



Over Arms

BURNS

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INTRODUCTION



About Over Arms

Over Arms is a Tabletop Role Playing Game designed for people familiar with series like *JoJo's Bizarre Adventure*, *Persona*, *Fate*, *Shaman King*, etc.

This game aims to recreate the themes, mechanics, and powers as seen in these kind of media.

Over Arms is very adaptable and can be used in a myriad of ways to suit your tabletop game, as the core of this system allows you to create your own abilities while using two entities as one character.

Over Arms also comes with a plethora of information that will be helpful in aiding both the GM and the Players in understanding the inner workings of the Over Arms system throughout this book.

ABOUT TRPGs

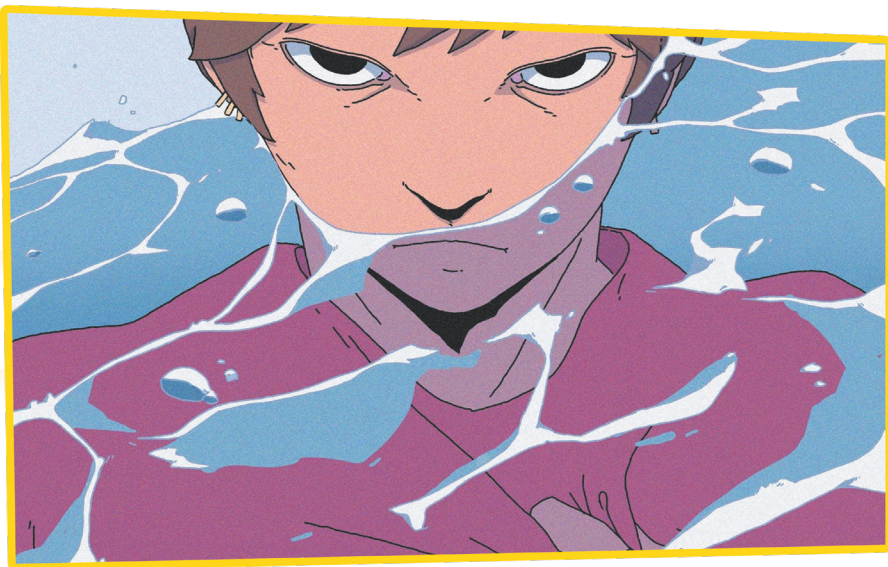
Over Arms is a TRPG (Tabletop Role Playing Game).

But what does that mean?

ROLE PLAYING

A TRPG is a game in which you act out the character that you have created, performing an improv Session with everyone at the table. In fact, to put it simply, it's just make-believe. When you were a child, you probably played house and assigned duties, like, "I'm going to be the Dad, so you be the Mom, ok?" In much the same way, in Over Arms it's, "I think it'd be cool to have an ability that granted me control over sand!" or "Well, then I'll play a rogue agent studying the effects of these powers" and such.

In the world of TRPGs you can be anybody you desire. When you "act out" your character, it can be a little embarrassing until you get used to it, but it can also be great fun to play out incredible scenes, like the ones you see in anime or movies, with your friends. The bare minimum required to play, and the essence to make it even more interesting, is presented in books just like this one.



GAME

Part of the fun of TRPGs comes from the randomness of rolling Dice and using data to strategize. You must come up with a scheme to get past an obstacle based on the attributes of your Character, Anima, and the ability scores of enemies and comrades. Computer games also do this, but TRPGs in particular have a lot of “coming up with schemes”. Using items and abilities in new and unexpected ways to overcome problems is a hallmark of the genre. Also, the roll of the unpredictable Dice can bring about unexpected situations that would normally never about simply through conversation.

You can probably say that one of the interesting parts about TRPGs is the way that Dice can at times bring out happy story elements and at other times sad elements.

DISCLAIMER

The rules further presented in this book are simple guidelines for how to play a game of Over Arms. Feel free to change, bend, or tweak these rules in whichever way you see fit in order to adapt new ideas or mechanics into your game of Over Arms.

ABOUT ANIMA AND USERS

The world of Over Arms has a supernatural power that people and other living creatures can draw upon called “Anima”. Deities, guardian angels, ghosts, etc., we have all heard about these phenomena before in one way or another. Anima in the true sense, are the manifestation of one's spirit and life force that “Users” can summon at will.

APPEARANCE

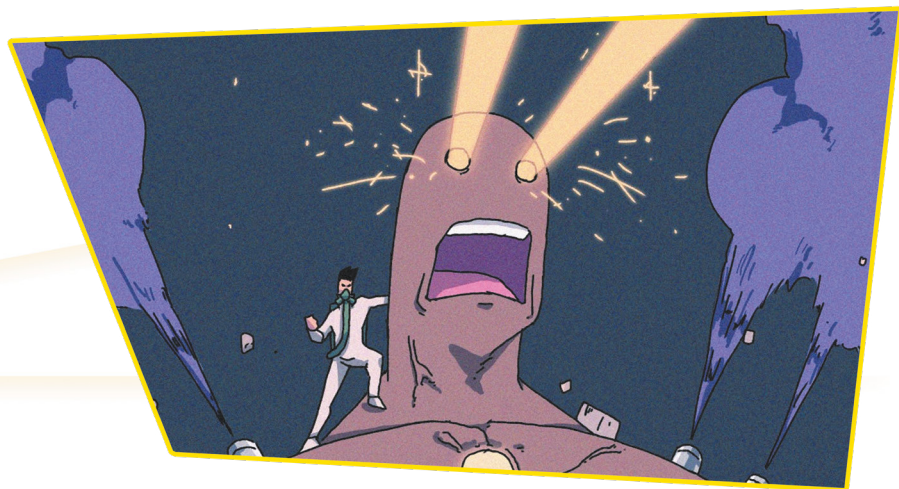
Anima manifest themselves in a large variety of forms and with different behaviors and they follow a loose set of rules. However, there is no definite standard by which one can truly classify them. As embodiments of someone's psyche, Animas are therefore as varied as human minds can be.

USERS

Unless bound to a specific object or automatic, an Anima is attached to their User. In that case, any damage the Anima sustains results in an equivalent injury on the User's body and vice-versa. Except for very rare occasions, when a User Dies, their Anima disappears with them. If an Anima suffers so much damage they are destroyed, the User Dies as well.

THE BOND

Since an Anima is the embodiment of their User's psyche, they share an intimate psychic bond with their User. First and foremost, Anima usually obey their Users' command without question. If a User demands it, the Anima will perform any task within its capacities, which includes attacking someone, defending the User, or any miscellaneous order. An Anima is also able to aid their User in performing feats of superhuman strength such as lifting a car, jumping on top of a building, or seeing around walls.



THE AWAKENING

When a User discovers their Anima, they usually do not know anything about it and thus need to figure out what their power is. Sometimes the Ability is straightforward and easy to understand, but sometimes the User will need time to learn their Anima's power.

Afterward, it is up to the User to discover what their Anima can really do with their Ability.

- ★ An Anima User will need practice to develop their Anima's potential and use it in a more precise manner. Hidden subtleties and applications of the Anima's power may require time for the User to notice.
- ★ To use an Anima, the User has to consciously summon it. Likewise, to use its power, the User has to command their Anima. Thus, Anima Users are still vulnerable to sneak attacks.
- ★ In most cases, Users are either born with their Anima or with the potential to unlock one later in life. Without this potential, a person cannot acquire an Anima through natural means. For Users born with one, the trigger for unlocking oan Anima varies with the User and their experience, although it usually occurs through intense mental strength. As such, Anima abilities are typically awakened during times of stress or conviction.

Vocabulary

PLAYER

A person that is participating in the scenario created by the GM. A Player creates a character that appears and plays the role of that character.

In the world of Over Arms, these characters become Users.

USER

A User is someone who has awakened and can control an Anima.

GAME MASTER (GM)

The person that creates the Scenario and guides the Players through the world they have created.

They act out the parts of the Non-Player Characters (NPCs) and nudge the Players forward.

PLAYER CHARACTER (PC)

These are the characters created by the Players before the start of the game. The Players determine the PC's details such as name and gender, then act out these characters during the game.

NON-PLAYER CHARACTER (NPC)

These are the characters that appear in the Scenario prepared by the GM that are not controlled by the Players.

These can be supporting characters or even enemies.

PARTY

This is the group of PCs that appear in the Scenario prepared by the GM.

SESSION

A single game from beginning to end, usually lasting between 3 to 6 hours. Usually, one Session has enough events to become a memorable story.

SCENARIO

The framework for a Session prepared by a GM.

Depending on the player's choices and the result of the Dice, the Session may shift away from the GM's prepared Scenario, but this usually means that it is veering into more interesting territory.

CAMPAIGN

The continuing adventures of a static Party across successive Sessions. During a Campaign, Scenarios often continue one after another.

DICE / DIE

These are the multiple-sided tools used to randomize events during the game. The Dice used in Over Arms are: 4-sided Dice (d4), 6-sided Dice (d6), 8-sided Dice (d8), 10-sided Dice (d10), and even 12- and 20-sided Dice (d12 and d20 respectively).

Note: It's common to see a "0" on one of the faces of a 10-sided Die. This represents a result of "10".

POOL

A Pool in Over Arms is a group of Dice that have not yet had their value placed into a stat. Once a Die value is placed into a stat, it is removed from the existing Pool.

CHECK

A Check is the rolling of the Dice to randomly determine the outcome of an action. In Over Arms, almost all Checks are performed by rolling 1 - 2 Dice and reading the results. Other games may refer to this as a "roll".

JUNCTION

A Junction is when you utilize a stat from both your Character and Anima to determine the outcome of a scenario.

For example, STR + PWR is considered a Junction, because it involves the User's Strength and their Anima's Power.

CRITICAL (CRIT)

Criticals (or "Crits" for short) occur only during Junctions.

A Critical is performed when all Dice rolled during a Check show 6s, or both Dice rolled show the highest possible result (Ex: a d4 and d8 together result in a "4 and 8").

A Critical always results in a spectacular success.

FUMBLE

Fumbles occur only during Junctions.

A Fumble is performed when all Dice rolled during a Check show their lowest possible values.

A Fumble always results in a terrible failure.

ANIMA

A manifestation of a User's spirit that possesses incredible fighting strength and a unique Ability that can aid the User and can only be seen by others who have an Anima.

ABILITY

A unique power used by Anima to aid their User in and out of Combat.

HIT POINTS (HP)

HP is determined when creating your Character. This value dictates how much Damage you are able to take before you risk death.

ANIMA POINTS (AP)

AP is determined when creating your Anima. This value dictates how many times you are able to use your Anima and their Ability before suffering Fatigue.

FATIGUE

Triggered by running out of AP; all Anima and Character stats are reduced by two Die size and the Character can no longer rely on their Anima until the condition is cured (see page 46).

ANIMUS

A counterparts to an Anima, this type of being operates by their own set of rules, has no Users, and primarily dwells within The Mirage.

THE MIRAGE

A world that bridges the gap between our own and that of Animas, a very dangerous place filled with treasure and Animus.

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CREATION



Character Creation

Creating a character for use in Over Arms can take minutes or hours depending on how deeply you want to dive into the creation process. Below you will find each step needed to create a fully playable Over Arms Character.

- 1** Stat Generation
- 2** Virtues, Vices and Drives
- 3** Background and History
- 4** Appearance
- 5** Money and Social Status

STAT GENERATION

Player Character (PC) stats in Over Arms are determined by selecting a d4, d6, d8, d10, and a d12 Die for your pool. Begin by taking the highest value Die from the pool (the d12). Write this value into your most desired stat on your Character Sheet, then remove that Die from the pool. Continue this process until you have placed all values from the spread into the stats section on your Player Character Sheet.

EXAMPLE

STR is the most desired stat for my character so I want this to be my highest stat, I will begin by placing my d12 into STR then a d10 into my next most favored stat.

CHARACTER STATS

CHA

Charisma determines how cunning, talkative, and likable you are. This stat is used for actions such as gaining trust, obtaining gossip, fooling people, etc.

DEX

Dexterity determines how nimble, fast, and limber you are. This stat is used for actions such as dodging, climbing fences, running, etc.

INT

Intelligence determines how clever, smart, and perceptive you are. This stat is used for actions such as researching, calling bluffs, seeing through illusions, etc.

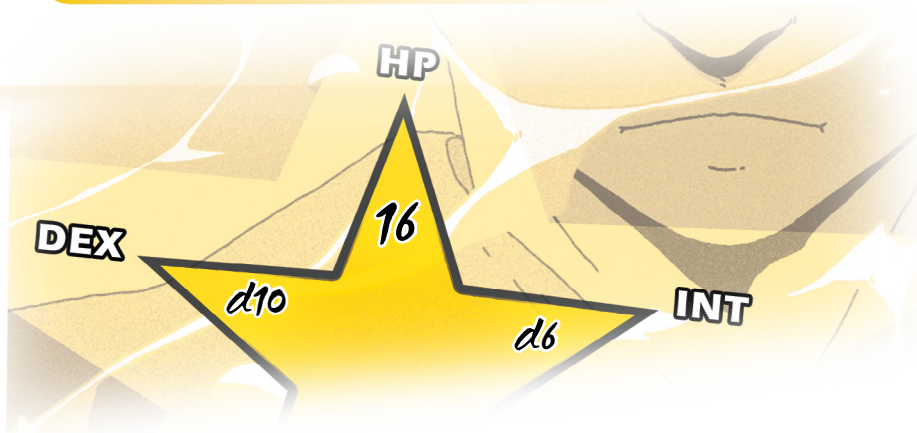
STR

Strength determines how strong, intimidating, and fearsome you are. This stat is used for actions such as fighting, scaring away foes, throwing, etc.

HP

HP or Hit Points is a stat separated from the other four stats. This will determine how much damage you can take without falling unconscious.

HP is a special stat: it is never used for a Check, and whatever Die value you place here becomes doubled.



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VIRTUES, VICES, DRIVE

A variety of characters from across many forms of media can be dissected to reveal their Virtues, Vices, and Drive. These elements of a character's personality allows for a deeper character story. Below you will find the proper way to add these elements to your character's personality.

While this step is optional, it is recommended to add a deeper sense of self to your character. Make sure when implementing Virtues, Vices, and Drive into your character that you play the part at the table and take each one into consideration during encounters and settings!

VIRTUE

This trait is something that the character holds in high moral regard. Examples: A character who will always hold the door for women. A character who will rob almost anyone of their valuables except for the poor.

VICE

This trait is a flawed or corrupt aspect of the character. Examples: A character who can't resist alcohol. A character who is constantly paranoid. A character who can't help but make fun of bald people.

DRIVE

This trait is something that pushes the character towards their goal. Examples: A character who searches for an herb to heal their ill parent. A character who became a detective in order to find the person who framed them years ago.

BACKGROUND AND HISTORY

Everyone has a past and it's up to you to determine who you want to be in the many worlds of Over Arms. Take inspiration from other forms of media and design a character that you feel would be fun to play while also fitting into the stats developed earlier, and the setting of your game.

Below are a few question to ask yourself when creating a character's background and history to help further character development. While you do not have to answer all of these when creating a character, it is recommended to read them over or come up with similar questions before moving on.

- ★ What is my character's goal?
- ★ Who or what has had the greatest impact on my character's life?
- ★ What kind of emotion does my character physically resemble?
- ★ What does my character need most?
- ★ How would others describe my character?
- ★ When and why did my character gain an Anima?
- ★ What is my character afraid of?
- ★ What kind of characteristics does my character possess?
Examples: Habits, manners, tone, etc.
- ★ What kind of emotional characteristics does my character possess?
Examples: Relaxed, quick to argue, quiet and calculating, etc.
- ★ Where is my character from?
- ★ How old is my character?
- ★ What does my character do in their free time?

Once you have completed this outline, practice playing your character by thinking of different situations and how your character might act or behave in these different scenarios.

APPEARANCE

A very important factor to take into consideration when explaining your character to others is its appearance. Players are recommended to pull inspiration from the setting and year in which the Campaign is set in for fashion advice but should also make their character's Anima stick out a bit from the everyday crowd for flavor. Is your game set in a Cyberpunk future? They probably aren't dressed in 1920's era clothes! Make sure to do your research before finalizing your character's appearance and be ready to explain to your fellow Players what your character looks like!

MONEY AND SOCIAL STATUS

When playing Over Arms it's important to decide how you want to handle Character income. Income will be used to determine your social status, what Items/Relics you can purchase, and in some ways even the way NPCs or your fellow Party treat you when playing.

EARNING AN INCOME

Earning an income takes time out of the Character's day. When earning an income the Character is effectively removed from the Party for the time being (Unless in a special circumstance where other Characters are present at the place of work).

Each day is equivalent to 6 hours worked.

Players are expected to relay the details of how they earned their income:

- ★ Where did you work?
- ★ Was it a good shift?
- ★ Did you steal this money?
- ★ Do you like who you work with?

PASSIVE INCOME

Certain Characters may not have a standard income such as: Students, Special Agents, Millionaires, etc. These characters are able to earn a passive income that does not require working away from the Party in most cases.

EXAMPLE

Ken is a Student and does not work a job but comes from a Middle Class background, his parents are able to give him approximately 20G per day on his debit card while he is in school overseas.

Choose one social status:

Poverty (10 G per day)

You are used to hard times and know how to scrape by even in desperate times.

Middle Class (20 G per day)

You are able to live comfortably through earning a living wage.

Rich (40 G per day)

Money is no concern, you are able to live as you please.

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ALTERNATIVES TO EARNING MONEY

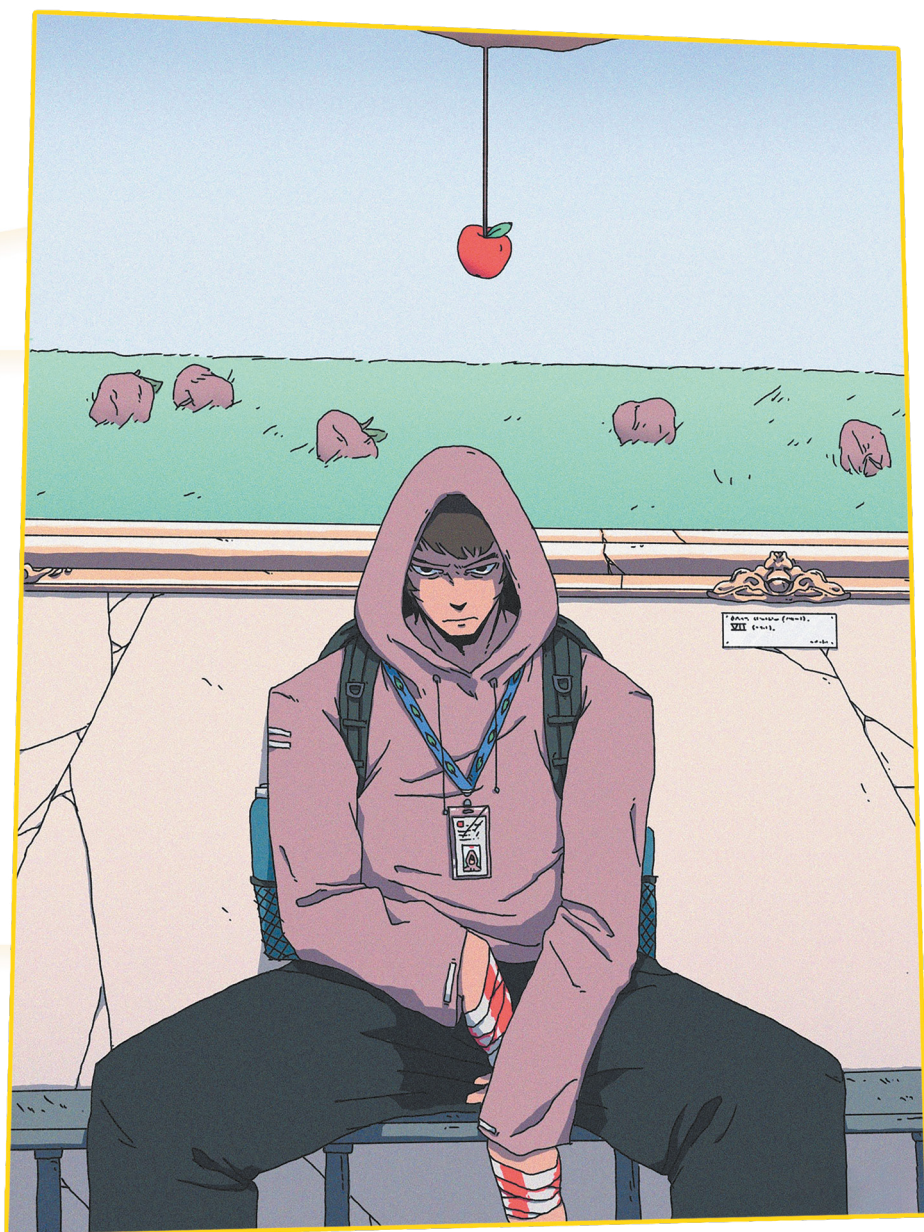
Money can be earned in a myriad of ways! For example money can also be earned by defeating Enemies in Combat, selling Items and Relics you no longer need, or by finding treasure while travelling through The Mirage. Feel free to include your own ways to make money if pockets get a little empty as the game progresses.

As the GM it is your responsibility to reward the players accordingly when completing a Combat Phase or when your Player's Characters pull off something risky like a heist.

Below are some examples of monetary rewards based on situation difficulty:

- ★ **Easy** : 4 G
- ★ **A Little Difficult** : 6 G
- ★ **Difficult** : 8 G
- ★ **Very Difficult** : 10 G
- ★ **Impossible** : 20 G
- ★ **Miracle** : 40 G

Note: As a GM you should keep in mind not to overload your Player's Characters with money or give them access to every Item or Relic at a time.



Anima Creation

Now that you have finished your Player Character it's time to move onto Anima Creation. As previously explained in the introduction an Anima is a physical manifestation of the soul and personality of the User possessing supernatural abilities. It is important to create your Player character before creating your Anima so don't skip to this section first! Below you will find the steps to creating an Anima for your Player character.

1 Stat Generation

2 Anima Type

3 Ability

4 Appearance



STAT GENERATION

Anima stats are generated in the same way you generated stats for your Player Character, although the stats themselves are different.

Select a d4, d6, d8, d10, and a d12 Die for your pool. Begin by taking the highest Die from the pool and write this value into your most desired stat on your Anima sheet and then remove that Die from the pool just like you did for your Character. Continue this process until you have placed all values from the spread into the stats section on your Player Character Sheet.

ANIMA STATS

PWR

Power is used to determine how strong the Anima's Ability is.

SPD

Speed is used to determine how fast the Anima and its Ability is.

DEF

Defense is used to determine how durable and resistant to attacks the Anima is. In combat, it reduces Damage.

RNG

Range is used to determine how far your Anima's Abilities can reach. The range equals thrice the size of the Die in meters: for instance, a d4 means your Abilities have a range of 12 meters.

AP

AP or Anima Points represent how many times you can use your Anima before they begin suffering from Fatigue.

AP is a special stat: it is never used for a Check, and whatever Die value you place here becomes doubled.

ANIMA TYPES

Types are used to determine what you would like your Anima to specialize in during combat. All types use two different stats to determine accuracy and damage Checks in combat, one stat belonging to your character, and another stat belonging to your Anima.

All Players must choose one Anima Type:



FIGHTER

This type best fits an Anima with a high PWR output and low RNG, typically hits hard but cannot attack from far away.

Abilities are best suited to be damage based.

Accuracy : STR + PWR -1

Damage : STR + PWR +1



MAGICIAN

This type best fits an Anima with a high RNG but low PWR output, can attack and use abilities from far away.

Abilities are best suited to be supportive/damage based.

Accuracy : INT + RNG -2

Damage : INT + RNG +2



GUARDIAN

This type best fits an Anima with a high DEF and low SPD, able to defend against heavy blows.

Abilities are mostly suited for support, but not limited to it.

Accuracy : STR + DEF +2

Damage : STR + DEF -2



ASSASSIN

This type best fits an Anima with a high SPD and low DEF, able to usually move first in turn order.

Abilities are best suited to be damage based.

Accuracy : DEX + SPD +1

Damage : DEX + SPD -1

ANIMA ABILITIES

Abilities can be used at any time during a game of Over Arms, although there may be times where using these Abilities may be more appropriate than others. Abilities can be very broad in terms of how they are used and are absolutely urged to be crafted and used in creative ways that can aid the user in both combat and everyday scenarios.

An Anima begins the game with one Ability and learns two more as they level up through campaign progression; the second and third Abilities are typically a stronger or more flexible version of the original Ability.

Sample abilities could be:

- ★ Able to create and control magnetism.
- ★ Able to see events that happened in the past.
- ★ Able to read minds.
- ★ Able to generate small storms.
- ★ Able to move through shadows.
- ★ Able to teleport to a place in an image.
- ★ Able to create and manipulate acid.
- ★ Able to create and manipulate sound.
- ★ Able to become and turn things into two-dimensional objects.
- ★ Able to crack locks and passwords.

ANIMA APPEARANCE AND NAME

Naming and modeling your Anima's appearance are very important to convey the strength, powers, and design of your new Anima. Try to keep their Ability in mind when designing their appearance and model it accordingly.

If you get stuck, take a look at creatures and beings from popular media in order to craft a great design and name for your Anima.

Below are some sample Anima designs:



LAST BARON

Type : Fighter

PWR : 12 SPD : 8 DEF : 6 RNG : 4

AP : 20

ABILITIES

1. Last Baron can absorb heat and store it within its blade; Last Baron can then use this heated blade to damage targets or melt objects.



STEAMBREATHER

Type : Guardian

PWR : 8 SPD : 4 DEF : 12 RNG : 10

AP : 12

ABILITIES

1. Steambreather can create a veil of steam that renders the User invisible to other Users, any Animus, and any NPCs (10 seconds or one round of combat).



MATERIAL CONTROL

Type : Assassin

PWR : 4 SPD : 12 DEF : 6 RNG : 10

AP : 16

ABILITIES

1. Material Control can swap the substance of any two small inorganic objects it touches at the same time.



NIGHT OWL

Type : Magician

PWR : 8 SPD : 10 DEF : 6 RNG : 12

AP : 8

ABILITIES

1. Night Owl can track other Anima Users by placing one of its feathers on the target.

GM Ability Advice

Some Abilities created in Over Arms can be game-breaking. When playing as the GM, it is important that you work with your Players on what kind of Abilities are allowed and inform them how certain Abilities can be too powerful for the Campaign. Some Abilities can also suck the fun out of the game for the other Players and it is important to consider this as well when creating Characters.

If you are currently playing a game as the GM where an Ability has become obstructive or overpowered you should let the Player who controls that Character know and try to work with them on a reasonable nerf or add a "Monkey Paw" effect to it.

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THE GAME



Game Phases

A Game Phase is a “scene” or “turn” represented by one of four overall themes at any given time that help the overall flow of the game for new and experienced Players alike.

Game Phases in Over Arms fall into one of these four categories:

- ★ **Social Phase**
- ★ **Investigation Phase**
- ★ **Combat Phase**
- ★ **Conclusion Phase**

It's important to note that Game Phases can be used in any order (ex. Social, Investigation, Social, Combat, Investigation, Conclusion. etc.)

When acting as the GM, make sure to announce when a phase has ended and another begins so that all Players are aware of the change and know how to roleplay appropriately during the new phase.

While it is possible to play Over Arms without using the Game Phase structure, this structure may help Players of all skill levels determine what they need to accomplish at the given moment.

For more information and examples regarding Game Phases see the Scenarios chapter of the book.



SOCIAL

A Social phase is used for the Characters to speak with one another or with NPCs they may know.

During this time, Characters can travel around asking about recent events, formulate plans, and even attend school, day jobs, or events.

This phase encourages the Characters to speak with those around them or advance the story by social means.



INVESTIGATION

An Investigation phase is used when something has happened and the Characters need to perform physical and mental actions in order to advance the story.

During this time Characters can be encouraged to search the area, try to solve a puzzle, or chase someone suspicious.

This phase sets the stage for new information to be discovered or a point to forward the plot.



COMBAT

A Combat Phase is used whenever Characters attack one another.

When this phase begins, it will cause all involved Characters to enter a Combat Encounter (see rules on page 40).



CONCLUSION

A conclusion phase is used typically after a major revelation or when ending the Session.

During this phase the GM is expected to narrate the events so far and allow Players to give their own recap if needed.

This phase allows Players to know that they have hit a milestone, are moving into the next chapter, uncovered something important, or simply that it's time to call it a night.

Checks

RPGs frequently include a random element to represent uncertainty, mystery, and the possibility of failure. When performing an action, stats are used to determine success or failure. The higher the stat(s), the better chances are for success. However, no matter how high your stats are, there is always a chance of failure. In *Over Arms*, the roll of the Dice provides a random influence upon the story.

Rolling Dice to determine success or failure is called a “Check”.

PERFORMING A CHECK

Checks are made to see if a Player Character is able to complete a particular action where success cannot be guaranteed, such as sneaking past a guard or jumping over a tall fence.

The process is outlined below:

- 1** The player states the intent and approach of their Player Character.
- 2** The GM states the type of Check, its Target Number (see next page) and the stat that must be rolled to complete it (or stats, if the Character wishes to act in Junction with their Anima).
- 3** If the player is acting in Junction with their Anima, they must spend 1 AP and will now roll two stats (as established by the GM).
- 4** The player rolls the corresponding Dice, adds them together, and adds any bonuses from Items, Relics or other sources.
- 5** Check for a Critical or Fumble (see next page). Otherwise...
- 6** If the total is equal to or higher than the TN, the Check is a success. If it is lower, the Check is a failure.
- 7** The GM describes the outcome of the Check.

TARGET NUMBERS

TN	DIFFICULTY	TN	DIFFICULTY
4	Easy	12	Very Difficult
6	A little Difficult	16	Almost Impossible
8	Difficult	20	Miracle

CRITICAL (CRIT)

Criticals (or "Crits" for short) occur only during Junctions.

A Critical is performed when all Dice rolled during a Check show 6s, or both Dice rolled show the highest possible result (Ex: a d4 and d8 together result in a "4 and 8").

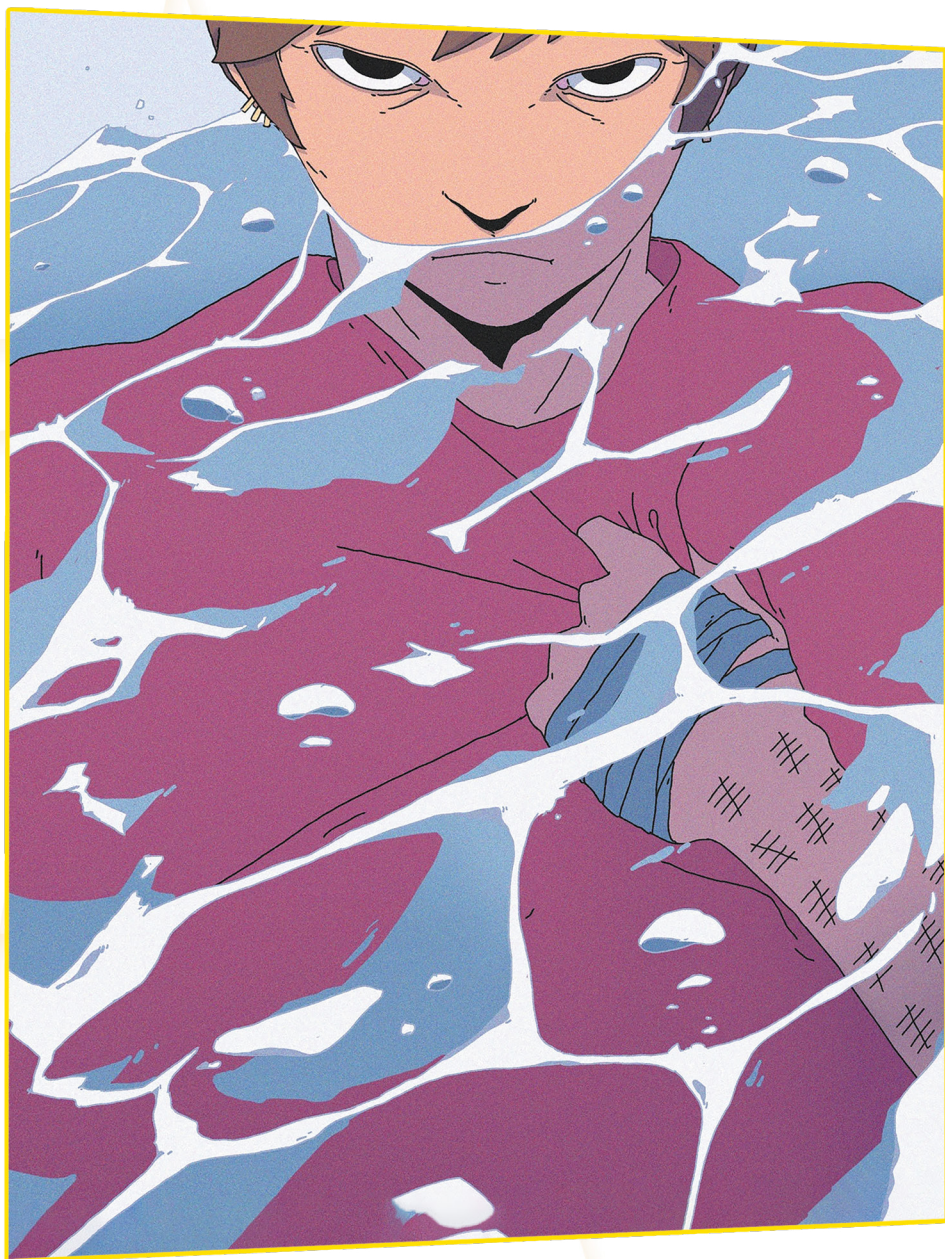
A Critical always results in a spectacular success.

FUMBLE

Fumbles occur only during Junctions.

A Fumble is performed when all Dice rolled during a Check show their lowest possible values.

A Fumble always results in a terrible failure.



CHECK EXAMPLES

SIMPLE	YOU MIGHT USE IT TO...
DEX	Carefully navigate around an object, sneak into a room undetected.
STR	Push a heavy object, pry something open, lift something, etc...
CHA	Deceive someone, persuade others.
INT	Calculate a situation, figure out a puzzle, investigate.
JUNCTION	USE YOUR ANIMA TO...
INT + PWR	Strategically hit something, assess an enemy's power.
DEX + PWR	Climb or perform acrobatic feats.
CHA + PWR	Intimidate or taunt someone.
STR + PWR	Break something, lift something incredibly heavy.
INT + SPD	Quickly survey an area, locate something or someone quickly.
DEX + SPD	Dodge quickly, get closer to a target.
CHA + SPD	Persuade or deceive someone quickly.
STR + SPD	Throw something quickly.
DEX + RNG	Use ability to climb, jump, or move to areas normally inaccessible.
STR + RNG	Lift something from far away.
DEX + DEF	Protect someone physically close to you from damage or harm.
STR + DEF	Try and resist a strong force, like rushing water against a door.

The examples above are not a definitive list of all Checks that can be made in *Over Arms*; ultimately, it is up to the GM to create Checks and Target Numbers according to the situation at hand.

These examples are meant to serve as a quick guide to common Checks and provide a framework for creating more.

Using Abilities

To use your Ability simply think of what you want your Anima to do, relay that to the rest of your party, and make the appropriate rolls according to your GM.

Using these Abilities is meant to be fluid and easy in and out of Combat, through “theater of the mind”.

When using your Anima Abilities it is important to keep a few things in mind:

- ★ Others who have an Anima can see your Anima. Sometimes people may even have an Item that allows them to see your Anima. Make sure to always be aware of the situation and use your Abilities accordingly.
- ★ Keep track of your AP. When you run out of AP you put yourself at an extreme disadvantage compared to your teammates or even the enemy.
- ★ Be creative! Challenge yourself and your GM by using your abilities in the most unique ways possible.

SPENDING ANIMA POINTS

Abilities consume AP (Anima Points): the cost of each use of these Abilities is determined by which Ability you are using.

- ★ **1 AP** to use your first Ability (acquired during creation).
- ★ **2 AP** to use your second Ability (acquired through level progression).
- ★ **3 AP** to use your third Ability (acquired through level progression).

Note that whenever using your Ability involves a Check, that Check will automatically combine a stat from your Character and one from your Anima, without needing to spend further AP.

RANGE

Anytime an Ability is used or an Anima attacks, you must consider its RNG stat to determine how close your Anima must be in order to affect the target. Each point of RNG is considered to be 3 meters; this means an Anima with a RNG of 8 would have a RNG of 24 meters or roughly 78 feet.

ABILITIES DURING NON-COMBAT PHASES

When out of Combat your Anima should still be a tool you use to your advantage in everyday life. Animas may be great for fighting but it is important to analyze your Abilities and learn how to utilize those in creative and cunning ways in order to solve the problems in your path.

EXAMPLE

"My Anima, Blues Drive Monster, will use its Ability of Water Manipulation to take water from the fountain in the town square and attempt to lift my Character into the third story of this building!"

Afterwards, it is up to the GM to set the Target Number and required stats to accomplish the task. The resulting Check automatically involves a Character stat combined with an Anima stat (no need to spend an additional AP).

ABILITIES DURING COMBAT PHASES

When in Combat Anima and their Abilities are typically a force to be reckoned with, but this does not come without rules that need to be followed:

- ★ Whenever you use an Ability to attack during Combat, you need to spend Ability Points based on which Ability you are using; then, you make an Accuracy Check and a following Damage Check if the Accuracy Check was successful.
Both Checks will automatically combine a stat from your Character and one from your Anima, as determined by your Anima Type, without needing to spend further AP.
- ★ If a character wants to target more than one Enemy with their Anima Ability during Combat, they must subtract another Anima Point for each target.

Combat

A Combat Encounter is triggered whenever one or more PCs or NPCs attack one another.

In Over Arms, combat is simplified in order to increase the flow of battle and allow Anima Abilities to function without the use of predetermined skills, magic, etc.

THE FLOW OF COMBAT

Combat Encounters follow the flowchart below:

- 1** Battle begins when Enemies engage the Party, negotiations fail, the Party ambushes an Enemy, or any other situation where violence becomes inevitable.
- 2** The Players place their Characters on the battlefield (if you are using a battlemat or grid) or otherwise announce where their Characters are (if using a different method).
- 3** Battle is divided into consecutive Rounds; the first Round begins.
- 4** Determine Initiative for each participant in the battle for this Round, either through a DEX + SPD Check (does not consume AP), or using the fixed value for an Enemy.
- 5** The PC or Enemy with the highest Initiative takes their Turn first, followed by the next highest, and so on. Each Turn allows for two actions.
- 6** Once all participants have performed their actions, the Round is over. Combat returns to step 4 and repeats (a Round is about 30 seconds).
- 7** Battle ends when the party / enemy has left the battle by escaping, has been incapacitated by injury, or when an agreement is made between both sides to end hostilities.

INITIATIVE

At the beginning of each Round, each Character involved in the battle must determine their Initiative: how quickly they react to danger. The higher the number, the sooner the Character gets to take their turn in the Round.

- ★ Player Characters determine their Initiative through an Initiative Check, performed by rolling DEX + SPD. Unlike a standard Junction, an Initiative Check does not consume AP.
- ★ Enemies, on the other hand, have a fixed Initiative value.
- ★ If two or more characters have the same Initiative, the character with the highest current HP goes first. If those characters have the same current HP, then they act at the same time.

Initiative is an abstraction of both a Character's Turn order and their ability to dodge attacks. Higher Initiative numbers are always better.

TURNS AND ACTIONS

During their Turn, a Character may perform up to two Actions, such as:

- ★ Attacking
- ★ Moving
- ★ Using an Item or Relic
- ★ Using an Ability

Anything like pushing an object, speaking, or hand gestures can be used at any time during Combat on the Player Character's turn, but should be kept to a minimum so that combat can resolve in a timely pace.

ATTACKING

There are two possible ways a Character can attack:

- ★ The Character performs a normal attack, without using their Anima.
The Accuracy Check and Damage Check are determined by the type of weapon they are using (see below).
- ★ The Character performs an attack using their Anima, spending 1 AP.
The Accuracy Check and Damage Check are determined by their Anima Type (both are Junctions, but you must only pay 1 AP for the entire attack).

In both cases, the attacker performs the Accuracy Check and compares it to the target's Initiative; if it meets or exceeds the Initiative, the attack is successful and the attacker performs the Damage Check. Subtract the target's DEF from this total: the result is the amount of HP lost by the target (minimum of zero).

EXAMPLE

I'm going to use my Fighter type Anima to make an accuracy Check against the enemy. The enemy has an initiative of 8 for this Combat. I have a STR of 8 and a PWR of 12, but due to my Type (Fighter) I'll roll with a -1 to my Accuracy Check. My Junctioned roll is a 12 minus 1, leaving me with an 11 total... this attack will definitely hit!

Now it's time to calculate damage: I roll my STR + PWR +1... it's a bit low at a total of 6, but the enemy thankfully did not prioritize their DEF stat, which is 4. Once we subtract their DEF we are left with 2 damage, which carries over directly to their HP!

A Character may also opt to attack multiple targets with their Anima: to do so, they must spend 1 extra AP for each target beyond the first. The Accuracy Checks and Damage Checks for each target are made separately.

SAMPLE WEAPON	ACCURACY	DAMAGE
Unarmed	DEX	STR
Brass Knuckles	DEX +2	STR
Knife	DEX +2	STR +2
Melee Weapon	DEX +1	STR +5
Pistol	DEX +2	INT +4
Rifle	DEX +1	INT +6

MOVING

Player Characters can move freely along the battlefield.

Player Characters and Animas share their movement during Combat as designated by the RNG stat, multiplied by 3 and converted into meters.

EXAMPLE

If a Player Character's Anima has a RNG of 8, both the Player Character and Anima can move up to 24 meters (or 78 feet) shared between both of their movements.

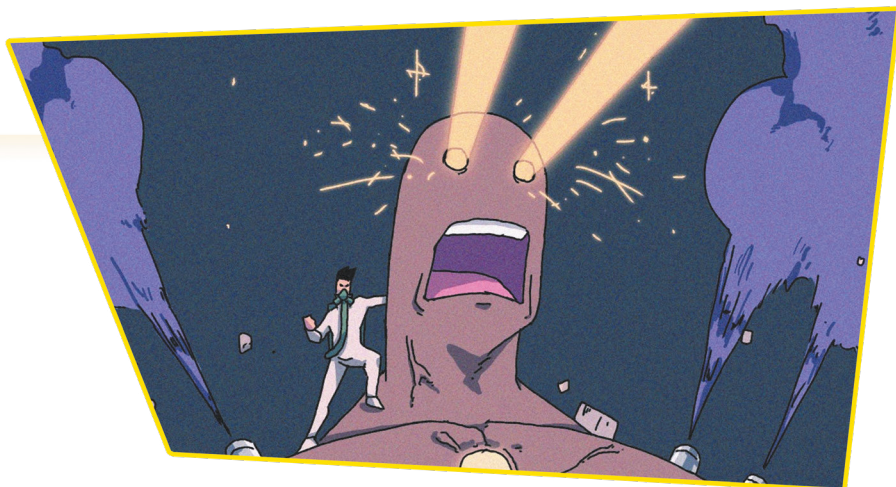
USING AN ITEM OR RELIC

Items and Relics can be used during Combat, and some will automatically trigger during Combat if held.

Items and Relics can be used at any point during Combat on your turn; some can be used preemptively to enhance the next Check, some are able to prevent the next time you would be damaged, and some can even heal your entire group: it is important to read the text for each item and take their descriptions literally in and out of Combat.

USING AN ABILITY

The process for using an Ability in combat follows the rules on page 39.



Health and Recovery

CONDITIONS

At times during a game Characters can be afflicted by different types of Conditions that cause the Character's stats to be affected negatively. Conditions can be inflicted by a variety of objects, enemies, abilities, etc.

Below are a few examples with their respective Condition:

- ★ Missing a jump over a tall fence: **Wound 6**
- ★ Attacked with an acidic Ability by an Anima: **Poison 8**
- ★ Getting hit by a sucker punch: **Dazed 6**
- ★ Failing at asking out your crush: **Silence 4**
- ★ Getting hit by a car: **Trauma 10**

Next to each Condition is a number that represents the lowest a roll needs to be in order for the Player to begin suffering from the Condition.

EXAMPLE

A Character is presented with a situation where they have the option to climb an object to further the narrative via a Strength Check (TN 8), although according to the GM if they fail this Check they may suffer Wound with a Target Number of 6 due to the height.

There are three outcomes to this Check: the Character rolls above an 8, successfully beating the TN and climbing the object, **or** the Character rolls between 7-8, failing the Check but not suffering the Wound condition, **or** the Character rolls a 6 or lower, failing the Check and also obtaining Wound.

INFLECTING CONDITIONS

Characters may attempt to inflict Conditions on targets as part of using their Anima to attack, provided the GM allows it. In order to do this, the character must succeed on their Accuracy Check and then roll equal to or higher than the Condition number on the Damage Check. The Condition is inflicted in addition to the damage (not instead of it).

EXAMPLE

If an enemy has a chance to inflict Poison 8, the enemy will have to first succeed their Accuracy Check and then roll 8 or higher on their Damage Check in order for the Character to be inflicted with Poison.

CONDITION EFFECTS

Each Condition lowers one or more of the Character's stats, to a minimum Die size of d4. The lowest Die size is 4 and no Condition or other effects can reduce the stat further.

- ★ **Wound:** DEX is reduced by one Die size.
- ★ **Poison:** STR is reduced by one Die size.
- ★ **Dazed:** INT is reduced by one Die size.
- ★ **Silence:** CHA is reduced by one Die size.
- ★ **Trauma:** DEX, STR, INT, CHA are all reduced by one Die size.

Whenever you suffer a Condition, record its number (either on your sheet or on a Condition Card): this number will be used afterwards for recovery.

STACKING CONDITIONS

Conditions may also stack, so it is possible to be inflicted with any Condition multiple times, further reducing the respective Die size until cured.

EXAMPLE

If a Character with a DEX of 10 is affected by Wound 6, Wound 4 and Trauma 10, their Dexterity will be reduced to 4 (and cannot be reduced further).

Similarly, if a Character is suffering from one or more conditions of the same type, an effect that removes the Condition will only remove a single Condition of that type.

EXAMPLE

A Character suffering from Silence 4 and Silence 8 uses a Hope Stone, allowing them to recover from one Condition. The Character chooses to remove Silence 8, but they are still suffering from Silence 4.

HIT POINTS (HP)

HP dictates how much Damage a Character can take before they risk death.

- ★ A Character's HP may never go above their maximum.
- ★ If an NPC's HP reach zero, they are defeated. Depending on the situation and scenario, this may mean different outcomes.
- ★ If a PC's HP reach zero, they must make a Life or Death roll.

LIFE OR DEATH ROLL

To make a Life or Death roll, use a d20. If the result is **11 or higher**, the Character survives at 1 HP; otherwise, the Character is considered dead.

Only one Life or Death Check can be made per Campaign for each Character: if a Character survives their first Life or Death Check but later has their HP reduced to zero again, they are automatically considered dead.

ANIMA POINTS (AP)

AP dictates how many times you are able to use your Anima and their Ability.

- ★ A Character's AP may never go above their maximum.
- ★ If a Character's AP reach zero, they suffer Fatigue.

FATIGUE

Fatigue is a unique Condition with the following effects:

- ★ All Character and Anima stats are reduced by two Die sizes.
- ★ The Character can no longer use their Anima and Abilities.
- ★ The Character cannot recover AP from Items, Relics, or any other source.

Fatigue can only be recovered through sleep or via specific Items or Relics (not via Abilities or assistance).

RECOVERY

Characters may regain Hit Points and Anima Points, or recover from Conditions, in the following ways:

- ★ If a Character gets a night of peaceful sleep, they recover from all Conditions, including Fatigue, and fully restore their HP and AP.
- ★ If a Character narratively receives assistance from someone else during a non-Combat Phase, they recover from any appropriate Conditions.
- ★ Some Items and Relics can remove Conditions and restore HP and AP.

When recovering through a roleplay scenario at a clinic, hospital or healer, make sure to note if there are any costs for these services as well as the time it took to recover.

USING ABILITIES FOR RECOVERY

A Character may use an applicable Ability to remove a Condition or restore Hit Points, provided the GM allows it.

- ★ To restore a target's Hit Points, the Character must spend the appropriate AP and then perform a Damage Check as indicated by their Anima Type. The result is the amount of HP recovered by the target.
- ★ To remove a Condition from a target, the Character must spend the appropriate AP and then perform a Damage Check as indicated by their Anima Type. If the total meets or exceeds the chosen Condition's number, that Condition is removed.

If a Character wants to use their Ability to aid several targets at the same time, they must spend an additional AP for each target beyond the first and make each Damage Check separately. Additionally, a Character may not use an Ability to restore Hit Points and remove Conditions at the same time, not even on separate targets.

Advancement

When the Characters finish a Session or surpass a milestone they will typically level up.

- ★ Unlike some other TRPGs, Over Arms does not use experience points to determine a Level Up; instead, it relies on the Game Master to make the decision to Level Up the Party.
- ★ Upon a Level Up, Players will increase their Level by 1 and add the corresponding benefits to their Character Sheet (see chart below).

If you're curious, you can find four sample Level 10 Anima in the coming pages!

LV BENEFITS

- 1 Starting level, Base Stats + First Anima Ability
- 2 Anima Stat Upgrade
- 3 Character Stat Upgrade
- 4 Second Anima Ability
- 5 Anima Stat Upgrade
- 6 Character Stat Upgrade
- 7 Third Anima Ability
- 8 Anima Stat Upgrade
- 9 Character Stat Upgrade
- 10 Anima Stat Upgrade + Character Stat Upgrade

UPGRADING STATS

Upgrades are performed by choosing the desired stat to upgrade based on the Leveling Table and then increasing it by one Die size.

Note that the Maximum Die size for any single stat is 12.

EXAMPLE

You can use a Character Stat Upgrade to raise STR from 6 to 8, but you cannot use it to raise a STR of 12 past that size.



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THE MIRAGE



LAST BARON

Type : Fighter

PWR : 12 SPD : 10 DEF : 8 RNG : 6

AP : 24

ABILITIES

1. Last Baron can absorb heat and store it within its blade; Last Baron can then use this heated blade to damage targets or melt objects.
2. Last Baron is able to absorb the heat within a room, bringing it to chilling temperatures.
3. Last Baron can exhale the stored heat it absorbed in order to rapidly bring a room up to incredible temperatures.



STEAMBREATHER

Type : Guardian

PWR : 12 SPD : 6 DEF : 12 RNG : 12

AP : 12

ABILITIES

1. Steambreather can create a veil of steam that renders the User invisible to Anima Users, any Animus, and any NPCs (10 seconds or one round of combat).
2. Steambreather can create a solid shield of steam around the User, preventing the next successful attack against the User from inflicting Conditions.
3. Steambreather can flash water into steam creating a large explosion with a radius equal to its RNG.



MATERIAL CONTROL

Type : Assassin

PWR : 6 SPD : 12 DEF : 8 RNG : 12

AP : 20

ABILITIES

1. Material Control can swap the substance of any two small inorganic objects it touches at the same time.
2. Material Control can temporarily (10 seconds or one round of combat) change the matter of a medium or small sized object to become stone, water, or dirt.
3. Material Control can permanently change the matter of any objects into either stone, water, or dirt.



NIGHT OWL

Type : Magician

PWR : 10 SPD : 12 DEF : 8 RNG : 12

AP : 12

ABILITIES

1. Night Owl can track other Anima Users by placing one of its feathers on the target.
2. Night Owl's feathers can detonate when the target is within range or when they are fired at an opponent.
3. Upon exploding, Night Owl's feathers can wipe the last 5 minutes of the target's memory.

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NEXT STOP

Items and Relics

ITEMS

Items are usable by performing an Action in Combat or at anytime outside of Combat. They can range from common consumables to actual weapons.

Below are several lists of sample usable items in Over Arms.

RARITY GUIDE

Items have different rarities:

- ★ **Common:** Can be found just about anywhere.
- ★ **Uncommon:** Harder to find in shops, stores, and The Mirage.
- ★ **Rare:** Only select “underground” shops and stores carry these items and in low quantities. Usually found in The Mirage or on an enemy User.
- ★ **Legend:** Never found in shops or stores. Only found in The Mirage or on an enemy User.

HP ITEMS

ITEM NAME	DESCRIPTION	COST	RARITY
Bandages	Restores 2 HP to user or an ally.	20 G	Common
Medicine	Restores 5 HP to user or an ally.	40 G	Common
Ennui Drink	Restores 10 HP to user or an ally, but inflicts the Dazed 6 Condition.	50 G	Common
Pain Reliever	Restores 10 HP to user or an ally, but inflicts the Silence 6 Condition.	50 G	Common
Strange Ration	Restores 10 HP to user or an ally, but inflicts the Poison 6 Condition.	50 G	Common
Med-Kit	Restores 10 HP to user or an ally.	80 G	Uncommon
Splash Medicine	Restores 5 HP to all allies.	100 G	Uncommon
Splash Miracle	Fully restore an ally's HP.	120 G	Rare
Miracle Leaf	Fully restores HP of user or an ally.	150 G	Legend

AP ITEMS

ITEM NAME	DESCRIPTION	COST	RARITY
Water	Restores 2 AP to user or an ally.	20 G	Common
Soda	Restores 5 AP to user or an ally.	40 G	Common
Dream Root	Restores 10 AP to user or an ally.	80 G	Uncommon
Fairy Dust	Restores 5 AP to all allies.	100 G	Uncommon
Lotus Dust	Fully restore an ally's AP.	120 G	Rare
Lotus	Fully restores AP of user or an ally.	150 G	Legend

BOOST ITEMS

ITEM NAME	DESCRIPTION	COST	RARITY
Envia	Boosts next DEX Check by 1d4.	100 G	Rare
Ether	Boosts next STR Check by 1d4.	100 G	Rare
Freya	Boosts next INT Check by 1d4.	100 G	Rare
Polys	Boosts next CHA Check by 1d4.	100 G	Rare
Surosa	Boosts next damage Check by 1d4.	100 G	Rare
Zenith	Boosts next Accuracy Check by 1d4.	100 G	Rare
Grattoni	Boosts next Check by 1d4.	200 G	Legend

WEAPONS

ITEM NAME	ACCURACY	DAMAGE	COST	RARITY
Unarmed	DEX	STR	-	-
Brass Knuckles	DEX +2	STR	80 G	Uncommon
Knife	DEX +2	STR +2	100 G	Uncommon
Melee Weapon	DEX +1	STR +5	200 G	Rare
Pistol	DEX +2	INT +4	300 G	Rare
Rifle	DEX +1	INT +6	500 G	Legend

RELICS

Relics are objects thought to have been created by old magicians and charlatans, some even believe these objects entered our world through The Mirage. Although their origins remain a mystery, their powers are known to a wider variety and prove themselves to be useful in a pinch.

RARITY GUIDE

Relics have different rarities:

- ★ **Common:** Can be found just about anywhere.
- ★ **Uncommon:** Harder to find in shops, stores, and The Mirage.
- ★ **Rare:** Only select “underground” shops and stores carry these items and in low quantities. Usually found in The Mirage or on an enemy User.
- ★ **Legend:** Never found in shops or stores. Only found in The Mirage or on an enemy User.

UNLIMITED-USE RELICS

ITEM NAME	DESCRIPTION	COST	RARITY
Mirage Goggles	The wearer can see through distortions within The Mirage.	80 G	Uncommon
Golden Broach	When used, a needle pricks the user and causes them to develop an Anima. Has no effect on Anima Users.	400 G	Legend

GIFTS

ITEM NAME	DESCRIPTION	COST	RARITY
Blood Jewel	Enjoyed by any Animus.	20 G	Uncommon
Blood Pendant	Loved by any Animus.	80 G	Rare
Blood Amulet	Perfect for any Animus.	200 G	Legend

SINGLE-USE RELICS

ITEM NAME	DESCRIPTION	COST	RARITY
Glowing Gem	Nullifies the effects of an Animus' Ability until the user's next turn.	50 G	Uncommon
Golden Wing	Allows immediate escape from a Combat encounter.	50 G	Uncommon
Tracer Bead	Warps the entire Party back to the entrance of The Mirage.	50 G	Uncommon
Ancient Mirror	Creates a one-way portal to the entrance of The Mirage.	80 G	Uncommon
Hope Stone	Cures one Condition.	80 G	Uncommon
Palm Emblem	The wearer fully negates the first Attack attack they suffer. Then, the Emblem shatters.	80 G	Rare
Demon Contract	Removes all but 1 AP from the user, and allows the user to survive a single fatal blow. Using it doesn't require an action.	100 G	Rare
Enlightened Emblem	The wearer fully negates the first Anima Attack they suffer. Then, the Emblem shatters.	100 G	Rare
Glass Idol	Grants the user a +1 bonus to all Checks until the end of the day.	100 G	Rare
Summoner Pills	Costs 50% of the user's total HP to use; the user doubles the result of their next Damage Check.	200 G	Rare
Carbuncle	Prevents the user's death once. Using it doesn't require an action.	200 G	Legend
God's Hand	Instantly destroys the weakest Animus in a Combat encounter.	300 G	Legend

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THE MIRAGE



Welcome to The Mirage

The Mirage is a world that bridges the gap between our own and that of Animas, typically a place full of danger, mystery, and reward, The Mirage can take many forms and the parameters of how one gets there is entirely up to the GM and the structure of your campaign.

- ★ The Mirage, at heart, introduces a dungeon crawling aspect to your game of Over Arms.
- ★ Combat should be a large part of the interactions here with minor Social and Investigation elements.
- ★ The Mirage is also a great way to ensure your Party has the proper equipment and experience to deal with their problems while getting a handle on how to properly use their Anima abilities.

FINDING THE MIRAGE

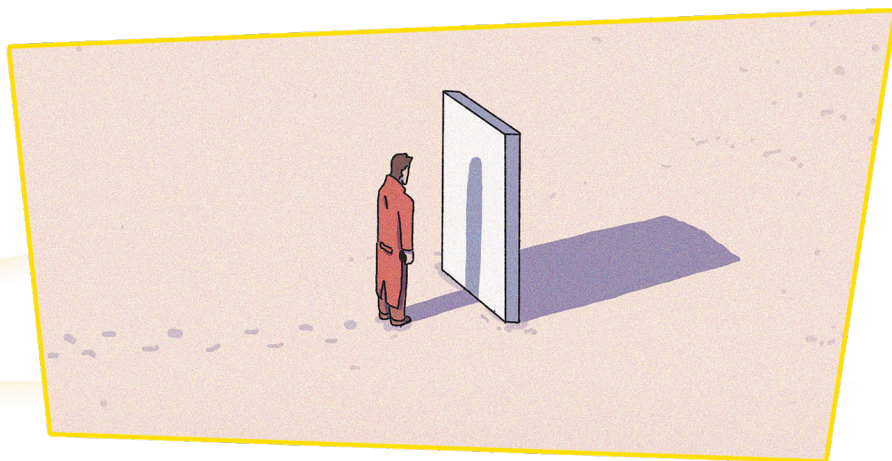
The Mirage may appear as a solid red door out in the middle of a street, a swirling portal only accessible on the 3rd floor of an office building, or even through looking into the eyes of a teddy bear. The Mirage entrance(s) can take whatever form needed in order to properly synergize with the theme of your campaign.

This gateway, portal, or door should be created with the input from both the Players and the GM.

By default however, people who have an Anima are naturally attracted to these gateways, like metal to a magnet, and will likely find The Mirage sooner rather than later.

DISCLAIMER

The content of this chapter is all optional and not required to run a campaign or Session of Over Arms. It is suggested to familiarize yourself with the core rules and structure of the game before adding these mechanics to your game of Over Arms.



INSIDE THE MIRAGE

Once the Characters have found their way into The Mirage it is ultimately up to the GM to decide what happens next. Will the Party discover a mysterious Anima User who wishes to harm them and take over the city? Will the Party investigate a series of rooms that look like an M.C. Escher painting? The choices are as endless as your imagination.

While inside The Mirage a few things remain law:

- ★ The Mirage is dangerous and filled with traps and enemies.
- ★ The Mirage is an unknown place with an unknown origin
- ★ The Mirage contains items and relics that the Players could not obtain in their own world (or at least easily).
- ★ The Player Characters must be there for a reason.

WHAT DOES THE MIRAGE LOOK LIKE?

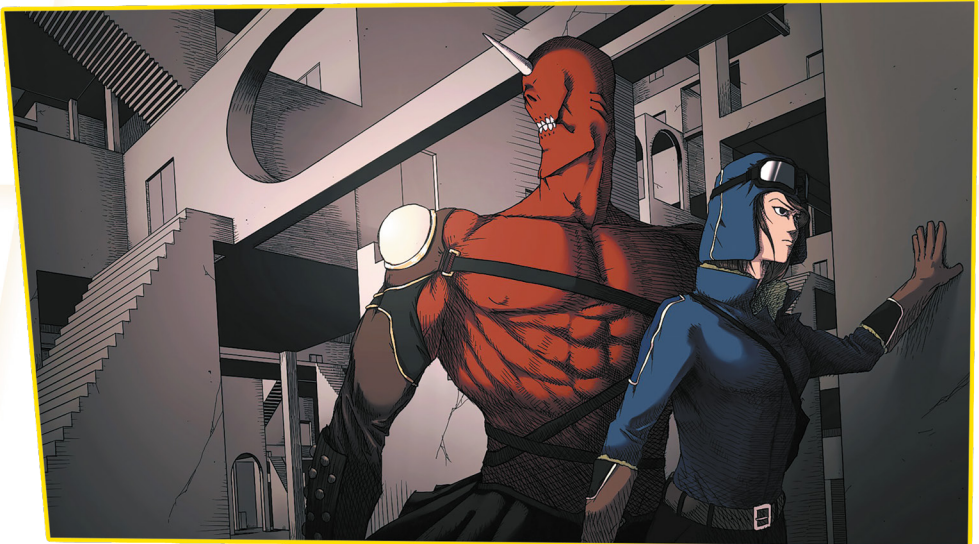
The Mirage is able to take on many forms, much like the portals that lead you into its depths. Sometimes The Mirage could look like a subway with TV static running along the walls or even the insides of a human. The way The Mirage will appear during your game should be dictated by both the Players and the GM and built upon using elements from your campaign.

MYSTERIES OF THE MIRAGE

Introducing a place such as The Mirage will bring along a myriad of questions. The GM should answer some of the questions below and keep the answers to themselves until the Party or a Player Character discovers them.

- ★ What is this place?
- ★ Why does the entrance look like that?
- ★ What is the purpose of this place?
- ★ Can other people see this?
- ★ Why do these creatures attack us?
- ★ Who made this place?
- ★ What are we searching for here?

As the GM, try to create your own questions and answers to flesh out the lore behind how The Mirage functions in your own campaign.



THE ANIMUS

Any Enemy found in The Mirage is called an “Animus”. These beings are different than Anima and generally seek to harm, swindle, or bother anyone who enters. For the most part these creatures are like animals in the sense that they act on primal instincts but they do not need to eat, sleep, or even breathe.

APPEARANCE

An Animus appears as a “distortion” in The Mirage, almost like TV static until they are approached or have approached the Player Characters. This phenomenon can make encounters with these beings very dangerous since you won't be sure what kind of Animus is approaching you until they are in your general vicinity.

ABILITIES

An Animus is much weaker than their Anima counterpart, having weaker stats and abilities than most Anima. An Animus does not have users and therefore cannot Junction their stats but instead relies on traveling The Mirage in small groups waiting for someone to slip into their realm. Unlike Anima, an Animus can also be seen by anyone regardless of their ability to use an Anima. Keep this in mind when people slip into The Mirage or if an Animus decides to travel outside The Mirage.

BEHAVIOUR

An Animus, like a person, can have any kind of personality depending on their variant. Some are more friendly and will give out clues if persuaded with their favorite items, some may be bothersome and seek to steal from you, and some may desire to do you harm depending on certain conditions.

As a rule of The Mirage, anyone who enters should assume that an Animus is dangerous and should be dealt with accordingly.

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SCENARIOS



Scenario Advice

When acting as GM and running a Scenario for a group of Players there are a few things to keep in mind:

MAKE USE OF GAME PHASES

Game Phases are crucial for new players to understand what they should be doing in a game of Over Arms. Make sure to call these out at appropriate times and take advantage of the situations during these periods of time.

KEEP A STEADY PACE

Try not to switch from Phases too fast, and give your players time to build relationships with NPCs, investigate something suspicious, or even think of where to go from here. Your players are important in telling the story, so you should give them time to take action but make sure to keep the story and game flowing.

BUILD THE WORLD TOGETHER

When creating the setting, take input from your Players on the elements that go into its creation, maybe even have Players dictate the appearance and personality of NPCs from time to time!

Giving your Players a hand in creating the world around them gives them a special appreciation for the game they're playing and the world around their Character.

CHECK PLEASE!

You should remember to make use of Checks frequently and efficiently: if a Player Character is very dexterous, they are likely able to jump over a small fence with little issue. However, if the Player Character isn't very intelligent they will most likely need a Check to pick that lock.

Make sure to keep your Party's strengths and weaknesses in mind and call for Checks at the appropriate times to spice up the gameplay, risks, and rewards.

AN ENEMY APPROACHES?

When determining Combat in Over Arms, make sure the enemy is an actual threat. There may be times where a Player Character gets into a fight with a very weak enemy, so it isn't always necessary to go into Combat during these periods. Instead, try rolling a Check to see if the Player Character is able to thwart the NPC relatively easily and go from there.

Combat should always be a big deal in a game of Over Arms.

SCENARIO GENERATOR

A quick way to create simple plot hooks: choose one entry or roll a 6-sided Die to determine the outcome for all four sections in the generator.

A PERSON...

- | | |
|-------------------------|-----------------------------|
| 1. Jay, a Classmate | 4. Ari, a mysterious person |
| 2. Ms. Anami, a Teacher | 5. Cole, an Anima User |
| 3. Mr. Grant, an Agent | 6. Jules, a shop owner |

WANTS YOU TO...

- | | |
|----------------|------------|
| 1. Investigate | 4. Guard |
| 2. Infiltrate | 5. Extort |
| 3. Join | 6. Destroy |

SOMEONE OR SOMETHING...

- | | |
|-----------------|-------------------------|
| 1. The Mirage | 4. Red Sun Nightclub |
| 2. A Classmate | 5. NorthView University |
| 3. K.I.N.G Labs | 6. A Cult Leader |

BUT...

- | | |
|---------------------------------------|--------------------------------------|
| 1. There must be no casualties. | 4. Others are trying to do the same. |
| 2. They know who you are. | 5. You must not be caught. |
| 3. The government is deeply involved. | 6. It's a trap. |

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SCENARIOS

ENEMIES

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Strange Academy

The following Scenario acts as a toolkit for quickly setting up a game within Over Arms. Below you will find setting information, plot hooks, points of interest, stat blocks and more, but it is up to the GM and the players to work in a cooperative manner to create a story out of these elements and piece them all together in a fun and interesting way.

SETTING INFORMATION

Strange Academy is set within the 1990's in a fictional location somewhere in the United States. Players are encouraged to play as students of Openglen High School trying to solve a mystery related to the strange powers they possess and what their Principal is hiding within the confines of the school.

This scenario is suggested for 2-3 Players of levels 1-4.



SCHEDULE & SCHOOL

During this scenario, students will attend school 5 days a week according to the schedule below:

- ★ Morning
- ★ Classes
- ★ Lunch
- ★ Classes
- ★ After School / Evening
- ★ Night

During the morning, Player Characters will typically be getting ready for school or detailing their trip to school.

During classes it is up to the GM to decide if the Party is in the same class as one another or if they are split up; additionally the GM may decide to quiz the Player Characters using simple Checks once for each class to determine their grade.

During lunch, students are allowed to sit wherever they want in the cafeteria, this is used primarily to socialize with other students or ask about rumors.

After the second round of classes, school is officially over for the day and students may leave or participate in after school activities. Teachers will always ask why you are still at school if you are seen walking the halls after hours.

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POINTS OF INTEREST

What follows is a list of sample locations available during the Scenario:



BOOKER PARK

A relatively nice park near Openglen High School, frequented by students after school. This park is somewhat large with plenty of space for jungle gyms, walking trails, tennis courts, and more. A small amphitheater sits in this park but has long been abandoned.



NORTHBROOK MALL

Another dying mall taking up space in the tiny downtown district, conveniently placed next to a now polluted river. Very few shops are open here and it's a prime location for troublesome students to hang out at after school.

- The mall is moderately close to a subway station.



OPENGLEN HIGH SCHOOL

All of the kids in the area attend this school: while not prestigious in its own right, it does well for the community. Characters will likely spend a good amount of time here with classmates attending class and participating in after-school activities.

- The school is very close to a subway station.



SATURDAY MARKET

A flea market that sets up every Saturday in a large empty lot near the Mall.

- The vendors here sell varied and unusual things...



SUBWAY STATIONS

If you go underground you can go anywhere; Player Characters can use this to travel just about anywhere they could want to with their Student Passes. Parts of the system can be dangerous: if you don't want trouble it's best to keep your head down and move along.



THE HIDEOUT

Aptly named, The Hideout is a small coffee shop tucked away in the suburbs of Openglen. While not too far from the school it can be a bit of a walk compared to other locations. Some students hang out here after class, but it's still a quiet place to catch up with the rest of the group.



THE WOODS

A densely wooded area near Booker Park, beer cans and cigarette butts can be found shortly after walking into the thicket as the area is notorious for hosting illegal parties.

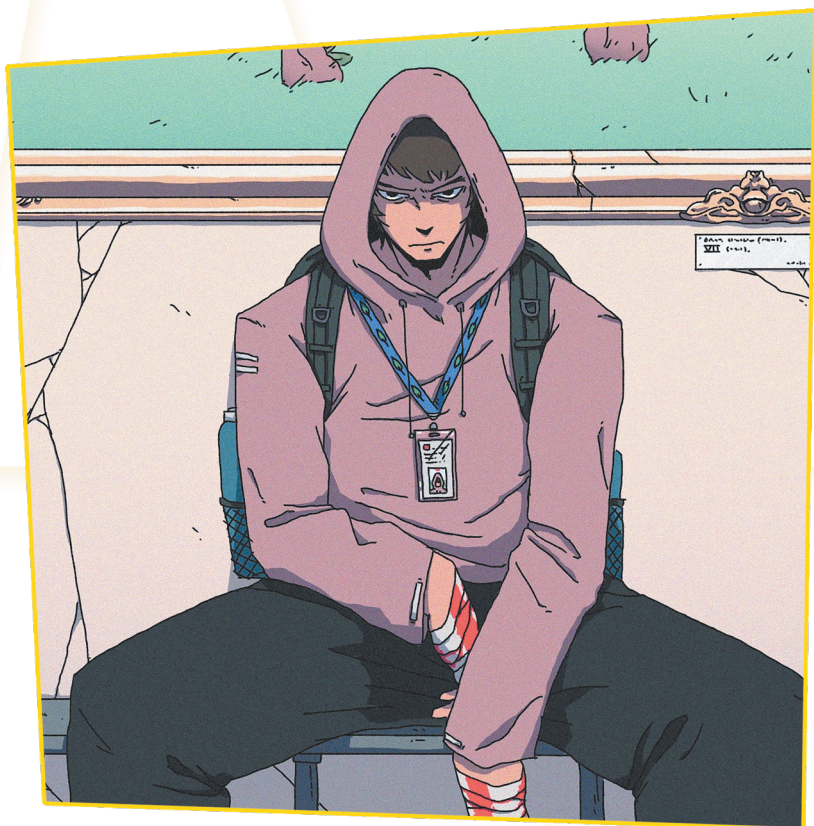
NON-PLAYER CHARACTERS

ARMEN B

An old friend of Kyle, Joseph, and Shoto up until recently. Armen was kicked out of their group and no one knows why. Ever since, Armen has been skipping school and hasn't returned home.

JOSEPH S

Another member of Kyle's group, Joseph is obsessed with graffiti and causing havoc around town. Joseph has a relaxed demeanor but an overly cocky attitude for someone that has already been arrested twice for spray painting the school.



KYLE B

Ringleader of the group including himself, Shoto, and Joseph. Kyle and his group are known bullies of Openglen High School but rarely seem to get in trouble for anything they do. Kyle has a cool, calm, and collected demeanor but is often cruel to others with no hesitation or emotion involved.

MELANIE L

A strangely familiar woman who runs a booth at the Saturday Market selling items and relics to those who can use an Anima. Friendly by nature and even more helpful, Melanie is a great ally to have on your side.

SHOTO K

A member of Kyle's group, Shoto is usually the first to become violent out of the three and is known to have a short temper. While very intelligent, he possesses little to no self-control, often provoking someone or overreacting to small inconveniences.

PRINCIPAL NEWMAN

A strange, stoic man, and a familiar face long known to Openglen High School. Principal Newman is known as a fatherly figure to many students but seems to be hiding something.

MR. BAUD

A young teacher who has taken notice of the weird things happening in the town, he will rarely divulge information but is always eager to hear more. Mr. Baud is a reasonable man and a great source of knowledge when you can get it out of him.

ADVENTURE HOOKS / PLOT

The following hooks and ideas can be used while starting off and running this Scenario:

SUSPICIOUS BEHAVIORS

Shoto, Kyle, and Joseph seem to be getting special treatment from Principal Newman despite their “activities” at School. Students soon begin to wonder what is going on with this strange new relationship when a rumor appears that Armen was seen living by the river and in poor condition. These students have many new secrets to share if you can convince them, especially about the strange wooden sphere that Principal Newman keeps in his desk...

- ★ What are the bullies up to?
- ★ Why is The Principal acting strange!?
- ★ What is the item he keeps in his desk used for?

THE DISAPPEARANCES

After several weeks of being missing, Armen's left hand is found on the steps of the school with the word “Mirage” carved into its palm. The Police amp up their efforts and the media spreads news of the strange event but no one was prepared for what was about to come. Slowly, students from the school begin to go missing and soon after, so does Principal Newman, but rumors quickly spread around the school that someone saw The Principal walking into the school basement earlier that day.

- ★ What is Principal Newman hiding underneath the school?
- ★ Where did these people go?
- ★ What happened to Armen?

THE STORM

A lightning storm during school causes a power outage, during this time some classrooms reported seeing strange distortions and some even claimed to see creatures emerging from these distortions but some students unknowingly developed Animas from the event. The incident was written off as “mass hysteria” or “imagination” but these students know what they saw. The school nurse approaches the Party outside of school in a light disguise and hands them a letter. Within the letter is a message that will change their lives forever.

- ★ What did this storm cause, will it be back?
- ★ What are these creatures?
- ★ What are these powers that students have developed?
- ★ Why does the nurse have this information?

ADDITIONAL FEATURES

During this Scenario, Characters will have access to the following:



STUDENT PASS

An item obtained at the start of this Scenario; it allows students to use the subway for free.



INSTANT MESSAGING (IM)

By building and nurturing relationships with other students outside of the party during Social and Investigation Phases, it will be possible for Characters to receive the “Screen Name” of another student, making it possible to stay in touch with them when on a PC.

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CHARACTER STAT BLOCKS

Below are the data for the main NPCs in this Scenario:

JOSEPH

HP : 24

AP : 16

LEVEL : 1 INITIATIVE : 9 RANGE : 30m

Character Stats

STR : 8 | DEX : 10 | CHA : 6 | INT : 4

Anima Stats

PWR : 4 | SPD : 6 | DEF : 12 | RNG : 10

ABILITY : His Anima, Bad Boy, can conceal himself and the User within the graffiti on walls and move through them at an increased speed while remaining undetected.

Guardian

Accuracy : STR + DEF +2 ● **Damage :** STR + DEF -2

PRINCIPAL NEWMAN

HP : 20

AP : 20

LEVEL : 4 INITIATIVE : 6 RANGE : 36m

Character Stats

STR : 8 | DEX : 4 | CHA : 8 | INT : 12

Anima Stats

PWR : 6 | SPD : 6 | DEF : 8 | RNG : 12

ABILITY : His Anima, The Doors, has two Abilities:

- 1.** The Doors can change the location behind any door within range to a place the User has previously visited.
- 2.** The Doors is able to create a replica door anywhere within range with the same properties as a normal door.

Magician

Accuracy : INT + RNG -2 ● **Damage :** INT + RNG +2

SHOTO

HP : 24

AP : 20

LEVEL : 1 INITIATIVE : 6 RANGE : 36m

Character Stats

STR : 8 | DEX : 6 | CHA : 4 | INT : 10

Anima Stats

PWR : 6 | SPD : 4 | DEF : 8 | RNG : 12

ABILITY : His Anima, Cherry, can produce many small cherry bombs that can be set as traps or thrown at the target.

Magician

Accuracy : INT + RNG -2 ● **Damage :** INT + RNG +2

KYLE

HP : 24

AP : 16

LEVEL : 1 INITIATIVE : 5 RANGE : 30m

Character Stats

STR : 8 | DEX : 4 | CHA : 6 | INT : 10

Anima Stats

PWR : 6 | SPD : 4 | DEF : 12 | RNG : 10

ABILITY : His Anima, Black Tongue, is a monstrous Anima that can inflict Poison 6 by attacking with its massive tongue.

Magician

Accuracy : INT + RNG -2 ● **Damage :** INT + RNG +2

MELANIE

HP : 12

AP : 20

LEVEL : 2 INITIATIVE : 9 RANGE : 36m

Character Stats

STR : 6 | DEX : 8 | CHA : 12 | INT : 10

Anima Stats

PWR : 6 | SPD : 8 | DEF : 10 | RNG : 12

ABILITY : Her Anima, Jailbreak, is able to shape the User's face to be whatever the User desires.

Assassin

Accuracy : DEX + SPD +1 ● **Damage :** DEX + SPD -1

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ENEMIES



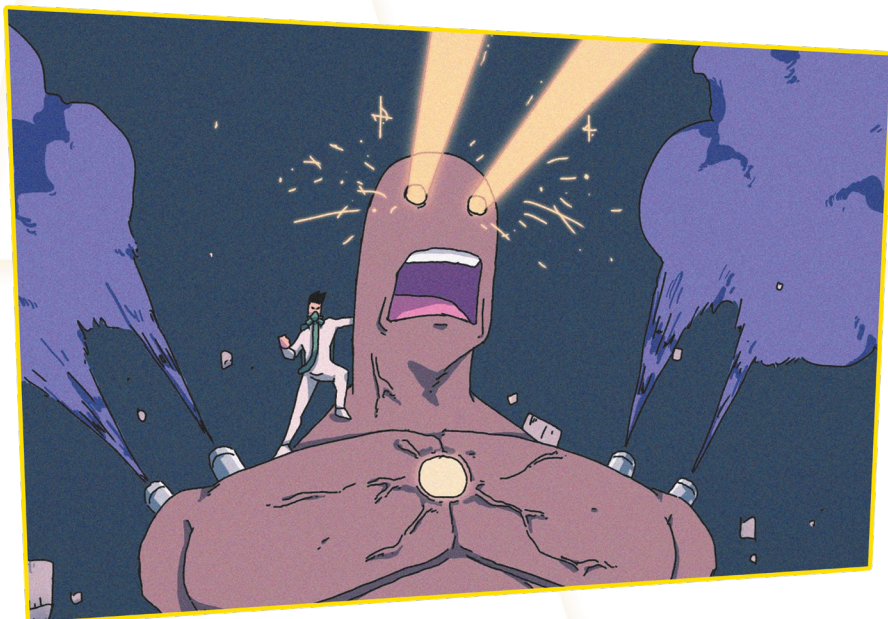
Enemies

In Over Arms, enemies can come in three different forms, Mundane (normal people, NPCs, etc.), Anima Users, and Animus. It is important to review the stat blocks of each type of enemy you plan to use in your campaign as they differ depending on the “type” of enemy you will be facing.

MUNDANE ENEMIES

These enemies have been simplified from their Anima User counterparts.

- ★ When encountering a mundane enemy in combat, their initiative score will be a fixed number.
- ★ Mundane enemies do not rely on Types and have their own individual values for both Accuracy and Damage.
Since these types of enemies cannot use an Anima, they are restricted to using weapons or hand-to-hand combat.
- ★ Mundane enemies have static stats unless otherwise noted by the GM, and should be modified to fit your game as needed.



ANIMA USERS

The most complex of all stat blocks, these enemies use the same stats as seen on the Character Sheet and function exactly like Player Characters.

When using Anima Users as enemies, you may choose to roll for initiative or use their static value.

ANIMUS

While simple in nature, an Animus has a few unique traits and rules:

- ★ When encountering an Animus in combat, their initiative score will be a fixed number.
- ★ An Animus does not rely on Types and has their own individual values for both Accuracy and Damage.
- ★ An Animus does not need to spend Anima Points, allowing them to use their abilities endlessly.
- ★ An Animus can also have repeat stat values and does not rely on the standard Anima Creation rules.

When defeated, there is a chance for the Animus to drop items, relics, and money. Sometimes, an Animus can even be bribed or convinced to aid the Player Characters in a myriad of ways depending on if the Player Characters are successful.

Enemies: Mundane

COMMONER

HP : 6

DEFENSE : 4 INITIATIVE : 4

Character Stats

STR : 6 | DEX : 6 | CHA : 4 | INT : 4

Unarmed

Accuracy : DEX ● Damage : STR

RUFFIAN

HP : 6

DEFENSE : 6 INITIATIVE : 4

Character Stats

STR : 6 | DEX : 6 | CHA : 4 | INT : 4

Unarmed

Accuracy : DEX ● Damage : STR

Knife

Accuracy : DEX +2 ● Damage : STR +2

THUG

HP : 8

DEFENSE : 6 INITIATIVE : 6

Character Stats

STR : 8 | DEX : 6 | CHA : 4 | INT : 4

Unarmed

Accuracy : DEX ● Damage : STR

Melee Weapon

Accuracy : DEX +1 ● Damage : STR +5

SECURITY

HP : 8

DEFENSE : 6 INITIATIVE : 4

Character Stats

STR : 6 | DEX : 6 | CHA : 4 | INT : 6

Unarmed

Accuracy : DEX ● Damage : STR

Melee Weapon

Accuracy : DEX +1 ● Damage : STR +5

POLICE OFFICER

HP : 8

DEFENSE : 6 INITIATIVE : 6

Character Stats

STR : 6 | DEX : 6 | CHA : 4 | INT : 6

Unarmed

Accuracy : DEX ● Damage : STR

Pistol

Accuracy : DEX +2 ● Damage : INT +4

SOLDIER

HP : 8

DEFENSE : 8 INITIATIVE : 6

Character Stats

STR : 6 | DEX : 6 | CHA : 4 | INT : 6

Unarmed

Accuracy : DEX ● Damage : STR

Rifle

Accuracy : DEX +1 ● Damage : INT +6

6

ENEMIES

Enemies: Anima Users



VICTOR INDIGO



Anima Contest Winner!

LEVEL : 1 INITIATIVE : 11 RANGE : 36m

Character Stats

STR : 6 | DEX : 12 | CHA : 4 | INT : 10

HP : 16

Anima Stats

PWR : 4 | SPD : 8 | DEF : 6 | RNG : 12

AP : 20

ABILITY : The voice of their Anima, Moonlight Marauder, produces an opaque, inky darkness within range. The User can see normally and move unrestricted in the effect, but everyone else's senses are distorted.

Magician

Accuracy : INT + RNG -2 • **Damage :** INT + RNG +2



MANNY WALTERS



Anima Contest Winner!

LEVEL : 1 INITIATIVE : 9 RANGE : 12m

Character Stats

STR : 6 | DEX : 12 | CHA : 4 | INT : 8

HP : 20

Anima Stats

PWR : 6 | SPD : 12 | DEF : 8 | RNG : 4

AP : 20

ABILITY : Their Anima, Yggdrasil, allows the User to instantaneously grow a plant from a single buried object. The plant will bear fruits with the original object's attributes and abilities.

Assassin

Accuracy : DEX + SPD +1 • **Damage :** DEX + SPD -1



KYO NAKAMURA

LEVEL : 3 INITIATIVE : 7 RANGE : 36m

Character Stats

STR : 8 | DEX : 8 | CHA : 4 | INT : 10

HP : 24

Anima Stats

PWR : 6 | SPD : 4 | DEF : 8 | RNG : 12

AP : 24

ABILITY : Their Anima, Mechanical Boy, is able to make any physical object within range temporarily invulnerable.

Magician

Accuracy : INT + RNG -2 • **Damage :** INT + RNG +2



SARAH RAMOS

LEVEL : 3 INITIATIVE : 10 RANGE : 36m

Character Stats

STR : 8 | DEX : 10 | CHA : 6 | INT : 6

HP : 24

Anima Stats

PWR : 4 | SPD : 8 | DEF : 8 | RNG : 12

AP : 20

ABILITY : Whenever a target in range hears the notes from her Anima, Music Box, they begin to slowly forget what they were supposed to do. Prolonged exposure to this music can cause the target to forget almost everything about themselves.

Guardian

Accuracy : STR + DEF +2 • **Damage :** STR + DEF -2

6

ENEMIES



EIN GREGOR

LEVEL : 5 INITIATIVE : 11 RANGE : 36m

Character Stats

STR : 8 | DEX : 6 | CHA : 6 | INT : 12

HP : 20

Anima Stats

PWR : 4 | SPD : 12 | DEF : 8 | RNG : 12

AP : 16

ABILITY : Their Anima, Talking Head, has two Abilities:

1. Latch onto a target within range and read their mind.
2. Change a minor aspect of what the target is currently thinking. (false memory insertion, change emotion, etc.)

Magician

Accuracy : INT + RNG -2 • **Damage :** INT + RNG +2



LEONARD DART

LEVEL : 5 INITIATIVE : 7 RANGE : 36m

Character Stats

STR : 12 | DEX : 4 | CHA : 12 | INT : 6

HP : 16

Anima Stats

PWR : 10 | SPD : 8 | DEF : 8 | RNG : 12

AP : 12

ABILITY : Their Anima, Turnstyle, has two Abilities:

1. Reverse the trajectory of any medium-sized or smaller object in motion, within range. (Baseballs, bullets, small vehicles)
2. Transfer the motion/momentum of one large-sized or smaller target within range to another large-sized or smaller target within range. (motorized vehicles, small personal planes, machinery)

Fighter

Accuracy : STR + PWR -1 • **Damage :** STR + PWR +1



MADISON BRYANT

LEVEL : 7 INITIATIVE : 12 RANGE : 30m

Character Stats

STR : 4 | DEX : 10 | CHA : 10 | INT : 12

HP : 16

Anima Stats

PWR : 6 | SPD : 12 | DEF : 6 | RNG : 10

AP : 20

ABILITY : Their Anima, Head like a Hole, has three Abilities:

1. Clone the Ability of another Anima for 30 seconds or one round of combat.
2. Change a minor aspect of what the target is currently thinking. (false memory insertion, change emotion, etc.)
3. Trade itself forcefully to another Anima User in exchange for their own Anima.

Assassin

Accuracy : DEX + SPD +1 ● **Damage :** DEX + SPD -1



MARCUS DE GUAITA

LEVEL : 7 INITIATIVE : 5 RANGE : 30m

Character Stats

STR : 12 | DEX : 6 | CHA : 12 | INT : 6

HP : 16

Anima Stats

PWR : 10 | SPD : 4 | DEF : 8 | RNG : 10

AP : 24

ABILITY : Their Anima, Bad2Bone, has three Abilities:

1. Identify fractures in medium-sized and smaller objects and expand the fractures up to 3x their normal size.
2. Identify fractures in large-sized and smaller objects and expand the fractures up to 4x their normal size.
3. Remove any imperfections and fractures in any object medium-sized or smaller.

Fighter

Accuracy : STR + PWR -1 ● **Damage :** STR + PWR +1

6

ENEMIES



ADISA NKOSI

LEVEL : 9 INITIATIVE : 13 RANGE : 24m

Character Stats

STR : 6 | DEX : 12 | CHA : 4 | INT : 12

HP : 24

Anima Stats

PWR : 4 | SPD : 12 | DEF : 10 | RNG : 8

AP : 24

ABILITY : Their Anima, Personal Heaven, has three Abilities:

1. Instantly create a room outside space and time, decorated according to the User's personality. Targets within range can be pulled into it upon creation.
2. Use the aforementioned room to transport instantaneously to anywhere the User desires once per day.
3. Bend the minds of those beside the User who enter the room. Upon entering Personal Heaven, targets suffer Trauma 8.

Assassin

Accuracy : DEX + SPD +1 ● Damage : DEX + SPD -1



KRIS WEATHERS

LEVEL : 7 INITIATIVE : 5 RANGE : 30m

Character Stats

STR : 12 | DEX : 6 | CHA : 12 | INT : 6

HP : 16

Anima Stats

PWR : 10 | SPD : 4 | DEF : 8 | RNG : 10

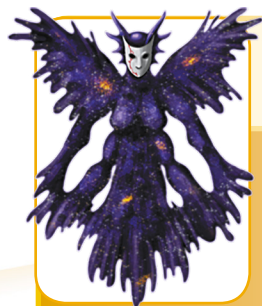
AP : 24

ABILITY : Their Anima, Carousel, has three Abilities:

1. Undo "simple actions" that occurred in the past 30 seconds or one round of combat, within range. (locking a door, walking past someone, a punch, etc.)
2. Reverse the order of two "simple actions" that occurred in the past 30 seconds or one round of combat, within range. (running then turning, falling then jumping, etc.)
3. Cause a target to perform a "simple action" within range. (see above examples)

Fighter

Accuracy : STR + PWR -1 ● Damage : STR + PWR +1



MAY DURAND

LEVEL : 9 INITIATIVE : 12 RANGE : 24m

Character Stats

STR : 12 | DEX : 8 | CHA : 4 | INT : 12

HP : 24

Anima Stats

PWR : 12 | SPD : 6 | DEF : 10 | RNG : 8

AP : 24

ABILITY : Their Anima, King, has three Abilities:

1. Create a gaseous substance that is able to make NPCs in the area follow King's orders.
2. Create gaseous bubbles that when popped create a pressurized explosion within range.
3. Create hidden gaseous bubbles within NPCs that are currently under its control. King can then "detonate" these bubbles creating an explosion within range.

Guardian

Accuracy : STR + DEF +2 ● **Damage :** STR + DEF -2



MARCO ROSENBERG

LEVEL : 10 INITIATIVE : 7 RANGE : 30m

Character Stats

STR : 12 | DEX : 6 | CHA : 12 | INT : 6

HP : 24

Anima Stats

PWR : 12 | SPD : 6 | DEF : 8 | RNG : 10

AP : 24

ABILITY : Their Anima, Cool Vibration, has three Abilities:

1. Vibrate itself and the User at high speeds, making them almost impossible to see with the naked eye.
2. Absorb vibrational energy from an outside force and redirect the energy at a target.
3. Generate a concussive force through the ground or air that can devastate anything within range - regardless if friend or foe.

Fighter

Accuracy : STR + PWR -1 ● **Damage :** STR + PWR +1

6

ENEMIES

Enemies: Animus



HAN'NYA

HP : 6

DEFENSE : 2 INITIATIVE : 6

Character Stats

STR : 8 | DEX : 6 | CHA : 4 | INT : 4

ABILITY : Han'nya are able to use their boDies to wrap and restrict their targets' movements.

Ability Attack

Accuracy : STR + DEX ● Damage : STR + DEX

These creatures are almost always hostile but seem to go into a hibernation state during days when there is heavy fog. Han'nya can be bothersome but not quite deadly due to their weak nature. Sometimes Han'nya will work with a larger Animus to restrict their target while the larger Animus attacks.

VALUES : Strange Ration



IMP

HP : 6

DEFENSE : 4 INITIATIVE : 6

Character Stats

STR : 4 | DEX : 6 | CHA : 6 | INT : 4

ABILITY : Imps have the ability to become nearly invisible to the naked eye.

Ability Attack

Accuracy : STR + CHA ● Damage : STR + STR

Imps are known to play tricks on people who enter the Mirage and are quick to try and steal items and relics from them. Imps are especially devious at night but are typically a bit sluggish during the day.

VALUES : Money, Soda, and Forks



STATUETTE

HP : 6

DEFENSE : 4 INITIATIVE : 4

Character Stats

STR : 6 | DEX : 4 | CHA : 6 | INT : 6

ABILITY : Statuettes are able to inflict Silence 4 on their target when attacking.

Ability Attack

Accuracy : INT + INT ● Damage : STR + DEX -1

Statuettes are beings that will watch and follow others until approached, once noticed these beings will attack with full force. Statuettes seem to only be active during the rain and are sometimes calm during foggy days.

VALUES : A good conversation, Mirage Goggles



FAIRY

HP : 6

DEFENSE : 2 INITIATIVE : 6

Character Stats

STR : 4 | DEX : 6 | CHA : 6 | INT : 6

ABILITY : Fairies are able to teleport anywhere.

Ability Attack

Accuracy : DEX + INT ● Damage : STR + INT -1

Fairies are beings that tend to trade information in exchange for favors. Fairies tend to be willing to help people who enter The Mirage in exchange for information or items, but become incredibly agitated during hot days or nights.

VALUES : Juicy information, Money, and Smelling Salts

6

ENEMIES



GLUTTON

HP : 8

DEFENSE : 6 INITIATIVE : 6

Character Stats

STR : 6 | DEX : 4 | CHA : 4 | INT : 4

ABILITY : Gluttons can control, manipulate, and create Fire.

Ability Attack

Accuracy : STR + INT -1 ● **Damage :** STR + INT +1

Gluttons are horrible little creatures that will flock to people carrying food in The Mirage. Gluttons will stop at nothing to steal food and have been known to eat people. While these beings remain vigilant during the night they sleep in groups during the daytime and refuse to come out during hot days.

VALUES : All food items



FLORA

HP : 10

DEFENSE : 6 INITIATIVE : 6

Character Stats

STR : 4 | DEX : 4 | CHA : 4 | INT : 8

ABILITY : Flora are able to inflict Poison 2 on their target when attacking.

Ability Attack

Accuracy : INT + INT +1 ● **Damage :** STR + STR

Flora are very idle beings that emerge from the ground only when the plant on their head is disturbed. These beings can be very dangerous and shouldn't be disturbed unless you are prepared for a fight. Flora are very hostile during the rain.

VALUES : Miracle Leaf



KAMUY

HP : 8

DEFENSE : 4 INITIATIVE : 4

Character Stats

STR : 6 | DEX : 4 | CHA : 4 | INT : 8

ABILITY : Kamuy are able to manipulate and create shadows to cloak themselves and blind enemies.

Ability Attack

Accuracy : INT + INT +1 ● **Damage :** STR + DEX -1

Kamuy are reserved beings that are said to be the lost souls of those who have entered The Mirage and dwell close to the entrance. These creatures are rarely hostile unless provoked. Kamuy are particularly agitated during cloudy days.

VALUES : A friend and Soda



APE-KAMUY

HP : 10

DEFENSE : 4 INITIATIVE : 6

Character Stats

STR : 6 | DEX : 6 | CHA : 6 | INT : 6

ABILITY : Ape-Kamuy are able to cause tremors to knock over and disorient their enemies.

Ability Attack

Accuracy : STR + DEX -1 ● **Damage :** STR + DEX +1

Ape-Kamuy are vicious creatures said to be lost souls that have forgotten their humanity. Ape-Kamuy are incredibly hostile and only seem to calm down during periods of intense storms.

VALUES : Food and Carbuncle

6

ENEMIES



HALA

HP : 12

DEFENSE : 4 INITIATIVE : 6

Character Stats

STR : 4 | DEX : 4 | CHA : 8 | INT : 8

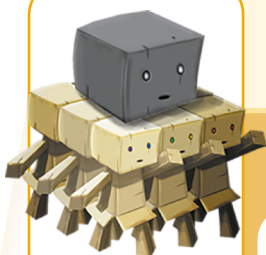
ABILITY : Hala can control, manipulate, and create Ice.

Ability Attack

Accuracy : INT + CHA +1 ● **Damage :** INT + STR -1

Hala are troublesome beings that usually appear during snowy seasons and are known to bring about large blizzards. These creatures are known to be passive and calm during the summer but evil and meticulous during the winter.

VALUES : Glass Idol and Boost Items



GOLEM

HP : 10

DEFENSE : 6 INITIATIVE : 6

Character Stats

STR : 8 | DEX : 4 | CHA : 4 | INT : 4

ABILITY : Golems can control, manipulate, and create Ground.

Ability Attack

Accuracy : STR + DEX +1 ● **Damage :** STR + STR -1

Golems are a group of beings that seem to worship the idol they carry. Golems will attack anyone in order to make a sacrifice to this idol, and are particularly hostile during storms.

VALUES : Any Rare or Legendary Items or Relics



FOOL KING

HP : 14

DEFENSE : 6 INITIATIVE : 8

Character Stats

STR : 10 | DEX : 4 | CHA : 4 | INT : 4

ABILITY : Fool Kings are able to inflict Dazed 5 on their target when attacking.

Ability Attack

Accuracy : STR + INT +1 ● **Damage :** STR + DEX -1

Fool Kings wander The Mirage with the intent to do harm and cause havoc and will even attack another Animus. Reasoning with this being is not advised as they are only known to slightly calm down during periods of long rain.

VALUES : Life Seed



METHUSELAH

HP : 16

DEFENSE : 4 INITIATIVE : 6

Character Stats

STR : 6 | DEX : 6 | CHA : 6 | INT : 8

ABILITY : Methuselahs are able to drain AP equal to the amount of damage they do when attacking.

Ability Attack

Accuracy : STR + INT +1 ● **Damage :** STR + DEX -1

Methuselahs are a great threat to an inexperienced party and seek a worthy challenge or a divine offering. Methuselahs are rarely swayed by any gifts and will object to any rational thought during storms.

VALUES : Any Rare or Legendary Items or Relics

6

ENEMIES



GARGOYLE

HP : 16

DEFENSE : 6 INITIATIVE : 8

Character Stats

STR : 4 | DEX : 6 | CHA : 4 | INT : 6

ABILITY : Gargoyles are able to inflict Silence 4 on their target when attacking.

Ability Attack

Accuracy : INT + DEX +1 ● Damage : INT + DEX +1

Gargoyles are experts in stealth and imitate statues while waiting for the proper opportunity to strike. Gargoyles are rare but devious in nature. These beings remain as statues during the day and cannot move or speak during this time.

VALUES : Any Rare or Legendary Items or Relics



BEROSSUS

HP : 18

DEFENSE : 6 INITIATIVE : 6

Character Stats

STR : 8 | DEX : 6 | CHA : 4 | INT : 8

ABILITY : Berossus can control, manipulate, and create Fire, Ice, and Ground.

Ability Attack

Accuracy : INT + STR +1 ● Damage : INT + DEX -1

Berossi live deep within The Mirage and possess incredible strength over the elements. Berossi love to torment and kill people that enter their domain and do not change moods.

VALUES : Demon Contract



UBARA

HP : 24

DEFENSE : 4 INITIATIVE : 8

Character Stats

STR : 6 | DEX : 6 | CHA : 8 | INT : 8

ABILITY : Ubara are able to inflict Dazed 8 twice on one target when attacking.

Ability Attack

Accuracy : INT + CHA +1 ● **Damage :** INT + STR -1

Ubara are rational and judgmental beings that exist within The Mirage. These beings hold truth to the highest standard and will try to kill anyone who dares lie to them. Ubara enter a meditative state during sunny days and become enraged by storms.

VALUES : False Idol and telling the truth



TRISTIS

HP : 24

DEFENSE : 6 INITIATIVE : 8

Character Stats

STR : 4 | DEX : 8 | CHA : 8 | INT : 8

ABILITY : Tristis are able to inflict Poison 9 and Silence 8 when attacking.

Ability Attack

Accuracy : INT + CHA -1 ● **Damage :** INT + STR -1

Tristis are quiet beings that reside alone deep within The Mirage, experimenting on lesser Animus. Tristis will seek out anything to use in different experiments on days when the weather is sunny, these beings are known to exchange information for legendary items or relics.

VALUES : Any Legendary Items or Relics

6

ENEMIES



ISIS

HP : 30

DEFENSE : 6 INITIATIVE : 8

Character Stats

STR : 4 | DEX : 8 | CHA : 8 | INT : 10

ABILITY : Isises are able to inflict Dazed 6 on an entire party once at the beginning of Combat.

Ability Attack

Accuracy : INT + DEX -1 ● Damage : INT + CHA -2

Isises are beings that reside in the deepest halls of The Mirage. These beings object to reason and treat any intruders to a swift death. Isises act almost like a program and almost never divert from their intended duty to destroy. Isises are known to listen only when given a God's Hand.

VALUES : God's Hand



ISCARIOT

HP : 20

DEFENSE : 10 INITIATIVE : 6

Character Stats

STR : 10 | DEX : 6 | CHA : 8 | INT : 8

ABILITY : Iscariots are immune to all conditions.

Ability Attack

Accuracy : INT + DEX -1 ● Damage : STR + DEX

Iscariots are very talkative beings that will question the motives of those who enter the deep of The Mirage. Iscariots are somewhat kind during the rain and angry during periods of thick fog; they are also very temperamental and will attack when told something they do not agree with.

VALUES : ???



ANDREALPHUS

HP : 34

DEFENSE : 8 INITIATIVE : 8

Character Stats

STR : 10 | DEX : 4 | CHA : 10 | INT : 10

ABILITY : Andrealphus is able to inflict Trauma 10 when attacking.

Ability Attack

Accuracy : INT + CHA -1 • **Damage :** INT + STR

Andrealphus is one of the most dangerous beings to walk within the halls of The Mirage. These beings desire nothing but bloodshed and are truly a force to be reckoned with. Andrealphus is known to only activate their abilities during clear weather.

VALUES : ???



BAAL

HP : 40

DEFENSE : 8 INITIATIVE : 8

Character Stats

STR : 10 | DEX : 8 | CHA : 8 | INT : 12

ABILITY : Baal is able to inflict Trauma 8 on everyone in the party once per combat.

Ability Attack

Accuracy : INT + CHA • **Damage :** INT + STR -1

Baal is in the upper echelon of beings that reside within The Mirage. He has been known to grant wishes in exchange for the souls of others.

Baal is incredibly dangerous and if you encounter him, you should prepare for the fight of your life.

VALUES : Human Souls


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Print and cut the cards below to keep track of Conditions during play.

NUMBER

DAZED

Effect :
INT is reduced by one Die size.


Recovery :
Sleep, Items, Relics, Abilities, or assistance from another Character during a non-Combat Phase.

NUMBER

SILENCE

Effect :
CHA is reduced by one Die size.


Recovery :
Sleep, Items, Relics, Abilities, or assistance from another Character during a non-Combat Phase.

NUMBER

WOUND

Effect :
DEX is reduced by one Die size.

Recovery :
Sleep, Items, Relics, Abilities, or assistance from another Character during a non-Combat Phase.


NUMBER

POISON

Effect :
STR is reduced by one Die size.

Recovery :
Sleep, Items, Relics, Abilities, or assistance from another Character during a non-Combat Phase.

TRAUMA

NUMBER

Effect :
DEX, STR, INT, CHA are reduced by one Die size.

Recovery :
Sleep, Items, Relics, Abilities, or assistance from another Character during a non-Combat Phase.

FATIGUE

Effect :
DEX, STR, INT, CHA, PWR, SPD, DEF, RNG are all reduced by two Die sizes.
Additionally, the Character cannot use their Anima and Abilities, and cannot recover AP.

Recovery :
Sleep or specific Items or Relics.

LEVEL

CHARACTER NAME

ANIMA NAME

ANIMA TYPE

ABILITIES

1

2

3

VIRTUE

VICE

DRIVE

BIO + APPEARANCE + INVENTORY

STATUS + MONEY

HP

DEX

INT

CHA

STR

AP

SPD

RNG

DEF

PWR

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LEVEL

CHARACTER NAME

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ABILITIES

1

2

3

VIRTUE

VICE

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BIO + APPEARANCE + INVENTORY

STATUS + MONEY

HP

INT

STR

AP

RNG

PWR

CHA

DEF

DEX

SPD

OverArms

LEVEL

CHARACTER NAME

ANIMA NAME

ANIMA TYPE

ABILITIES

1

2

3

VIRTUE

VICE

DRIVE

BIO + APPEARANCE + INVENTORY

STATUS + MONEY

HP

INT

DAZED

TRAUMA

STR

POISON

AP

RNG

PWR

DEF

SPD

CHA

SILENCE

DEX

WOUND

OverArms



- ☆ DAZED → INT
- ☆ POISON → STR
- ☆ SILENCE → CHA
- ☆ WOUND → DEX
- ☆ TRAUMA → ALL

LEVEL

CHARACTER NAME

ANIMA NAME

ANIMA TYPE

ABILITIES

1

2

3

VIRTUE

VICE

DRIVE

BIO + APPEARANCE + INVENTORY

STATUS + MONEY

OverArms

AWAKEN YOUR ANIMA!

Welcome to **Over Arms**, a rules-light tabletop role-playing game designed for people familiar with series like *JoJo's Bizarre Adventure*, *Persona*, *Fate*, *Shaman King*, and more.

Over Arms is designed to recreate the themes, mechanics, and powers seen in these types of media - all you need is this book, paper, pencils, dice, and friends to play along with you!

Filled to the brim with all the information you need to play, this book comes equipped with a bevy of beginner-friendly, easily-digestible examples, flowcharts, tips and a variety of illustrated adversaries. Even someone new to the world of role-playing will grasp this in no time!



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