

ANIMA WEB SUPPLEMENT Vol. I-III

(English translation attempt by Hellgeist)

Welcome everyone to the first Anima Beyond Fantasy Web Supplement. What you have before you is a series of rules, corrections and utilities that are designed to expand the options of Anima players. Everything discussed are extensions to the system of play, making it impossible to use the book without having previously basic. We hope you find it useful.

ERRATA

Not included, as these changes were rolled into the English version of Core Rules.

FAQ

Only a few questions are included here that are not already clarified in English Core Rules, and which seem to still appear in the forums.

How exactly do we interpret the Innate Magic?

Innate Magic allows you to use spells without spending your own Zeon points. That is, if a sorcerer has an MA of 100, they can freely cast spells with a Zeonic value of 40 or lower without investing Zeon (zeonic value, not spell level).

How does Intelligence prohibit the use of some spells?

If the Maximum Zeon for that spell is less than the base cost of the spell, the character cannot cast it. For example, if a magician with an Intelligence 7 has a spell whose maximum value is $\times 20 \text{ Int}$, they can throw this spell with a maximum of 140 Zeon points. However, if it turns out that the base value of the spell was, for example 200, then they are unable to perform the spell, as they simply do not understand it.

Is it necessary to accumulate Zeon with your ME to perform Invocations or Summons?

No, points automatically absorb that cost in Zeon.

Do you have to develop Block and Dodge at the same time if you want them both?

Not necessarily. Recall that both have the same purpose; defend against attacks. For some character interpretations, it may make sense to merge the actions of deflecting blows while also moving to avoid them or vice versa. While it is best to develop a character with only one of the two defense types, if you want to use the other at a particular time, apply a penalty of -60 their ability as is indicated in Table 25. In general, nothing prevents a player develop both skills if considered appropriate for the character he plays.

Are all Domine characters aware of Ki?

That's something that depends on the system, the GM's preference, and the game style you prefer. The most common is that even if a character has developed sufficient CM for these skills, they do not get them automatically, making it more involved and thus more satisfying when they do learn them. However, there is no hard rule to prevent it.

EXTENSIONS

A new psychic power to include in the Cryokinesis discipline.

Cold immunity

Level: 2 **Action:** Passive

Description: Allows the psychic, or the individual designated by this, to be immune to the effect of various intensities of cold, even if this is a supernatural character. In the event that an attack based on that element is received, each intensity of immunity to damage decreases 5 basis points of attack, and increases +5 Resistances to their impact.

Maintenance: Yes

Effects:

20	Routine	Fatigue 4
40	Easy	Fatigue 2
80	Middle	Fatigue 1
120	Hard	5 intensities
140	Very Hard	10 intensities
180	Absurd	15 intensities
240	Almost impossible	20 intensities
280	Impossible	30 intensities
320	Inhuman	40 intensities
440	Zen	50 intensities

MAGIC ITEMS

Here are a couple of objects that can be supernatural introduced into any of your games. Thus, I you can get an idea of the kinds of magic items that in the system.

Legislators

Legislators are a number of powerful weapons of mystical nature which are specially crafted to combat the supernatural. Inquisitors are their main wielders, who use them to effectively combat magical creatures and entities.

Usually, Legislators are bastard swords of black color, both in its grip and blade. Along their edge, these swords are decorated with crosses and scriptures of the church. Although they are much less common, a few known Legislators are different in nature, such as axes, daggers and rapiers. With them, you can skew bodies ethereal, supernatural, and even fabric of psychic matrices. For this reason, it is said that the inquisitors are able to deflect or destroy spells.

These artifacts are created through a process that was used during the era of Christ to build a series of arms that allowed the apostles to cause kings to become saints. In these forges, the masters used supernatural blood, mixed with various metal alloys and black steel for provide them with mystical powers.

Today, perhaps only two or three people the world learn the secrets needed to build these weapons, and usually employ many years to create one of them. These individuals are confined to inner chambers of the holy city of Albidion where they have lived since childhood. When they reach an advanced age, they are given an apprentice, a child who, like them in the past, will dedicate his life to forging this domain of artifacts.

Over time, some especially older legislators have begun to lose some of their supernatural qualities. To recover their energies, they need to bathe again in the blood of a supernatural creature. Of the eleven original legislators that were forged in the era of the apostles of Christ, the location of only seven are known. Today they are carried by seven senior High Inquisitors. It is known that some of these magical objects have been lost when Inquisitors die during their missions, and although it is unlikely, is not entirely impossible to find a legislator to foreign hands.



Outstanding Quality: Legislators are weapons +10 quality, so apply all bonuses relevant to the ability to attack, defend, and damage. Similarly, it also increases the Presence, Wholeness and breakage the weapon.

Supernatural weapon: The mystical nature of Legislators render them capable of damaging energy and stopping non-physical attacks. They are capable of damaging the equivalent of a presence 125.

Sacred nature: Blessed by the most devout Vatican priests of the Church through lengthy and expensive ritual, all legislators are considered sacred weapons.

The dowry of the Blood: In addition to the capabilities described, legislators are equipped with some special gifts through the blood mixture that was used during its construction. Therefore, each of these weapons have slightly different mystical abilities.

A Legislator will also have one or two of the following powers;

Supernatural Resistance: While holding the legislator, the carrier gets a +15 bonus to all rolls RM.

Disruptive: If damage occurs to a creature or an individual endowed with supernatural abilities or of a supernatural nature, it produces a powerful shock that can temporarily deprive them of their powers. Therefore, after suffering initial impact, the target of the attack must overcome to control RM 100 or temporarily lose their powers.

Mower: When attacking a mystical entities, they get a +20 to any roll to calculate the effects of a critical.

Fiery Blood: If you bathe in the blood of a supernatural child, the legislator begins to burn slightly with faint blue tint. Thereafter, the weapon produces elemental attacks based on heat and fire, and deliver heat-based secondary criticals. The effect lasts only a few minutes, until the blood that was bathed in is completely consumed.

Perception: when in the presence of creature of supernatural nature, the Legislator trembles slightly, as if eager to taste their blood. This ability does not allow you to detect presences who are hidden by magical means.

Eru Pelegrí

The Eru Pelegrí are mystical objects of considerable utility, allowing two people to communicate with each other at a distance. They consist of a pair of silver earrings full of intricate decorations and runes. The design of each pair may have slight variations, but as a rule they all follow similar patterns.

They are Elven artifacts, forged in the age of the expansion of great nations. Traditionally a gift among noble couples on the day of their betrothal, they are in many respects similar our wedding rings. However, they also had a private and intimate meaning, for they were a way of always being together no matter the distance that separated them.



The Eru Pelegrí have the ability to connect people when worn, allowing them to communicate through a spiritual bond. That link does not allow them to convey ideas or thoughts, but allow them to talk freely with each other. The distance between them is not a problem as long as think intensely of their companion. Only mystical barriers and supernatural protections may prevent communication.

To work properly, two different people have to possess one of the pair and think about the other. The more confidence and affection that exists between the people, the more are the effects and powers of the artifact. That is why, if the earrings were worn by two individuals who do not know each other, there is no effect. The relationships between couples, friends and colleagues are generally very strong, and sometimes may even cause them to sense when the other person is in grave danger.

Unaware of its true value, several Pelegrí Eru have been found in ancient ruins and sold as mere jewelry. Still, they are always considered stately objects, which costs between two hundred and five hundred gold. Naturally, this is only a small portion of their real worth. Eru Pelegrí all have a presence between 80 and 100 points.

KI TECHNIQUES

Here you can enjoy a number of new techniques that are available to any of your fighters.

Chains

The origin of this devastating series of attacks is completely unknown. There are few who attach a nonhuman source because of its impact and power, but this is just a theory. The technique gets its name because the basis of all these techniques is to express the internal energy of the person through dark chains. All these attacks come from inside the body of its user, either their hands, his chest or even mouth. The scope of these techniques has a maximum distance of 100 meters.

Channel One: Volgarath

Focusing its internal energy, the character projects a fast stream of dark chains at an enemy. The chain is embodied with spiritual energy, so that the damage is determined by twice the presence of User Power plus bonus, and adds 40 damage.

Volgarath attacks penetrating the table.

CM Required: 35 Level: 1

STR 5

DEX 5

POW 5

Effect: Attack Skill +25, +40 to Damage, Attack distance 100 meters.

Second String: Exelion

The second chain, Exelion is not as accurate or fast as the previous one, but flying at full speed until the designated area which is driven into the ground. Once there, subdivided into several chains that attack equal to everything that is within a radius of ten meters from the point impact. As Volgarath, attacks on the table Penetrating and damage is determined by the twice the presence of the user plus bonus Power, which this time is added 50 points.

CM Required: 50 Level: 1

STR 5

DEX 6

POW 6

Effect: +50 to Damage, Area Attack 10 meters distance attack, 100 meters.

Third String: Dedalus

Ki concentrating its full fighter Dedalus can free the third string, flying swift to wrap around their target to paralyze and destroy. This technique causes Blunt damage, which is determined by double presence of the user plus the bonus of Power. Additionally, Dam produces the equivalent of force 14.

CM: 60 Level: 2

STR 8

DEX 8

POW 8

Effect: +50 Attack Skill, Presa with Force 14, Ranged, 100 meters.

Fourth String: Oberon

A string of chain surrounds the character's body forming a shield around him. This barrier protects the any kind of attack during the assault. Oberon is equivalent a supernatural shield with 1,000 life points, and until breaks will be able to reflect all attacks against it successfully. The reflected attacks return with the same skill with which they were released.

CM Required: 70 Level: 2

STR 10

DEX 11

POW 10

Effect: +40 Ability to stop, Power Shield, 1,000 points of life, Reflect attack.

Fifth String: Garuda

With this technique the fighter is able to realize the power of all channels at once, producing five attacks of devastating consequences. The chains will shoot to one or more enemies from all parts of the body, six points reducing any armor of the defender. Damage determined by twice the attacker's Power.

CM Required: 90 Level: 3S 9

DEX 12

POW 12

WP 6

CON 4

Effect: +4 additional attacks, -6 to Armor Attack distance 100 meters.

Sirius

Sirius is an art of combat that bases its power in the knowledge of vital energy and functioning. All your attacks have one purpose, to find and destroy the points nerve in the body and soul together to support motor skills.

Thus, movements seemingly simple and harmless, a master of these techniques is able to impair the ability of an individual reaction, paralyze or even destroy it from within. Usually used with bare hands, but some of its practitioners have developed the ability to run with some weapons.

Itami

This technique involves concentrating large numbers of and unleash power within various parts of the body an opponent. Thus, your nervous system is overloaded making it less able to coordinate their actions. Visually, Itami is a series of rapid reaching impacts the opponent's body producing a rare flash of color blue contacts. By affecting the nervous system, attack if you do not lose the opponent's life points, but if it succeeds and gets a difference should result in damage, the defender has to make a RF against 100 or a penalty to any action equivalent to failure rate.

CM Required: 30 Level: 1

DEX 4

POW 4

WP 4

Effect: +40 Attack Skill, State, against 100 or RF

Negative action.

Disadvantages: No damage.

Hakai

Similar to above but this time the attack damages the opponent both internally and externally. With energy Hakai enters the opponent's body by a violent impact, the instantly brings in several vital points and destroying it explodes inside. The wounds caused by this technique produce damage additional cause of sudden bleeding. If the attack success and get a difference that causes damage, the defender must perform a RF against 120 or suffer a loss of points of life to the level of failure.

CM Required: 30 Level: 1

DEX 6

POW 6

WP 6

Effect: +40 Attack Skill, State, RF against 120 or damage.

Tomeru

By using Tomeru, the wrestler performs a single major attack completely neutralizes speed driving ability his opponent. If it gets hit, for a seconds all the opponent's body seems to burst fire blue, although it does not harm, overload your nerves and leaves him helpless. Therefore, if the coup succeeds the defender will not suffer the loss of hit points, but should RF make a against 140 or be subject to cessation total.

CM Required: 40 Level: 2

DEX 8

POW 8

WP 9

Effect: +50 Attack Skill, State, against 140 or RF

Gridlock.

Disadvantages: No damage.

Yowai

This technique is superior to weaken the physical strength of an opponent, making it more vulnerable to effects of other attacks Sirius. To run it, the attacker concentrated all his energy in his hands or arms, which begins crackling with powerful releases. Then, moving at incredible Speed through your enemy without causing any harm, although in reality it has destroyed several of their key points of power. If the attack is successful and you should get a difference produce damage, the defender must make a 180 o RF against the RF will be reduced by an amount equal to the level of failure.

CM Required: 40 Level: 2

DEX 8

POW 7

WP 8

Effect: +50 Attack Skill, State, against 180 or RF

RF reduction.

Disadvantages: No damage.

Korosu

Korosu is the largest and most formidable of the techniques of Sirius. The energy flows around the wrestler who executes and concentrated at the ends, creating a dark aura that dim skew with a single impact the life of his antagonist. The mere touch This technique is deadly, and if the attack succeeds, the defender must perform a RF to 140 or die instantly.

CM Required: 70 Level: 3

DEX11

POW 11

WP 10

Effect: +75 Attack Skill, State, against 140 or RF

Death

Disadvantages: No damage.

Basis

Basis is a fighting style developed by a legendary master martial during the War of God. At the end of this, no there were few who sought his guidance to master its secrets have been extended until today. The goal of Basis is to be Versatile in all circumstances, allowing users to attack and defended in several different ways. Simple but stylish frightening efficiency, it is an art that few domain teachers want to learn.

Coat of dawn

For a few seconds the power wrestler manifests itself around his body, protecting him during the assault of any physical attack as if it were armor. This technique increases the character's Armor four points adds a +40 bonus to its ability to defend.

CM Required: 25 Level: 1

DEX 4

STR 5

CON 6

Effect: Ability to stop +40, +4 to Armor defender.

Crimson Slash

This technique allows rapid movement of large power and penetration, which enhances the ability of its user while any protection transferred with great ease. Crimson Slash adds 40 points to the ability to attack and subtracts 4 from the defender's AT.

CM Required: 20 Level: 1

DEX 4

STR 4

CON 4

Effect: Attack Skill +40, -4 Armour.

Final flash

The character hits the ground with all his strength to create a Gale huge cuts and bruises to destroy everything around. This is an attack on area of 25 meters radius increases the ability to attack and weapon damage of the fighter.

CM Required: 50 Level: 2

DEX 5

STR 6

CON 6

POW 3

Effect: Attack Skill +50, +50 to damage, attack in area;
25 meters.

Implosion

Popping a lot of energy through its weapon an implosion is triggered that causes a huge destructive power in its purest form. With this technique one who executes is capable of inflicting enormous damage by blowing, almost literally, to his enemies through the air. Triples implosion damage base from attack.

CM Required: 50 Level: 2

DEX 6

STR 6

CON 6

Effect: Triples damage

The Beat of Thunder

The supreme art of Basis channels a vast amount of physical and spiritual energy through the air, which begins to tremble travel while flashing tongues of crimson energy. Thus, upon receiving the attack of his adversary, the air comes into contact with the defender, and allows the red lightning to affect their counterattack. This technique increases both ability to stop such as Counterstrike and Damage.

CM Required: 60 Level: 3

DEX 12

STR 11

CON 10

Effect: +90 Ability to stop the counterattack +75, +75 Harm.



to make their dead victims rise into their service, and they can create small armies to help them extend their legacy. Sometimes, they may produce a particular disease they call "Plagun Vitae" with the intention of creating another Karridor. In these cases, it can only affect a single individual, but they are not always able to endure it and die without being changed by the transformation.

All Karridor intensely hate all forms of life and enjoy watching them die in spasms of pain with the diseases they cause. However, that does not mean they are frivolous creatures. They know very well when to act and when they should remain in the darkness. In recent years, two or three of these creatures have emerged in areas very far apart. In some circles, the Black Sun is rumored to possibly have had something to do with it, but it seems unlikely that the organization could be behind this. In all cases, the Inquisition ended the threat and its consequences, but not before a considerable number of people died. In one instance, the carrier managed to escape, and his whereabouts remain unknown.

Modus operandi

Karridor do not have to avoid combat, as people flee just by their mere presence. They are also often surrounded by a number undetermined zombies, either beside or in the vicinity of their location. They usually prefer to use their breath to kill their victims, since it is highly unlikely that any of them constitutes a real danger to them. However, because of the creature's terrifying capabilities, when they are challenged, they will demonstrate incredible ability. In general, as they progress toward their opponents they wrap them in their cloud of insects to weaken them, after which they will attack with their corrupting touch.

They have no vulnerability. They and their carrier pests are immune to natural or mystical diseases of level 90 or lower.

Psychological immunity: Except hatred and anger, Karridor are immune to all psychological states.

Cloud of insects: The body of a Karridor is populated by a swarm of infected insects forming a cloud of five to twenty meters radius, protecting their host from any that even comes close. If someone is exposed to their bites they must pass a Disease Resistance vs 140, or otherwise be infected by a disease that causes Weakness within four rounds. Though there are some conventional methods to avoid bites such as some type of waterproof suit prevent them from reaching the skin, a supernatural shield would serve to keep insects at bay unless they pass a defense of Absurd difficulty. You can also use an area attack - in this case, the swarm holds 1,000 points of damage, but is regenerated at a rate of 50 per round as new insects emerge from the Karridor's body. The insects only affect living organisms, so they do not produce impact on inorganic or immaterial creatures.

Corruptor Touch: Your touch corrupts and degrades. Anyone received a successful attack of a pest carrier must pass a Disease Resistance vs 160 or be a victim of a supernatural disease. They will lose 10 life points per round (50 if has accumulation). This condition can not kill, but leaves his victim with a single point of life.

Breath of disease: Karridor's breath spreads diseases and pests. They leave behind a stinking cloud that poisons everything it touches like a plague. The infection is equivalent to a supernatural disease level 80, whose effects may vary depending on the objectives of the undead.

Feedback: Despite being undead creatures, they heal their wounds at high speed. Therefore, they recover 25 life points per round, except if damage is caused by a holy weapon.

Master of the Dead: All victims who die from a disease caused by a Karridor will rise in a few hours a zombies at their master's disposal.

Plagun Vitae: This is a terrible disease that Karridor used to create another being like them. To do so, they look for a suitable victim and make them eat some meat; they are immediately infected if they fail to overcome a Resist Disease vs 140. Within a couple of weeks that person begins to feel sick and loses weight, until their vital bodily functions stop. At that time, they must make a PhR vs 140 or they will become a pest carrier. If not, will be lucky and just die.

Weakness to holy water, if a pest carrier consumes or becomes wet with holy water, they must pass a PhR vs 140 or suffer damage equal to double your failure rate.

Vulnerability: Because of its dead nature and the insects inhabiting his body, fire will produce double damage.

Skills: Using Ki, Ki Control, Technical, Shatterer.

Essential skills: Superhuman physical, Inhumanity, Ambidextrous, no unconsciousness, Immunity.

Powers: Angurolax, natural weapon, knives Claws (Core -2, Increased critical +20, Damage energy), Angurolax, call lightning, Damage boundary 60, Physical Armor 4, Eye of Despair (See the supernatural, extrasensory vision.)

Special: Table of grip, Unarmed combat.

Size: 25 Huge

Regeneration: 4

Movement Type: 5

Fatigue: 12

Secondary Skills:

Warn 50, Search 30, Track 15, Jump 70, Feats Force 110, Resist Pain 50.

Physically, the Galdalfhon is a huge humanoid mole of five or six meters tall, with long arms and full body with sharp thorns and blades. They also have a strange form of psychic perception. They are solitary monsters by nature, unrelated to each other, and not interested in relating with other beings except for fun or to kill boredom. They are not too smart, but are known to have the capacity to speak some of the languages of man (rarely). Strangely, they are fascinated with puzzles and mysteries, and sometimes their victims have escaped them if they proposed an interesting riddle that the ogre was unable to solve.

Some Galdalfhon have an affinity for lightning and electricity. These always carry a huge metal maces built using metal spikes which grow out their bodies. To create it, they collect a lot of these sharp blades, bathe them in blood, and raise them in the air in the middle of a storm until a large amount of lightning strikes them. The result is a supernatural artifact called Argurolax.

When found, they are usually wandering wide in search of victims to have fun with, and are always trying to sneak into our plane of existence for a limited time. There are also a few living in the real world, mainly in eastern territories. In these cases, they hide in uninhabited areas and may eventually seek a town, and announce to the terrified villagers that within seven moons they will ravage the entire village. Sometimes they keep their promises sometimes not, but in one way or another, they always have fun watching the desperate reaction of the people. It is known that Tsukiyomi, the Lady of the nightmares that governs East, has a number of these entities in her army as elite soldiers.



Modus operandi

Despite its incredible brutality and savagery, the Gandalfhon creatures are endowed with an unexpected skill in combat. Born martial artists combine manual dexterity with the use of their huge weapons of war. In combat they make two attacks; they always start by striking a fist (covered by huge metal edges) and then followed by an attack with the heavy mace. Their favorite strategy is to grab one of his opponents with his huge hand, hold him in the air and then crush him with one blow. If they are faced with a considerable number of enemies or someone of prodigious skill, they use their ability to call lightning or Ki Technique to make things easier. Its weak spot is the head, and they have no heart.

Angurolax, Maca of despair: The weapon carried by Gandalfhon is equivalent to a great heavy mace of +5 quality, except that only can be used with one hand. This weapon attacks both in table of blunt or electricity, but in one way or another, all damage caused is electrical in nature and therefore produces shock. If the ogre dies, weapon can be used by someone else, but it loses its power. The Angurolax' Breakage is 19 and Fortitude 32.

Blade Claw: The Gandalfhon attacks first with a fist full of sharp blades. By nature, these impacts reduce the defender's Armor points by 2 and applies a +20 modifier when calculating the critical level. Despite its size, it cannot deal an area attack. The claws are Natural break of 14.

Grab: Due to its size and method of combat, a Gandalfhon tends to try to grab your enemies with a their hands and then crush them with his club. The grab is a specialized grapple attack, which uses general rules Dam of the maneuver using the Force 13 of the ogre. However, given its enormous size, can maintain the detention without applying the penalty Palsy smaller since the end of the day, only used his hand. This rule applies only against adversaries of Medium size or smaller.

Call Ray: concentrating their energies, the ogre can unleash a powerful electric ray from the Angurolax that after hitting the first designated target and starts climbing again and again to the individuals closest. The beam bounces up three times to a distance of 15 meters. Call beam requires a high school assault, during which the club is covered with blue runes. The Gadalfhon could also follow fighting that turn, but applies a -20 to his offensive ability. This ability can not be used more than three or four times a day.

Eyes of despair: Despite having no eyes, these creatures have the supernatural ability to see the surroundings. This power, often called Eyes of despair lets you feel your environment as perceived entities spiritual.

Damage Barrier: The creature has a natural damage barrier of 60 points.

Immunity: Electricity-based attacks produce half Gandalfhon damage.

Shatterer

A Gandalfhon uses this technique to destroy his more powerful adversaries. These creatures know it innately from the moment they are born, without the need for anyone to teach it. When you are preparing to use, the Angurolax is illuminated with a red tint while all their runes crackle with power. By striking, they produce a huge blast, which almost literally shreds everything it touches. The Shatterer doubles the base damage of Angurolax to 260, adding 25 bonus to attack the reliability of Galdalfhon. The ogre needs to use both hands to perform this Technique.

CM needed: 25 **Level:** 1

STR 6

CON 6

WP 6

Effect: +25 Attack Skill, doubles the damage.

Disadvantages: Status determined.

Dragons of Gaira - The seeds of darkness

Level: 13

Class: Between Worlds, 35 elementary

Life Points: 8550 Cumulation

Category: Warlock

Str: 17 **Dex:** 10 **Agi:** 6 **Con:** 17 **Pow:** 15 **Int:** 12 **WP:** 13 **Per:** 13

PhR 145 **MR** 160 **PsR** 120 **VR** 145 **DR** 145

Initiative: 85 Natural

Attack Skill: 260 Bite + 240 Claws, or 260 breath; or 210 tail Impact

Defense skill: Accumulation

Damage: Claws Cut 170, Bite 210 Thrust + 150 tail, 150 Breath

AT: black steel scales + Natural: Cut 12 Thrust 12 Impact 12 Cold 12 Elec 12 Fire 12 Enrg 10

MA: 100 Spells of Darkness, 80 Other Path(s)

Zeon: 955

Magical projection: 230 Offensive

Level of Magic: 90 Dark

Essential Skills: The Gift, Zen, natural immunity, Futility somatic Futility oral, Divine physical Characteristics, divine Superhuman psychic characteristics.

Powers: Natural Weapon: Claws, Bite (Additional Attack -20, +40 Increased damage Armor, -4) and Cola, Attack elemental Breath (1 kilometer, 50 meter radius, dam 16), Damage energy Armor (AT 4), natural Flight 12, and buffet, Resistors increased +20, +40 plus RM, Barrage of damage 160, Gaira eye (see the supernatural, extrasensory vision.)

Special: Design Magic as an attack.

Size: 34 Colossal

Regeneration: 10

Type of movement: 9 / 12

Fatigue: 17

Secondary Skills: Intimidate 210, Search 60, History 100, Store 150, Occultism 150, Magic Appraisal 175, Feats of Strength 150, Resist Pain 120, Persuasion 80.

The Dragons of Gaira, the so-called seven wryms or the dark, are a huge power that institutions have come to considered lesser deities. Unlike other dragons, whose essences are born of the four basic elements, the nature of these seven depend on the shades. Thousands of years ago, during the period known as the The Birth of Gaia, Shajads and Beryls walked the world as gods and demons. At that time the Dragons were still very young, but despite their young age, the unique nature of these beings caught the attention of the Lords of Light and Darkness.

Intrigued by those beasts that were born from the same roots of creation, they were observed for centuries to see that the future held in store for them. Finally, the Shajads chose seven of them; those most aligned to their own personal philosophies, and invited them to join the darkness. Fascinated by these entities which dwarfed the gods, the great serpents surrendered their power of sight, and in return for their sacrifice, they were given an eye that would forever change their world view.

Then the Shajads gave them new names – the dragons were reborn as new beings, and baptized by the sheer power of darkness. This union produced profound changes in their bodies. Although it continued to maintain the appearance of massive reptiles, their scales became completely black and his whole back was covered with sharp metal edges filled with red runes. They also have the mouth full of hooks, their eye sockets sewn shut, and the Eye of Gaira embedded in their foreheads; a gem that shimmers with pure darkness.

Contrary to what many witches and occultists have claimed for decades, the Dragons of Gaira are not entities of a malignant nature. While it is true that they have strong destructive instincts, their motivations are usually much deeper and unfathomable. Each acts in a spirit akin to the ideals of the Shajad who named them, and in this way, the operate from the shadows as a powerful network of supernatural influences, not simply concerned with promoting conflict and war.

Like other ancient dragons, the activation of Rah's machine was a serious setback, forcing them to become dormant for centuries. However, their vast consciousness often comes into contact with the minds of particularly receptive individuals, usually in the form of dreams or visions. These people then become their secret allies or slaves in the world of men.

Modus operandi

The power of the seven is unstoppable. In combat, are a destructive power that can annihilate everything, leaving nothing alive. They move with the same skill on the ground or flying but usually prefer to fight in the air. They usually engage with their primary two attacks, the first with his claws and the second with the jaws, but they also enjoy a wide range of additional skills.

Although their physical abilities are far more powerful than the supernatural, their considerable mystical knowledge will provide a wide range of possibilities. Because for them the magic is innate, they do not need to use incantations or gestures, and their Zeon is always accumulated to its peak. Unlike other kinds of dragons, these only tend to use their unusual breath against large opponents, paralyzing them and dragging them towards

their massive jaws. Due to their supernatural nature, Gaira Dragons have no vulnerabilities, not even the head.

Dark Nature: All the attacks a Gaira Dragon makes are considered to be Darkness-based, and are able to affect intangible supernatural creatures and beings.

Bite: Their jaws, are filled with black metal teeth and hooks, which can just as easily cut through meat or metal. Because of their power, they deal increased damage and decrease a target's AT by four points. The bite counts as natural extra attack, so the dragon can run while it attacks with its claws, without suffering any penalty to skill. The bite has "broken 28(?)"

Backlash: Like other dragons, faced with a large number of opponents, it can use its tail as a large scale area attack, which covers a radius of 100 meters. If the tail attack is employed, the dragon can not use their claws or mouth during the assault.

Breath of strings: The Dragons of Gaira are unable to release breaths of fire, electricity or cold as their peers do. Instead, their mouths unleash a storm of chains, knives, and hooks, which pierce and tear up their opponents. The breath has a base damage of 150 points, reaching a maximum distance of a mile long and extends in a cone shape affecting all that are within a radius of 50 meters. The chains automatically immobilize any target affect using the damage dealt with an equivalent force of 16(?). Once the victim is captured, they can be retrieved by dragging them to its mouth. The chains are of a supernatural character, affecting even intangible targets as if they were material beings.

Natural flight: The huge wings of Gaira Dragons allow them to fly with a move speed of 12. Unlike other dragons, they only lose a point of fatigue for every two-hours of flight.

Wing Buffet: The dragon can beat their wings with great power to raise a powerful storm in a cone-shaped area 300' in front of him. Anyone found in interior, must defend against an attack of Almost Impossible difficulty, or get hit by a Force 9 that released into the air.

Gaira Eye: The powers of darkness that have been conferred on these creatures reveals its full strength in the Gaira eye, a black glass stone that is embedded in his forehead. This object acts as a substitute for their lost eyes, giving them an overview of everything around him. With it, the dragons see radially, including through walls or barriers that are not supernatural in nature. In addition to this virtue, the Gaira Eye has enormous supernatural powers.

For starters, it provides a +20 bonus to the effective power of all dark spells cast, and a +20 to Magic Projection, both as reflected in their statistics. It also produces a dark aura that forces any darkness-based supernatural being of Gnosis 20 or less to submit to them. While the dragon is alive, it is quite impossible to damage or steal the Eye is any way. Whoever is in possession of the eye gets the same bonuses to magic power and projection, as well as a +40 bonus to all perception abilities. It may also develop other powers relating to Shajad who named them.

The Heart of Darkness: Although their bodies are mortal, the essence of the seven wryms can not be destroyed. Therefore, at the time in which his mortal form dies, their soul becomes one with the darkness. The dragon stays there until their eye is introduced into the heart of a living being that was born under the prophecy to be its new host. An individual appears only predicted by generation, So if the ritual is not met, the dragon remains mired in darkness for an entire century.

Dark Elan: Each of them has all the gifts of their Shajad that together are equivalent to a being with Elan 80.

Immunity: The Dragons of Gaira are completely immune to any dark-based attacks.

Vulnerability: Any light-based attacks deal double damage.

Suggestions for adventures:

Just two years ago, on a small island six miles west off the west coast of Remo, a wide territory full of strange black monoliths coated metal Runes was discovered. Naturally, this has attracted some attention. Several feudal lords have organized a excavation under the excuse that it may be an important archaeological sites to the Empire, but in reality their real interest is to consolidate their power on the island. They hope to locate something

of real value before Tol Rauko is able to intervene and seal the entire place. Characters can be hired by one of these men as scouts or mercenaries, who aim to protect the mission of other nobles and the indigenous people of the island under the guise of a damn project.

Unfortunately, these pillars are not part of any construction, but belong to the spine of a Gaira Dragon which died during the war of Rah, and have remained there since he activated his machine. Indeed, if the excavations continue for a long time, there is a very serious possibility that it may wake up, causing chaos and devastation in its wake. Thus, if the characters do not realize what is really happening and are unable to prevent it, they could become mired in a hell trying to escape the nightmare that has been unleashed.

EQUIPMENT LISTS

Not translated, as the pages provided appear to match the English version. The only addition I found was prices for Helms:

Helms

Helm	Weight	Cost	Avail.
Circlet	0.5	50 SC	
Forehead Plate	0.8	80 SC	
Leather Hood	0.5	40 SC	
Casque	1.0	1 GC	
Mail Coif	0.5	5 GC	
Open Helm	1.5	20 GC	U
Full closed	2.0	40 GC	U

INDEX

Not translated, as the page numbers do not match the English book. As much as I'd like an Index, I'm not doing the extensive work it would take to produce one.
