

Reworks

Over Arms Unchained is a rules rework and supplement for **Over Arms** meant to rebalance the stats and add new options for players and GMs to further customize their Animas. Feel free to use and adjust these rules for your Over Arms games.

Accuracy and Dodging

When you roll an Accuracy Check for an attack you must meet or exceed the target's Dodge stat. A character's Dodge stat is determined by their DEX, SPD, or DEF stat depending on whether or not their Anima is summoned. To determine a character's Dodge stat, refer to the chart below.

Anima Required?	Dodge Stat
No	$(\text{DEX or INT}) \div 2$
Yes	SPD + 1
Yes	DEF + 2

A character and their Anima can benefit from any one of these Dodge stats at any time as long as they meet the prerequisites. A character can only benefit from one Dodge stat at a time. If a Dodge stat requires an Anima, the character must have an Anima and it must be summoned to benefit from it.

Anima Category

Animas vary wildly in shape and size. An Anima's category helps define how it looks and works. Every Anima has a category.

Humanoid

Humanoid Animas have the general shape of a human. The Range of a Humanoid Anima extends from the Anima itself as well as its user. The Anima still must be within Range of its User or be forcibly withdrawn.

Object

Object Animas function like objects. Object Animas can not move on their own and are often worn, carried, or attached to their user to be moved. When a character has their Object Anima summoned they can use their Anima's Move Speed instead of their normal Move Speed.

Swarm

Swarm Animas are Animas that have multiple bodies all controlled at once. When a character summons their Swarm Anima they can summon every body that Anima has. Each body moves independently and shares their movement with each other.

Structure

Author's Note: Structure Stands are designed to be used by NPCs. Players should check with their GM before trying to make a Structure Anima.

Structure Animas are Animas that are structures such as houses or radio towers. The Range of a Structure Anima extends to the entirety of the Structure. Structure Animas can not move and can not be withdrawn. A Structure Anima is not forcibly withdrawn when it leaves its User's Range.

Anima Types

Types are used to determine what you would like your Anima to specialize in during combat. All types use two different stats to determine Accuracy Checks in combat, one stat belonging to your character, and another stat belonging to your Anima. All types use one character stat and PWR to determine Damage Checks in combat. Each type also has a Maturity, an upgrade that it gains when you hit a certain level.

All Players must choose one Anima Type:

Fighter

Accuracy: STR + PWR + 1

Damage: STR + PWR + 1

Maturity: You gain +1 to all Accuracy and Damage checks made with your Anima.

This type best fits an Anima with a high PWR output and low RNG, typically hits hard but cannot attack from far away. Abilities are best suited to be damage based.

Magician

Accuracy: INT + RNG - 2

Damage: INT + PWR + 2

Maturity: Your Anima's Range is extended by 6 meters.

This type best fits an Anima with a high RNG but low PWR output, can attack and use abilities from far away. Abilities are best suited to be supportive/damage based

Defender

Accuracy: STR + DEF + 2

Damage: STR + PWR - 2

Maturity: When rolling your Anima's DEF to reduce damage if you roll below half of your DEF stat, the roll becomes equal to your DEF ÷ 2.

This type best fits an Anima with a high DEF and low SPD, able to defend against heavy blows. Abilities are mostly suited for support, but not limited to it

Assassin

Accuracy: DEX + SPD + 1

Damage: DEX + PWR - 1

Maturity: Your Anima's Move Speed is increased by 6 meters.

This type best fits an Anima with a high SPD and low DEF, able to usually move first in turn order. Abilities are best suited to be damage based.

Jester

Accuracy: CHA + RNG - 1

Damage: CHA + PWR - 1

Maturity: The cost of using your Anima's abilities is reduced by one to a minimum of zero.

This type best fits an Anima with a high RNG and low SPD, great at manipulating the battlefield. Abilities are best suited to be support based.

Defence

When a character is attacked, they can reduce the oncoming damage in a number of ways:

Armor: While wearing armor it can protect the wearer from damage. All armor comes with a protection value. All damage dealt to the wearer is reduced by the value.

Anima: When a character is harmed, their Anima can defend them. When a character takes damage, roll their DEF and reduce the damage by the amount rolled. The character must have their Anima summoned to use their DEF stat.

Damage can't be reduced past 0. A character can only benefit from one form of damage reduction per instance of damage.

Movement

Characters and their Animas both have a Move speed. A character's Move Speed is determined by their DEX stat and their Anima's Move Speed is determined by their SPD stat. Both stats are multiplied by 3 and converted to meters with a minimum of 18 meters.

When a character uses an action to move, they can move up to their Move Speed and so can their Anima.

Advancement

LV	Benefit
1	Starting level, Base Stats + First Anima Ability/Form
2	Anima Stat Upgrade
3	Character Stat Upgrade
4	New Anima Ability/Form
5	Anima Stat Upgrade
6	Character Stat Upgrade
7	New Anima Ability/Form
8	Anima Stat Upgrade
9	Character Stat Upgrade
10	Anima Maturity, Anima Stat Upgrade + Character Stat Upgrade

Summoning/Withdrawing/Reforming

It takes one action to summon or withdraw your Anima. When you summon your Anima you choose which form it is in. You can use an action to withdraw your Anima and resummon it in a different form if it has one. If your Anima leaves your Range it is forcibly withdrawn.

Multi-Form Animas

Multi-Form Animas are Animas that have multiple forms. This system is meant to emulate Act Stands, such as Echos and Tusk, and Stands that take on different shapes, such as Stone Free and Highway Star, from **Jojo's Bizarre Adventure**.

Gaining a New Form

Every time you level up and gain a new Anima Ability you can instead gain a new Anima form. Every form has its own stats, category, type, and abilities. An Anima can only be in one of its forms at a time. If you level up and your Anima gains a new ability, only one of your Anima's forms gains a second ability. When you gain an Anima stat upgrade you can only boost a stat for one of your Anima's forms or boost your Anima's AP stat which is shared between all of your Anima's forms.

Creating a Form

Creating a new form for your Anima is similar to creating an Anima. You choose its stats, ability, type, and category. The different forms of an Anima do not benefit from the other forms' type, category, abilities, or stats other than AP. Your Anima's AP is shared between all of its forms, so when an Anima consumes AP from one form, it consumes the same amount of AP from all of its forms.

Stats

When making a form you have a dice pool (d10, d8, d6, d4) that you split up amongst the form's stats (PWR, SPD, DEF, RNG). Then you add a number of Anima stat upgrades depending on what level you gain this form. You can not use these Anima stat upgrades for your Anima's other forms or to raise your Anima's AP.

LV	Anima Stat Upgrades
4	2 Upgrades
7	3 Upgrades

Abilities

When you create a form you choose its first ability. Whenever a form gains a new ability, it gains them in the order of first, second, and then third.