

## Kick Butt

Whenever you want to take someone down, ask the GM if your target is open for an attack. If it isn't, GM will list the Defenses in your way. If it is, roll **+Approach** and add **Battle Counter**. **On a 10+**, you beat the enemy or move to the next Phase of the fight.

**On a 7-9**, you exchange hits. Increase Approach's Battle Counter by 1. **On a miss**, you fail and get punished. You can establish a Boss Aspect to turn the result into 7.

### Battle Information and Terms

**Enemy Phase** - Enemy Stamina.

**Defense** - Conditions and objects preventing you from Kicking Butt.

**Boss Aspect** - Renewable Defense unique to Bosses, that needs to be stopped individually.

**Approaches** - Based on how you "fight" the GM will pick an attribute for you to roll. Different approaches can have different Defenses.

**Battle Counter** - Cumulative and shared bonus to Kick Butt based on your Approach. Resets between battles and Boss Phases.



## Flex Muscles

When you want to use your strength or intellect to physically change something nearby, pick an option best fitting with your method and roll either **+Force** or **+Smarts**, GM choice.

**On a 10+**, pick 2 effects. **On a 7-9**, pick 1 effect and 1 collateral. **On a miss**, things go bad.

### Effects

- Change, build, break or move something or someone about the size of a hero.
- Stop an active threat, condition or restriction.
- Create cover or distraction.

### Collateral

- Cause harm to someone nearby.
  - Trigger unwelcome destruction.
  - Weaken the quality of your effect.
  - Make a Set Piece or Boss Aspect (GM choice).
- You can pick the same options twice, as long as it's for different targets.

## Make It Through

When you want to navigate a tense situation using your reaction, wit or cool factor, name a route you want to take and roll **+Style**. You can escape from something or someone, react quickly, catch, sneak, tread carefully or through a dangerous environment or steal something while being unnoticed.

**On a 10+**, you do it successfully.

**On a 7-9**, you can choose to keep going with consequences given by the GM, or find another way with +1 Forward if you act right now.

**On a miss**, something bad happens and you have to be saved by someone.

## Stand in the Way

When you want to protect anybody, roll **+Style**.

**On a 10+**, pick two options from the list:

- You take no Damage.
- Character you protect takes no Damage.
- Character you protect gets Advantage next.
- Redirect enemy attention somewhere else.

**On a 7+**, pick one option from the list.

**On a miss**, you can't make it in time.

### Advanced

**On a 12+**, negate all damage to yourself, and pick one of the success options.

## Convince Them

When you want to convince a single target or a specific single group of individuals, give them a reason, tell them what you want them to do and roll **+Attitude**.

**On a 10+**, then they'll do it.

**On a 7-9**, they'll do it, but only if you do something for them right now.

**On a miss**, your approach is completely wrong: you offend or anger the target.

**Exception:** Used on Bosses, Robots and Actively Hostile Enemies is usually rolled with a disadvantage, GM can overrule this.

### Advanced

**On a 12+**, target will do what you want, and will become a Buddy if possible, ignore your direct hostility for a while, and/or will return any payment or bribe you used for this roll.

## Find Out More

When you want to look around or find clues, specify exactly what you're looking for and why, then roll **+Smarts**. Ask GM to establish:

**On a 10+**, 2 items. **On a 7-9**, 1 item.

**On a miss**, GM will pick and establish 1.

- Something explaining past or present events.
- Something to help us move forward.
- Something we can use.
- Something hidden nearby.
- Something to help me find someone.
- Somewhere we can rest.
- Establish a Boss Weakness.

## Ready For Action

You can spend some time adjusting your strategy, when you do, roll **+Smarts**.

**On a 10+**, change Ability Type and +1 Forward.

**On 7-9**, change Ability Type, but you spent too much time on it, that something bad happens.

**On a miss**, something bad happens.

## Taking The Lead

Before making a roll, you can lead your willing and available teammates to assist you. Describe how and roll your move. Following will apply:

- Max number of assistants is your Teamwork.
- Get an Assist Bonus of +1 for each assistant.
- If two or more heroes are participating, everyone gains 1 Momentum.
- Gain control of assisting heroes and abilities.
- On a miss your Teamwork goes down by 1.
- Negative outcomes are decided by the GM.
- On a miss everyone gets XP.

## Distress Assist

If a Hero failed a roll, you can help them by dropping everything else you are doing. Explain how and roll **+Teamwork**. **On a 7+**, change the original roll's result to Mixed Success. **On a 7-9**, you're in danger. **On a miss**, reduce Teamwork by 1 and no more Distress Assists can be made.

If more than 1 Hero helps at the same time, only one roll is made with advantage.

No Momentum is gained from this.

## Help Them Up

Roll **+Teamwork**, to help a downed hero up.

**On a 7+**, they are back with 3 Stamina.

**On a miss**, they are back with 2 Stamina and reduce Teamwork by 1.

Each time you do this, gain 1 Momentum.

## Momentum and Rings

You sheet has a track with 5 pips. Check **1 pip** each time one of these conditions is met:

- First time you make a roll with each new attribute. (once per stage each)
- Being in a preemptive Team Assist (after roll).
- Rolling a (revival) move.

When you have **5 pips**, gain **1 Ring**. If your Ring Counter is full at that time, the Ring is wasted.

You can use one of your Rings to:

- Succeed on any roll. (counts as 12)
- Nullify any wound you just suffered by anyone in your vicinity.
- Use your Charged Ability Type for a short time.
- Any unused Rings at the end of the stage are converted into XP.



## Buddies

Minor characters that follow you on your adventures, controlled by either GM or you.

- Can do all basic moves, but can't Kick Butt.
- Stamina is generally assigned by the GM.
- Use moves, rolled by their leader's **Attitude**.
- Will accompany the group in the background.
- Still can be kidnapped or attacked.
- Ask GM what to roll to revive.

## Focus

When you want to do something wondrous or unusual with yourself or the world around you, pick an option best fitting with your approach and roll +**Mystic**.

**On a 10+**, choose 1 effect from the list.

**On a 7-9**, choose 1 effect and 1 glitch. GM will decide the exact effect of that glitch.

**On a miss**, you lose control.

Before making a roll, ask the GM if there are any conditions to what you're about to do - a ritual, a specific place, a specific time etc.

### Effects

- Control your ability in an unusual way.
- Learn the direction to an object you touched.
- Communicate with something.
- Affect someone's emotions somehow.
- Observe another place or time.
- Push away an evil presence.
- Imbue an item with an element.
- Create a temporary magical structure.
- Restrain or lock an object, creature or portal.
- Cure a disease, neutralize poison, removes someone's exhaustion.
- Take a peek into a magical world.
- Talk to someone in a magical world.
- Listen to something in a magical/spirit/parallel world.

### Glitches

- The effect is weakened.
- The effect is of short duration.
- You take 1-Damage (ignore-armour).
- The magic draws unwelcome attention.
- It has a problematic side effect.
- Make a Set Piece or Boss Aspect (GM choice).

### Advanced

When picking Advanced Focus update your Ability to include an Ability Boost. It should be related to your Ability, and will provide a very specific, short and mechanical benefit. Clear it with your GM. It can be changed.

**On a 12+**, also gain the following:

- An additional effect.
- The benefit of your Boost.
- Ask GM for an additional narrative benefit.

## Peace and Quiet

In-between stages your team can relax.

1. Restore everyone's Stamina to max.
2. Team takes part in a scene showing the rest.
3. GM introduces the boss.
4. As a group, create a Set Piece.
5. Set Teamwork to +2.

You Teamwork isn't set until every hero is in a scene, where at least one of these happens:

- A bond is strengthened or changed.
- A story is shared.
- A secret is revealed.
- A question is answered.
- A good time is had by all.

There doesn't need to be a connection between your scenes and stage/boss establishment.

**Brooding:** When your hero is resting alone or with an NPC they gain 2 Momentum, but for each one Teamwork is reduced by 1.

## Take Five

When you have a minute to rest, choose one:

- Restore 1 Stamina.
- Increasing Teamwork by 1 (one per rest).
- Remove the (burned) tag from all moves.
- Get +1 Forward.
- Use your or give +1 to someone's (rest) move.
- Change Ability Type and/or Path (Changed).

One "(rest)" move can be used during your rest. Send out Buddies for an additional option.

**Moves with a "(burned)" tag can't be used.**



## To Save Everyone

When you encounter an undefeatable enemy, the GM will say what to do To Save Everyone. When do that, everyone on the team enters their Super Form, describes it, and gets these:

- Everyone's Stamina is restored to maximum.
- Everyone can choose a new Ability Type.
- Everyone now has their Charged Ability Type.
- Everyone gains one use of Super Boost.

If you can't reach these conditions, ask your GM, what to do to get the best out of this.

## Ability Types

**Pick one that suits your playstyle best.**

**Power Type** - You can Kick Butt against every enemy within your Ability Range. If enemies have any Defenses, you can either exclude them from attack or take the consequences.

**Charged:** You become more powerful, learn to fly and ignore most simple environmental conditions, that would affect others.

**Super Boost:** Destroy one Boss' Defense.

**Speed Type** - While executing a move, you can put it on hold for a moment do something else or let another character do something, before the original result was reached.

**Charged:** Stop time just for yourself for a short while, but don't deal damage while it's stopped.

**Super Boost:** Do one non-damaging action involving you, but ignoring your Ability Range.

**Empathy Type** - When Taking The Lead you can pull as many Buddies as you can to help, and the Assist Bonus they give can exceed your Teamwork attribute. If Assist Bonus is larger than your Teamwork, bad things will happen, in addition to the result of your move.

**Charged:** Call in anyone you've ever met and had a friendly relationship with to help you resolve a problem. Work with the GM to pick at least 3 individuals or groups. Come up with some way they are lending you their power.

After that you can command them like Buddies. **Super Boost:** Every non-hostile non-hero character follows one of your simple commands to the best of their ability.

**Construct Type** - Increase the size of your constructs and reduce the need for materials.

**Charged:** Your creations can now be either super large or permanent.

**Super Boost:** Make something or change others' Abilities.

**Energy Type** - gain the following Focus options:

- Focus effect - "Heal 3 Stamina to a hero".
- Focus effect - "Give advantage on a next roll".

**Charged:** Expand Mystic move results to the team.

**Super Boost:** Create a shield to absorb the next attack for everyone.

## Gear

Once per stage, when rolling a gear's attribute, you can substitute it for a result of 10.

Gear's wording is a passive extension for your Ability. It can only be used for single targets.

**Bubble (Style)** - Breathe, stay dry under water.

**Eagle (Style)** - You can fly for a short time.

**Bomb (Force)** - Your ability gains the "area" tag.

**Rocket (Force)** - Your ability has longer range.

**Memory (Smarts)** - You have perfect memory, even you're unconscious.

**Lightning (Smarts)** - You can make complex calculations crazy fast, even under pressure.

**Ghost (Mystic)** - A tie to a magical world.

**Void (Mystic)** - Push away or control magics.

**Rhythm (Attitude)** - Music follows you.

**Edge (Attitude)** - You have a visual aura.



## End of Stage

At the end of every stage, read the questions below and count the result of "yes".

- Was there a task accomplished by teamwork?
- Did you save an innocent from danger?
- Did you show off in front of the boss?
- Did you force the boss into a monologue or found information about their plans?
- Did you establish and/or resolve a personal connection with the boss?
- Did you find a creative solution to a problem?
- Was a personal goal reached any hero?

Answers	1-2	3-4	5	6	7
Rank	C	B	A	S	SSS
Reward	1 XP	2 XP	3 XP	4 XP	5 XP

## Establish a Boss Aspect

When you are asked to "establish a Boss Aspect", you can "modify" either your main antagonist, or the boss of the current stage (pick which yourself). Pick one of the options below and let the GM introduce it into the story:

1. They have a new weapon/ability.
2. They have a new resource or an ally.
3. They have progressed with their plan further.
4. They endanger or capture someone.
5. They discover a connection to one of the Heroes.
6. They become more aggressive or are replaced by someone more dangerous.

Usually you will not be asked this if you don't know anything about the boss, but if you are - this needs to be replaced by the GM revealing them to the group. (counts as a use of this action)  
If there is more than 1 boss, the GM will pick one for the aspect.

### Providing Context

If you would like to elaborate or explain why you chose the option you did, feel free to do so and **ask the GM for 2 Momentum**. This will give your GM time to think and provide extra context, helping them in the creative process.



## Learn a Boss Weakness

When you are asked to "learn a Boss Weakness", the GM will give you an in-universe hint about a point they can exploit.

When you describe your action against the boss with the use of a weakness you learned you are "exploiting a Boss Weakness" and no matter the result you choose one the following effects:

- Pick one option from the move's list, no matter the roll result. (pick from Advanced if available)
- Get a +2 to a move, if it has no options.
- Ignore the (burned) condition of a move.

Once you use a weakness there is a very high chance that the boss will adopt, as they don't like falling for the same trick twice.

## Create a Set Piece

When you are asked to "create a Set Piece" will need to create an event that heroes will face at some point soon. After you establish your idea, the GM will modify it as much as they see fit and introduce it at some point during the stage.

There are 2 types of Set Pieces: Manual and Random, and you need to decide which one you'd like to make.

### Random Set Piece

If you can't come up with anything, you can just roll 2D6, or even pick an option from the random set piece table and the GM will come up with the rest. You can find the table on the next page.

### Manual Set Piece

If you think you have an idea, or you expand on it by describing an event that you want to happen during this stage. If you follow through with this option you **ask GM for 2 Momentum** (whole group gets it during Peace and Quiet). Here are some pointers:

- It can be as brief, specific, difficult or easy as you'd like.
- It can be a sequence you wanted your character to perform.
- It should include elements to help with End of Stage Ranking.
- It should help you push up your Momentum.
- It can be a reason for your character to show off one of your Playbook Moves.

Don't be afraid to ask the GM for feedback or even ideas, just be ready to expand on them. You can use the Random Set Piece table for inspiration, as long as it results in your idea.

## Hero Clash

When two heroes decide to have a fight for any reason, they enter a Hero Clash. Before anything starts, it's important to establish what are the goals, victory conditions and demands of each side, as well as motivation behind them. Even if it's as simple as "beat up the other guy", there needs to be a reason why these characters would stop everything and fight it out.

After that, the flow of the battle is simple - players need to describe their approach to the duel, and the GM will decide a separate attribute for each hero to roll on, as well as the order of actions, based on the description. The person with the highest roll is the winner.

### Duel Length and Rounds

The battle can continue for as long as both players agree to participate, to the maximum length of 5 rounds, where you can only use each attribute once. Each round will count as 1 point for the winner.

### Ending the Clash

During any point in the match, a duel can come to an end. Depending on the position and the mood of each character, a battle can have one of 3 types of conclusions, that always go by the same priority - Resolution > Surrender > Victory.

**Resolution** - both players come to a common ground, no matter the result or the score.

- Both heroes get 1 XP, 1 Momentum and raise Teamwork by 2, after establishing what is the common ground they've decided.
- Both players gain an option to find and reach one another once.

**Surrender** - losing hero can decide to concede, and has to follow the demands of the winner, but in a way they feel is appropriate.

- The winner gains 1 XP.
- The loser gains 1 Momentum.
- Reduce Teamwork by 1.

**Victory** - when the loser refuses to surrender, they can keep denying the demand of the match, but the winner is allowed to narrate exactly what happens with the loser directly following the match.

- The winner gains 2 XP.
- The loser gains 1 Momentum.
- Reduce Teamwork by 1.

### Playbook Moves

If a playbook move can be applied based on the attribute and context, that hero gains a +1 to their roll, negative might be applied by the GM.

### Team Assist and Bigger Duels

More people can either by having separate side-by-side duels or via Team Assists. Team Assist is still rolled with Teamwork, and will give another hero a +1 on a 7+ result, but will reduce your Teamwork with them on a 9- result. NPCs and Buddies usually cannot Assist.

### Rings

Both sides can use rings after both results of a round have been rolled. Each ring gives +2 to the result, and they can be applied in any order or amount, as long as they are available. After being applied to a round, they are used and are gone.

If the battle happens between at the end of a stages, GM can decide to move the Teamwork and Momentum bonuses to the next stage.

## Random Set Piece Table

2D6	1	2	3	4	5	6
1	Encounter a boss early	New or returning boss	Something a boss and a hero have in common	Something related to boss' plans	Something about a boss' backstory	Something personal to a boss
2	Large enemy force	One huge enemy	A puzzle enemy	Unexpected or new third party	Enemy trying to swindle or seduce	An ambush
3	Something that will split the team	Something old, magical, hidden or mysterious	Something delicate, guarded or to sneak by	Something crashes in from the outside	Vehicles, transport or movement	Situation that lets you use one of your moves
4	Someone to save from environment	Densely populated area	A special event, celebration or gathering	Mini-game, competition, special activity	Love interest: new, past or present	Someone to save from enemy forces
5	Extreme harmful condition	Reduce your ability to do basic moves	You're on the clock	Something to impact vision	Attract unwanted attention	Unnaturally scary or personal
6	Encounter something from your past	Something to disable your abilities	Lose or find something personal	Something to cause a conflict in the party	Something based on your worst attribute	Stumble upon a MacGuffin