

yet another 1 CP on this option (3 CP total), the pet becomes able to burrow at its full land MR. Burrowing always counts as a normal action. Without this option, a pet cannot burrow at any appreciable speed.

### Climb (Land)

By spending 1 CP the pet gains the ability to climb objects and steep slopes at a speed of MR 1. By spending an additional 1 CP on this option (2 CP total), the pet's climbing MR increases to half its land MR, rounding up. By spending yet another 1 CP on this option (3 CP total), the pet becomes able to climb at its full land MR. To climb, a pet must roll a successful Reflexes check each turn. Climbing always counts as a normal action. Without this option, a pet cannot climb at all.

### Dive (Sea)

By spending 1 CP the pet gains the ability to submerge itself up to half a mile below the surface and swim normally. Spending an additional 1 CP on this option (2 CP total) allows the pet to dive up to three miles below the surface. Without this option, a pet must stay on or near the water's surface to be able to swim.

### Glide (Any)

By spending 1 CP the pet gains the ability to glide through the air at a speed of MR 3. In order to glide, the pet must first leap into the air or fall from a high place. Once in the air, the pet may glide a horizontal distance equal to 20 times its initial height above the ground before it lands. Gliding always counts as a normal action.

### High Altitude (Air)

By spending 1 CP the pet gains the ability to fly as high as the upper edge of the atmosphere (up to 50 miles high). Spending an additional 1 CP (2 CP total) allows the pet to actually leave the atmosphere and achieve orbit under its own power. A pet that can achieve orbit is also able to survive atmospheric re-entry. Without this option, a pet has a maximum flight altitude of about five miles.

### Hover (Air)

By spending 1 CP the pet gains the ability to hover in midair. Without this option, a pet must constantly move forward at a speed of no less than MR 5 or its maximum air MR, whichever is lower, in order to remain airborne. If a flying pet without the hover option also has the gliding option, it must still move at the above listed speed to be considered flying instead of gliding.

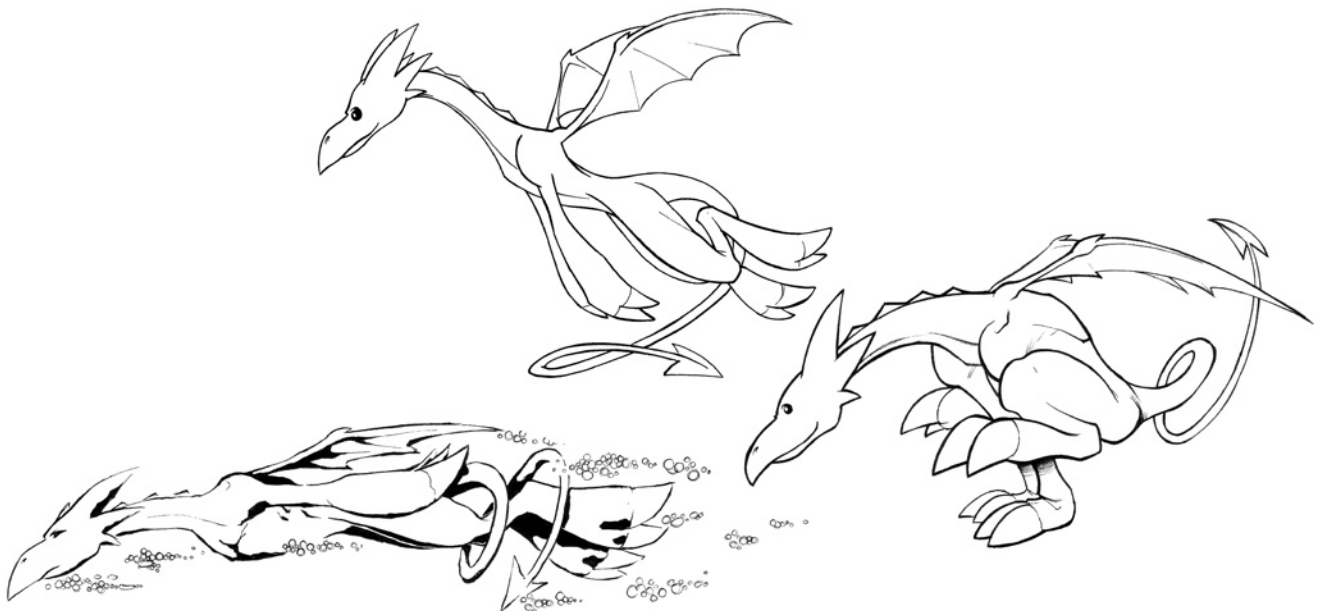
### Spaceworthy (Any)

By spending 1 CP the pet gains the ability to survive in outer space and withstand atmospheric re-entry. By spending an additional 1 CP on this option (2 CP total), the pet becomes able to move in space at an MR equal to half its highest MR in any environment, rounding up. By spending yet another 1 CP on this option (3 CP total), the pet becomes able to move in space at an MR equal to its highest MR in any environment. The pet may take a Normal Move in space as an instant action or a Max Move in space as a normal action. Without this option, a pet exposed to the vacuum, radiation, and temperature extremes of space would quickly be destroyed.

Note that even with this option, a pet must still have a way to breathe while in space or a similar oxygenless environment. A pet may purchase the Reduced Respiration gimmick (p. 45) to reduce or eliminate its need to breathe.

### Lacking Environments

A pet that has not purchased either partial or native movement in a given environment is unable to move around at any appreciable speed in that environment and automatically fails any checks required to move through that environment. Thus, a pet that has not purchased the land environment could, at best, only flop around ineffectively on dry land. A pet that has not purchased the sea environment is unable to effectively propel itself (and would probably sink like a stone) in water, and so on. Note that a pet without the ability to move in any environment is not paralyzed; it can still move its limbs, eat, and perform other stationary activities normally.



**Table 2-3: Gimmick List**

Gimmick Name	GP	PP	Type	Gimmick Name	GP	PP	Type
<b>Absorb Energy</b>	5	1	Automatic	<b>Lucky Charm</b>	6	5	Automatic
<b>Advanced Charge</b>	4	0	Automatic	<b>Lure</b>	6	5	Standard
<b>Animal Form</b>	3+	2	Standard	<b>Mecha Form (S)</b>	15+	10	Standard
<b>Animal Friendship</b>	3	0	Automatic	<b>Metamorph</b>	2+	2	Standard
<b>Area Attack</b>	5+	4	Reflexive	<b>Mighty Grip</b>	3+	0	Automatic
<b>Beast of Burden</b>	2+	0	Automatic	<b>Mounted Defense</b>	4	0	Automatic
<b>Blending</b>	4	0	Automatic	<b>Natural Armor</b>	2+	0	Automatic
<b>Climber</b>	2	0	Automatic	<b>Natural Projectile</b>	2+	0	Automatic
<b>Conduit</b>	4	1	Automatic	<b>Nestle (P)</b>	2	0	Automatic
<b>Curb Consumption (C)</b>	1+	0	Automatic	<b>Pet Carrier</b>	1+	0	Automatic
<b>Dark Sight</b>	1	0	Automatic	<b>Pet Empathy</b>	1+	0	Automatic
<b>Death's Door</b>	2	0	Automatic	<b>Photographic Memory (C)</b>	2	1	Automatic
<b>Digger</b>	2	0	Automatic	<b>Possess (S)</b>	15	10	Standard
<b>Disrupt</b>	3+	2	Automatic	<b>Rage</b>	3	0	Automatic
<b>Eat Anything (C)</b>	2	0	Automatic	<b>Rapid Recovery</b>	4	1+	Automatic
<b>Elemental Aura*</b>	4	3	Standard	<b>Reduced Respiration (C)</b>	1+	0	Automatic
<b>Engulf</b>	5	3	Standard	<b>Replenish</b>	7	0	Automatic
<b>Environmental Barrier</b>	3	3	Automatic	<b>Reversal Grab</b>	5	2	Automatic
<b>Escalating Attack</b>	4	2	Standard	<b>Scry Pet</b>	2	3	Standard
<b>Fear Aura</b>	5	0	Automatic	<b>Share</b>	0	0	Automatic
<b>Fearless</b>	3	0	Automatic	<b>Smokescreen</b>	3	2	Reflexive
<b>Giant Size (S)</b>	9+	0	Automatic	<b>Speech (P, C)</b>	1	0	Automatic
<b>Guardian (P)</b>	0	0	Automatic	<b>Squeeze</b>	3	2	Standard
<b>Hands (P, C)</b>	1	0	Automatic	<b>Stench</b>	4	3	Standard
<b>Hyperspeed</b>	4	4	Standard	<b>Summon Pet</b>	3	3	Reflexive
<b>Immortal (C)</b>	2	0	Automatic	<b>Tireless (C)</b>	1+	0	Automatic
<b>Immovable</b>	3	2	Reflexive	<b>Untouchable</b>	3+	0	Automatic
<b>Impairment</b>	0	0	Automatic	<b>Variable Blast*</b>	5	1+	Standard
<b>Inevitable Strike</b>	3	4	Standard	<b>Venom</b>	4+	2	Standard
<b>Intercept</b>	4	3	Automatic	<b>Vulnerability</b>	0	0	Automatic
<b>Iron Hide (S)</b>	10	0	Automatic	<b>Wide Awake (C)</b>	1+	0	Automatic
<b>Jinx</b>	6	5	Automatic	<b>X-ray Vision</b>	1	0	Automatic

\* Energy-based gimmick; **(S)** Sentai Gimmick; **(C)** Cinematic Gimmick; **(P)** Pet-only Gimmick

## Ryuki's Movement

Because dragons are able to move in many different ways, Justin is prepared to spend a number of CP to purchase Ryuki's various movement abilities. Justin first spends 4 CP to give Ryuki native land movement. Ryuki begins with a land MR of 1 and may take a Normal Move on land as an instant action or a Max Move on land as a normal action. Justin spends an additional 3 CP to increase Ryuki's land MR to 4. Justin also spends 1 CP to give Ryuki the climb option. This grants Ryuki a climbing MR of 1.

Justin spends 2 CP to give Ryuki partial sea movement. Swimming always counts as a normal action for Ryuki, regardless of whether he takes a Normal Move or a Max Move. Ryuki begins with a sea MR of 1. Justin spends an additional 2 CP to increase Ryuki's sea MR to 3. In addition, Justin spends 1 CP to purchase the dive option, allowing Ryuki to dive underwater and swim at depths of up to a half-mile.

Justin spends 4 CP to give Ryuki native air movement. Ryuki begins with an air MR of 1 and may take a flying Normal Move as an instant action or a flying Max Move as a normal action. Justin spends an additional 7 CP to increase Ryuki's flying MR to 8. Justin also spends 1 CP to purchase the Hover option, allowing Ryuki to hover during flight. Justin has spent 25 CP on movement, for a total of 104 CP.

## Step 6: Gimmicks

The next step of pet creation is to purchase the pet's gimmicks. With a few exceptions (listed below), pets created using *Collectémon* may choose from any of the gimmicks available in *RandomAnime*. In addition, *Collectémon* introduces dozens of new gimmicks available both to normal characters and pets created using either *RandomAnime* or *Collectémon*. Table 2-3 lists the new gimmicks of *Collectémon* and shows their Gimmick Point costs and Pool Point activation costs. These gimmicks are described in Chapter Three: Gimmicks (p. 24).