

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 presence in the world and of its actions in the future. The higher the Gnosis, the more important the group's destiny becomes. Gnosis is represented by points available to each party that can be spent to change the results of their rolls. Every Turn each player may use one Gnosis point per 100 levels allowed in their party, in a 300 level game each side may use 3 Gnosis points per Turn. During each Recovery Phase the Players set the number of Gnosis Points they have to the amount allowed. The best way to represent Gnosis is with Action markers. When a Player uses a Gnosis point, the counter is removed. 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 on any roll 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 an Action or Special ability causes two or more dice to be rolled, using Gnosis adds another die. For example, a Character that Charges and uses a Gnosis point would roll 3 dice for the attack; 2 from the Charge itself and 1 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 Alliance Leaders and some other entities are Arbiters. Arbiters are characters who obey unique rules that allow them to influence their subordinates' actions. To do this, they use Order Points, special tokens they get every turn. While they all share the following abilities, each Arbiter has unique powers and abilities of their own as indicated on their corresponding Arbiter Card.

Orders by Turn: This is the number of Order Points the Arbiter has at its disposal each Turn. Unlike Action Points, Order Points cannot be accumulated and the number available to an Arbiter is set to this number each turn during the Recovery Phase. That means an Arbiter who has 3 Orders per Turn begins a Turn with 3 Order Points, regardless of the number they had 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 Characters. It works exactly as the Zone of Control, but the two can have different ranges and are not the same thing. Each Arbiter Card indicates the range of the Arbiter's Zone of Influence.

Orders: These are the special abilities the Arbiter can use, by spending their Order Points. Each Order has a cost, which indicates how many Order Points a player must spend to activate the Order (Action Points cannot be spent to activate Orders). Unless the description indicates otherwise, Orders are Active Actions, and may only 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 its 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. One of the two is an impostor taking the true Character's place, or someone else with very similar abilities. The only exceptions to this rule are Organization Agents and Summons. You may include one Organization Agent per 150 levels allowed in the game while Summons are not unique and you may include any number of them.

If you play as a Faction, you must choose Light or Dark. A party that is built around the Light Faction cannot include characters from the Dark Faction and vice versa, while neutral Characters can be included with either Faction. For example, a Party can consist of three Light Characters and four Unaligned Characters, but it cannot contain any Dark Characters since its player has chosen the Light Faction. 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 Dark Characters as long as all of them belong to the same Organization. You can also include up to one Wanderer Character if you like, considered a free agent temporarily working for your forces. 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 prowess of each Character to achieve the best results. It's up to you.

OTHER ESSENTIAL ELEMENTS

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

Leaders: Certain Characters are Leaders, this means that they are exemplary with noteworthy abilities. A Party may include one Leader for every 250 Levels allowed. A player is not required to include a Leader in their Party. For example in a smaller game (less than 250 Levels) Leaders cannot be used, while in a 500 Level game up to two could be included in the Party.

Advantage Points: Advantage Levels are extra Levels available to players to outfit their Party with Advantage Cards. These Levels 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 Levels available for Advantage Cards only, giving a total of 330 Levels. Remember always that Advantage Levels CANNOT be used for Characters, only for Equipment Cards, Powers, and Plot Cards (Advantage Cards).

Gnosis: Gnosis Points are a way for players to improve their rolls with additional dice. Each Player receives a Gnosis point for each 100 Levels allowed in the game. So, a 300 Level game gives three Gnosis Points, a 400 Level one four, and so on.

THE SUMMONED

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 governs 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 the kind of beings that can be summoned. A Summoner can only invoke creatures of an element it has an Affinity with. So, a Light Character can only summon creatures with an Affinity of Light.

How to use Summoning

To use Summons in a Party they must be paid for with Levels like any other Character. Thus, a Summon with Cost 30 costs as much to include in your Party as a Level 30 Character. Unlike Characters, Summons are not unique creatures, so more than one of the same kind can be included in a Party. For example, it is perfectly acceptable to have two or more Elhaym in a Party, since each one represents a separate being. Since Summons require a Summoner to call them into play, they are not deployed at the start of the game. To call a



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 may be activated normally the turn they are called into play. If a Party has more than one Summoner, each creature must be assigned to a specific Summoner when the Party is formed. Summons cannot have assigned Equipment or Power Cards, unless explicitly stated.

Characteristics of Summoned Beings

Due to their special nature, a Summoned Being has a few special attributes:

- **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 how it is affected by certain Special Abilities, like Intangible or Morrigan's Space Control. A 50 Atman Being is treated as a Level 50 Character by abilities that reference level.
- **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 play when it runs out of Bind Points.
- **Shock:** This value is added or subtracted to the Shock Check the Summoner must make if one of their Summoned Beings dies.
- **Affinity:** Indicates which elements the Summon has an Affinity for.
- **Restrictions:** Some Summons can't be used by certain Organizations or Factions. If this is the case, this outlines who the Being can or cannot be included by.

Bind Points and Stability

When a Summon is called into play, it has a number of Bind Points placed on it. 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 greater than or equal to the creature's Stability the Summoned Being will 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 leaves play for any reason, the controlling player must make a Shock Check. The player rolls 1D10 and applies (+1 would be added, -2 would be subtracted) 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 from play, 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.