

(40)

└ Ki Control	(30)
├ Ki Detection	(20)
├ Erudition	(10)
Weight Elimination	(10)
├ Levitation	(20)
├ Object Motion	(10)
├ Mass Movement	(20)
├ Flight	(20)
Presence Extrusion	(10)
├ Energy Armor	(10)
├ Armor of Greater Energy	(10)
├ Armor of Arcane Energy	(10)
├ Aura Extension	(10)
├ Elemental Attack	(10)
├ Increased Damage	(10)
├ Increased Reach	(10)
├ Increased Speed	(10)
├ Destruction by Ki	(20)
├ Absortion of Energy	(30)
├ Physical Shield	(10)
Ki Transmission	(10)
├ Ki Healing	(10)
├ Superior Healing	(10)
├ Stabilize	(10)
├ Life Sacrifice	(10)
Use of Necessary Energy	(10)
├ Ki Concealment	(10)
├ Aura of Concealment	(10)
├ False Death	(10)
├ Elimination of Necessities	(10)
├ Elemental Immunity Fire	(20)
├ Elemental Immunity Cold	(20)
├ Elemental Immu. Electricity	(20)
├ Penalty Reduction	(20)
├ Recovery	(20)
├ Restore Others	(10)
├ Characteristic Augmentation	(20)
├ Superior Charac. Augment.	(20)
Improvised Combat Techniques	(50)
Technique Pushing	(20)
Combat Aura	(40)
Physical Dominion	(10)
├ Physical Change	(30)
├ Superior Change	(20)
├ Multiplication of Bodies	(30)
├ Great. Multiplication of Bodies	(30)
├ Arc. Multiplication of Bodies	(40)
├ Magnitude	(30)
├ Arcane Magnitude	(40)
├ Age Control	(20)
Technique Imitation	(50)
Inhumanity	(30)
├ Zen	(50)

(70)

Armor of Emptiness	(20)
└ Noht	(30)
Ki Cancellation	(30)
└ Greater Ki Cancellation	(20)
Magic Cancellation	(30)
└ Greater Magic Cancellation	(20)
Matrices Cancellation	(30)
└ Greater Matrices Cancellation	(20)
Binding Cancellation	(30)
Emptiness Extrusion	(30)
Body of Emptiness	(10)
└ No Needs	(10)
└ Movement of Emptiness	(20)
└ Form of Emptiness	(30)
└ Essence of Emptiness	(20)
└ One with the Nothing	(40)
Aura of Emptiness	(30)
Undetectable	(10)
Inhumanity	(20)
└ Zen	(40)

TECHNIQUE LEVELS

LEVEL	MAX MK	Min MK	DISADVANTAGES
1	50	20	1
2	100	40	2
3	200	60	3

Agent 039
Edited by Manabu



	ACU.	KI	ACTUAL
STR			
AGI			
DEX			
CON			
W P			
POW			

KI RESERVE

SEALS	MINOR	GREATER
WOOD	<input type="radio"/>	<input type="radio"/>
METAL	<input type="radio"/>	<input type="radio"/>
AIR	<input type="radio"/>	<input type="radio"/>
WATER	<input type="radio"/>	<input type="radio"/>
FIRE	<input type="radio"/>	<input type="radio"/>

[illegible][illegible]

ARS MAGNUS	
DP	MK

[illegible][illegible][illegible]

TECHNIQUE	_____	MK
_____	_____	_____
_____	_____	_____
_____	_____	_____

[illegible]

TECHNIQUE	MK

[illegible]

TECHNIQUE	MARK

[illegible]

TECHNIQUE	MK

[illegible]

TECHNIQUE	MARK

[illegible]

ANIMA

BEYOND FANTASY

FIGHTER/DOMINE

SPECIAL ABILITIES / MODULES

	Accu.	KI	ACTUAL Accu.	ACTUAL KI Pool
STR				
AGI				
DEX				
CON				
WP				
POW				

MARITAL ARTS

SPECIAL ABILITIES

TOTAL MK ATK BON DEF BON DAMAGE

WEAPON	ATTACK	DEFENSE	BASE DAMAGE	STR BONUS	FINAL DAMAGE	SP	SPECIAL

WEAPON	ATTACK	DEFENSE	BASE DAMAGE	STR BONUS	FINAL DAMAGE	SP	SPECIAL

WEAPON	ATTACK	DEFENSE	BASE DAMAGE	STR BONUS	FINAL DAMAGE	SP	SPECIAL

WEAPON	ATTACK	DEFENSE	BASE DAMAGE	STR BONUS	FINAL DAMAGE	SP	SPECIAL

WEAPON	ATTACK	DEFENSE	BASE DAMAGE	STR BONUS	FINAL DAMAGE	SP	SPECIAL

WEAPON	ATTACK	DEFENSE	BASE DAMAGE	STR BONUS	FINAL DAMAGE	SP	SPECIAL

TECHNIQUE TREE

TECHNIQUE MK

LEVEL ACCU. STR AGI DEX CON POW WP MK

TECHNIQUE MK

LEVEL ACCU. STR AGI DEX CON POW WP MK

TECHNIQUE MK

LEVEL ACCU. STR AGI DEX CON POW WP MK

TECHNIQUE MK

LEVEL ACCU. STR AGI DEX CON POW WP MK

TECHNIQUE MK

LEVEL ACCU. STR AGI DEX CON POW WP MK

TECHNIQUE MK

LEVEL ACCU. STR AGI DEX CON POW WP MK



Adam Rotondi & Kim Eve



Rations	
Food	
DRINK	

[illegible]

SPECIAL OBJECTS	DESCRIPTION / ABILITIES

CHARACTER ILLUSTRATION

[illegible]

Psychic Disciplines

1	5
2	6
3	7
4	8

Psychic Points

Base PP:	
Free PP:	

Psychic Potential

Base:	
Special:	
Final:	

Psychic Project

Base:	
Dex Bonus:	
Special:	
Final	

ANIMA BEYOND FANTASY MENTALIST



Edited By:
Adam Rotondi
&
Kim Eve.

Mental Powers

Bon. Dif.

Innate Psi. Power

Value

Effects/Description

N° of Innates

Concentration

Available Bonus

One Turn	+10
Three Turns	+20
Five Turns	+30
One Minute	+40
One Hour	+50

PSYCHIC PROJECTION DIFFICULTIES



Routine The ability may be used on the psychic himself or on a person or object with which he is in contact.

Easy: Affects targets less than 15 feet away from the psychic.

Moderate: Affects targets up to 60 feet away from the psychic.

Difficult: Affects targets up to 300 feet away from the psychic.

Very difficult: Affects targets up to 800 feet away from the psychic.

Absurd: Affects targets up to 1,500 feet away from the psychic.

Almost Impossible: Achieving this difficulty allows the psychic to hit a target whose exact location is known but not necessarily within direct eyesight. It covers up to one mile.

Impossible: Achieving this difficulty allows the psychic to affect targets out of his sight and with only an approximate location up to 10 miles away.

USES OF PP



Permanent uses (With PP consumption)

- Affinity to a Psychic Discipline
- Master a New Mental Power
- Increase Psychic Potential
- Strengthen an Power
- Acquire Innate Slot (Consumes 2 PP)

Temporary uses (Hourly rate recovery)

- Improve Psychic Projection
- Increase Psychic Potential
- Eliminate Fatigue
- Temporary Access to a Power
- Improve Innate Power



FINAL REGENERATION

BOOK OF MAGIC

[illegible]