ BR BS BT BU BV BW BX BY BZ CA CB CC CD CE CF CH CI CJ CK CL CM CN CO CP CQ CR CS CT CU CV CW CX CY CZ DA DB DC DE DF DG DH DI DJ DK DL DM DN DO DP DQ DR DS DT DU DV DW DX DY DZ EA EB EC ED EE EF EG EH EI EJ EK EL EM EN EO EP EQ ER ES ET EU EV EW EX EY EZ FA FB FC FD FE FF FG FH FI FJ FK FL FM FN FO FP FQ FR FS FT FU FV FW FX FY FZ GA GB GC GD GE GF GH GI GJ GK GL GM GN GO GP GQ GR GS GT GU GV GW GX GY GZ HA HB HC HD HE HF HG HI HJ HK HL HM HN HO HP HQ HR HS HT HU HV HW HX HY HZ IA IB IC ID IE IF IG IH II IJ IK IL IM IN IO IP IQ IR IS IT IU IV IW IX IY IZ JA JB JC JD JE JF JG JH JI JJ JK JL JM JN JO JP JQ JR JS JT JU JV JW JX JY JZ KA KB KC KD KE KF KG KH KI KJ KL KM KN KO KP KQ KR KS KT KU KV KW KX KY KZ LA LB LC LD LE LF LG LH LI LJ LK LM LN LO LP LQ LR LS LT LU LV LW LX LY LZ MA MB MC MD ME MF MG MH MI MJ MK ML MN MO MP MQ MR MS MT MU MV MW MX MY MZ NA NB NC ND NE NF NG NH NI NJ NK NL NO NP NQ NR NS NT NU NV NW NX NY NZ OA OB OC OD OE OF OG OH OI OJ OK OL OM ON OO OP OQ OR OS OT OU OV OW OX OY OZ PA PB PC PD PE PF PG PH PI PJ PK PL PM PN PO PP PQ PR PS PT PU PV PW PX PY PZ QA QB QC QD QE QF QG QH QI QJ QK QL QM QN QO QQ QR QS QT QU QV QW QX QY QZ RA RB RC RD RE RF RG RH RI RJ RK RL RM RN RO RP RQ RR RS RT RU RV RW RX RY RZ SA SB SC SD SE SF SG SH SI SJ SK SL SM SN SO SP SQ SR SS ST SU SV SW SX SY SZ TA TB TC TD TE TF TG TH TI TJ TK TL TM TN TO TP TQ TR TS TT TU TV TW TX TY TZ UA UB UC UD UE UF UG UH UI UJ UK UL UM UN UO UP UQ UR US UT UY UZ VA VB VC VD VE VF VG VH VI VJ VK VL VM VN VO VP VQ VR VS VT VY VZ WA WB WC WD WE WF WG WH WI WJ WK WL WM WN WO WP WQ WR WS WT WY WZ XA XB XC XD XE XF XG XH XI XJ XK XL XM XN XO XP XQ XR XS XT XU XV XW XX XY XZ YA YB YC YD YE YF YG YH YI YJ YK YL YM YN YO YP YQ YR YS YT YU YV YW YX YZ ZA ZB ZC ZD ZE ZF ZG ZH ZI ZJ ZK ZL ZM ZN ZO ZP ZQ ZR ZS ZT ZU ZV ZW ZX ZY ZZ																									
Character													Core Abilities				Total				Current				
Name		Wayland the Smith											Life Points		115										
Race		Heroic Spirit											Zeon		285										
Class		Warlock											Ki		49										
Level		2											Ki Acc.		9										
Experience		100																							
Intelligence		9																							
Willpower		8																							
Perception		7																							
Power		10																							
Strength		8																							
Dexterity		9																							
Agility		8																							



requirement of 45 Presence, well within the containers 75 Presence limit. To determine the Artifacts final Presence we add the Presence from its powers and its base Presence together (120 in this case). Mimung is now complete; we will take all this information and record it.

The Final Catalyst - Register Spirit Origin

We've reached the final step of the summoning ritual. All that's left to do is finishing calculations and final touches before recording everything on a character sheet.

The first batch of statistics we will be recording are: Movement Value, Fatigue, Life Points, Base Initiative, and Regeneration. Movement value and fatigue are equal to our Agility and Constitution, respectively. Life points are also determined by our Constitution; a value of 7 gives us 95 base life points, plus our Warlock class bonus of 20 points, for a total of 115 life points. Next is Initiative. Everyone starts with a natural +20 to Initiative, to which we add Dexterity and Agility modifiers along with any bonus from class or other sources. Wayland's Initiative is +40 (20 base +5 DEX +5 AGI +10 Class). Finally, we reference the table on pg 53 of the core rulebook to determine our regeneration. A Constitution of 7 means Wayland's regeneration is 1.

Next we'll calculate our Resistances. Each of the 5 Resistances (Disease, Magic, Physical, Venom, and Psychic) are calculated by taking our Presence (35 for a level 2 character) and adding the relevant Characteristic, plus any additional bonuses (such as the +10 to Magic Resistance granted by The Gift). Wayland's Resistances are as follows:

Disease 40, Magic 60, Physical 40, Venom 40, Willpower 40

The only other Characteristics we need to calculate are Appearance and Size. Fate/Kings does not utilize the Appearance Characteristic so we'll skip that. Size, on the other hand, is determined by adding our Strength and Constitution together. For Wayland, our Size is 13. Note that females can choose to reduce their Size by 1.

Now that we've finally determined all of Wayland's various abilities and attributes we'll spend his remaining wealth. Characters in Fate/Kings begin play with 200 gold coins (gc) worth of equipment (unless they purchased the Starting Wealth advantage), 100 of which we have already spent on the container for Mimung. With the remainder we'll purchase a suit of +5 Hardened Leather (75 gc) to protect our Caster. Other items, such as lodging, clothes, or food, are all provided by the clan so we won't bother buying or tracking them. The last thing we need to do is transfer everything we've done so far onto a character sheet for Wayland.

The character sheet being used for Fate/Kings can be found [here](#).

Clans & Kings

Gold Clan

Name: //Cerberus

King: Sebastian Rhode

Notable Members: El Cid, Samuel Colt

There are two reasons that the gold clan is considered to be the dominant power among the rest. Firstly, the organization known as //Cerberus has connections within every major world power on the planet. Many political and military leaders across the world are often sponsored directly by the clan (if they were not themselves clansmen already). Then there's the matter of the Dresden Slate, which the clan curates along with the Ruler-class servant, El Cid. They have taken it upon themselves to make sure the slate remains safe, protected, and hidden away from prying eyes. As such, both the slate and El Cid have been grandfathered into the clans organization while still remaining autonomous. In fact, El Cid as a servant was summoned directly by the slate and is outright immune to command spells of any kind, including from Kings. Fortunately he seems only concerned with the protection of the Dresden Slate and nothing else so everyone is content to leave him well enough alone.

The agenda of //Cerberus is harder to define. In short, they aim to ensure the continued stability of the world as it stands now. They are not idealists like the red or grey clans, nor are they as apathetic as the silver clan. They are pragmatists who dare not hope for anything greater than the world around them. The clan works constantly from the shadows, intervening in key conflicts around the world, all in the hopes of preventing the human race from suddenly spiralling into oblivion. They keep their actions buried under layer after layer of subterfuge. The clan never acts directly, instead conducting themselves via a legion of shell corporations and private security firms spread across the world. Sebastian Rhode, also known as the Director, is the clans King and the orchestrator of their various operations, as well as possibly the only person to have a total grasp on events.

The gold aura unlocks a person's full potential. That is not to say that they become better than they previously were, but rather that their capacity to improve becomes unhindered. Some theorize that it simply makes a clansmen more fortunate, but such a thing is difficult to determine. The culture of the clan is also one of improvement where each member is expected to make the most of themselves. Often clansmen (and even servants, on occasion) work alone or in small groups to help better the clan overall. This lends well to //Cerberus's semi-structured nature and has allowed it to become the largest clan overall, in both manpower and infrastructure.

Archer-class servant: Samuel Colt**Height/Weight:** 164cm, 57kg**Origin:** Historical Fact**Region:** America**Alignment:** Lawful * Neutral**Gender:** Female*God created man, Sam Colt made them equal.*

She was the forebearer of American firearm manufacturing and made the mass production of revolvers viable. A genius who dreamed of becoming an inventor, and in doing so

revolutionized warfare. Her Noble Phantasm is not any sort of firearm but rather “the spirit of firearms”. As an archer her abilities are geared towards gunfighting, though she still retains Rank B Item Creation. On the outside she was a ruthless business person, yet she showed compassion towards the people that worked on her behalf.

Silver Clan

Name: Sanctum

King: Victor Alexander deGrey

Notable Members: Roland

Unlike other clans, Sanctum has no agenda to speak of. Victor has been the one and only Silver King since the 1940's. He played a major role in the discovery and subsequent study of the Dresden Slate. However, his interest was purely academic. Yet he was still chosen to be the founding King of the first clan. Because the silver aura does not have any effect on a subjects personality he retained his sense of objectivity. He spent a good amount of time studying the effects of the slate on himself, then on other Kings, and then on the clans themselves. He has been around so long that he has been able to see the full evolution of the clans and how they got to where they have compared to where they began. In essence he is a kind of “slate maniac” who obsesses over all things related to the Dresden Slate and the clans.

Sanctum is a very small clan with virtually no organization to speak of. They only act at the behest of their King, which is to say that they are incredibly unpredictable. At any given time the clan has had no more than a dozen members including silver King and his servants. Again, because the King has no interest in world events he does not see a particular need to expand his clan. It would be foolish to underestimate the silver clan. While they may not have a tremendous infrastructure, pound-for-pound their servants and clansmen are among the most capable to be found in any clan. Perhaps because Victor is a “maniac” he is able to guide the members of his clan directly.

The silver aura has an enhancing effect on the longevity of a person. The silver King himself is rendered effectively immortal as a result whereas clansmen simply see their lifetimes extended to the point that they could live 100 years easily. For servants, the effect is less pronounced. A servant is essentially immortal anyways, as long as there is a constant source of magical energy for them to maintain their connection to the world. That said, silver servants are typically more spritely than others, and see a minor increase in their endurance overall while connected to the aura.

Saber-class servant: Roland

Height/Weight: 181cm, 83kg

Origin: Song of Roland

Region: Holy Roman Empire

Alignment: Lawful * Good

Gender: Male

The chief paladin of the holy emperor Charlemagne. He was entrusted with the defence of the region against an invading Breton army. His Noble Phantasm is Durendal, "the sword blessed by God". Legend says that the weapon was gifted to him by an angel, directly from heaven. It houses four sacred Christian relics: a tooth from Saint Peter, blood of Basil of Caesarea, hair of Saint Denis, and a fragment of the Virgin Mary's raiment. The blade is preternaturally sharp and impossible to break. Before he fell at the Battle of Roncevaux Pass Roland killed scores of invaders wielding Durendal, only to attempt to destroy the blade so that it would not fall into enemy hands. He attempted to smash it against a mountain, only to cleave the mountain in twain as a result, and so he was forced to conceal it under his body in hopes that it would not be found. His "Valor Trigger" skill is ranked A and simultaneously increases his offensive and defensive abilities by channeling tremendous amounts of magical energy through his body. While he is not at any risk while using this skill, the consumption of energy could cost a careless master their life and should be used with caution.

Blue Clan

Name: Section 9

King: Tetsuya Yoh

Notable Members: Ichabod Crane

Section 9 refers to a special task force belonging to the UN's Anomalous Event Investigation Committee (AEIC). In this way, the blue clan is partially an internationally recognized entity. Officially, the AEIC is tasked with reporting on unusual or unexplainable events as they occur around the world. However, by its very nature this is impractical, so it could be more accurately described as an operational front for Section 9 aka blue clan. As a UN committee in conjunction with the ambiguity of their official role they have the ability to easily justify activities all across the globe. This is especially convenient because the current political landscape ensures that very few entities have any sort of motivation to bother looking into what they assume is an otherwise inconsequential organization.

In practice, Section 9 dedicates its time to documenting and categorizing cases of the strain around the world and dealing with them as necessary. Low-risk strain will be kept tabs on, but otherwise left alone, while ones that pose any manner of threat will be appropriately disposed of. They also police the other clans to some degree, ensuring that none are stepping too far out of line, as well as the magi community. Among the clans they have the closest relationship with the Mage's Association and occasionally take it upon themselves to investigate unauthorized summonings or other acts of rogue magecraft. All this remains secondary to their duties regarding the strain.

As a result of their various actions they are considered to be meddlers by other clans. This is especially true of the red clan, whose members' high regard for freedom has led to a long and bitter rivalry between the two organizations. Members of ORA are always treated with suspicion and the two clans frequently come to blows. It should be noted that Section 9 does not

technically have authority over any of the clans. That is, they may act according to their own judgements and still draw ire from other clans as a result.

The blue clans aura fosters a strong sense of duty and justice within its members. This is not a universal brand of justice, but rather a reflection of one's personal sense of law. Theoretically this could create situations in which an individual with a twisted world view starts to apply it to those around him. Fortunately the blue clans intense scrutiny applies even to their own clansmen, so such a thing is unlikely to happen. Members of the blue clan observe a strict hierarchy and rigorous procedures when acting to go along with their duties as a police force. The King, Tetsuya Yoh, has the rank of Captain, with the rest of the clan occupying the remaining ranks below that. Servants are classified as exceptional and are treated separately from this chain of command, though they are still beholden to the laws of the clan.

Of Captain Yoh there is not much to say. He is not exceptional among the rest of the Kings. He utilizes Section 9's ties within the government to great effect and is well-versed in diplomacy. He maintains connections with the other clans, the Mage's Association, and the several other organizations beyond that so it could be said that he has something of a silver tongue. He spends most of his time overseeing Section 9's work with the strain and delegates other projects and tasks to his lieutenants as necessary.

Rider-class Servant: Ichabod Crane

Height/Weight: 185cm, 69kg

Origin: The Legend of Sleepy Hollow

Region: America

Alignment: True * Neutral

Gender: Male

Because he originates from the early 19th century his parameters should be fairly underwhelming. However, his spirit has been partially corrupted and converted into a Noble Phantasm, creating "The Demon of Sleepy Hollow". His saint graph conforms with that of the Headless Horseman, enhancing his riding and combat skills. He attacks his foes directly with magical energy rather than with physical strength, allowing him to defeat enemies several times stronger than himself. Though his spirit is soaked in dark colored magical energy he is actually a reasonable person that acts with a level head. He does not have strong ideals, although a sense of lingering remorse lies in his heart and he has a sultry demeanor.

Red Clan

Name: ORA

King: Ryker Vorche

Notable Members: Don Quixote

ORA is a fraternal organization. Of all the clans it has likely the least structured hierarchy relative to its size. Of course, all members of the clan are ultimately beholden to the King, Ryker Vorche, but beyond that seniority is the only other determining factor for chain of command. This

has much to do with the red clans aura, which ignites a burning passion within the hearts of the clansmen. They will no longer shy away from their emotions. They become uncompromising in their ideals and will doggedly pursue them, even at the cost of their lives. They consider themselves romantics striving to secure a brighter future for the entire race. Unfortunately, such drive is difficult for others to understand, even among the clans. Many view the ORA as nothing more than wild zealots, easily as dangerous as they are dedicated. While this is not necessarily untrue, historically the Red Kings have managed to keep their clan in line. Still, more pragmatic individuals (such as the blue clan) choose to treat them with suspicion.

ORA limits most of its operations to southern Europe and the Mediterranean. Rather than taking leadership roles within their area of influence like most other clans, the red clan instead integrates itself among the people. Clansmen often rejoin society as restaurateurs, artisans, laborers, and so on. They work directly to better the communities they live in through actions rather than policy making. Protection, obviously, is part of this, but so too is helping a place grow economically and culturally. The fact they can do this simultaneously, all across their area of influence, is testament to their abilities as a clan. Even though they decide to limit the scope of their actions in the world, the ORA should not be underestimated.

The current Red King is Ryker Vorche, a young man who has only become King within the last two decades. He is a man with an infectious charisma and boundless optimism. Vorche embodies all the ideals and hopes of his clan, more so than perhaps any other King. He inspires something within the members of the clan, or perhaps no one would join the clan if they did not believe in his cause. Possessing such a strong personality allows him to better unify the disparate passions of his clan into one focused principle. He is prone to idioms such as “embody the change you wish to see in the world” or “united we stand, divided we fall”. Perhaps he is no more than a hopeless man in the trappings of a King?

Berserker-class servant: Don Quixote

Height/Weight: 193cm, 70kg

Origin: The Ingenious Nobleman Mister Quixote of La Mancha

Region: Spain

Alignment: Chaotic * Good

Gender: Male

He did not become a heroic spirit by traditional means. Rather, he fell in love with chivalric romance and chose to reject the world around him. In exchange for his sanity he created a version of himself that conformed to his ideals. His Madness Enhancement is EX rank, but he does not suffer any demerits because of it, and can even carry on a normal conversation. His Noble Phantasm “Vow of the Seven Virtues” has an inconsistent ranking. It empowers Don Quixote, but only relative to his foe. That is to say: the greater the disparity between he and an enemy, the stronger he becomes as a result.

Green Clan

Name: dotV

King: Dmitri Konstantinov

Notable Members: Grigori Rasputin

Of all the clans, dotV is likely the most difficult for an outsider to understand. They do not have an obvious hierarchy. Instead, the clan is broken into several impromptu houses that are in constant competition with one another. This is due to the clans unique means of designating their King. When the time comes, each house within the clan nominates a candidate to become King. These candidates, with the support of their houses, then face off against one another until only the strongest remains. This survivor becomes the green King, at least for as long as they can keep the rest of the clan under control. This philosophy of “survival of the fittest” may seem callous, or even outright detrimental, until one considers that only the most capable individuals are going to end up being King as a result. Beyond that, it ensures that each house within the clan is constantly working to gain a leg up on their rivals. Some choose to form alliances with other houses, others put their clansmen through rigorous training, while others still scour the globe in search of relics that will allow them to summon the most powerful servants. While it is uncommon, some groups also rely on assassination or subterfuge to put themselves ahead. They must still be careful because the rest of the clan, especially the current King, are quick to deal with any individual who proves too dangerous.

The siberian-based green clan, via their alias dotV, runs a worldwide intelligence network of such size and scope that it is difficult to fully comprehend. Not only are they almost completely aware of the actions of any particular world power, they also have deep ties in the Mage’s Association and even other clans. Fortunately, because they are not usually interested in world affairs this wealth of knowledge goes unused. For the clan, collecting the knowledge in the first place - what actually to do with it is secondary. This gives them some degree of leverage over the rest of the clans, who in turn keep the green clan at arms length. Despite this the current King, Dmitri Konstantinov, has managed to strengthen the bond between his clan and some of the others. However, his health is failing and many suspect that his time as King will end sooner rather than later, and there is no way of predicting the agenda of the next King.

The green aura harmonizes with one’s ambition’s. As a result, the green clan is never truly satisfied so that they are constantly working towards something. Usually this plays out as the inter-house rivalries within the clan, but in the past when threatened the clan has been able to put aside their differences and focus against a common enemy.

Caster-class servant: *Grigori Rasputin*

Height/Weight: 193cm, 71kg

Origin: Historical fact

Region: Russia

Alignment: Lawful * Neutral

Gender: Female

A person who lived during the last days of Tsarist Russia. Despite her life having been in recent history, many people believed her to have great magical ability. Rumors held that she shared a bloodline with the great Baba Yaga. There is a great deal of confusion about the

actual details of her life due to the unusual circumstances surrounding her death. Her Noble Phantasm is “Sermon of the Black Monk”. It is only a Rank B because it is a support-type Noble Phantasm, meaning that she performs best when in the presence of other servants.

Grey Clan

Name: Solace

King: Ekene Ama

Notable Members: Shaka Zulu

In 1961 a sword fall incident in Venezuela destroyed a majority of the grey clan, including the then-King Hamad Rhoschaff. Following that, a new King did not appear. Without a source of magical energy the clan collapsed. A few remaining servants and clansmen were fostered by other clans, but the majority died out. Eventually, the grey clan faded from memory altogether. Then, within the last year, the grey clan suddenly reemerged. None could say how or why, even among its surviving members, yet it existed again all the same. Former clansmen and servants altogether felt a surge through their beings as the connection to their King was forged anew.

Even so, this is not a return of the old grey clan, but something new and spontaneous. Ekene Ama appeared from somewhere within the heart of Africa as the new King of the grey clan, attended by a single servant and a handful of clansmen. Though little is known about her or how she managed to become a King despite being only 11 or 12 years old, she has made her goals clear. Ama has dedicated the new grey clan to ending the suffering in that part of the world, as well as persecuting those responsible. Already she has struck against several local warlords. For those remnants of the old clan there is only one thing to do: travel to Africa and either declare their loyalty to the new King or otherwise revoke their oaths before her.

Other clans remain cautious of the new grey clan. Attempts to make contact with Ekene Ama have been stalled as she is constantly on the move and seems to have little interest in business other than her own. This wild aspect makes it difficult to determine her exact agenda or what she plans on doing with the clan once it undoubtedly starts to expand. Others are more than a little interested in how she came to be the King in the first place and are leading investigations into the matter.

The grey clans aura strengthens their sense of humanity. They are deeply concerned with right and wrong on a fundamental level, rather than as a matter of justice. They consider themselves protectors and the aura enhances their defensive characteristics as a result.

Lancer-class servant: Shaka Zulu

Height/Weight: 175cm, 73kg

Origin: Historical fact

Region: Southern Africa

Alignment: Chaotic * Evil

Gender: Male

Shaka of the Zulu was likely the single greatest military commander to ever come out of Africa. In his time he transformed the small Zulu tribe into a sprawling empire of warriors. While he valued fighting ability he preferred to pressure his foes with diplomacy and aggressive propaganda. The teachings of Shaka allowed the Zulu to defeat British soldiers at the Battle of Isandlwana, where the British were armed with rifles and artillery and the Zulu only spears and hide shields. However, it should be noted that he was also a brutal and merciless king who often ordered the execution of his own people if they failed to meet his expectations. As a servant his skills are aimed mostly toward intimidating his foes and inspiring his allies, in direct combat his abilities are fairly average.

Glossary

This section of the handbook is intended to help players become familiar with the Anima: Beyond Fantasy system and terminology.

Agility: Agility represents a character's speed of movement and balance.

Appearance: Appearance reflects a character's beauty. A player may choose their character's appearance score, or may determine it randomly by rolling 1d10.

Archetype: Archetypes are groups of classes that share a common concept. The DP needed to multiclass is determined by the archetype the character's current class belongs to compared to the archetype their new class belongs to. The following is a list of archetypes in Anima: Beyond Fantasy: Domine, Fighter, Mystic, Prowler, Psychic, Novel.

Attack Ability: The ability to make attacks with weapons, or unarmed strikes. Attack Ability is influenced by a character's Dexterity.

Banish: The ability to expel supernatural beings from this plane of reality. Banish is influenced by a character's Power.

Between Life and Death: The state of a character who has reached negative Life Points but who are not yet dead.

Bind: The ability to trap the essence of a supernatural creature. Bind is influenced by a character's Power.

Block Ability: The ability to use a weapon or shield to block incoming attacks. Block Ability is influenced by a character's Dexterity.

Category: This term is generally used to refer to a character's class/classes.

Characteristics: A character's Characteristics form the foundation of their abilities without taking into account any possible training or background. There are two types of Characteristics: Primary Characteristics and Secondary Characteristics. Primary Characteristics directly affect abilities and rolls in the game. They are used to determine ability bonuses, skill bonuses, and so on. Secondary Characteristics do not have a direct effect on rolls or abilities and cannot be permanently improved after character creation.

Characteristic Checks: Characteristics checks use a d10. With these checks, the lower the roll, the better. A character needs to roll below the Characteristic in question, and the margin by which they succeed is their level of success. If the difference between the Characteristics of two opposing creatures is greater than 4, each point above 4 adds +1 to the Characteristic of the

better creature. Rolls of 10 add a +3 to their roll, as if the character had rolled a 13. Rolls of 1 lower the result by 3, as if the character had rolled a -2.

Class: A character's class determines their various abilities such as starting Life Points, Magical Accumulation, as well as how many Development Points the character has to spend to increase these abilities. The following is a list of classes in Anima: Beyond Fantasy as well as their respective archetypes (listed in parentheses): Tao (Domine/Fighter), Technician (Domine), Acrobatic Warrior (Fighter), Dark Paladin (Fighter), Paladin (Fighter), Ranger (Fighter/Prowler), Shadow (Fighter/Prowler), Warlock (Fighter/Mystic), Warrior Mentalist (Fighter/Psychic), Warrior Summoner (Fighter/Mystic), Weaponmaster (Fighter), Illusionist (Mystic/Prowler), Summoner (Mystic), Wizard (Mystic), Wizard Mentalist (Mystic/Psychic), Assassin (Prowler), Thief (Prowler), Mentalist (Psychic).

Constitution: Constitution defines the stamina and vitality of a character.

Control: The ability to Control supernatural creatures the character encounters. Control is influenced by a character's Willpower.

Dexterity: Dexterity represents a character's physical skill and coordination.

Disease Resistance: A character's ability to avoid falling ill. Disease Resistance is influenced by a character's Constitution

Dodge Ability: The ability to duck and weave, and avoid incoming attacks. Dodge Ability is influenced by a character's Dexterity.

Domine: Individuals who specialize in the unlocking and use of their spiritual abilities.

Fatigue: Characters can use Fatigue to improve physical action. If a character's Fatigue Points reach 4 or less, they begin to suffer exhaustion. Characters with a natural Fatigue score of 4 or less do not suffer these penalties until they spend at least one point of Fatigue.

Fighter: These archetypes specialize in the use of weapons and unarmed combat.

Fumbles: Certain checks (typically ability checks) force a character who has rolled particularly poorly to make a Fumble check. If a roll results in a 1, 2, or a 3, it is considered a fumble. A character who has fumbled must roll a d100 to check for the Fumble Level, adding +15 if their fumble was a 1, adding nothing if it was a 2, and subtracting -15 if it was a 3. This Fumble score can have effect on the characters subsequent actions, depending on what they Fumbled on. Fumble checks do not use Open Rolls.

Initiative: A character's Initiative is their reaction speed in combat, or to events around them. Initiative may be increased or decreased depending on the armor and shield a character is wearing, as well as the weapon they are using that round. If a character fights unarmed, or uses supernatural powers, they gain a +20 Initiative in that round. A character may have multiple Initiative bonuses depending on what attack they use.

Intelligence: Intelligence covers reasoning, learning, and memory.

Ki Accumulation: the speed in which a character can accumulate stored Ki.

Ki Reserve: The amount of Ki energy a character has stored in their essence.

Life Points: Life Points indicate a person's resistance to wounds and the amount of damage they can suffer before receiving a fatal wound. When a character reaches 0 hp, they might die.

Life Point Multiple: This is how many DP a character must spend to add their Constitution Score to their Life Points.

Magic Accumulation: Magic Accumulation is the speed in which a character accumulates Zeon. Magic Accumulation is influenced by a character's Power.

Magic Projection: The ability for a character to project their spells, equivalent to Attack and Block. Magic Projection is influenced by a character's Dexterity.

Magic Resistance: A character's ability to resist the effect of spells or supernatural attacks. Magic Resistance is influenced by a character's Power.

Martial Arts: Knowledge and mastery of various unarmed combat styles.

Mastered: Some ability checks can be mastered. A character is a Master in an ability if they have a rating of 200 or higher in it. Their fumble chance decreases by 1 with that Ability.

Movement Speed: A character's movement speed equals their Agility score. It determines the maximum speed a character can run at. It can be reduced by several conditions, such as wounds, terrain, and armor.

Mystic: Mystics all deal with the Supernatural realm. They can summon creatures or bend reality with spells.

Mystical Modules: Training in various magical fighting styles

Novel: This is a large group of people that do not specialize into anything specific, but take up abilities as they need them during their career. Most NPCs are Novel characters, such as Innkeepers or Scholars.

Open Roll: Certain checks (typically ability checks) allow a character who has rolled particularly well to roll again. If they roll a natural 90 or higher, they roll again, adding the two results together before adding their bonuses (if any). If the second roll is a 91 or higher, they get to roll again. This continues until they stop rolling high numbers. The number you need to roll increases by 1 each time. Resistance checks, Fumble checks, and Critical level checks are the only checks that do not use this system.

Perception: Perception represents both the acuity of a character's senses and his instinctiveness.

Physical Resistance: A character's tolerance for damage and physical shock. It is rolled to stay conscious and to resist the effects of Critical Hits. Physical Resistance is influenced by a character's Constitution.

Power: Power represents the state of mind and spiritual power of a character.

Presence: Every being and even every object in the world has a Presence score. This is the sum of all the existential aspects of a character, or a measure of their physical and psychological development. A character's presence is their total DP divided by 20, or to make it easier, a 1st level character has a Presence score of 30 and increases it by 5 per level they gain in a class. A character's or object's Presence is also its base Resistance, which it uses to stave off disease, the effects of poisons, and even supernatural attacks.

Primary Abilities: Primary Abilities are the basic combat faculties of a character. They are split up in three categories: Combat Abilities, Psychic Abilities, and Supernatural Abilities.

Primary Characteristic: Primary Characteristics directly affect abilities and rolls in the game. They are used to determine ability bonuses, skill bonuses, and so on. The following is a list of Primary Characteristics in Anima: Beyond Fantasy as well as their respective abbreviations: Strength (Str), Dexterity (Dex), Agility (Agi), Constitution (Con), Intelligence (Int), Power (Pow), Willpower (Wp), Perception (Per)

Prowler: Individuals that use subterfuge and wit to accomplish their goals, preferring to avoid confrontation.

Psychic: These people are gifted with psychic powers and seek to perfect the psychic arts.

Psychic Modules: Training in various psychic fighting styles

Psychic Points: Points used to develop and strengthen mental powers.

Psychic Potential: The strength of a character's mental powers. Psychic Potential is influenced by a character's Willpower.

Psychic Projection: the character's ability to project their mental powers, equivalent to Attack and Block. Psychic Projection is influenced by a character's Dexterity.

Psychic Resistance: A character's ability to resist psychic attacks or mind-altering effects. Psychic Resistance is influenced by a character's Willpower.

Resistance: Resistance checks of 100 always succeed, even if the total, after adding Resistance Score, is lower than the required difficulty number. If a character has a Resistance bonus at least 50 above the needed target number, he succeeds without needing to roll. Resistance checks do not use Open Rolls.

Secondary Abilities: Secondary Abilities are areas of knowledge and skill that differentiates a character from another character. These abilities build upon the Primary Characteristics and expand those into specialized fields and skills. If a character has not developed a Secondary Ability (he has put no DP into it), he suffers a -30 untrained penalty to that skill. Some skills cannot be used untrained.

Secondary Characteristic: Secondary Characteristics do not have a direct effect on rolls or abilities. These cannot be permanently improved after character creation. The following is a list of Secondary Characteristics in Anima: Beyond Fantasy: Appearance, Size.

Size: Size indicates the height and weight of a character. To determine size, simply add your Strength and Constitution scores (not modifiers). This is your size. For female characters, you may subtract a point.

Strength: Strength defines a character's musculature and energy.

Summon: The ability to Summon supernatural creatures to the characters side. Summon is influenced by a character's Power.

Venom Resistance: A character's resistance to poison, venom, and toxins. Venom Resistance is influenced by a character's Constitution.

Weapon Modules: The training in weapon groups and special fighting styles.

Wear Armor: The ability to wear heavy armor without penalties. Wear Armor is influenced by a character's Strength.

Weight Index: This represents the weight someone can carry. It depends on the character's Strength

Willpower: Willpower measures the mental strength of an individual and his coolness and tenacity.

Zeon: The amount of Zeon a character has to fuel spells. Zeon is influenced by a character's Power.

