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Weaknesses

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Perks, p. 83

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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
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Vampire	+5	86
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Flaws, p. 87

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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** — -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.

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...

	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.

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!