

Eidolons

Anima finds its highest expression in the magic of the Eidolons. A character's Eidolon is a demigodlike being whose power protects and is in turn fed by the deepest parts of a character's soul. For example, a character who is kind and compassionate might be protected by a powerful dragon, while a character who is tough and stoic might be protected by an ethereal goddess. In any case, Eidolons have two purposes within the game. The first of these is to intervene out of combat in order to save characters from dire circumstances, and the second of these is that Eidolons may be summoned during combat in order to give characters an edge.

A character's summoned Eidolon has the same basic elemental type as that character. Unlike the character themselves, the Eidolon's elemental type affects the damage that they take in addition to their abilities. An Eidolon's statistics are determined by the base attributes of the character that summoned them and on their class. The exception to this is Mana, which Eidolons do not need to expend in order to use their abilities. Instead, their abilities are either free or cost Anima. They also have the same number of Action Points that their characters do. When they are first summoned, they start at full AP and can immediately take their turn.

Eidolons in Combat

In combat, Eidolons are immune to all debuffs. They may still receive Shells, status effects, and buffs as normal, however, and are also still capable of taking damage. An Eidolon's statistics are determined by the base attributes of their character, and function the same as character statistics in battle. Each of their statistics also receives a bonus given by their class, which is the same as the bonus to a player character's statistics from their corresponding job. For example, a Striker gets a bonus to their Physical Attack equal to their Body, a Caster gets a bonus to their Magical Attack equal to their Mind, and so on. The formulae for their statistics are as follows:

Health = [Body + Tier]x5

Initiative = [Mind] + [Spirit] + [Tier]x2

Physical Attack = [Body] + [Tier] + [Class Bonus]

Magical Attack = [Mind] + [Tier] + [Class Bonus]

Physical Defense = [Body] + [Tier] + [Class Bonus]

Magical Defense = [Spirit] + [Tier] + [Class Bonus]

Evasion = [Mind] + [Tier] + [Class Bonus]

Resistance = [Spirit] + [Tier] + [Class Bonus]

Physical, Magical, Status Accuracy = [Body] + [Mind] + [Spirit]

As a character advances the Rank of their class and jobs, they unlock special abilities that only their Eidolons can use. In addition, a character's Eidolon also has a basic attack and two more powers determined by said character's starting job. Here are the abilities and statistics that an Eidolon has when their character is Rank 1:

Attack. Melee. All Eidolons have a physical attack that works the same way as their character's basic attack.
Full Restore. Self. All Eidolons can spend 1 Anima and 1 AP to remove all status effects from themselves and immediately restore themselves to full HP.

Striker:

Cleave. Multi. The Eidolon makes a melee physical attack against all enemies in the front row.

Elemental Strike. Melee. The Eidolon makes a physical attack against a single enemy whose elemental type is the same as their elemental type.

Caster:

Magic Bolt. Ranged. The Eidolon makes a colorless magical attack against a single enemy.

Elemental Bolt. Ranged. The Eidolon makes a magical attack whose elemental type is the same as their elemental type against a single enemy.

Healer:

Heal. Ally. The Eidolon heals either themselves or a single ally by an amount equal to the Eidolon's Magical Attack. If the ally is downed, they are also revived.

Cure. Ally. Costs 2 AP. The Eidolon removes all debuffs and status effects from themselves or from an ally, including status effects such as Protected or Reflecting.

Defender:

Shield. Self. The Eidolon reflects all physical attacks used against them back at the user as though the user were the target of the attack instead of the Eidolon until the beginning of their next turn. Multi attacks target all enemies.

Attacks that the Eidolon has used against itself simply have their damage negated.

Barrier. Self. The Eidolon reflects all magical attacks used against them back at the user as though the user were the target of the attack instead of the Eidolon until the beginning of their next turn. Multi attacks target all enemies.

Attacks that the Eidolon has used against itself simply have their damage negated.

Support:

Enhance. Ally. The Eidolon brings the Bonus Tracker of the statistic that their character's class buffs to +7 for a single target. Once the Eidolon disappears, all targets of Enhance will be Hasted for three subsequent rounds as though the Eidolon has Hasted them on the round it disappeared.

Shell. Ally. Costs 2 AP. The Eidolon puts the maximum possible Shell of its elemental type on itself or an ally.

Saboteur:

Reduce. Ranged. The Eidolon brings the Bonus Tracker of the statistic that their character's class debuffs to -7 for a

single target and also Slows them for three rounds.

Sabotage. Ranged. The Eidolon makes a status-inflicting ability roll against a single target. If they succeed, they inflict the status associated with their elemental type on the target.

When an Eidolon is first summoned, they begin at the amount of HP they had right before they were summoned. At the beginning of each turn after the Eidolon was summoned, their character must either spend 1 Anima to keep them on the field or else the Eidolon stops being summoned and the Initiative order goes back to normal. If the Eidolon drops to 0 HP, they are also unsummoned, and cannot be summoned again until after the battle is over. When an Eidolon is unsummoned, whatever HP they had remains until it is healed by their character. However, Eidolons do not suffer from Toxin, Frostbite, or Burn outside of combat.