

BREAK!!
RPG

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STORY

BREAK!! POINT

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ANIMON
STORY

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An Adventure Site & Scenario



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BREAK!! POINT

At the base of a mountain along the Western Pass is a fissure large enough for people and most animon to pass through. It is a curious spot; the surrounding air seems to crackle with strange energy and more concerning are the reports of strange creatures populating the nearby area. While some scientists propose they are undiscovered species of animon, something about them seems a bit off and out of place. Ever the opportunists, Team Steele has set up a perimeter around the fissure, claiming that it's for safety reasons. They're up to no good of course, so maybe a meddling group of animon tamers should look into it...

This site is connected to **Outer World**, the setting of the **BREAK!! RPG**, and the **Dunia Region** from **Animon Story: Legend's Wake**. While knowing more about BREAK!! can enhance the scenario and allow you to expand on it easily, it's not necessary. Outer World can simply remain a mystery to the players or you can make up your own version of the world. Legend's Wake contains the rules for running Adventure Sites like this.

INTRODUCTION

The Western Pass fissure oddity is the result of another dimension scraping up against the **Dunia Region**. This other reality is **Outer World**, a strange and extremely magical realm. Creatures from Outer World were transferred in the initial fracture event and transformed by the shifting dimensional energy. They are animon-like versions of Outer World monsters called **Pseudo-Animon**. As a result of the transformation and infusion of power following the fracture they have become aggressive and territorial, and now dominate the local area.

Passing through the fissure, now stabilised, will bring someone from the Dunia Region into Outer World (and vice versa). Specifically, it leads from Dunia's **Western Pass** to the Twinfell Region of the **Wistful Dark** in Outer World, where a scholarly organization known as the **Helical Archive** has set up camp to investigate the phenomenon.

The Archive has dubbed this a 'break-point'. One of their members (**Mucky**) has entered the fissure accompanied by an adventurer (**Mariah**) and her companion (**Churly Paws**). This trio is currently exploring the site and hope to do some research on the situation. If possible, they plan to recover the Pseudo-Animon that wandered onto this side of the fissure.

A **Team Steele** squad are stationed near the edge of the forest. They are led by **Supervisor Mortimer Miggin**, a mid-rank officer desperate for a promotion. He aims to capture the Pseudo-Animon as well as Mariah and her friends, having mistaken them all for exotic species of animon.

GETTING INVOLVED

The situation the break-point fissure is currently in a precarious stalemate. The pseudo-animon have dug in their heels and claimed parts of the area for their own. It's only a matter of time until Mariah's party and Supervisor Miggin's unit are bound to clash.

There are multiple ways for the PCs to get involved as the action kicks off:

- The PCs could simply stumble across the location on an otherwise unrelated journey. The strangeness in the air might prompt them to dig into it further. This grants the group a lot of freedom to approach things as they like and could lead to some interesting results based on who (or what) they bump into first!
- The party might hear about the strange goings on happening at the Western Pass and be asked to investigate by the Dunian Rangers or Professor Loxlore. **Ranger Rocko** would be their point of contact at the site. Rocko will fill them in as best as he can. This is a good option if you want to keep the adventure a bit more focused and direct.
- If the group finds themselves at odds with Team Steele, they might learn of their activities here and get the hunch they are up to no good. **Radical Rosie** and the Tamer League would want to put a stop to whatever Steele is up to. This is a good way to incorporate this adventure into the wider story of Legend's Wake.
- You could have Mariah's party bump into the group early on to ensure the crossover aspect plays a big role from the start. The PCs might decide to team up with Mariah's party to round up the dangerous monsters.

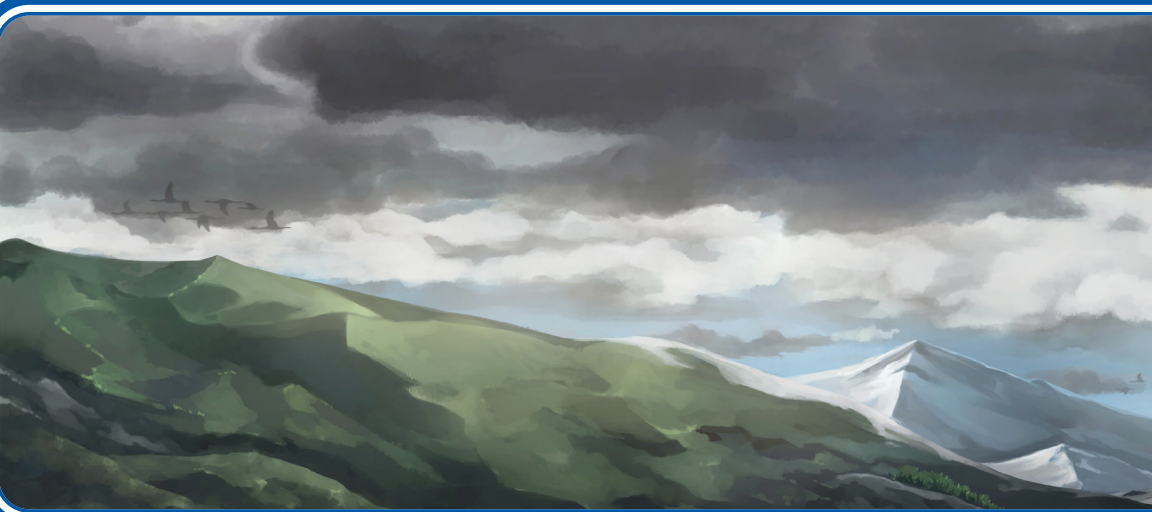


FURTHER ADVENTURES

The most likely successful result of this adventure is having the PCs help Mariah's party drive off Team Steele, round up the Psuedo-Animon, and send them through the fissure portal and back to Outer World. If you like, this can very easily be the end of it: Mariah, Mucky, and Churly Paws say their farewells and the Helical Archive seals the fissure shut soon afterwards.

Alternatively, there are a number of ways you can use this scenario as a springboard into new ones:

- The PCs could go through the fissure themselves and further explore Outer World. Refer to *BREAK!! RPG* or come up with your own version of it. If you go with this, the *BREAK!! Conversion notes* (p.19) will be helpful for you.
- If Mariah gets along with the characters, she might stick around for a bit and explore their world. She can be a potent ally, but also a bit of a fish out of water getting used to the Dunia Region.
- If Team Steele succeeds in capturing any of the Psuedo-Animon, they will certainly attempt to exploit their strange powers for their own greedy, power-hungry purposes. If Steele captures Mucky or Mariah, a rescue mission to Steele Island is definitely in order!
- If Supervisor Miggins is defeated, he might seek out petty revenge on the PCs, or pursue various villainous plans to wipe the stain of failure from his record and win Steele's favour. He's just that kind of guy.



TYING INTO LEGEND'S WAKE

Due to its location on the far western edge of the Dunia Region, it's unlikely that PCs in the Legend's Wake campaign will come across BREAK!! Point early in their adventure. Indeed, you might decide to save this scenario for after the ending of the main Legend's Wake story.

If instead you include it mid-campaign, it opens up a number of potential knock-on effects on the story. In particular, Primordiarch's plan to separate the world into separate human and animon dimensions takes on a new facet if the PCs have already experienced dimensional travel.

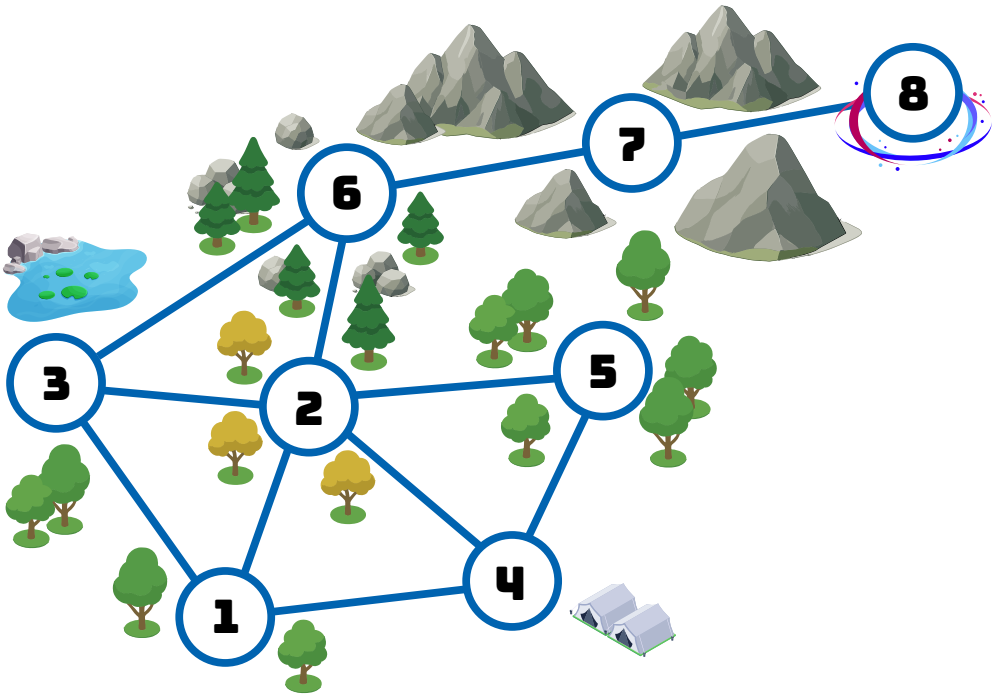
Here are a few other points to consider:

- Team Steele's interest in the dimensional rift and those who came through it will only grow over time. They'll seek to capture the Pseudo-Animon and use them as weapons, and may even send survey teams into Outer World to retrieve powerful magic artefacts.
- Mariah and her party might journey Dunia for a while after this scenario is resolved. Perhaps the fissure closes with them on the Dunia side, and they must find a new way to reach home (something Primordiarch would be capable of). They could be recurring NPCs encountered throughout the region.
- If set after the Legend's Wake campaign, Mordini would certainly be drawn to the dimensional fissure and might wander over to the other side and need to be returned.



SITE FEATURES

The Adventure Site featured in this scenario is called the Western Pass Fissure by people in Dunia, or the 'break-point' by the Helical Archive of Outer World. Below is a map of the Site nodes, and general notes about it.



- 1. FOREST ROUTE**
- 2. SONOROUS GLADE**
- 3. SPARKLE SPRINGS**
- 4. STEELE ENCAMPMENT**

- 5. HOLLOW OAK**
- 6. STOMPING GROUNDS**
- 7. FISSURE CORRIDOR**
- 8. HELICAL ENCAMPMENT**

Magic in the Air

Thanks to the dispersal of Outer World's mana in the area, the air feels just a bit odd and tingly, almost like static electricity. While not dangerous, it is mildly irritating to humans and animon alike.

Watch Your Step

The paths in this site are run-down hiking trails that have only degraded more since the incident. Few trainers venture this far from the pass road.

Going Offroad

The scenario assumes PCs enter at **1. Forest Route**, but they might choose a less obvious path. If so, roll twice on the random encounter chart to see what they run into while working their way through the trees.

Random Encounters

Unstable Mana Effect

- 2 Errant mana from Outer World creates a strange phenomenon, such as shifting colors, an audible pop, or even a brief view of Outer World itself. While this effect passes, it might distract anyone else the characters are encountering and give them a chance to act first.

Shadow Skree Conspiracy

- 3 This flock of strange birds streaks through the area, they peck, squawk, and generally cause a ruckus. The only thing that will calm them is something delicious to eat - they prefer fruit above all else. Otherwise, they'll have to be chased off or fled from.

Team Steele Patrol

- 4 The group comes across a pair of Team Steele Heavies: Vicky and Judy. They are not happy to be out in the middle of nowhere hunting weirdos and are acting particularly aggressive as a result. Will refer to anyone shorter than them as a "twerp".

Pair of Rocko-Dos

- 5 This rowdy duo is squawking about and trying to intimidate anyone they come across with their strutting and posturing. They'll lash out if cornered, but they might be able to be cowed by a clever or earnestly intimidating action on the character's part.

6-9 No Encounter

Concerned Ranger

- 10 A tired but dedicated Dunian Ranger named Rocko is currently scouting out the forest, trying to make heads or tails of what's going on. While he'll scold the kids for snooping around without permission, he might be persuaded to help them out if they are honest with him.

Team Steele Recon

- 11 The group bumps into a group of three Team Steele Grunts: Derek, Ferguson, and Elroy. They all have chips on their shoulder and are itching for a fight, but are also susceptible to flattery and a bit gullible.

Sleeping Mossy Bumpo

- 12 The path forward is blocked by a Mossy Bumpo taking a nap. If the creature is awakened in a sudden or aggressive way, it will likely react poorly, but it could be coaxed awake (and away) gently with offers of food or another clever plan.

1. FOREST ROUTE

This area was intended as the starting point for the walking trails that make their way along the Western Pass Woods. There is a small gravel area to one side with a Dunian Ranger's jeep parked next to it (this belongs to Ranger Rocko). A colorful sign welcoming hikers and campers is covered up by tape and numerous stickers that simply say:

TEAM STEELE AT WORK - KEEP OUT.

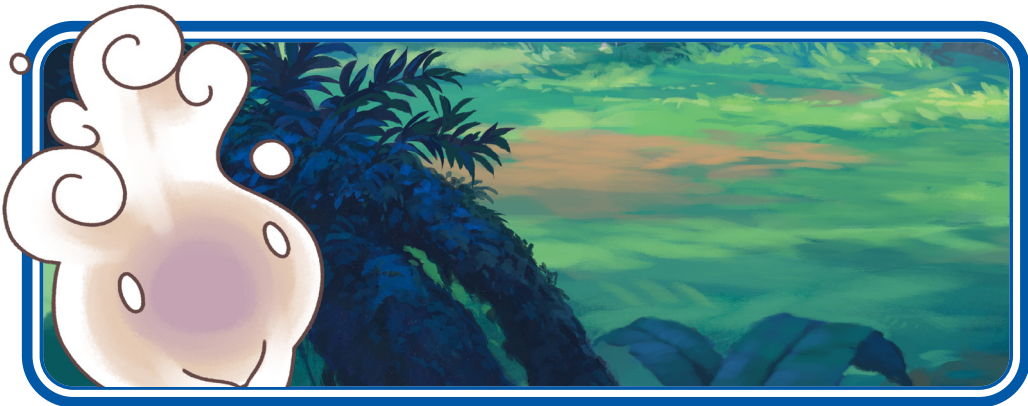
- The north path leads to open flower fields (**2. Sonorous Glade**)
- The west leads to a glittering lake (**3. Sparkle Springs**).
- Hastily placed blockades labeled with more Steele warnings sit on the east path. (**4. Steele Encampment**).

2. SONOROUS GLADE

A lovely clearing in the forest so named for the **Wispor** (LW416) and that wander amongst the colorful flowers here and sing soft lullaby-like melodies as they play.

Also in the glade is a **Mossy Bumpo** that is trying to get some shut-eye. If the party approaches this node without moving stealthily, or make loud or sudden actions while here, they will disturb the singing animon and cause them to scatter. With their song ceased, the Mossy Bumpo will awaken and be quite irate!

- The north path leads to burnt and uprooted trees (**6. Stomping Grounds**).
- The west path leads to a glittering lake (**3. Sparkle Springs**).
- The south path leads to a well-worn gravel trail (**1. Forest Route**).
- The southeast path leads past blockades (**4. Steele Encampment**).
- The east path leads to an ominous looking tree (**5. Hollow Oak**).





3. SPARKLE SPRING

A glittering pond amongst the trees. It's become supernaturally sparkly due to the recent influx of mana from Outer World. The **Swimlet** that live there don't seem to be bothered too much by it.

There is a small tent set up next to the pond. If **Mariah's party** isn't with the characters or otherwise waylaid at the moment, they will be here planning out their next move. Inside the tent are some documents in an Outer World language (Fadesong) and emergency snacks.

If the party approaches the node carefully, they will notice the simple trip-wire **Mucky** has set up. Otherwise they'll trigger it, causing some bells to ring and alert Mariah and the others to their approach.

- The north path leads to burnt and uprooted trees (**6. Stomping Grounds**).
- The east path leads to open flower fields (**2. Sonorous Glade**).
- The south path leads to a well-worn gravel trail. (**1. Forest Route**).



4. STEELE ENCAMPMENT

This place has been haphazardly cleared out to make room for three tents, some scattered barricades and a rather large van with TEAM STEELE icons plastered over it. There is a crate near one of the tents containing a dozen **Zapnet Cannons** that have been modified to capture the Pseudo-Animon.

Supervisor Mortimer Miggins and his team are always present at the encampment. If Team Steele Recon or Team Steele Patrol events have not been encountered, roll a d20: on a result of 11 or higher, one team or the other is also present, and on a roll of 16 or higher, both are. Those present are equally likely to be goofing around, munching on ration packs, or being loudly reprimanded by Miggins, who is convinced they aren't taking this job seriously enough.

If the party approaches stealthily they have a chance to hear Team Steele prattle on about their goal (to capture all the Pseudo-Animon for research) and how they think they are finally going to get that "weird blue lady" (Mariah) with a trap they've set up at the big tree up north.

If detected, Steele agents will rush to confront the PCs. Depending on how they react, Team Steele will either attack, or Miggins will talk with them to see why they are there. If the group retreats, one Team Steele squad pursues them while the others remain at base.

- The north path leads to an ominous looking tree (**5. Hollow Oak**).
- The west path leads to open flower fields (**2. Sonorous Glade**).
- The south path leads to a well-worn gravel trail. (**1. Forest Route**).

5. HOLLOW OAK

An enormous tree looms over the area. It's become a somewhat desolate place as of late. The ground is littered with half-eaten fruit from the other trees nearby. Some distance from the oak is a container of animon treats that have been thoroughly snacked on.

If the PCs approach carefully, they will spot that the area around the container is a little discolored and patchy. It's a meticulously set pit trap left by Team Steele in the hopes of capturing Mariah and her party (who they believe to be animon). Anyone who steps on it will fall into an eight foot deep pit. By itself this isn't too dangerous, but there is an alarm attached to the trap, loud enough to be heard at the Steele Encampment. Steele agents will come running as soon as they hear it.

Four **Frizzcoils** lounge along the hollow oak's branches, currently full from eating all the nearby fruit, and the snacks left by Team Steele. Unless the PCs approach stealthily, the Frizzcoils will hiss at them, but won't go on the attack unless provoked.

- The west path leads to open flower fields (**2. Sonorous Glade**).
- The south path leads past blockades (**4. Steele Encampment**).



6. STOMPING GROUNDS

Here the forests meet the sloping feet of the mountain. There are clear signs of furious and wanton destruction: crushed stone, uprooted trees, and scorch marks all along the ground and mountain walls. A ditch carved out by this violence lies in the center of a ring of debris: a resting spot for a great and mighty creature.

The mighty **Charmpa** is here, gnawing on a boulder in a futile attempt to sate its overwhelming hunger. If the party approaches this node in any way other than stealthily, the Charmpa notices them and will try to scare them off with a blast of warning flame. Refusal to heed this warning leads to an all-out charge!

- East, there is a crack in the mountainside easily wide enough to fit through (**7. Fissure Corridor**).
- The south path leads to open flower fields (**2. Sonorous Glade**).
- The west path leads to a glittering lake (**3. Sparkle Springs**).



7. FISSURE CORRIDOR

This jagged cavern crackles with energy, so much that it's oppressive to stand in. A faint light appears at the other end of it.

The terrain provides no obstacle to walking through the corridor, but it is very uncomfortable to do so. Weak-willed individuals (like most Steele Grunts) may be struck with an intense desire to turn back. About halfway through, the composition and color of the rock changes in a subtle yet unmistakable way, and the air itself feels different: a cool and crisp night air.

- Advancing through the corridor leads to a cluster of faint lights (**8. Helical Encampment**).
- Exiting the corridor leads back to burnt and uprooted trees (**6. Stomping Grounds**).

8. HELICAL ENCAMPMENT

Emerging from the corridor leads to the Twinfell Region of Outer World's Wistful Dark. The exit is close to the combined campsite of a group of adventurers and scholars. It's well tended to and full of odd folk that are native to Outer World.

If the players approach the camp stealthily, they'll have a chance to overhear **Plum**, the semi-robotic bio-mechanoid leader discussing with some of the other members of the Helical Archive whether or not they need to seal up the cave once Mariah and Mucky get back. She is conflicted between the potential research that could be done in a new "Elsewhere" versus the danger their two worlds might present to one another.

If the PCs approach without hiding, those at the camps will immediately notice and study them in a curious but wary fashion. Plum will likely make her way through the crowd to address the group directly. If they seem friendly, she'll be happy to share what she can about the current situation and advise that two people working for her (Mucky and Mariah) are currently on the Dunian side of the fissure, looking to recover the Outer World creatures that snuck through.

If Mariah and Mucky are with the group, they'll speak to Plum and vouch for them - especially if the group helped them on their mission.

- From here the PCs can return to Dunia through the fissure, or...
- ...venture forth into Outer World!

NPCS

This section contains NPC statblocks for new characters and creatures introduced in Break!! Point. Certain other NPCs reference Legend's Wake.

HUMANS & OUTER WORLD DENIZENS

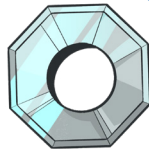
Team Steele Grunts and Heavies can be found on pg.400 and 401 of Legend's Wake respectively. Heroes from Outer World have animon-style statblocks.

SUPERVISOR MORTIMER MIGGINS

The man in charge of Team Steele's operation at the fissure. He's loud, stubborn, and convinced he should be higher up the corporate ladder. He sees this operation as his last chance at that, so he's dead set on fulfilling it.

Mortimer is performatively tough. He speaks in a gravelly voice and is always chomping on a cigar that's rarely actually lit. He's the first to run if things start to look bad. He's also desperate for success and not above trying underhanded things like taking hostages to get on top.

SUPERVISOR MORTIMER MIGGINS	
Level 5 Human	
Skill Score	Strengths
4	<i>Opportunist</i> , Rank 3
Stamina	<i>Intimidation</i> , Rank 2
25	
Initiative	Weakness
4	Actually a coward
<i>Desperate. Grasping at what he sees as a last chance to prove his worth to Team Steele.</i>	
Mortimer Miggins has a number of Challenge Points (LW321) equal to the number of PCs (+1 for Mariah, if she is with the party).	
Mortimer's animon partner is Heavy Meknight (LW406).	



DUNIAN RANGER ROCKO

Rocko is a dutiful ranger, always eager to help out. He's honestly a bit concerned about what's happening in the forest and is investigating the area. Rocko is kind but firm, the sort of grizzled ranger who's seen more than his fair share of trouble. If you need someone to guide the players, he's a good choice as he knows the Western Pass like the back of his hand.

If needed, Rocko can use the Animon Trainer statblock (RB116). Ranger Rocko has a friendly **Quackapple** (LW 410) animon partner. While not much of a fighter, he and Rocko do their best to help out where they can.

MARIAH DOEHEART

A plucky adventurer from Outer World. Mariah is a member of a species known as the tenebrates, which explains her odd physical features and ability to see in total darkness. She's also a Battle Princess, able to call upon a mighty Heart's Blade and potent Bright Magic. She's really excited to see what this new world is like.

Mariah is eager to help and not above jumping to conclusions here and again. Her magic allows her to know the motivations of others while speaking to them, so it's likely she'll trust the player characters if they get a chance to talk.

MARIAH DOEHEART

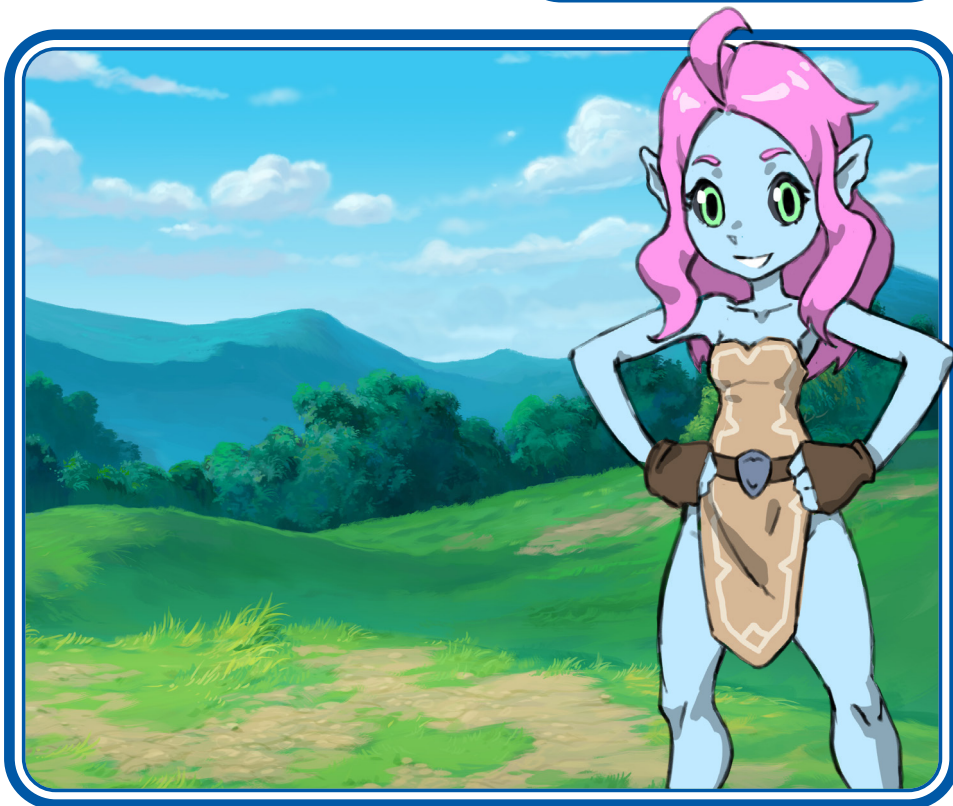
Level 4 | SUPER | Light | Tenebrate

Skill Score	Signature Attack
3	<i>Heart's Blade</i>
HP	Rank 2
34	Light
Damage	Strengths
8	<i>Bright Magic</i> , Rank 3
Dodge	<i>Charming</i> , Rank 1
3	
Initiative	Weakness
3	Single-minded

Adventurous. Ever eager to help others, she is curious and brave to a fault.

Once per scene, Mariah can use her magic to grant an ally a bonus 10HP.

Mariah can sense the true motivations of anyone she interacts with.



CHURLY PAWS

An odd looking pink feline that's Mariah's "Soul Companion", a creature created by Bright Magic. Churly Paws is the opposite of Mariah in personality, he's reluctant and pessimistic, often chiding her for what he sees as foolish behavior.

Churly just wants to round up the altered Outer World creatures and get out of this place. He'll be extra annoyed if anyone confuses him for an animon.



MUCKY PAWS (NO RELATION)

A scholar from Outer World. Mucky is a member of a species known as the Rai-Neko which is the origin of her cat-like appearance. While inquisitive and scholarly, Mucky is pretty nervous about this assignment and not much of a fighter.

Mucky is dedicated to her research and the mission, but also nervous and unsure of what this new world holds. She'll be skittish around the player characters if she meets them without Mariah around, but not so much that she can't be won over.

CHURLY PAWS

Level 2 | BASIC | Light | Soul Companion

Skill Score	Signature Attack
2	<i>Churly's Paws</i>
HP	Rank 1
18	Neutral
Damage	Strengths
3	<i>Careful</i> , Rank 2
Dodge	2
Initiative	Weakness
2	Constantly annoyed

Pessimistic. Just wants to get the job done and leave this strange world.

If reduced to 0 HP, Churly Paws vanishes. He returns, unharmed, once Mariah's been able to sleep and become fully rested.

Churly Paws cannot exist more than 40 ft away from Mariah, and will reappear at her side if moved farther away than that.

MUCKY PAWS

Level 4 | SUPER | Neutral | Rai-Neko

Skill Score	Signature Attack
3	<i>Factotum's Pack</i>
HP	See Special
24	-
Damage	Strengths
6	<i>Determined</i> , Rank 2
Dodge	<i>Clever</i> , Rank 2
4	
Initiative	Weakness
4	Very, very nervous

Inquisitive. Dedicated to the mission, but uneasy about the dangers of this new world.

Mucky rarely attacks directly, instead pulling various things from her enormous backpack that might assist her friends. She may opt to give an ally the Boosted condition rather than attack during her turn in combat.

PSEUDO-ANIMON

These unusual creatures are Outer World monsters influenced by the unique elemental energies which permeate the animon world. They make use of animon-style statblocks.

ROCKO-DO	
Level 4 BASIC Earth Avian	
Skill Score	Signature Attack
3	<i>Boulder-breaking Beak</i>
HP	Rank 1
30	Earth
Damage	Strengths
7	<i>Frantic Dash</i> , Rank 2
Dodge	<i>Wingflap Jump</i> , Rank 1
3	
Initiative	Weakness
3	Surprisingly heavy
<p><i>Swift bipedal birds that are often used as mounts in Outer World. Don't take these versions for granite—they've been transformed by Earth element! Their stony bodies are hard to pierce, and their beaks are as sharp as cut diamonds.</i></p> <p>Rocko-Do gains Boost on Dodge rolls while fighting in wide open areas where they can run freely.</p>	

MOSSY BUMPO	
Level 5 SUPER Nature Plant	
Skill Score	Signature Attack
4	<i>Abrasive Spores</i>
HP	Rank 2
46	Nature
Damage	Strengths
7	<i>Sturdy</i> , Rank 3
Dodge	
5	
Initiative	Weakness
4	Lazy and sleepy
<p><i>Bumpos are large, bovine creatures used as packbeasts in Outer World. The Mossy Bumpo's fur has taken on the Plant element, growing into a mess of grass and vegetation. While quite strong, it's a lethargic creature always looking for a place to rest in the sun.</i></p> <p>If Mossy Bumpo spends its turn resting, making no attacks, it heals 10HP and gains Boost on Dodge rolls until its next turn.</p>	



SHADOW SKREE

Level 3 | BASIC | Dark | Avian

Skill Score	Signature Attack
3	<i>Shadow Swipe</i>
HP	Rank 1
24	Dark
Damage	Strengths
4	<i>Swift Flight</i> , Rank 2
Dodge	<i>Eagle Eye</i> , Rank 2
3	
Initiative	Weakness
4	Cowardly when alone

These strange birdlike creatures from Outer World gained the Dark element when it crossed into Dunia. Their dusky feathers bear newly gained mysterious powers.

Shadow Skree gains Boost on Attack rolls against targets who have not yet acted in the Combat Encounter.

FRIZZ COIL

Level 2 | BASIC | Element | Beast

Skill Score	Signature Attack
2	<i>Shocking Bite</i>
HP	Rank 1
18	Electric
Damage	Strengths
3	<i>Frantic Scurry</i> , Rank 2
Dodge	
2	
Initiative	Weakness
3	Jumpy and easily startled

The Fuzzcoils of Outer World are furry serpentine creatures, often loyal pets in spite of their tendency to bite. In Dunia, they've gained command over Electric element.

If a target is hit by the *Shocking Bite* of two or more Frizzcoils in a single round, that target becomes Stunned.

CHARMPA

Level 6 | SUPER | Fire | Beast

Skill Score	Signature Attack
4	<i>Charboil Chomp</i>
HP	Rank 2
52	Fire
Damage	Strengths
10	<i>Brute Strength</i> , Rank 2
Dodge	<i>Ultra-heated Hide</i> , Rank 2
4	
Initiative	Weakness
4	Insatiably hungry

One of Outer World's grouchier beasts, the Chompa is an omnivorous bovine with an enormous mouth. Having gained Fire element, the Chompa is now able to cook its prey instead of just swallowing it whole!

If *Charboil Chomp* successfully hits a target who is smaller than Chompa, it may make a second attack against another target by spitting out the previous foe at them like a flaming projectile.



BREAK!! CONVERSION NOTES

This crossover naturally invites the possibility of more adventures. What if a GM has more scenarios in mind involving Outer World? Or if players who have BREAK!! characters want to bring them into animon stories?

While BREAK!! and Animon Story pull from some of the same wells of inspiration, the two are mechanically and thematically quite different. There is no straightforward calculation that will convert a BREAK!! character or monster. Instead of seeking an exact solution, it's best to keep the source in mind as inspiration. These guidelines should help with that effort.

Note: While working on these, you'll want a copy of BREAK!! on hand.

CREATING BREAK!!-DERIVED NPCs

Adventurers and other powerful individuals from BREAK!!'s setting should use the rules for animon, rather than human NPC's. They have powerful and often magical abilities that are pretty close to what animon are able to do.

- **Stage:** While BREAK!! entities don't Evolve, you should still pick a Stage for them. SUPER is best for most adventurers and monsters, though there are certain cases you might want to go for BASIC or ULTRA, like beginner adventurers or particularly powerful monsters. BREAK!!'s colossal monsters can be considered GIGA stage.
- **Signature Attack:** Think of how this character or creature fights, and try to give it a name. For example, Mariah Doeheart fights with a sword she can summon called a Heart's Blade, so that's her Signature Attack. You might instead name an attack after a special technique or magic the character uses instead.
- **Strengths:** You can fit abilities and powers that aren't Signature Attacks in here. For example, one of Mariah's strengths is *Bright Magic*, to cover the magical abilities she gains as a Battle Princess.
- **Special:** This is a good spot to fit in anything fun that can't quite be covered by one of the other categories. Mariah's special rule covers important Battle Princess abilities that would otherwise be missed.
- **Classification, Element, Weakness:** You'll need to approximate these usually, but they will be often self apparent. BREAK!! statblocks have similar aspects you can draw from.

CONVERTING BREAK!! PCs TO ANIMON STORY

The easiest way to convert a BREAK!! PC to Animon Story is to use the NPC rules above. This is perfect if you just want to have them guest star for a session or two. However, this probably won't work as well if you want to have a BREAK!! PC adventure alongside Animon Story characters for an extended period of time. Just as before, there is no concrete way to do this, though you can use the guidelines below to help.

When converting a BREAK!! Adventurer, you make two facets of the same character rather than making a Kid and an Animon. You will be keeping the mechanical aspects of each, but altering the fiction surrounding them.



HISTORY

Use the rules for Kids to make the Adventurer's History - this represents the life they lead and skills they learned outside of their adventuring career.

- Choose a Kid Type that matches the feel of the adventurer's history (for example **The Keeper** could be re-imagined as the **Starlight Farmer**). You may choose your Special Item and Stuff from the BREAK!! book, but Talents, Flaws, etc. can be picked normally.

CALLING

Use the rules for Animon to make the adventurer's Calling - this represents the special abilities and magic they have learned from adventuring.

- **Classification** can be ignored (or listed as "Unknown").
- If the BREAK!! character is Light or Dark Aligned, that should be their **Element**. Otherwise, magic using characters should be Mirage Element, while those without magic are Neutral.
- **Nature, Stats, HP**, etc, should be determined as per usual based on the rules of Animon Story.
- Your character's **Signature Attack** should be a bit more abstract than an Animon Character's. It represents the main way in which they do battle. For example, a Battle Princess uses their Heart's Blade, a summonable weapon when fighting, so that should work well as their Signature Attack. A magic using Sage might instead have one called *Whimsical Wizardry*. Choose Effects as appropriate.
- Your character's **Quality** can be an additional skill from their calling (such as the bright magic a Battle Princess uses) or something inherent about their species (such as the Tenebrate's ability to see in the dark) - future Qualities can also reflect these things.
- **Stages** represent fluxes in your character's mana, energy, and personal power rather than Evolution, like with Animon. The **Fledgling** Stage should be changed to **Fatigued**, representing a weakened state. The character does not change name when 'Evolving' to different Stages, as it represents them powering-up rather than transforming, but otherwise these rules function as they do for typical Animon Characters.
- **Bond Points** work as normal, as does **Bond Strain**. The main difference is narrative, not mechanical: due to the character sheet representing one entity instead of two, the emphasis should be on the actions and desires of the character that put them in danger or make their comrade's lives more difficult.
- **Bond Level** should be renamed to **Rank**. Rather than representing a bond of friendship, this is a measure of their overall power and skill.