

ANIMA PRIME BUDGETING SYSTEM

First Draft

Summary:

1. The GM starts with a certain budget depending on the difficulty that the PC players jointly set for the game.
2. The GM gains budget points whenever a PC gains a character scene benefit. The number of points depends on the difficulty level.
3. The GM gains a boss token when each PC's passion has been triggered at least once. The GM should keep track of triggered passions, then erase all checkmarks and start over when she earns a boss token.
4. The GM spends budget points for regular opponents and their powers and boss tokens for special boss powers.
5. The limit for the budget depends on the difficulty.
6. Optional: Costs can vary by type or by area, so that players can prep accordingly.

<i>Difficulty</i>	<i>Starting Budget</i>	<i>Gain per Benefit</i>	<i>Limits</i>
Easy	2 per PC	1	8 per PC
Medium	4 per PC	2	12 per PC
Hard	10 per PC	4	25 per PC

Stats Chart: pay points and roll dice to determine base stats (3D6, count successes) or pay 1 extra point per adversity (before roll) to pick the stats.

Read as *Skill Rating/Defense/Wounds* (* means three skills, with highest rank indicated).

<i>Successes</i>	<i>1 point</i>	<i>3 points</i>	<i>5 points</i>	<i>10 points</i>
0	3*/2/3	4*/3/3	5*/4/4	6*/6/4
1	3/3/2	2/5/3	4/6/3	5/8/3
2	2/2/3	3/3/3	5/4/3	7/5/4
3	2/1/5	3/2/5	4/3/6	6/4/6

Cost for adversity powers: varies by area or type of enemy (the latter in this example draft)

1 point per listed power (common), 2 points per unlisted power (rare)

Boss: 1 boss token per listed boss power, 3 boss tokens per unlisted boss power

Toughness and Resilience are not available (they are included in the base stats above)

<i>Kanissian</i>	<i>Enendian</i>	<i>Beyonder</i>	<i>Northern Tribe</i>
All fire powers plus Force Attack, Strike Boost,	All electricity powers plus Force Attack, Guard,	All	All frost powers plus Force Attack, Stamina,
Inferno, Magic Vortex		All	

Vulnerability Chart (5D6, count successes)—pay 1 extra point (before roll) for None.

<i>Successes</i>	<i>Kanissian</i>	<i>Enendian</i>	<i>Beyonder</i>	<i>Others</i>
0	None	None	Crazy	None
1	Cowardice	Vul. Electricity	Darkbound	Crazy
2	Vul. Fire	Overwhelmable	Vul. Electricity	Vul. Frost
3	Vul. Electricity	Vul. Fire	Vul. Frost	Vul. Fire
4	Vul. Frost	Vul. Frost	Vul. Fire	Vul. Electricity
5	Overwhelmable	Crazy	Overwhelmable	Cowardice