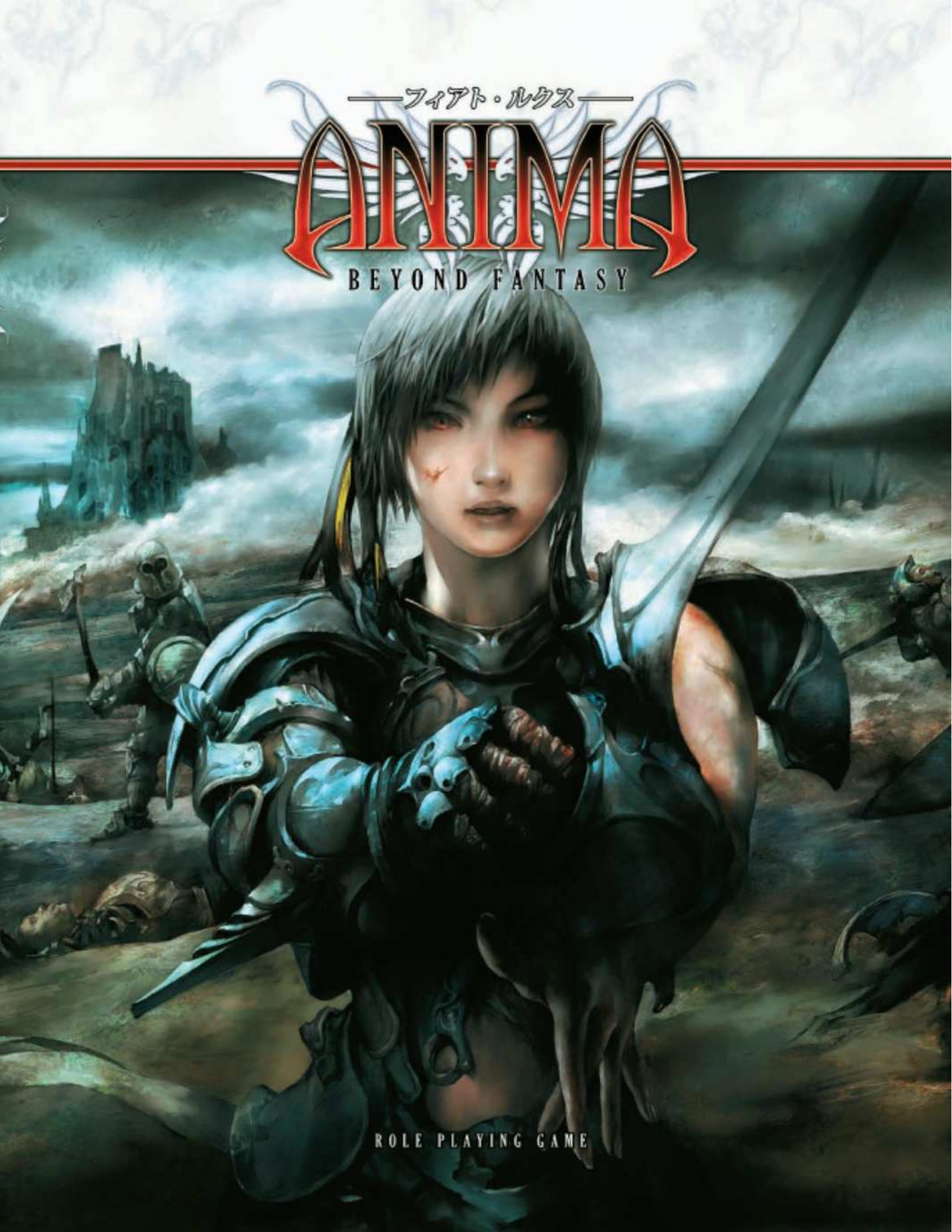

—フィアト・ルクス—
ANIMA
BEYOND FANTASY
ROLE PLAYING GAME

Anima Beyond Fantasy
V. 1.07
By Anon Heart and various helpful anons

The Year is 989, and the Holy Empire of Abel lies in ruins. The Christian Church, founded by the Messiah Abel, the one who was called Christ, has begun to lose authority, reeling from the sorceress who enchanted the last Emperor and claimed the position of Pope.

The Empire itself is ruled by the young Elisabetta, who fights to bind the rebelling principalities once more to the Crown, while the Church proclaims her too young to rule, and installs a 'regent'. The Lords of War each agree, but disagree that the Church should rule, and fight for their own rulerships.

And behind it all, ancient powers, sealed away by Rah, the lord of Judas the descendent Iscariot who betrayed Abel to the technomagical nation of Solomon, have begun to return. The souls of those Who Walked Among Us return to our lands, reborn in human children, while monsters from another age have begun to return.

All of them can feel it.

This is an age of change.

You've been granted 1000 CP with which to change the world. Make use of them as you will.

Races

Human (0): You are a mortal, one born in Gaia's embrace. The world is a dangerous thing, for those such as you. You live in your little towns, blinded to the truth, to the creatures who exist beyond what you know... but things will change, won't they? After all, fate will not leave you as you are.

Nephilim (100): Child, poor child. A soul reborn in a body not of it's own kind. The Holy Church has no love for those such as you. Who were you, back before the worlds were split in three? Pick one of the following -

One of the Sylvans, born to light and magic, quick healing and subsiding partially on the magic that protects you from the influences of others?

Or were you a Jayan, inhumanly strong but susceptible to the Flow of Souls that your third eye barely perceives? Though you cannot see spells, seeing the souls of the dead is no issue for you.

Perhaps you were D'anjayni, passing without trace unnoticable and easily forgotten? The shadows hide you, and it is difficult for others to recall your presence or notice you when you do not wish it.

Ah! Were you maybe one of the followers of destiny, the Ebudan? Your Sue' Aman guides you still, haunting your dreams. But fulfil it, and you shall regain the invulnerability to the blows of mortals and the seraphic wings you once possessed.

Or were you one of the Daimah, the people of the wilds, able to see the souls of the living, sense the feelings of nature, and at home in the forests which nurture and heal them?

Mayhaps you were a Devah, your mind protected, your third eye able to see spiritual beings, discern elemental affinities, and, with study, discern the true names of unnatural beasts before you. Your magic still lends itself to summoning and banishing those born between worlds, and your body remains frail and unused to disease.

Or were you something darker? One of the beshadowed Duk'Zarist, able to see partially through the dark and devoted to the flame that so naturally leaps to their psionic call, with souls so wedded to their new bodies that they are inhumanly perfect, even resisting the call of death let alone things such as hostile magic, poisons, or psionics powers and requiring only a third of the food of men? Beware the shadows though, for the Duk'Zarist grow sickened at the touch of iron.

Or... accursed one, were you of the Vetala? Child of the night, drinker of blood! Your body might well be dead! Wounds to your vitals mean less to you than they should, and disease ravages your corpse-like body as the purity of light burns it, weakening you! And worse, you feed upon the blood of men to live, addicted to it, and the ability it grants you when you drink enough, throwing you into an ecstatic frenzy where you grow somehow *more* in return for collapsing when it burns away!



Hellborn (200): Beware, demon! Your kind was banished long ago, when Ra was slain, and his machine shattered, and the Church retains no love for your kind! Even your soul is feared, let alone your body... and yet, somehow, it has come to Gaia from Hell. But which of the Hellborn are you, may I ask?

Jayan: The strength of a true giant, inflicted upon our world once more? Your strength is immense, your fortitude only slightly less so. You withstand fatigue and physical shock with unnatural ease, your claws and horns strike away at your foes, and third eye permits you to perceive spirits! Your foes have only one defense, that your soul is weaker and that your resistance to magic is less than it should be.

D'anjayani: Born to secrecy and darkness, what corruption will you bring to the holy realm of Gaia? You resist ki and magical detection with ease, and can conceal yourself from ki vision in ways that others would have to train for years to match. And worse, far worse, your concealment is an unholy thing. You can take your foes faces and wear them, taking on their form until their true name is spoken or you cast aside your disguise. Your feet erase your tracks even as you walk, and your whispers go unheard by those not meant to hear them. And finally, even your foes minds betray them before you, forgetting your existence as you turn away unless they have heard your true name from your own lips. Even wearing the face of one of your foes only weakens this effect.

Sylvian: Fairy of Fantasy and Light, do you not know this realm has cast you out? Your resistance to magic, psychic powers, venom, and sickness will not avail you against the swords and spears of inquisitors, your inborn Gift and inhumanly great abilities will not save you from the shadows they can call forth. Your soul may be stronger, your mind sharper, and your body faster and more flexible, but your strength and fortitude are less. But fear not, I suppose. Your inclination toward and ability to sense the light will guide you well enough, and your quick healing and lessened need for food and drink will keep you alive until you find a way back to the hell from whence you came. Sylvans must purchase the Gift.

Daimah: So you have returned to Gaia, guardian of the wilds? Your enjoyment of life and tendency to love attention may doom you. And curiosity has killed the cat which you so resemble, has it not? But why do I warn you? You shall not heed my words, I know. Your body is feline, flexible and quick, and your mind and soul are sharp, but your fortitude is less and your will is as weak as one would expect from one so capricious. But it does not hinder you does it? Your body acts with inhuman ability, your claws are sharp, like knives, and your small size makes you less vulnerable to falls. But most importantly, you are one with the flow of souls. You possess the gift and the ability to see the souls of others, as all of your kind does, and the wild adores you. It whispers its feelings into your heart, protects you from it's poisons and diseases, and permits you to walk through any terrain with ease.

Ebudan: Servant of Destiny! Have you returned to our realm in Gods name? Your Sue'Aman... have you come to achieve it? Until you do, your only strengths lie in your Or'iene, those mystic tattoos that will guide you on your path and prevent you from being forced off it,

and in your wings, which strike out like blades, guard you from blows, and carry you through the skies. Beware though, your Sue'Aman will not be easy to achieve. Only when your journey comes to an end will it be fulfilled. But once you have, you will ascend! Your will become a being of pure energy, and your wings will be capable of striking the same. Your soul and will shall grow in strength, and you shall be given the chance to join the Flow of Souls, casting aside your mortality in favor of becoming a being of pure power, growing slightly stronger, permitting you to assess warps in reality, granting you control of the most minor elemental forces, and placing High Magic within your each.

Duk'Zarist: Born to darkness and fire, you were born of the worst in men's hearts and the best in their flesh. Is it any surprise that your body and soul are perfected? All which a man is, you are *more.* Your stats are better in every way, and you are inhumanly great in your abilities. Your body and soul are so blended that you shall only die if killed, not fading away with a whimper, and you resist the attempts of the world around you to bend you to it's will. Poison, magic, psychics, physical shock... all of it, you resist far better than most. Fire and darkness blend within you, permitting you to see heat, see through darkness with only half the issues of man, and restoring and sustaining your flesh, that you regenerate quicker and require a mere seventh the food and rest of humans. But heed! The world will take its price for this perfection. As a being of the supernatural, you possess either the Gift or Psychic powers, and must know the power of fire if you take the latter. Further, fire and darkness are chased back by the bite of iron. The touch of even an alloy shall cause you to vanish unless you resist with all your physical might, and pure iron shall be harder still to resist. Note: To make this clear, if you're a Duk'Zarist, you must purchase either the Gift or Psychic powers. Furthermore, Duk'Zarist have a weakness to iron in their very souls. If you touch it, you must resist utter annihilation. Fortunately, despite its soul-based nature, simply taking an alt-form will remove the effect. Of course, while in an alt-form, you'll lose the rest of the benefits of being Duk'Zarist.

Devah: Giant without strength, so you have come, have you? Your mind, will, and strength are greater than man's, while your body is frailer and weaker, and your resistance to disease and physical shock the lesser. But unlike with mortals, your eyes are truly windows to your soul. Simply by meeting the gaze of another being, you can send him your thoughts, emotions, ideas, and memories. Your third eye, so like that of the Jayan from whom you descend, permits you to see supernatural beings, and learn their true names simply by gazing upon them long enough, though those favored by destiny will be protected. Further, your third eye connects you to the supernatural. You must purchase either the Gift or Psychic powers, and the arts of summoning are easier for you, as is protecting your mind from those who would intrude upon it.

Vetala: Drinker of blood! Demon! Child of the Night! With near-blue skin, visible veins, bloodshot silver eyes, and fingers with extended bones instead of nails, do you expect to avoid the gaze of the Inquisition? Well... perhaps. Some of your kind have passed for mortals, after all. But your nature is one bound to the night. It strengthens your body and soul, and protects you from the pure sunlight which burns your flesh. Fortunately, you can recover more easily than most. While filled with blood, your body restores itself unnaturally quickly, and relies on

nothing else to continue existing. A wound is only harmful for the blood it spills, for only this blood is what sustains your existence; neither your heart nor brain are of importance. It is so central that if you choose to gorge yourself, you will, for the next five minutes to half an hour, become *more.* Your actions shall be more effective, one of your abilities shall grow, and pain and fatigue will only affect you half as much as they should. Unfortunately, two to three hours after the boost fades, you will crash, sickened by the gorging. A final gift, though far lesser than your other gifts or curses, will be that you will find the ability to speak in ranges no humans can hear, but bats, hounds, and similar beings can.

Tuan Dalyr: You who stayed behind, child of the moon. I apologize for my hysteria. Born of those men who sided with the spirits of beasts in the Land of Eternal Rain, you were never banished from Gaia as those others were, and so no Nephilim were formed from your lost souls. You possess the ability to take the form of a beast, casting aside your rationality for an increase among your strength, dexterity, agility, and perception. This is affected by the phase of the moon however, as a single night of your choice during a lunar cycle will strengthen the transformation further, while another will prevent it so long as the moon remains in the sky. Finally the beast within you will leak to your mortal form. Your senses will grow stronger, and rage will bring the eyes of your beast-form to the forefront, changing your mortal eyes. Beware, though. While your home among the nomads of the northern forests will not shun you for this, the Inquisition will not recognize your nature as a man, but judge you as it judges all supernatural beings.



Origins

How old are you? I dare not guess it! No, I do. 1d8+15 years! And a man or a woman just the same as your previous life! No? Then perhaps you will spend 100 points to prove me wrong in both?

Drop In: Oh? You are not of this world, stranger, but nor are you of the between, or even of the other worlds forged in the olden days. You come with neither a past nor connections, your destiny your own.

Mage: Child, you play with powers ancient beyond reckoning. Magic is no toy, and I dare not guess where you have learned it. From the Magus Order, perhaps, or the guidance of a Wissenschaft agent with a goal you do not know? I will not judge you for using powers born to you, for the Gift cannot simply be ignored, but others will not be so kind, and the Inquisitors have ways of seeking those such as yourself. But do not despair! The Flow of Souls, that river of spirits that covers the world, leaps to your will. Do not grow arrogant, though, the Zeon upon which you may call to change its flow is limited, and returns to your body slowly, taking days to weeks before it all returns.

Warrior: Knight of the realm, perhaps, or simply a warrior? Whatever you are, you have unlocked secrets that many believe are best left forgotten. The powers of Ki and Nemesis are strong within you! Though they may not find your abilities with such ease, beware, for few know the difference between Ki and Zeon, and fewer will care. But neither Ki nor Nemesis will quickly leap to hand! You must gather the ki from your body to your blade, putting your full concentration into the act for many precious seconds as you prepare a technique. Moving, striking out, *acting* will slow your rate of gathering, making activating a technique take longer. To call upon your ki with speed, you must hold still, doing nothing but gathering the power of your body, mind, and soul.

Mentalist: Oh. What powers have you learned? The strength of the mind is a rare one, it seems. So many with magic, or ki, or even nemesis and summons to call their own, but you cast it all aside in favor of the strength of your mind? Reliability, and the ability to unlock greater powers without help may not be worth the lack of guidance, you know, and inquisitors will hunt you all the same.

Location

Tell me, where do you find yourself?

1: Archangel: The capital of the Holy Empire of Abel, tell me, what finds you in such a place? Overrun by agents of the church, this place is not safe for one such as yourself. Hide away, I beg of you, or you will soon find your name known to the Church and its Inquisitors.

2: Calista: A small town in Ilmora, it is surely just like the rest. Sure, it has become rather prosperous of late, a commercial hub in which merchants of Abel and Dalaborn gather to trade, but there is no reason to assume that the mayor, Basil Octavius, is a heretical wizard and in contact with the black market merchants of magical goods, the Black Sun.



3: Fathia: This town in Helenia is as peaceful as the rest of the principality. The Rainbow Valley, as it more well known as, it is one of the largest nature reserves in the Empire. Perfumes and honey produced here is of the highest quality, I assure you, and the dried branches are simply spectacular for decoration.

4: Grafthorn: The greatest port city in the principality of Alberia, it has the highest concentration of bards in the region, competing every three years for the highly prestigious title of Bard of Alberia in the Competition of the Voice. The church has little influence here, the native worshipers of Lilium not giving much ground, and if you were to reveal your powers in a beneficial way, why, you might be admired instead of murdered as a witch! Just... watch out for incognito inquisitors.

5: Karh: Capital of Arlan, and home to the The Guild Contest! Each year, craftsmen compete for prestige in a fair, open to all... in theory. Compete and you might find the guilds have an unfair advantage.The locals aren't very comfortable with the supernatural though, so you might want to keep any powers you have quiet for this. Still, at least the inquisition has little presence here.

6: Bastel: A strange set of ruins in Remo, they've been sealed by the Templars in a typical display of the loathing and fear that the principality has for the supernatural and its signs. Still, although the Templars have sealed it, it wouldn't be hard to make your way inside. The Templars only really sealed it out of a sense of obligation, after all. Just... watch out, won't you? I have a bad feeling about this place.

7: Graven: Just how did you find your way here? Do you think you might be able to find your way back? No one else has been able to. Of course, located in Moth as it is, few *wish* to. Still... is this city really a good place to stay? A shadow is cast over it, and the border to the Wake seems *far* too thin.

8: Free Choice. Destiny, it seems, favours you. You may find yourself in any location that you desire.

Perks

100 CP perks are free to their origin. All remaining perks are discounted to their origin.

Drop In

Dabbler: All 100 point perks from the other trees are discounted to you. This is an actual discount, so 50 CP per 100 point perk, instead of receiving them free as you would if they were for your own perk tree.



To Seek Tomorrow (100): Your eclectic skill set has left you with a number of strange skills, all of which have been trained to at least adequate levels. You now have at least a basic knowledge of almost every mundane medieval skill, enough to at least do easy tasks.

See Supernatural (200): There are things that go bump in the dark, powers out there that few dare to imagine. Others laugh at the idea of wizards, of warriors who can call flame to their blades, of men who can move things with their minds. Not you. You can see magic as it occurs, see the glow of psychic power, the flow of Ki. Even if you can't manipulate those forces, you can *see* them. Note: The various 100 point perks give you at least a good portion of this on their own with a bit of training; this just frontloads it for you, because being sneak-attacked by an invisible ability tends to suck.

Unnoticed (400): You've found that the best way to get through life is to make sure that no one notices you coming. You skill at stealth is almost supernatural, and you can easily make yourself unnoticed, disappearing into a crowd, into the shadows, or even into the background glow of supernatural powers.

Elan (400): There are powers out there, far greater than you'd expect. Though of course, the Church will not permit the idea that there are any gods but the one true god, that doesn't mean that there are no monstrous demons offering power, or angels, protecting the good. They may call themselves Shajad and Beryl, but whatever they call themselves, you have the favor of one among their number. Look in the Notes for an explanation.

Freelancer's Talents (600): Your skill range is so eclectic, that you've found picking up more is simplicity itself. You learn skills in a fraction of the time it'd take someone else, and can quickly raise yourself to the level of an average professional with only a small amount of effort. After that point, your growth will return to normal, but with as many skills as you can learn, you'll find that combining them can get you far.

Lost Logia Researcher (600): Lost Logia. Artifacts of another age, of the age of Solomon. The Church may claim to disdain them, but you know the truth. They are power. You have begun to reverse engineer them, learning to recreated the weaker ones, and to create your own derivations. The Wissenschaft would love to have you within it's ranks, and the powers in the shadows shift uncomfortably as you gain more and more knowledge of ancient artifacts, simply by laying your hand upon them, and hearing the songs within your blood. Buying this perk grants Ancient Blood free.



Mage

The Gift (100): Souls are not something that simply disappear. When a man dies, he joins the flow of souls, flowing through the world as a mindless spirit... as potential power. A power you know how to wield. You have within you the ability to use Magic, to guide the Flow of Souls into creating amazing and powerful effects, powered by the Zeon within you. But mere power is not enough: You've also knowledge in a single path, having mastered a quarter of the spells it has the offer. If you desire, you may have learned a different theorem of magic, such as Onmyodo, Vodoun, Shamanism, or Natural Magic.

Summoner (100): Mortals are not the only bearers of power. You know this well. Beyond the veil of mortality, past the blinders that the Church has cast over your eyes, there is something *more.* Something you can summon, control, and bind to objects. Beings that can change the world where you cannot. And if they prove to be... troublesome, you can banish them, casting them away from this world and back to their own. Of course, this is not an art to use without preparation, and you do not do so. You've learned true names of three beings upon whom you may call, each either a Being from Between Worlds or a Spirit, and each willing to heed your call and work beside you without too much fuss. Note: This is usable even without the Gift.



Gestureless Casting (200): For many, calling on the Flow of Souls is a difficult thing, something that requires a focus in the form of gestures. Not for you. Even bound, you can call it's power through you, guiding it with words and will alone.

Wordless Casting (200): For many, calling on the Flow of Souls is a difficult thing, something that requires a focus in the form of words. Not for you. Even bound, you can call it's power through you, guiding it with gestures and will alone.

Increased Zeon Recovery (400): Magic has a single great weakness: The fact that your soul can only channel the flow for so long, the Zeon quickly running out. Further, it takes time to recover, days to weeks to even months! Fortunately, you recover quickly, recovering four times faster than you by all means should.

Improved Innate Magic (400): Magic has costs, and even the smallest spells can quickly drain your Zeon, leaving you empty. No more. Spells of sufficiently low cost can be cast without touching your reserves, the Flow of Souls washing through your body, and shaping itself with the barest hint of your will. Though any mage eventually learns to cast the lesser spells without calling upon their reserves, the spells you can cast without cost are twice the strength of theirs.

High Magic (600): There are spells beyond the potential of other, lesser beings. Spells of such power that most cannot cast them, no matter how much zeon they call upon. You are not so limited, and your potential shakes the world. High Magic lies within your grasp, even outside of a sanctum or without effort in the arts of metamagic.



Seeker of Names (600): You're capable of seeing the true names of any supernatural creature you encounter, and know the names of many that you haven't, making it easier to summon, control, bind, or banish these beasts. You know a summon for almost any situation, and controlling a being not of the natural world becomes easier. Finally your mastery is such that when you invoke your pacts with greater beings such as Aeons or Great Beasts, you will have no need to follow the terms; their power shall be yours to use without restriction.

Warrior

Ki User (100): Magic is not the only strength, and not only the Gift can grant you power. You've learned the art of using Ki, able to call upon techniques to destroy your foes or simply to enhance your own being, giving you skills such as striking at spirits with even a mundane blade, or launching yourself with inhuman speed, or causing your blade to ignite with the strength of your soul. But simple potential is not enough. You've learned three different ways to call upon your Ki, either simple techniques of the first level or abilities that enhance yourself in a more passive manner.

Nemesis User (100): What rot is this? This foul depravity, psionics, magic, and ki... you loathe it so. You will not permit it in your presence, and have learned the arts of Nemesis to assist you. With the strength of your soul, you can learn to weaken spells, shatter psionic matrixes, and devour Ki. You've learned the basics of this rejection of the supernatural, and though you have learned to counter only one power thus far, you are assured that you will learn more, until when one faces you, they shall face you with nothing more than steel... if your body, will, and soul prove the stronger.

Martial Talent (200): The martial arts come easily to you, permitting you to learn them in a mere fraction of the time.

Legacy of Blood (200, second purchase onward is not discounted): Blood is a mighty thing, is it not? To be descended from a higher power is a blessing beyond measure. Some beings power flows through you. What strength lies within your blood? That of a mighty Aeon, the serpent of time, one of the Great Beasts, or perhaps even the Existence Eaters? Did the moon lie with an ancestor of yours, or were they perhaps seduced by a powerful dragon, or one of the Kami? Whoever you are descended from, a fraction of their power lies within you. Look in the notes for details on various bloodlines you can choose from. Each purchase of this perk grants you one bloodline. If chosen 3 times, you may assume you have the Latent Blood bloodline, permitting you to awaken further bloodline abilities as time goes on.

Ki Recovery (400): You are inexhaustible, your strength returning in mere moments. Your ki recharges unnaturally fast, permitting you to regain in seconds what others would take minutes to restore. And remember, though the Church may imply otherwise, the power of Ki is not the same thing as that of magic, such as Zeon. The arts are as different as night and day, though the Church will hunt you the same.

Perfect Accumulation (400): The strength of Ki is increased by your harmony to the world around you. No matter what action you take, it will not decrease the speed at which your ki can be gathered for use in your techniques, and when standing still, it shall gather faster than any other can claim.



Powerful Soul (600): Your soul is a strong one, burning brightly into the darkness of ignorance, burning through the blinders that were placed upon you. It is inhumanly great, beyond the grasp of most mortals. Furthermore, it will slowly grow back to full strength, never permanently leaving a state of perfection, no matter how you maim it. Finally, if you so wish, where your Ki would ultimately be limited by your body and will, now all that matters is the burning strength of your soul.

Nemesis of Others (600, requires Nemesis): Your abilities with nemesis are perfected. No matter which you call upon, they do not interfere with your own skills. You may deny magic to your opponents as you cast spells with disdainful abandon, or deny ki to them as you channel it through your body, or shatter their psionic matrixes as your will flows through your own.

Mentalist

Psion (100): Your mind is mighty, and your will unquenchable. It is enough to change the very world around you, for you have been trained, or perhaps *took* training in the psionic arts. Magic? Ki? Why would you use such limited powers? Both run out. Your mind will never fail you. Although... though you may be loath to admit it, your mental reserves are not similarly infinite, your mind containing bursts of potential that recharge only slowly. These bursts of potential may be permanently expended to learn new powers, or saved, that when you find your power is not enough, they may be called upon, expended for no more than an hour to enhance your mental strength as you lash out at your foes. Though your potential is limited for now, no more than seven bursts, you are certain that more will come to you in time.

Indefatigable (100): Psionics has a cost of it's own however. It is not so easy to call upon as the flow of souls, or the strength of your body. A failed mental matrix will tire you... but not for long. You recover from exhaustion quickly, recovering from the strain without any concern for it.



Focused (200): Your focus is undeniable. No outside conditions will cause it to falter, neither being injured, nor being forced to move, or strike out with your fists or blades.

Unfocused (200): Many psychics are limited. They learn but one or two disciplines, then stop there. Not you. Every discipline is within your grasp, taking no additional effort to learn.

Mental Efficiency (400): Your mind is honed, sharp as a blade. When you strain yourself to strengthen a power, calling upon the mental potential that lies within your mind, your powers will gain twice the strength they otherwise would.

Psychic Recovery (400): Though you may claim the power of the mind is unlimited, that is not... *quite* true. You may be able to strike out all day long, but you have a limited ability to *enhance* your mental blows. Most would recover that mental strength in hours: You recover it in mere seconds.

Endless Mind (600): You have found that your mind is near endless, containing reserves upon reserves of psychic energy upon which you can call. It may take hours to recharge it, but you are nearly guaranteed not to run out of psychic energy with which to enhance your powers during all but the most brutal and drawn out fights.



Crystal Crafter (600): The world is not one made for your kind. Artifacts are forged for wizards and warriors, and few for you. That will not stop you, however. By taking a gemstone, you can imbue it with potential, cutting and polishing and *changing* it until it amplifies the psychic abilities of the one who bears it, making the powers of the mind easier to call upon and stronger when used.

General

Sheele (100): The art of magic is a great one, but some find themselves without the gift needed. Those unlucky few can reach out and gain a smidge of its powers if they wish, however. By taking from yourself a bit of your soul and binding it into the form of a Sheele, you can turn an element, the dark, the light, essence, or illusions to your will, bending the world in accordance with its nature. The spirit can channel the magic it was born of to cast the basest of spells of that path, as well as call upon a number of other talents in accordance with its nature. A sheele of air is an experienced thief and acrobat for example, and may learn to strike out with lightning or cutting wind. A sheele of light, on the other hand, is a guardian, watching it's surroundings for magical or mortal foes, and may learn to guard the bodies and dreams of those who surround it. Finally, as you grow in strength, so does your sheele, and this growth will be most obvious in its "soul form", a combat form which will cost you some zeon for it to take, but which will be near your match in combat.



Grandmaster (200): The skills of men are no small things. Though not nearly as spectacular as the arts of combat, or the supernatural, they are never to be underestimated. Your proficiency in a single skill is extraordinary even among those of the masters, and even beyond the limits of mortality; your competence in that skill is such that not even the walls of impossibility stand before you. If the skill were riding, you would be able to ride a beam of light, while skill in climbing would permit you to walk up a wall, skill in Style would make it so that the very world would bend so as to enhance your words as best they can, skill in occultism would have you spitting out ancient rituals with nary a thought, and skill in hiding would let you act right in front of the average man, in a well lit and empty room, and not be spotted.

Saint (200): The Supernatural is a dark thing. One cursed by god, a gift of demons. You know that, don't you? But fear not. Your powers are different. Yours are granted by *god.* We the Church, have so decreed it. Though we ask that you not use it without great need, none will consider you cursed simply for possessing such power, no matter where you may go, or in what world you find yourself. Your holiness is such that they will not even need your explanations, they will simply *know* that you are a being blessed by god.

Ancient Blood (200): You have the blood of Solomon within you, giving you a natural talent in using Lost Logia, artifacts of another age, and the ability to use certain “martial arts” such the Solomon Protocols, an art usable only by those born to those lost noble families. Your blood is also highly valuable for the creation of magic items, with a quart allowing you to bind a small amount of power to one permanently, while all the blood in a human body can bind a middling amount of power.

Opposite Magic (200): Magic, you have found, flows smoothly through you, no matter what kind you wield. Though for others, learning spells of flame inhibit their learning of spells of water, for you, their natures never conflict. Even necromancy, anathema to the Flow of Souls as it is, inflicts no difficulty upon you in further learning. As you leave this world, you will find that this skill remains with you, no power will be barred for as small a reason as being capable of it’s opposite.

The Crow (400): A psychic crystal in your brain combined with a minor replacement of your blood with a strange black fluid has given you increased strength, speed, and a talent for psychic abilities, making them easier to advance, and increasing them all to a half more than they would have otherwise been. Why Wissenschaft has not found you and called you back into it’s fold, I dare not guess, nor how you can survive without black fluid or how your lifespan remains the same.

Mighty (600): Your skills are mighty indeed, enough that few would dare to challenge you. A warrior has often mastered their offense and a defense. Mentalists can potentially use, if not use well, near any second tier ability, while mages have mastered a second path of magic and a branch of metamagic. Freelancers, on the other hand, find their skills strengthened, those granted by Dabbler increased to the extent that they’ve mastered them by any sane measure. Further, warriors may have learned one of the Greater Ars Magnus or an Advanced Martial Art, while mages who focus on summoning can incarnate as near any hero or invoke any Arcana lower in tier than that of Strength.



Items

Single items will be replaced if broken or lost, and return to your warehouse.

Gold (50, 1 purchase free for all): Traveler, do you expect to go without money in this world? Here, take this. Five shining gold coins, to pay your way.

Adventurer's Kit (50, 1 free Drop In): The profession of an adventurer is not unknown to those who reside here. A small tent, a backpack, some rope, flint and steel, and some firewood that never seems to run out are what I can give you to help you in your adventures. Enough to allow you to hide away from the cities, and the inquisitors that reside within.

Arms and Armour (50, 1 free Warrior): Traveler, did you think I would make you set out on your own? The lords of this realm charge far too much for weapons, afraid of uprisings and bandits, and many such things. A single weapon of good quality, and armor to match... take them, and beware, for the world is not safe for one such as you.

Black Book (50, 1 Free Mage): A simple tome of the arcane, written within it are notes upon notes, enough that, with work, you could learn the basic spells of whichever path you wish, or a weak summon from each of the elements. Unfortunately, it possesses no inherent power; this is no grimoire.

Incense (50, 1 Free Mentalist): Traveler, though your mind may be your greatest weapon, do not forget, even it becomes strained. These sticks of incense may not be of much use, but they will relax you, helping you wash away the fatigue of calling upon your powers.

Displacer (100, 1 Free Drop In): Forged by the Empire of Yehudah, these devices reduce the effects of gravity and inertia on whatever they touch to 1/10. Objects or people of great power find that the magic of the device fails upon them, however.

Soul Shards (100, 1 Free Mage): A small indigo stone, these crystals are notable for their affinity to unnatural beings. Peering through this shard reveals the souls of any being, including making spirits visible, though the stone's opacity makes it somewhat difficult. Their best function, however, is in the hands of a summoner; While summoners can bind spirits into whatever they wish, a soul shard is a natural vessel, holding almost any summoned creature without any issue. You will find another each week.

Ryushushoku (100, 1 Free Warrior): Candles made from the essence of a dragon, when burned, they make it easier to learn how to use Ki. You get another set of 20 each week.

Fire Gems (100, 1 Free Mentalist): A pile of strange black stones with red veins, they swallow flames, slowly turning bright orange as they do. As they grow orange, they become more and more unstable, until the slightest impact or a smidgen more heat is enough to set

them off into immense explosions, unleashing all the heat they've swallowed. You get 10, and your stock will restore to that level each month.

Ego, Book of the Inner Self (200, Discount Drop In): This enchanted book serves as a diary of sorts for whomever carries it. It contains within its pages the entire life story of its bearer up until the current point in time... including things the bearer does not know. It will also narrate useful things like, "Although I did not know it, an assassin was sneaking up behind me while I read my diary." You may choose who is allowed to read it, to those you have not allowed it is nothing but untranslatable gibberish.

Ring of Erebus (200, Discount Mage): An item common to the Magus Order, these rings enhance the magic of the bearer, increasing their magic accumulation as well as the range of their spells.

Ondinias (200, Discount Warrior): Ondinias is an axe born from the sacrifice of a nymph for the man she loved, despite knowing that he loved another woman. Although normally just an axe imbued with the power of water, it can temporarily turn liquid in order to trap something within itself, or be used to strike the earth and create a powerful wave of water. Recharging the wave requires dunking it in saltwater.

Compass of Uriel (200, Discount Mentalist): This compass might claim attunement to the spirit of liberty, but no one can know for sure if she is the one who made it. It does not point north, but rather in the direction that the bearer must go to acquire freedom, and adds its strength to his when he attempts to resist any attempt to control his actions, no matter what the source of the control.



Mask of Gnose (400, Discount Drop In): A powerful and ancient artifact of undetermined origin, the Mask of Gnose looks to be a carnival mask at first glance. However, if worn when bearing a treasured possession of another being, it merges the wearer's appearance with theirs. Not only that, but it permits the wearer to copy about half of that being's skills as related to the object (so a sword would add half their combat abilities to your own, while a paintbrush would steal their art skills), though only to the limit of matching the original. Removing it requires that the wearer hold that object while removing the mask, or that the original owner of that object touch it once more.

Soul Mirror (400, Discount Mage): Although at first glance, it appears to be a simple ring, Soul Mirror is much more, possessing three major abilities to protect its bearer from the ravages of magic. First, it increases their chances of resisting magical effects. Second, if they

manage to do so, it returns the same effect back on the one who cast it. Finally, it grants control over that effect to its bearer, who treats it as a spell they cast.

Dunkelschwert (400, Discount Warrior): A black blade of demonic origin, borne by the late infernal duke Balthazor, this artifact is half-demon, half weapon. A weapon of spectacular quality, when someone touches the blade, it fuses with them, inserting itself in their arm, to never be removed through any means short of cutting off the limb. From then on, the bearer may manifest up to four blades from their arm at once, each costing him a payment in life force, and each dancing forward in accordance with his will, a part of his body, rather than a mere weapon. They can return to his arm, leaving no signs of injury, or of their presence, even to those who can detect the supernatural. Though the original blade, as a demon, is willing to corrupt its bearer into a quasi-demonic entity, and to turn their blows against their own allies when they miss a strike, this one seems to be curiously bereft of such... blessings.

Kasaneru Tsumi (400, Discount Mentalist): A blade designed to *kill.* This weapon was designed to destroy mages and ki users, it's blade strikes the very soul of its target. Damage it deals cannot be healed magically, and heals very slowly, and cannot be blocked by mere armor, requiring supernatural defenses. Those wounded by it lose ki and zeon in equal measure to their wound, and if it strikes deeply enough, it immediately drains their energy. Finally, any slain by it are slain down to their very soul, which is annihilated, though divine beings and those equally loved by destiny are able to avoid such a fate.

Carnwennan, the Silver Dagger (600, Discount Drop In or Warrior): A dagger born from darkness but turned to light, this holy weapon resonates with those who desire justice, and who possess a strong desire to destroy evil. A weapon of inhuman quality, this dagger can strike even beings of energy, and strikes like lightning, losing only the slightest amount of accuracy in return for increased speed, and further increasing the agility and dexterity of its bearer. When used to surprise a foe, it's strength is nearly doubled, and lethal wounds grow more so. In order to facilitate such a surprise, it strengthens the bearer's stealth when they are inside, away from the light of the sun.

Finally, the blade is designed to deliver judgement, and will not permit any defense to stand in it's way: When it strikes, every defense of the target is negated for the next few moments, and if it was thrown, it will remain within the target's body until the next new moon, and cannot be removed by any but it's owner until then. So long as it remains within them, their wounds will not heal and fate itself will grow to detest them, cursing them with ill luck.

Caliburn, the Sword of Kings (600, Discount Mage or Mentalist): A bastard sword of quality beyond masterwork, Caliburn is truly the sword of kings, only permitting its power to those destined to greatness. It can damage beings of energy with equal ease as it damages mortals, and it increases the accuracy of spells and psychic powers as well as melee strikes used by its bearer. It is unbreakable, and conveys that strength onto its bearer; Their soul grows stronger, they are incapable of bleeding, being burned, or being frozen, they can rewrite fate once per battle to change the path of a single blow.

Magic, psionics, diseases, and other curses find less purchase, and once per day, at the cost of a portion of their soul, they can become utterly invulnerable so long as their soul holds out, though no more than a minute for even the strongest mortal soul. Finally, as the sword of kings, its bearer carries its light, and others find themselves obeying his leadership. This is a major and well known magical artifact, beware if you openly reveal your possession of it, as many will question why you have it and may seek to take it from you.



Companions

Dragonpact [400]: You've eternally bound your soul to that of a minor dragon. This grants you endless life, but in return, it took from you a price... a payment, it seems, that your otherworldly nature has restored to you. Despite this, the dragon remains by your side, a being of power, linked to you by his very soul. The pact permits both of you to call upon the other's resistances when harmed by magic, psionics, disease, venom, or general bad health, and at any time, you may call your companion to your side. You may also communicate telepathically, and can yield your senses to the other if you wish. Finally, so long as the pact remains, neither of you will age. Normally, in return, if one dies, the other inevitably does... though that too, your strange nature seems to have prevented. You may import a previous draconic companion if you wish.



Import [50/200]: Import a companion for 50 CP, or all 8 for 200. They have 600 to spend, and get a free background and the appropriate discounts.

New Companion [100]: A new friend, with 1000 CP to call their own. They may pick a background, and get the appropriate discounts.

Scenarios

You may choose one. Taking any Scenario will grant you a Gnosis of 50 post-spark.

Scattered Shadows: Look upon the world, traveler. What do you see? Blindness and ignorance, hatred and petty cruelties! Though I will never claim that mortals are free of such darkness in their hearts, these shadows are unnatural ones, cast upon them by the powers that rule from behind every throne. Go forth, traveler! Free this world from the tyranny of the Imperium, those who jail their fellow man in a cage of ignorance and intolerance, birthed with the knowledge born from before Oblivion came upon this world!

Reward: Upon shattering the Imperium, you will find a strange black piece of metal. Lay your hand upon it, and the full knowledge of the Imperium will download itself into your mind. Every spell, every blueprint, every modified genetic code, everything they have ever created, all of it shall be yours. Of course, replicating it will be no simple thing...

Race for Megas Therion: Megas Therion. The First City. Built upon a leyline, the Master of the city is promised great power, if only they can bind it to themselves. Unfortunately, this ancient city is long lost, its location known to none but the powers that lurk in the shadows. But traveler... can you hear it? The call? Follow it, and I swear to you, you will find yourself in this city of spells! But beware traveler, do not let down your guard, for you are not the only one who has heard this call! You must race the others to bind the city to yourself, then, at the end, defeat the wraith of the one who bound it last! I believe in you, traveler!

Reward: If you manage to successfully bind Megas Therion to yourself and hold it until the jump ends, it will follow you through later jumps, reappearing wherever you wish it. More importantly, it will never undergo the breath of renewal, and thus, never revoke your rights as it's Meister.

War Against the Heavens: Traveler... what have you done? You have arrived not in the age ruled by the Imperium, but in the wake of the Oblivion. Great wars are coming, wars within heaven, by powerful beings who will meddle in human affairs, bringing dream and nightmare alike to life. Do not permit them! Few humans remember what came before, but they exist, I swear to you! Gather them all, bind them together, and stride forth! For when you leave this world, you shall leave having slain the gods.

Reward: Slay Ciel and Garuda and banish their corpses from this world. In return, you will be granted the ability to grant Elan to the worthy. By synchronizing their thoughts to your own, they will be able to tap into the barest hints of your power. The greater the synchronization, the more power you can channel through them.

Return of the Emperor: In days long past, the Kami of Vajra forged himself into Amaterasu. In days long past, Amaterasu forged an empire, with himself as the Eternal Emperor. In days long past, Amaratsu disappeared, leaving the isle to his sons, Lannet and Shivat, each of whom founded a country of their own. These countries have fallen to war, the descendants of Amaterasu having turned against each other as Yagarema no Miko, his dark son, strikes against their borders. This must not stand, traveler. Fear not, I shall show you how to change it! Listen to your heart! You will hear within you clues, hints to the locations of the

Three Treasures. Kusanagi no Tsurugi, the Sword of Wind, Yata no Kagami, the Mirror of Truth, and Yasakani no Magatama, the Necklace of the Soul! Gather these three sacred treasures, then bring them back to Vajra. Proclaim to the people that you bear them, and unite the land once more, to protect it from the predations of Yagarema no Miko!

Reward: In return for reuniting Vajra and protecting it until your jump ends, you will be able to bring the Three Treasures along with you. They will henceforth be protected by Jump Fiat, and if lost or broken, will reappear in the warehouse the next day.

Ending the Infinite: Traveler! Do you not sense it? The walls of the Tower have begun to falter! A great evil comes! Omega casts his shadow upon the world! Destroy it, then wait in that location for a week and a day, and the true Omega shall descend upon you! Prove to him that you are the stronger, end his infinite rage! In return, he shall swear himself to you! Beware however! Fate will intervene upon his behalf, and no wound you deal will hurt him too much, and every spell cast or power used, he will become immune to from then on. If you wish to win this fight, you must strike constantly, each time with a different ability.

Reward: If you manage to defeat Omega in all his forms, he will either join you as a companion, or grant you the Spear of Longinus. If you wish, you can fuse the Spear with any other weapon you already bear.



Drawbacks

Maximum of 800 points.

Gate of Memories (+100): Something has gone wrong with the world, a strange... importing, in a way that was not meant to be, a sin against Gaia. Everyone will suddenly freeze while talking, creating 'cutscenes' where for some reason no one moves, and their words will be halted and stiff. Though the world will remain as beautiful as before, your vision will twist and turn without your consent, and simply jumping will become an exercise in frustration. Though this will never truly harm you, the inconvenience will be notable.

Hideous (+100): The world is not the one who is wrong, but you. Your appearance is shattered, and you look hideous. Fear not, I'm certain you will find one who can look past it.

Familiar (+100): The world seems... familiar, somehow. Strange flashes of a past that surely never occurred... It didn't did it? A sense of deja vu will follow you, and each time you find a reference to the very first home you had, you shall be startled anew by memories of the first life you lived.

Immortal Soul (+200): A hundred lives, and you expect that your memories shall never clash? So long as you remain, the memories of your former lives will clash with your current ones, slowing your learning as each action you take flashes a former life to mind.

Unnatural (+200): You are not a being of Gaia, but one born between worlds. Summoners may summon you, control you, bind you to objects, or banish you from Gaia. Your only resistance is the sheer power you wield and your resistance to the magic; No other defense will guard against their strength. This does not give them any inherent knowledge of your nature as a being that can be summoned however, especially if you are a Drop-In. For an additional 200cp your nature as a being-between-worlds, and thus something that can be summoned, will be known to any that care to carry out the proper research.

Lost (+300): Traveler... you have forgotten something. Something very important. Think back! These memories are not the only ones of yours! Can you not recall your other lives? Alas! It seems your only memories are those of this world, and you cannot hope to recall the lives which came before.

Power Blockage (+300): The Flow of Souls has left you behind, chased away from your person by your unnatural taint, and with it goes your powers. Though you retain enough power within you to activate your greatest power just once, when you have done so, you will find your abilities unable to recharge. Without them, you will be restricted to the strength of a mere mortal. But fear not, this weakness is not absolute. You can drain the strength of others, devouring the zeon within them to recharge your strength.

Church Hatred (+300): Inhuman beast, demon, why have you come? The Church of Christ looks upon you, and knows you for what you are, a supernatural being. They shall call their greatest soldiers against you, harry you across the world, and call all of humanity to their side until you fall. There is no place on Gaia where you will be safe from them, for they will expend any resource to see you slain.

Imperium Attention (+600): The shadows stir to life as they see you. You are a threat to not just one kingdom, but humanity itself, and they will not permit you to live. The forces that raised the Kingdom of Solomon to it's great heights, then ground it to dust in less than a day have been arrayed against you, and in fear of your actions, they will even call upon the artifacts they forged to slay the greatest spirits. So far as they are concerned, you life is forfeit, and they will scatter your ashes across the three worlds.

End

Welcome back, traveler. Ten years have passed, and the world of Gaia will never be the same. Have you seen the change your wished? I can only wonder. But tell me traveler, where shall you go from here? Those curses laid upon you, the drawbacks which you obtained upon entering this world, shall be cast away, forgotten like dust on the wind.

Will you perhaps **RETURN HOME**? Gaia is a world that echoes of your own, and perhaps it has left you nostalgic for the life that you once had. All that you have found, that you have gathered and earned, it will remain with you. Your life will never be the same... but wasn't that your goal all along?

Or will you do the opposite and **REMAIN** in Gaia? Your former life before shall be cast away, and you shall continue on in this world. Though none will know what happened to you in that former life, fear not. Those you love will somehow know that you are safe.

Or have your travels yet to end? Will you **CONTINUE ON**? Gather your breath, leap forth! Adventure awaits you, and you will meet it with the indomitable will that permitted you your life here!

Notes

How do powers actually work?

Magic: You have a limited amount of Zeon, basically mana, in your soul. In order to cast a spell, you have to “accumulate” the Zeon into your body instead. Each turn you can only accumulate a small amount. If you're not able to talk, the rate is halved. If you can't gesture, the rate is halved. If you try to fight while doing so, your rate is halved. If you stop accumulating for any reason other than casting, it returns to your soul and lose some Zeon as a penalty. Zeon recharges at your accumulation rate each day. This is very slow, since your rate is usually, like, 1/10 your total Zeon. This can be potentially problematic, since having low Zeon is tiring, and having too much in your body (as opposed to passively sitting in your soul) results in you ducking up the world around you passively with an awesome combat aura. Finally, your intelligence limits how many spells you can learn and how strong a spell you can cast. All of these limits can be trained up.

Summoning: Not quite a subset of magic, but uses the same resource of Zeon. Instead of accumulating it into your body to cast spells, you do long rituals (most are at least a minute, but max at five years) to use the Zeon directly from your soul to forcibly summon spirits and beings from between worlds (things like elementals or demons), control them, and bind them into objects. This is highly dangerous, and screwing up results in just losing the Zeon if you're lucky, and being reverse summoned to the opponents of the person you're summoning or being turned into the person you're attempting to controls mindless slave if you're not. Don't screw up.

Ki: You have Ki in your body derived from your four physical stats, your willpower, and the strength of your soul, and an appropriate ki of each type. So you have strength Ki, willpower Ki, dexterity Ki, etc. The powerful soul perk tells that to duck off and lets you only have soul Ki, which you now have six times the amount of and can use for anything at the cost of not having any of the other types. In order to use an active technique, you need to accumulate this Ki. If you're doing anything other than DBZ style standing there grunting, your rate is halved. It recharges at 1 Ki of each type per hour, or six soul Ki per hour if you use that aspect of powerful soul. Also, accumulating enough into a technique results in a similar aura to magic users.

Nemesis: You have anti-powers. They work exactly like Ki, and the amount of power you can cancel depends on the amount of Ki you put into a Nemesis technique. Yes, this can cancel Ki techniques. Yes, it still uses Ki to do so. Most antimagic uses magic, same principle. Anyway, narratively speaking, assume that to cancel any given technique, you have to put the equivalent amount of Ki into your technique. That’s not actually true, but unless you play the game, you probably don’t care.

Psychic Powers: First off, you have psychic points, the mental potential I mention in the perks and fluff. I'll elaborate on what they do in a moment. Activating a psychic power requires a check, and that's it. Failing the check tires you. This does not, under normal circumstances, use those points I mentioned. So where do you use the points? Well, for 3 main things. 1st, learning

a new power. You can permanently invest a point to learn a new power that's on the same branch as your others at any time, or to open up a new branch (branches are things like pyrokinesis, or teleporting, or messing with minds). You can also permanently invest a small number into increasing your chances of manifesting your powers. Finally, you can temporarily spend them to resist fatigue, temporarily boost your chances of manifesting a power (at a greater efficiency than the permanent way) or temporarily gain access to a new power. Training gets you more points.

Balancing Factors: First off, only psychic powers can be used without charging up, but in return, it's generally the weakest in terms of silly amounts of power. Ki recharges quickly, but doesn't get you the ridiculousness that's high magic. On the bright side, you can learn passive martial techniques as well as active ones. Passive ones do stuff like imbue any weapon you use with your soul to let you cut fireballs in half, while active ones let you do things like summon pistols made of Ki and shoot people in the face, or fly, or attack your opponent in one of those speed burst attacks where they bounce around the guy, hitting him each time they pass by. Magic, on the other hand, has, for example, the creation path, which starts at making a minor object, and ends at things like making souls, but takes the longest to recharge. Summoning is summoning, had the same costs as magic. Finally, Ki, magic, etc, take a while to learn, requiring either long periods of independent study or teachers, while psychic powers can just... manifest.

Quick Terminology Guide:

Flow of Souls: Basically, the afterlife, but you can use it to do magic. As far as you're probably concerned, it's mainly fluff.

Zeon: Mana. Basically. It comes back much MUCH slower than mana from systems outside of this jump. Most mages have barely enough Zeon to cast a handful of their best spells before being tapped out for a few days at the very least. While their combat endurance tends to be awful, their spells tend to be tremendously powerful in comparison to their peers (Ki users, Psions) in order to make up for it.

Innate Magic : Spells that you can cast without actually expending Zeon. These will usually be the absolutely lowest end spells you are capable of casting, however you will be able to cast them effectively without limit because your 'innate' ability to channel the Flow of Souls into such low-level magics lets you cast them effectively without cost. You still need to take the time to cast them normally, however. Improved Innate Magic lets you cast higher level spells innately, though they're still going to be of only middling power at best when compared to the highest tier spells you are capable of.

Magic Accumulation/Ki Accumulation: No matter how much power you have in your body, you can't access it all at once. You need to accumulate it. Increasing these increases your

casting speed, basically (increasing Magic Accumulation also increases how much Zeon you regain each day.)

General Information:

-When/why/how was the world split in three? What are the three new worlds?

The world was split in three a long time ago by various supernatural barriers. It's split into the world of humans, of the Duk'Zarist, and of the Sylvans, because the Powers in the Shadows (The Imperium and the equivalents for the other two races) decided that the three races could not possibly coexist without exterminating each other.

-What are Nephilim?

Humans born with inhuman souls, such as the souls of the local elf-analogues, the local drow-analogues, the local giant-analogues... etc. This grants them a number of abilities that they otherwise wouldn't have, which are explained in their particular sections.

-What's a Sue'Aman?

An inborn purpose that you've reincarnated for the express purpose of fulfilling. If you've fulfilled it, you wouldn't have reincarnated, and once a Ebudan fulfils that purpose, he ceases to reincarnate.

-What are Moth and the Wake?

Moth is a rather superstitious country that seems to basically be Strahd's section of Ravenloft. The Wake, on the other hand, is basically the spirit realm of the setting.

-What things can High Magic do in comparison to regular magic?

High Magic depends on the path of magic you're trained in.The weakest Creation High Magic, for reference, is Zone of Safety, which creates a zone in which no one can be harmed unless they pass a save. The two strongest Creation High magics let the caster create souls, or just temporarily arbitrarily will objects into existence, with a limit of total *power* of the objects. Listed examples are Castles and Mountains. They're *not* permanent. For permanency, you need the highest Divine Magic of the creation path, Create, which gives creating continents, oceans, and entire worlds as an example. You aren't capable of Divine Magic tier spells unless you're plugged into Megas Therion, in which case you have a good chance of annihilating your soul every single time you attempt to cast.

-What can you do with the Solomon Protocols?

Call the nanobots in your blood to the forefront to make forcefields, fire a superlaser, or shank people, independent of your personal skill. This is actually pretty typical for martial arts in this setting, you're just notable for doing it with nanobots. Also, Ancient Blood puts nanobots into your bloodstream.

-What are Lost Logia?

Magitech items from the age of Solomon. Includes stuff like Nanomachines, robots, artificial limbs, combat exoskeletons, devices that allow terraforming or weather control, laser

satellites (supposedly), AI's, etc. Ancient Blood makes it easier to use them, because the nanobots in your blood give you hints and serve as control devices for a number of them.

-Who are Wissenschaft?

A secret organization dedicated to rediscovering the Lost Logia, and building derived technologies. Extremely amoral, but a rather powerful organization. The derived technologies don't get any easier because you have Ancient Blood though.

Who is the Imperium?

The Imperium is an even *more* secret organization that has enough magitech to literally create Solomon (the ones who created the Lost Logia mentioned earlier) by giving them a good amount of the blueprints, and then later curbstomped them in less than a day for their hubris. They're the group guiding the progress of humanity, though they have made the occasional, often notable, mistake. They're currently doing their best to slay the gods because, I dunno, Humanity Fuck Yeah or something. I'm not really clear on their goals.

Perk Information:

Bloodlines of Legacy: Here's a quick list of legacies and what they do in general terms. If you purchase 3, you can purchase Latent Blood, which will allow you to slowly unlock more bloodlines with time and effort.

- Elemental Legacies: These give you an affinity for the element, increasing the damage dealt when using it, decreasing damage taken from it, and making abilities based on that element easier to resist. Most also have an aptitude for it, making techniques based on that element easier to learn. Fire, air, darkness, and light legacies use these.
    - Cold legacies just have the affinity, trading the aptitude for the ability lower the temperature within 60 feet by 10 degrees, and to detect temperature changes.
    - Electric legacies trade the aptitude for the ability to detect storms 12 hours before they occur, and let them increase either a physical statistic of their choice or their soul's strength during a storm.
    - Water Legacies trade the *affinity* for the ability to move through water easily.
    - Earth Legacies trade the aptitude for the ability to regenerate slightly more quickly, and a resistance to the side effects of particularly damaging blows.
- Eyes of Death: Your eyes perceive the threads of life for anything before you, either spirit, object, or living being. By striking these lines, your blows can injure anything, your attacks are always treated as "criticals" thus giving them a chance to cripple no matter how weak the actual blow (though of course sufficiently weak blows are highly unlikely to actually cripple any target of note), and objects are easy to damage. As a side effect, natural invisibility doesn't hide your target, because you can still see their lines of death. Illusions which replace what you see work as normal, however. These are not the no-limits-fallacy 'Eyes of Death Perception' from the Nasu-verse, however they aren't as inherently dangerous to their user either. Trying to shank a god will probably just result in you getting smited, though unlike most you actually possess a *chance* at hurting them.

- Eyes of the Soul: You can see Ki like an actual, physical, thing, which lets you use your general ability to sense ki to search for traps and the like.
- Legacy of the Moon: Your skill waxes and wanes depending on the phase of the moon. Full moon, minor increase across the board. Last Quarter, medium. First quarter, major. New Moon, you're able to bypass human limits, have a rather large boost, and you heal significantly more quickly. During an Eclipse, there is practically no such thing as 'impossible' for you, and you can at least attempt almost any task and have a chance of succeeding. You also regenerate at a ridiculous speed and get a massive boost to your skills.
- Blood of Uroboros: Time moves slightly slower for you, so you can react faster. Also, you aren't inconvenienced by being surrounded.
- Blood of the Great Beasts: Some minor beastial traits of your choice (at this point, I'm going to tell you to look in the book, because that's a crapton that I refuse to copy over)
- Eyes of Destiny: Cut Rate Sharingan for Ki techniques. By spending a bit of ki, you slowly get to predict your opponent's actions, making them easier to fight the longer you fight them, and copying Ki techniques takes less effort if you've already learned the method.
- Eternal Blood: You have no vital spots, and you're resistant to instant-death effects. So long as a significant portion of your body is still around you could reasonably walk around with a sword sticking out of your heart, or other normally fatal wounds. Doesn't actually help you recover from them though.
- Blood of Orochi: You can pay your life to increase your rate of gathering magical energy for spells or Ki for ki abilities, and to increase your combat abilities and reaction times by as much as the Legacy of the Moon during a New Moon. Unfortunately, if you get too angry/desperate/injured/run into someone else with the same blood, you've got a chance of going into a rage in which you get a boost equal to the Legacy of the Moon during an Eclipse, but lose life more quickly. The rage lasts until you fall unconscious, or force yourself back to sanity because you're about to hurt someone you care about.
- Existence Eaters: You can touch something/someone to slowly turn it to ash as you absorb its existence to restore your Ki. You can only do this to beings with less "presence", basically raw power, than yourself. Unfortunately, you also have a cap as to how much you can eat, about 5 times your own raw power (though inefficiency means you only restore an equal amount) per day. Since this only needs a touch, you can do this defensively.
- Venomous Essence: You're stupidly poisonous. The poison causes extreme pain, or even kills if the opponent fails to resist it enough. Also, you're more resistant to poison now.
- Natural Weapons: You've got some sort of natural weapon that takes a bit of Ki to manifest, but then sticks around. The weapon can be 2 of: extra lethal, very fast, precise, able to trap other weapons, act like a shield and stop projectiles, cut through armor, or just be on both hands or be very big. Some of those can be picked twice, like extra lethal for incredibly lethal.
- Blood of the Dead: By sacrificing some blood, and paying some Ki, you can make a temporary blood marionette, which can use all your ki techniques.

- Blood of Kami (Genus Loci): Pick a type of environment, like lakes or something. While in that environment, your stats are increased across the board, and you accumulate ki and zeon faster.
- Blood of Kami (War): Pick a weapon type, like Katanas. You can now reinforce those weapons with your ki to make them damage beings of energy/spirit/whatever, and the weapon increases in effective quality. Also, you accumulate Ki faster.
- Blood of the Dragon: You can learn the Seals of the Dragon, so draconic martial arts. Which aren't very draconic. They're closer to the Eight Gates from Naruto, complete with opening the last gate giving you ultimate power in return for nearly killing you.

Elan: While I keep going "You're a _____ now", I mean in the sense that's what you need to be in order to gain/retain the favor of your patron. Mikael, for example, gives her favor to the righteous, and becoming unrighteous will lose her favour, while remaining righteous will cause her to slowly grant you more abilities. The following is a list of Beryls and Shajad that you can choose to follow. Each has a few notable Gifts in their entry, these are usually listed from strongest to weakest, and are only the ones I thought notable enough to include here. They have a lot more.

Beryls Elan:

- Mikael, the Soul of God: Basically makes you a paladin, lets you call for her angels. The self-resurrection ability will still end your chain. Notable gifts: Rise from the Dead (Resurrect target), Heavenly Essence (Lets you summon a pack of army-killing Maidens of Light) and Miracle (Lets you pretend to be Jesus).
- Uriel, the Spirit of Freedom: You're basically an avatar of freedom now. Notable Gifts: The Traveler (At will any-range teleport, ignore all but divine level defenses), Free Passage (Unenchanted walls are for shmucks who aren't you), and Break the Chains (Caster of mind control saves or loses control).
- Gabriel, Lady of Feelings: You bring peace, removing negative emotions and bringing positive ones. Notable Gifts: Paradise (Remove all negative emotions from your target, permanently. If used against monsters, forcibly transforms them into benign animals), Psychological Immunity (You're immune to negative psychological states), and Grace (Everyone thinks you're pretty).
- Rafael, Mother Nature: You're a druid now. Notable Gifts: Nature Conscience (You're one with nature. Literally. You're now aware of anything happening in a forest/jungle/whatever, and you can talk to animals from anywhere in the world) and Healing (Lets you touch people to heal them. At lower levels of Elan, it'll be difficult to fully heal one person. At higher levels, it's unlimited.)
- Azrael, Queen of Swords: Paladin, again, this time a 'lead and army from the front' type. Note, her gifts damage both evil beings and "dark" beings. They affect dark beings even if the dark beings are good. So... yeah. Watch out for that. Also, she'll get pissed at you if you side with darkness, even if the darkness is "good" by our morals. Notable Gifts: Yihad (Call a crusade in the name of Justice, and people will flock to you), Immunity (Ignore weaker supernatural evil powers), Power Aura (Evil beings nearby save or take damage).

- Barakiel, the Perfect God: You bring order and perfection, and are incredibly stylish and attractive. Notable Gifts: Absolute Perfection (You do everything as perfectly as is possible for you), Divinity of Body and Soul (all stats hit their racial maximum), Perfect Beauty and Perfect Body (Your body becomes perfect, you're perfectly beautiful, and you don't get fatigued.)
- Edamiel, the Spirit of Emptiness: You're an apathetic hedonist now. Notable Gifts: Arrival of Nothingness (Creativity and life fades from the area, rendering it utterly sterile, until even souls flicker and die out), Transition to Emptiness (You are immune to death unless someone blasts you in the soul), and Plucking Feelings Away (Willings targets grant you the ability to annihilate their ability to feel a given emotion).

Shajad Elan:

- Zemiel, the End of Days: You get good at killing and are a mad murderer. Notable Gifts: Bearer of Catastrophes (You showing up causes apocalypses), Destructive Assault (Damage anything, destroy their souls if their gnosis is lower), Lord of Destruction (Damaging Touch/Gaze/Aura).
- Jedah, the Puppet Master: You're now a puppet master, a master of manipulation and politics. Notable Gifts: Master of Puppets (Assume direct control over minions, minions have access to all your intellectual knowledge, minions can't break your mind control themselves), Power of Knowledge (Boost to all intellectual skills), Dominator (Talk to/stare at people to mind control them.)
- Noah, the Dark Warrior: You're now good at killing things, and are a masterful warrior and leader of war. Notable Gifts: The Vanquisher (Beat someone in a fair contest, you become as good as they are in that task if they were better than you. Buffing is fine, debuffing is not), In the Face of Adversity (When you have an impossible task, get boosted), Equipment (Anything you wield is treated as masterwork quality)
- Erebus, Shadow of Dreams: You can invoke fear, and call upon minor magics. Notable Gifts: Demiurge (You're basically a god while in the Wake, the realm of dreams), Cardinal Fears (Target makes 3 saves or suffers blindness, torture, or death respectively) and Dream Walker (You can enter people's dreams or bodily enter the Wake).
- Abbadon, The Primeval Evil: Basically the devil. You're a devil worshipper now. Notable Gifts: Seed of Evil (Turn people into demons), Soul Devour (Eat souls for power) and Demonic Summoning (Summon demons, but more than 1/month costs you Elan).
- Eriol, Angel of Chaos: The opposite of Barakiel, you bring chaos and disorder, preferring to rely on luck, which you can steal from others. Notable Gifts: Lord of Chaos (By exerting time and effort, make events with any probability of occuring occur), Conjuring up Providence ("reroll" a few times per day), Stealing Luck (Curse someone to be unlucky).
- Mesegius, the Lament of Darkness: You're vengeance incarnate. Notable Gifts: Communion With the Fallen Ones (When fighting someone, summon everyone dead who hates them to help you out) and Dark Mirror (Hit someone in the face with their sins. They have to save or have their soul eaten by their guilt, or at least paralyzed by it).

Mage Perks apply across magic systems. The references to the Flow of Souls or whatever are for immersion and to explain how magic works without being hamfisted.

Paths of Magic: Magic is split into 10 paths plus necromancy. Learning a path makes the path it opposes harder to learn.

- Fire vs Water (mutually oppose). Fire magic includes sacrificial type spells, while water magic includes mirrors and cold.
- Earth vs Air (mutually oppose). Earth magic includes gravity and magnetism, while Air includes movement, speed, weather, and electricity.
- Light vs Darkness (mutually oppose). Both include emotions, positive and negative respectively, and both dabble in knowledge, seeking and hiding it respectively.
- Creation vs Destruction (mutually oppose). Exactly what they sound like.
- Essence vs Illusion (mutually oppose). Essence magic includes life, soul, and nature magic, while Illusion magic alters how reality is perceived.
- Necromancy opposes all other paths, but isn't opposed by any. Necromancy is exactly what you'd expect. Seeing as the world's magic runs on something called the *flow of souls*, this happens for *exactly* the reason you'd expect: Namely that magic itself now hates you.

Psychic Disciplines: Here's a list of the disciplines that can be unlocked. Each discipline contains anywhere from 6-15 individual powers. These disciplines generally do exactly what you'd expect, though I've put parenthesis if that's not quite true.

- General (Doesn't need to be unlocked, individual abilities still have to be purchased. The smallest discipline, it's powers are just detecting, countering, hiding from, and linking up with other psions.)
- Telepathy (Thoughts and memories, specifically)
- Psychokinesis
- Pyrokinesis
- Cyrokinesis
- Physical Increase
- Energy (Affects literal energy, with a secondary, lesser, effect on heat and cold.)
- Sentience (other people's emotions and senses)
- Telemetry (Lets you look into the past to a limited extent.)
- Casualty (more like probability)
- Electromagnetism
- Teleportation
- Light
- Hypersensitivity

Scenario Rewards:

- Megas Therion: The First City, Megas Therion has a large number of abilities that it grants to its Meister. First off, you will gain the Gift if you don't already have it. Second, you know all spells in the game. Third, it counts as a Node, and can be accessed to cast High or Divine spells, to cast spells without costing you Zeon, or to otherwise boost your

spellcasting (though at the risk of annihilating your soul as the power is channeled through it). Finally, it also counts as a “Sanctum” while within it, temporarily increasing the strength of your soul, making you harder to affect by hostile abilities, decreases the maintenance cost of a spell to once every 15 seconds instead of once every 3 seconds, prevents access by weaker supernatural creatures, prevents you from tiring (no need to sleep or rest, and recover fatigue absurdly quickly), removes vulnerable points on your body and makes you cling to life harder, helps you regenerate wounds absurdly quickly, multiplies your zeon regeneration by 5, and boosts your physical stats by a +2 in a system where 20 is “arbitrarily good.” Basically, it’s a city-sized fortress for wizards.

- The Three Treasures:
    - Kusanagi No Tsurugi: An absurdly high quality, unbreakable nodachi that can injure anything not Gnosis 40+ (basically, not a full fledged god? Take a wound.). It can cut through armor like butter, reducing it by 8 in a setting where 12 is for Ancient Dragons, send cutting winds, makes you move significantly faster, and helps the bearer accumulate Ki. Finally, it’s covered in a poison that forces the effects of the Blood of Orochi bloodline on the target.
    - Yata No Kagami: The mirror of truth, it dispels any illusions it reflects, reveals the truth behind reflected lies (If someone lies to it, their reflection says the truth, also works on written words), increases the intelligence of it’s bearer, reflects supernatural effects, can create copies of anyone reflected who isn’t too much more powerful than you, and can seal away any sort of being from between worlds or spirit. All of these grant a save, but it’s *really* hard to make.
    - Yasakani No Magatama: The jade necklace contains within it a small portion of Vajra’s soul, thus giving it its name as the Necklace of the Soul. It detects any form of gap or portal in reality within a mile, protects the bearer from lesser elemental effects (More than a bonfire, but less than a housefire), has an aura of benevolence that means that opponents have to make a rather difficult save or be unable to attack you, negates weaker incoming spells, makes you immune to lesser attacks, prevents your magic from creating any sort of accidental rift in reality, makes you better at casting, and gives you Gnosis 30 (Which itself lets basically you see supernatural auras, gets you a bit more power, and gives you the ability to order around elements at about half the power as the elemental immunity protects you from) and the equivalent of 4 levels.
- Omega/Spear of Longinus: Omega is a powerful and insane abomination, born when someone used a godslaying weapon to stab Christ on the cross. Things backfired, and Omega was promptly locked away. He has two forms, the first being a six headed dragon, and the second being the Lord of Infinity. In the first, his body is invulnerable until each head is destroyed, with each head having a rather dangerous breath weapon. In his form as the Lord of Infinity, he possesses a number of abilities ranging from never taking more than 200 damage, to recovering 25 life per round, to only being able to be damaged by any given special ability once, to regenerating 5 ki per round, to being immune to Nemesis abilities, to having chaos manipulation. Finally, he has a few different Ki techniques (usually buffs, but a couple ‘fuck you and the country you hang

out in' techniques), and the Spear of Longinus. Which he will stab you with. Repeatedly. In both forms.

- The Spear of Longinus: One of the 11 pillars of souls, this weapon is designed to slay gods. It's always treated as an impossibly good quality weapon, can take on any form its bearer desires, can damage any creature ignoring protections, divinity, or special immunities, and seals off a power each time it hits its foe unless they make an (admittedly trivial by that point) save. Technically they can regain those abilities by killing you or breaking the spear, but in that case, you have bigger problems.

Sheele: These little guys are the result of taking your soul, ripping a piece off, then pumping it full of Zeon until it turns into a fairy with some sort of supernatural aspect. Sheele have a native 'chasis' of a pathetic little fairy thing capable of using minor (level 20 and below) spells and pretty much nothing else. However, they gain a number of "improvements" that make them stronger. Most of the improvements depend on the sheele; for example, fire sheele can learn how to touch someone and make their weapons do fire damage while water sheele can learn how to regenerate. Most improvements are general though. The main one of note is the Soul Form. By expending a burst of Zeon, and then some more every few seconds to maintain it, they can turn into a supernatural creature that matches you in strength. While this generally thematic (A fire sheele exploding into a massive fire elemental) technically speaking, you could make your light sheele turn into a blob of hungry darkness. Other improvements include teaching them better magic, making them able to go intangible, letting them take damage for you or let you take damage for them, make them immune to effects based on their element, or letting them burn zeon to boost their actions.

Mighty: This makes you the equivalent of a level 8 character. If combined with all the 400 and lower perks on your tree, you'd probably be able to build the character's "local" character sheet using the Anima rules. It's only the 600 abilities that break the setting rules. There's a few specific subnotes though.

- Metamagic: These generally require that a mage spend time learning them instead of learning new spells. It's informally broken into 4 branches, and you've either learned most of a single branch or learned another path of magic.
  - Mastery of Arcane Warfare: Straightforward combat metamagic. Shields are more durable, accuracy is greater, damaging spells do more damage, area effects affect greater areas, armor can be piereced by expending extra Zeon, and zeon can be expended in short bursts for a temporary boost to your chances of blocking an incoming attack or hitting an opponent. With a bit more work, spells can do a full double the damage of normal ones instead of just another 40% or so.
  - Arcane Power: Abilities based on expending and recovering Zeon, or messing with spells by expending it. Team up with wizards at least half your strength to cast a spell together, make spells last twice as long before your target can resist, burn zeon to simply declare a certain amount of accuracy instead of relying on your own skill, tire yourself to cast spells faster, slightly increase zeon recovery,

go into a trance to double your zeon recovery, and with a bit more work, learn to turn into an avatar of pure magic.
    - Arcane Esoterica: Effects that empower spells in unusual ways. Things like shields never failing to come up where you want them to, healing spells being more effective, feel magic, make your spells harder to detect while readying them and your own supernatural nature harder to detect period, 'stop time' for the purpose of charging up spells only, reshape your spells, make any spell you cast able to affect ghosts, divert half of any magical damage you take into your Zeon pool, transmit Zeon from/to a person without touching, burn zeon to enhance your reaction time, cast two innate spells (the spells you're good enough to cast without cost, usually only one per turn) at once, and with a bit more work, make your long-term spells only cost about 1/5 to 1/7 the amount.
    - Arcane Knowledge: This branch focuses on the knowledge, use, and enhancement of your spells. It makes it easier to retain spells if punched while charging one, lets you specialize in a single spells to make it faster and easier to cast, makes spells harder to resist based on how well they hit, quadruples the range of your casting, lets you cast two spells at once and treat them as a single spell with the second spell being a side effect of it (combining a single-target curse with an area of effect lets you curse everyone in the area, for example), cast stronger spells than he should be able, charge up and cast two weak spells at the same time (which will be much stronger than the innates from Arcane Esoterica, but *will* cost zeon), cast innate spells while accumulating zeon (letting you potentially cast up to 4 spells at once), and with a bit of work, be able to use High Magic, though unlike with the perk, the cost of the spell will be doubled.
- Ars Magnus: The Lesser Ars Magnus are unworthy of the name. Just throwing that out there. Anyway, here's a list, the Mighty Perk will assume that you fulfil any conditions other than a Bloodline, which you will have to buy separately if you want that Ars Magnus:
    - Ashuriam: Dimensional Assault: Create a pocket dimension, then make tiny holes to poke your knife out from and attack. They can't hit back unless they've got dimensional movement.
    - Agnitum: Absolute Eye: Remote-guide your arrows.
    - Chaos Meister: Control of Chaos: Fuck with casualty, but only during a fight. Stuff like reversing the 10s and 1's position on your d% attack roll (so about a 50% chance of turning an utter screw up into a brilliant success) reroll attacks, and declare that "the last turn didn't happen." All of these can only be used during a fight though.
    - Etherial: Infinite Attacks: Next 15 seconds, your attacks do no damage. Afterword, convert the damage you would have done into a critical hit, a bonus to your next hit, a bunch of free attacks, or a save vs. "lose all ki abilities."
    - Haima: Shadow Of Blood: Spend blood to create a "shadow" with twice that much health. If the damage it takes is less than that, you take no damage. More, you take it all. Requires Eternal Blood bloodline.
    - Magnum: Liberation of Power: Charge up for a single, really accurate, blow.

- Infinium: Fluctuation of Space: Abuse your superior speed to basically teleport behind your opponent and stab them from behind without them being able to react in time.
- Matrix: Existential Division: Shadow Clones are basically a normal Ki technique. This ability declares them *all* the be the "real" you. You generally take penalties for doing this and have to split your resources between each clone, so it's best for splitting in two, having one fight, and having the other run the fuck away so even when the guy fighting dies you still survive.
- Mundus: Control of the Surroundings: Declare that your opponent is now being attacked by the terrain. Snigger as the toilet paper tries to strangle them. Crush them with the air, if you feel more practical.
- Raikou: Lightning Blade: For the next half-minute, so long as you're attacking, your attacks steadily get faster. Costs a ton of ki.
- Rem: The Eyes of Destiny: Scan incoming ki attacks for weaknesses,
- Samiel: Final Retribution: If you take damage, you get virtual 'points' which you can spend for bonuses in hitting back against the guy who hit you. So take 50 damage, gain 50 points, then next turn spend them for a +50 to hit them back.
- Shinkyou: Mirror Position: Spend the next minute utterly still and not using any abilities. In return, any time you're attacked and defend, you counterattack automatically, no matter how many times you've counterattacked already.
- Summun: Accumulation of Energy: Attack someone in melee from a short distance away.
- Transformation: The Awakening: Spend Ki to go one winged angel, which requires more ki to maintain.
- Transformation: Physical Power: Spend a small amount of ki each turn for an impressive boost to strength and toughness. Spend a bit more, for a more impressive one. Lower level makes you immune to swords and the like, higher level kicks that up to most firearms.
- Transformation: Eliodon: Tap into your great beast ancestry and borrow some of their powers. Requires the Blood of the Great Beasts bloodline.
- Transformation: Rupture of Destiny: Shout 'fuck destiny' at the top of your lungs, lose half your health because destiny thinks you're rude, and get a stupidly high boost to your everything for the next 3 seconds. The boost then starts draining away, until it's all gone half a minute later.
- Transformation: The Seals of the Dragon: Tap into the ~~Eight Gates~~ Ten Doors that cover the Seals of the Dragon. Each door has some sort of requirement like losing half your health for the fourth, but gives you a giant boost to all physical stats and power, at +1 for every door. Also, each door requires 2 "seals" to open. The seals drain your Ki while active, but make you faster and give you a small but nice bonus to all rolls.
- Umbra: Attack of Shadows: Kill things with your shadow. Basically, just be Gaara, except with shadows instead of sand.

- Advanced Martial Arts: A favorite of those who disdain weapons, martial arts are powerful and dangerous, putting their users on equal grounds with more typical warriors.

The following explanation will assume approximately the power level from the Mighty Perk. These martial arts will get stronger as you put more time and effort into mastering them.

- EMP: Be *good* at disarming people. Like, ridiculously so.
- Selene: Counterattack with ridiculous skill, to the point where you're routinely better at counterattacks than normal attacks.
- Suyanta: Punch people in their Ki.
- Velez: Punch people with your soul, and hit like energy. As in, every time you punch someone, it's like they're being lit on fire.
- Asakusen: You're better at Martial Arts. Yes, there's a martial art revolving around being better at martial arts.
- Lama Tsu: Defend yourself more easily than should be possible.
- Seraphite: Trade defensive ability for offensive by igniting the passion in your soul or something.
- Melkaiah: Grapple good.
- Dumah: Your karate chops are now cut like actual knives, to the point of reducing the strength of armor when they cut.
- Mushin: Poke someone in the pressure points to make them save vs. damage and crippling.
- Hakyokuken: Punch past soft armor and attacking vitals is harder to resist.
- Shephon: Defend better.
- Enuth: 'pull' your blows to do *exactly* as much damage as you want, no more.
- Hanja: Fight without any concern for your opponent being behind you, or you being in a constrained space.
- Godhand: Charge up your attack, then FALCON PUNCH!
- Rex Frame: Laugh off weapons on the level of an average person holding a sword, and gain an 'armor' equivalent to studded leather.
- Exelion: Punch someone with your 'presence', basically your mystic weight in reality.

- Arcana: An Invocation, basically a type of summon that show up once, fire off an effect, then disappear, as opposed to general summons which stick around. There's an Invocation for each Arcana and the reversed of them. Here's the ones you have with this perk. Jump Fiat will give you a pact with all of them, even though normally some of these would be... difficult or unwise to make pacts with. Cost and difficulty go up as you go down this list.
  - . The Fool: Normally, using summoning abilities takes half a minute at a minimum unless you want to take penalties. The Fool disagrees, and lets you summon instantly while it's active. At this level, you can probably have it up *at least* 20 hours, so you probably summon it each morning if you're a summoner. The reverse penalizes all summonings nearby.
  - I. The Magician: It casts utility spells for you. Basically. The reverse shoots people with dark lasers.
  - II. The High Priestess: Summons a forcefield to protect you. When reversed, she blasts everyone nearby instead.

III. The Empress: Boosts all the saves of your target (which can be yourself.) When reversed, she attempts to mindrape someone into mindlessly repeating their actions for the next few seconds.

IV. The Emperor: Summons a warrior to shank someone. If you summon well, *multiple* warriors shank people. When reversed, mind controls someone.

V. The Hierophant: Shoots a laser at someone you don't like. When reversed, creates a force field for you.

VI. The Lovers: Forces opponents to save or be unable to attack you. When reversed, lets you vampirize someone's health or Zeon instead.

VII. The Chariot: Teleports you out of the way of incoming attacks. When reversed, lets you randomly teleport someone to a random place.

VIII. The Strength: Punches someone really hard. When reversed... does the same thing, except now punches *harder* every time it misses, and has to be constantly punching someone, or it'll punch you.

All pictures are by Wen-M, who does a significant amount of the official Anima Art, all of which is incredibly awesome.