

Mechanically: This gimmick is permanently in operation. The character automatically regains two Pool Points every time his turn to act comes up. During any appreciable amount of downtime, the character automatically recovers all spent Pool Points. This gimmick may never increase the character's Pool Point total beyond its normal maximum.

The Narrator may decide to put certain cinematic restrictions on this gimmick. For example, a nocturnal creature may be able to regenerate Pool Points only at night. At the Narrator's option, each restriction on this gimmick reduces its initial cost by one Gimmick Point. However, the cost can be reduced to no less than five Gimmick Points by the addition of restrictions.

Mecha: Mecha may purchase and use this gimmick exactly as described above. This gimmick refills only the mecha's Pool Points, never the Pool Points of its pilot.

Reversal Grab (5GP/2PP/A)

Cinematically: A character with this gimmick can grab an opponent who is in the middle of a close-range attack and either pin him, crush him, or slam him to the ground. Professional wrestlers and skilled martial artists use this gimmick to punish opponents who get too close when they attack.

Mechanically: When the character is attacked by an incoming brawling or close-range melee attack, instead of attempting to defend himself, he may activate this gimmick as an instant action and roll a Brawling check contested against the attacking opponent's Brawling or Melee attack roll. If the opponent wins, his attack strikes and inflicts damage normally. If the character wins, he blocks the attack and grabs the opponent, automatically ending the opponent's turn. Tied checks are rerolled.

When the character's next turn comes up, he can choose to either release the grabbed opponent and act normally or he can try to crush, pin, or slam the opponent. If the character attempts to crush, pin, or slam the opponent, the character gains a +2 bonus on his contested Strength check to power his opponent into his chosen grappling maneuver. This bonus applies only during the character's turn that immediately follows his successful grab.

Mecha: Mecha may purchase and use this gimmick exactly as described above. The mecha (or the mecha pilot, if the mecha is non-sentient) uses its Mecha Fighting skill on the contested check to block the incoming attack and grab the attacker. A character attempting to use this gimmick on an attacking small mecha suffers a -2 penalty to his Brawling check. Medium and large mecha are far too large and powerful for a normal character to successfully use this gimmick to stop their attacks. However, a character with the Robot Fighter gimmick can use this gimmick against all sizes of mecha without penalty. A mecha can use this gimmick to grab opponents up to one mecha size larger. Thus, a small mecha could grab a medium mecha but not a large mecha.

Scry Pet (2GP/3PP/S)

Cinematically: A pet owner with this gimmick shares such a strong spiritual bond with his pet that he can actually see through its eyes and give it commands over great distances. Powerful wizards use their familiars to survey their domains and crafty ninja make use of trained animals to track their victims or spy on rival clans.

Mechanically: Only pet owners may purchase this gimmick. The character activates this gimmick and spends a full turn in concentration to see and hear through his pet as if he were the pet himself. Thus, a character can send his hawk high into the air and see through its eyes to scout nearby terrain. Likewise, a character can send his pet mouse through a small air duct and use its ears to listen to a conversation in the next room. If the character has multiple pets, he must choose which pet to scry through when he activates this gimmick. He may switch his scrying from one pet to another during his turn as an instant action, though he can do this only once a turn.

The scrying ability operates regardless of the distance between the character and his pet. While scrying, the character can give his pet commands as if he were standing right beside it. He may even choose to have his voice issue from his pet. Continuing to scry through a pet counts as a normal action. The character cannot scry through a pet that has been killed.

If the pet is permanently lost or killed, the character loses access to this gimmick. The only way the character can regain the use of this gimmick is to gain another pet and spend an appropriate amount of "quality time" with it to gain its trust. The Narrator determines the amount of time it takes for a character to establish such a bond with a new pet. Typical durations of a few months to a year or more are not uncommon. At the end of this time, the character bonds with his pet and may use this gimmick again with that pet. If the character has more than one pet, however, he can still scry through the other pets that are still alive.

Mecha: Because mecha cannot possess pets, they are unable to purchase this gimmick.

Share (0GP/0PP/A)

Cinematically: This gimmick is added onto another gimmick to allow two characters (or a character and his pet) to share that gimmick's purchase cost. By teaming up and combining their powers, two friends can perform feats that neither of them could perform alone.

Mechanically: During purchase, the player adds the Share gimmick to a single gimmick that will be shared between his character and the character's pet or his character and another player's character. The two characters divide the cost of the gimmick between them and spend Gimmick Points to purchase it. The gimmick's cost can be split in any way as long as each partner spends at least one Gimmick Point. Thus, gimmicks that cost only one Gimmick Point to purchase cannot be shared.

Either partner has the ability to activate the chosen gimmick. However, in order to be able to activate this gimmick, both partners must be conscious, within 10 feet of each other, and (provided that activating the gimmick requires Pool Points) willing to spend Pool Points. The activation cost can be split between the partners in any way as long as each partner spends at least one Pool Point. If the activation cost is only one Pool Point, only one partner must spend that Pool Point. Once the gimmick is activated, the activating partner may use it normally.

Any ability checks required for the use of the gimmick are rolled using the statistics of whichever partner is actually using the gimmick that turn. Activating the chosen gimmick counts against the maximum number of gimmick activations allowed per turn only for the activating partner. The non-activating partner simply spends his share of the Pool Point cost to activate the gimmick as an instant action. If the gimmick lasts longer than a single turn, or if it is permanent in duration, both partners must remain within 10 feet of each other in order to maintain the gimmick. If either partner is separated, knocked unconscious, killed, or chooses to end the gimmick, the gimmick ends immediately. In all other ways, the gimmick acts just as if it were activated by a single character.

Share may be used with offensive gimmicks such as Blast Attack, defensive gimmicks such as Barrier, and transportation gimmicks such as Teleport. Share may also be used with gimmicks that are always active such as Bulletproof and Regeneration. This gimmick may not be added to gimmicks that alter the user's own statistics such as Animal Form, Boost, and Power-Up. The Narrator has the final say on which gimmicks may be used with the Share gimmick.

If either character is permanently lost or killed, the surviving character permanently loses access to all the gimmicks he shared with that character. These gimmicks can only be regained if a new character "bonds" with the surviving character and then purchases the shared gimmicks himself. The new character must purchase only his Gimmick Point portion of the shared gimmicks. If a character shares gimmicks with his pet and the pet is permanently lost or killed, the character loses access to those shared gimmicks until he gains a new pet and it purchases its appropriate portion of those shared gimmicks.

Mecha: Two mecha may purchase this gimmick to share the cost of a gimmick between them. However, a mecha may not use this gimmick to share a gimmick with an ordinary character, even its own pilot or owner. The maximum gimmick sharing range between two mecha is based on the size of the smallest sharing mecha. The range is 40 feet for small mecha, 100 feet for medium mecha, and 200 feet for large mecha.

Smokescreen (3GP/2PP/R)

Cinematically: A character with this gimmick can cause an intense light, dense cloud of smoke, or tendrils of inky blackness to envelop and obscure him from vision. This allows the character to make a hasty escape or hide from his pursuers.

Mechanically: The character activates this gimmick during his turn as an instant action and is immediately engulfed by a blinding light or an opaque black cloud with a 20-foot radius that screens him from sight. The character may see normally while within the screen, but all attacks made by others within or through the screen suffer a -2 penalty to strike. Normal vision and even the Dark Sight gimmick cannot penetrate the screen, though X-ray Vision and certain types of heightened senses may be able to do so, allowing some characters to attack into or through the screen without penalty. The screen, regardless of its cinematic description, dissipates after one full round. High winds, rushing water, or certain energy-based gimmick attacks may cause a screen to dissipate more quickly, as determined by the Narrator.

Although the character may choose to remain within the screen for defensive purposes, Smokescreen is typically used to aid an escape. On the same turn in which the character activates this gimmick, he receives a +3 bonus to Stealth checks to sneak away or hide. Of course, he may also activate other gimmicks like Anime Leap or Vanish to increase the distance he moves while fleeing (the +3 bonus to Stealth checks still applies that turn). After activating Smokescreen, attempting to sneak away and hide simply requires the player to roll a normal Stealth check. If the check fails (and provided there is someone nearby who might notice him), the character is immediately detected while trying to flee. If the check succeeds, the character sneaks away (up to his Max move or the range of his movement gimmick) and successfully hides.

