

## Fight The Boss★

When fighting a Boss, roll +**Force**.

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

- Give +1 forward to another hero.
- Increase your Damage by 1.
- Take 1 less Damage on self.
- 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:

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

## Kick Butt

When fighting a group of minions, roll +**Force**. The GM will explain exactly how much damage you did.

**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 1 damage and minions stop your progress.

You can establish something about the boss, and turn your result into a 7.

## Use Environment

When you want to destroy, stop, move or change some part of the environment around them, roll +**Force**.

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

**On a miss**, GM picks one against you.

- Change an environment to something more favorable to you, within reason.
- Deal Damage to something or someone with the environment or remove a minion group.
- Stop or halt an environmental threat.
- Use a piece of environment to reach a spot you couldn't before.
- Clear out a path for your teammates (or free them from imprisonment).
- Use it as cover to sneak by.
- Establish something new about the boss or the stage.

Player can argue the use of **Smarts**, depending on their approach, it's up to GM to allow it.

## 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+**, you gain +1 Teamwork with the person you protected.

## Make It Through★

When you need to escape from something or someone, sneak, tread very carefully or through a dangerous environment or steal something while being unnoticed, name a route you want to follow and roll +**Style**.

**On a 10+**, you reach your destination 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.

## 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 to make us stronger.
- Something we can use.
- Something hidden nearby.
- Something to help me find my friends.
- Somewhere we can rest.
- Someone living here.

## Ready For Action

When you're investing time into refining 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**, establish something about the boss.

"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?

While acting on an aspect of your plan, the hero performing them, gains a +1 ongoing.

### Advanced

Heal 1 Stamina when rolling this move.

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

## Team Assist

To assist another Hero, roll +**Teamwork**.

**On a 10+**, they get a +1, for each Hero helping them. **On a 7-9**, either grant half the bonus (rounded down), or full bonus, but put yourself in danger. On a miss, you don't help, something bad happens and reduce Teamwork by 1.

On a miss of the initial roll, everyone can rush in to help, but on a 7+ only heroes that were established to be helping in advance can.

## Help Them Up

Roll +**Teamwork**, to help a downed character return to battle.

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

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

## Take Five

When you have a minute to rest, choose one:

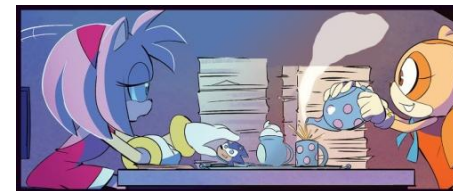
- Restore 1 Stamina.
- Increasing Teamwork by 1 (one per rest).
- Remove the (burned) tag from all moves.
- Get +1 Forward.
- Use your or give +1 to someone's (rest) move.
- Changed Only - change your Path.

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

**Every time you use a new move** in the stage, no matter it's outcome, add 1 pip. Momentum resets during Peace and Quiet. Exceptions are:

- \*Make It Through and Fight the Boss.
- Moves that don't require a roll - Take Five, Peace and Quiet, Passive Bonuses.
- Buddy commands count as one.

When you have **7 pips**, you can:

- Gain 2 XP at End of Stage Rankings.
- Trigger a To Save Everyone on yourself for a short time (GM will tell you when it's over).

## Using Rings

You gain Rings when following happens with the MacGuffin:

- Gain how much Rings it's worth when it's acquired for the first time in the adventure.
- Gain 1 Ring when it changes hands.

At any time you can use one of your Rings to:

- Succeed on any roll. (no XP, counts as 10)
- Nullify any wound you just suffered.
- Remove an obstacle from your path.
- Roll a revive move normally, but revive your teammate with full health.

## 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-armour).
- The magic draws unwelcome attention.
- It has a problematic side effect.
- It creates an obstacle in your way.

### 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 you have the MacGuffin on your side, and 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).
- Gain +1 Maximum Stamina.
- You gain +1 Damage.
- All playbook-specific resources are restored.
- Remove 4 points of Karma.
- All Prosthetic damage reductions are gone.
- Increase Teamwork by 1."

The boosts given by this move are active for the duration of this scene and this move can only be used once per adventure. None can assist anyone on this roll. No matter the result, everyone is now in their Super Form.

### 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 player establishes something new about the stage.
3. Establish one new thing about the boss.
4. Each participating character takes part in a scene describing their rest.
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".

- Did everyone get a cool moment to shine?
- Did you enter the stage together as a team?
- Did you save an innocent from danger?
- Did you get a chance to gloat over the boss?
- Did you force the boss into a monologue explaining his plan, motivation or a secret?
- Did the players establish something interesting or new about the world?
- Did the MacGuffin or Treasure change hands?
- Was there a task accomplished by teamwork?
- Did everyone use at least 1 non-basic move?
- Was at least one personal connection with the boss established and/or resolved?

Now count your Rank:

- 1-3: C - Gain 1 XP.
- 4-6: B - Gain 2 XP.
- 7-8: A - Gain 3 XP.
- 9: S - Gain 4 XP.
- 100%: SSS - Gain 5 XP.

## Establish a Boss Aspect

When you are asked to "establish something about a boss", you can "modify" either your main antagonist, or the boss of the current stage (pick which yourself). You do that by picking one of these options (up to you):

- **If you know nothing about the boss**, ask the GM to reveal, give some basic information or establish them. (this still counts as a use of this action)
- Establish a past encounter of your character with the boss, his minions or consequences of their deeds. Doesn't have to be negative.
- Pick a new descriptor of the boss, from the list below. The GM will expand on it, by having the boss present that quality for the characters, show you the consequences of their actions in the current environment, or display them via their henchmen, victims or stage ambiance.
- You can also always ask if the GM has anything they would like to add or share about the boss, but use this only as a last resort, or if the GM asks for it themselves.

Here is a list of possible descriptors. Pick one, and say what it will be generally, so your GM can expand on it and introduce it to the story:

1. They have a new weapon/ability.
2. They have a new goal or a target.
3. They have a new resource or an ally.
4. They endanger or capture someone for a reason.
5. They have a new personality quick.
6. They discover a new connection to your character.
7. They have somehow progressed with their plan further.



## Establish a Stage Aspect

When you are asked to "establish something about a stage", pick one of the tags to the right to describe the stage that will be coming up next.

They are very general and are meant to change GMs plans but also inspire them to tune the adventure to the players' needs. Don't be afraid to pick what you can assume is already there, since this will just give your GM a signal to use these kinds of hazards more often.

### Stage Tags

1. **automated paths** - has automatic transportation - pipes, energy pathways, organic tunnels, rails to grind on, vines etc.
2. **barracks** - populated by more enemies than you expected.
3. **broken gravity** - gravity behaves in unexpected ways.
4. **controlled** - it's alive or someone is controlling the stage.
5. **conflict** - some sort of disagreement actively happening.
6. **crystal environment** - lots of sharp and reflective surfaces.
7. **incomplete** - something expected is missing from the stage - passage, structure, enemy etc. Can be replaced by something.
8. **poor visibility** - doesn't need to be just darkness.
9. **difficult terrain** - swamps, snow, forest, quicksand, oil etc.
10. **empty** - there very little minions or enemies.
11. **enclosed** - not much space to move around.
12. **ever-changing** - the stage is constantly changes.
13. **extreme temperature** - extreme difference in temperature.
14. **extreme weather** - storms, magical winds, meteor showers.
15. **fragile** - actions will damage the environment.
16. **giant environments** - something is unnaturally big here.
17. **has vehicles** - there are vehicles and transport available during the stage, more than usual.
18. **haunted** - ghosts or supernatural anomalies are present.
19. **hazardous** - many damaging, but not actively hostile items.
20. **high up** - very high or involves falling from a very high place.
21. **labyrinth** - the place is easy to get lost in.
22. **lockdown** - stage has many closed doors.
23. **mini-games** - the place might contain some puzzles that require unusual action from characters - gambling, fishing, puzzles, cooking, competitions, anything that doesn't involve progressing towards the goal directly.
24. **on alarm** - lots of cameras, patrols, motion sensors etc.
25. **on a time limit** - something is chasing them, like a wave, rising lava or a whale, maybe there is an air limit.
26. **populated** - there are many friendly but defenceless NPCs in here, they need to be protected or saved.
27. **seething with magic** - stage is filled with mystic powers and effects, potentially making unexplainable things happen.
28. **unrealistic design** - there are sections of this stage that require a specific power from specific characters like loop-de-loops, flying rings, walls to break, teleports, or things to destroy with specific elements etc.

## Hero Clash

When two heroes decide to have a fight, establish what the fight is for, what are the victory conditions and what are the demands of each side. GM will decide a separate attribute for each hero to roll on, as well as the order of actions, based on their approach. The person with the highest roll is the winner. This does not count as a move for Momentum.

**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.

Also, if the battle happens between stages or at the end of one, GM might decide to move the Teamwork and Momentum bonuses to the next stage.