

widget data

| widget name | | | | | owner | | level | | |
|--|--|--------|----------|---------|----------------------|---|-------|-------------------------|--|
| Cloak of the Beast (Magical Light Cloak) | | | | | Generic Fantasy Hero | | 3 | | |
| weapon, armor, or shield type | | damage | range | payload | move penalty | size | | | |
| — | | — | — | — | — | — | | RF or AG 1 | |
| — | | — | — | — | — | — | | Health Points 10 | |
| — | | — | — | — | — | — | | Health Points lost | |
| gimmick name | | range | duration | type | pp | notes | | | |
| Animal Form | | — | varies | S | 2 | <p>• By activating the cloak, the PC turns into a wolf. He may also take wolfman form. While in wolf or wolfman form, PC gains use of +3 damage claws. Animal Form: RA, p. 62.</p> <p>Total Cost: 14 CP</p> | | | |
| Natural Weapons (+3) | | — | perm. | A | 0 | | | | |
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| | | | | | | Power Source user | | | |
| | | | | | | Pool Points — | | | |
| | | | | | | Pool Points spent | | | |
| | | | | | | Movement Rate — | | | |



widget data

| widget name | | | | | owner | | level | | |
|--|--|---------|----------|---------|----------------------|---|-------|-------------------------|--|
| Energy Sword (Plasma-based Melee Weapon) | | | | | Generic Space Knight | | 7 | | |
| weapon, armor, or shield type | | damage | range | payload | move penalty | size | | | |
| Longsword | | Str. +6 | reach | — | — | 1 | | RF or AG 5 | |
| | | | | | | | | Health Points 20 | |
| | | | | | | | | Health Points lost | |
| gimmick name | | range | duration | type | pp | notes | | | |
| Battle Aura | | — | 1 scene | S | 5 | <p>* Battle Aura can add +1 to hit and damage, +2 to damage, or +2 to its own RF. This bonus can be switched at the beginning of the wielder's turn.</p> <p>Total Cost: 32 CP</p> | | | |
| Heavy Weapon (+2) | | — | — | A | 0 | | | | |
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| | | | | | | Power Source self | | | |
| | | | | | | Pool Points 20 | | | |
| | | | | | | Pool Points spent | | | |
| | | | | | | Movement Rate — | | | |



widget data

| widget name | | | | | owner | | level | | |
|---------------------------------------|--|--------|----------|---------|------------------|---|-------|-------------------------|--|
| Anti-Mecha Mine (Hand-held Explosive) | | | | | Mecha Demolisher | | 6 | | |
| weapon, armor, or shield type | | damage | range | payload | move penalty | size | | | |
| Landmine | | 20* | planted | 1 | — | 2 | | RF or AG 4 | |
| | | | | | | | | Health Points 15 | |
| | | | | | | | | Health Points lost | |
| gimmick name | | range | duration | type | pp | notes | | | |
| Anti-Mecha Weapon | | — | perm. | A | 0 | <p>* Damage from this weapon is measured in Structure Points. This weapon has an effective Mecha Modifier of 10. The blast radius of the explosion is multiplied by 10 (resulting in a 100-yard radius blast).</p> <p>Total Cost: 30 CP</p> | | | |
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| | | | | | | Power Source user | | | |
| | | | | | | Pool Points — | | | |
| | | | | | | Pool Points spent | | | |
| | | | | | | Movement Rate — | | | |

