

RINGS

AND

RUNNING SHOES



Hello! This is a quick message from Torchbound, creator of this rulebook - thank you for showing interested in my little game! While the official version of the game is "1.5" it is technically not "fully complete". More specifically - we're still working on balancing and polishing some of the playbooks, flow of the game experience, global mechanics and The Game Master section, while helpful, hasn't been updated in a while. I decided to give it a 1.0 version since the game is complete and playable, just needs a lot of tweaking and testing.

Feel free to visit our [Discord Server](#) to ask questions, join games or share your experiences, check in to the main [Google Doc](#) for the most up to date "alpha" version of the changes and visit the [itch.io page](#) for the official updates and developer blog.

And again - thank you.

Welcome to Sonic's World - A universe unique and beyond what you know from the SEGA games! Where, inspired by Sonic and other heroes of the franchise, you and your friends work to save the world from the forces of evil!

So what's this all about?

This is a tabletop game using the Powered By The Apocalypse system themed around Sonic The Hedgehog and the spirit of his adventures. PbtA games are very different from your classic Dungeons and Dragons experience, so I highly suggest you familiarize yourself with this kind of tabletop game from more "official" sources, at some point. Either way, I do my best to explain how it all works here.

The idea of this game is to emulate what it would feel like to be a part of an adventure that would make sense in a Sonic Universe. To capture the spirit of a story with a simple but strong core, about a conflict with good and evil, sprinkled with character drama, conflicts and lessons about teamwork and friendship, held in colorful, unique and unrealistically awesome places. I tried to highlight the things I deemed the most important: the light-hearted nature and colorful tone; distinctive and quirky characters; interpersonal relationships with those characters; interesting places to visit; powerful villains and their armies of goons.

Your heroes aren't regular civilians. They are exceptional in some bad or good (usually both) way, and differ much from the norm - stronger or weaker, more courageous or more cowardly, deeply wise or dense to the point of humor. They are the only ones that can and will greatly affect the world around them. You and your character are special.

This tabletop being themed around Sonic stories, I also filled it with references or inspirations to things, you may or may not recognize. They should help you envision the moments and moods the game is going for. Anything that's in [square brackets] is a note, explaining where it's from and who it's referring to.

System Overview

At its core, this game is a cooperatively told story for you and 2-4 other friends, where dice results are used to shape the world around you with the outcomes of occasional, specific situations. It also doesn't require maps, detailed bestiaries, figurines, loot tables or equipment management, even if those can be used by your own group to make the adventure more comfortable.

This game is designed to be about making your own original characters, called Heroes (or Characters) via this rulebook. They will be participating in many adventures, themed for the Sonic Universe - saving the world, overcoming obstacles, bad guys and threats etc. It can be played as your takes on the official characters as well, if you'd like.

Playbook is the base description of what your character is at its core, basically a "class" in most tabletop or video games. There is no doubt that the longer you play the more complex and interesting they will become, but your playbook is what you start as, as well giving you a set of your basic attributes. Each playbook also contains a **Feature**, describing a unique mechanic each playbook has, allowing for slightly more deep customization.

Attributes reflect the most basic aspects of your character - how cool or forceful they are, how much attitude or smarts they possess, and how strong their connection to the mystical powers of this world is. It also includes a **Teamwork** attribute, that is special, because it changes throughout the stage and represents how well you work together with each of your teammates. Each move will use those attributes as a bonus to your dice rolls.

Dice Rolls are required when a move is triggered. In this game you roll 2D6 (2 six-sided dice), add your attribute, other appropriate modifiers and play the result based on the wording of the move. There are 3 most common outcomes - success (10+), a mixed success (7-9) and a miss (6-). You might notice that this system will tend to give you a "mixed success" (or a 7-9 result) in a lot of your rolls - that's intended to keep the story more interesting without being stuck in one place. No other types of dice are required.

There is a special dice result called **Advanced** which happens when you roll a 12+, but it only applies for Basic Moves and only after you have used a level-up to learn an Advanced Form of a Basic Move you're using.

Moves are narrative conditions that usually require a dice to be rolled to see the result, usually under stressful conditions. All characters always have access to all the basic moves (which can be found in here or [Quick Reference Doc](#)), in addition to playbook-specific moves your character learns in their adventures. Moves generally have 3 outcomes - success, a mixed success and a miss. In this game, moves actually change the world and the narrative around you, so it's better to look at them as: "all going according to plan", "according to plan with a complication", "something unexpected happens forcing a change of plans".

For example, Tails wants to fly over a block on the road, which he can do because he can fly. Problem is - he's being followed by a group of badniks, which triggers the Make It Through move and you make a roll with his Style attribute, because it's a dangerous way to cross a distance. On a 10+, Tails makes it through, evading all shots. On a 7-9, Tails realizes that he's

under heavy fire and the GM will give him a number of options. On a miss, a trap is sprung catching him in a net and Tails is now captured. The roll wasn't about him making or not making it over the barricade, and the trap wasn't placed there by the GM in advance. That role was about seeing potential outcomes of a stressful situation.

Ability is the main offensive superpower your character has. Something that makes them better than the rest. They are meant to be as broad and vague, but as short as possible, because they encompass the whole range of your powers. Since moves are "narrative", your ability is what primarily dictates what physically your character can and cannot do in-game. More about them in the Main Hero Ability section.

You should also expect a very specific story structure - a number of Stages prepared by your GM that you will need to help him expand and beat.

The Game Master (GM) will be in charge of preparing the adventure, the bad guys and the stages you will need to traverse, as well as giving life to the inhabitants of this world. You, as players, will help your GM expand and color the world, filling in the places he left blank, as well as affecting it with your heroes. They will also never roll any dice, and just narrate the outcomes of your actions.

Stages are your "game levels" - unique environments filled with obstacles and enemies that heroes need to traverse, usually ending with a boss battle. Every stage also starts with Stage Setup, where you, the players, help the GM by coloring in the level with your suggestions. Every GM will run them differently, but on average, a stage will have about 2-4 different challenges or events, and a final fight with a strong opponent.

Hubs are your resting spots in between Stages. They will heal your Stamina to full and allow your team to properly converse and prepare for what's to come. You can still do rolls in them, but don't expect much conflict, unless you're looking for it.

World Rules Overview

You are special.

Even if you're playing the most mundane character possible, everyone and everything in the world is on a completely different power level from The Heroes, The Villain and Bosses. You are the ones that can rip robots by the dozen, summon ancient spirits, come up with genius plans or inspire crowds. Everyone else might try to help, but they will most likely not be of any actual use and will always need protection.

At the same time having characters like you is almost a common thing in this world. Think of your characters as fairy-tale heroes - they are always better than everyone else, but they are not alone on that level. It's just that this current story is about your group specifically.

Money should never be a problem for you either. There are pirates looking for treasures, there are villains that want riches, there are big companies and organizations... But your heroes shouldn't need to worry about affording food and shelter because they are poor, unless you decide to do that for them as a character trait. Tinkers that require resources to create stuff

generally have all the basic materials they need in their workshops, and sometimes just on them, but might be asked to explain or find special ones by the GM.

The world is filled with vast and unique locations that don't necessarily follow the building (or physics) logic of our normal world. The reasoning and logic of the environment is not an important part of worldbuilding, but it can be if you wish to invest your time into it.

From this point - you can keep reading and start making your character or skip to the How To Play section for more details about the exact flow of the session and gameplay.

Character Creation Overview

One very important thing - communicate with your GM and the other players before the game. Character creation is a group process. Learn what is the mood and power level of the campaign, what's the hook and why each and every one of your characters will be there for the adventure. Make your hero with all that in mind. You can even go so far as to establish that some characters knew each other before the start of the story. Having a character completely uninterested in a presented adventure very rarely makes for a good game.

Here is a very basic step-by-step guide on how to make your character:

1. Think about the concept of a hero you have in mind, and draft down the visual and name in your head. It can be anything you like. Have fun with it!

2. Pick your Ability, following the guide in the Main Hero Ability section of the rules. It can be anything you like and will be the main "superpower" your hero has. Anything that can be described as using this ability is what your character can do. You can only have *one*, but it can be as broad and as general as you'd like (though make sure your GM is okay with it).

3. Pick a Playbook that fits your character's general role in the story and goals the most. If you like being the main character, The Lead will probably be a good fit. If you feel like you have a fate to fulfil, Destined might be your choice.

4. Pick one of the Feature Options from your Playbook for your character (if any available). Features are the first big section of each playbook (The Type, The Mechanism, The Treasure, The Creator etc.), giving you options to color the book closer to your specific character. Is your hero a Tinker with a robot helper or a huge mech? Is your hero a manipulative Rouge looking for treasure or a forceful one looking for revenge?

5. Pick one of the 4-5 Attribute sets from the Hero Attributes section of your playbook that better fits your character's physical features and mood. Don't forget that you can swap places for 2 of them in a set that you picked. Is your Lead cool or passionate? Is your Guardian strong or mystical?

6. Pick 2 moves from the Moves section of your playbook. Think about which ones will be the most appropriate for the idea of your character or potential future cool moments you would like to happen to them.

Does your Robot hate other robots or are they just an armored machine? Does your Guardian care a lot about his treasure or are they more of a team player?

7. Make sure to put it all in one convenient place, like a character sheet, a list of paper or a document, so the other players and your GM can read it easily and you're done!

Universal Hero Traits

Looks, Species and Legionization

Let your imagination run wild. Playbooks don't have an appearance section, because the character should look how you want them to.

Species, gender or even age don't give any mechanical benefit. Even knowing that chameleons can cloak and bats can fly and armadillos have armor - the "power levels" of adventures we're dealing with will either allow or negate those characteristics in favor of moves in your playbook. For example, a fox tinker can sneak into a facility with their gadgets or cunning and a chameleon lead can be found out via thermal scanners, if the story or rolls demand it. At the same time, keep in mind that it doesn't make it less important - description and justification of actions is the main mechanic of the game.

The only exception to this rule is The Robot for the fact of them being... A robot. If you wanted, you could technically "reskin" it to be a magical creature that broke apart from their evil nature for one reason or another or a golem, or something similar, for example, but that's up to you. At the same time, unless you're playing a cyborg or something, having a regular flash-and-blood fox boy have a Robot playbook won't make sense in most cases.

The Legionization (or Partial Robotization) is a process of turning or replacing parts of one's body with mechanical ones for more functionality (like Bunnie D'Coolette). It's a popular part of the Sonic lore, thanks to the comics and Sonic SatAM, and the rules on using it are kind of optional. As intended, legionization should be used along with The Changed rulebook, and the exact ruling of these mechanical parts should affect how your character is played. But if you don't want it to be a big part of your character and just want the look - you can just include it as part of the ability description of your hero, or even just the looks description, and completely ignore those rules.

Main Hero Ability

Overview

Every hero needs a special power that they use to battle. It's usually some sort of distinctive but broad singular talent, that can be described with a short sentence or a phrase. Because of the way this game works, the only condition for it (outside of the ones you discuss with your group and GM), is that it should primarily be an offensive one.

Character's ability is something that is personally attached to them no matter what, so it cannot be taken away permanently. It also needs to be agile enough, as the main source of your hero's actions, so think what works best for you and don't be afraid to think big.

For example: "Magical Healing" is bad for this since it generally can't be used as an attack and is very limiting, but Water Magic is, and it still can be used for healing. Think back to your favorite Sonic character, to get good examples: Super Speed, Fire Control, Magical Hammer, Robot Body With Lots of Guns, Bomb Control, Talent with Guns etc.

There are 3 aspects to every Ability - amount of damage it deals, burdens and a range.

Damage is a simple one - how strong your power is? Here is a quick descriptor of power levels, where a generic "Egg Pawn" is used as a measuring example.

- 0 Damage - your character can disable one Egg Pawn, but only with help or if they get lucky.
- 1 Damage - your character can take down an Egg Pawn one on one.
- 2 Damage - your character can easily destroy Egg Pawns with his power one by one.
- 3 Damage - your character can obliterate over a dozen of Egg Pawns with no problems, tossing and destroying them in couples with each swing.

The stronger your Ability is, the bigger will be the burden on your hero. So while it's up to you to decide how strong you want to be, you will need to keep in mind the circumstances that puts you in.

Burdens are what comes with great power. They will give you a number of mechanical hindrances, based on how damaging your Ability is. Not all of them might feel suitable for your specific ability, but they should be generic enough to be mostly applicable. Pick whatever feels right and if you're not sure - don't be afraid to ask your GM for help. You will see a full list below.

Range is simple - how far, on average, your ability can reach. This includes the average reach of your magical items as well as attacks or skills. You will see a full list below.

Final few things to note:

It's not required. By default, you're stronger and faster than everyone else, so if you just want an adventurous character without magical or special powers, you can use "Natural Strength", with Damage of 2 and no Burdens and hand-range. In the description you can include things you're good at - extreme gear riding, learning, military training, cooking etc.

Special attacks and cool ability uses are not part of the sheet or your ability and are only reserved for gameplay. Some people are also inclined to put very specific uses of their ability as their moves before reading the whole ruleset. Remember that your character's entire powerset (everything you can and can't think of) is included in the ability description, not specific attacks or maneuvers. And your "moves" are taken from your Playbook.

Changing your Ability is possible, but later in the game, as part of your leveling up.

Your Hero's Gear (talked about in more detail in the Gear and Pets section) is a separate mechanic in this game, unrelated to your Ability. This game doesn't have inventory management or loot. Most players won't encounter Gear until their first level up, so don't worry about it yet. Your character is allowed to pick up, find or create **improvised weapons**, but they will most likely be doing 0-1 damage by default.

Step-by-step

With all that in mind - here is a short guide on how to create your ability:

1. Describe it. It can be anything you want - your main way of dealing damage.
2. Pick an amount of Damage it would do: 1, 2 or 3.
3. Pick a number of Burdens equal to your Damage-1.
4. Pick it's approximate average range from the Ability Ranges section.

Ability Ranges

- ❖ **Hand** - attack is used in hand-to-hand combat or is an enhanced physical attribute. Body abilities, gauntlets, daggers.
- ❖ **Close** - ability is effective slightly further then your hand's reach. Swords, some shotguns, whips.
- ❖ **Medium** - weapon has a medium range, reaching everyone roughly within vision range. Guns or magic.
- ❖ **Far/Special** - something that can reach further than your normal abilities allow. Sniper rifles, drones, summons or pets, precognition abilities, other things that can't be categorized here or fall under range categories.

Burdens

- ❖ **Cursed** - reduce your maximum Rings by 1.
- ❖ **Draining** - reduce your maximum Stamina by 1.
- ❖ **External** - tied to an object (can be destroyed or taken away, specify that in the description).
- ❖ **Simple** - you don't gain momentum for Kick Butt.
- ❖ **Obvious** - "exploiting a weakness" only applies on a success.
- ❖ **Physical** - you don't gain momentum via Focus.
- ❖ **Personal** - your range maximum is hand.

The ones below are not confirmed to be "good", because I think they might be too difficult/annoying to keep track of, or unbalanced. Feel free to try them out and let me know. If you pick one and decide that it is bad, you (or your GM) can replace it by one of the ones above at any time.

- ❖ **Bonded** - deal -1 Damage, unless over 2 Stamina.
- ❖ **Explosive** - on a miss, damages the nearest ally.
- ❖ **Fancy** - deal -1 Damage, unless there is a non-hero and non-boss audience.
- ❖ **Inhibited** - deal -1 Damage, unless you pay 1 Stamina.
- ❖ **Recharge** - on a Kick Butt or Fight The Boss result of 4 or lower they are (burned).

The Attributes

Important Notice: These are not physical attributes. These attributes are the strongest traits of your hero's character - they represent how courageous, narrow-minded, looking for social contact or strong in their beliefs they are. If you're looking to see how strong your character is - circle back to your ability and it's damage number.

Style - how much your hero cares about presenting themselves, usually in a "cool" manner, and especially under pressure. Characters with high Style usually care about self-image, presentation and look of themselves and things, and even how those actions reflect on the others. Heroes with high Style attribute, in a stressful situation, become cool and collected in order to reach their objective.

Force - how driven your hero is to reach his goals, their "fighting spirit" and willpower. The stronger your Force is, the more dedicated you will be to push harder to complete your chosen task, no matter the consequences, they care about doing whatever their mind is set to. Heroes with high Force, when under pressure, will usually try to overwhelm and "force" things to happen the way they want.

Smarts - how much your character relies on logical or creative thinking to find solutions to their problems. Heroes with great Smarts will think their way out of any situation, and usually see the world as an equation or a puzzle to solve. When things go bad, they will start making plans and relying on their knowledge to find a better course of action.

Attitude - how much your character is looking to socialize with others. If your hero loves hearing everyone's life stories, if they love rallying, tricking, intimidating or inspiring others to join them, Attitude is the attribute for them. Under pressure, characters with high Attitude will try to think of and guide others or distract the opposition.

Mystic - how strong is your character's belief is in things beyond our understanding. Your characters live in a magical world full of adventure, but there is always more to it than just superpowers - gods sleeping for eternity, upcoming storms and tides of fate, the feeling of earth's spirit under your feet. Characters with high Mystic will consider and believe in these higher powers and will try to consult them when going gets rough.

Teamwork

This attribute is different from the others, because it's not just yours. Teamwork is a shared pool that roughly represents how well all of you work together. Groups with great Teamwork can bring each other back from the lowest depths and accomplish great deeds together.

The power of teamwork and friendship is one of the core principles of a Sonic story, but it also can be difficult to maintain in stressful situations. Your teamwork will be tested, usually during moves that require it, and missed rolls will sometimes reduce it. That can be justified by any number of reasons, from them just being more and more tired to general in group disputes. Important to note - that Teamwork is not a "relationship" stat. It shows how well you work

together and not how you should feel about each other. Either way, it should make the character dynamic more interesting.

While it does work the same way as the other attributes on a numeric level - being capped at +3, and being added to rolls, the rest of it is quite different. It's actually shared by the whole group and will be fluctuating up and down, depending on how your adventure goes. So when someone's move or a miss reduces it, it will affect the whole team, but it can also be pushed back up by anyone.

If your Teamwork is at -1, you can't use any moves that require it either as a resource or an attribute.

The Basic Moves

Fight the Boss*

When you want to battle the Boss, roll **+Force**. On a 10+, you succeed and choose one extra effect from the list below. On a 7+, both you and the boss take appropriate damage. On a miss, the boss succeeds.

*This move does not count towards Momentum (Extras section).

- Give +1 forward to another hero.
- Increase your Damage by 1.
- Reduce the Damage you receive from the attack by 1.
- You force them where you want them or take something from them by force.

Advanced Kick Boss Butt: On a 12+, instead of the 10+ effect, pick an enhanced one:

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

Kick Butt

When you want to attack a group of minions, roll **+Force**. Depending on your roll and your attack description, the GM will explain exactly how much damage you did. In addition to that, on a 10+, you and your teammates are free to pass. On a 7-9, it turns out to be harder than expected, get a -1 forward and choose to clear a path either for you or your teammates. On a miss, you take 1 damage and minions fully stop your progress.

You can establish a Boss Aspect, and turn your result into a 7. Usually, that means that the boss learned how well you're doing against his minions and decided to prepare appropriately or something in your past helped you get over these enemies.

Make It Through*

When you need to escape from something, someone, sneak, hide, tread very carefully, through a dangerous environment, take 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 choose to 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 bailed out by someone else.

*This move does not count towards Momentum (Extras section).

Use Environment

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 from the list below. On a 7-9, pick one. On a miss, GM picks one against you:

- Change, build, break or move something or someone.
- Deal Damage (usually 1 or 2) to something or someone with the environment or remove a minion group.
- Stop or halt an environmental threat, condition or restriction.
- Create cover or distraction.
- Create a Set Piece or establish a Boss Aspect.

You can pick the same option twice, as long as it's for different targets.

Ready For Action

After you've come up with a plan for your near future, if you wish to invest some time into polishing the more important parts of it, roll **+Smarts**. On a 10+, pick two aspects of your plan you wish to prepare for. On a 7-9, pick one aspect in your plan you wish to prepare for. On a miss, GM chooses to create either a new Set Piece or a new Boss Aspect.

"Aspect of a plan" is a part of your plan that answers the following questions:

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

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

Advanced Ready For Action: No matter the result, you heal 1 Stamina when using this move. On a 12+, GM will grant you access to an item that will help you with your plan.

Find Out More

When you want to find out where you are, look around, look for clues, or figure out where to go next, specify exactly what you're looking for and why and roll **+Smarts**. On a 10+, pick 2 from the list and ask the GM to establish them. On a 7-9, pick 1 from the list and ask the GM to establish them. On a miss, GM will pick and establish 1 from the list to make the situation more difficult.

- Something that explains past events or locations.
- Something that explains current events or locations.
- Something to help us move forward.
- Something we can use.
- Something hidden nearby.
- Something to help me find someone.
- Somewhere we can rest.
- Learn a Boss Weakness.

Focus

So it is assumed that at least someone in your team will have some sort of unnatural abilities - fireballs, telekinesis, technomancy, chaos magic etc. Anyone born with that kind of power, by default, can concentrate their anger and do damage with them without a need to an extra roll. This move is not about whaling on something with unlimited power, it's about focus, because sometimes raw power will only get you so far. This move is not about harming, it's about seeing the world from a different point of view, guiding and manipulating it carefully. And yes, everyone, even civilians without magic abilities, can use it.

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+, your wish works without issues: choose your effect from the list. On a 7-9, it works imperfectly: choose your effect and a glitch. The GM will decide what exact effect the glitch has. On a miss, something bad happens with your magic.

Before you make the roll, coordinate with 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 or a new way or with complete precision (usually outside of the scope of its tags).
- Create a construct using some magical power.
- Learn the direction to an object or a person you touched in the past.
- Observe another place or time, related to something you touched in the past.
- Communicate with something that you don't share a language with.
- Affect someone's emotions somehow.
- 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, remove someone's exhaustion.
- Take a peek into a magical/spirit/parallel world.
- Send a message 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 immediate, unwelcome attention.
- It has a problematic side effect.
- Create a Set Piece.

By default focus takes a couple of seconds to "cast", lasts about a minute or two, and doesn't cause any alarming sounds, effects or draws attention to you. If there's a glitch that might change. Usually, only players with very similar abilities can assist each other, or the ones participating in the ritual directly, but that might change based on context.

Advanced Focus: 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. Some examples include Healing, Summoning Allies, Time Stop, Teleportation etc. You can change your Boost in-between Adventures.

On a 12+, you feel a power surge that can help your endeavour. In addition to your original effect gain the following:

- A second Effect.
- The benefit of your Boost.
- Gain +1 Damage, plus any tag of your choosing for next attack.
- Ask a GM for an additional narrative benefit.

Stand in the Way

When you want to protect someone, roll +**Style**. On a 10+, pick one from the list below. On a 7+, you protect them and take the full force of the enemy's attack. On a miss, you can't make it in time.

- Take one less Damage on Self.
- Deal 1 Damage to enemy.
- The character you protected gets +1 forward, if they act right away.
- The enemy is now focused on you.
- You can redirect an enemy towards one of your teammates.

Advanced Stand in the Way: On a 12+, negate all damage to yourself, and pick one of the success options.

Convince Them

When you want to change someone's mind, give orders, coordinate, lead or manipulate either a single target or a specific combined group of individuals, explain yourself and roll **+Attitude**. On a 10+, they'll do it. On a 7-9, they'll do it, but only if you do something for them right now to show that you mean it. On a miss, your approach is completely wrong: you offend, anger or scare the target.

This move is used to convince, manipulate, intimidate or trick civilians to do what you want, but you need to give them a reason to do it first. What counts as a reason will depend on your relationship with the person. Maybe you've given them a reason to trust you, or you offer them a reward to do it. Sometimes just saying "I know what I'm doing," can be a valid argument for panicked bystanders under attack.

Exception: Convincing Bosses, Robots and Actively Hostile Enemies is usually rolled with Disadvantage (roll 3D6, ignore the highest one), though GM can overrule this based on context.

Advanced Convince Them: On a 12+, not only will your target do what you want right now, they will become your Buddy if possible, ignore your direct hostility for a while, and/or will return any payment or bribe you used for this roll.

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+, you grant them a +1, as does each Hero helping them reach their goal. On a 7-9, you either grant half the total bonus (rounded up), or grant full bonus, but expose yourself to danger. On a miss, you expose yourself to danger without helping and reduce Teamwork by 1.

Who can participate in the assist depends on the initial roll result. On a miss, everyone can rush in to help, dropping everything else they were doing, but on a 7+ only heroes that were established to be helping before the roll are allowed to take part in Team Assist.

Help Them Up (revival)

Roll **+Teamwork**, to help a downed character return to the fight. On a 7+, they are brought back with 3 Stamina. On a miss, they are brought back with 2 Stamina, but reduce Teamwork by 1.

This move should be replaced by learning a playbook-specific (revive) move, that will give you a 10+ option.

Take Five (rest)

Whenever you have a minute to rest, you can take a quick break in the middle of a stage, as a group or personally. During that time, choose one of these:

- Restore 1 Stamina OR Restore 1 Stamina to a Buddy.

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

One move with a "(rest)" modifier can be used along with your choice for this break. You can Take Five multiple times in a row, but because the character will be spending a lot of time resting, bad things might start happening after the second one.

Moves with a "(burned)" tag can't be used until it's removed via the clearing option of Take Five.

You can also send one of your buddies to do a chore and pick one additional option.

Advanced Take Five: Pick one more option from the list.

Peace and Quiet

During your time at the hub or in-between stages, you and any number of other heroes, can have some time of peace to hash things out, get some exercise going, relax, do any number of leisurely activities together or just talk - anything that makes sense in the context. Here is how this move works:

1. Restore everyone's Stamina to max.
2. The GM might describe a scene establishing the boss.
3. Each participating character takes part in a scene describing their rest.
4. As a group, create a Set Piece.
5. As a group, establish a Boss Aspect.
6. 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, established or weakened
- A story is shared
- A secret is revealed
- A question is answered
- A good time is had by all

Few things to note: There doesn't need to be a connection between your scenes and stage/boss establishment. The scene can also take time any time during those steps. As players, you can decide that the next stage will have broken gravity, while having a soccer game with your characters OR decide to expand the boss with a new ability, and include a story about how your character met the boss in the past and saw it being created.

Brooding: This move can be used by a single character, in which case the scene needs to be done either solo or with an NPC. Brooding characters gain +1 to Damage during the next stage, but for each one Teamwork is reduced by 1.

To Save Everyone

When you have the MacGuffin ready and on your side, and the time is right, everyone in your team 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. 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, you are free to describe it.

- Three of your Attributes go up by 1 (max +3, can only be picked on 10+).
- Two of your Attributes go up by 1 (max +3).
- Gain +1 Maximum Stamina.
- You gain +1 Damage.
- All Companions, Broken Prosthetics, Crew, Mechs, The Treasure and other playbook-specific resources are restored.
- Remove 4 points of Karma.
- All Prosthetic damage reductions are removed.
- Increase Teamwork by 1.

You can establish a Boss Aspect or create a Set Piece, and get an additional pick from the list.

Advanced To Save Everyone: You can use your highest stat instead of Style to roll this skill.

The Heroes

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! [Sonic the Hedgehog, Tangle the Lemur, Spike the Porcupine, Amy Rose]



The Type

Leaders are strong, inspiring, spotlighted individuals that for one reason or another stand out from the crowd. There is something special inside them, pushing them forward and making them stronger. Because of this inner strength Lead characters start without a negative Attribute.

At the same time, this power doesn't come without reason. Leaders are destined to gather, inspire and support other characters, sometimes forcefully carrying them into adventure or out of trouble. Everyone is looking up to you - remember that. It's a heavy burden to bear. Pick 2 descriptors of what kind of Lead you are:

- ❖ **Guiding** - Gain 1 XP every time you gather a group to go on 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 your Teamwork with them 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.

Hero Attributes

Pick one of these configurations and swap 2 of them if you'd like:

- ❖ Style+2, Force+0, Smarts+0, Attitude+1, Mystic+1 [Sonic]
- ❖ Style+1, Force+0, Smarts+2, Attitude+1, Mystic+0 [Spike]
- ❖ Style+1, Force+2, Smarts+0, Attitude+0, Mystic+1 [Tangle]
- ❖ Style+0, Force+0, Smarts+1, Attitude+2, Mystic+1 [Amy]
- ❖ Style+1, Force+1, Smarts+0, Attitude+0, Mystic+2 [Shadow]

Your Stamina: ☐☐☐☐

Your Rings: ☐☐☐

Moves

When you create your character pick 2.

We Fight As One [Sonic Archie #182; Sally]

When you lead your team into battle, make an inspiring speech and roll +Attitude. On 10+, you and your teammates will ignore the first damage of the encounter. On a 7-9, only you will ignore the first damage of the encounter. On a miss, your inspiration is not effective and something bad might happen.

You can also now rally bystanders to your cause and create a mob with 1 Damage. If they are safe, you don't need to roll, but if they are in danger inspiration might be required - roll with +1. They will disperse if a direct threat is presented.

Welcome to the Greatest Storm [Knight of the Wind - Sonic and the Black Knight; Sonic]

Once per stage, you make a showy entrance into a dangerous situation. Explain how you want to do it. Everyone and everything stops and listens to what you have to say and see you appear, you also gain +1 Forward on a Convince Them roll, for everyone present.

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 far it is.

Never Fear The Fall [His Word - Sonic '06; Sonic IDW #7; Sonic]

If you want to willingly open yourself up for an enemy attack, letting your teammates get a better hold of the situation, roll +Smarts and pick a teammate - they can't assist you on this move. On a 10+, your chosen teammate can roll their next move as if exploiting a Boss Weakness. On a 7-9, your chosen teammate can roll their next move with Advantage (roll 3D6, ignore the lowest one). On a miss, your plan failed and can be used against you.

Avoid Back-Stabbing This Time [Sonic Archie #180; Sonic and Eggman]

You can make a publically announced deal with The Villain to help you resolve a problem. When you do - gain 1 XP and roll +Attitude. On a 10+, you know they will honor the deal to the letter until it's resolved. On 7-9, you feel paranoid about their loyalty, get -1 to rolls working with them. On a miss, you're pretty sure they will follow through with the deal. No one can assist you on this roll.

It's Me! Your Old Buddy! [Sonic IDW #3; Sonic]

You helped someone in the past, and you can call in the favor. Tell the story of your past adventure and who you want to call in, roll +Style to let everyone know how cool it was. No matter the result, a Buddy is introduced into the story, under your control, based on your description. Their Stamina and Damage is set by GM.

On a 10+, they were inspired by you - pick which playbook they belong to - they have its Feature and 1 move from its list. They are either very close or are already on the way to you.

On a 7-9, they are the same as you remember - regular Buddy, ready to help.

On a miss, the consequence of that adventure turned out to be negative in the long run or you forgot something - either they or something from that time will have a grudge against you, which might not be obvious right away.

Unleashed [Sonic Unleashed; Werehog]

You gain a stronger form, you can't fully control. When learning this move, prepare a new Ability to reflect this form and choose an Unleashed Attribute that will be boosted during your transformation.

You can unleash your form once per stage. While in this form, you follow these rules:

- Regain full Stamina on transformation.
- Your Unleashed Attribute is raised by 2 (max 3).
- You don't gain XP from misses.
- You can't participate in Team Assists.

You might also occasionally lose control (usually based on a missed roll), 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 move can be changed with a Change your Ability Improvement. This is not a replacement for a Super Form.

Determination of the Strong [All Hail Shadow - Shadow The Hedgehog; Shadow]

Some heroes can seem invincible. You always count as having 1 Armor. When you're at full Stamina, you count as having 2 Armor.

You're the Star of my Scene [Follow Me - Sonic Heroes; Amy]

Make a passionate speech or gesture to inspire someone in your group. When participating in a Team Assist, you can give an additional +1 to the bonus, but reduce Teamwork by an extra 1 on a miss.

I've Got Your "Limit" Right Here [Sonic Archie #175; Sonic]

While having 2 Stamina or lower, your Ability deals 1 more Damage and Kick Butt moves get +1 bonus to rolls.

Hey, You Hurt? (revival) [Sonic IDW #1; Sonic]

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 forward.

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

Improvements

Experience: ☐☐☐☐☐

You gain experience whenever you roll and get a total of 6 or less, or when a move tells you to mark XP. On level up, clear your experience bar and pick one of the following:

- ☐☐☐ Take another Lead move.
- ☐☐ Take a move from another playbook.
- ☐ Get a piece of Gear.
- ☐ Increase your maximum Stamina by 1.
- ☐ Increase one of your Attributes by 1 (max 3).

When you have gained at least 4 regular improvements, you can start choosing from Advanced Improvements in the Extras section of the book in addition to these ones. You cannot take a move someone in your group already has.

Backstory

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 questions below (you can come up with your own or borrow from other playbooks):

- 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 as a fan. What is that they most admire?
- You are best friends, teammates or even family. Where have you met?

The Tinker

Tools and wires, blueprints and plans. There is so much work to be done. Reversing the polarity of the chaos coil will cause... Sorry, I'm getting lost in my head again. Everyone is relying on me for technical support, but that's okay! Because I have the best friends in the whole world. [Tails "Miles" Prower, Wave the Swallow, Whisper the Wolf]

The Mechanism

Every Tinker has a favorite intention that will follow them into battle, be it a mech, plane, a robot helper or a specific gadget. By default, this mechanism does 1 Damage, unless tied into the Tinker's Ability.

The Mechanism allows you to have a number of pieces of Gear that can be swapped during Peace and Quiet. It cannot be permanently taken away, destroyed or lost, but if you can't control or access to it you lose those benefits. It can be changed in-between adventures.

- ❖ **Walker** [Tails' Cyclone, Rotor's Armor] - You create a mech, a ship, a plane, a battle armor or any other mechanical contraption that you have to control directly. It has to be at least you- or slightly larger than you in size.
 - It can store 2 pieces of Gear. You have 1 Armor while inside this mech.
 - The mech is extra difficult to destroy, but you need to pilot it to gain the benefits.
 - While piloting it, you might be restricted from accessing some moves or places.
- ❖ **Assistant** [Tails' T-Pup] - You have a small-sized tech Buddy, with a simple AI of its own, that doesn't have any attack power directly, but can act independently, away from you.
 - It has 3 Stamina, can store 1 piece of Gear and can use it for you.
 - The Assistant can be attacked and destroyed, but also repaired and rebuilt.
- ❖ **Inspiration** - There is a spark in your eyes that will save you from a tough spot.
 - 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 (before or after seeing the result).

Expertise (write it down in your sheet)

Tinker characters, while not necessarily smarter than the others, tend to have some sort of narrow field of 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.

Your expertise will make you an expert in that field for the purpose of some moves and roleplaying.

Hero Attributes

Pick one of these configurations and swap 2 of them if you'd like:

- ❖ Style+2, Force+1, Smarts+1, Attitude-1, Mystic+0 [Whisper]
- ❖ Style+0, Force-1, Smarts+2, Attitude+1, Mystic+1 [Tails]
- ❖ Style+1, Force+2, Smarts+1, Attitude-1, Mystic+0 [Rotor]
- ❖ Style+1, Force+0, Smarts+1, Attitude+2, Mystic-1 [Wave]

Your Stamina: ☐☐☐☐

Your Rings: ☐☐☐

Moves

When you create your character pick 2.

About Earlier... (rest) [Sonic Universe #15; Sonic Archie #280; Tails]

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. 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.

Thank You For The Hard Work [Sonic IDW #21; Tails]

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. After that your Mechanism is destroyed, you cannot use the Gear stored in it and it cannot be fixed or replaced until GM allows it (usually between stages). Gain 1 XP.

I Call It... [Sonic Battle; Sonic Adventure; Tails]

When one of the conditions from the list below (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/extra 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, if it's unnamed (in-universe or in-game), 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.

Hand it Over [Sonic Adventure 2; Tails and Eggman]

When you want to make a key to open a lock, fake a document for a specific purpose, any other object that would help you trick someone or something or even make a copy of a MacGuffin, 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.

Are You Out Of Your Mind?! [Sonic IDW Annual 2019; Wave]

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

You can also use Smarts instead of Attitude to command Buddies.

Basic Scan [Tangle & Whisper #2; Whisper]

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.

I Got It! [Sonic Universe #18-19; Tails]

When assisting your teammates, you can use your Smarts instead of Teamwork. You still reduce your Teamwork on a miss.

Show 'Em How It's Done [Sonic IDW #1; Sonic to Tails]

When assisting your team with Expertise, give an additional +1 to the bonus.

You Can Never Be Too Careful [Sonic Rides; Wave]

When a Boss Weakness is established as a result of your move, 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 get Momentum and XP for the miss, but only when the banked move is actually used.

Certain Things I Can Do (revival) [Believe in Myself - Sonic Adventure; Tails]

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

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

Improvements

Experience: ☐☐☐☐☐

You gain experience whenever you roll and get a total of 6 or less, or when a move tells you to mark XP. On level up, clear your experience bar and pick one of the following:

- ☐☐☐ Take another Tinker move.
- ☐☐☐ Take a move from another playbook.
- ☐ Take a Tinker move or a move from another playbook.
- ☐ Gain +1 Smarts (max 3).

When you have gained at least 4 regular improvements, you can start choosing from Advanced Improvements in the Extras section of the book in addition to these ones. You cannot take a move someone in your group already has.

Backstory

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 questions below (you can come up with your own or borrow from other playbooks):

- You helped them fix something recently. What was it?
- They visited a lecture or a class you were holding. How did that 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 or used your tools by accident. How did that happen?
- You met on a research trip or a convention. What was it about?

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. [Knuckles The Echidna, Blaze The Cat, Coral the Betta]

The Treasure

Every Guardian has something they protect. It can be an item, a gem, a person, maybe even an idea or a goal. It doesn't need to be The MacGuffin of the current adventure, but it can be. 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 (roll 3D6, ignore the lowest one).
- ❖ **Negates Power** - Negate a boss aspect or power, when confronted with it.
- ❖ **Open Something** - Gain 1 XP when using the Treasure to progress.
- ❖ **Predict Events** - Ask a GM for a free premonition on what might happen in the future.
- ❖ **Calm of Mind and Body** - Restore everyone's Stamina to max.
- ❖ **Revive a Companion** - Bring a teammate back to battle with 3 stamina.
- ❖ **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.

Hero Attributes

Pick one of these configurations and swap 2 of them if you'd like:

- ❖ Style+2, Force+1, Smarts+0, Attitude+1, Mystic-1 [Infinite]
- ❖ Style+0, Force-1, Smarts+2, Attitude+1, Mystic+1 [Coral]
- ❖ Style+0, Force+2, Smarts-1, Attitude+1, Mystic+1 [Knuckles]
- ❖ Style+0, Force-1, Smarts+1, Attitude+2, Mystic+1 [Shahra]
- ❖ Style+0, Force+1, Smarts+1, Attitude-1, Mystic+2 [Blaze]

Your Stamina: ☐☐☐☐
Your Rings: ☐☐☐

Moves

When you create your character pick 2.

Unknown from M.E. [Unknown from M.E. - Sonic Adventure; Knuckles]

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 (roll 3D6, ignore the lowest one), 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.

If the Treasure is attacked or damaged the damage will also affect you.

'Operation Big Wave' [Sonic Forces; Knuckles]

When you rush into danger without a plan, roll +Force. On a 10+, you and your teammates do +1 Damage on their first clash, plus pick one opinion from the Use Environment move once you see what you're dealing with. On 7-9, you and your teammates gain +1 Forward. On a miss, create a Set Piece caused by your recklessness.

Helpful Hand [Sonic Universe #2; Sonic Heroes; Rouge]

You can make an effort to transport an amount of something bigger than you can normally do, roll +Force. On a 10+, you deliver it with no problem. On a 7-9, you struggle and something bad awaits you on the other end, but you make it. On a miss, you can either give up and deliver it half-way or get to your destination and choose:

- Take 1 Damage ignoring armor for every 2 characters transported (round up).
- Take -1 ongoing from being tired, until you Take Five.
- You can't Make It Through is (burned).
- Create a Set Piece.

We'll Keep Him Off You! [Sonic Universe #89; Knuckles and Rouge]

When you and another character decide to protect someone, you take the lead and roll +Force. Only that hero can assist you on this roll, split the full force of the enemy's attack with them (you take the bigger half). On a 10+, you and the assisting character each pick a different option from the Stand in the Way move. They apply to both of you. On a 7+, both of you successfully protect the victim. On a miss, you become a target along with the victim, but the character assisting you gets a +1 forward, if they act immediately.

History of Our People [Sonic Universe #9; Knuckles]

When rolling Find Out More, tell a story that's related to your Treasure and what you're looking for. Gain a +1 when using things created by this move.

Lost Temper [Sonic Universe #55; Blaze; Knuckles in general]

When rolling any move using Smarts or Mystic, letting off some steam helps you concentrate, so you can roll with Advantage (roll 3D6, ignore the lowest one), but create a Set Piece.

Catch me if you can [Catch me if you can - Sonic Riders; Jet; Rouge when stealing M.E.]

When escaping a pursuit, roll +Attitude to insult your pursuers. On a 7+, pick one from the list below. On a 7-9, take 1 Stamina damage, for letting your opponent 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.

My Work is Not Finished [Sonic Archie #183; Knuckles]

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

Did you let him trick you, again? [Sonic Adventure; Sonic to Knuckles]

Gain 1 XP when one of these happens: you unintentionally lose the treasure; you purposefully return the treasure; you failed to stop a MacGuffin being stolen.

Shift! Rock! Yeah! (revival) [Sonic Heroes; Knuckles]

When bringing another hero back into battle, you can now fling them at the enemy or an obstacle. On a 10+, result of a revival move, they are brought back with 3 Stamina and you can either destroy an obstacle, a group of minions or deal 1 Damage to the boss. On a 9- result, they will suffer a -1 ongoing from being dizzy, and they need a second to shake it off.

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

Improvements

Experience: ☐ ☐ ☐ ☐ ☐

You gain experience whenever you roll and get a total of 6 or less, or when a move tells you to mark XP. On level up, clear your experience bar and pick one of the following:

- ☐ ☐ ☐ Take another Guardian move.
- ☐ ☐ Take a move from another playbook.
- ☐ Get a piece of Gear.
- ☐ Increase the maximum of Rings you can have by 1.
- ☐ Increase your maximum Stamina by 1.

When you have gained at least 4 regular improvements, you can start choosing from Advanced Improvements in the Extras section of the book in addition to these ones. You cannot take a move someone in your group already has.

Backstory

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 questions below (you can come up with your own or borrow from other playbooks):

- You met while looking for treasure together. 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 touch brawl together. What was it about?

The Robot

>_ *Systems: ON... Equipment check: complete... Requesting the reason for booting...*
>_ *New Parameters set... Attack subroutine activated... Calculating enemy movement...*
>_ *Behavioral pattern not recognized as an offensive maneuver...*
>_ *Insufficient Data... Communication: Blocked by Creator*
>_ *Analyzing... analyzing... AnaLyzIng... anlyZZing... n\|A%LLz*ng... A+n5Xzi6g...*
...Go, escape...

[E-123 Omega, E-102 Gamma, Gernerl, Metal Sonic, Nicole]

The Creator

Even if you're not a classical robot, this playbook is always about someone's creation. 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. Pick one:

- ❖ **Evil Genius** - You have to destroy and force your way through things as the first and usually the only option. If the boss of the current adventure created you, learn a Boss Weakness.
- ❖ **Ancient Race** - You need to learn and understand as much as possible about the modern world and it's customs, maybe you don't understand a specific morality or emotion.
- ❖ **Ambitious Scientist** - Your primary objective is to research and gather as much info as possible from the environment and history.
- ❖ **Old Man** - You have to tell the most factual and direct truth no matter what, sometimes to a comedic extent. Protect as many people as you can by all means necessary.
- ❖ **Lonely Kid** - When a living creature is the enemy you have to try to reason first, plus you need to participate or listen in on as many team conflicts as possible.
- ❖ **Cold Corporation** - When making any basic or playbook move, make sure to mention your affiliation and feelings towards the company that made you. If a boss' company created you, at the start of the adventure, learn a Boss Weakness.

- ❖ **Forgotten In Storage** - There is something wrong with your voice modulation. You either can't speak or there is a specific talking-related defect with it.
- ❖ **Made by a Hero** - Pick a character, you have to assist them in everything as much as possible. If there is a choice of any kind you have to take their opinion or them as priority.

You cannot change this part of your 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

Robot is a unique playbook in a sense that a lot of its functionality is tied to how their body works. Instead of an Ability, they get a "Robotic Body" which 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?

Note #1: (robotic) moves can only be taken by characters with mechanical parts (or need to be justified for your GM). Mostly that means other Robots and the Changed, but can also apply to characters who narratively have legionized body parts.

Note #2: This book can be "re-skinned", in which case all the mentions of "robotic" and "mechanical" change to the definition of your character. For example: Golem, Elemental, Living Doll etc. That applies to other characters as well, if they have, for example, a magical hand made of stone, they can still take (robotic) moves.

Hero Attributes

Pick one of these configurations and swap places for 2 of them if you'd like:

- ❖ Style+2, Force+1, Smarts+0, Attitude+1, Mystic-1 [Shard]
- ❖ Style+0, Force+2, Smarts+1, Attitude+1, Mystic-1 [Omega]
- ❖ Style+0, Force-1, Smarts+2, Attitude+1, Mystic+1 [Nicole]
- ❖ Style+1, Force+2, Smarts+1, Attitude-1, Mystic+0 [Gemerl]
- ❖ Style-1, Force+1, Smarts+1, Attitude+0, Mystic+2 [Gamma]

Your Stamina: ☐ ☐ ☐ ☐ ☐

Your Rings: ☐ ☐ ☐

Moves

Make This Work [Sonic Universe #84; Thunderbolt]

When faced with an obstacle or a barrier you shouldn't be able to destroy or pass ever, do it anyway and roll +Force. On a 10+, you completely destroy the target, and take -1 ongoing until you Take Five. On a 7-9, you destroy enough of the obstacle to pass, but you damage yourself in the process (2 damage, ignore armor). On a miss, you overheat your weapons or system - 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) [Sonic Universe #50; Shard]

You can sacrifice yourself for something that can be justified as following your Creator's ideal. If you wish, pick a move that you can do and do it as if it was a perfect (advanced if available) success. After that your body is destroyed completely and you cannot be revived until appropriate Peace and Quiet. Part of you is still functioning and you can be taken or follow the squad, you just can't participate in most physical actions. Gain 1 XP.

Cannot Destroy My Soul (robotic) [Sonic Universe #3; Gamma to Omega]

Once per Adventure, you can transfer your programming, mind and soul to a different body. When you can secure a target, roll +Smarts. No matter the result, you gain 1 XP and switch to 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 accordingly.
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) [Sonic Archie #193; Buns Rabbot and Omega]

You're now a large enough construct that someone can ride on or inside, as a pilot. While you have a pilot you can substitute their Attribute bonuses for yours in moves you do and other way around, you also don't lose Teamwork when your team is assisting your basic moves.

In a fight, this will usually make you take most-to-all damage coming at you and your pilot. You now can count as one unit for purposes of other moves, and either extra large or bulky for the purposes of traversal and hiding, when being ridden.

Bravo, New Boss! (robotic) [Sonic IDW #25; Orbot]

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 [Sonic IDW #21; Omega]

Keep a counter. Every time you roll a 7+ on a Kick Butt move, add 1 to it (max 3). You can use 3 points to make a Fight the Boss move do double base damage. This counter resets between stages and adventures.

Auto Repair (rest, robotic) [Sonic Universe #41; Shard]

You have nano-bots in you, keeping you going. When you Take Five, you heal yourself for 1 Stamina in addition to your other activities.

Worthless Consumer Models [Sonic Heroes; Omega]

When rolling Kick Butt against a crowd of enemies, as long as you're fighting without help, you roll with Advantage (roll 3D6, ignore the lowest one). When Fighting The Boss with help from your teammates, do +2 Damage.

I Can Take 'Em (robotic) [Sonic Universe #62; Omega]

You are made from sturdier stuff than other robots. You always count as having 2 Armor, as long as you don't have any Gear equipped.

Adoptive Technology (robotic) [Sonic Battle; Gemerl]

Your Focus move is now reflective of your adoptive mechanical nature, roll it with +Smarts instead. On a miss, in addition to the Focus negative, your weapon/gear jams and your Focus move is (burned).

New Mission Parameters Accepted [Sonic IDW#18; Gemerl]

When someone changes your original course of action, by reminding you of your Creator's intent, gain 1 XP.

This Will Hurt (revival) [Sonic Universe #70; Omega]

You know how biology works with perfect precision 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.

Improvements

Experience: ☐ ☐ ☐ ☐ ☐

You gain experience whenever you roll and get a total of 6 or less, or when a move tells you to mark XP. On level up, clear your experience bar and pick one of the following:

- ☐ ☐ ☐ ☐ ☐ Take another Robot or (robotic) move.
- ☐ Get a piece of Gear or a move from another playbook.
- ☐ Get a piece of Gear.

When you have gained at least 4 regular improvements, you can start choosing from Advanced Improvements in the Extras section of the book in addition to these ones. You cannot take a move someone in your group already has.

Backstory

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 questions below (you can come up with your own or borrow from other playbooks):

- 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. When and why?
- You saved them from evil robots. What were they doing 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?

If a Hero is already related to your Creator Feature, you can skip them, if you'd like.

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 the others. I believe things will get better. Together, we can make them better. [Tikal, Silver the Hedgehog, Chip the Light Gaia, Cosmo, Merlina]

The Vision

Every Destined has a common trait - the ability to see the future in some form. It can be done in a multitude of ways, from stumbling into an ancient tablet that only you can decipher, to having dreams that tell of upcoming doom, to even travelling to the future and coming back to fix it. Because of that, you always have access to this move:

The Vision [Sonic Archie #280; Chip]

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 (for example - you can't share it with anyone).

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**, if you choose to learn a clue, you need to establish a Boss Aspect along with it. 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? - What is the action the target needs to be performing
- A Yes/No question of your own wording.

If you succeed in carrying out your vision, your entire group gains 2 XP and 1 Momentum.

If you fail to figure out and fulfil the prophecy successfully by the end of the stage, you gain a new Flaw, and the consequences of your failure comes to life.

The Flaw

Destined aren't always hardened heroes that are ready to tussle at every opportunity. The larger, heavier burden of the future is always on their shoulders, and it shows, as they gain flaws that might accumulate as time goes by. They can be stubborn, stressed, restless or sometimes just simply way in over their head. So pick which one describes your hero more:

- ❖ **From a Different World/Time** - Reduce your Attitude attribute by 1.
- ❖ **Clumsy** - Reduce your Style attribute by 1.
- ❖ **In Over Their Head** - Reduce your Ability Damage by 1 (keep all tags picked during creation).
- ❖ **Cursed** - Your Rings maximum is 2.
- ❖ **Paranoid** - You can't participate in a Team Assist, 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.
- ❖ **Stubborn** - Can only use (rest) moves when Taking Five.
- ❖ **Tortured** - Pick a traumatizing event in your past. When presented or confronted with it, GM is allowed to do hard moves against you.
- ❖ **Phobia** - Pick a type of environment. You can't roll the Make It Through move, while on it.

Hero Attributes

Pick one of these configurations and swap 2 of them if you'd like:

- ❖ Style+2, Force+1, Smarts+1, Attitude+0, Mystic+1 [Silver]
- ❖ Style+1, Force+0, Smarts+2, Attitude+1, Mystic+1 [Cosmo]
- ❖ Style+0, Force+2, Smarts+1, Attitude+1, Mystic+1 [Merlina]
- ❖ Style+1, Force+1, Smarts+0, Attitude+2, Mystic+1 [Chip]
- ❖ Style+1, Force+1, Smarts+1, Attitude+0, Mystic+2 [Tikal]

Your Stamina: ☐☐☐☐

Your Rings: ☐☐☐

Moves

Your Future Depends On It [Sonic Archie #194; Silver]

Once per stage, you can direct a hero to act in relation to a clue you know about, establish 1 Ready For Action aspect for them and gain 1 XP.

Master! [Sonic Archie #216; Silver]

You have a teacher or a guide that explains your visions or even sees them for you. Introduce them as a Buddy (even if they are not directly involved). Your Vision move is now changed:

- After introducing them, pick one question from the Clue list. Your Master will always provide an answer for it.
- You don't gain XP from missing the Vision roll.
- You and your team don't gain Momentum from succeeding, just XP.

You can assign another hero as your Master. Those rules still apply.

Appeal to His Better Senses [Sonic Universe #43; Silver]

Your character possesses empathy and understanding on a whole different level from everyone else. You can use your emotions and feelings to Convince non-mechanical creatures that otherwise wouldn't listen to anyone - elementals, ghosts, demons, beasts, other strange creatures, even the ones that shouldn't possess the intelligence to understand you. When doing so, you can choose to use Mystic instead of Attitude, and can't have disadvantage.

It is Done... And So am I [Sonic IDW #10; Blaze]

When you want to perform an unimaginable feat of power using your ability, roll +Mystic and pay 2 Stamina (if you're downed that happens after this move is resolved). On a 10+, you succeed, as you intended. On a 9 or less, your max Stamina is reduced by 1 until you get some Peace and Quiet to get it back. On a 7-9, you are exhausted, but you accomplish 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.

Victory Garden (rest) [Sonic IDW Annual 2019; Silver and Blaze]

When Taking Five, you gain an additional rest option - you can invest a good amount of time into purifying a place of importance from its evil influences, roll +Mystic. On a 10+, you succeed and you feel relieved - gain 1 XP and restore your Stamina to full. On a 7-9, you need help - bring someone else in, but they can't gain the benefit of the rest. On a miss, it's too much, you are exhausted, the place is still overtaken by evil - create a Set Piece.

Catch! [Sonic Universe #28; Silver]

Use your knowledge of the future, or just really good timing to try and redirect a long ranged attack targeting you or one of your friends back at the attacker; roll +Style. On a 10+, that attack is redirected back to the attacker with no damage to you. On a 7-9, the attack misses, potentially hitting something you didn't mean to. On a miss, you are overpowered or are too late, the damage is increased by 1 and GM decides if it continues against the original target or is redirected at you, also establish a Boss Aspect.

Right After I Have One Of These! (rest) [Sonic Archie #272; Chip]

You can try and squeeze more out of your relaxation than the other characters, because your rest is important to prepare for the future. When Taking Five, roll +Style. On a 10+, pick one option from the list below, in addition to your regular resting benefit. On a 7-9, it's not as effective as you hoped - pick one either from this or the Take Five list. On a miss, establish a boss aspect.

- Restore 1 Stamina to you or one of your teammates.
- Get +1 Damage on your next 3 attacks.
- Gain useful knowledge about the area.

Spiritual Companion [Tikal, Chip]

Your character becomes a spirit of some sort, that cannot be harmed, but cannot do direct damage either and will accompany heroes from the sidelines. Reduce your Ability Damage to 0. You don't have Stamina and cannot be harmed, but you can be captured. You can also be considered a Treasure for the Guardian playbook if you wish. 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.

If you want to change host characters under pressure, roll +Mystic. On a 10+, you switch hosts. On a 7-9, you switch, but your old host takes 3 Stamina damage (ignore armor). On a miss, you can't switch until the end of the stage and both hosts take 3 Stamina damage (ignore armor).

You gain Advanced Focus when learning this move.

Time For Me To Complete My Duty [Sonic Archie #287; Chip]

When you are about To Save Everyone, you can choose not to roll and pick 4 items from the list. While in your Super Form, ignore all your Flaws and change your appearance to whatever you feel is appropriate (Spiritual Companions can gain a corporeal form and Ability Damage) .

When your Super Form fades away, the character has to leave the story however you feel comfortable.

You Will Be Fine (revival) [Sonic IDW #4; Blaze]

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 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.

Improvements

Experience: ☐☐☐☐☐

You gain experience whenever you roll and get a total of 6 or less, or when a move tells you to mark XP. On level up, clear your experience bar and pick one of the following:

- ☐☐☐☐ Take another Destined move.
- ☐☐☐ Take a move from another playbook.

- ☐ Get a piece of Gear.
- ☐ Get rid of a Flaw (can be taken multiple times, can't have less than 1).

When you have gained at least 4 regular improvements, you can start choosing from Advanced Improvements in the Extras section of the book in addition to these ones. You cannot take a move someone in your group already has.

Backstory

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 questions below (you can come up with your own or borrow from other playbooks):

- 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 Changed

After that day I ended up with my arm and legs roboticized. Folks look different when you're part robot. I had no past, lost my home and felt like a freak. Until one day, I met them. They never cared about robot parts, but they cared about me, they were being so nice. So with their help I moved on. And I'm still moving. Stronger every day. [Bunnie D'Coolette, Jules Hedgehog, Cassia the Pronghorn, Maw the Thylacine, Dimiti]

The Path

There is no way to get rid of your curse, at least no simple or fast way, so you need to decide how you want to live with it. Luckily, with enough time and some procrastination, your moods can always change. A lot of 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.

Curse - You never asked for this, and everything you stand for pushes it away. Moves will cause overhear, are rushed and dangerous, usually costing you Stamina, but are more powerful.

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 and care. Moves will be more delicate and exact, but will have limited uses.

You also gain a new option during your Take Five move - *change your Path*.

The Prosthetic

Legionization (or Partial Robotization) is a process of turning or replacing parts of one's body with robotic ones. This is represented by giving your hero a second Ability - Robotic Body, very similar to the ones given to the Robot playbook, specifically for your mechanical parts. Your original ability is called Natural Ability from now on.

Robotic Body is created the same way as your Natural Ability, but the description needs to be more detailed. It takes a lot of time and a special procedure to properly Legionize a new part of your body and you can't normally "undo" sections of it that were changed. When writing it out, include answers to these questions:

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

Sum Rule - The total sum of Robotic Body and Natural Ability Damages must never exceed 4. The Changed cannot have a Natural Ability with less than 1 Damage. Damage number of your Robotic Body should (doesn't have to) reflect how much your character has been transformed - 1 Damage being a body part and 3 being near-full robotization.

Note #1: (*robotic*) moves can only be taken by characters with mechanical parts (or need to be justified for your GM). Mostly that means other Robots and the Changed, but can also apply to characters who narratively have legionized body 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", where all "Legionization", "metal", "robotic", "mechanical" etc terms should be changed to the definition of your character.

Hero Attributes

Pick one of these configurations and swap 2 of them if you'd like:

- ❖ Style+2, Force+1, Smarts-1, Attitude+1, Mystic+0 [Bunnie]
- ❖ Style+1, Force+1, Smarts+2, Attitude+0, Mystic-1 [Maw]
- ❖ Style+1, Force+2, Smarts+1, Attitude-1, Mystic+0 [Thunderbolt]
- ❖ Style+1, Force+1, Smarts+0, Attitude+2, Mystic-1 [Cassia]

Your Stamina: ☐☐☐☐

Your Rings: ☐☐☐

Moves

When you create your character pick 2.

How Many Upgrades Do You Have?! (robotic) [Sonic Archie #279; Cassia]

You can quickly tweak your Robotic Body to overcome an obstacle, roll +Smarts. On a 7+, pay based on your path. On a 10+, you make a perfect tool to pass the hazard, without a need for a roll. On a 7-9, you still need to make a roll, but you get a +1 to it. On a miss, your Make It Through move is (burned).

- Curse: Take 1 Damage (ignore armor).
- Tool: Reduce Robotic Body Damage by 1 until you can get some Peace and Quiet.
- Blessing: You can only use the move on yourself.

Back Off! [Sonic Archie #265; Thunderbolt]

When you are captured, held or grappled you can get out of it by making an effort. Based on your Path, the following is applied to your escape:

- Curse: Take 2 Damage (ignore armor).
- Tool: Reduce your Robotic Body Damage by 1, until you can get some Peace and Quiet.
- Blessing: This move is (burned).

Integration [Sonic Archie #189; Dimitri]

When you want to integrate into an enemy machine using your systems or tools, 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 Stamina.
- Get 1 Armor on the next attack.
- Turn a minion into a Buddy or take full control of one of the functions of a Boss.
- Gain one option from the Find Out More list.

Based on your Path, pay the following price:

- Curse: Pay 2 Stamina.
- Tool: Reduce Robotic Body Damage by 1 until you can get some Peace and Quiet.
- Blessing: This move is (burned).

If the target doesn't have any defensive capabilities, you don't need to roll - pick 1 from the list, but don't pay the cost. As an additional passive benefit, you can also roll to Convince robots without Disadvantage.

Saving This For a Special Occasion! [Sonic Archie #177; Bunnie]

You can charge your Robotic Body for a very strong attack, but will need your teammates' protection while doing so. Describe your hero charging up. If your target can be damaged, this

ability will hit and damage them, no roll required. Based on your Path, your attack roll will gain these effects:

- Curse: The charge takes extra long. Pay 2 Stamina. attack deals your base damage twice.
- Tool: The attack deals your base damage +1.
- Blessing: Gain 1 Armor while charging.

Hero loses all Armor (except given by this ability) while this attack is charging.

Special Medicine [Sonic Archie #278; Cassia]

You will now require special, very rare and difficult to obtain medicine for your robotic body to work properly. Three times per stage, you can use that medication to gain one of the benefits from the list below.

- Get an Advantage (roll 3D6, ignore the lowest one) on any roll using your Robotic Body.
- Deal +2 Damage on your Fight The Boss.
- Move yourself to one of your Teammates, if they are within the same stage.
- Restore your Robotic Body Damage to its base.
- Restore 2 Stamina.

Once you're out of medicine, your Maximum Stamina is reduced by 2. Once you pick this move, the GM can ask you to take the medicine as a result of a roll, without this benefit.

A Little Self-Improvement (robotic) [Sonic Archie #278; Cassia]

When you get some Peace and Quiet, you can swap your Gear for something different.

Full Conversion [Sonic Archie #183; Dimitri]

Whether you like it or not, your robotic part consumed your natural body. There is still just enough life left in there, to keep you a living being, but only on a technicality. Your Robotic Body now does 4 Damage. Your Natural Ability can be either removed completely or set to 0 Damage. You might count as a Robot for some narrative purposes and gain an additional Ability Burden:

Mechanical - any (revive) move, when used on you, has to use Smart instead of Teamwork.

You'll Have The Honor! [Sonic Archie #203; Regina Ferrum to Bunnie]

At the start of your confrontation with the boss, you, as a player, can let your character be the first target of the encounter and willingly let your hero take the hit, to allow the boss to show off. You get 1 Armor on that hit, and gain 1XP. Based on your Path, the Boss has to act accordingly:

- 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.

Mine's Bettah! [Sonic Universe #17; Bunnie]

When you fully dodge an attack, or fully negate the damage with your armor, you can strike back right away. Based on your Path gain the following benefits of your counterattack:

- Curse: Pay 1 Stamina. +1 to Force roll, +1 Damage and an armor-shred tag.
- Tool: +1 Damage.
- Blessing: +1 to Force roll and an armor-pierce tag. +1 to Smarts if you want to follow up with a non-aggressive move instead.

Don't Sweat It! (revival) [Sonic Archie #264; Bunnie]

You can push people back into battle with compassion you learned fighting your own internal battles. On a 10+, result of a revival move, they are brought back with 3 Stamina. You get an additional +1 to this roll.

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

Improvements

Experience: ☐☐☐☐☐

You gain experience whenever you roll and get a total of 6 or less, or when a move tells you to mark XP. On level up, clear your experience bar and pick one of the following:

- ☐☐☐☐ Take another Changed move.
- ☐☐☐ Take a move from another playbook.
- ☐ Increase your maximum Stamina by 1.

When you have gained at least 4 regular improvements, you can start choosing from Advanced Improvements in the Extras section of the book in addition to these ones. You cannot take a move someone in your group already has.

Backstory

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 questions below (you can come up with your own or borrow from other playbooks):

- 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 were always too shy to talk to them, but very interested. Why?
- They saved you before you fully converted. When did that happen?

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. [Rouge the Bat, Vector the Crocodile, Nack the Weasel, Jet the Hawk, Geoffrey St. John, Razor The Shark]

The Method

Rogue heroes are agents of chaos. Yes, they are still part of the team, and they do have that one common goal with everyone... But you and I both know that this adventure is not just about stopping the bad guy. Rogues are masters of creating trouble, and each and every one of them has a Method to the madness, that they honed in during years of practice, and a Goal they'd like to reach with it.

When rolling your Method attribute, if you can justify your move being a benefit to your Goal, you can roll with Advantage (roll 3D6, ignore the lowest one). You can change your goal freely once per adventure. You can also change the attribute used for any move to your Method, as long as you can justify it being for your goal. You do not get Advantage for this roll.

So, when making your Rogue character, pick one of each:

Goal (pick one)

- ❖ ***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, be it bigger guns, magical artifacts or villains giving you an opportunity.
- ❖ ***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, and they either might come knocking any minute now or give you a task that none here will like.

Method (pick one)

- ❖ ***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 you is not as smart as you are.
- ❖ ***Corruption (Mystic)*** - There are unexplainable powers running amok in this world that none can fully comprehend... Time to put them to work.

- ❖ **Control (Teamwork)** - There Heroes around you are important, but they will only reach their true potential under your guidance.

Hero Attributes

Pick one of these configurations and swap 2 of them if you'd like:

- ❖ Style+2, Force-1, Smarts+1, Attitude+1, Mystic+0 [Jet]
- ❖ Style+1, Force-1, Smarts+2, Attitude+1, Mystic+0 [Nack]
- ❖ Style+0, Force+2, Smarts-1, Attitude+1, Mystic+1 [Scourge]
- ❖ Style+0, Force+1, Smarts+1, Attitude+2, Mystic-1 [Rouge]
- ❖ Style-1, Force+0, Smarts+1, Attitude+1, Mystic+2 [Geoffrey]

Your Stamina: ☐☐☐☐

Your Rings: ☐☐☐

Moves

Attention All Scrubs! [Sonic Archie #189; Scourge]

When you want to draw as much attention to yourself, roll +Attitude and make an aggressive statement based on the result. On a 7+, every enemy that heard or saw you will immediately drop everything else and start trying to attack you, bosses take 1 Damage ignoring armor. On a 10+, you also gain +1 Armor for this skirmish. On a miss, you fail and are considered a joke or a non-threat in front by everyone, take 1 Damage ignoring armor.

Who is Gonna Save You Now? [Sonic Forces; Theme of Infinite]

You can tempt another character with your Goal (justify it however you feel comfortable, based on the roll and your intent) and ask them to do something specific. If they agree, once per stage, when following your advice, request or command and using a move that requires the use of the same attribute as your Method, they can roll with Advantage. Once per stage (or during Peace and Quiet), you can give them this ability again, by "renewing" your vows. If the other character declines the offer, reduce Teamwork by 1.

If this move is done as a resolution to a Contest Of, gain 1XP.

It's All Part of The Game [Sonic Archie #220; Eggman and Lien-Da]

At the start of each adventure (or when you take this ability) The Villain gains leverage based on your Goal, it works like a Boss Aspect. When presented with it, the GM will request a roll based on the situation (you don't gain Method benefits). On a 10+, you can force the villain not to use it, or overcome it somehow and learn a Boss Weakness. On 7-9, the Boss does something bad with it, unless you comply. On a miss, you have to act out the Boss' demand and you gain Advantage on all rolls related to following that order.

Every time you roll on this move gain 1 XP and 1 Momentum, and while it's active you deal +2 Damage to the boss.

Throw It All Away [Throw it All Away - Sonic Adventure 2; Shadow]

When fighting the Boss, after the attack roll, as a split second decision, you can notice a Weakness, that can be exploited by letting their attack "slip" onto one of your teammates. You can choose to split the damage by half with one of your teammates (larger half going to them) and Fight The Boss as if exploiting a Boss Weakness. Everyone present will instantly know that your character made this decision consciously, and you reduce Teamwork by 1.

I Handled It [Sonic Universe #85; Maw]

You can attack viciously, without holding anything back. If you're Kicking Butt, get a 10+ automatically. If you're Fighting The Boss, on a 7+, you attack as if exploiting a Boss Weakness and on a miss, establish a Boss Aspect. 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.

Not Going Down Like a Chump [Sonic Universe #29; Scourge]

Once per stage, when you're about to be downed from an attack you can burst out in rage of emotion and negate that damage, potentially getting a small opening to escape.

Cannon Fodder [Sonic Universe #21; Fiona and The Suppression Squad; Eclipse and Black Arms]

You gain (save/find/hire/call) a small team of subordinates (2-4 mercenaries) that will do your bidding to the letter. Name and describe each of them. They are not nearly as strong as you are, but are just skilled enough to keep up. As a group, they have 1 Damage and 3 Stamina combined (give them one of the moves you know). They also can assist you on your rolls, without getting in trouble.

Don't Know if I Can Restrain These Two [Sonic Universe #21; Rouge, Omega and Shadow]

When you participate in a roll to Convince Them as a lead or an assistant, you and everyone participating can choose to use Force instead of Attitude or Teamwork - whichever one is bigger (even after the roll was made). This might turn the conversation violent.

It's Been Fun [Sonic Universe #21; Rouge]

When you put your teammates in the way of danger to save yourself, gain 1XP.

I'll Make You Eat Those Words! [Sonic Adventure 2; Sonic]

When you attack the villain before they finish their speech attack as if exploiting a Boss Weakness. None can assist you on this attack.

Improvements

Experience: ☐☐☐☐☐

You gain experience whenever you roll and get a total of 6 or less, or when a move tells you to mark XP. On level up, clear your experience bar and pick one of the following:

- ☐ ☐ ☐ ☐ Take another Rogue move.
- ☐ ☐ Take a move from another playbook.
- ☐ Get a piece of Gear.
- ☐ Pick one: Buddies under your command deal 1 extra Damage OR increase your Maximum Stamina by 1.

When you have gained at least 4 regular improvements, you can start choosing from Advanced Improvements in the Extras section of the book in addition to these ones. You cannot take a move someone in your group already has.

Backstory

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 questions below (you can come up with your own or borrow from other playbooks):

- 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 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 cooooool! 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.
[Big the Cat, Charmy the Bee, Bean the Dynamite]

The Karma

Clumsy characters have a secret - they are actually the most powerful beings on this planet and probably beyond... But only in matters of lesser importance. These heroes can perform the greatest feats and impossible tasks without breaking a sweat, even compared to the other heroes, but at a cost.

Every time a Clumsy rolls a miss they can count it as a mixed success, with some part of it usually being played up for comedic effect. When you do that, gain 1 Karma (you still gain XP from the fail). The GM can use 1 point of Karma at any time to reduce your result by 1 step.

Hero Attributes

Pick one of these configurations and swap 2 of them if you'd like:

- ❖ Style+1, Force+0, Smarts+2, Attitude+1, Mystic-1 [Orbot/Cubot]
- ❖ Style+0, Force+2, Smarts-1, Attitude+1, Mystic+1 [Bean]
- ❖ Style+1, Force-1, Smarts+1, Attitude+2, Mystic+0 [Charmy]
- ❖ Style+1, Force+1, Smarts+0, Attitude-1, Mystic+2 [Chip]

Your Stamina: ☐☐☐☐

Your Rings: ☐☐☐

Moves

Wow! Look at All of Them! [Sonic Universe #23; Bean]

When presented with a threat or an obstacle related to your ability, roll +Style. 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.

Save You All...? [Sonic Universe #57; Bean]

Once per stage, you can refuse to fight the boss and your teammates will have to use the Convince Them move to change your mind. If they succeed, every Fight The Boss roll you do against the Boss will count as exploiting Boss Weakness and cannot be assisted. If the result is mixed, the GM will pick your condition for you. If they fail, you're not allowed to use Fight The Boss until the end of the stage, for some comedic reason. You are still an active participant of the battle and are allowed to do everything else, just not attack the boss directly.

You're So Mean! [Sonic Universe #22; Cream]

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 battle is completely stopped, and the enemy will retreat to fight you later. On a 7-9, the enemy is now staggered, and is distracted by you for a good amount of time. On a miss, pick a teammate - they have to run and save you, making them a target.

Acknowledge Me! (rest) [Sonic Universe #23; Bean]

When you Take Five, and want to have some fun pranking your teammates, roll +Attitude. On a 10+, heal 1 Stamina in addition to your rest benefits. On a 7-9, gain +1 Forward in addition to your rest benefits. On a miss, the person you were pranking gets mad, reducing Teamwork by 1.

Sounded More Convincing In My Head... [Sonic Archie #247; Cream]

When you want to Put Together a Plan and need another hero's help, you can roll Attitude instead of Smarts, to direct them with your heart instead of your brain.

A Cup of Tea (rest) [Sonic Archie #284; King Nigel]

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.

I Have Plenty Back Home [Archie Sonic Boom #2; Sticks]

Once per stage, when an obstacle can be justified to be overcome by an item, you have it. The only exception being Treasure or MacGuffin.

I Can't Feel My Hands! [Sonic Universe #24; Bean]

When your Stamina drops to 0, you can still do one more action before going down.

Donk! [Sonic Universe #65; Charmy]

For every 3rd Karma point used by the GM you gain 1 XP.

Don't Be Afraid (revival) [Sonic IDW #17; Charmy]

You can now help other heroes get back into the fight, and act like a helpful hero for a change. On a 10+, result of a revival move, they are brought back with 3 Stamina and you lose 1 Karma point.

If you have multiple revival moves, you can pick an appropriate one for the situation.

Improvements

Experience: ☐☐☐☐☐

You gain experience whenever you roll and get a total of 6 or less, or when a move tells you to mark XP. On level up, clear your experience bar and pick one of the following:

- ☐☐☐☐☐ Take another Clumsy move.
- ☐☐ Take a move from another playbook.
- ☐ Get a piece of Gear.

When you have gained at least 4 regular improvements, you can start choosing from Advanced Improvements in the Extras section of the book in addition to these ones. You cannot take a move someone in your group already has.

Backstory

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 questions below (you can come up with your own or borrow from other playbooks):

- You love the same type of sweets/toys/hobbies. What is it and how did you find out?
- They are *definitely* your best friend. Since when have you been following them?
- You were very proud of a 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?

Additional Mechanics

Advanced Improvements

When you have gained at least 4 regular improvements, you can pick one of these on your level up:

- ☐ ☐ Take a move from yours or another Playbook.
- ☐ ☐ Mark one of the possible basic moves as advanced.
- ☐ Get +1 to any Attribute, max +3.
- ☐ Increase maximum Rings you can have by 1.
- ☐ Increase maximum Stamina count by 1.
- ☐ Once per stage you can use one of your limited abilities for an extra time.
- ☐ If you have at least 3 moves from your base playbook and at least 2 moves from a different playbook, you can take that playbook's Feature.
- ☐ (Lead only) Pick one more Type from your list.
- ☐ (Tinker only) Pick appropriate one:
 - Mech becomes bigger and can store up to 4 people (armor and restrictions apply to everyone).
 - Assistant now has a basic attack of 1 (can use Kick Butt) and Stamina of 3.
 - More pockets - you can store up to 2 pieces of Gear now.
- ☐ (Guardian only) When your Treasure is safe, gain +1 Armor, when your Treasure is missing, gain +1 Damage.
- ☐ ☐ (Robot only) Take a move from yours or another playbook.
- ☐ (Destined only) You now roll your Vision move with Advantage (roll 3D6, ignore the lowest one).
- ☐ (Rogue only) You can start using your Goal as part of your ability.
- ☐ (Clumsy only) When getting a Karma point you can change the roll to a full success, instead of a partial success.
- ☐ (Changed only) Once per stage, you can pick a different Path from a move you're using.

When you want to **pick another playbook**, make sure it makes sense in the story. For your old moves, check each one and decide (with the GM) if it is intrinsic to who your character is, or just something you did for a while. If it's intrinsic, keep that move. If not, erase it. Then add 2 new moves from your new playbook, as if you were creating a new character. Finally, you may or may not get the new gear, or keep your old gear, depending on what makes sense given the circumstances of your change. Your Improvement options stay the same as they are in your sheet, but "Take another move from our playbook" now implies moves from your second playbook as well.

This game is based on Sonic stories and Sonic being a franchise, characters don't generally change their core roles in each adventure. As you noticed, there is an Advanced Improvement to change a hero's playbook. It's put there with having a long-running series of adventures in mind, where characters grow naturally from their starting playbooks and is supposed to represent a big character change. That will not necessarily be the case for your group, or a more episodic adventure. In that case, it is up to you how you wish to handle that.

Final Improvements

When your character has at least 6 Advanced Improvements you can pick an appropriate Final one from the list. When you do, your character stops gaining XP, which might make Momentum harder to gain.

The Lead: Pick an Attribute, it is now a +3.

The Tinker: You can pick an additional Mechanism (Advanced applies to it too).

The Guardian: Choose another treasure move, you now have both. 1 use per stage, for each.

The Robot: As long as you can justify a move falling under your Creator's ideal, roll it with Advantage (roll 3D6, ignore the lowest one).

The Destined: You can choose to get a 10 result on the Vision. When you Succeed in fulfilling your Vision, every hero with a Final Improvement gains Full Momentum, instead of XP.

The Rogue: You have reached your goal and every action based on it, you can turn to 12 at will, before the roll. You will still require more of it, and conditions will still apply as they are.

The Clumsy: You can't gain more than 3 Karma, but can keep using it.

The Changed: You are free to pick your Path per move.

Rings

Sometimes heroes need a little push to get them over the edge. To get them even out of the most dire of situations. While not a physical object in the world, Rings are a resource that's used to keep track of how many times they can afford doing that. Also remember that every character can't hold that many Rings, so use them while you can! This is when you gain Rings:

- When a MacGuffin is acquired for the first time in the adventure by the group, everyone gets Rings equal to how much it's worth.
- When you save a MacGuffin from evil everyone in the group gets 1 Ring.

At any time during the game you can use one of your Rings for one of the following:

- Automatically succeed on a roll you just failed. (no XP awarded, counts as a result of 10)
- Decrease a wound you just suffered to 0.
- Remove an obstacle from your path or obliterate all minions currently present.
- When using a revive move you roll normally, but revive your teammate with full Stamina.

While not directly involved, Rings will often be used along with The MacGuffin, so it's completely normal to describe the effects they provide akin to being a power boost or something similar.

Momentum

One of the main aspects of Sonic is his style, his wish to show off in front of the crowd and the villain. So yes, while you can just run fast to solve most of your problems, there should always be an internal push to do something extra cool or fresh.

Every sheet has a track with 7 pips on it and a text box. Every time you roll a move for the first time in a stage, no matter it's outcome or whether it's a Basic or a Playbook move, check 1 pip. These pips reset to 0 during Peace and Quiet.

Exceptions are:

- Make It Through and Fight the Boss - since they will always be used and Buddy moves.
- Moves that don't require a roll - Take Five, Peace and Quiet, Passive Bonuses.
- Directing Buddies counts only once per Buddy.

Once you marked all 7 pips, you can do one of the things below:

- Save them to the End of Stage Rankings for a +2 XP bonus.
- Trigger a To Save Everyone move for yourself for a short time (GM will say when it's over).

Buddies and NPCs

Generally, non-playable characters are targets for the villain that do not provide anything of use except being kidnapped and threatened. But some of these individuals can be rallied and called upon with your leadership skills! These characters become "buddies" - additional characters controlled by players that "created" them.

Creation and Behaviour - Buddies have access to all basic moves, though some rules allow you to give them extra playbook moves and features. If needed, during creation, the GM will establish what Damage and Stamina they have, as well as who they listen to. By default, buddies will accompany the group in the background and do their own thing, without impacting the game directly, until given an order by a hero. Nevertheless, they can still be kidnapped or attacked.

Commands - Since buddies don't have attributes, they will act in accordance with your commands, so *every* move they made is rolled with your Attitude attribute.

Team Assist - Buddies can be used to gain +1 automatically, but they will also always get in trouble when used that way.

Revival - Buddies are generally not intended to be revived, but if it happens ask the GM if that's possible and if so - roll +0 with advantage.

Rest - You can also send them out for chores during Take Five for an additional option to pick. During Peace and Quiet you can sometimes "send off" your Buddies, and gain 1 XP for each.

These rules apply to Tinker's Mechanism. Also, Buddies don't add extra points to your Momentum.

Gear and Pets

It is not an uncommon sight in Sonic's world to see a character gain new abilities by either acquiring some new piece of gear or a pet. Chao, Wisps, Extreme Gear and other Artifacts, can

join your character on their adventure. Just like with character visuals, the type and the description of your gear is completely up to you.

Mechanically, Gear serves two purposes:

Once per stage, when your character is performing a move using a piece of Gear and rolling it'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 should be used only for your character or a single target, if you find a way to share it.

- ❖ **Bubble (Style)** - You can perfectly swim, breathe and stay dry under water indefinitely.
- ❖ **Eagle (Style)** - You can fly, glide or float for a short period of time.
- ❖ **Boost (Force)** - Your Ability gets a single new aspect (element or thematic, for example).
- ❖ **Rocket (Force)** - Your Ability has a bigger or longer range.
- ❖ **Memory (Smarts)** - You have a perfect photographic 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 everywhere.

Gear is acquired via level ups generally cannot be taken away. GM can disable it temporarily, but expect either a replacement or to get it back soon. Gear can be swapped in-between Adventures for free. You can only have one type of Gear on you at a time (so you can't store two Bubbles, for example).

Note #1: It's important to remember that Gear is not a weapon (your Ability is). This game is also not about getting loot or gear in a classic sense, so every piece you get should have some importance - be it a chao you saved or an airboard you made after a lost race.

Note #2: Names of the Gear in this section of the rules are flavour text. It's called "Boost", for example, so it's easier to remember, but it doesn't mean you are actually getting a Boost Wisp to help you. The Gear needs to narratively make sense based on your story and on the option you chose, but the name is just there as a visual aid.

Create a Set Piece

The thrill of adventure is ever-expanding. There is always something new and dangerous around the corner and not all of it will be prepared by your GM. Sometimes you will be asked to "create a Set Piece", usually as a result of a miss. This task is directed at the player and will give you a bit of GM creative control to put up against your heroes. You need to come up with something that will happen in the stage - it can be anything, as vague and as difficult as you'd like, and should probably involve elements that will help you get a better stage ranking, character development or higher momentum. For example, if you haven't saved anyone this session, we can introduce a hostage situation or if you didn't get a chance to use hacking in the forest stage, you can stumble upon an old forgotten robot or a crushed ship. Think of this as introducing the white whale chase to Sonic Adventure, or those rolling rocks in Sonic Heroes.

After you come up with a set piece, GM will need to introduce it at some point during the rest of the stage and modify it as much as they see fit.

Random Set Piece Table

Coming with ideas on the fly can be difficult, especially at the start of the session. So here is a tool to help you with that a little bit! A simple 2D6 will give your group a guide and GM some ideas!

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

How to use this table:

The point of this table is to give you a general direction of a set piece. Don't take this as ironclad rules on what needs to happen, but an inspiration for your ideas. Rolling 2D6 will naturally give you 2 results (if you swap the row vs column as results), so you are free to take either or both

or even re-roll until you get the result that sparks your creativity. You are free to interpret, modify or tweak the wording based on your result or use it exactly as written.

Establish a Boss Aspect

Every good adventure needs to have an antagonist, right? The DM will have a framework and the core of one prepared for you, but it won't stay set in stone. At some points during the adventure, when a move requires you to "establish a Boss Aspect", you will be given an opportunity to "modify" either your main antagonist, or the boss of the current stage, making them stronger and more complex. These changes can be applied in a multitude of ways, from the GM describing a scene with the villain that heroes can't see, to modifying the immediate or future environments of the level. One thing to note is that this can only be done for either the boss of the current stage or the main boss of the adventure, and not the boss of the level or two after, (mostly to keep the focus of the adventure).

Mechanically, you do it by picking one of these options (up to you):

- ❖ If you know nothing about the boss you want to modify, ask the GM to give information, describe, reveal or establish them. This can also be used if you feel like you don't know enough about the boss, in which case ask the GM specific things to establish. (this counts as a use of this action, even if there is no direct input from you)
- ❖ 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 ambience.
- ❖ 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. You can come up with your own. Your task is to pick one, and say what it will be exactly, 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 quirk (unnoticed, unused or not acquired before).
6. They discover a new connection to your character, potentially without them knowing.
7. They have somehow progressed with their plan further.
8. You can pick an option randomly (or ask GM to pick), try to come up with a suggestion or an idea for it.

For example: You can say "Boss just gained a new resource or an ally - an army of E-Series robots". In that case the GM will describe to you how the next room you enter has a facility created to manufacture the E-Series robots, or, if you're searching through documents you find a photocopy of an agreement to produce a shipment of them, or, if you're going through a city, you start seeing more and more commercials of the new series of robots being released soon,

etc. Of course, specific details and options are up to you, your group and your GM, as well as the current point of the adventure.

Learn a Boss Weakness

Bosses will not just grow more powerful. There are moves in this game that allow you to "learn a Boss Weakness", when that happens 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 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.

Do be careful though - 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.

For example, you can discover factory papers describing a literal weakness in the robot's armor or picture of the villain with a family member before they turned to evil or it just hits you that they really-really love their mustache.

End of Stage Rankings

At the end of every stage, your team is ranked on their game during that stage. Simple speaking, the rankings are a questionnaire, based on the Heroes' Agenda, that will award each one of your characters with XP. Read the questions below as a group and count the amount of "yes" answers you gathered up.

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

Now based on the amount of "yes" responses receive your rank for this stage:

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

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 - most duels shouldn't last longer than the first roll, but 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 (5 attributes). Each round will count as 1 point for the winner. Alternatively, you can judge the results based on the result difference:

- 0-3 Difference - the characters are evenly matched or it's a tie.
- 4-6 Difference - the winner is clear.
- 7+ Difference - an overwhelming victory.

You are not required to stop your previous actions when rolling a new attribute, it's just with each round your clash becomes more complex, adding more angles and ways of your hero trying to reach their goal.

Ending the Clash - during any point in the match, a duel can come to an end. GM can provide exit conditions or interruptions and will have the final say, but it generally should be on the players. 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 increase Teamwork by 2, after establishing what is the common ground they've decided on.
 - 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 directly applied based on the attribute and context, it's included in the description and that hero gains a +1 to their roll, negative effects of all playbook moves might be applied by the GM either after the clash or incorporated in it.

Team Assist and Bigger Duels - more people can participate in the Clash. That can be arranged 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 can Assist once per Clash.

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.

Optional Rule - Changing Your Hero

So your character seems like they have a lot of aspects that are set in stone - Ability, Feature, Playbook. Do you have to stick to the initial options you chose way back, at the start of the campaign? No. You should keep as close to them as possible, and make sure that changes you want to introduce feel natural and make sense for them.

In general, you need to talk to your GM to prepare and set up your change in advance, so they make sense in the story and follow through with it. As simple as that. For newer players, it is also suggested that you keep your Ability unchanged until you reach Advanced Improvements.

Mechanically, Feature and Ability are self-explanatory - just update it to whatever you agreed on. Playbook is a bit trickier. Just like before, it will be up to you and the GM to decide, it is suggested to go over all moves you have, remove all the non-essential ones, and give you one new move from your new playbook, as well as changing the sheet and the feature.

Optional Rule - Alternative Start

After learning the system and playing around with it, some players might decide to have more complex character combinations than the default playbooks can provide. Well, there is an alternative way of character creation that might help you with that.

By default, every new character starts by picking 2 moves from their respective playbook. If you wish, you might substitute one or both of the starting moves with an Improvement from your playbook.

This will open up possibilities for you, like starting with Gear, or with moves from other playbooks, for a deeper more complex character creation.

Optional Rule - Lives/Hard Mode

Rings and Running Shoes is not designed to kill heroes playing the adventure, and even the worst outcomes should not be "the end" of a main character. But, if your group wishes to "up the stakes", this additional rule will give you an option to do so.

If the group decided to use the Hard Mode rules, GM will pick an appropriate number of Lives each character starts an adventure with (7 being the average for a 3 stage arc). Every time a revival move is used on a hero, they lose a Life, unless they wish to sacrifice a ring instead. When there are no more Lives, that hero is considered dead or out of the adventure.

How to Play

Hello, it's Torchbound again. One more quick reminder that this and the next sections are the least up to date in the rulebook. While they should provide a very solid foundation and explanation of everything, feel free to interpret things the way you see appropriate or bother me, anywhere you can.

Let's start with the most basic overview of the game process. This game is kind of a cooperative story you tell with your friends, where dice results are used to dictate the outcomes of occasional, specific situations. To know which situation requires the dice rolls you need to remember which moves you can do - for that refer to The Basic Moves section and your Sheet.

One of the players, the Game Master, will describe the game's world to you - they will ask questions, give you villains to hunt down, challenges to face and obstacles to overcome. They never roll dice, they just tell you what happens. You will respond to that world (with descriptions, and moves when they are called for), and answer those questions. This leads into an ongoing back-and-forth between the GM and heroes, as each decision and action leads to a new situation, requiring new decisions about what happens next. Keep your agenda in mind as you do it. GM puts a lot of work into making the world feel like, so bring snacks, to keep them fueled!

The Heroes' Agenda

Agenda is a very basic set of rules that's there to help you understand the priorities of the gaming process you should pay attention to. Kind of like goals for you, the player.

- Make sure the characters' lives are not boring or mundane.
- Create moments of awesome or drama.

- Play to find out what happens.
- Reach the villain and stop their plans.
- Be the hero of your story.

As heroes, your goal is to reach the villain and put a stop to his plans, saving lives along the way. You are awesome, and you are this world's last hope - if won't do it, none will. Also, make sure to bring snacks!

The Moves

Heroes make moves, generally, to either break, pass or circumvent obstacles in their way. Moves are moments of danger and uncertainty, but also a chance to shine. You never know quite how they'll turn out. Your hero's moves cover all the things you can do where the game's rules get involved in the story.

If something you want to do is not a mundane, simple task, doesn't fall under your Ability and isn't covered by a move - you most likely can't do it. For example: Sonic can't sense the Master Emerald, because it doesn't fall under one of his or basic moves, or his Ability.

If something you want to do falls under a move and there is something preventing you from just doing it normally - you need to roll for it. For example: Sonic can run fast on his own, but he needs to roll I'll Make It Through to evade traps while running.

Everything else you can do normally, with no need for a roll.

Of course, all of it needs to make sense in narrative. For example: Tails can't put out the fire by finding a fire hydrant in the middle of Ancient Ruins.

Don't forget that they are *your* moves - so you have to make them. For example, if you want to destroy some minion robots, you should describe how you're doing it and declare that you're using Kick Butt move, and then roll the dice. Same works the other way - if you are describing something and one of the other players or GM thinks it might be a move, you should roll the dice and see the result.

Sometimes the Keeper will ask you questions to clarify what's going on. That's cool; for the game to work, everyone needs to clearly understand what's happening, so make sure to give as much detail in your answer as you can.

Bosses, Minions and Obstacles

In your journey you will encounter many difficulties along the way, so let's try to generally categorize those to help you better understand the mechanics you're working with. Before we begin, it's important to note that these are not set in stone and are supposed to be as vague and general as possible. This is a narrative driven game first.

Obstacles are everything that stands in your way stopping your direct and simple progress, you will be using your vast library of moves to overcome them. From something as simple as a wall, locked door or strong wind, to lasers, traps, poisonous gas, boiling lava or enemy shots from

behind. It's important to note that you can argue that if there is nothing making the situation stressful or difficult for your character, you can just pass that obstacle without a need for a roll. For example, if you're just walking and the road is blocked with rubble and your hero can fly. If there is nothing dangerous in the situation, you can just do it.

Minions are enemy forces sent to stop you, that you will mostly be using Kick Butt move on. Unlike obstacles, there is very little chance you can pass them without making a move (exception being additional setup in advance or a very fortunate situation). They usually come in one of two types - a wave of weaker enemies that you need to dispatch or a smaller number of more complex almost mini-bosses. Minions usually have numbers, where mini-bosses usually have conditions or small pools of Stamina. For example: a wave of Egg Pawns is just a group of enemies that needs to be destroyed, but a robot with a huge shield will require overcoming it's shield first, at which point he's just a single hit target. Now, the obvious question is "how much can I handle?" As it's stated in the character creation rules - heroes are stronger than everyone else by default - That means that even with the weakest damage they can handle a good number of opponents. Well the Kick Butt move specifically states "Depending on your roll and your attack description, the GM will explain exactly how much damage you did", so you are free to describe the intent of your character, based on your view of their power and Damage of their ability, and the GM will tell you exactly how much damage you dealt based on that and the roll result. Usually, it will be all or most enemies, or just enough to clear the path.

Bosses are your main adversary of each stage, that you will mostly be using Fight the Boss move on. You will know who they are when you see them, and usually even before that. Bosses are the only enemy in the game that has a real "health bar" (even though some especially strong minions might have a smaller one) and will usually be waiting for you at the end of the stage. A lot of the moves ask you to "establish a Boss Aspect, so it technically being made as you play the game - becoming more complex, strong and interesting as you as players help the GM fill in some gaps in his behavior. Depending on the situation, prep and rules, it might even be possible for you to evade the boss battle completely, but that's more up to you and your GM. They will have an endless number of complex attacks and even extra forms, so be careful!

Rolling the Dice and Calculations

This game uses two six-sided dice for all its rolls. Sometimes you will encounter "Advantage" and "Disadvantage" - in that case roll 3 six-sided dice and ignore either the lowest or the highest appropriately.

After that you need to add the modifier. Every move will list an Attribute, for example +Force meaning you need to find your Force Attribute and add it to the result. If you have a negative, you need to reduce the result by that Attribute.

After that minor modifiers come into play. There are 3 types of modifiers that can be added based on the conditions:

Imminent - a modifier from the move's description.

Forward - a modifier taken from a move some other character (or you) made before. These bonuses are one time use and are available only immediately within the scene they are meant

for.

Ongoing - a modifier taken from a move some other character (or you) made before. These bonuses are usually kept overtime and applied to specific actions or goals. Their availability expires when the situation that created them stops being applicable.

After all that is done, if you still don't have enough, or want to keep pushing, you can ask for Team Assists. If you miss your roll, everyone can drop what they are doing to pull you back up to a mixed success, but if you rolled a 7+, only people that agreed they will be helping you in advance can assist.

Sum all that up and you get your result.

Game Limitations

Since we're mostly done, let's talk about things that are not suggested for this game. It's a very specific, targeted system for a pretty narrow type of story. It's meant to be about an exciting adventure of a group of heroes to stop a villain, a cataclysm and/or contest with a rival group with the help of a magical artifact(s).

Mechanically, this game doesn't support playing as monsters or proper villains (I might make some sort of expansion to add moves and playbooks to support that) or a more open world or a slower mystery style adventure. You can try and re-skin it, but that's on you.

This game is also not focused on acquiring loot or stronger gear, instead it's more about getting more and more moves as your character's personality grows. It will generally not play well with a scenario that requires limited resources or classic survival situations.

For those of you familiar with other Powered by the Apocalypse games, there is also a mechanical change that some of you will notice - there is almost no way to level up your Attributes. Part of it is because Sonic characters don't generally get "stronger" - there are no training montages or needing to run faster to beat the next opponent. You are playing characters at their physical peak. What you are gaining is new ways of interacting with the world and each other - power ups and side upgrades that expand your arsenal as opposed to making you stronger. Strength in this game comes with numbers, friendship and teamwork.

The Game Master

If you are a dedicated player, you are suggested to stop here. Everything you need to know is covered in the book above and you are ready to play! GM operated under slightly different rules and spoiling them might make the game less interesting for you.

Now that everyone else left, let's talk about running this adventure and this game. R&R is a mostly linear but narrative focused game, where your players will be coming up with fun and creative solutions to overcome mostly pre-planned obstacles and enemies that you will put in front of them. It was designed to have as little prep as possible, and be vague enough to give room for interpretation of rules from both sides.

I feel like it's important to underline some aspects of this process from your end: the mindset, the game structure, the preparation and the adventure.

The Game Master Mindset

Here I want to talk about the principles that you should follow when DMing, kind of a list of unspoken rules, that should guide your decisions. If you're not sure about something you want to do, if there is a conflict with rules, or any other game-related problem, you can look into those and they should help. As a GM, the last word should always be on you, even over the rules of the game.

Be a fan of the characters and have fun. It should be obvious, but this is not a competitive game and is not meant to be one. Just like every other tabletop, the first and most important rule is that everyone is having a good time, without disrupting the others. And there is a balance to that, that no rulebook can teach you.

Don't limit your players, expand on and ask about their actions. Characters whose story you're telling are strong heroes, and they want to do cool things with the tools they created, picked and earned. They will have impossibly overpowered, unexplainable and inconsistent abilities, but you shouldn't stop them from using them to their full extent. Remember that it's up to dice to decide if they fail or not, but for you to declare if they can even try. So unless it's *actually and completely impossible*, they should always be allowed to try and roll. If a problem does arise, you can do one of the following: explain why something is impossible, maybe by giving a more detailed description of the situation; describe a scene of the hero doing an action without any rolls and failing; give an alternative; suggest a slight modification to the hero's goal etc. Don't stop them, expand on the situation. As an addition don't forget The Rule of Cool, it applies the most in this game.

Let's also say, a character has an ability you consider too strong in an aspect you missed during the character creation. Don't limit them, instead, let them talk about it - how they think it works? What would be its limits? Let them have their moment to shine with a smart use of their talents and keep them in mind in the future.

Keep on the pressure, with minimal damage. Funny how it feels like the opposite of the previous point, but it really shouldn't be. Character in this game has very low Stamina bars, but that shouldn't discourage you from giving them hell. Your goal is to present them with ever-escalating situations, using their failed rolls and established facts as stepping stones. We will talk in more specifics about the story structure and the fail outcomes a bit later, but on its base level, it's very important to understand that as long as you're following the previous rule, they will have an exit from any situation you can throw at them. So don't kill them - give them even more things to deal with.

One more thing to note is that this game is a conversation, and conversation is a battle. You "attack" by presenting new problems for them to deal with, they "attack" by using their moves. You can "defend" by talking to them about their abilities and limiting their creativity, but it's much more fun for everyone to use all the information you get to make different, more complex and interesting attacks back at them.

Spread the spotlight, so everyone can shine. This is a team game, and most of the time everyone will be doing their part - there are game mechanics to keep your players together. But sometimes it doesn't work out and you need to switch back and forth or even reduce the pressure and presence on some of the heroes, so the others can get some love. In my personal experience if someone hasn't done anything for over 30-ish minutes at the longest, it's time to let everyone else take a break and see what they are up to.

Going "meta" is an intended part of the game. This is a weird one, but this game does require a solid amount of discussion of how rules integrate into it, because of how intentionally vague they are. And some of the outright ask stuff from players. This is normal and should be encouraged. Some players can't come up with epic speeches on the fly and should be allowed to express their general idea. Discussing what move to pick and how it should work should be normal. Don't rely on this fully, and don't be afraid to steer it back into the narrative direction when things become too meta and rule-dependant. Description should direct the use of rules, not the other way around.

Accept and integrate player-established content. You will have your plan ready for the adventure, but a big part of the game, and an intent of some systems is them creating the world alongside you. You will need to be able to modify your plans according to their actions and choices, usually on the fly, that's why it's important to have your preparations be as general and basic as possible. At the same time, if things get too out of control, as a GM, you can always course correct the players, just try not to abuse that too much. It's much more gratifying for them and much more interesting for you to see their ideas integrated into the world.

Make the world seem filled with adventure and wonder. There are 2 parts to this - the stage and the hubs. The stage should come naturally with the previous rule - all the danger characters encounter should be colorful, filled with flair and whimsy or adventurous danger. But if stages are places of intense action and high stakes, you need to describe and populate the world with as much peace, nature and comfort as you can. Your heroes will deserve a nice rest or a place to relax, plus something that would allow them to properly interact with each other and have things they care for.

Same applies to NPC and characters. Not all of it has to happen right away, it's a good practice to make every character heroes meet unique and interesting, which is much simpler in this setting. Give them a unique species, a cool sounding name, a memorable behavioral quirk and a cool description. That makes everyone they meet more interesting, memorable and valued. At the same time, be careful not to flood the adventure with NPCs.

You don't have rules, you're telling a story. Probably the coolest part of this game. The GM doesn't roll dice. The GM doesn't need a dungeon map, a monster manual, or a random encounter table. The GM tells players what happens next. That's it. There are minor sections that we should keep track of, like boss and stage tags, timers and HP bars, but all those should be used as inspiration and aid, not an ironclad rule. There is no shame in letting the villain lose a bit earlier or expanding his life if the battle is too fast. And stage tags are an inspiration that you should draw from when you're not sure on what happens next and flavour to the stage.

Everyone can be saved, redeemed, or made into a joke. This is more of a suggestion than a rule, but R&R is based on a cartoon hedgehog running around and having adventures. So try to

think light-hearted and PG first. Sonic would never kill Eggman or any other non-creature villain. If someone does die, it needs to be an impactful, meaningful event. The badniks should be populated more by creatures and robots, then people etc.

Game Structure and Preparation

Let's start by saying that R&R is a bit more linear and guided, then most PbtA games. Just like every Sonic game, the structure of this adventure will consist of action stages, hubs and events between them. Your job is to gently but sternly direct the heroes towards where they need to go and show them why, while making sure their journey is filled with difficulties along the way.

For example - it's not hard to find out where Eggman lives. There is a giant fortress with his faces all over it, just on the neighboring island. Problem is - we need 3 keys to unlock a huge gate to his castle; find out where the shadow monsters are coming from; collect the 7 emeralds; and defeat his 5 generals that are terrorizing the cities nearby. The heroes know all that. They just need to do it. And every time they beat an Action Stage something new happens - an encounter with a mysterious dark figure; a piece of the planet coming back; a parade in their honor; a key being stolen from them etc.

So you should have a rough idea in your mind about all this before the game starts. But also, remember that this is not a tactical RPG - a list and a theme of levels, plus villain motivation is pretty much everything needed to start, no maps or detailed encounter tables.

If we need to break it down into a list, here is a minimum of what you will need to fully run an adventure:

The Call to Action.

The Villain: Their style, description, main goal and motivation.

The Macguffin(s): Their purpose, description, location, and how many Rings they give.

The Action Stages: Unique aesthetic for each and why heroes are going to that level.

The Bosses: Their style, description, why are they in a stage and their stats - stamina, armor and basic attack.

You should organize and prepare those as you feel comfortable. The rest should come from the game itself, barring players choosing to do something completely unexpected, in which case minor adjustments will be needed. As an example, I will be showing a second half of the Sonic IDW Neo Metal Sonic arc, specifically Issues 7-11.

Example Adventure: Return of Neo Metal Sonic

The Call Action (and introduction):

The heroes are helping everyone out after the big war with the Eggman Empire. There are reports and sightings of Robotnik's leftover robots becoming more and more organized and some characters even had to defend the city from their assaults. We know that it's not Dr.

Eggman, because he was found in a distant village and looks to be reformed or at least "broken" after some sort of head injury during the war past. The adventure starts when heroes find a signal of a huge flying Egg Ship in the skies and decide to investigate.

The Villain: Neo Metal Sonic

The Villain is Metal Madness - a super robot version of Sonic out to destroy the world. He has sharp metal spikes, spikes on his armor and an anime coat (potentially metal too?). He will first show up in his "regular" Neo Metal Sonic form, and will transform for the final battle. He has control over Eggman's robotic armies, and will send armies of different Egg Pawns against the heroes. He can also copy battle data of anyone he touches.

His goal is to continue the legacy of his master, Eggman, in taking over the world, and destroy the heroes.

The Macguffin: Master Emerald (3 Rings)

Master Emerald, a mythical giant gem that used to belong to ancient echidnas, will be present in the story, generally staying on the heroes' side in Angel Island, and at some point it will be stolen by Neo Metal to be used as a power source to his final form.

Stages and Bosses:

Heroes will have some Hubs in The Village, The Resistance Base and The Resistance Ship, if those are needed.

Egg Fleet

Fight through the Egg Ship and face Neo Metal revealing his plan. It will be high in the sky, have a big cockpit protected by many automated canons and armies of robots.

Obstacles: Fleet is in the sky and needs to be reached; an army of robots and automated cannon; A control center tower;

Boss: Neo Metal Sonic (6 Stamina)

Forgotten Base

Infiltrate an abandoned Eggman base to find out what his plan exactly is - take over the Angel Island and use the Master Emerald. There will be lots of closed doors and security systems. They will need to fight E-105 Zeta to get to the console with the data.

Obstacles: Door that lock once movement is detected; A wave of badniks; Final Big Reinforced Door; Console with data stored in it;

Boss: E-105 Zeta (6 Stamina, 1 Armor), missiles, minions, lasers. He's a standing weapon tower, so he's armored and will throw a lot of fire power.

Angel Island

Assault the Angel Island taken over by Neo Metal Sonic's armies. Big open jungle, filled with armies of robots. Huge Egg Fleet harbor created on the shoreline, sending flying ships all over. Neo's Chambers are in a bunker under a statue of Eggman, where the Master Emerald is.

Obstacles: In no particular order: Armies of Egg Pawns with Barracks and Towers; Jungle; Egg Fleet (mini versions of the Stage); Emerald Temple with Neo Metal sitting under the Master Emerald.

Boss: Neo Metal Sonic (8 Stamina), spice it up with some moves inspired by heroes, since he's using their data.

Final Boss:

Confront Metal Madness. After he transforms, he also becomes the final stage, potentially removing most ships and robots from the battle field. He's huge (skyscraper size), can shoot lasers, hit, grab and bite. He is powered by the Master Emerald.

More about Calls to Action

This is generally not a slow game, and there should not be much time given to assemble and meet the team. For this game, it's usually better to either have a team of heroes that know each other or start with an action opening, and let them interact on the stage. This should be coordinated with your players, preferably in session-zero or pre-game talks. You need to gather heroes in one place and present them with some sort of very obvious and open call to heroics that they will take. It's also a good idea to use this as an introduction to your villain.

More about Villains

Sonic Villains are interesting, because they should be as colorful and as unique as the heroes themselves. Here are some things you will need to think about when creating your villain:

Style

This is your main playing field, make it engaging. The classic choices are - a technological or a magical villain, but you can be so much more creative. This will directly help you establish a main type of minion enemy - Egg Pawns, Generic Black Arm Soldiers, Gun Soldiers, Generic Dark Gaia, Shadow Monsters etc. From there, it's a good idea to think of some cool variations of these monsters when players fail their rolls. Also, bosses will be based on this - will your heroes fight Eggman's Mechs or A Magical Genie. You don't have to follow this to a T, especially if part of your adventure is to show Heroes a growing Final Boss (like Chaos in Sonic Adventure) or have multiple sides of a conflict (G.U.N. vs Black Arms vs Eggman in Shadow The Hedgehog), but it's always good to have this ready to fall back to.

Description

Villains need to be memorable and resourceful. They need to command large numbers of minions to send them against them heroes and be responsible for having full control of at least one of the Action Stages. Interestingly, they don't have to be the final Boss fight of the adventure, as it's very common for The Villain to escape or be pushed away in favor of an Epic Final Boss. At the same time, they need to have a strong and interesting character - think of ways to make them eccentric, give them a quirk or two, and base their design on the aesthetic of their army (or the other way around). In some ways, Villain should be *your* NPC, goating players into completing the adventure.

Goal and Master Plan

Have fun with it and don't hold back. World Domination (or at least destruction of heroes' city) should be the base starting point. Become a god; consume every living being on the planet; poison the world and then sell the cure; resurrect an ancient being; prepare the world for an incoming even bigger conflict by becoming the bad guy; destroy all kids in the world; collect all the candy from everyone; build an amusement park but only after every other park on the planet is destroyed. I would suggest having a way for him to reach that goal be as outrageous and exotic, especially if you'd like something different as the final boss. Having a "secret form" or "reviving something too powerful to control" is a pretty safe bet.

Now, something that is important - you don't need to actually sit down and write down every single thing of this. A few sentences and a description, just enough to spark your creative juices in the need of something to improvise.

More about MacGuffins

Style and Description

Every story needs a magical artifact to drive the plot! We could be safe and just say - 7 Chaos Emeralds. There is nothing wrong with the classic, but let's talk about making something new. A lot depends on what you want the MacGuffin to do - remember it doesn't need to be an object. It can be a girl containing a god inside herself, that needs to be kept safe. It can be a huge unmovable rock that's there to give characters a Super Form for the final battle. It can be a mysterious key that will be stolen and returned multiple times during an adventure to unlock the final boss at the end.

Rings

How many Rings this artifact will give? Remember - the first time heroes acquire the MacGuffin, they get the full value of its Rings and then get 1 every time it switches hands, so keep that in mind when valuing yours. If it's a small thing that will switch hands constantly, or many things to collect - make it 1. If it's a huge heavy object used for the final conflict - give it 3 or 4. The MacGuffin needs to be a push for the characters to go all out.

Another thing to keep in mind - make sure to always flaunt the MacGuffin in front of heroes. While the players can't impact the plot in a large way, you should definitely allow them to have a back and forth of the MacGuffin with The Villain. They can deserve it or lose it. Even if you have multiple, don't be afraid to bring back the ones that were already taken. It's also a great motivator to keep them following the villain.

More about Action Stages

This is where the meat of the game will happen. They will always be hostile and include set pieces, traps, obstacles and minions. What's important is to have Stages that matter. While we are emulating Sonic's storytelling, this is not a video game and we don't want to make the players pass stages just for "gameplay" - something needs to come out of them. Action Stages have the following details:

Name, Description and Theme

Make it's named something cool and descriptive, and don't be afraid to use it. Outside of being a direct name of a location, it can also be the name of the chapter or a section of the story you're in. Make it interesting for players to visit it. Angel Island; Final Egg; Emerald Coast; Babylon Garden; Casinopolis; Central City; Silver's Future;

Sonic levels are known to be colorful, unique and occasionally completely crazy in terms of construction and livability. It's not meant to be "normal", so go nuts. Another thing to note is that while you do have a list of places the party will visit, you don't have to control the order. You can present heroes with a list and let them pick which way to do those tasks, maybe even return to some stages later or come up with a new one on the fly. At the same time, if they somehow found a way to avoid a level - reward them for it, and don't be afraid to scrap some of your notes.

First of all, you need to come up with a theme. You don't need to think and design a full level, just a general first impression and theme.

Potential Themes

alien world; altar; armory; bank; barrier; battlefield; beach; bridge; canyon; carnival; casino; castle; casual; cave; cultural; desert; dessert; digital world; disco/club; docks/port; dome; dream; facility; factory; farm; field; fire; flashback; flood; food; forest; garbage dump; garden; gate; graveyard; green hill; hangar; heart; heaven; hell; highway; hive; holiday-themed; home; inside a monster; inside a robot; island; jungle; known landmark; laboratory; labyrinth; lair of a creature; library; magical dimension; mall; medieval; meteor; military; moon; mountains; museum; park; power plant; plane; prison; roof; ruins; sea; scary; school; secret; shop; shrine; sewers; ship in (sea; sky; space); skyscraper; snow; space; stadium/colosseum; station; studio; storage; tornado; tower; town; train; tree; underwater; underground; video game; village; volcano; wall; whirlpool; workshop; yarn world;

Now that we have that, you should probably stop until the players actually get to it. If you read the Stage Setup section, you should know that in this game, players decide a big chunk of the obstacles they will meet on the stage, you just bring them to life. That doesn't mean you're forced to ignore the rest of these tags, it just means not planning too much ahead. Now, when you do hit the Stage Setup section, down below you will find a fully explained list of all potential tags a stage can have. Players will give you their list, and you can modify, add or replace it as you wish - they get their reward even if you don't use all of their suggestions or use much more.

Obstacles

While players will be able to impact the context of your stage, you should still prepare a number of major events or obstacles that you're planning on putting against the group. They can be as generic or as specific as you'd like, from "there is a checkpoint with enemies" to "A pair of cats, Cashier and Cony, are stuck in a car that falls from the cliff and got stopped by a tree growing from out of it". It is suggested to have about 2-4 obstacles per stage for a group of 3-ish heroes. 5-6 can be done, but it's suggested to do it for a final or a specifically long level. And when they finish the final one, they will face The Boss...

More about Boss Battles

Another very important part of every adventure. A good way to finish a Stage is to fight a Boss. A good way to finish an adventure is to fight a Boss. Bosses are a big deal, so let's talk about making yours. But before we start, a quick note - The Boss and The Villain are not necessarily the same thing, even if they can be. For example - Perfect Chaos and Egg Dragoon are both bosses, but only Eggman is The Villain. This is also a section of the adventure that you can postpone for later levels, though I do suggest having at least a concept in mind, just in case. To make a boss, similarly to the villain, you need to give them description and style.

Name and Description

Just like with everything else, keep it as colorful and unique as possible. Bosses are not just minions and have to be a culmination of a level and its theme. They also should be different from previous bosses and probably be in a cool environment. Try making them intimidating compared to the rest of the minions. It also doesn't have to be "an enemy", it could be a final obstacle at the end of the level, stopping heroes from reaching their goal. Now, bosses are much more complex and varied, you can probably open any bestiary of any tabletop and find millions of inspirations, but here are a few suggestions based on Sonic games that might spark an idea for you:

abomination; alien; angel; animal; beat; blimp; bomb; boxer; cannon; chemicals; construct; demon; dragon; elemental; force of nature; genie; ghost; god; guardian; insect; jelly; knight; mecha; monster; mystical; pirate; rival; robot; room; scientist; shadow; shape; structure; submarine; tower; train; vehicle; virus; waves of enemies; wisp; witch;

Style and Why Are They Here

Similarly to the Villain, bosses need to have a style. It can be the same as The Villain's (*Egg Walker*) or completely different (*Chaos*) or something in between (*E-101 Beta*). Everything there applies, with the only difference being - thinking more in the context of the stage the boss is in.

Similar to the boss' goal, it's nice to keep track roughly why the bosses are there - to protect an artifact, to stop heroes, or are they there on accident? For example, if they have been here for a long time, it would make sense to add some flair to time having a tool on them. You can also potentially use the style to hint or show the style of the final boss - for example the shadow creatures from *Unleashed*.

Stamina, Armor and Basic Attack

These are the only 3 numbered Attributes you will need to keep track of for your Boss. Armor and Stamina is self-explanatory, but Attack is the basic number you will be using when players are triggering the Kick Butt Move, think of it as a general defensive or tackle move a Boss would do.

In general, for a group of 3 heroes, a boss with 8 Stamina is a minimum, and 14 is almost over the top. Basic Attack is 2-3. Armor is completely up to you. But a lot depends on the group and

you'll have to measure that for yourself. You can also always keep track of some other statistics - timers, gauges, minions, obstacle health etc.

Attacks

Now, you might be wondering what about the attacks and abilities a boss has? Important thing to note is that from your end, mechanically - it doesn't matter, as long as you're following the boss' style. There are 2 types of attacks - do damage and create an obstacle. Boss' style is important because it dictates what kinds of attacks your boss will have, without needing a concrete list, so there is no need to come up with specific ones.

There are always the classics - swings, bites, punches and kicks, plus all kinds of projectiles, but you can be creative with something like "self-destruct on death". In general, most Boss attacks will have the damage of 1-4 and allow any number of targets, so decide how you want to play with that depending on the situation you're in. Don't be afraid to knock out the heroes - they have the revive moves and the power of teamwork behind them! But also try not to do one-shot attacks without a clear obvious telegraph, so they don't feel cheated.

Spicing things up

So you might find that just having attacks for the boss is boring. There are multiple potential ways of making it more fun for everyone. Probably the biggest examples are: Extra Phases and Environmental Moves. In short, both of these stop characters from doing straight uninterrupted damage. Extra Phases are more narrative and don't change the boss mechanically too much, but expanding the battle with new visual changes to the boss (and maybe healing him a little in the back end), is a fun tactic to make players more interested. Environmental Moves change the battlefield to extend the battle and give new players obstacles to overcome. Think back to the bosses in Sonic video games - push them away, and force them to find a way back; create a river of water or lava between them; have a boss be constantly on the move; summon minions or even reset your defense or armor; Read the group and have fun with it. It's also suggested to use those mostly on the final boss, as opposed to the end of stage ones.

Also, the ending is important. Hero landing a successful final hit doesn't mean a Boss's death. This is a Saturday Morning Cartoon, so the boss will do anything to get away. Beg for mercy, suggest a deal, give them a scar and let them get away. The final hit will land and will deal damage when you'd like it to, but giving the Boss a final character moment could be a very powerful turn for the battle.

Obstacles are something that stop heroes from damaging the boss directly. They are not required but can be a fun puzzle to solve. It can be reflected in the Boss's armor Attribute, or can be a narrative tool. Here are some inspirations for that:

armor; constantly moving; energy or elemental barrier; feeding of arguments in the party; glowing weak points only; guards; MacGuffin defense; need to hold out until it wears off; needs to be moved to a position or a place; too much gunfire; waiting for a moment to open;

Running The Game

The general flow of the game should be hectic and action packed. Starting a stage, present heroes with a situation, as you envision it and see where they take it. Once they "land" and start properly traversing the stage in a way that they planned (be it a direct attack or a sneaky mission), refer back to the level style, obstacle tags they asked for and ones you deem appropriate to present them with challenges to overcome. If you're not sure what to do next, don't be afraid to ask their opinions as well, but also remember your GM Mindset.

Before we begin talking about it properly...

Description is Your Action

When you do anything - description is the most important part.

GMs technically have "moves", and they are limited to them, just like the players are, but your job is to use them in a way where it doesn't feel like you're picking actions from a list. They don't need to know that you have a list, or which action you're using, they just need to see and hear that things are happening around them.

At the same time, help heroes remember to use their moves in the game. If you see someone doing something that might count as a move, make sure you confirm with them that this is indeed happening and play out the move. For example, when a hero "heroically jumps on the tallest tower and starts calling everyone names", you should confirm if they want to use their "Welcome to the Greatest Storm" move for their flashy entrance.

GM Moves and Limitations

As mentioned above, GMs also have a limited amount of moves they can do. The difference being that they never need to roll anything, and these moves are more vague mechanical or storytelling twists and turns. Unlike players, that should be proud to use and name their moves, GM moveset is open to interpretations, and should never be named and stated out loud. It's kind of like you're playing a different game from the one they are playing.

In rules, you will notice that some things require GM to make a "hard move". That's because these actions are also usually used in one of two ways - as a soft move and as a hard move. Very shortly, the move is "soft" when it's used as a setup for something heroes can react to, and it's "hard" when used as a result of their fail or a mixed success. In some contexts, soft moves can be used as hard moves, but not the other way around.

For example: "The ground under your feet starts to tremble!" - this is an "establish a problem" move, and gives the heroes something to react to. What they do next is up to them.

"The Laser Attack from Neo Metal Sonic raptures the ground around you as you fail to dodge, dealing damage." This time it's "deal damage as established", used as a result of a failed dodge.

Soft Moves

- Establish a problem.
- Show an off-screen problem.
- Reveal information about someone.
- Threaten their things.
- Put someone innocent in danger.
- Give them a difficult decision to make.
- Present them with options and consequences.
- Taunt their Features.

Establish a problem. This is probably the most basic and commonly used move you will do, because it covers pretty much everything. Heroes should usually know when something bad is about to happen. It can be as obvious as a robot preparing to charge or something more subtle, like walls of the table starting to vibrate strangely. It should also be used to establish every threat currently present in front of the group - growing and changing terrain based on the battle. Magical barriers closing the area around them. Traps being triggered. Platforms rising and falling. And, of course, don't forget the countless enemies in their way - a squad of robots behind a corner or some lazy guards in a checkpoint playing cards.

Show an off-screen problem. Is similar to establishing a bad omen, but targeted more towards players, as opposed to heroes. Implied bad things as well. Knuckles feeling that the Master Emerald is stolen. A scream somewhere around the corner. Maybe even a "cut away" of something that the character would never see, but players might find interesting, shocking or even confusing. It can even be a setup for something far-far into the future, if you'd like, like a good character looking at a weapon for a strangely long amount of time. As long as it makes sense, of course.

Revealing information about someone is a powerful tool to drive character drama. What is important to note, is that this is one of the few moves you should do in cooperation with players, sometimes even asking them for direct input. From one of the heroes being too loud or annoying, to revealing the hidden fact that they don't have the technical skill to build a very much needed teleporter back home. Keep it appropriate to the scene, and make sure players are okay with playing those things out and don't be afraid to dial down.

Threaten their things. Usually a MacGuffin or a Treasure, but can be used on Gear and Pets as well. Players don't like losing things. **Really** don't like losing things. So try to make it justified and interesting. One thing to note - Gear and Pets can't be taken away permanently and you should always give them an option to return those in the stage. If they decide to abandon it for some reason, make sure to let them have a replacement of some sort in the hub and potentially even a way to bring back the old one.

Put someone innocent in danger. Heroes are here to stop the villain, but they can't let the innocent be in danger, and Villains love using that. Don't be afraid to throw some bystanders or even other members of the team in danger to present a challenge once in a while.

Give them a difficult decision to make. Heroes need to make complicated choices. Save the hostages or follow the villain? Run towards the train that's about to crash or stop a nuke? Save

the emeralds or escape from the falling ship? You just need to present them with circumstances for those.

Present them with options and consequences. Often, the heroes will want to do something that isn't a move... But it can't be done easily either. Let them know they can do it, but only if they pay a certain price. For example, you break that wall, but that will make you a target. The consequences could be a move, too: "you can make it before the door closes, but you'll need to Run For It."

Taunt their Feature. Each hero has a unique mechanic associated with them. Don't forget to draw inspiration from that and apply it to things going on around them. Rogues should have a lust for their Goal. Leaders should keep their team together. Guardians are protecting and using their Treasure etc.

***And don't forget! After every move you make, ask them what they do next!
This is a game of back and forth reactions.***

Hard Moves

These are much less vague, and much more mechanical. You are also free to add your own depending on your adventure or specific situation.

- Deal damage as established.
- Create more obstacles/make things worse.
- Give them multiple difficult options to choose from.
- Give them a -1 forward/ongoing modifier.
- Reduce Teamwork by 1.
- Ask them to establish a Set Piece.
- Disable one of their ability tags.
- Disable one of their basic moves.
- Disable one of their gear items.
- Disable or reduce their armor.
- Give them a solution, but only based on their Feature.
- Mark a hero as the biggest threat.
- Take control of a character.
- Split the group.
- Start or advance, a timer or a counter about something.
- Take out friendly NPCs.
- Take away MacGuffin or Treasure.

The Villain and The Boss Actions

The GM moves are general and all-applicable, but do remember that The Villain and The Bosses are basically the GM's characters, so similarly to Heroes they get their own, still very generic,

set of moves that they can make. Remember to incorporate their Style and Description when using those moves, to make them feel appropriate:

- Display in its full glory.
- Appear out of nowhere.
- Boast and gloat, maybe revealing a secret.
- Hint at its presence.
- Attack with great force and anger.
- Attack from an ambush.
- Steal or take something they need.
- Order underlings to attack.
- Destroy something.
- Escape, no matter how well imprisoned it is.
- Give chase.
- Run away after a failure or become a butt of the joke.
- Return from seeming destruction, but in a weaker form.
- Reveal a hidden weapon or form of power.
- Unleash an even more terrible evil.
- Reveal lore or a secret (maybe about a character).
- Betray someone's trust.

The Villains are your instrument to move the story forward. They will announce where they are heading next and why, they will explain their plans, they will give players hints on where to go, they will make threats heroes have to deal with and present dilemmas heroes will have to resolve. Don't be afraid to give information to your players, because you have an army or robots and endless obstacles to stop their path - and those always work!

Credits

And with that - thank you for reading! Hopefully, this book will let you go on your own adventure and have fun with your friends, because it did for me.

Based on characters from: SEGA, Sonic Team, IDW Comics, Archie Comics

Inspiration: Monster of the Week, Dungeon World, Masks, Worlds in Peril

Feedback and QA: ANoNameis, Arch, Daawnily, DickButtwoman, Gunblazer42, Lieutenant-America, SamuraiDDD and many more.

The original title and feedback: [Blealolealoleal](#)

New Title Graphic, Writing, QA, GMing: Torchbound

Artist: [Peachy Owl](#)

If you'd like to support this game - please contact the artists and ask them for commissions.

Thank you for reading and playing!