

SAGA II: RISE

— アニマ タクティクス —

ANIMA

TACTICS

WEB ADDENDUM
VOL. 2

GNOSIS

Gnosis is the supernatural presence possessed by a certain individual or group. It measures the importance of that group's supernatural presence in the world and the transcendence of its actions in the future. The higher the Gnosis, the greater things the group is destined to do and the more difficult it will be for it to fail. Gnosis is reflected by a number of points both sides have available to them to change the result of their rolls. Every Turn each player receives one Gnosis point for each 100 levels of encounter in the game. So, in a level 300 scenario each side will have 3 Gnosis points per Turn. At the start of each Recovery Phase the Players renew all Gnosis Points they used in the previous Turn. The best way to represent Gnosis is with Action markers. When a Player uses a Gnosis point, the counter is removed to show the use. A player can use a Gnosis point to improve ANY kind of roll. The player simply rolls an extra die and chooses the best result. This ability can be used in all rolls in the game: Attack, Defense, Initiative, Seek, Resistance rolls... and even to avoid the consequences of negative States like Doom. Anything that is decided by chance can be affected by Gnosis. When for an Action or Special abilities causes two or more dice to be rolled, Gnosis adds another die to the roll. For example, a Character that Charges and uses a Gnosis point would roll 3 dice for the attack; 2 from the Charge itself and one due to the Gnosis.

The use of Gnosis points always has to be declared before rolling the dice, and only one point can be spent per roll, no matter how many the Player has.

ARBITERS

Azur Leaders and some others entities have the status of Arbiters. The Arbiters are special characters who obey unique rules that allow them to influence their subordinates' actions by modifying reality. To do this, they use Order Points, special tokens they get every turn. The powers and abilities of each Arbiter are much diversified, as indicated on each Arbiter Card. Anyway, they always share the following abilities:

Orders by Turn: This is the number of Order Points the Arbiter has at its disposal each Turn. Unlike Action Points, the Order Points cannot be accumulated and always regenerate to their full pool during the Recovery Phase. That means an Arbiter who has 3 Order Points begins a Turn with 3 Order Points, regardless of the number remaining the Turn before. To indicate how many Order Points an Arbiter has, put one token for each of them on the Arbiter Card and remove them when paying costs.

Zone of Influence: An Arbiter's Zone of Influence is the area inside of which it can use its Orders on friendly units. It works exactly as the Zone of Control, but the two can have different ranges. Each Arbiter Card indicates the range of the Arbiter Zone of Influence.

Orders: These are the special abilities the Arbiter can use, using its Order Points. Each one has a distinct cost, which indicates how many Order Points a player must use to activate the Order (Action Points cannot be used to activate Orders). Unless the description indicates otherwise, an Order is considered an Active Action, and must be used during the Arbiter's activation.

ORGANIZING YOUR PARTY

The first step to take before starting a game of Anima Tactics is to decide how many levels you are going to play. This factor determines the size of the battle, that is, the size of the forces that face each other. Players can spend levels on Characters and Advantage Cards until they reach the total number of Levels agreed upon. Each Character and Advantage has a set Value, which is listed on its Card. When you create your Party you must choose either a Faction or an Organization as the basis. Whichever you choose, don't forget that each Anima Tactics Character is a unique individual, so you can't choose any one twice. However, a Character can appear on both sides of a confrontation; in this case it's considered that one of the two is an impostor taking the true Character's place, or it's someone else with very similar abilities. The only exceptions to this rule are Organization Agents, since you can include one each 150 game levels, and Summons, which has no limits.

If you play as a Faction, you must choose Light or Darkness. Since these are opposed forces, no Party including Characters from Light and Darkness can exist, but you can integrate as many Unaligned Characters as you like. For example, a Party can consist of three Light Characters and four Unaligned Characters, but it cannot contain a single Character of Darkness, since there are Light units. Of course, nothing stops you from creating a Party consisting of only Unaligned Characters. If you decide to create your Party based on an Organization, you can ignore Character Factions and freely mix Light and Darkness Characters as long as all of them belong to the same Organization. You can also add one Wanderer Character if you like, considered a free agent temporarily working for your forces. Besides, Organizations provide Organization Advantages, special abilities a Party receives simply by belonging to the Organization. The higher the Level of the game, the greater Organization Advantages you will receive. Of course, organizing a good Party is more difficult than it appears, since you must combine the abilities and Characteristics of each Character to achieve the best tactical advantage. It's up to you.

OTHER ESSENTIAL ELEMENTS

There are other vital elements that every player must take into account when forming a Party. Here is a review of them:

Leaders: Certain Characters are considered Leaders, which means to say that they are exemplary with noteworthy abilities. A player isn't required to use Leaders in the Party, but may include one for each 250 Levels in play. This means that in a smaller game (less than 250 Levels) no Leaders can be used, but in a game at 500, up to two could be included in the Party.

Advantage Points: Advantage Points are extra Levels available to players to adjust their Party with additional Advantages. These Points are equal to 10% of the total Levels in the game and can only be used for Advantage Cards. For example, in a Level 300 game, a player has 30 Points available for Advantage Cards only, giving a total of 330 Levels. Remember always that Advantage Points CANNOT be used for Characters, only for Equipment Cards, Powers, and Plot Cards.

Gnosis: Gnosis Points are a sort of wildcard players have that allows them to improve their rolls with additional dice. Each Player receives a Gnosis point for each 100 Levels of the game. So, a 300 Level game gives three Gnosis Points, a 400 Level one four, and so on.

THE SUMMONS

The Summons are a special category of Character available to players to reinforce their parties. Unlike other Characters, they are supernatural creatures that only manifest themselves in the material world when invoked by Characters able to summon them. Characters with this power are called Summoners.

Summoners

All Summoners share special Characteristics that govern the use of their skills. First is the Summoner Level, which dictates the ability of the Character to Summon creatures and the number of entities that can be summoned. Each Level allows a different Summoned entity to be included in the Party. For example, a third level Summoner allows the player to include from one to three Summoned beings. Second is Affinity, which governs over the kind of beings which can be summoned. A Summoner can only call creatures of an element it has an Affinity with. So, a Light Character can only Summon Creatures with an Affinity with Light.

How to use Summoning

To use Summons in a Party they must be included in the total of Levels in play like any other Character. Thus, a Summon with Cost 30 is equal to a 30 Level Character in all ways. Unlike Characters, Summons aren't unique creatures, so more than one of the same kind can be included in a Party. It is, for example, perfectly acceptable to have two or more Elhaym in a Party, since each one represents a separate being. Summoned Beings are not deployed at the start of the game; they require a Summoner to call them to the area of

play. To summon, the Summoner must spend Action Points equal to the Summoning cost of the entity. Then, the Summoned Being is placed anywhere within its Summoner Control Zone, though they must be more than 2 inch away (5 centimeters) from any other Character. Summoned Beings appear with Action Points equal to their Recovery, and can Move, Charge, and act normally the turn they are manifested. If a Party has more than one Summoner, each creature must be assigned to a specific Character when the Party is formed. Summons can't have assigned Equipment or Power Cards, except for those that explicitly allow it.

Characteristics of Summoned Beings

A Summoned Being behaves like any conventional Character, but they also have special attributes due to their special nature:

- **Summoning:** The cost in Action Points needed to call the entity to the battlefield.
- **Cost:** The Level cost to include the creature in the Party. This amount is added to the assigned Summoner's Level.
- **Atman:** Atman is a sort of Level for the creature used to determine whether it is affected or not by certain Special Abilities, like Intangible or Morrigan's Space Control. A 50 Atman Being would be the equivalent to a 50 Level Character to these respects.
- **Bind:** The number of Bind Points the creature appears with when Summoned.
- **Stability:** The Difficulty of the Stability Check to see whether a Creature stays in the world or not when it runs out of Bind Points.
- **Shock:** This value must be added or subtracted to the Shock Check the Summoner must make if one of its Summoned Being dies.
- **Affinity:** Indicates which elements the Summons has an Affinity for.
- **Restrictions:** Some Summons can't be used by certain Organizations or Factions. If this is the case, this point explains who the Being can work with and who it can't.

Bind Points and Stability

When a Summon is called to the table top, it has Bind Points. This represents how strongly it is bound to the world and sets the time it will stay in the game. At the start of every Upkeep Phase, players remove a Bind Point from each Summoned Being in play. When a creature has no more Bind Points its stability in the material world is weak and it may disappear. If the creature is outside of its Summoner's Control Zone, it will not be able to remain in this world and will be removed from play. If it is inside the Control Zone, the Summoner can attempt to temporarily bind the entity using a Stability check. The Summoning player rolls 1D10 and must overcome the creature's Stability. If the check is successful, the Summoned Being can stay in play another Turn, otherwise it will be removed from play immediately.

Death of a Summoned Being

Summons are linked to the Character that Summoned them. When they are destroyed, there is a risk that the Summoner will suffer damage, or even die. When a Summoned Being's Life points reach zero, or it is eliminated from play by some negative effect, the controlling player must make a Shock Check. The player rolls 1D10 and adds or subtracts the eliminated creature's Shock value; if the result is positive, the Summoner loses that many LP. This damage is not reduced by a Character's Armor attribute.

If Elhaym were eliminated before its natural time on the table was over, the Summoner would roll D10 and add +1 to the result (Elhaym are Shock +1) to see how many Life points are lost due to the creature's death.

