



Animarum
Systema

Core

Animarum Systema Core

Introduction

Systema is inspired by the lore born from the combination of events from various communities such as @ultramonke's zero server, @adrenaline_junkie_'s Role playing server (can't name it because of copy right) and the events of the souls story line in The Dwarfs Inn server.

Without them and @bluematt, this collision of inspirations wouldn't have been possible, other credits will be added with permission, we operate on discord come check us out [Here](#).

We use Ben Milton’s Knave as a base for our system with inspiration from Open Legend.

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Inventory [10/11Slots Used]

2x Rations (1s)
 Combat Axe (d8,2s,3/3Q)
 Mixed Leather/Chain Armor (15A,4s,6/6Q)
 Bedroll (2s)
 Crowbar (1s)

Might : 4
Agility : 2
Fortitude : 1

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Learning : 3
Logic : 1
Perception : 1
Willpower : 2
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Deception : 2
Persuasion : 4
Presence : 4

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Alteration : 2
Creation : 2
Energy : 2
Entropy : 3
Influence : 2
Movement : 1
Prescience : 2
Protection : 2
```

Gender & Race : Human & Male
Physique, Clothes & Speech : Wiry, [3m] Lapel
pin, Cryptic
Face, Skin & Hair : Quarter Sized Hole above the
left temple, 5 Arrow scars, Ponytail
Virtue & Vice : Honest & Nervous
Background & Misfortunes : Librarian interested
in history & Last survivor

Character Sheet

====Animarum Systema====

Playing the Game

Inventory []/_ Slots Used]

Characters have a number of item slots equal to their Fortitude defense. Most items, including spell books, potions, a day's rations, light weapons, tools and so on take up 1 slot, but particularly heavy or bulky items like armor or medium to heavy weapons may take up more slots.

Groups of small, identical items may be bundled into the same slot, at the GM's discretion. 100 coins can fit in a slot.

As a general guideline, a slot holds around 5 pounds of weight.

Here is a key to keep your inventory smaller on paper

A = Armor
s = Slots
Q = Quality
#d# = Damage Dice
H = Hands
C = Capacity

Characters start with 2 days of rations and one weapon of their player's choice.

Ask your game master for how much money you start with and what it will be called.

Characters have a number of item slots equal to their Fortitude defense, and items they carry must fit into available slots.
Most items take up one slot, but some take up more.
small items can be bundled into one slot.

Physique

- | | | |
|-------------|------------|--------------|
| 1. Athletic | 2. Brawny | 3. Corpulent |
| 4. Delicate | 5. Gaunt | 6. Hulking |
| 7. Lanky | 8. Ripped | 9. Rugged |
| 10. Scrawny | 11. Short | 12. Sinewy |
| 13. Slender | 14. Flabby | 15. Sculpted |
| 16. Stout | 17. Tiny | 18. Towering |
| 19. Willowy | 20. Wiry | |

Face

- | | | |
|--------------|-------------|--------------|
| 1. Bloated | 2. Blunt | 3. Bony |
| 4. Chiseled | 5. Delicate | 6. Elongated |
| 7. Patrician | 8. Pinched | 9. Hawkish |
| 10. Broken | 11. Impish | 12. Narrow |
| 13. Ratlike | 14. Round | 15. Sunken |
| 16. Sharp | 17. Soft | 18. Square |
| 19. Wide | 20. Wolfish | |

Skin

- | | | |
|----------------|---------------|---------------|
| 1. Battle Scar | 2. Birthmark | 3. Burn Scar |
| 4. Dark | 5. Makeup | 6. Oily |
| 7. Pale | 8. Perfect | 9. Pierced |
| 10. Pockmarked | 11. Reeking | 12. Tattooed |
| 13. Rosy | 14. Rough | 15. Sallow |
| 16. Sunburned | 17. Tanned | 18. War Paint |
| 19. Weathered | 20. Whip Scar | |

Hair

- | | | |
|---------------|------------|---------------|
| 1. Bald | 2. Braided | 3. Bristly |
| 4. Cropped | 5. Curly | 6. Disheveled |
| 7. Dreadlocks | 8. Filthy | 9. Frizzy |
| 10. Greased | 11. Limp | 12. Long |
| 13. Luxurious | 14. Mohawk | 15. Oily |
| 16. Ponytail | 17. Silky | 18. Topknot |
| 19. Wavy | 20. Wispy | |

Clothing

- | | | |
|----------------|----------------|---------------|
| 1. Antique | 2. Bloody | 3. Ceremonial |
| 4. Decorated | 5. Eccentric | 6. Elegant |
| 7. Fashionable | 8. Filthy | 9. Flamboyant |
| 10. Stained | 11. Foreign | 12. Frayed |
| 13. Frumpy | 14. Livery | 15. Oversized |
| 16. Patched | 17. Perfumed | 18. Rancid |
| 19. Torn | 20. Undersized | |

Virtue

- | | | |
|----------------|---------------|----------------|
| 1. Ambitious | 2. Cautious | 3. Courageous |
| 4. Courteous | 5. Curious | 6. Disciplined |
| 7. Focused | 8. Generous | 9. Gregarious |
| 10. Honest | 11. Honorable | 12. Humble |
| 13. Idealistic | 14. Just | 15. Loyal |
| 16. Merciful | 17. Righteous | 18. Serene |
| 19. Stoic | 20. Tolerant | |

Vice

- | | | |
|----------------|---------------|--------------|
| 1. Aggressive | 2. Arrogant | 3. Bitter |
| 4. Cowardly | 5. Cruel | 6. Deceitful |
| 7. Flippant | 8. Gluttonous | 9. Greedy |
| 10. Irascible | 11. Lazy | 12. Nervous |
| 13. Prejudiced | 14. Reckless | 15. Rude |
| 16. Suspicious | 17. Vain | 18. Vengeful |
| 19. Wasteful | 20. Whiny | |

Speech

1. Blunt
2. Booming
3. Breathy
4. Cryptic
5. Drawling
6. Droning
7. Flowery
8. Formal
9. Gravelly
10. Hoarse
11. Mumbling
12. Precise
13. Quaint
14. Rambling
15. Rapid-fire
16. Dialect
17. Slow
18. Squeaky
19. Stuttering
20. Whispery

Weapons

Small/Light_Close_Weapon	(d6,1s,3Q)	5
Medium_Close_Weapon	(d8,2s,3Q)	10
Heavy_Close_Weapon	(d10,3s,2h,3Q)	20

Ranged

Small/Light_Range_Weapon	(d4,1s,3Q)	5
Mid/Medium_Range_Weapon	(d6,2s,2h,3Q)	15
Heavy/long_Range_Weapon	(d8,3s,2h,3Q)	60
Ammo	(20_per)	5
Ammo_Containers	(20c)	5

Saving Throws

To make a save, add the bonus of the relevant ability to a d20 roll.

Example: A wizard casts a fireball spell a goblin, who gets a saving throw to avoid.

This is resolved as an opposed save using the wizard's Energy versus the goblin's Agility or Protection.

The goblin may roll plus their Agility bonus, hoping to exceed the wizard's Energy defense or the wizard may roll plus their Energy bonus, hoping to exceed the goblin's Agility or Protection defense.

The Goal of a save will change with the diffusely of the save

Candle (4 hours) 1	Lantern 30
Lamp Oil (4 hours) 5	Tinderbox 10
Torch (1 hour) 1	Generic Light 20

Armor

7

Combat

At the start of each combat round, determine initiative by flipping a coin. On tails, all of the enemies will act first.

On heads all of the Characters will act first (in agility order or picked order)

Reroll initiative each round.

On their turn a Character gets 1 action & 1 movement unless they want to move twice at the cost of their other actions

Double Up

gain another action at the cost of losing their next turn, a character can double up 4 times and thus only lose 4 turns.

Zero Down

take this action by itself to take ½ normal damage and gain another action next turn or Zero again, a character can only gain the benefits Zeroing up to 4 times gaining 4 actions when they stop.

A action may be casting a spell, making an attack, attempting a stunt, or any other action deemed reasonable by the Game Master

To make an attack, roll a d20 and add the character's Might (Close) or Perception (Ranged) bonus, depending on whether they are using a melee or ranged weapon, respectively.

If the attack total is greater than the defender's armor defense, the attack hits. If not, the attack misses.

Alternatively, an attack roll can also be resolved by the defender rolling a d20 and adding their armor bonus, hoping to roll a total greater than the defense of the ability the attacker is using.

If they succeed, the attack misses.

If they fail, the attack hits.

On a hit, the attacker rolls their weapon's damage die to determine how much health the defender loses.

A character's Armor is 10 + their fortitude or agility scores (which ever one is greater)

When a character reaches 0 HP, they are unconscious.

When they reach -1 HP or less, they are dead.

Stunts

Stunts are combat maneuvers such as stunning, shoving, disarming, tripping, sundering armor, and so on.

They are resolved with a versus save.

They may not cause damage directly, but can indirectly (for example, pushing an enemy off of a ledge).

The Game Master is the final arbiter as to what stunts can be attempted in a given situation.

Advantage in Combat

Characters can gain advantage in combat by attacking a target that is unaware, on lower ground, off balance, disarmed, distracted, or tactically disadvantaged in any significant way.

The Game Master, as usual, has the final say.

When a character has advantage against an opponent on their combat turn, they may either

A.) Apply advantage to their attack roll or stunt against that opponent

or

B.) Make an attack and a stunt attempt in the same round against that opponent, without advantage.

Critical Hits and Quality

During an attack roll, if the attacker rolls a natural 20 or the defender rolls a natural 1, the defender's armor loses 1 point of quality and they take an additional die of damage (of the weapon's type).

If the attacker rolls a natural 1 or the defender rolls a natural 20, the attacker's weapon loses 1 point of quality.

At 0 quality, the item is destroyed.

Each point of quality costs 10% of the item's cost to repair.

Healing

After a meal and a full night's rest, Characters regain lost hit points equal to a d8 plus their Fortitude bonus.

Resting at a Sanctuary restores all lost HP, but may not fix broken limbs.

A Sanctuary is a safe place the party or player can rest for a while, be it a campfire, a inn inside the king's castle, or a Micro-hotel room on the 397th floor.

Temp: work with your Game Master to get 3 to 9 Non-mechanical features like

-Tracker

and three Mechanical features like

-Magic: heal a target for 1d8 HP L+2 times a visit to a safe place

the non functional ones are to encourage role play and give situational advantages

Advancement

Whenever a Character accumulates 1000 XP, they gain a level.

As a guideline,

50 XP for low-risk accomplishments,

100 XP for moderate-risk accomplishments,

200 XP for high-risk accomplishments.

The Game Master should freely notify the Characters of how much XP different objectives are worth when asked.

When a Character gains a level, they roll a number of d8s equal to their new level to find their new HP maximum.

If the result is less than their previous maximum, their maximum HP increases by 1.

They also raise the defense and bonus scores of 3 different abilities of their choice by 1 point.

Abilities may never be raised higher than 20/+10.

Homebrew to be moved into H.C.X.

Optional Rule: Percent Based HP

Characters have 100% Health and all damage is taken as %s

The protection stat can increase or decrease the amount of damage taken, use the following table
this replaces standard HP

Optional Rule: Simple Actions

Players get 2 actions and a movement, they may move a 2nd time in exchange for all their actions on their turn
(this replaces the action system)

Magic/Effects

The spell lists from any old-school RPG will work perfectly well in this, provided that they go up to 9th level.

There are many free lists of classic spells available online.

In this, Characters may only cast spells of their level or less, so a level 3 Character could only cast spells of level 0 to 3. Spells are cast out of spell books, which must be held in both hands and read aloud.

Each spell book can only be used once per day. Importantly, each spell book only holds a single spell, and each spell book takes up an item slot, so if a Character wants to be able to cast a wide variety of spells, they'll have to fill most of their inventory with spell books.

The higher the level of the spell book, the rarer and more valuable it is.

Characters openly carrying high level spell books are likely to be hounded by bandits and wizards looking to "acquire" them.

When a spell allows for a save, make an opposed Intelligence save against the defender's relevant ability, usually Agility ranged attack spells, Fortitude for life draining spells, Willpower for mind-altering spells, or Perception for Illusions.

Mental Traits

It holds a name, be it full, first, and or including titles and nicknames.

Health & Armor : (Hp/Max Hp, Armor)

Your Health will be handled very differently depending on the Host's intent for the session with their Interpretation.

Your Armor, it's what determines how difficult you are to hurt, usual only affected by worn armor

Speeds & Footprint : (Exploring & Combat), (Ground Contact Points, Space used)

The amount of space that your character move with a movement action & The points that your character stands on with the size of your character on the ground at a passive state.

for examples

Health & Armor : 10/10HP, 14

Speeds & footprint : 120ft & 40ft, c2, 5ft

A human will have a 2 contact footprint, but a magical floating jelly fish would have a 0 contact footprint.

This can be used to help with grapples, knocking targets prone & helping them up.

Physical Traits

Might :

Swing a maul, Jump over a chasm, break down a door, Wrestle a foe to submission, otherwise used as your Strength.

Agility :

Dodge attacks, move with Stealth, perform Acrobatics, shoot a bow, Pickpocket, your Dexterity and coordination.

Fortitude :

Resist Poison, shrug off pain, Survive in a desert, wear cumbersome armor, withstand prolonged injuries.

Learning :

Recall facts about History, Arcane magic, the Nature of the world, or any Knowledge you picked up from an external source

Logic :

Innovate a new Crafting method, Decipher a code, jury-rig a device, get the gist of a Language you don't speak

Perception :

Sense Motives, Track someone, catch a gut feeling, Spot a hidden foe, find a secret door Aim and fire a bow

Willpower :

Maintain your resolve, Resist torture, Study long hours, stay awake on watch, stave off insanity.

Social Traits

Deception :

Tell a Lie, Bluff at cards, *Disguise* yourself, spread rumors, swindle a sucker

Persuasion :

Negotiate a deal, convince someone, haggle a good price, pry information

Presence :

Give a Speech, Sing a song, inspire an army, exert your force of personality (Intimidation)

Exceptional Traits

Details

Alteration :

Change shape, alter molecular structures, Transmute one material into another.

Creation :

Channel higher powers, Manifest something from nothing, Regenerate, divinely bolster.

Energy :

Create and Control the elements—fire, cold, electricity.

Entropy :

Disintegrate matter, kill with a word, create undead,
Sicken others.

Influence :

Control the minds of others, speak Telepathically, instill fear, create illusory figments, cloak with Invisibility.

Movement :

Teleport, fly, hasten, kinetically push.

Prescience :

See the future, read minds or auras, view from afar, detect magic or evil, communicate with extra-planar entities, have luck smile upon you, use Intuition.

Protection :

Protect from damage, break supernatural influence,
Dispel Magic, exile extra-dimensional beings.

(The underlined text is to help determine what to roll for some checks and effects)

Gender :

Now coming in Black & White & Multi Function editions,
and even **Sp^orS.**

Physique :

The body considered with reference to its proportions, muscular development, and appearance, or similar, including missing limbs or similar lacking features.

Face :

The surface of the front of the head from the top of the forehead to the base of the chin and from ear to ear, or similar surface or thing that can be used to convey emotion and more.

Skin :

The membranous tissue forming the external covering or integument of an animal and consisting in vertebrates of the epidermis and dermis, or similar surface or lack thereof like scales and their pattern or a shell and it's tiny cracks.

Hair :

Any of the cylindrical, keratinized, often pigmented filaments characteristically growing from the epidermis of a mammal, or similar attached thing, for example a Ferrous-Hair parasite on the chin of a rusty iron golem.

Clothes :

Coverings on the body, or is made to be worn, for decency or comfort also usually removable.

Virtue :

An example or kind of moral excellence.
like Magnanimity, Forbearance, Fidelity, Decisiveness,
Accountability, Magnificence & Righteousness.

Vice :

A practice or habit considered to be, degrading, or immoral.

like Brutality, Callousness, Condescension, Cupidity, Dementedness, Obduracy & Profligacy.

Speech :

The faculty or act of expressing or describing thoughts, feelings, or perceptions by the articulation of words or other method of live communication.

Background :

Previous experiences like jobs, tasks, major titles or similar, like Student or Master Arch Magi.

Misfortunes :

A experience or factor that has a significant negative effect on a character, a kind of unmendable damage, loss, or event like losing your entire home city because of a god's recklessness.

Inventory [__/_Slots Used]

--Physical--

--Mental--

--Social--

--Exceptional--

--Details--

Face, Skin & Hair :

--Notes--

Character Sheet

====Animarum Systema====

Inventory [____/____Slots Used]

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