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**Weaknesses**

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**Perks, p. 83**

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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**

<b>Flaws</b>	<b>End</b>	<b>Page</b>
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**

<b>Experience Rate</b>	<b>Cost/Level</b>
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 ×2, Unwieldy ×2)
- **Kamikaze Strike** — Increase Attack Roll by 5 but make no Defense Rolls until next turn. (Accurate ×5, Open to Attack)
- **Defensive Stance** — Reduce Attack Roll by 2 but increase your Defense Rolls by 2 until next turn. (Defensive ×2, Inaccurate ×2)

## 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, &amp; 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...	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, &amp; 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!