

A creature with a Mecha Modifier has a Movement Rate on the mecha scale (its MR becomes MMR). Thus, a creature with this gimmick multiplies its MR by five when rolling movement checks against normal sized characters. In addition, when fighting normal sized characters, the damage a giant creature inflicts is multiplied by its Mecha Modifier after adding Luck die damage. Likewise, the damage a giant creature suffers from normal sized characters is divided by its Mecha Modifier before it Resists. The many ways in which the Mecha Modifier applies to the game are described in *RandomAnime* (p. 158).

Mecha: Mecha cannot purchase or use this gimmick. A mecha's size is determined by the player during the mecha creation process. A mecha may, however, purchase the Grow gimmick in *RandomAnime* (p. 78) to temporarily increase its size and Mecha Modifier.

Guardian (0GP/0PP/A/Pet)

Cinematically: A pet with this gimmick might seem weak and harmless, but anyone who threatens its owner soon learns otherwise. In times of desperation, such a pet can summon forth amazing powers to protect its owner from harm.

Mechanically: Only pets may purchase this gimmick. This gimmick is added onto another gimmick, permanently transforming it into a special gimmick that can be used only to defend the pet's owner against danger. The Guardian gimmick must be added onto a gimmick that can somehow be used to defend the pet's owner or remove him from danger. Commonly chosen gimmicks include Barrier, Blast Attack, Healing Touch, and Teleport. The Narrator always has the final say on which gimmicks may have Guardian added onto them. The cost of the Guardian gimmick is zero, and the gimmick to which it is added costs two fewer Gimmick Points to purchase. No gimmick can be reduced in cost below one Gimmick Point when purchased in this way. The pet may add this gimmick onto different gimmicks, but no gimmick may have the Guardian gimmick added onto it more than once.

Once Guardian is added onto a gimmick, the pet may activate the gimmick only in two circumstances. First, the pet's owner must be seriously hurt (have 10 or fewer Health Points remaining), unconscious, bound, or in some way helpless and unable to defend himself. Alternatively, the pet's owner must be in immediate danger. This danger can take the form of attackers, a fall from a great height, blood loss from injuries, or anything else that currently threatens the owner's life. The Narrator has the final say on what constitutes a viable threat.

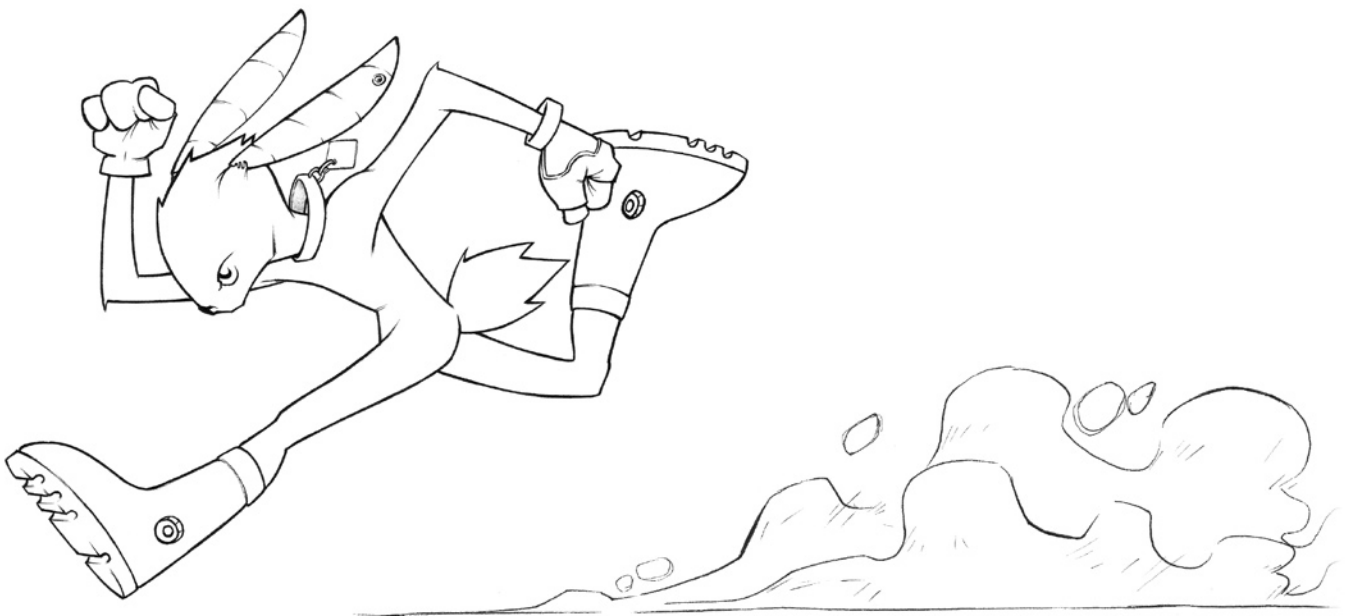
The pet must activate the gimmick to directly aid its owner. Thus, a pet must use a Guardian Blast Attack to fight off its unconscious owner's attackers, a Guardian Healing Touch to restore its seriously wounded owner's Health Points, or a Guardian Teleport to save its owner who has just fallen off a cliff. The pet may not use the gimmick in any way that does not directly aid its owner or protect him from danger.

Mecha: Only sentient mecha may purchase this gimmick. The sentient mecha's Guardian gimmicks may be used only when the mecha's pilot or owner is in danger as described above.

Hands (1GP/0PP/A/Cinematic/Pet)

Cinematically: A pet with this gimmick has human-like hands, a prehensile tail, tentacles, or some other means of grasping and carefully manipulating objects in a precise way.

Mechanically: Only pets and animal characters may purchase this gimmick. This gimmick is permanently in operation. The pet is able to hold and use objects, tools, and melee weapons as a normal character. A pet without this gimmick, when attempting to use a tool designed for a human (anything from a hammer to a gun to a car) suffers at least a -2 penalty on any ability checks required for using the tool. Depending on the cinematic description of the pet, a pet without this gimmick may not even be able to lift and carry objects or manipulate them in all but the most simple of ways (like in its mouth).



Purchasing this gimmick multiple times does not grant the pet extra sets of hands. By purchasing this gimmick once, the pet may be cinematically described as having as many hands or other appendages as the player wants, but the pet gains no mechanical advantage for having multiple hands. For games in which most or all pets are assumed to have hands or other grasping appendages, the Narrator may decide that pets do not need to purchase this gimmick in order to hold and manipulate objects as normal characters.

Mecha: Mecha cannot purchase or use this gimmick. In order for a mecha to have hands, the player simply decides that his mecha possesses hands during mecha creation.

Hyperspeed (4GP/4PP/S)

Cinematically: This gimmick allows a character to move at supersonic speed and cross great distances in the blink of an eye. Characters with this gimmick find it easier to escape dangerous situations, head an enemy off at the pass, or make it to school just in time to take that exam.

Mechanically: During purchase, the player chooses a single movement environment (land, sea, or air) in which his character may use this gimmick. The character must have at least partial movement in an environment in order to purchase the Hyperspeed gimmick for that environment. The character may purchase this gimmick additional times to move at hyperspeed in multiple environments.

The character activates this gimmick during his turn and quickly accelerates to a speed of mach one (MMR 16, or about 760 mph). This takes up the character's full turn. While moving at this speed, the character and anyone riding or being carried by him are protected from the effects of acceleration, wind resistance, and other harmful conditions caused by the rapid rate of movement. However, this gimmick does not grant protection from the actual environment through which the character moves. Thus, a character that has the Hyperspeed gimmick for underwater movement does not gain the ability to breathe underwater. The character cannot use Hyperspeed if he is carrying more than twice his carrying capacity.

The character's increased speed lasts for up to a full scene, or until he decides to deactivate the gimmick. Deactivation counts as an instant action. As soon as this gimmick ends, the character instantly decelerates and resumes moving normally. With Narrator approval, a character may use this gimmick to effectively exit the current scene entirely and arrive at any reasonable location during a later scene.

While this gimmick is in effect, the character must travel in roughly a straight line and may not move into an environment for which he has not purchased this gimmick. If the character wishes to stop, radically change directions, or move into a foreign environment, he must stop moving at hyperspeed. The character may, however, move from one environment to another and maintain hyperspeed if he has purchased this gimmick for both environments. While moving at hyperspeed,

the character and anyone with him are unable to perform any other actions except for communication. They may not perform attacks, and may only be attacked by supersonic mecha and similar high-speed opponents. The character and anyone with him may defend themselves from such attacks normally.

Mecha: Mecha may not purchase this gimmick. In order for mecha to achieve high speeds, they simply purchase a higher MMR during the creation process.

Immortal (2GP/0PP/A/Cinematic)

Cinematically: A character with this gimmick will never die of old age. Regardless of whether or not the character continues to physically age, his body will never wear down and he will continue to live. Robots, golems, magical plants, elves, faeries, and powerful undead often possess this gimmick.

Mechanically: This gimmick is permanently in operation. A character with this gimmick is immortal, suffers no physical penalty from becoming old, and will never die from aging. Cinematically, the character may simply seem to stop growing older, or his body may continue to visibly age, though it somehow never loses its strength and vigor. Of course, the character can still take damage and be killed when put into damaging situations or struck by attacks.

Mecha: Mecha may purchase and use this gimmick exactly as described above. For the most part, the average mecha is designed for months or years of continual use and abuse. A mecha with this gimmick, however, will never wear out from constant use, though it will likely still need routine maintenance and fuel (and perhaps oxygen, if its engine relies on combustion) to operate. Of course, the mecha can still take damage and be destroyed in combat.

Immovable (3GP/2PP/R)

Cinematically: Through the use of deeply burrowing roots, powerful electromagnets, or chi focusing techniques, a character with this gimmick can anchor himself firmly to the ground. This gimmick is common among Zen masters, intelligent plants, living rocks, and other monolithic creatures.

Mechanically: If the character is touching the ground or any other solid surface, he may activate this gimmick during his turn and immediately anchor himself in place. While this gimmick is active, the character has an effective Movement Rate of one, though he may perform other actions normally, including attacking and defending, as long as these actions can be performed without the character having to separate himself from the surface to which he is anchored.

In addition, as long as the character remains touching the anchored surface, he automatically succeeds at all balance checks, and all attempts to trip, shove, lift, slam, or otherwise move the character suffer a -5 penalty. If the character leaves or is forcibly separated from his anchored surface, the gimmick ends. Otherwise, this gimmick lasts until the character deactivates it. Deactivation counts as an instant action.