

BASIC MOVES

KICK BUTT

Whenever you want to take someone down, ask the GM if your target is open for an attack. If it isn't, GM will list the **Defenses** in your way. If it is, roll **+Approach** and add **Battle Counter**.

On a 10+, you beat the enemy or move to the next Phase of the fight.

On a 7-9, you exchange hits. Increase Approach's Battle Counter by 1.

On a miss, you fail and get punished.

Battle Information and Terms

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

Enemy Phase - Enemy Stamina.

Defense - Conditions and objects preventing you from Kicking Butt.

Battle Counter - Cumulative and shared bonus to Kick Butt based on your Approach.

Boss Aspect - Renewable Defense unique to Bosses.

MAKE IT TROUGH

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

On a 10+, you do it successfully.

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

On a miss, things go bad.

FLEX MUSCLES

When using your strength or smarts to physically change something, pick an option fit for your goal and roll **+Force** or **+Smarts**, GM picks.

On a 10+, pick 2 effects. **On a 7-9**, pick 1 effect & 1 collateral.

On a miss, things go bad.

Effects

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

Collateral

- Cause harm to someone friendly near.
 - Accidentally break something nearby.
 - Weaken the quality of your effect.
 - Create a Set Piece or establish a Boss Aspect (GM picks which one).
- You can pick the same options twice, as long as it's for different targets.

CONVINCE THEM

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

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

On a 7-9, a compromise will be needed.

On a miss, you offend or anger the target.

Exception: Used on Bosses, robots and actively hostile enemies is usually rolled with a disadvantage, GM can overrule this.

READY FOR ACTION

You can spend time adjusting your strategy, when you do, roll **+Smarts**. **On a 7+**, either change your Ability Type or have your next move affect as many characters as possible.

On a 10+, you also gain +1 Forward. **On a miss**, things go bad.

When Talking The Lead on this move, only the leader gains benefits.

FOCUS

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

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

On a 7-9, choose 1 effect and 1 Feedback. GM will decide it's exact effect.

On a miss, you lose control.

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

Effects

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

Feedback

- The effect is weakened.
- The effect is of short duration.
- You take 1-Damage (ignore-armour).
- Magic draws unwelcome attention.
- It has a problematic side effect.
- Create a Set Piece or establish a Boss Aspect (GM picks which one).

FIND OUT MORE

When you want to learn, add or establish something that wasn't set-up prior, state your intent and roll **+Smarts**. With GM's help pick and establish information based on the list:

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

On a miss, things go bad.

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

STAND IN THE WAY

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

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

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

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

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

TEAMWORK

TAKING THE LEAD

Before making a roll, you can lead willing and available teammates or Buddies to assist you. Others can be included in the result of the move, even if they weren't actively helping.

Describe how and roll your move. Following will apply:

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

HELP THEM UP (revival)

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

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

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

Each time you do this, gain 1 Momentum.

DISTRESS ASSIST (on a miss)

If a Hero fails a roll, help them by dropping everything you are doing and roll **+Teamwork**.

On a 7+, change the original roll's result to Mixed Success. **On a 7-9**, you're in danger.

On a miss, reduce Teamwork by 1 and no more Distress Assists can be made.

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

No Momentum is gained from this roll.

ADVENTURE MOMENTS

🌱 MOMENTUM AND RINGS 🌱

Your sheet has a track with 5 pips.

Check 1 pip each time a condition is met:

- First time you roll an Attribute. (per stage)
- By participating in Taking The Lead move.
- Rolling a (revival) move.

When you have 5 pips, gain 1 Ring.

The Ring is wasted if your Ring Counter is full.

You can use one of your Rings to:

- Succeed on any roll. (counts as 12)
- Negate any immediate damage nearby.
- Use Charged Ability Type for a short time.
- Unused Rings are turned to XP at end of stage.

★ STAR ATTRIBUTES (12+) ★

An aspect of your hero shines the brightest.

When picking "Make one of your Attributes into a Star Attribute" Improvement, check the Star checkbox next to your chosen attribute.

On any 12+ roll result of your Star Attribute, *ignoring the bonuses from Assist Bonus, Battle Counter and Karma*, perform your move "with extra benefits or to your desired perfection".

LIVE & LEARN (on a miss)

Any time a move would result in a miss outside of your battle with the Boss or Talking The Lead, you can turn that result into a success and establish a Boss Aspect. The following applies:

- You don't gain XP for this move.
- You don't gain Momentum from rolling the Attribute, even if it was your first time.
- You gain Momentum for Providing Context for the new Boss Aspect.

ABILITY TYPES

POWER TYPE

Kick Butt against all enemies within your Ability Range. If they have Defenses, exclude or accept the outcome.

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

Super Boost: Destroy one Boss' Defense.

ENERGY TYPE

Gain these Focus Effects:

- Heal 3 Stamina to a hero.
- Give advantage on a hero's next roll.

Charged: Mystic move can affect everyone.

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

SPEED TYPE

While performing a move, you can put it on hold for something else to happen, the original result happens.

Charged: Stop time just for yourself for a bit, can't deal damage during it.

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

CONSTRUCT TYPE

Increase the size of your constructs and reduce the need for materials.

Charged: Larger or lasting creations.

Super Boost: Make something or change Ability.

EMPATHY TYPE

When Taking The Lead you can to pull as many characters as you can. Everyone gains Momentum, but your Assist Bonus cannot go over Teamwork (even negative).

Charged: Call in any friendly character you've ever met to help you resolve a problem. They come in one at a time, and GM decides if they will stay as Buddies.

Super Boost: Every non-hostile non-hero character follows one of your commands.

ADDITIONAL MECHANICS

GEAR AND PETS

Once per stage, when rolling Gear's Attribute, automatically succeed. The description is a passive extension of your Ability, used for single targets.

Bubble (Style) - Breathe under water forever.

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

Boost (Force) - Your Ability gets a single new aspect (element or thematic, for example).

Rocket (Force) - Your Ability has longer range.

Memory (Smarts) - You have a perfect memory, even if you aren't conscious.

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

Ghost (Mystic) - A tie to a magic world.

Void (Mystic) - Push or control other's magic.

Rhythm (Attitude) - Music follows you.

Edge (Attitude) - You have a visual aura.

TO SAVE EVERYONE

When you find an undefeatable enemy, the GM will say what you need to do To Save Everyone.

When fulfill these conditions, everyone on the team enters their Super Form, describes it, and the following benefits are applied to everyone:

- Stamina is restored to maximum.
- You can choose a new Ability Type.
- You can change their Ability Description.
- You now have your Charged Ability Type.
- You gain one use of Super Boost.
- All Attributes become Star Attributes.

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

BUDDIES

Minor characters accompanying heroes on their adventures, controll by you and/or GM. They can be anything from generic temporary supporting cast, to story central characters with backstories and motivations. Can also be both individuals and groups of individuals, such as a squad of soldiers.

Commands - Players can command a Buddy to do things. When commanding, the hero rolls +**Attitude**, no matter the move they are using.

Taking The Lead - Buddies count as willing teammates for the purposes of assisting you in Taking The Lead with no extra conditions.

Recruiting - The GM will let you know if someone joins your group as a Buddy. Some can be recruited.

Counting - Some count as "individuals", other as "a group". The decision is up to the GM or the specific move that created them.

Behavior - Buddies will usually accompany the group in the background without impacting the game directly, until given a command by a hero. They can still be kidnapped or attacked.

Moves and Stats - Buddies can do to the Basic Moves. Some can also know a single Playbook Move or have a Feature. They will never be as durable as the heroes.

Revival - Generally not intended to be revived. The GM may allow it and dictate the roll needed, if any.

Rest, Peace and Quiet - You can use a Buddy during Take Five, to pick an additional option from the list. During Peace and Quiet, ask the GM if you can release any saved Buddies to gain 1 XP from each one saved.

RESTING

TAKE FIVE (rest)

When you have a minute to rest, choose one:

- Restore 1 Stamina.
 - Increasing Teamwork by 1 (one per rest).
 - Remove the (burned) tag from all moves.
 - Get +1 Forward.
 - Give +1 to someone's (rest) move.
 - Use a (rest) move.
 - Change Ability Type and/or Path (Changed).
 - One "(rest)" move can be used during the rest.
- Send out Buddies for an additional options.
Moves with a "(burned)" tag can't be used.



END OF STAGE RANKING

Read the questions below and count the number of "yes" answers you get, as a group.

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

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

PEACE AND QUIET

In-between stages your team can relax.

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

*Teamwork is set to 0 until every hero is in a scene, where at least 1 of these happens:

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

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



STAGE AND BOSS

LEARN A BOSS WEAKNESS

When asked to "**learn a Boss Weakness**", the GM will make an in-universe hint about a weakness you can use.

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

- On a 12+, treat the roll as if you have a Star Attribute.
- Get a +2 to a move.
- Use a move with a (burned) condition.

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.



ESTABLISH A BOSS ASPECT

When you are asked to "**establish a Boss Aspect**", you can "modify" either your main antagonist, or the boss of the current stage (your pick).

Choose one of the options below and let the GM introduce it:

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

This choice needs to be made by the player, with GM's help. If you don't know anything about the boss the GM will introduce them instead. (counts as a use of this action)

Providing Context

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

CREATE A SET PIECE

When you are asked to "**create a Set Piece**" will need to create an event that heroes will face soon. After you come up with your idea, the GM will modify it as they see fit and introduce it at some point during the stage. This choice needs to be made by the player, with GM assistance.

There are 2 types of Set Pieces to choose from: Manual and Random.

Random Set Piece

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

Manual Set Piece

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

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

HERO CLASH

RANDOM SET PIECE TABLE

A Hero Clash occurs when two heroes decide to have a fight for any reason. Before anything starts, establish what are the goals, victory conditions and demands of each side, as well as motivation behind them. There needs to be a reason why these characters would stop everything and fight it out. After that, the flow of battle is simple - players need to describe their approach to the duel, and the GM will decide a separate Attribute for each hero to roll on, as well as the order of actions, based on the description. The person with the highest roll is the winner.

Duel Length and Rounds

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

Playbook Moves

If a playbook move can be applied based on the attribute and context, with GM's approval, no roll is needed and hero gains +1 to their Hero Clash result or roll.

Rings

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

Bigger Duels

More than 2 people can participate in the Clash. Either via separate side-by-side duels or via Taking The Lead. When Taking The Lead, the leader gains the Assist Bonus from the amount of participants on their side, as per the regular TTL rules.

Ending the Clash

During any point in the match, a duel can come to an end. Depending on the position and the mood of each character, a battle can have one of 3 types of conclusion iwith this priority:

Compromise - both players find common ground, no matter the result or the score.
 - Both heroes get 1 XP, 1 Ring and set Teamwork to 2, after establishing what is the common ground they've decided.
 - Either hero can reunite with the other, should they become separated. This will stay an option until used, through Stages and even Adventures.

Surrender - losing hero can decide to concede, and has to follow the demands and convictions of the winner, but they have direct control as to how they will do it.
 - The winner gains 1 XP.
 - The loser gains 2 Momentum.
 - Reduce Teamwork by 1.

Victory - when the loser refuses to surrender, they can keep their convictions unchanged, 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.

| 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, chases, 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 |

If you can't come up with anything, you can just roll 2D6, or even pick an option from the random set piece table and the GM will come up with the rest. Which dice is row and which is column is completely up to you or GM, whichever option looks better or more interesting for you.