

THE CHANGED

STYLE 

FORCE 

SMARTS 

ATTITUDE 

MYSTIC 

XP 

MM 

RN 

GEAR & PETS 



THE PROSTHETIC - PATH

Curse - Everything you stand for pushes it away. Will generally damage Natural Stamina.
Tool - Means to an end, an accessory. Moves will wear out your Robotic Body.
Blessing - Your project, a labor of love. Moves will usually have a limited number of uses.

Robotic Stamina

A separate Stamina Bar that manages the state of your Robotic Body, comes with the following rules:

- Starting Robotic Stamina is 4.
- You usually pick which bar takes harm or healing.
- When it hits 0 you can't use your Robotic Ability.
- If a move requires an amount of Stamina, use your Natural bar. Robotic bar for (robotic) moves.
- Armor is applied to both bars.
- When Improving your Stamina - pick which one.

ABILITY

TYPE

RANGE

ROBOTIC BODY

RANGE

MOVES

[BASIC MOVES](#) [PLAYBOOK DIGEST](#)

Experience is gained on accepting a miss result, or when a move tells you.
When you have 5 XP, clear your experience bar and pick one of the following:

Improvements

Take either move from your playbook or a (robotic) move.....
Take a move from another playbook.....
Increase your maximum Stamina by 1.....
Get a piece of Gear.....

Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....
Mark one of the possible basic moves as advanced.....
Once per stage, you can ignore paying for a move based on your path.....
Get +1 to any Attribute, max +3.....
Increase your maximum Rings by 1.....
Increase your maximum Stamina by 1.....
Take another playbook's Feature (req: 3 base moves, 2 other moves).....

Final Improvement (after 9 Improvements)

You are free to pick your Path per move.....

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SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		