

attribute scores by one point, to a maximum score of 10. Skill scores do not increase, even if this gimmick is purchased during character creation. An attribute *must* already be rated at seven or greater in order to be increased by this gimmick.

Mecha: Mecha may purchase and use this gimmick as described above. Only sentient mecha may use this gimmick to increase the scores of their mental attributes.

Barrier* (5GP/3PP/S)

Cinematically: This gimmick allows a character to create an incredibly powerful physical barrier to protect himself and others from harmful attacks. A barrier may be formed from pure energy, ice, cutting winds, spider webbing, or whatever else is appropriate to the game.

Mechanically: The player chooses the form of his character's barrier when he purchases this gimmick. The character activates this gimmick during his turn, forming a spherical barrier with a radius of up to 10 feet centered on himself, an object, or another willing character within 50 yards. The barrier is mobile if placed around a creature or object that can move. It allows protected characters to easily leave the barrier. The barrier lasts an entire round. The character does not have to maintain concentration on a barrier once it is created and may take actions normally while a barrier is in existence. The Typed Attack gimmick can be added to the Barrier gimmick, allowing the character to use the minor elemental powers granted by the Typed Attack gimmick.

Depending upon the cinematic description, protected characters may or may not be able to act or attack through the barrier. No more than one barrier can protect a character or object at any one time. The character may cancel his own barrier at any time as an instant action. A barrier also protects the character from being moved against his will, either manually or through gimmicks like Push and Shockwave. If a character protected by a barrier is teleported, the barrier is teleported with him.

A barrier withstands all normal attacks and keeps out all types of matter. Nothing but the surrounding atmosphere can pass through a barrier, if the creator wishes. If an attacker wishes to strike a character protected by a barrier, the attacker rolls to strike normally. While protected by a barrier, attempts to parry incoming attacks are ineffective and the attack automatically strikes the barrier (unless the defender wants to stick his arms outside of the protected area). Attempts to dodge are adjudicated normally.

If a normal attack strikes the barrier, the barrier prevents the damage totally. If an energy-based attack gimmick strikes the barrier, both the attacker and the barrier's creator roll contested Resolve checks. If the barrier's creator wins, the barrier withstands the attack and no damage is inflicted. If the attacker wins, the attack shatters the barrier, strikes the defender, and inflicts half damage (before adding damage from the Luck die). Tied checks are rerolled. If a barrier is destroyed, the character may not create a new barrier until the next round. If the

barrier is made to withstand an incredibly powerful, yet "normal" attack (say the barrier protects a character from atmospheric reentry), the Narrator may require the barrier creator to roll a Resolve check in order to determine if the barrier maintains cohesion. Otherwise, few other real world situations can destroy a barrier.

The Barrier gimmick may also be activated as a defensive action in place of a normal parry. If so, the barrier instantly springs into existence and the attack automatically strikes the barrier. If the attack is a normal attack, the barrier totally protects the character from any damage. If the attack is an energy-based gimmick attack, both attacker and defender roll contested Resolve checks as described in the paragraph above. If activated as a defensive maneuver, this gimmick counts against the character's maximum number of gimmick activations allowed on his next turn.

Mecha: Mecha can purchase and use this gimmick as described above. The radius of a barrier created by a mecha is equal to twice the mecha's height. A mecha can create a barrier at a range of 100 yards times its Mecha Modifier. Thus, a small mecha (Mecha Modifier of two) can create a barrier up to 200 yards away. A mecha may use either its Mecha Endurance or its Mecha Resolve on checks to maintain the barrier. Cinematically, a mecha's barrier is no more powerful than a normal character's barrier. Thus, both mecha and normal characters can attempt to breach one another's barriers exactly as described above.

Battle Aura* (5GP/5PP/S)

Cinematically: Characters with this gimmick are able to surround their bodies with a visible nimbus of energy that increases their battle power. A character's battle aura is usually a reflection of his personality. Cold-hearted characters may have icy blue battle auras. Passionate or strong-willed characters may have fiery red battle auras.

Mechanically: When purchasing this gimmick, the player chooses the style and appearance of his character's battle aura. The character activates this gimmick during his turn and a glowing field of energy immediately surrounds him. The energy field extends over the entire character and his hand-held melee weapons, imbuing everything within the field with energy for the remainder of the scene. On the turn in which this energy field forms, the character chooses to receive either a +2 bonus to Resist, a +2 bonus to damage, or a +1 bonus to strike and damage. The character may change this bonus at the beginning of each of his turns.

In addition, all of the character's brawling and melee attacks count as energy-based gimmick attacks for the purpose of destroying Barrier and Shield gimmicks, parrying Blast Attacks (which can be performed without penalty when this gimmick has been activated), and similar effects. The Typed Attack gimmick can be added to the Battle Aura, allowing the character to use the minor elemental powers granted by the Typed Attack gimmick.

Mecha: Mecha can purchase and use this gimmick exactly as described above. At the beginning of each of its turns, the mecha (or mecha pilot, if the mecha is non-sentient) chooses to receive either a +2 bonus to Resist, a +2 bonus to damage (measured in Structure Points), or a +1 bonus to strike (based on the mecha or mecha pilot's Mecha Fighting skill) and damage.

Big Sleeves (1GP+/1PP/R)

Cinematically: A character with this gimmick has a secret space somewhere on his person in which he can store items and equipment. Cinematically, a character might place objects in his sleeves, hide them down her blouse, stuff them in his backpack, send them into the ether, or even eat them. Items hidden in this space vanish from sight and are totally hidden from everyone. For all purposes, the items no longer exist in that reality.

Mechanically: At initial purchase, the character has up to two cubic feet of space in which he can store equipment. Each additional Gimmick Point spent on this gimmick beyond its initial cost doubles this space. A maximum of seven additional Gimmick Points may be spent on this gimmick (granting 256 cubic feet of space: approximately the size of a closet). Only non-living objects or willing creatures may be stored in this space. Hidden items do not encumber the character in any way. Only the character who hid the items can retrieve them. Rarely will any searching of the character allow discovery of the hidden items, although, depending upon the cinematic description of this hiding place, the Narrator may allow someone to find these items by rolling a Perception check with a -5 penalty. If the items are discovered, the searching character can attempt to remove them by rolling a Reflexes check with a -5 penalty.

The character may activate this gimmick during his turn to make one or more of these hidden items appear. Such items can usually be used in the same turn in which they are summoned without penalty. A character can return items or

add new items to his secret space during his turn (doing so counts as an action) until the secret space becomes full. The gimmick does not have to be activated in order for the character to add items to this space.

Mecha: Mecha can purchase and use this gimmick as described above. The larger the mecha, the greater the size of its hidden space. Small mecha multiply their total cubic feet of their hidden space by 10. Medium mecha multiply their total cubic feet of their hidden space by 100. Large mecha multiply their total cubic feet of hidden space by 1000. Thus, a large mecha that has spent a total of three Gimmick Points on this gimmick has a hidden space of 8000 cubic feet ($2 \times 2 \times 2 \times 1000 = 8000$), approximately the size of a small apartment.

Blast Attack* (5GP/3PP/S)

Cinematically: This gimmick allows a character to fire forth a ranged energy attack capable of inflicting incredible damage. Cinematically, this attack can look like whatever the player desires, be it a beam of pure energy, a powerful explosion, a freezing wave of force, or simply a gout of flame.

Mechanically: When he purchases this gimmick, the player determines the unique form of his Blast Attack. The Typed Attack gimmick can be added to the Blast Attack, allowing the character to use the minor elemental powers granted by the Typed Attack gimmick. The character activates this gimmick during his turn and rolls a Firearms check to strike an opponent or object within a range of 50 yards with the blast. Defenders may attempt to dodge the attack, but parrying is totally ineffective unless an energy gimmick (like Barrier, Battle Aura, Blazing Sword, or Shield) currently protects the character.

If the attack is successful, it inflicts an amount of damage based on the Anime Realm and Anime Level. In Shojo series, the damage is four plus the Anime Level. In Shonen series, damage is six plus the Anime Level. In Sentai series, damage

