

Fight The Boss

When you want to battle the Boss, roll **+Force**.

On a 10+, you succeed, choose one extra effect:

- Increase your Damage by 1.
- Take 1 less Damage on self.
- Give +1 forward to another hero.
- You force them where you want them or take something from them by force.

On a 7+, both fighters take damage.

On a miss, boss succeeds.

Advanced

On a 12+, instead of the 10+ effect, pick an enhanced one:

- Your attack inflicts double damage.
- You suffer no damage at all.
- All heroes in the fight get +1 forward.
- The boss is scared of you.

Kick Butt

When you want to attack a group of minions, ask the GM how many are taking on and roll **+Force**.

On a 10+, your team is free to pass.

On a 7-9, get a -1 forward and choose to clear path either for you or your teammates.

On a miss, you take damage and minions stop your progress. You can establish a Boss Aspect and turn your result into a 7.



Flex Muscles

When you want to apply your strength or intelligence to destroy, stop, move or change something around you, establish how you do it and roll either **+Force** or **+Smarts**, GM choice.

On a 10+, pick two. **On a 7-9**, pick one.

On a miss, GM picks one against you.

- Change, build, break or move anything.
- Deal Damage (usually 1 or 2) to something or someone with the environment or remove a minion group.
- Stop an active threat, condition or restriction.
- Create cover or distraction.
- Create a Set Piece or establish a Boss Aspect. 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 keep going or find another way, but if you go something bad is going to happen.

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 one of these:

- Take 1 less Damage on self.
- Deal 1 Damage to the enemy.
- The character you protected gets +1 forward, if they act right away.
- The enemy is now focused on you.
- Redirect an enemy to one of your teammates.

On a 7+, you protected them and take the full force of the enemy's attack.

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 that explains past events.
- Something that explains 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

When you want to refine parts of a plan you just came up with, roll **+Smarts**.

On a 10+, pick two aspects of your plan.

On a 7-9, pick one aspect of your plan.

On a miss, GM chooses to create either a new Set Piece or a new Boss Aspect.

"Aspect of a plan" covers the following:

- Who will it be performed by?
- What action will be performed?
- Under what conditions the action happen?
- What is the target if the action?

Acting on these aspects, gives a +1 ongoing.

Advanced

Heal 1 Stamina when rolling this move.

On a 12+, you get a helpful item for your plan.

Team Assist

Before another Hero commits to an action, you can establish that you and the others on your team want to help. Explain how and roll **+Teamwork**. Only one of you makes that roll.

On a 10+, they get a +1, for each Hero helping.

On a 7-9, either grant half the bonus (rounded up), or full bonus, but bad things happen.

On a miss, you can't coordinate, bad things happen and reduce Teamwork by 1.

After the roll all participants gain 1 Momentum. GM might give extra mechanical benefits.

On a miss of the initial roll, everyone can drop what they were doing to help, but on a 7+ only heroes that were established to be helping can.

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.

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.
- Changed Only - change your Path.

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.

Advanced

Pick one more option from the list.



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 (revive) 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.
- Trigger "To Save Everyone" for yourself with a roll result of 7. GM says when it's over and you don't get your health refilled.
- Any unused Rings at the end of the stage are converted into XP.

Focus

When you are trying to read or guide the energy of this world, say what you're trying to achieve and how, then roll **+Mystic**.

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

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

On a miss, you lose control. This never ends well. 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.

On average, Focus takes about half a minute to case, and requires some sort of spell or gesture. The effects are usually immediate.

Effects

- Control your ability in an unusual or a new way or with complete precision (usually outside of the scope of its tags).
- Learn the direction to an object or a person you touched.
- Communicate with something that you do not share a language with.
- 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/spirit/parallel world.
- Talk to someone in a magical/spirit/parallel 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-armor).
- The magic draws unwelcome attention.
- It has a problematic side effect.
- Create a Set Piece.

Advanced

When picking Advanced Focus update your Ability to include a specific Ability Boost. It should be related to your Ability, and will provide a very specific, short and mechanical benefit, that you should discuss with your GM, potentially to add conditions or targets. Boost can be changed between adventures.

On a 12+, addition to your original effect gain the following:

- An additional effect.
- The benefit of your Boost.
- Gain +1 Damage, plus any tag of your choosing on your next attack.
- Ask GM for an additional narrative benefit.



To Save Everyone

When the time is right, everyone rolls **+Style** to go Super. Restore everyone's Stamina to max.

On a 10+, pick three from the list.

On a 7-9, pick two from the list.

On a miss, pick one from the list.

- Three of your Attributes go up by 1 (max +3, can only be picked on 10+).
- Two of your Attributes get a +1 (max +3).
- Increase your maximum Stamina by 1.
- You gain +1 Damage.
- You gain +1 Armor (stack with everything).
- All playbook-specific resources are restored.
- All Prosthetic damage reductions are gone.
- Increase Teamwork by 1.

None can assist anyone on this roll. No matter the result, everyone is now in their Super Form. You can establish a Boss Aspect or create a Set Piece, and get an additional pick from the list.

Advanced

Your minimal result can't go below 7.

Buddies

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

- Have access to all basic moves.
- Given Leader, Stamina and Damage by GM.
- Use moves, rolled by their leader's **Attitude**.
- Will accompany the group in the background.
- Still can be kidnapped or attacked.
- To revive them roll +0 with advantage.
- Team Assist is an automatic +1 that will put your Buddy in danger.

Gear

Once per stage, when rolling a gear's attribute, you can substitute it for a result of 10 (before or after seeing the result).

Gear's description provides you with a passive extension to your Abilities. This benefit could be used only for a single target at a time.

Bubble (Style) - You can swim, breathe and 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 if you aren't conscious.

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

Ghost (Mystic) - You have a clear connection with a different world of your choosing.

Void (Mystic) - You're great at pushing away or controlling other's magic.

Rhythm (Attitude) - Music follows you.



Peace and Quiet

During your time at the hub or in-between stages, you and a number heroes, can relax.

1. Restore everyone's Stamina to max.
2. Each participating character takes part in a scene describing their 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 participating character is part of at least one scene, where at least one of these things 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. Brooding characters gain +1 to Damage during the next stage, but for each one Teamwork is reduced by 1.

End of Stage

At the end of every stage, your team is ranked on their game during that 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 the GM give you a bonus based on your teamwork?
- Was a personal goal reached any hero?

Now count your Rank:

- 1-2: C - Gain 1 XP.
- 3-4: B - Gain 2 XP.
- 5: A - Gain 3 XP.
- 6: S - Gain 4 XP.
- 7: SSS - Gain 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. (this counts as a use of this action, even if there is no direct input from you)

If there is more than 1 boss, the GM will decide which ones the aspect goes to.



Learn a Boss Weakness

When you are asked to "learn a Boss Weakness", the GM will come up with and give your heroes an in-universe hint about a point they can exploit during the boss battle. It can be cementing something they already knew or a completely new fact.

When you describe your action against the boss with the use of a weakness you learned, it's called "exploiting a Boss Weakness" and no matter the roll result you get to choose one the following bonus 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 1 XP** (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