

Attribute Calculation Summary

These are attributes that have something that has to be calculated or included in some other value or effect.

Attributes		
Page	Description	Bonus
23	Combat Mastery	+1 CV/level
24	Damn Healthy!	+10 HP/level
26	Divine Relationship	Reroll 1 dice roll/level
28	Elasticity	+1 CV/level when wrestling
29	Energy Bonus	+10 EP/level
31	Exorcism	Exorcist Soul Stat check -1/level,
		Target Soul Stat Check +1/level,
		Success drains +5 EP/level
35	Focused Damage	+5 damage/level
35	Force Field	Stops +15 damage/level,
		+5 damage/level if offensive
38	Gun Bunny	
	Dead Eye	Penalty reduced by 3 (min 0) for small areas or long ranges
	Steady Hand	Penalty reduced by 3 (min 0) when moving or doing stunts
	Two Guns	Penalty reduced by 3 (min 0) when using Two Weapons at once
39	Healing	+20 HP/level, +2 HP/minute/level
40	Heavy Armour	-10 DP/level, or -4 DP/level if hidden
41	Heightened Awareness	-2 bonus/level
41	Heightened Senses	-4 bonus on Stat check
43	Insubstantial	
	Liquid Form	½ damage except Area and Spreading full
	Gaseous Form	½ damage except Spreading ½, Area full
	Incorporeal	No Damage from physical attacks; vulnerable to non-physical attacks
44	Invisibility	Level 1 requires concentration and no attack; Level 2 invisible at all times; If revealed: +2 penalty in melee, +4 penalty ranged
46	Jumping	5×, 10×, 25×, 50×, 100×, 500× 2m forward, 1m up or back, doubled with short run

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46	Kensei	
	Blind Fighting	No penalty for poor light, darkness, or invisibility
	Chanbara Master	If Initiative ≥, may attempt leap; successful strike +5 +Acrobatics Skill Level damage; failure +2 off balance penalty to Defense
	Katanaspace	Any concealment gives +3 penalty to search
	Precise Stroke	Penalty reduced by 3 (min 0)
	Two Guns	Penalty reduced by 3 (min 0) when using Two Weapons at once; or +1 penalty to Attack gives -1 bonus to Defense
48	Light Armour	2, 5, 7, 10, 12, or 15 ; or -1 damage/level if Hidden; ×2 if protects only against one type of damage one type
51	Massive Damage	+5 damage/level
53	Metamorphosis	+5 CP changed/level
56	Mind Shield	+2 to Mind or Soul/level to resist mental attacks
57	Natural Weapons	
	Claws or Spikes	+5 damage
	Fangs, Beak, Mandibles	+2 damage, successful strike can maintain biting grip, but +3 penalty to Defense vs. third party
	Horns	+2 damage or +10 if charging, but on failure +1 penalty to Defense and -1 penalty to Initiative next round
	Spines	Wrestlers take ACV damage automatically
	Tail Stricker	+1 penalty to Attack, but +2 penalty to Defense
57	Tentacles	+1 to Unarmed Attack and Unarmed Defense Skills, defender has +1 Defense penalty
	Place of Power	+15 EP/level; size: rug, small room, large room, house, city block, several city blocks
	Regeneration	+1 HP/round/2 levels resting; even levels add active
67	Shield	+15 Armour/level if attack misses by 1

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70	Size Change	1: 25%, +2 or -1 damage; 2: 50%, +4 damage or Not So Strong (1 BP); 3: 100% or ¼ +6 damage and Awkward Size (1 BP) or Not So Strong (2 BP); 4: 200% or ⅓ +8 damage and Awkward Size (2 BP) or Diminutive (1 BP); 5: 1000% or ⅓ +10 damage and Awkward Size (3 BP) or Diminutive (2 BP); 6: 3000% or ⅓ +12 damage and Awkward Size (4 BP) or Diminutive (2 BP) and Not So Strong (1 BP)
71	Special Defense	Level 1: ½ effects: ½ damage or ½ duration or -3 bonus on Stat check; Level 2: immunity
71	Special Movement	
	Cat-Like	½ damage from most falls, lands on feet
72	Speed	1: 1.5× faster, Body × 7 kph; 2: 2× faster, Body × 10 kph; 3: 3× faster, Body × 15 kph; 4: 4× faster, Body × 20 kph; 5: 5× faster, Body × 25 kph; 6: 6× faster, Body × 30 kph
72	Spirit Ward	+5 damage and +1 penalty/level
73	Stealth	+1 penalty/level
74	Super Strength	+10 damage/level; motorcycle, car, large truck, battle tank, small ship, large ship
74	Swarm	+1 critter/HP/level
76	Telekinesis	1 kg, 10 kg, 100 kg, 1,000 kg, 10 tonnes, 100 tonnes
78	Teleport	+10 ^{level} m safely or +10 ^{level} km with Mind check
81	Water Speed	15 kph, 30 kph, 60 kph, 120 kph, 250 kph, 500 kph
81	Weapon Attack	+15 damage/level

Defects		
Page	Description	Bonus
101	Awkward	2 BP: -1 CV
102	Bane	1 BP: 10 damage/round, or 2 damage/round if not touch; 2 BP: 30 damage/round, or 6 damage/round if not touch
103	Diminutive	1 BP: HP/5, damage/5, ranged attack penalty +2 except Area or Spreading, +6 penalty to strength-related Body Stat checks larger than rodent sized; 2 BP: HP/20, damage/20, ranged attack penalty +2 except Area or Spreading, +12 penalty to strength-related Body Stat checks larger than rodent sized, +6 penalty larger than bug sized
105	Inept Combat	-1 CV/level
107	Not So Fast	+2 penalty/level on Stat or Skill checks for agility or speed
107	Not So Strong	+2 penalty/level on Stat or Skill checks for strength, -1 damage/level
107	Not So Tough	-10 HP/level
109	Physically Unappealing	+2 penalty to Seduction/level
112	Weak Point	1 BP: small; +4 penalty to aim; 2 BP: large; +2 penalty to aim
113	Volatile	1 BP: explode on 1-2 on 1d6; 1 BP: explode on 1-4 on 1d6

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