

Abilities, p. 49

Ability	Page
Agile	49
Armored	49
Art of Invisibility	50
Attack	50
Barrier	51
Beautiful	51
Charismatic	51
Combat Expert	51
Companion	52
Connected	52
Cute!	52
Dexterous	52
Dimensional Pocket	52
Endurance Reserve	53
Evasive	53
Famous	53
Flight	54
Gear	54
Healer	54
Heightened Sense	54
Illusionist	54
Incorporeal Form	55
Intimidating	55
Intuitive	56
Inventor	56
Iron-Willed	56
Knowledge	57
Life Support	57
Lucky	57
Magic, Arcane	57
Magic, Witchcraft	58
Minions	58
Passion	59
Perceptive	59
Performer	59
Pilot	59
Position of Power	59
Psychic	59
Quick	60
Resistance	60
Shape-Shifter	60
Sixth Sense	61
Smart	61
Spirit Medium	61
Strong	62
Telekinesis	62
Teleport	62
Time Freeze	63
Tough	63
Transformation	63
Unique Ability	64
Vehicle (Mecha)	64
Vigorous	65
Walking Arsenal	65
Wealthy	65

Weaknesses, p. 66

Weaknesses	Page
Absent-Minded	66
Accidental Transformation	66
Ageism	66
Airhead	66

Weaknesses

	Page
Amnesia	67
Arrogant	67
Awkward Size	67
Bizarre Appearance	68
Clumsy	68
Code of Conduct	68
Compulsion	69
Coward	69
Crybaby	69
Dense	69
Dependency	70
Dull	70
Easily Distracted	70
Emotionless	70
Endurance Use	70
Fear	70
Focus	71
Frail	71
Fussy	71
Greedy	71
Guardian	72
Hatred	72
Impaired Sense	72
Impulsive	72
Ineptitude	72
Infamous	73
Jittery	73
Kind-Hearted	73
Languid	73
Lecherous	73
Limited Uses	74
Loner	74
Love Interest	74
Love Magnet	75
Mute	75
Naive	75
Nosebleeder	75
Oblivious	76
Obsession	76
Outcast	76
Overconfident	76
Pacifist	77
Poor	77
Quirk	77
Restricted Freedom	77
Rival	77
Room for Two	78
Rude	78
Secret	78
Sensitivity	78
Servitude	78
Short-Tempered	79
Shy	80
Slow	80
Soft Spot	80
Split Personality	80
Stubborn	80
Suppressed Power	81
Trigger	81
Unique Weakness	81
Unlucky	81
Vulnerability	82
Wanted	82
Weak	82
Weak-Willed	82

Perks, p. 83

Perk	End	Page
Accurate	+5	83
Area Effect	+10	83
Armor Piercing	+5	83
Barrier Buster	+5	83
Blinding	+20	84
Continued Effect	+10	84
Defensive	+5	84
Disarming	+10	84
Effective	+5	84
Fatiguing	+0	84
Impairing	+10	85
Multiple Targets	+10	85
No Gesture	+5	85
Overwhelming	+15	85
Paralyzing	+10	85
Ranged	+0	85
Ranged, Strength-Powered	+5	86
Reach	+5	86
Redirectable	+5	86
Strike Through	+5	86
Stunning	+10	86
Trap	+5	86
Unique Perk	+?	86
Vampire	+5	86
Will Attack	+0	86

Flaws, p. 87

Flaws	End	Page
Activation	-10	87
Ammunition	-5	87
Assisted	-15	87
Backlash	-5	87
Break	-10	87
Buildup	-5	87
Cancel	-0 to -20	87
Concentration	-20	87
Delayed	-5	88
Elaborate Gestures	-5	88
Feather Blow	-5	88
Finisher	-10	88
Inaccurate	-5	88
Ineffective	-5	88
Low Penetration	-5	88
No Damage	-20	88
Open to Attack	-25	88
Recoil	-10	88
Requirement	-5 to -20	88
Self-Only	-5	88
Unique Flaw	-?	88
Unwieldy	-5	89
Weapon	-5	89

Affinities, p. 89**Spending Experience, p. 116**

Experience Rate	Cost/Level
Heroic	1 per Level
Typical	2 per Level
Limited	3 per Level

OVA Reference**Difficulty Numbers, p. 95**

Difficulty	DN
Easy	2
Moderate	4
Challenging	6
Difficult	8
Very Difficult	10
Nigh Impossible	12

Fuzzy Difficulty, p. 98

Result	Roll
Pathetic	2
Passable	4
Good	6
Great	8
Amazing	10
Unmatched	12

Hampering Others, p. 98

You Rolled...	Penalty
1 or 2	+1
3 to 6	0
8	-1
10	-2
12	-3

Initiative, p. 103

Initiative is Two Dice + Bonuses & Abilities (*Quick*) – Penalties & Weaknesses (*Slow*)

Attack!, p. 105

Attack Roll is Two Dice + Bonuses, Abilities, & Perks (*Agile, Combat Expert, Accurate...*) – Penalties, Weaknesses, & Flaws (*Impaired, Clumsy, Inaccurate...*)

Defend!, p. 105

Defense Roll is Two Dice + bonuses, Abilities, & Perks (*Evasive, Quick, Defensive...*) – Penalties, Weaknesses, & Flaws (*Impaired, Slow, Unwieldy...*)

Damage, p. 106

Damage Multiplier is 1 + Abilities & Perks (*Attack, Strong, Effective...*) – Weaknesses & Flaws (*Weak, Ineffective...*)

Combat Complications, p. 106

- **Stunned** — Loose next action; doesn't stack.
- **Impaired** — Take -1 Penalty; stacks.
- **Weakness/Flaw Complications** — character succumbs to a Weakness or Flaw; Focus or Requirement may be disarmed, removed, or broken.

Damaging Other Things, p. 107

Sturdiness	Health
Flimsy (<i>Cheap Furniture</i>)	10
Typical (<i>Solid Wall</i>)	20
Sturdy (<i>Freezer</i>)	40
Reinforced (<i>Armored Car</i>)	80

Other Combat Actions, p. 108**Acting Multiple Times, p. 108**

Penalty is 2 times the total number of actions. May not repeat *same* action to *same* target. (Different targets is fine.)

Adjusting Attacks, p. 108

- **Reckless Offense** — Increase Attack Roll by 2 but reduce Defense Rolls by 2 until your next turn. (Accurate x2, Unwieldy x2)
- **Kamikaze Strike** — Increase Attack Roll by 5 but make no Defense Rolls until next turn. (Accurate x5, Open to Attack)
- **Defensive Stance** — Reduce Attack Roll by 2 but increase your Defense Rolls by 2 until next turn. (Defensive x2, Inaccurate x2)

Don't Hurt Me!, p. 108

Forfeit next action and double the dice in Defense Roll.

Mark, p. 108

Any successful strike can be turned into non-damaging but potentially embarrassing attack.

Protect, p. 108

Forfeit next action to make Defense Roll against an attack aimed at another character who failed their defense roll, and take their Damage as well.

Submission Attack, p. 109

Any attack that deals enough damage to reduce both Health and Endurance to zero may instead put the opponent in a very undesirable position.

Surprise, p. 109

- **Alert and Ready:** -1
- **Casual:** -2
- **Unaware:** -3

Wrestling, p. 109

Any successful Attack Roll means wrestling. Opponent can forego an action to break free with an Opposed Roll.

Other Ways to Get Hurt, p. 110**Crashing, Colliding, & Ramming, p. 110**

Make a Defense Roll versus the appropriate DN.

Speed of Impact	DN
Sunday Driving	2
Rolling Along	4
Brisk Clip	6
Speed Demon	8
Breakneck	10
What Were You Thinking?	12

Collides With...

Collides With...	DX Modifier
Permanent Structure	+4
Weaker Object	-1
Tougher Object	+1 to +3
Other Modifiers	-1 to +3

Falling, p. 110–11

Distance Fallen	DN
Missed a Step	2
A Good Jump	4
Challenging Drop	6
Difficult to Manage	8
That's a Long Way Down...	10
Nobody Could Survive That!	12

Gag Damage, p. 111

Calculated the same way, imposes Complications as appropriate, but it wears off in a short time: a few minutes of story time or a few Rounds in combat.

Draining Endurance, p. 112**Tests of Stamina, p. 112**

Split into rounds, every round you loose Endurance. You may take an action every round. Ex: Unpicking four locks in four rounds is Easy Difficulty and costs 20 Endurance.

Difficulty	Endurance
Easy	5
Challenging	10
Difficult	20

Pressing On, p. 112

Make roll with **Iron-Willed/Weak-Willed** against a Challenging DN (6) and can continue, with Health subtracted instead of Endurance.

Drowning, Suffocation, & Other Dangers, p. 112

When Endurance runs out fall unconscious immediately; inconvenienced instead of dying, generally.

Healing and Rest, p. 113**Recovering Health, p. 113**

- **Between Adventures** — All Health automatically regained.
- **A Good Night's Sleep** — (and other long pauses in the narrative) Cures most injuries.
- **A Healer's Aid** — See *Healer*, p. 54.
- **Short Respite** — Once per day, after a few hours in story time, roll two dice and your *Vigorous* dice, if any, and add the result to Health.

Recovering Endurance, p. 113

After a short period of time, a half hour or so in story time, and all Endurance is regained. If constantly threatened, spend an action to recover 10 Endurance. May not be repeated for a significant amount of time at GM's discretion.

Injuries and the Story, p. 113

Should Players and GM wish it, non-abstract injuries or conditions may become integral to the story: broken limbs, near-mortal wounds, illnesses, etc., may only be resolved through time or an adventure of their own!