












**Props:** Money and experience are combined as a resource called **\$credits**, which can be spent on props. A **Prop** is an item owned by your character which represents your character's growth as you progress through the story. The things a person owns reflect upon their personality. Each prop will come with permanent **quirk** and stat **gains** to customize your character. Owning a **prop** may also unlock the ability to purchase associated **upgrades** and **techniques**. Once purchased, the cost of the **prop** is added to your character's **Power Level**. The GM will determine when it is appropriate to spend **\$credits** (usually in town). A **shop** is a list of props available to the party. **Props** and **Upgrades** can be sold back to the shop for half-price. Selling a **prop** or **upgrade** does not remove the **gains** from the original purchase, and techniques purchased remain. A **prop** will be stored in one of the following locations:

	Head		Face		Neck		Wrists		Hands		Finger
	Back		Chest		Waist		Legs		Feet		Pack
	At Hand	A character may only own 1 <b>prop</b> for each location with the exception of <b>Pack</b> , <b>Finger</b> , and <b>At-Hand</b> . There are no limit to <b>Pack</b> and <b>At-Hand</b> props, and you can have up to 8 <b>Finger</b> props.									

**Loadout:** The **loadout** is what a character is currently holding in their hands. If you want to switch **loadouts**, and if the new **loadout** only consists of **at-Hand** props, it costs 2AP to switch the equipment held in either or both hands. If one or both **props** are stored in the **pack**, it costs 4AP to switch. **Props** usually need to be in the **loadout** to be used, or to use **techniques** associated with them. If one character is standing within 5ft. of another, and if the act is consensual, a **prop** can be taken out of a character's **loadout** for 2AP. Throwing and catching items requires a **chance** roll with a **DC** determined by the **GM**. The thrower spends 3AP and makes their throw roll when the object is thrown. The catcher must have a free hand at the time the object is thrown. The catcher starts their next turn with 3 AP, at which point they also make their catch roll. Consuming an object in your loadout costs 4AP.

**Resistance/Weakness:** Each attack will have an associated **damage type** which reflects the method by which the damage was delivered. A character may have either a **resistance** or a **weakness** to a particular **damage type**. A **resistance** can either be a **damage reduction(DR)**, an **immunity(Imm)**, or a status effect bonus. A **DR** is a number which is to be subtracted from damage rolls done to this character by a certain **damage type**. Damage done cannot be reduced below 1 in this way. **Immune** characters obviously take no damage from this **damage type**. Inversely, a **weakness** will be a multiplier (ex: x2) which is to be applied to damage after the roll, and before calculating multipliers for a **critical** or **fluke success**.

	Bash		Slash		Pierce		Burn		Shock		Freeze		Dark		Light
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**Status Effect:** A **status effect** is something that continues to affect your character over time. **Status effects** will have an associated number of **tokens**, **DC** number, and **angle**. When a character is to receive a new **status effect**, roll: **Chance** + **Effect Resistance** + **Angle Bonus** VS the **status effect DC**. A success means the character does not receive the effect. At the end of a character's turn, if they have any **status effects**, make the same roll. A success reduces the number of **tokens** by 1, and earns another roll. A failure reduces the token number by 1 and ends the roll. When the **token** number reaches 0, the effect ends. If a new Effect is of the same type, make an initial **resistance** check, and on a failure add the new **token** number to the existing one. If the new **DC** is higher, change the existing one to match. **Acid**, **poison**, and **bleed** all do damage equal to the number of **tokens** after **resistance** rolls have been made. **Frightened** characters can only move away from the source of their fear on their turn. If they cannot move they may make a melee attack. **Stunned** characters Have 4 AP and **disadvantage** on all **chance** rolls.

	Acid (B)		Poison (B)		Bleed (B)		Frighten (S)		Stun (M)
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