

Heavy Cannon (2GP+/0PP/A/W)

Cinematically: By using ultra-advanced alien technology, exploding ammunition, or damage enhancing spells, a widget firearm with this gimmick is capable of inflicting incredible amounts of damage. Such massively powerful firearms are as uncommon as they are deadly.

Mechanically: This gimmick is permanently in effect, making a single widget firearm capable of inflicting extra damage. This gimmick can be added only onto firearms that already have a damage rating of 12. At initial purchase, the firearm's damage rating permanently increases to 13. For every two additional Gimmick Points spent on this gimmick beyond its initial cost, the firearm's damage rating increases by one point, to a maximum rating of 16. The size of the firearm does not change.

Note that the Heavy Cannon gimmick cannot be applied to firearms that inflict damage based on the wielder's Strength (like thrown weapons and bows). Such weapons require the Heavy Weapon gimmick to increase their damage.

Mecha: A mecha may purchase and use this gimmick as described above for a firearm it possesses. The mecha firearm must already have a damage rating of 12 to receive the damage rating increase.

Heavy Weapon (3GP+/0PP/A)

Cinematically: Through the use of advanced construction materials or powerful enhancement spells, a widget melee weapon with this gimmick becomes more powerful than the most well-designed normal weapon and is capable of inflicting immense amounts of damage on every attack.

Mechanically: This gimmick is permanently in effect, making a single melee weapon (including thrown weapons and bows) inflict extra damage. This gimmick can be added only onto weapons that already inflict Strength +4 damage. At initial purchase, the melee weapon's damage permanently increases to Strength +5. Spending another three Gimmick Points on this gimmick beyond its initial cost increases the weapon's damage bonus to Strength +6. A melee weapon's damage bonus may be increased no higher than Strength +6 in this way. The size of the weapon does not change.

Characters who have used the Black Belt gimmick to augment their brawling damage to Strength +4 may purchase this gimmick to increase their brawling damage up to Strength +6. Characters with a built-in Strength +4 weapon gained from the Natural Weapons gimmick in *RandomAnime* (p. 88) may also purchase this gimmick to increase the built-in weapon's damage up to Strength +6.

Mecha: A mecha may purchase and use this gimmick as described above for a melee weapon, thrown weapon, or bow it possesses. The weapon must already have a damage bonus of Strength +4 to receive the damage bonus increase. A mecha that inflicts Strength +4 brawling damage via the Black Belt gimmick may purchase this gimmick to increase its brawling damage bonus. A mecha that has a built-in Strength +4 melee weapon gained via the Natural Weapons gimmick may also purchase this gimmick to increase the weapon's damage bonus.



Indestructible (10GP+/0PP/A/W/Sentai)

Cinematically: Magical enchantments, state-of-the-art construction methods, or amazing regenerative powers make a widget with this gimmick physically indestructible. Such sturdy items always manage to come through even the most dangerous adventures without so much as a scratch.

Mechanically: This gimmick is permanently in effect and can affect only widgets. A widget with this gimmick is physically indestructible and simply cannot be damaged, broken, or destroyed by any means. A weapon, shield, or item with this gimmick does not take damage from parrying attacks and can be used to safely parry practically all types of attacks, even incoming mecha brawling and melee attacks, without suffering damage. However, even an indestructible weapon cannot be used to effectively parry area attacks (like missile explosions) or energy-based attacks (like Blast Attacks).

When this gimmick is purchased for a suit of armor, its cost increases to 15 Gimmick Points. A suit of armor with this gimmick never takes damage from attacks and makes its wearer immune to practically all types of physical attacks. Only area attacks and energy-based attacks can damage a character wearing indestructible armor. The armor's Armor Grade still applies when the character Resists damage from such attacks. An opponent can attempt a called shot with at least a -2 penalty to bypass the armor and strike the character with a normal or gimmick attack. This penalty may increase as high as -5 if the armor fully covers the character (like full plate mail or demolition armor). If the called shot succeeds, the attack strikes an unarmored area and the armor's Armor Grade does not apply when the character Resists damage from the attack.

The power of this gimmick is limited in a number of different ways. A mechanical widget with this gimmick is not immune to malfunction or sabotage, though any mechanical failures it suffers are minor in nature and easily repaired. In addition, an indestructible widget does not automatically gain an unlimited supply of fuel, ammo, or power and it becomes non-functional (though still indestructible) if it runs out of energy. Finally, even an indestructible widget can be lost or stolen.

By choosing a method by which an indestructible widget can be destroyed, the player can reduce the cost of this gimmick by three Gimmick Points. The widget's method of destruction should be something specific but not impossible, such as dropping it into an active volcano or using it to harm someone of the owner's own bloodline. Giving the widget multiple possible destruction methods does not further reduce the cost of this gimmick.

Whether or not an indestructible widget can be rebuilt or otherwise regained once it has been destroyed is entirely up to the Narrator. An indestructible widget that possesses the Self-Destruct gimmick is always permanently destroyed when it self-destructs. This destruction method does not reduce the cost of the Indestructible gimmick.

Mecha: A mecha can purchase and use this gimmick as described above for a weapon or item it possesses. This gimmick may never be used to make an actual mecha, or any part of its body, impervious to damage.

Lantern (1GP+/0PP+/A)

Cinematically: This gimmick allows a widget to shed bright light like a flashlight or lantern. Miner's helmets, glowing magical swords, and ghostly floating paper lanterns possess this gimmick and serve as beacons (or warnings) to anyone who can see their lights.

Mechanically: This gimmick is permanently in operation and can be turned on and off by the user at any time as an instant action. When activated, the widget emits light either in a radius of up to 50 feet, like a lantern, or up to 100 feet in a single direction, like a flashlight. The brightness of the light can be decreased to the intensity of a single candle or increased to the intensity of a powerful spotlight.

Attempting to shine the beam of light into the eyes of an opponent counts as a firearms attack and suffers a -2 penalty. If the attack strikes, the opponent is dazzled by the light and suffers a -1 penalty to all actions that rely on vision (including attacking) for as long as the light remains on his eyes. Each turn, the user must roll the above Firearms check (with the -2 penalty) to keep shining the light on the opponent's eyes. Using the light in this way counts as an action and works on only one opponent at a time. Of course, if the opponent turns totally away from the light or gets behind cover, there is no way the user can continue to shine the light into his eyes.

By spending one Pool Point to activate this gimmick, the user can cause the widget to flash extremely brightly for a brief moment and temporarily blind everyone within a 50-foot radius. Characters who aren't prepared for this flash must roll a Reflexes check with a -2 penalty or be temporarily blinded and suffer a -1 penalty to all actions that rely on vision until the end of their next turn. It is assumed that the user knows the flash is coming and closes or shields his eyes briefly to protect himself. Creating a flash counts as a Reflexive gimmick activation and takes up an action.

Characters may purchase this gimmick for two Gimmick Points. This gimmick operates for characters exactly as it operates for widgets. Regardless of how brightly a character glows, attackers suffer no penalty to strike him unless he actually shines his light into their eyes. In dark conditions, attackers may even receive a bonus to strike a glowing character to offset some or all of the darkness penalty.

Mecha: A mecha may purchase and use this gimmick as described above for a weapon or item it possesses, though normal lights can typically be installed on a mecha free of charge. The mecha itself may also purchase this gimmick for two Gimmick Points to become able to glow. The glowing mecha or mecha item emits light in a radius of up to 100 feet times the Mecha Modifier, or it can shine a beam up to 200