



"She represents darkness and death, her signature attack is 'Oblivion'."

Table: Animz	
Class Level	Special
1 st	Limit Break
2 nd	Weakening Blink
3 rd	—
4 th	Hear No Evil
5 th	—
6 th	Pain
7 th	—
8 th	Speak No Evil
9 th	—
10 th	Painga
11 th	—
12 th	Crimson Rays
13 th	—
14 th	Woundga
15 th	—
16 th	Feel My Pain
17 th	—
18 th	Dark Pain
19 th	—
20 th	Deathly Touch

Anima

Size: Medium; **Speed:** 10 ft.; **AC:** +2 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Str 18, Dex 12, Con 16, Int 12, Wis 13, Cha 16; **Special Qualities:** Elemental resistance (equal to summoner's level).

7TH LEVEL ADVANCEMENT

Size: Large; **AC:** +3 natural armor; **Attack:** bite (1d8), 2 claws (1d6); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

Limit Break (Su): At 1st level, Anima receives the Limit Break (Oblivion).

Oblivion (Su): This Limit Break allows Anima to summon a reverse-horned demon that attacks furiously. Anima gains an additional claw attack using the highest base attack bonus plus an additional attack per four summoner levels after 1st. These additional attacks do not require a full-attack action to use. This limit break lasts for a duration of 1 round + 1 round per four summoner levels after 1st. This limit break requires only a swift action.

Weakening Blink (Ex): At 2nd level, Anima can teleport to any location within 30-ft. also any one creature next to her (must be selected beforehand) after the teleport must make a Will save (DC 10 + half of the summoner's level + Anima's Charisma modifier) or takes the Deprotect status effect.

Hear No Evil (Su): At 4th level, Anima causes her foe to be deaf. She can make a ranged touch attack, hitting a foe up to 30 feet away. A target takes 3d6 points of shadow damage and the target must make a Will save (DC 10 + half of the summoner's level + Anima's Charisma modifier) or be inflicted with Deafened status effect for 1d8 rounds. This is a spell-like ability and consumes 2 MP from the summoner. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

Pain (Sp): At 6th level, Anima is able to cast Pain like the spell. This is a spell-like ability and consumes 3 MP from the summoner.

Speak No Evil (Su): At 8th level, Anima causes her foe to be silent. She can make a ranged touch attack, hitting a foe up to 30 feet away. The subject takes 5d6 points of shadow damage and the target must make a Will save (DC 10 + half of the summoner's level + Anima's Charisma modifier) or be inflicted with Silence status effect for 1d4 rounds. This is a spell-like ability and consumes 3 MP from the summoner. Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

Painga (Sp): At 10th level, Anima is able to cast Painga like the spell. This is a spell-like ability and consumes 5 MP from the summoner.

Crimson Rays (Su): At 12th level, Anima releases a crimson rainbow of lights hitting all foes within a 20-ft.-cone. All creatures in the area of effect are inflicted with the Imperil status effect for 1d6 rounds unless they must make a Will save (DC 10 + half of the summoner's level + Anima's Charisma modifier) to negate the Imperil status effect. This is a spell-like ability and consumes 6 MP from the summoner. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Woundga (Sp): At 14th level, Anima is able to cast Woundga like the spell. This is a spell-like ability and consumes 6 MP from the summoner.

Feel My Pain (Su): At 16th level, Anima's eye focuses on her target giving a chilling feeling to her victim within 30 feet. This ability functions like *Unwilling Shield*. as the spell, that lasts for 1d8 rounds and the target must make a Will save (DC 10 + half of the summoner's level + Anima's Charisma modifier) to negate this effect. This is a spell-like ability and consumes 6 MP from the summoner. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

Dark Pain (Su): At 18th level, Anima gathers a shadowy blast from her one eye towards her opponent. The target of this spell must make a Fortitude save (DC 10 + half of the summoner's level + Anima's Constitution modifier) or dies. If the save is successful, the target suffers 15d6 points of shadow damage.

Deathly Touch (Ex): At 20th level, as a standard action, Anima claws become of death. She makes two (the number of claw attacks increases with Oblivion) claw attacks at a -5 penalty that deal triple damage, if she hits,

it zombifies the targets within a 15-ft.-radius of her for 1d6 rounds, who must make a Fortitude save (DC 10 + half of the summoner's level + Anima's Charisma modifier) to negate the zombie status effect.