

The Lead

I'm a hero! Freedom, adventure and my friends are all I need to be happy. Kicking some villain's butt is also up there, of course! I've been through many exciting quests and can't wait to be in many more! Not everyone can save the world on a daily basis, but I'm definitely the best at it!

The Type

Pick 2 descriptors of what kind of Lead you are:

Guiding - 1 XP every time you gather a group for an adventure, during Peace and Quiet set Teamwork to +3.

Helpful - Once per stage, if you're leading a Team Assist, you can succeed at it automatically.

Inspiring - Once per stage, prevent a reduction of Teamwork.

Forceful - When someone on your team fails a basic move, you can roll it yourself before the negative conditions kick in, by reducing Teamwork by 1.

Heroic - Once per stage, you can pull one of your teammates out of trouble, no matter how bad the situation is, though GM might decide if that gets you in trouble. (they don't get XP)

Protecting - You can redirect a negative consequence of your teammate's move towards yourself, as long as you're nearby.

Coordinated - As long as you're nearby, Teamwork can't go lower than +0.

Heroic Leadership

As a Lead, there are no limitations on how many heroes or NPCs you can pull for your Taking The Lead move. Everyone still gains Momentum, but your collected Assist Bonus cannot go bigger than the Teamwork attribute (even if negative). It's a very helpful feature when you need to band together with everyone to do something, like crossing a river or dodging a huge laser as a team.



We Fight As One

Once per stage, when you make an inspiring speech, everyone can change their Ability Types.

You can also now rally bystanders by Convincing them to join you, and creating a mob Buddy. If they're safe, you don't need to roll, but if they're in danger - roll Convince with +1. They will disperse if a direct threat is presented.

Welcome to the Greatest Storm

Once per stage, when your friends are in danger, you can come in to save them. As your entrance, you can destroy the thing that's threatening them (or move it to the next Phase). The character(s) you directly saved gain 1 Momentum.

You can use this move to join any encounter with at least one of your Teammates present, as long as you can justify knowing where they are, no matter how close or far it takes place.

Avoid Back-Stabbing This Time

You can make a publicly announced deal with The Villain. When you do - gain 1 XP and roll +**Attitude**.

On a 10+, you know they will honor the deal until it's resolved.

On 7-9, you feel paranoid, get -1 to rolls working with them.

On a miss, you're pretty sure they will follow through with the deal. None can assist you on this roll.

Unleashed

You gain a stronger form. When getting this move, make a new Ability for this form and choose an Unleashed Attribute that will be boosted when you transform.

You can transform **once per stage**. Rules for this form:

- Regain full Stamina on transformation.
- Your Unleashed Attribute is raised by 2 (max 3).
- You don't gain XP from misses.
- You can't take part in Distress Assists and others can't help you.
- Change your Ability Type and revert it after the transformation.

You might also occasionally lose control (usually based on a miss), and your form ends either by GM's rule, or when your character is downed or sedated, changing your Ability back to the original and returning the Unleashed Attributes to normal. This is not a replacement for a Super Form.

Determination of the Strong

Some heroes can seem invincible. When your friends can see how brave and cool you are, you count as having **1 Armor**. If you have full stamina, this bonus is increased to **2 Armor**.

Dear My Friend

When you meet someone you feel would fit in your group, ask the GM what needs to be done to attach them to you via this move. When it happens, you gain that character as a Buddy. They have 3 Stamina, and they can help your hero without getting in trouble. When you finish a stage with that Buddy, you can either give them one of your Playbook moves (they can know only one at a time) or release them and gain 2 XP.

Never Fear The Fall

You get a +1 bonus on any **Style** rolls made while in the air. Also, you can land safely on any non-dangerous surface without taking any damage.

You're the Star of my Scene

Your passionate speeches or gestures are an inspiration and help your friends coordinate. When assisting someone who's Taking The Lead, you can give an additional +1 to the Assist bonus, but reduce Teamwork by an extra 1 on a miss.

I've Got Your "Limit" Right Here

While having 2 Stamina or lower, you can completely negate damage from one enemy Defense per phase and get +1 bonus to Force and Style rolls.

Hey, You Hurt? (revival)

You can now inspire other heroes to get back into battle when reviving them. **On a 10+**, result of a revival move, they are brought back with 3 Stamina and gain 1 Momentum.

If you have multiple revival moves, you can pick an appropriate one for the situation, but you have to do it in advance.

The Tinker

Tools and wires, blueprints and plans. There is so much work to be done. Reversing the polarity of the chaos coil will... Sorry, getting lost in my head again. Everyone is relying on me, but that's okay! Because I have the best friends in the whole world.

The Mechanism

Each of these mechanisms allows you to start with a number of pieces of Gear, which can be replaced for different ones or fixed for free, but only during a hub section. Just like regular Gear, Mechanism cannot be permanently taken away, destroyed, lost or stolen, but if you can't control or don't have access to your Mechanism you lose those benefits. Mechanism can't Kick Butt. You can't store multiple of the same type of Gear.

Walker - You create a mech, a plane, a battle armor or any other mechanical invention that you have to control directly. It has to be at least you- or slightly larger than you in size.

- It stores 2 pieces of Gear. You have 1 Armor while inside it.
- It is extra difficult to destroy, pilot it to gain the benefits.
- Piloting, might hinder the use of some moves or places.

Assistant - You have a small-sized companion that doesn't have any attack power, but can act independently.

- It has 3 Stamina, can store 1 piece of Gear.
- It can be attacked and destroyed, but also repaired and rebuilt.

Inspiration - There is a spark in your eyes, use it.

- Your Expertise becomes your Gear. Once per stage, when your character is performing a move related to your Expertise (on any attribute), you can substitute it for a result of 10.

Expertise

It doesn't have to be scientific, or even smart. It could be art, music, biology, robotics, cooking, comic book knowledge or anything that could be studied and obsessed over. The point of this aspect is to color every piece of equipment you make on your journey.



I Call It...

When one of the conditions from the list (related to your Expertise) is triggered near you, and you want to provide some knowledge about it, roll +Smarts.

On a 10+, gain 1 XP and collaborate with the GM to provide some lore for this place.

On 7-9, ask GM to provide specific information about this place your character should know.

On a miss, you don't know anything about it, create a Set Piece. No matter the result, you can give it a name.

- Completely new unnamed and unknown creature is revealed.
- Normally unvisited, undocumented or unknown stage is visited.
- An unknown artifact of great power is revealed.

Are You Out Of Your Mind?!

Whenever you have a chance to argue your Expertise with someone, or use it to Convince someone, you can roll +Smarts instead of your Attitude.

You can also roll +Smarts instead of Attitude to command Buddies.

Basic Scan

When you can justify sending forward some sort of scout or having a radar to places not yet visited, based on your Ability, you can roll **Find Out More** or **Ready for Action** with Advantage.

On a miss or a mixed success of either move, your scouting might cause you additional trouble.

Can Never Be Too Careful

When a Boss Weakness is established in your presence, and you want to sneakily add or prepare something to exploit it in the future, roll +Style. That result is stored and can be used by anyone in your team during the fight with the boss to substitute any roll exploiting weakness. You gain 1 Momentum and XP for the miss, but only when the banked move is actually used.

Show 'Em How It's Done

Once per stage, when you and every single one of your teammates are united in an attack, you can make the result a 12. Teamwork must be above 0.

I Got It!

When thinking in a stressful situation, you can use your Smarts attribute for a Make It Through or Distress Call roll. You can also substitute any roll to Smarts if it's covered by your Expertise.

Hand it Over

When you want to make a key to open a lock, fake a document, any other object that would help you trick someone or something, roll +Smarts.

On a 10+, it's a perfect copy/fake prepared, potentially even in advance, it will most likely fool pretty much anyone, and counts as a Boss Weakness.

On a 7-9, your fake needs to be made quickly, so pick one: either you do it in a hurry or ask for a distraction from your team.

On a miss, the copy looks perfect and is totally ready, as far as you and your team know.

Thank You For The Hard Work

You can **sacrifice your Mechanism** to reach a goal. If you wish, pick a move that you can do and do it as if it was a perfect (advanced if available) success, ignoring all Defenses in your way. After that your Mechanism is destroyed, you cannot store Gear and it cannot be fixed or replaced until GM allows it. Gain **1 XP**.

Basic Scan

When you can justify sending forward some sort of scout or having a radar or any other access to places not yet visited, based on your Ability, you can roll Put Together A Plan or Find Out More with +1.

On a miss or a mixed success of either move, your scouting might cause you additional trouble.

About Earlier... (rest)

Sometimes a quick personal moment with someone is good enough to help you both move forward. During your Take Five move, when your Teamwork is less than +1, you can set it to +1, and you can both change Ability Types. This only works if one of these conditions is met:

- A bond is strengthened
- A story is shared
- A secret is revealed
- A question is answered

Certain Things I Can Do (revival)

You can use your superior intellect and clear head to help your friends. **On a 10+**, result of a revival move, they are brought back with 3 Stamina, and you restore one of their Gear use.

If you have multiple revival moves, you can pick an appropriate one for the situation, but you have to do it in advance.

The Guardian

As far back as I remember, I've been living in this place. Guarding my treasure... I don't know why I've been given this job... Why it was my fate... Destined to be here... Forever. But it's up to me to make sure it stays safe, even if these other guys are always trying to entangle me in their business.

The Treasure

Every Guardian has something they protect. It can be an item, a gem, a person, maybe even an idea or a goal. The treasure can be changed and updated at the start of every adventure. Please describe the treasure and explain why and how your character is guarding or looking for it. Your treasure will also have some sort of power. Pick what it is:

Gives Power - Roll with Advantage.

Negates Power - Destroy a Defense when confronted with it.

Open Something - Gain 1 XP when using the Treasure to progress.

Predict Events - Ask a GM for a free premonition.

Calm of Mind/Body - Restore a hero's Stamina to max.

Revive a Companion - Automatic success on a (revival) move.

Create an Environment - Change or create an environmental hazard based on your treasure.

You can use that power **once a stage**, as long as you have the treasure in safety (not necessarily within your reach or visibility). It does not require any rolls and is usually done instantaneously.



Unknown from M.E.

You are strongly connected to your Treasure to the point of having a magical bond to it. When looking for it, you roll **Focus** with Advantage, you can't gain any other effects from this roll except ones about **seeing, learning about or sensing the Treasure**. You also always have a very general idea of the direction of where it is.

Any time Treasure is attacked or damaged the damage will also affect you, but if you make any **Mystic** rolls related to the treasure right away, it will be considered a full success (Advanced if possible) with no need for a roll.

Shift! Rock! Yeah!

When you want to throw a willing teammates at something, they take 1 Damage and you roll +**Teamwork**.

On a 10+, each of you picks one from the list

On a 7-9, you pick one. **On a miss**, GM picks one against you:

- Affect something with your or their ability.
- They ignore next damage done during the flight.
- If there are no defenses, enemy is either beaten or moves to the next phase (costs 2 points).
- Drastically change their location.

'Operation Big Wave'

When you rush into danger without a plan, roll +**Force** and gain 1 Momentum.

On a 10+, you and your teammates can do one Kick Butt roll ignoring all Defenses or a successful Flex Muscles to use in the initial encounter.

On 7-9, you and your teammates gain +1 Forward.

On a miss, create a Set Piece caused by your recklessness.

We'll Keep Him Off You!

Once per stage, you and one of your teammates can clear a way for the rest of your group. You can destroy all the Defenses and obstacles in your way, describe how. When you do, you will be left behind by the rest of the group in some sort of trouble.

While you're next to only 1 other teammate and the rest of the group is not in the area, you gain +1 bonus to all the rolls.

History of Our People

When rolling **Find Out More** that is related to your Treasure, you can roll with Advantage (roll 3D6, ignore the lowest one), you can tell a short story based on the information you receive.

You can also use **Mystic** instead of Smarts to Find Out More.

Lost Temper

You can substitute any negative consequences of a **Smarts** of a **Mystic** roll with a Collateral option from Flex Muscles move.

You gain a +1 to rolls that involve breaking simple inanimate objects.

Catch me if you can

When escaping a pursuit, roll +**Attitude** to insult your pursuers.

On a 7+, pick one from the list below and gain 1 Momentum.

On a 7-9, take 1 Stamina damage - letting your enemy too close.

On a miss, your fumble embarrassingly in front of your entire team, while something bad happens.

- Center everyone's attention on yourself.
- Let one of your teammates escape the encounter.
- Get your opponent where you want them.
- Create a minor environmental hazard.
- Change your Ability Type.

My Work is Not Finished

Your character is really in-tune with that mystical artifact and can gain power from it. When using Rings or your Treasure set your Stamina to full.

Did you let him trick you, again?

Ask GM for 1 XP, when one of these happens: an enemy gets a hold of your Treasure; you return the Treasure.

Return To Us!

When bringing another hero back into battle, you can make an inspiring display of power, which will help your teammates.

On a 10+, direct all enemy attention to yourself, allowing your teammate to return with a showy surprise entrance, 3 Stamina and 1 Armor next time they get hit in this battle.

If you have multiple revival moves, you can pick an appropriate one for the situation, but you have to do it in advance.

The Robot

> *Systems: ON... Requesting the reason for booting...*
> *Attack subroutine activated... Calculating enemy movement...*
> *Behavioral pattern not recognized as an offensive maneuver...*
> *Analyzing... AnaLyzIng... n\A%LLz*ng... A+n5Xzi6g...*
...Go! Escape...

The Creator

How we are created is a huge part of what shapes us to become what we are. Maybe you defied your coding and became something new, maybe you're following your creator's last wish, no matter what - the past can't change, and these little glitches inspired by your original programming will always stay there.

Evil Genius - You have to force your way through things as the first option. If the villain created you, learn a Boss Weakness.

Ancient Race - You need to learn and understand a lot about the modern world. You can't grasp a specific morality or emotion.

Ambitious Scientist - Your objective is to research and gather as much info as possible from the environment and history.

Old Man - You have to tell only the truth and protect as many people as you can by all means necessary.

Lonely Kid - You always have to try to reason first, plus you need to participate or listen in on as many team conflicts as possible.

Cold Corporation - Make sure to mention your affiliation and feelings towards the company that made you. If a villain's company created you, learn a Boss Weakness.

Forgotten In Storage - Have a talking-related defect. Make your own morals and stick to them.

Made by a Hero - Pick a character, you have to assist them in everything. If there is a choice you have to make them a priority.

You cannot change this feature with Advanced Improvements, but you don't have to follow the Name of the creator, if it doesn't fit your backstory.

Robotic Body

Instead of an Ability, your "Robotic Body" has the same creation rules, but requires a more detailed description. When making your Robotic Body, include answers to these questions:

- What is your primary functionality and purpose?
- What is your general weaponry?
- Is there anything special that you're made out of?

Moves with the **(robotic)** tag and can only be taken by characters with mechanical parts.

Note: Playbook can be "re-skinned", just change all the mentions of "robotic" and "mechanical" to the definition of your hero.

Adoptive Technology (robotic)

Your Focus move is now reflective of your adoptive mechanical nature, roll it with **+Smarts** instead.

On a miss, your weapon/gear jams and your Focus move is (burned). You still gain Mystic Momentum from rolling Focus.

Make This Work

When faced with an obstacle or a barrier you shouldn't be able to destroy or pass over, do it anyway and roll **+Force**.

On a 10+, you fully destroy it, mark this move as (burned).

On a 7-9, you destroy enough of the obstacle to pass, but you take 2 Damage (ignore armor) and mark this move as (burned).

On a miss, all moves that use Force are (burned).

If your team is assisting you, reduce Teamwork by 1 no matter the result.

We Go Together (robotic)

You can sacrifice yourself for something important. Pick a move and do it as if it was a roll of 12. After that your body is destroyed and you cannot be revived for a while. Part of you is still working and can be taken with the squad, limiting your physical actions. Gain 1 XP.

Cannot Destroy My Soul (robotic)

Once per stage, you can move your mind and soul to a different body. When you can secure a target, roll **+Smarts**. No matter the result, you gain 1 XP, change Ability Type and get a new body.

On a 10, you're fully integrated into your new system and gain some extra knowledge - pick one option from the Find Out More, gain full Stamina and re-do your Robotic Body accordingly.

On a 7-9, gain full Stamina and re-do your Robotic Body.

On a miss, you gain 2 Stamina, and unequip all your Gear (including I Can Take 'Em move), until the end of the Adventure. When this move is performed on a Boss, and you roll a 7 or less, the GM can decide extra negatives.

Care Unit (robotic)

A hero can now ride you as a pilot. When that happens you can substitute their Attribute bonuses for yours and the other way around, when assisting your pilot. You also gain an ongoing Assist bonus of +1 to all your rolls and you can use each other's Ability Type (your negative stays with you), but both of you always suffer the consequences.

In a fight, you will usually take damage first. You also count as one unit for purposes of other moves, and either extra large or bulky for the purposes of traversal, when being ridden.

Auto Repair (rest, robotic)

You have healing nano-bots in you. When you Take Five, you heal yourself for 1 Stamina in addition to other activities. You can change your Ability Type without spending a Take Five point.

Bravo, New Boss!

You can successfully pretend to be part of the villain's forces without any need for a roll. For the first time against a villain or their henchmen, this will always work. You can lose your friendly status when acting against the villain's interests. When doing this move against the forces of the same villain, it will be up to GM to decide if it works or not.

Urge to Maim: Rising

Every time you defeat an enemy when Kicking Butt, add 1 to a counter (max 3). You can use 3 points to Kick Butt ignoring all Defenses OR gain 3 Momentum. This counter resets between stages and adventures.

Worthless Consumer Models

When Kicking Butt alone, against a crowd of enemies, you roll with Advantage (roll 3D6, ignore the lowest one). You can also gain the benefit of the Power Ability Type in this case.

New Mission Parameters Accepted

When you're accepting a command that contradicts your previous course of action from one of your teammates, ask the GM for 1 XP.

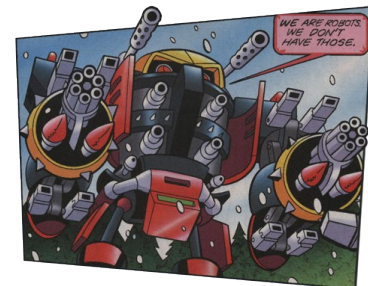
I Can Take 'Em (robotic)

You always count as having 2 Armor, as long as you don't have any Gear equipped.

This Will Hurt (revival)

You know how biology works really well and can provide near-perfect support to anyone in trouble. **On a 10+**, result of a revival move, your target is brought back with full Stamina.

If you have multiple revival moves, you can pick an appropriate one for the situation, but you have to do it in advance.



The Destined

I've seen it. Everyone was gone. There was nothing left. No people, no animals, no machinery. Only water and sparse metallic plant life. But I have faith in myself and others. I believe things will get better. Together, we can make them better.

The Vision

At the start of every stage, you will get a horrible vision. It will show you a worst case scenario of what happens if you and your friends fail to fulfil a currently unknown condition in time, as well as establish any specific rules this condition has.

When rolling Mystic once per unique move, no matter the result, you can choose to learn a clue, by asking one of the questions below. **On a miss**, you need to establish a boss aspect along with it. If you choose not to ask a question, that move is still "used up". The first 4 questions can only be asked once:

- Target? - What person or object needs to be reached
- Where? - Where does the target needs to be delivered
- When? - When does the target needs to be there
- Doing what? - The action your target needs to be performing
- A Yes/No question of your own wording.

If you succeed, your entire group gains 2 XP and 1 Momentum.

If you fail, GM assigns you a Flaw, and the consequences of your failure come to life.

The Flaw

Destined aren't always trained heroes, ready to tussle with enemies. The burden of the future is heavy on their shoulders, as they accumulate personality flaws under its weight. Pick one:

From a Different World/Time - Reduce Attitude by 1.

Clumsy - Can't change Ability Type, unless Taking Five.

In Over Their Head - Can't Kick Butt with Force.

Cursed - Reduce your maximum Rings by 1.

Paranoid - You can't participate in a Taking The Lead or Distress Assists, unless you can justify it being to get closer to your Vision.

Lost Memory - Set your XP to 0 when you end the stage.

Restless - You only heal 2 Stamina during Peace and Quiet.

Mysterious - You can't tell other heroes about your Vision.

Tortured - Pick a traumatizing event in your past. When presented with it, GM is allowed to do hard moves against you.

Phobia - Pick an environment. Can't roll Make It Through on it.

Stubborn - Can only use (rest) moves when Taking Five.

Your Future Depends On It

Once per stage, you can direct a hero to act in relation to Vision. Establish what action they need to perform and under which specific conditions. If they agree to follow your instructions, they will gain +1 under these conditions for the duration of the stage. You gain 1 XP and both of you gain 1 Momentum right away.

It is Done...

When you want to perform an unimaginable feat of strength using your ability, roll **+Mystic**, **pay 2 Stamina and reduce your max Stamina by 1 until P&Q** (if you're downed that happens after this move is resolved).

On a 10+, you succeed, as you intended.

On a 7-9, switch to Power Type, but you do what you wanted.

On a miss, you fail, and you are presented with a hard choice about where to direct all the power you summoned.

Catch!

Redirect a long ranged attack targeting one of your friends back at the attacker; this move is (burned) and roll **+Style**.

On a 10+, enemy is either beaten or moves to the next phase.

On a 7-9, the attack misses, potentially hitting something else.

On a miss, the damage is increased by 1 and GM decides if it changes targets.

Appeal to His Better Senses

You can now Convince non-mechanical creatures that can't normally listen - ghosts, demons, beasts etc. Even if they shouldn't possess the intelligence to understand. When doing so, you can choose to use **Mystic** and can't have disadvantage.

Victory Garden (rest)

Gain an additional Taking Five option - invest an amount of time into purifying a place from its evil influences, roll **+Mystic**.

On a 10+, gain 1 XP, everyone resting gains 1 Momentum, refill your Stamina. **On a 7-9**, bring someone else, they skip their rest, you both gain 1 Momentum and you refill your Stamina.

On a miss, create a Set Piece.

Right After I Have One Of These! (rest)

When Taking Five, roll **+Style**, to get more out of your rest.

On a 10+, pick 1 thing from the list, plus your resting benefit.

On a 7-9, pick either 1 thing from the list, or your resting benefit.

On a miss, -1 Forward, and proceed with Take Five as normal.

- Restore 2 Stamina to you or one of your teammates.

- Gain 1 Momentum.

- Gain useful knowledge about the area.

- Learn a clue about your Vision.

Master!

You have a teacher or a guide that guides you on your quest.

If they are an NPC: Introduce them as a Buddy (even if they are not directly involved). Pick one question from the Clue list. Your Master will always provide an answer for it.

If they are another hero from your group: They now share your Vision feature, but to ask a question with a mixed success or lower Mystic result you will need to establish Boss Aspects.

Spiritual Companion

Your character becomes a spirit of some sort. It cannot be harmed, but cannot Kick Butt with Force and will accompany heroes from the sidelines. You don't have Stamina and cannot be harmed, but you can be captured. You **pick a character or an object** and tie yourself to it, if that object or character is not present or down, you cannot act. Gain an **extra option for Focus** - Reveal 1 more thing about your Vision.

You can freely change your tied character, unless under stress.

If changing in danger, roll **+Mystic**, only your new host can assist.

On a 10+, you switch hosts, you can change Ability Type.

On a 7-9, you switch, old host takes 1 Damage (ignore armor).

On a miss, you fail, you can't switch until the end of the stage and both participants take 1 Stamina of damage (ignore armor).

Time For Me To Complete My Duty

When you decide to go all out for the last time, you can use To Save Everyone on yourself with all the benefits it provides, and ignore all your Flaws for the rest of the stage, as well as change your appearance and Ability to whatever you feel is appropriate (Spiritual Companions gain a corporeal form and can Kick Butt). When your Super Form fades away, the character has to leave the story however you feel comfortable.

You Will Be Fine (revival)

Your bond with your friends helps you realize your true purpose.

On a 10+, result of a revival move, they are brought back with 3 Stamina and you learn a clue about your Vision.

If you have multiple revival moves, you can pick an appropriate one for the situation, but you have to do it in advance.



The Changed

After that day I ended up with my arm roboticized. Folks look different when you're part robot. Until the day I met them. They never cared about the parts and were being so nice. So with their help I moved on. And I'm still moving. Stronger every day.

The Path

Most Changed moves will have different costs or options based on how you feel about your body, which can be changed when you get a minute to think, along with your Ability Type.

Curse - You never asked for this, and everything in you pushes it away. Moves are dangerous, usually costing Natural Stamina.

Tool - This is a means to an end, a weapon that you use for your own means. Moves will wear out or tire your Robotic Body.

Blessing - Your body is something special - it's your project, your labor of love. Moves will be more exact, but with limited uses.

The Prosthetic

Legionization is a process of replacing parts a body with robotic ones. This gives your hero a second Ability - Robotic Body, for your mechanical parts. Your original ability is called Natural Ability. Robotic Body is created the same way as it, but the description needs to be more detailed. Answer these questions:

- What is its primary functionality?
- What is its general weaponry?
- Are there any special materials used in it?

Robotic Stamina - Just like your natural body, your prosthetic parts require their own maintenance, which is tracked by a Robotic Stamina bar. This bar is separate from your Natural Stamina, and comes with the following rules:

- Your starting Robotic Stamina is 4.
- When your Robotic Stamina hits 0 you aren't considered "down", but you can't use your Robotic Body.
- Unless stated otherwise, you choose which bar takes damage. If your Robotic bar is attacked at 0, reduce your Natural bar.
- When your "Stamina" is addressed, the one performing the action gets to decide which one. GM can overwrite this.
- If a move requires a specific amount of Stamina, use your Natural Stamina. For (robotic) moves use Robotic Stamina.
- Armor is applied to both Robotic and Natural Staminas.
- For Improvements that increase your Stamina - pick one.

Note #1: Moves with the **(robotic)** tag and can only be taken by characters with mechanical parts.

Note #2: Any Changed moves that use the Path Feature by non-Changed characters are defaulted to the **Blessing Path**.

Note #3: Just like The Robot, this playbook can be "re-skinned".

Note #4: You can only use 1 Ability Type for both your Abilities.

Saving This For a Special Occasion!

If you'd like to charge a very powerful attack that could destroy most enemies and even power through multiple phases of a boss. While it's charging, you will need protection. The damage is based on how much you want to hold and GM determines when you've ready to fire. This attack doesn't miss and requires no roll, but your hero loses all Armor while it's charging, you also take 2 Robotic Stamina Damage (ignore armor) right after the shot.

Back Off!

If you are held or grappled you can get out of it, no roll needed.

Curse: Pay 1 Natural Stamina.

Tool: Pay 1 Robotic Stamina.

Blessing: This move is (burned).

You'll Have The Honor!

Start the boss encounter by allowing your hero to take the hit.

Curse: Physical beating combined with a psychological attack.

Tool: A power clash, resulting in your loss.

Blessing: Counteract, stun or break one of your tools.

When the above happens, gain 1 XP and 1 Momentum.

Mine's Bettah!

Once per stage, when you fully dodge an attack, or fully negate the damage with your armor, you can strike back right away. Based on your Path you can perform the following counterattack:

Curse: Pay 2 Natural Stamina and the enemy is either beaten or moves to the next phase.

Tool: Destroy the Defense that was stopped. You can use this move once on every enemy.

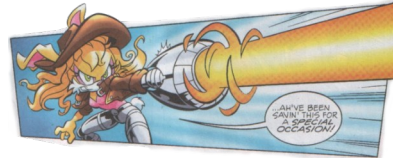
Blessing: Roll Kick Butt with Advantage against the enemy, ignoring all Defenses.

Special Medicine

You will now require special, very rare medicine. **Three times per stage**, you can use that medication to gain one of the benefits:

- Turn a roll result into a 10.
- Change your Ability Type.
- Restore 3 Robotic or Natural Stamina.
- Gain 2 Momentum.

Once you're out of medicine, cut your max. Stamina by 2. The GM can ask you to take dose as a result of a roll, with no benefit.



Full Conversion

Your prosthetic consumed your body. This applies to you now:

- Natural and Robotic bars combine into 1 universal Stamina bar.
- You lose your Natural Ability completely
- You might count as a Robot for some narrative purposes
- Reduce your maximum Rings by 1.
- When revived use Smart instead of Teamwork (Teamwork still drops on a miss). Might require special healing conditions.

Integration

You can integrate or hack into an enemy machine, roll +Smarts.

On a 10+, you integrate successfully, pick 2 from the list.

On a 7-9, pick 1 from the list and pay based on your Path.

On a miss, something bad happens.

- Stun, short circuit or destroy the target.
- Drain the power from the enemy, restore 2 Robotic Stamina.
- Get 1 Armor on the next attack.
- Turn a minion into a Buddy or control of one of Boss' functions.
- Gain one option from the Find Out More list.
- Change your Ability Type.

Curse: Pay 1 Natural Stamina.

Tool: Pay 1 Robotic Stamina.

Blessing: This move is (burned).

If the target is weak, don't roll, pick 1 and don't pay the cost.

You can also roll to Convince robots without Disadvantage.

How Many Upgrades Do You Have?! (robotic)

You can change your Robotic Body to overcome any obstacle, as long as you've seen what it can do. Roll +Smarts, change your Ability Type if you want. **On a 10+**, you do exactly what you planned to accomplish. **On a 7-9**, do what you planned, and take 1 Robotic Damage. **On a miss**, your change goes bad.

Curse: Pay 1 Natural Stamina.

Tool: Pay 1 Robotic Stamina.

Blessing: This move is (burned).

A Little Self-Improvement (robotic)

When someone mentions your Robotic Body or events related to it in a negative light, you can retaliate with the following:

Curse: Pay 1 Natural Stamina, break a Defense or something else

Tool: Gain Advantage on the Convince Them roll to debate them.

Blessing: Pick an option from Flex Muscles or Find Out More.

Don't Sweat It! (revival)

On a 10+, result of a revival move, they are brought back with 3 Stamina and gain +1 Forward. If you have multiple revival moves, you can pick the right one for the situation, but in advance.

The Rogue

Big hero-man, doing his big-hero thing. But I got him figured out. I know why they hate me so much. It's not the robbery, fights or betrayals. It's that all it takes is one bad day, and he'd be just like me.

The Determination

Rogues are masters of creating trouble, and each and every one of them has a Method to the madness, and a Goal they'd like to reach with it.

Destruction (Force) - If you want something, you take it.

Trickery (Style) - Many would be surprised at how much can be accomplished with a good old sleight of hand.

Manipulation (Attitude) - Sometimes, just asking is all you need.

Scheming (Smarts) - Everyone around is not as smart as you are.

Corruption (Mystic) - There are unexplainable powers running amok in this world... Time to put them to work.

Control (Teamwork, Taking The Lead) – There Heroes around you are important, but they will only reach their true potential under your guidance.

The Goal

Treasures - Any way of obtaining a large amount of gold, treasures, artifacts or other expensive goods quickly.

Power - Finding stronger and stronger sources of power, however you'd like to interpret that.

Heart - There was someone special in your life, but you weren't good enough... And you never will be, but you will try and get anything that might impress them. Can also be about fame.

Revenge - Someone wronged you, and they need to be punished for it - no matter the cost.

Orders - You have a master, someone giving you orders, usually conflicting with the party's alignment.

When rolling your Method attribute, you can do the following:

If the move uses your Method Attribute, you can roll with Advantage (roll 3D6, ignore the lowest one).

If the move doesn't use your Method Attribute, you can also change the attribute used for that move to your Method. You do not get Advantage for this roll.

I Handled It

You can attack viciously, without holding anything back. If you're Kicking Butt, attack as if exploiting a Boss Weakness, if the target is not a boss and has 1 phase - destroy it. No matter the result, everyone within vision distance sees the massacre you create. Reduce Teamwork by 1. This move can't be used if you're alone.

It's Time for School

Once per stage, when one of your teammates encounters something related to your Goal or something of your interest, you can travel there. As your entrance, gain possession of an object of your interest and ignore all damage coming to you for the next attack in this scene. Gain 1 Momentum.

You can use this move to join any encounter with at least one of your Teammates present, as long as you can justify knowing where they are, no matter how close or far it takes place.

The Figurehead

Once per stage, when you have time to talk, you can puppeteer one of your teammates to use their Feature or a Move for your plans. When you do, select which move/feature you'd like to use and roll +**Smarts**. You can store the result until you need it.

On a 10+, they will use their move/feature when, where and how you desire but it will not consume any resources, and the required roll will count as a result of 10. **On a 7-9**, they follow your commands normally, but have minor input on the execution. **On a miss**, you have to fulfill a demand of theirs.

Mold This Power

Once per stage, if you want to control or use something of great power, roll +**Mystic**. **On a 10+**, pick two from the list for the whole team. **On a 7-9**, pick two from the list and apply individually, lose the subject. **On a miss**, suffer immediate negative consequences.

- Gain 1 Ring.
- Gain 1 Experience.
- Gain 1 extra use of your Feature (or Vision question).
- Fully heal your Stamina.
- Refresh your (burned) moves.

You can't use a Ring on this move.

Smash and Grab

If you're trying to steal something and stay unnoticed, roll Make It Through with Advantage (roll 3D6, ignore the lowest one). **On a 7-9**, you can't back out. **On a miss**, create a Boss Aspect in addition to the miss conditions.

Ask a Find Out More question about the stolen item when you have it.

Attention All Scrubs

When you want to provoke your enemy, roll +**Attitude**. On a 7+, you can pick one of the options from the list below.

- You provoke the enemy to do a simple action of your choosing.
- You force them to misfire or mishandle one of their Defenses.
- If defenceless, enemy is defeated or moves to the next phase.

On 7-9, the enemy's rage creates problems. **On a miss**, you fail, take 1 Damage (ignore armor). You can't use Attitude against witnesses until the end of the Stage. This move can't be assisted.

Part of The Game

Once per stage, you can establish a leverage a villain has over your character. When you do, create a Boss Aspect directed specifically at you. After that learn a Boss Weakness. Gain 1 XP and 1 Momentum.

I Was Reborn

You can create your own piece of Gear. It needs to be visible and on you at all times. When taking this move, pick an attribute, and gain the following benefits while the Gear is on you:

- You gain a second Method for the selected Attribute.
- You can use this item as Gear for the selected attribute.
- It can give you a passive Gear bonus (discuss with GM).

If you lose the item, all your rolls done for the selected Attribute are done with disadvantage.

Cannon Fodder

You gain a small team of subordinates that will do your bidding. Establish them. They are just skilled enough to keep up. If something happens, you ask the GM how find replacements. If fighting for you in Empathy Type, they Kick Butt with Advantage.

Not Going Down Like a Chump

Once per stage, when you're about to be downed from an attack you can negate the damage, maybe getting a chance to escape. You can also change your Ability Type and gain 1 Momentum.



The Clumsy

Jeez, all these character introductions sure are interesting? A lot of very serious and sad ones too. I really like the Lead one, it's sooo coooooo!! This one is mine, I guess, but I don't know what to put here. I just want to have a good time with my best friends and go on a big fun adventure.

The Luck Pool

Your character collects Luck Points based on their actions, generally for creating fun situations or self-deprecating humor.

When you roll 10+, you can add a Luck Point, but if you do, your roll is treated as a mixed success and you need to describe why it didn't work out. You will also gain them based on some of your moves and your Personality Type.

Luck Points can be spent on some of your moves, but also to **increase any roll result in the game by 1** for each point spent. Luck Pool can be accessed by anyone in the group and Clumsy can apply points to other hero's rolls.

Personality Type

Pick one for yourself, and when the chosen situation happens involving your character (caused either by them or by you, the player), describe a funny situation and ask GM for a Luck Point:

Pipsqueak - When you take either unnecessary damage or damage from rushing in ahead.

Conspiratorial - When you guess an upcoming event and who's going to be targeted by it.

Bumbling - When you lose or damage something valuable.

Annoying - When you try to defuse a serious situation with a bad joke or a pun.

Unfocused - When your ability runs wild, making the group's life harder.



My Word Balloons Are Messed Up!

Spend 3 Luck Points. For the next short while change one rule in the rulebook to anything you like or make up a new one.

I Have Plenty Back Home

When an obstacle can be justified to be overcome by an item, you have it. First time use of this move is free, afterwards you'll need to spend 2 Luck Points. You can't produce The Guardian's Treasure.

Wow! Look at All of Them!

When encounter an obstacle related to your ability, roll +**Mystic**.

On a 10+, it's completely under your control and you choose what happens with it.

On a 7-9, it's removed from the field without a trace.

On a miss, it becomes more dangerous.

Sounded More Convincing In My Head...

You can comically stumble into new information or useful items. Instead of rolling Find Out More, you can pick 1 option from the Find Out More list, but then let GM pick one as well.

You're So Mean!

When confronted or surrounded by enemies, you can throw a fit and appeal to their emotional side (potentially even if enemies are emotionless), roll +**Attitude**.

On a 10+, the enemy will consider you friendly until proven otherwise, and will follow a singular simple command.

On a 7-9, the battle is completely stopped, and the enemy will retreat to fight you later.

On a miss, pick a teammate - they have to run and save you, putting them in danger.

You Want Some Fries With That?

Once per stage, you can appear next to any of your teammates, regardless of distance or availability. First time use of this move is free, afterwards you'll need to spend 2 Luck Points.

A Cup of Tea (rest)

Once per stage, when you Take Five, you can whip out a relaxing picnic to help everyone relax. Everyone resting can choose two options from the Take Five list, as opposed to one.

Also, gain an additional option every time you Take Five:

- Add a point to the Luck Pool

Sidekick Position

Pick a best friend. The both of you now can:

- If one of you is leading Taking The Lead with the help only from the other one, gain advantage on that roll.

- Send the negative outcomes of a move to your friend, if you're near each other.

- Use each other's Ability Type.

- Communicate and tell when the other is in trouble, regardless of the distance between you.

- Whenever you pick "Take a move from your playbook" improvement, you can pick from each other's playbook as well.

Donk!

When your roll result is one point away from the next tier, change it to be that tier, for both positive or negative results. Applies to the move wording ("on a 10+", "on a 7-9", etc) accordingly.

So 6 is a mixed success. 9 is success. But also, 7 is a fail and 10 is a mixed success.

I Can't Feel My Hands!

When your Stamina drops to 0, get 1 Luck Point and you can still do one more action before going down. Get 1 more Luck Point after you go down.

Connections

It's time to establish how your character is familiar with the rest of the group. Go around the table and talk about your backstory with each of the other players, by picking and answering one of the following questions (you can come up with your own or borrow from other playbooks):

The Lead

- You had an adventure before. What was it about?
- They heard of your heroic deeds. What did they hear?
- You saved someone dear to them. Who was it and how were they saved?
- They were your rival or even adversary. How has that changed?
- You were romantically involved. Has that changed?
- They always looked up to you. What is that they most admire?
- You are best friends, teammates or even family. Where have you met?

The Destined

- Since you saw them, you have a strong feeling about them. Why are they important?
- You both had the same teacher. Who was it?
- They found you doing something awkward or strange. What was it?
- You shared a vision once. What was it about?
- They came to you for advice about the future. Did it help?
- You saved them from a bad future. What was it and how?
- You both were part of the group once. What changed?

The Rogue

- A betrayal happened between you two. What was it about?
- They have something you want. What is it?
- You did something good, against your reputation and they saw it. What was it?
- They are your contact for when something needs done. How was that established?
- You ran a business together. What happened to it?
- They heard you did something horrible. What is it? (in secret, decide if it's true or not)
- You share a tragic memory together. What is it about?

The Tinker

- You helped them fix something recently. What was it?
- They saw a lecture or a class you were holding. How did it go?
- You gave them personal advice that helped. What was it about?
- They inspired you to make your current Mechanism. How?
- You are very distant relatives. Exactly how distant?
- They once took your tools by accident. How did that happen?
- You met on a research trip or a convention. What was it about?

The Robot

- They helped you find your soul. How did that happen?
- You are keeping a promise or holding a secret about them. What is it?
- They helped to fix you up after you got beat-up. Why?
- You saved them from evil robots. Why were they in danger?
- They were going to destroy you, but you've proven to be good. How did that happen?
- You share a goal. What is that goal?
- They were involved with your Creator. How?

The Guardian

- You met while looking for treasure. Where and how did it go?
- They tried to steal your treasure once but failed. Why and how?
- You openly respect something in them. What and why?
- They always seem to annoy you at the worst times. Why can't you stop them?
- You are somehow connected by a lineage, bloodline or spirituality. How did you find out?
- They are one of the few lifelines you have to the modern world. How did that come to be?
- You survived a tough brawl together. What was it about?

The Changed

- They knew you before the change. For how long and how?
- You're jealous of something they have. What is it?
- They helped to obtain or install your robotic body. What part of the process were they?
- You share a very happy memory with them. What is that memory about?
- They help you maintain your body. How often do you visit?
- You are too shy to talk to them, but very interested. Why?
- They saved you mid-conversion. When did that happen?

The Clumsy

- You share a love for something specific. What is it and how did you find out?
- They are *definitely* your best friend. Since when have you been following them?
- You had a very good joke, but they didn't laugh. What was it?
- They keep you in the group, even if you're not that useful. Why?
- There is a competition or a game both of you like, and the winner is never clear. What is it?
- Their house always has something you love. What is it? How often do you visit?
- Something about their design, clothes or behaviour makes you giggle every time. What is it?