Anima Prime: Items

These rules were originally included in Beta 1.2. Playtesting showed that they weren't quite what I wanted out of item rules, and they add a bunch of record keeping to the game. They also duplicate some of the effects of goals, so they may not actually add that much to the game. That all said, feel free to use them in your game and let me know how it goes and how these rules could be improved.

The main draw of the Beyond in Ghostfield, and the reason that several factions are fighting over access to it, is that there are magical essences to be found within the heart of it. They are called Cores, and they come in different varieties. Many Beyonders have one (at the very least, all that can fly), and the Cores can sometimes be mined from the very center of the floating rocks as well.

PCs can earn these Cores when they defeat a Beyonder or one of the special Kanissian constructs that use the Cores as a source for power, accelerated movement, or flight (like steambots, power armors, flightpacks, and so on). They can either trade these in for favors or other benefits that are purely within the fiction of your story, or, if they've got the right powers listed below, they can actually manufacture and use special items.

1.1 Powers

Create Items
This power is needed in order to turn raw materials into usable items. Take it once to be able to make standard items. Take it twice to be able to create advanced items as well. If you don't have this power, you can trade twice the needed materials for an item of that type whenever you get in touch with one of the crime cartels (you need a link to one or both cartels to do this). Creating an item out of raw materials takes a character scene; spend an Awesome Token to create an item in one action during a conflict instead.

Use Items
This power is needed to actually use items. Take it once to be able to use standard items. Take it twice to be able to use advanced items as well. Without this power, you cannot use items at all. Using an item counts as the character's action for that turn, which uses up the item. Use Item can be done as an action with an Awesome Token, just like any other power.

Mix Items (free power with Create Items II and Use Items II)
A character who has Create Items II as well as Use Items II can use an action to use two items together for a special effect. Mix Items can be done as an action with an Awesome Token, just like any other power.

1.2   **Drop Tables**

Roll a D6, add the skill rating of the adversity (use the original value if it was lowered via goals during the conflict; use the highest skill rating +1 for enemies with 3 skills), and consult the appropriate table below to figure out which materials can be gained from the defeated enemy.

Gaining materials takes a character scene per enemy, during which the PCs extract the items from the remains. You should still play out character interaction during this scene and you gain none of the usual scene benefits.

If the adversity is not among the categories listed below, the PCs cannot gain any materials from the enemy. Alternatively, the GM could give the PCs a coin to represent other salvaged materials and let them exchange 5 coins for a Fire, Frost, or Shock Core; they'd still have to use a character scene to harvest the coin.

Steampowered Kanissians (elite soldiers, power suits, steambots, etc.):

2	Frost Core		6	Fire Core
3	Fire Core		7	Shock Core
4	Shock Core		8	2 Fire Cores
5	Frost Core		9+	2 Shock Cores

Beyonders:

2	Fire Core		8	Vile Core
3	Frost Core		9	Shadow Core
4	Shock Core		10	Soul Core
5	Fire Core		11	Phoenix Core
6	Frost Core		12	Soul Core
7	Shock Core		13+	Phoenix Core

When the PCs are Beyond, the GM can create goals that allow the characters to retrieve some materials from the floating rocks. This is up to the GM. Note that characters can,

in the absence of adversity, fulfill goals during character scenes. Use this in conjunction with the Threat Die (optional rule) for fast-paced and dangerous excursions Beyond.

As a final note, I might consider giving at least Item Use I to all PCs for free, just so that they can actually make use of their spoils without having to give up anything else, but that's up to how your group wants to handle this. It might also be a good first power to pick when characters complete their first seed

1.3   Item Effects

The following tables list 3 things: the item name, its required materials to create it, and the effect it has when you use it. In this case, the items often work like a specific power, and a player has to spend her action using an item. The PC does not need to expend strike or charge dice to use an item.

Some of the items trigger strike rolls. These have their own dice that do not come out of anyone's pools. Those dice are all discarded after the strike, and they cannot be rerolled with the use of traits.

Some of the items have effects that are ineffective against characters with certain powers. Body Resistance and Soul Resistance apply here, for example.

Standard Items:

Name	Materials	Effect
Cleansing Serum	1 Phoenix Core, 1 Soul Core	The cleansing serum removes Blindness and Poisoned from 1 PC.
Fire Gem	2 Fire Cores	The fire gem causes the next strike of the target character to be fire-based.
Frost Gem	2 Frost Cores	The frost gem causes the next strike of the target character to be frost-based.
Grenade	4 Fire Cores	The grenade triggers a fire-based strike roll against 1 opponent. This roll is made with 8 dice and cannot use any other dice or traits.

Name	Materials	Effect
Icicle Explosion	3 Frost Cores	The icicle explosion triggers a frost-based strike roll against 1 opponent. This roll is made with 6 dice and cannot use any other dice or traits.
Phoenix Gem	2 Phoenix Cores	The phoenix gem has the same effect as the Rise of the Phoenix power.
Poison Dart	2 Vile Cores	The poison dart inflicts Poisoned on 1 character.
Protection Serum	2 Frost Cores, 1 Soul Core	The protection serum grants Shielded to 1 PC.
Shadow Sand	2 Shadow Cores	The shadow sand inflicts Blinded on 1 character.
Shock Gem	2 Shock Cores	The shock gem causes the next strike of the target to be electricity-based
Smoke Bomb	3 Shadow Cores	The smoke bomb inflicts Darkness on the area of the conflict.
Soul Gem	3 Soul Cores	The soul gem heals 1 wound of 1 PC. It cannot be used on a defeated PC.
Speed Serum	2 Fire Cores, 1 Soul Core	The speed serum grants Quickened to 1 PC.
Strength Serum	2 Shock Cores, 1 Soul Core	The strength serum grants Empowered to 1 PC.
Thunderball	5 Shock Cores	The thunderball triggers an electricity-based strike roll against 1 character. This roll is made with 10 dice and cannot use any other dice or traits.

Advanced Items:

Name	Materials	Effect
Blessed Serum	3 Soul Cores and any combination of 3 Fire, Frost, and Shock Cores	The blessed serum grants Empowered, Quickened, and Shielded to 1 PC.
Cleansing Shower	2 Phoenix Core, 2 Soul Cores, and any combination of 2 Fire, Frost, and Shock Cores	The cleansing shower removes all Blinded and Poisoned conditions from all PCs.
Flare Bomb	Any combination of 8 Fire, Frost, and Shock Cores	The flare bomb triggers a non-elemental strike roll against 2 opponents. This roll is made with 12 dice and cannot use any other dice or traits.
Mega Phoenix	2 Phoenix Cores, 4 Soul Cores	The mega phoenix brings back a defeated PC and heals all of her wounds.
Mega Soul	6 Soul Cores	The mega soul heals all of the wounds of 1 PC. It cannot be used on a defeated PC.
Poison Bomb	3 Fire Cores, 3 Vile Cores	The poison bomb inflicts Poisoned on all enemies.
Shadow Spear	4 Shadow Cores and any combination of 4 Fire, Frost, and Shock Cores	The shadow spear inflicts 1 wound on 1 enemy.
Triple Curse	3 Shadow Cores, 3 Vile Cores	The triple curse inflicts Poisoned and Blindness on 1 character and reduces her Action Pool by 3 dice.

Mixed Items:

Name	Mixed Items	Effect
Apocalypse	Shadow Spear and Triple Curse	The apocalypse inflicts 1 wound on each enemy and empties their Strike and Charge Pools.
Grand Blessing	Blessed Serum and Cleansing Shower	The grand blessing grants Empowered, Quickened, and Shielded to all PCs and removes all of their Blinded and Poisoned conditions.
Grand Curse	Poison Bomb and Shadow Sand	The grand curse inflicts Poisoned and Blinded on all enemies and reduces their Action Pools by 4 dice.
Mega Bomb	Grenade and Flare Bomb	The mega bomb triggers a non-elemental strike roll against all opponents. This roll is made with 15 dice and cannot use any other dice or traits.
Ultra Phoenix	Mega Phoenix and Mega Soul	The ultra phoenix brings back all defeated PCs and heals all of their wounds.