

POCKET ANIMA PRIME

Creating Player Characters (PCs): Pick a Background and Profession and put those cards on your sheet. Select a Passion from the list. Name yourself.

Character Scenes: Roleplay your PC; the GM plays everyone and everything else. Sometimes when you try something, the GM will call for a skill roll (see right). Other times you'll get into conflict with someone or something (see below).

Conflicts: First, the GM creates enemies, hazards and goals using the other side of this sheet. Conflicts then play out by rounds. Every PC and enemy has one action (a Maneuver or Strike) per round. The GM decides who starts; that character's player then decides who's next. Once everyone has taken one action, a new round starts.

Maneuvers: Describe your Maneuver. Let the GM assign a Style (PCs only, not enemies). Roll a number of dice equal to your Maneuver stat. Each 3, 4 and 5 earns you a strike die and each 6 a charge die. There are no limits on how many of those dice you can store.

Strikes: Pick a target (enemy, goal or hazard). Roll 1-6 of your accumulated strike dice. Every die equal to or higher than your target's defense does 1 point of damage to its Health. Return any failed strike dice to your character sheet (but other dice go away).

Resolution: PCs, enemies and hazards with 0 Health are defeated and out of the conflict; goals with 0 Health are resolved in the PCs' favor. When all PCs or enemies are defeated, the other side wins the conflict. During the next character scene, remove all conditions and accumulated strike and charge dice and fully restore Health.

Skill Rolls: When you're not in a conflict, and you try to achieve something that's opposed by another character or otherwise could lead to interesting consequences, the GM will ask you how you do it, then based on that tell you the difficulty (3 for easy, 4 for normal, 5 for hard). Roll 2 dice plus one if your Background skills or your Profession apply. Every result of the difficulty or higher is a success:

0 Successes: You fail and the GM tells you something bad that happens.

1 Success: You succeed, but the GM tells you something bad that also happens.

2+ Successes: You succeed without bad consequences.

Passions: During play, you can change your Passion only during character scenes.

Anger: Gain a charge die whenever an enemy Strikes at you.

Bloodlust: Gain a charge die whenever you inflict 3 or more damage at once.

Compassion: Gain a charge die whenever an ally takes 3 or more damage at once.

Glory: Gain a charge die whenever you defeat an enemy, hazard, or goal.

Thrill: Gain a charge die whenever a Countdown or your Health goes to 1.

Vengeance: Gain 3 charge dice whenever an ally is defeated.

Maneuver Styles: When a PC player makes a Maneuver, the GM will evaluate the description of the Maneuver and give it one of the following styles:

Cautious: The PC gains Shielded (+1 Defense) until their next action.

Cunning: The PC can trade a strike die for a charge die or vice versa.

Entertaining: The PC gains a free strike die.

Risky: +2 dice to roll; PC gains Exposed (-1 Defense) until their next action.

Supportive: Another PC gets to roll 1 Maneuver die for free.

Credits: Pocket Anima Prime version 1.0, August 30, 2013, by Christian Griffen (chgriffen@gmail.com). Based on Anima Prime available at www.animaprimerpg.com.

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Creating Enemies: You, the GM, can either pick from the following lists or roll a die for experience and one for one of the Types to create a random enemy. In general, Imperial troops are somewhat easier to defeat than Beyonders. You should have about one enemy per PC, a couple of goals, and one or two hazards. Enemies pick targets from among the PCs based on the fictional situation or, if that's unclear, randomly. When enemy abilities talk about charge dice = something, spend those during strikes for the effects shown.

<i>Experience</i>	<i>Maneuver</i>	<i>Defense</i>	<i>Health</i>
1 Green	3	3	12
2 Trained	4	3	12
3 Veteran	3	4	10
4 Grizzled	4	4	8
5 Insane	5	3	10
6 Elite	4	5	10

Type (Imperial)

- 1 Soldiers: Concentrated Fire, -2 Defense v. flame dice
- 2 Flamers: Burninate
- 3 Steambot: Tough, Smash, -2 Defense v. lightning dice
- 4 Scouts: Quick, Concentrated Fire
- 5 Lieutenant: Tough, Focus Attack
- 6 Mages: Shock, Protect

Type (Beyonders)

- 1 Critters: Overrun, -1 Defense v. lightning dice
- 2 Frostsnake: Quick, Freeze, -1 Defense v. flame dice
- 3 Flamebeast: Burninate, +1 Defense v. flame dice
- 4 Terrorbats: Overrun, Tough, Quick
- 5 Defiler: Toxic, Tough, +1 Defense v. lightning dice
- 6 Leviathan: Tough, Tough, Strong, Smash

Goals: Every conflict should have fictional goals that are at least as important as defeating the enemy. Examples are saving hostages, destroying an Imperial Weapons Manufactory, stealing incriminating evidence, or revealing an impostor. Some goals are premade, others you can create in the middle of the conflict based on what's going on. Write the goal on an index card and either pick stats or roll two dice (reroll double 1s): the lower result is the goal's Defense, the higher one its Countdown (optional), and their added sum is its Health. For goals with Countdowns, place a die showing the Countdown value on it at the beginning of the conflict and lower it by one at the beginning of each round. If it runs out (that is, reduced from 1 to 0), or the goal is left unresolved at the end of a conflict, the goal turns out badly for the PCs. If they manage to reduce its Health to 0 before either of those, it turns out well for them.

Hazards: These are non-sentient threats to the PCs. They can be part of the environment (flowing lava, toxic clouds, crumbling buildings, a raging fire) or things set up by their enemies (steam-powered gun turrets, mines, traps). Pick an effect from the list below, then set its stats or roll 2 dice: the lower result is the hazard's Defense, the higher one plus 2 its Health. When the hazard's Health is reduced to 0, its effect stops. Here are some examples of effects to pick from, which you can alter as you like:

- * Strikes with 2 dice at random PC at the beginning of a round (gun turret, artillery).
- * When a PC rolls at least one 1 during a Maneuver, they lose 1 Health (mines, lava).
- * Strikes at all PCs with 1 flame/lightning die at the beginning of a round (fire/storm).
- * All PCs lose 1 strike die at the beginning of each round (heat, gas, pressure).
- * All PCs are Slowed (-1 to Maneuvers) (swamp, magic).
- * All enemies get 1 bonus die to Strikes (leadership, home advantage, communication)

Enemy Powers

- | | |
|--|---------------------------------------|
| Concentrated Fire: 1 charge die = +2 strike dice | Tough: +4 Health |
| Burninate: 1 charge die = +3 flame dice | Quick: +1 Defense |
| Smash: 2 charge dice = +5 strike dice | Strong: +2 free strike dice |
| Focus Attack: x charge dice = + 2x strike dice | Toxic: 1 charge die = Weakened |
| Shock: 1 charge die = +3 lightning dice | (Strike -1) on PC for next Strike |
| Overrun: x charge dice = +x strike dice | |
| Protect: 1 charge die per enemy = Shielded (Defense +1) until after enemy's next Strike | |
| Freeze: 1 charge die per PC = Slowed (Maneuver -1) until after PC's next Maneuver | |

CHARACTER SHEET FOR _____

Passion: _____

Health: _____

Conditions: _____

BACKGROUND

*STRIKE
DICE*

*CHARGE
DICE*

PROFESSION

CHARACTER SHEET FOR _____

Passion: _____

Health: _____

Conditions: _____

*[B]
BACKGROUND*

*STRIKE
DICE*

*CHARGE
DICE*

*[P]
PROFESSION*

TIGERFOLK [B]

Stats
Maneuver 5
Defense 3
Health 12

Skills
Gain a bonus die to skill rolls when you are trying to intimidate others, apply strength, chase someone, or inspire others.

Powerful
When you Strike against an enemy, any 6 you roll counts as two successes.

Lead the Pride
When your Maneuver Style is Supportive, the other PC gets 2 free Maneuver dice to roll instead of 1.

MUROID [B]

Stats
Maneuver 4
Defense 4
Health 6

Skills
Gain a bonus die to skill rolls when you are trying to sneak, climb, deceive, hide, or run away.

Trap Familiarity
When you Strike against a hazard, gain 2 bonus dice for free.

Hard to Exterminate
The first time in a conflict when your Health would be reduced to 0 (or below), set it to 1 instead.

LONGSCARRED [B]

Stats
Maneuver 5
Defense 3
Health 10

Skills
Gain a bonus die to skill rolls when you are trying to impress onlookers, resist fatigue or harsh conditions, dodge, control a horse you're riding, or find food, water and shelter.

Bloodrage
When you Strike against enemies and hazards while your Health is 3 or lower, you get 2 free bonus dice.

Guts and Glory
When your Maneuver Style is Risky, you get 3 extra Maneuver dice to roll instead of 2.

MONASTIC [B]

Stats
Maneuver 5
Defense 3
Health 10

Skills
Gain a bonus die to skill rolls when you are trying to calm others, focus, perceive truth or hidden things and meanings, endure stress, or tend plants or animals.

Healing Touch
At the conclusion of your Maneuver, you can spend x charge dice to heal x points of Health on an ally.

Focus
When you Maneuver, if your roll would not earn you any dice, you can reroll all of them.

SHADOWBORN [B]

Stats
Maneuver 5
Defense 2
Health 8

Skills
Gain a bonus die to skill rolls when you are trying to look into others' souls, suddenly appear or disappear, scare or unsettle others with dark prophecies, or help or interfere in sorcerous rituals.

Bend Reality
Whenever you are hit by a Strike, you can change one rolled die to any other number you wish.

Not Like the Others
Whenever you would be affected by a hazard, you can roll a die. If you roll a 4 or higher, the hazard has no effect on you.

(PARTIAL) BEYONDER [B]

Stats
Maneuver 4
Defense 3
Health 15

Skills
Gain a bonus die to skill rolls when you are trying to navigate the Beyond, move in unpredictable ways, interact with other Beyonders, influence packs or mobs, or prove your humanity.

Elemental Resistance
When you are hit by a Strike involving flame or lightning dice, you can remove one success of the Strike roll.

Turncoat
When you Strike against Beyonders, you can spend a charge die to get 3 bonus dice.

CLOCKWORK [B]

Stats
Maneuver 5
Defense 3
Health 12

Skills
Gain a bonus die to skill rolls when you are trying to stay detached, interact with machines, use dexterity, or do something requiring incredible precision or timing.

A Matter of Time
Once per goal, you can spend a charge die to keep its Countdown timer from ticking down at the beginning of the round.

Heart of the Machine
When you Strike against enemies, hazards, or goals that involve mechanical parts, you get a free bonus die.

BURDENED [B]

Stats
Maneuver 5
Defense 3
Health 10

Skills
Gain a bonus die to skill rolls when you are trying to help the meek, question authority, gather information, or take on someone else's burden.

Fueled by Guilt
When you Strike against a goal, you gain 2 bonus dice for free.

Redemption
When you Strike, you can trade your remaining Health for an equal number of bonus dice. Your previously ever-present mask shatters, and after the conflict, you either have your death scene or you pick a different, now-revealed Background.

ASSASSIN [P]

Dark Mist

At the conclusion of your Maneuver or Strike, you can spend a charge die to gain the Shrouded condition until the conclusion of your next action.

Cover of Darkness

As long as you are Shrouded, your defense counts as 1 higher (maximum 6).

Stealth Attack

When you Strike against an enemy or hazard while you are Shrouded, you can spend a charge die to gain 3 bonus dice to your Strike.

Poisoner

Whenever you roll at least one 6 during a Strike, your target gains the Weakened condition (when they Strike, their target's Defense is 1 higher, maximum 6) until the conclusion of their next Strike.

FLAMEWEAVER [P]

Immolate

At the conclusion of your Maneuver, you can spend a charge die to gain the Aflame condition until the conclusion of your next Strike.

Wildfire

When you Strike or are hit by a Strike while you are Aflame, you inflict the Burning condition on your target, which auto-attacks them with 1 flame die each following round. Burning is removed if it rolls a 1 on its auto-attack.

Firestorm

When you Strike against an enemy, you can pay 2 charge dice to gain 5 flame dice to add to your Strike roll.

Fireproof

While you are Aflame, your Defense is 6 against flame dice.

GUNMAGE [P]

Gun Kata

When you Maneuver or Strike, you can turn one 5 you rolled into a 6.

Hail of Lead

When you Strike, you can gain 2 bonus dice per charge die spent (maximum 3). You also inflict the Suppressed condition (-1 die to Strike) on your target until the conclusion of their next Strike.

Trick Shot

When you Strike against a goal, you can pay 1 charge die to gain 3 bonus dice.

Shoot ALL the Bullets

When you Strike, you can choose to lose your ability to do Strikes against enemies (but you can still Strike at goals and hazards) at the conclusion of the Strike to gain 4 bonus dice. Achieve a goal of [6] to regain your ability to Strike.

STRATEGIST [P]

Tactics

During any ally's Maneuver, you can reroll one die showing a 1 or 2 for them.

Interfere

During an enemy's Maneuver, you can spend x charge dice to remove x of their dice after they are rolled (and thereby negate their effects).

Target Analysis

At the conclusion of your Maneuver, you can spend a charge die to inflict the Weak Spot condition on your target. Weak Spot grants 1 bonus die to all Strikes against this enemy (yours and allies').

A Plan Comes Together

During an ally's Strike, if they follow your instructions, you can use up (remove) a Weak Spot condition on their target to grant the ally 3 extra bonus dice.

SENTINEL [P]

Protect

At the conclusion of your Maneuver, you can spend a charge die to grant the Guarded condition to an ally.

Intercept

When an enemy or hazard Strikes at an ally with the Guarded condition, you can redirect the Strike to yourself. This removes the Guarded condition.

Steel Deflection

When you are hit by a Strike, you can spend x charge dice to remove x of their dice after they are rolled (and thereby negate their effects).

Soulbound Weapon

All of your Strikes against enemies get a free bonus die.

SPARKER [P]

Speed of Lightning

At the conclusion of your Maneuver, you can spend a charge die to gain the Quicken condition (+1 die to Maneuvers), which is removed the next time you take any damage.

Zap

When you Strike against an enemy, you can pay 2 charge dice to gain 5 lightning dice to add to your Strike roll.

Chain Lightning

When you Strike against an enemy, you can pay 1 charge die to make a second Strike against another enemy using the dice that didn't damage the first target.

Grounded

Your Defense is 6 against lightning dice.

BRINGER OF DECAY [P]

Putrid Aura

At the conclusion of your Maneuver, you can spend a charge die to gain the Festering condition until the conclusion of your next Strike.

Contagious

When someone makes a Strike against you while you are Festering, any 1 they roll causes them to lose one Health.

Infect

At the conclusion of your Maneuver, you can spend a charge die per enemy to inflict the Slowed condition (-1 die to Maneuvers) on them until the conclusion of their next Maneuver.

Pain Leech

When you Strike an enemy while you are Festering and do at least two damage, you may regain one lost point of Health.