

## THE CHANGED

STYLE



FORCE

SMARTS

ATTITUDE

MYSTIC



### THE PROSTHETIC - PATH

**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 Ability.

**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 can change your path when you Take Five, in between stages or in hubs. Moves that require the use of your robotic parts will have different outcomes. You can completely redo your Robotic Ability for free between Adventures.

**Sum Rule:** The total sum of Robotic and Natural Ability Damages must never exceed 4.

ABILITY

DAMAGE

RANGE

ROBOTIC BODY

DAMAGE

RANGE

MOVES

[MOVE SUMMARY](#)

Experience is gained on rolling a miss, or when a move tells you.  
On level up, clear your experience bar and pick one of the following:

#### Improvements

Take a move from your playbook  
Take a move from another playbook.  
Get a piece of Gear.

#### Advanced Improvements (after 4 regular improvements)

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.  
Change your Playbook (can be taken multiple times).  
Change your Feature (can be taken multiple times).  
Change your Ability (can be taken multiple times).  
Once per stage you can use one of your limited abilities an extra time.  
Take other playbook's Feature (req: 3 base moves, 2 other moves).  
Once per stage, you can pick a different Path from a move you're using.

#### Final Improvement (after 6 Advanced Improvements)

You are free to pick your Path per move.