

# Idiom Weapon and Armor Flags

Title	Effect
A Real Chip Off The Old Block	SL/d: Deal dmg this attack to each enemy of the exact same type in your group.
Ace Up The Sleeve	SL/d: Counter an effect if source's DL is equal to or less than SL.
Adding Insult To Injury	SL/d: If this attack was a crit, apply a random negative status effect of SEL=SL.
Badges? We Don't Need No Stinking Badges	SL/d: Immune Lawfully aligned enemies this segment.
Bang For Your Buck	SL/d: Spend X gp: +X dmg this attack.
Bit Off More Than I Could Chew	SL/d: Sharpness and swallow whole attacked target's limb.
Bite The Bullet	SL/d: Attacked target can't use breath weapons on their next action.
Blood & Guts & Teeth & Boots	SL/d: One attacked target explodes in visera when dropped. You gain MTG Trample this segment.
Blood Sweat And Tears	SL/d: Do maximum dmg this attack.
Boss! The Plane, The Plane	SL/d: True Seeing as per spell vs all flying enemies in a group this segment.
Break A Leg	SL/d: Attacked target can't use V actions on their next action.
Bring Out The Big Guns	SL/d: Do Hull dmg this attack if attacked target is 10-SL sizes larger than you.
By The Skin Of Your Teeth	SL/d: Parry a bite attack and source is SEL=3 skinned.
Can't See The Forest For The Trees	SL/d: Attacked target can't target PC's on their next action.
Comes This Way, Goes Home in a Box	SL/d: The next time you are attacked, subordinates you control get an attack of opportunity.
Cut Me Some Slack	SL/d: Vorpals attacked target if attack was a crit.
Damaged Goods	SL/d: Your next dmging xN(ex.: x2,x3,xN,etc) effect stacks with itself using sum-1 formula.
Dee Doo Doo, Dee Doo Doo, Dee Doo Dee Doo Dee Doo, Dee Doo Doo	SL/d: Your next attack is a x(SL+1) backstab+controlled blink.
Do Not Pass Go, Do Not Collect \$200	SL/d: Attacked target is SEL=4 Jailed unless they roll a 2 on 2d6 on each of their half segments.
Don't Cry Over Spilled Milk	SL/d: Attacked targets attacks or combat effects will only affect them on their next action.
Don't Put All Your Eggs In One Basket	SL/d: This attack hits a group if their HD is less than the number of them.
Down Goes Frasier	SL/d: Attacked target gets +1 instance of SEL=3 Exhausted(5e) this attack.
Eat Your Heart Out	SL/d: Attacked target draws its heart forth on its next action.
Get Away With Murder	SL/d: Backstab a target this attack for xSL+1 dmg. You are considered behind them.
Gonna Need A Mop And A Bucket	SL/d: Attacked target SEL=9 destructed if dmg puts their hp below -10hp.
Guns Don't Kill People, I Do	SL/d: Your next ranged attack is a crit if it hits.
Head Shoulders Knees and Toes	SL/d: +1 wear location this segment.
Hit Me With Your Best Shot	SL/d: Your next attack is treated as a crit.
I Want My Pound Of Flesh	SL/d: Spend X gp: Do X/100 Con stat dmg this attack to a target of X lbs.
If I Have To Pound It Into Your Head	SL/d: Spend X gp: Do X/100 Int stat dmg this attack to a target of X lbs.
If Looks Could Kill	SL/d: Slay the attacked target this attack unless they make a DC=SL*10 Int check.
Ignorance is Bliss	SL/d: Roll a perception check DC=10. If you fail, Immune to perceived target. Can't voluntarily fail.
In For A Penny In For A Pound	SL/d: Spend X gp: Do X/100 Str stat dmg this attack to a target of X lbs.

It's Not Rocket Science	SL/d: Ignore one physical immunity this attack.
It's Time To Call It A Day	SL/d: End the half segment for a group affecting you.
Jumped The Shark	SL/d: Do weapon dmg in the form of Chr dmg this attack.
Laughing Up At Us From Hell	SL/d: If you're dropped, do an attack sequence on who dropped you.
Look Before You Leap	SL/d: Make a DC=10 Int check for +1 tac move.
Loose Cannon Who Don't Play By The Rules	SL/d: If this attack would also hit a PC, ignore friendly fire rules and do xSL dmg.
Old Habits Die Hard	SL/d: Copy the dmg your previous attack did this attack.
One of These Days alic, One of These Days, BANG, ZOOM, to the Moon	SL/d: Knockback one target attacking you SLx10ft.
Penny Wise And Pound Foolish	SL/d: Spend X gp: Do X/100 Wis stat dmg this attack to a target of X lbs.
Pound The Pavement	SL/d: Spend X gp: Do X/100 Dex stat dmg this attack to a target of X lbs.
Read Between The Lines	SL/d: Treat  AC  as AC this attack.
Read My Lips, No New Taxes	SL/d: Attacked targets group will only roll you on their next action.
Rolling on the River	SL/d: Reroll a 2xSL-sided dice.
Round Of Applause	SL/d: If this attack crits, prevent it. Attacked target's group won't attack or special and will applaud everything you do on their next action.
Shoot From The Hip	SL/d: Do an attack as a free action.
Shoot Yourself In The Foot	SL/d: If this attack missed, you can spend a V action to have it hit instead.
Shooting Ducks In A Barrel	SL/d: Narrow salvo your attack sequence this half segment.
Shot Down In Flames	SL/d: Attacked target loses and can't gain flying or immunity to fire this segment.
Shut Up Meg	SL/d: Counter a magical effect targetting you and its source is SEL=1 Silent.
Snakes? Why Did it Have to be Snakes?	SL/d: All targets attacking you this segment make a Fortitude save DC 10xSL or polymorphed to snakes.
Something Old, Something New, Something Borrowed, Something Blue	SL/d: Choose one - Dnd5e Disadvantage a roll, Dnd5e Advantage a roll, +1bA action, or cast a Mtg blue spell you know of spell level=SL.
Straight From The Horse's Mouth	SL/d: SEL=4 Extract one of attacked targets combat abilities or prepared effects.
Suckstart A Shotgun	SL/d: Attacked target coup de graces themselves next time they act.
Take A Stab At It	SL/d: Do one attack to a target that was previously attacked by an ally this half segment.
Take It With A Grain Of Salt	SL/d: Steal a combat ability or prepared effect from attacked target.
Tell Your Deceased Loved Ones I Said Hi	SL/d: If this attack was a crit, eject atcked target's memory core (essence of consciousness) (no save).
Ten Pounds Of Crap In A Five-Pound Bag	SL/d: Spend X gp: Do X/100 Chr stat dmg this attack to a target of X lbs.
That Ship Has Sailed	SL/d: Put out of misery this attack.
The Apple Doesn't Fall Far From The Tree	SL/d: Copy an allys attack dmg this attack.
The Best Success Is Excess	SL/d: Do xN dmg this attack where N=the number of enemies in that group.
The Hills are Alive with the Sound of Music	SL/d: Cast an Ambient Music Sampler spell of spell level = SL.
The Straw That Broke The Camels Back	SL/d: Attacked target is SEL=3 paralyzed if this attack was a crit.
The Whole Nine Yards	SL/d: Immune parting shots this half segment.
They're Coming to Get you Martha	SL/d: Summon 11-SL Zombies of DL=SL.
Time To Face The Music	SL/d: Dimensional Anchor attacked target this segment.
To Be Brutally Honest	SL/d: Treat WR as NR this half segment.

Twenty Four Seven	SL/d: Frugal a per day or week ability.
Weapon Of Assault	SL/d: Save vs Vorpall, Type E poison effect (Death/20), and Broken Bone on this attack.
We'll Cross That Bridge When We Get To It	SL/d: Spend a V action to delay a dmging effect til next half segment.
Went In With Guns Blazin'	SL/d: You can make one attack in segment 0 this round.
What Happens in Vegas Stays in Vegas	SL/d: Counter an effect that attempts to move you.
When is a Raven like a Writing Desk	SL/d: One flying target attacking you makes a Fortitude save DC 10xSL or polymorphs to a piece of furniture.
Where Were Going, We Don't Need Roads	SL/d: Controlled Blink SLx10ft.
Winning The War On Abuse	SL/d: Ignore good immunity this attack.
Winning The War On Crime	SL/d: Ignore innate immunity this attack.
Winning The War On Drugs	SL/d: Ignore poison immunity this attack.
Winning The War On Guns	SL/d: Ignore weapon immunity this attack.
Winning The War On Hate	SL/d: Ignore evil immunity this attack.
Winning The War On Terror	SL/d: Ignore crit immunity this attack.
Your Goose Is Cooked	SL/d: x2 dmg this attack. All dmg is E=1 fire dmg.