

RINGS AND RUNNING SHOES



Hello! This is a quick message from Torchbound, creator of this rulebook. 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. Please leave a Review, as it helps spread the word around about the game.

Also - 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) ways, 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, The Game 101

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 around the concept of the Sonic Universe - saving the world, overcoming obstacles and threats, beating bad guys etc. It can be played with your interpretation of the official characters as well, if you'd like.

Playbook is the role your character will play in the story they are in and will represent how deep they've gone in that role. And while they provide you with your starting Attributes, they are not strictly "classes" from other tabletop games, as much as archetypes from movies or TV shows - the main hero, the lovable comic, the savvy companion, the tortured prophet etc. In the future you will also be able to weave and combine them together, making your character more complex. Each playbook also contains a **Feature**, describing a unique mechanic each playbook has, allowing for slightly more customization.

Attributes are the main stats that represent your hero and how they tend to behave in most situations. 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.

This also includes special attributes like **Teamwork, Momentum and Rings**. Those are special, because they change throughout the stage and represent different aspects of how your adventure is moving along or are used as resources. Teamwork shows how well your heroes are working together, while Momentum and Rings act as the measurement of your individual gameplay variety.

You can read a proper breakdown of all of them in the Main Attributes and Special Attributes sections under the Universal Hero Traits chapter of the book.

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".

Adventure Moments are similar to Basic Moves, in a sense that they are available to everyone, but unlike Moves they don't require any rolls and just include rules and effects. If Moves are generally individual cool moments for your Hero to shine, Adventure Moments are kinda like story beats that trigger at specific times: break in the action, power-up sequence, team pose etc.

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 the majority 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.

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 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.

Peace and Quiet is the time and space of resting 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 that won't be necessary most of the time.

And just to put it all together, on a very surface level **the gameplay loop** consists of alternating Peace and Quiet and Stages. During P&Q you rest, prepare for the Stage, roleplay and develop your characters. During Stages you will be presented with an encounter by the GM, which you need to narratively describe how you want to resolve, leading to rolling the dice to the appropriate basic or playbook moves, creating or solving problematic aspects of the encounter, until the encounter is fully resolved and the group moves on to the next one. At the end of the Stage you will usually meet a Boss, which will work as a number of intertwined obstacles presented as their attacks and external factors, which will need to be resolved in a similar manner until the Boss is defeated. After you beat the boss you will receive End of Stage bonus experience and go into another P&Q.

World Rules Overview

You are special.

It's not an easy thing to say "this is the only right way of using this", especially when it comes to an open system like this one, but there are some principles that stories told with this ruleset were intended to follow. There is no hard lore or baggage that comes with this book. No historical records you need to memorize, or maps you need to borrow. What it does have is a very specific mood and feeling it was written with and requires to work as intended. Even in a fully original created setting, there are some thematic elements that players and GMs should try and follow to the best of their ability, or at least keep in mind.

Even if you're playing the most mundane character possible, everyone and everything in the world is on a completely different power and importance 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 heroes 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 should be filled with vast, colorful 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 at the end for more details about the exact flow of the session and gameplay.

How To Make A Character

A piece of advice first - communicate with your GM and the other players before the game. Character creation for Rings and Running Shoes should be a group process and based as much on the game you'll be playing, as your ideas for the character. Learn what is the mood and power level of the campaign, what's the hook and why each and every one of your heroes will be there for the adventure. Make your hero with all that in mind. Also, keep in mind that having a character completely uninterested or unrelated to the 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. Find a character sheet
2. Describe your Hero
3. Describe your Ability
4. Pick a Playbook

5. Choose your Feature options
6. Set your Attributes
7. Pick 2 moves from the Playbook

It's as simple as that. You will find more specific instructions as you read your playbook, but if you're still missing something, or need examples, here is more info on each of these steps:

1. Find a sheet - anything works, from character sheets provided with this book, to a list of paper or a document or anything else. As long as other players and your GM can read it easily.

2. Describe your Hero - draft down their species, visual description and name. It can be anything you like and the second page of the character sheet provided has special sections for that. Have fun with it!

3. Describe your Ability*. It can be anything you like and will be the "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 (make sure your GM is okay with it). You can also find more information about it in the Main Hero Ability section. Your hero can have super strength and climbing powers! Two tails to fly around! Pyrokinesis or Chaos Magic! A giant hammer that's always there for you! Or maybe you just want to shoot guns! All of those are totally valid!

*There are some Playbooks that have special rules about the Abilities they can have, like Robot or Changed. All of them will be found in your playbook's Feature description, in the next step.

4. Pick a Playbook that fits your character's general role in the story and goals the most. If you like being the main character, a generic hero, or can't find a better fit, The Lead is a good catch-all option. If you like to have an area of expertise, Tinker can help. If you feel like you have a fate to fulfill, Destined might be your choice. If you have something to protect, Guardian might be for you, etc. What is important to note is that playbooks are not traditional video game classes, they are rules or archetypes your character would usually play in the story. Each playbook has an opening introduction, which will give you a role and direction of the character, before you can start delving into the rules.

5. Choose your Feature Options - "Playbook Feature" is the first big section of each playbook (The Type, The Mechanism, The Treasure etc.), providing a core gameplay feature for that hero and giving you options to tweak it closer to your specific character concept. 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?

6. Set your Attributes from the Hero Attributes section of your playbook that better fit your character's behavior. Don't forget that you can swap places for 2 of them to customize more. Attributes are the main stats that represent your hero and good are they in most situations. You can read a breakdown of them in the Main Attributes section under Universal Hero Traits. Is your Lead stylish or passionate? Is your Guardian forceful or mystical?

7. Pick 2 moves from the Moves section of your playbook.

"Moves" are special maneuvers or moments that your hero can pull off reliably. Think about which ones will highlight the idea of your character the most or ones that would be cool moments you'd like to happen to them.

Will they always show up to save their friends? Are they preparing an extra strong attack for a special occasion? Do they have a crew supporting them?

And you're done! Take your hero to their first adventure!

Character Growth and Leveling

In Sonic's World the instances of "power growth" are extremely rare. Heroes occasionally gain a power boost, usually via collecting magical rocks or working with mystical creatures, but a hedgehog's speed doesn't generally rise over the course of the story. Instead, they grow as characters - they learn lessons, they become more complex and interesting, and what is the best way to do that? Working through your mistakes.

You gain an experience point whenever you accept the negative consequences of a miss roll result you made, complete a stage, or when a move tells you to gain XP.

When you collect 5 experience points, pick one of the "Improvements" listed in your playbook and your sheet and reset your experience bar.

You start off by having access only to the regular Improvements and most of them will just give you more moves or a Gear/Pets. You can only take an Improvement up to a specific number of times, represented by the number of checkboxes next to their text. When you have gained at least 3 regular Improvements, you can start choosing from Advanced Improvements, which are shown on your sheet or listed in the Extras section of the book.

Outside of moves and playbook specific Improvements, you can also gain Gear or Pets and increase your Attributes. You should be familiar with the Attributes from character creation and Gear ruling is covered in the "Gear and Pets" section under "Additional Mechanics".

You can't take the same move twice, and you can't take an Improvement more times than it has checkboxes. On the other hand, there are no limitations on the playbook or move duplication between you and your teammates, though it is advised to try and be unique in your level-up picks.

Universal Hero Traits and Basic Moves

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, for example, a cyborg, having a regular flash-and-blood fox boy using 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 defines them. It's usually some sort of distinctive but broad singular talent, that can be described with a short sentence or a phrase. The only restrictions for it are the ones you discuss with your group and GM for your specific game.

A 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 versatile enough, to be the main source of your hero's actions, so come up with something that works best for you and don't be afraid to think big.

Think back to your favorite Sonic character and start with writing a simple description of what it does. Some examples:

"Super Speed - run faster than the speed of sound."

"Pyromancy - ability to control and create fire with my mind."

"Magical Hammer - a magical hammer that I keep in my mallet space."

"Robot Body With Lots of Guns - a heavy metal body loaded with a lot of guns - miniguns, rockets, laser beams with the main goal of destruction."

"Bomb Control - ability to create and control all sorts of explosives withing my reach."

After you have your description you will need to choose 2 things to complete this part of the character reaction - your Ability's Range and starting Type.

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.

Ability Type is a bit more complicated. Ability Types are there to show your hero's current preferred application of their ability. Think of them as a "main strategy or fighting style". We'll cover them in more detail a bit below. If it's your first game, just start with Power and don't worry about it too much.

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 hand-range and Power Type. In the description you can include things you're good at - extreme gear riding, learning, military training, cooking etc. With that setup you'll be able to sidestep the whole system, if you wish.

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, these are meant to be created and used during gameplay where you can use your Ability to enact those special attacks.

Changing your Ability is completely tied to the story and the world you and your group are making, there are no mechanical restrictions on it.

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, if you think they will help in the moment, but you're not intended to carry them around with you all the time.

Playbook Features (talked about in more detail in each individual Playbook) based on your character playbook you might want to combine your abilities with your Playbook Feature. Tinkers can have robots as their Mechanism and Ability, Guardians could take powers from their Treasure etc. That is totally fine and should be mentioned in the ability's description.

Playbook Restrictions - There are some Playbooks that have special rules about the Abilities they can have, like Robot or Changed. All of them will be found in your playbook's Feature description, in the next step.

Step-by-step

With all that in mind - making your ability is a very simple 3-step process:

1. Describe it and write it down on your sheet. It can be anything you want.
2. Pick its approximate average range from the Ability Ranges section.
3. Pick your initial strategy from the Ability Type section (it can change later).

Ability Description

It's easy to say "describe your superpower" and stop there, but in a game where your Ability can be basically anything, with minimal mechanical baggage, the hardest part sometimes is to start. You've already read some basic examples based on classic Sonic characters in the Overview section, and should can be a solid starting point, but here are some more advice that could help you along the way:

Why do we need this and how is it going to be used? Well, can you imagine Sonic being what he is without his iconic speed? Or Tails without his two tails? These would be completely different characters, as their Ability is such a large part of their character. This is why we need the Ability and its Description - so if your group was stopped by a canyon, you can use your Ability to help everyone over. It will be something heavily integral to your character, an extension of their character and one of their major effects on the world around them.

Make it short, simple and general. The text box on the sheet covers about 3-4 lines of text and that should be plenty. There doesn't need to be a novel about all the specific restrictions and conditions. On that note it also doesn't need to include special attacks and maneuvers your character has. So "Dragon Kick! A special attack my mom taught me that can break up to 10mm of titanium, but only works under the full moon and needs a charge!" is bad, while "Really good martial artist that has the power of chi and is able to create blasts of energy from my body" is good.

Attack-based powers are easier for beginners. The Ability Type system is what allows you to create pretty much everything. You can make a hero with very bizarre powers like regeneration, luck or time manipulation, cooking, parlor tricks or opening portals, but if this is your first time playing, it's better to use something more classic. Elemental magic, gadgets, swordsmanship skill, super strength. Powers like that give you a simple Power Type ability that you can just use without thinking, while leaving the options open for other Types to be available.

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 than your hand's reach. Swords, some shotguns, whips, throwing knives.
- ❖ **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.

Ability Types

Pick one at the start of every stage or adventure. Ability Types are there to show your hero's current preferred application of their ability, "groove" or "stance" if you will. What's important is to think of Ability Type as a "main strategy or fighting style", not "what my ability does".

Every Ability can be used in many different Types in different ways, even if some Types technically suit better for specific Abilities. For example, a "super speed" ability can be used in Speed Type to take full advantage of it, or in Empathy Type if you'd like to be a speedster leader.

To help pick your Ability Type, ask yourself a question: "**My character's main strategy is...**"

"...direct combat, causing damage and destruction. We're looking for a fight."

Power Type - You can Kick Butt against every enemy within your Ability Range. If those enemies have any Defenses, you either need to exclude them from the attack or take the consequences.

Charged - You become much more powerful, nothing can stop you now. Gain the power of flight and ignore most simple environmental conditions that would affect others.

Super Boost - Display your power by destroying a Boss' Defense standing in your way.

"...being faster than the wind and showing off. We're going to be the coolest."

Speed Type - While executing a move, at any point in the process, you can put everything on hold for a couple of seconds, and let either yourself or someone else do something fast before continuing.

Charged - You can see everything with perfect clarity and have the reaction speed to outmatch it with ease. You can stop time just for yourself for a short while, but can't damage anything directly while it stopped.

Super Boost - Show off your skill, by perfectly performing one non-aggressive action that involves only you alone, but ignores your Ability Range

"...guiding others, using friendship, manipulating or mind control. The others can help us achieve our goals."

Empathy Type - When Taking The Lead you're allowed to pull as many characters as you can to help. Everyone still gains Momentum, but your collected Assist Bonus cannot go bigger than the Teamwork attribute (even if negative). It's a very helpful feature when you need to band together with everyone to do something, like crossing a river or dodging a huge laser as a team.

Charged - You can call in anyone you've met during your adventures and had a friendly relationship with to help you resolve any problem. You can call them in one at a time to help you and the GM decides if they will stay longer as Buddies.

Super Boost - Utilize your commands to have every non-hostile non-hero character follow one simple command to the best of their ability.

"...building, constructing or creating things, magical or physical in nature. Making this world more beautiful and protecting our friends."

Construct Type - Greatly increase the size of Flex Muscles or Focus constructs and reduce the need for materials.

Charged - You are inspired like never before and with no need for resources or restrictions, you can create wonders. When creating constructs, you can make them either incredibly large and

complex or permanent, all with minimal restrictions.

Super Boost - Put your skills to the test, by creating something perfectly or change your teammates' Abilities on the spot.

"...healing and supporting friends with either magic, medical equipment or simple encouragement. To heal, care and support our allies."/

Energy Type - You gain the following Focus options:

- Add a Focus option - "Heal 3 Stamina to a hero within your Ability Range".
- Add a Focus option - "Give advantage on a hero's next roll".

Charged - You are now emitting unbelievable energy that keeps your teammates charged up. You can share any Mystic move result with everyone within your Ability Range.

Super Boost - Protect your team, by creating a shield around every hero in your group that will fully absorb any next attack.

NOTE 1: This choice is not permanent. You are free to change your Type between stages and some moves will even allow you to change it in the middle of the action.

NOTE 2: You might've noticed that Ability Types have "states", specifically, "Core", "Charged" and "Super Boost". You will learn more about those in the "Momentum and Rings" and "To Save Everyone" sections, but roughly speaking, Core is how your ability will behave most of the time, but there will be moments where your characters jump in power from their Core Ability Type to the Charged one and beyond.

Main 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. The strength of your character should be covered in your Ability Description and Ability Type.

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" so to speak. The stronger your Force is, the more dedicated you will be to push harder to complete your chosen task, no matter the consequences, caring only 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 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 inner or outer higher powers and will try to consult them when going gets rough.

Star Attribute - at some point in the future, you will get the ability to make one of the aspects of your hero be developed enough to shine the brightest. When picking a "Change one of your Attributes into a Star Attribute" Improvement, choose an attribute on your sheet and check the Star checkbox next to it. On any 12+ roll result of your Star Attribute (ignoring the bonuses added via Assist Bonus from TTL, Battle Counter from Kick Butt and Clumsy's Karma), the move you're performing will provide extra benefits or will be performed to your desired perfection.

Special Attributes

Stamina



Hero's health pool and willingness to continue fighting. It doesn't always reflect the physical condition of their bodies, even if most of the time they are closely tied. A beaten hero dedicated to finishing the fight can have full stamina, and a healthy, emotionally broken hero can have 1 Stamina. Once Stamina reaches 0 your hero is "downed", meaning they can't participate in the action and will need to be revived by someone on your team. **Every hero has a starting Stamina of 4.**

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 group disputes. Important to note that Teamwork is not a "relationship" attribute - it shows how well you work together and not how you should feel about each other. Either way, it should make the group 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, usually starts at +2 depending on the result of Peace and Quiet, 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 increased back up by others.

If your Teamwork is at -1 you can still use a move that requires it as either a resource, an attribute, or that reduces it on a loss. Before you do though, the GM will come up with an additional issue you'd have to deal with, if you still want to follow through (it could be anything from a Disadvantage on the roll, to extra move conditions, to guaranteed consequences). The only exceptions to that rule are the (revival) moves.

Even if the group is split up, Teamwork stays a combined attribute for everyone.

Momentum and Rings

One of the main aspects of Sonic is his style, his drive 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. That's when Momentum and Rings come into play.



Momentum is displayed on every sheet with a track of 5 pips, marked by a green emerald. Once that track is full, you reset it and gain 1 Ring. By default, **each hero can hold up to 2 Rings**, but that can change.

First time you make a roll with each attribute, you check 1 pip of Momentum (you can use green checkboxes next to them). Each attribute stays "used" until the end of the stage, even after the Momentum track is reset. Along with using each attribute, Momentum can be gained reliably via the following methods:

- First time you roll each Attribute. (resets between Stages)
- By participating in Taking The Lead move.
- By using (revival) moves.
- By using playbook moves that give Momentum.



While generally not a physical object in the world, Rings are a resource that will get your hero out of even the most dire situations. You can use them at any moment to gain one of the following benefits:

- Automatically succeed on one roll, with a result of 12.
- Negate any immediate damage dealt to anyone in your vicinity.
- Trigger your Charged Ability Type for a short time. GM will say when it's over.
- Any Rings leftover at the end of the stage are converted into XP.

NOTE 1: If your Ring Counter is full when your Momentum bar fills again, that Ring will be wasted, so use them while you can!

NOTE 2: The reasons for gaining sudden power can be described as anything, from a magical power-up to a sudden moment of courage and character growth. Feel free to add a cool story from your hero's past that may explain why this worked out so well.

Armor

Some moves will give your character "Armor", it's an attribute that will reduce all the incoming damage your character receives by that amount. For example, if you have 2 Armor, and the GM says that you need to take 3 damage, you only take 1.

If you get Armor from multiple sources, they will stack, combining together. If your Armor is higher or equal to the damage you take, you take no damage at all.

Sometimes, either based on a roll result or GM's request you will take damage that ignores armor. As the name implies, no matter how much armor you have, you will take the full amount.

The 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, the GM will explain why by listing all the Defenses in your way. If it is, based on your Approach, the GM will tell you which Attribute to roll with the bonus from the Battle Counter.

On 10+, your attack is successful and the enemy is either beaten or moves on to the next Phase. On a 7-9, you exchange hits, but you create an opening. Increase the Battle Counter by 1. On a miss, you get hit and the enemy creates some defenses.

Battle Information and Terms:

So with that in mind, let's talk a little about fighting enemies. First of all, it's important to highlight that battle is never the only solution. Every single approach is valid, from sneaking and running, to distractions and convincing. But if it comes to that, enemies unlike regular obstacles, generally have a couple of extra attributes you should know about, that are listed here:

Approach - depending on the goals you want to achieve in battle with the enemy, the GM will let you know which attribute to roll, while still following the Kick Butt rules. Thing to note is that different Attributes/Approaches could potentially have completely different sets of Defenses.

Enemy Phases - enemy equivalent of Stamina basically. Most regular henchmen you encounter will be defeated in one Kick Butt, and the number of phases will never be higher than the number of players facing the enemy. Moving phases generally implies some sort of larger change in the flow of battle and can be represented by anything from layers of armor, forms, emotional stages to just plain HP. "Phases" are ended by successfully Kicking Butt.

Defenses - a number of obstacles that are stopping you from directly attacking the enemy. It can be anything from a valley of rockets, to an army of robots, a cloud of poison gas or heavy armor plating. Some of them can be ignored, if you're willing to take the consequences.

Boss Aspects - a unique feature of Bosses. These are special Defenses created as heroes are going through the stage. They refresh every Phase until stopped via Using a Boss Weakness or being targeted and removed individually. Check the "Learn a Boss Weakness" and "Establish a Boss Aspect" sections for more information.

Battle Counter - the flow of battle will inevitably move in the favor of the heroes if they work together. Every time you get a mixed success you will gain a Battle Counter. Different Battle Counters can be tracked for different Approaches, and can be changed around by the GM if a sudden change in direction of the fight occurs. This Counter resets between Boss phases and battles.

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 either choose to keep going with consequences presented by the GM, or find another way with a +1 Forward if you act right away. On a miss, something bad happens and you have to be bailed out by someone else.

Flex Muscles

Your hero is an important part of this strange, wild world and nothing should stand in their way. There are many ways of solving problems, but this move is about the most physical approaches, even if you are using magical powers to do so. Aggressively destroying or mathematically constructing, causing chain reactions or moving impossible weights are all feats worthy of Flexing your Muscles. So next time you encounter one of many barriers, rivers or canyons, use either your vast strength or impressive intelligence to overcome those obstacles.

When you want to apply your strength or intelligence to physically destroy, stop, move or change something around you, pick an option from the list that best describes how you do it and the GM will tell you to roll either **+Force** or **+Smarts**. On a 10+, you succeed, plus get to pick an extra bonus effect from the list. On a 7-9, something goes wrong: choose your effect and a collateral. The GM will decide what exact effect the collateral has. On a miss, you cause a huge mess.

Effects:

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

Collateral:

- Cause harm to someone friendly nearby.
- Trigger external and problematic destruction of property.
- Weaken the quality of your effect.
- Create a Set Piece or establish a Boss Aspect (GM picks which one).

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

Find Out More

When you want to learn, add or establish information about something that wasn't established by the GM, usually via looking around, checking for clues, or figuring out where to go next, explain your intent and roll **+Smarts**. On a 10+, with GM's help pick and establish 2 items from the list. On a 7-9, with GM's help pick and establish 1 item from the list. On a miss, GM will establish something that will make the current situation more difficult.

- Something that explains past events.
- Something that explains current events.
- 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.

Ready For Action

You can spend some time thinking over your future steps and adjusting your strategy, when you do, roll **+Smarts**. On a 7+, you can either change your Ability Type or have the next move you do affect as many characters as possible. On a 10+, you also gain +1 Forward. On a miss, something bad happens. If you are Talking The Lead on this move, only the leader gains the benefits.

Focus

Everything around you has a voice and character. Wind can become your companion, magical emeralds that can grant infinite power, plants that are waiting for the pleasant warmth of the sun, a frightened creature lashing out to save it's nest, an internal voice teaching you good from bad. Focus is about connecting to, feeling and slowly guiding these mystical elements. It's about using your soul and willpower to control the boundaries of yourself and the world around you.

Almost a meditational, spiritual approach to a problem. And yes, everyone, even heroes that don't have any obvious magical powers can use this move.

Now, there is a high probability that someone in your team will have some sort of unnatural ability - pyromancy, telekinesis, technomancy, chaos magic etc. Just like regular weapons, these abilities can be used to cause harm, but unless you're doing it in a very unusual and unique way, this move is generally not about that. It's about doing something unique and magical, even with abilities that are wondrous by default.

When you're trying to do something wondrous or unusual with yourself or the world around you, pick an option from the list that best describes your goal, then roll +**Mystic**. On a 10+, you achieve your aspiration. On a 7-9, it works imperfectly: choose your effect and a feedback. The GM will decide what exact effect the feedback 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.

Feedback:

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

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 feedback 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.

Stand in the Way

When you want to protect someone, roll **+Style**. On a 10+, pick 2 options from the list below. On a 7-9, pick 1 option from the list below. On a miss, you can't make it in time.

- You take no damage.
- The character you protected takes no damage.
- The character you protected gets Advantage (roll 3D6, ignore the lowest one), if they act right away.
- Redirect enemy attention somewhere.

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, you will need to come up with a compromise. 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.

Distress Assist

If another Hero just got a miss result on their move, someone can rush in to help, dropping everything else they were doing. Explain how you're helping and roll **+Teamwork**.

On a 7+, change the original roll's result to Mixed Success. On a 7-9, you are in danger. On a miss, you are pulled into the miss condition, reduce Teamwork by 1 and no more Distress Assists can be made.

If more than 1 Hero rushed in to help at the same time, only one of you rolls, but you do it with Advantage (3d6, ignore the lowest one).

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 (revival) move that will give you a 10+ option. Every time you roll this move, gain one Momentum.

The Adventure Moments

Taking The Lead

Before making your roll, you can lead some of your willing and available teammates (Heroes or Buddies) to assist you with a move you're doing. Describe how they are helping and roll the appropriate attribute. Other pre-established characters can be included in the result of the move, even if they weren't actively helping. The following will apply to this situation:

- Maximum number of teammates you can lead is your Teamwork attribute.
- Get an Assist Bonus of +1 for each assistant.
- If two or more heroes are involved, everyone participating gains 1 Momentum.
- For the purposes of this move, you gain control of participating heroes and their abilities.
- On a miss your Teamwork goes down by 1.
- Splitting the negative consequences will be decided by the GM.
- On a miss, everyone gets XP.

Live and Learn

Heroes are meant to win, and villains are meant to throw huge armies and traps to stall for time, so that their plans can be achieved. 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 full success. To do that, all you need is to establish a Boss Aspect. When you do, the following conditions are applied:

- As this is not a miss, you don't gain XP for this move.
- You don't gain Momentum from rolling the Attribute, if it was your first time.
- You gain Momentum from Providing Context of the new Boss Aspect.
- The GM will provide context on the villain's plans advancing.

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.
- Change your Ability Type and/or Path (Changed only).

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 or the next Stage.

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

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. Each participating character takes part in a scene describing their rest.
3. GM introduces the boss.
4. As a group, create a Set Piece.
5. Set Teamwork to +2*.

*This bonus is not applied and your Teamwork is set to 0 until every hero is part of at least one scene, where at least one of the things from the list below happens. The reason for this rule is to make sure that each hero gets the most of their character development during the breaks, as there will be way less time to do so during the stage.

- 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 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 start the next stage with 2 Momentum, but for each one Teamwork is reduced by 1.

To Save Everyone

When you encounter an undefeatable enemy, the GM will explain that the only way to defeat them is To Save Everyone. They will tell you what needs to be done, to achieve that state. When you fulfill these conditions, everyone on the team activates their Super Form, you are free to describe 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 to match this Super Form.
- Your Ability Type now uses its Charged version.
- You gain access to one use of Super Boost.
- All Attributes become Star Attributes.

If, for some reason, you can't reach the conditions To Save Everyone, you must be prepared to face some harsh choices. Ask your GM, what can you do to get the best out of this situation.

Super Boost is an action that you can do in your super form once, with no need for a roll and perfect success.

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 Taking The Lead, you can succeed 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 Teamwork by 1.

- ❖ **Heroic** - Once per stage, you can pull one of your teammates out of trouble, no matter how bad the situation is, though the GM might decide if that gets you in trouble. (no XP earned)
- ❖ **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 +1.

Heroic Leadership

As a Lead, there are no limitations on how many characters you can pull for your Taking The Lead move. Everyone still gains Momentum, but your collected Assist Bonus cannot go bigger than the Teamwork attribute (even if negative). It's a very helpful feature when you need to band together with everyone to do something, like crossing a river or dodging a huge laser as a team.

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]

Moves

When you create your character pick 2.

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

If you're willing to make an inspiring speech or a plan of action, everyone within earshot can change their Ability Type and make this move as (burned). Below bonus still applies when (burned).

You can also now rally bystanders by Convincing them to join you, and creating a mob unit as a single Buddy. 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, when your friends are in danger, you can come in to save them. As your entrance, you can destroy the thing that's threatening them (or move it to the next Phase). The character(s) you directly saved gain 1 Momentum.

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 close or far it takes place.

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

You get a +1 bonus on any Style rolls made while in the air, after you describe a cool trick. Also, you can land safely on any non-dangerous surface without taking any damage, after doing an awesome landing pose.

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 your rolls while 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.

Dear My Friend [Sonic Unleashed OST]

When you meet someone you feel would fit in your group, ask the GM what needs to be done to attach them to you via this move. When it happens, you gain that character as a Buddy. They have 3 Stamina, and they can help your hero without getting in trouble. When you finish a stage with that Buddy, you can either give them one of your Playbook moves (they can know only one at a time) or release them to get a new one and gain 2 XP.

Unleashed [Sonic Unleashed; Werehog]

You gain a stronger form, activated under specific conditions. 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 activate this form, when you deem appropriate and mark this move as (burned).

While in this form, you follow these rules:

- Mark this move as (burned).
- 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 Distress Assists and others can't help you either.
- Change your Ability Type on transformation and return to the original when it ends.

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, reverting all the Ability, Type and Attribute changes caused by this move back to normal. 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. When your friends can see how brave and cool you are, you always count as having 1 Armor. If you have full stamina, this bonus is increased to 2 Armor.

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

Your passionate speeches or gestures are an inspiration and help your friends coordinate. When assisting someone who's Taking The Lead, you can give a small speech to increase the Assist Bonus by 1, but reduce Teamwork by an extra 1 on a miss.

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

Being brought to the brink only makes your heart pump harder. While having 2 Stamina or lower, you can completely negate damage from one enemy Defense per phase and get +1 bonus to Force and Style 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 Momentum.

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

Improvements

You gain experience whenever you accept the negative consequences of a miss result, or when a move tells you to gain XP. On level up, clear your experience bar and pick one of the following:

- ☐ ☐ ☐ Take a move from your playbook.
- ☐ ☐ Take a move from another playbook.
- ☐ Get a piece of Gear or a new Pet.
- ☐ Increase your maximum Stamina by 1.
- ☐ Increase one of your Attributes by 1 (max 3).
- ☐ Change one of your Attributes into a Star Attribute.

When you have gained at least 3 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.

Connections

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 invention that will follow them into battle, be it a mech, plane, a robot helper or a specific gadget. It can count as a Buddy, if it makes sense narratively. It can also be included in Tinker's Ability description.

The Mechanism, outside of being a helper or a tool to the Tinker, comes installed with a number of pieces of Gear you stored on them. This Gear is owned and can be used by the Tinker, but only when the Mechanism is present and available nearby. It can be changed in-between Adventures or Stages. You can't store multiple of the same type of Gear. The Mechanism cannot be permanently taken away, destroyed or lost, but if you can't control or access it you lose its benefits. By default, Walker and Assistant count as an addition to your Ability, but they can be a separate thing completely.

You can learn more about how Gear works in the Gear and Pets section of the book.

- ❖ **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 assistant, with a simple AI of its own, that usually doesn't have any attack power, but can act independently, away from you.
 - It 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.
 - You can have a tool appropriate for your Expertise, as a weapon.

- Your Expertise/tool 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, but anything created by you under its umbrella will need to bear some sort of mark of your craftsmanship - be it your face or a logo.

NOTE: Anyone with this feature cannot take Gear as an Improvement, and if you have it - change it to something else.

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]

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, and you can both change your Ability Types. 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 (with Star Attribute if you have it) success, ignoring all Defenses in your way. 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). Change your Type and 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 the 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, 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, as long as you can justify your plans based on logic.

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 to Find Out More or Ready for Action with Advantage (roll 3D6, ignore the lowest one). 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 thinking and planning in a stressful situation, you can use your Smarts attribute for a Make It Through or Distress Call roll, by coming up with a quick plan of action. You can also substitute any roll to Smarts if it's covered by your Expertise, after explaining how it's related.

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

Once per stage, when you're participating in Taking The Lead with your whole team, you can make the result a 12, but only if your Teamwork is at least 1. When doing so, describe the maneuver you're using, name it and tell us how you came up with it.

Can Never Be Too Careful [Sonic Rides; Wave]

When a Boss Weakness is established in your presence, 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 gain 1 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

You gain an experience point whenever you accept the negative consequences of a miss roll result you made, complete a stage, or when a move tells you to gain XP. When you collect 5 experience points, gain a level - you can reset your experience bar on the sheet and pick one of the following:

- ☐ ☐ ☐ Take a move from your playbook.
- ☐ ☐ ☐ Take a move from another playbook.
- ☐ Take a Tinker move or a move from another playbook.
- ☐ Gain +1 Smarts (max 3).
- ☐ Change one of your Attributes into a Star Attribute.

When you have gained at least 3 regular Improvements, you can start choosing from Advanced Improvements, which are shown on your sheet or listed in the Extras section of the book.

Connections

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 important that they need to protect. It can be an item, a gem, a person, maybe even an ideal. That treasure can be updated at the start of every adventure. Describe the treasure and explain why and how your character is guarding it. Your treasure will also have some sort of power. Pick what fits best:

- ❖ **Gives Power** - Roll with Advantage (roll 3D6, ignore the lowest one).
- ❖ **Negates Power** - Destroy an enemy Defense when confronted with it.
- ❖ **Open Something** - Ask GM for 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 a hero's stamina to max.
- ❖ **Revive a Companion** - Automatic success on a (revival) move.
- ❖ **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, but when using it you must reveal the Treasure which will have a chance of putting it in danger.

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]

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.

Any time Treasure is attacked or damaged the damage will also affect you, but at that moment you can make a Mystic roll, which will be considered a full success (with Star Attribute if you have it) with no need for a roll.

Shift! Rock! Yeah! [Sonic Heroes; Knuckles]

When you want to throw a willing teammate at something, they take 1 Damage and you roll +Teamwork. You both gain 1 Momentum. On a 10+, each of you picks one from the list. On a 7-9, you pick one. On a miss, something bad happens:

- Affect something with your or their ability.
- They ignore the next damage done to them during the flight.
- Drastically change their location.
- If there are no defenses, the enemy is either beaten or moves to the next phase (costs 2 points).

'Operation Big Wave' [Sonic Forces; Knuckles]

When you rush into danger without a plan, roll +Force and gain 1 Momentum. On a 10+, you and your teammates can do one Kick Butt roll ignoring all Defenses or a full success Flex Muscles to use at any point in the initial encounter. On 7-9, you and your teammates gain +1 Forward. On a miss, create a Set Piece.

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

You and one other hero can clear a way for the rest of your group. You can destroy all the Defenses and obstacles in your way, describe how. When you do, the two of you will be left behind by the rest of the group in some sort of trouble and mark this move as (burned).

While there is only one other hero nearby, you gain +1 ongoing bonus to all your rolls.

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

When rolling Find Out More that is related to your Treasure, you can roll with Advantage (roll 3D6, ignore the lowest one), you can tell a short story based on the information you receive.

You can also use Mystic instead of Smarts to Find Out More, after using your mystical connection to the world.

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

You might not be the smartest, but letting off steam has led you to good results in the past. You can substitute any negative consequences of a Smarts or a Mystic roll with a Collateral option from Flex Muscles move.

You gain a +1 to rolls that involve breaking simple inanimate objects.

Must... Protect... [Knuckles; Sonic IDW #29]

The defense of your Treasure is the only thing that matters. If a move is related to directly retrieving or protecting your Treasure, you can pay Stamina to get the equivalent amount of +1s to the result.

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 and gain 1 Momentum. On a 7-9, let your opponent get too close, creating problems. On a miss, you 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.
- Change your Ability Type.

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 Rings or your Treasure, set your Stamina to full, after connecting with the Treasure on a spiritual level.

Return To Us! (revival) [Blaze; Sonic IDW #32]

When bringing another hero back into battle, you can make an inspiring display of power, which will help your teammates. On a 10+, direct all enemy attention to yourself, allowing your teammate to return with a showy surprise entrance, 3 Stamina and 1 Armor next time they get hit in this battle.

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

Improvements

You gain an experience point whenever you accept the negative consequences of a miss roll result you made, complete a stage, or when a move tells you to gain XP. When you collect 5 experience points, gain a level - you can reset your experience bar on the sheet and pick one of the following:

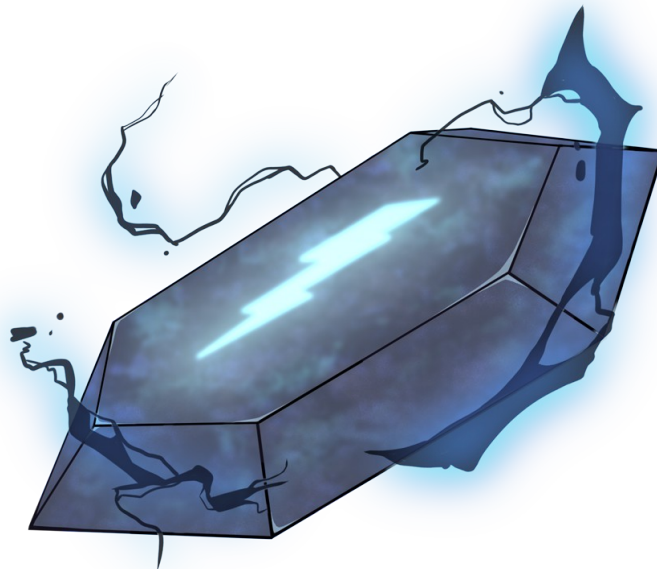
- ☐ ☐ ☐ Take a move from your playbook.
- ☐ ☐ Take a move from another playbook.
- ☐ Get a piece of Gear or a new Pet.
- ☐ Increase your maximum Rings by 1.
- ☐ Increase your maximum Stamina by 1.
- ☐ Change one of your Attributes into a Star Attribute.

When you have gained at least 3 regular Improvements, you can start choosing from Advanced Improvements, which are shown on your sheet or listed in the Extras section of the book.

Connections

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 tough brawl together. What was it about?



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 others. I believe things will get better. Together, we can make them better. [Tikal, Silver the Hedgehog, Chip the Light Gaia, 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 traveling to the future and coming back to fix it. Because of that, you always have access to this feature:

The Vision [Sonic Archie #280; Chip]

At the start of every stage, you will get a worrying vision. It will show you a potential unfavorable future, which will come to pass if you and your friends fail to fulfill a pretty specific unknown condition in time. It could also make you aware of any additional external hindrances that will obstruct your way, like losing Stamina at specific points.

When rolling Mystic once per unique move, no matter the result, you can choose to learn a clue, by checking against your Flaws and then asking one of the questions below. The clues will reveal **what needs to be done** to stop the bad future from coming. The first 4 questions can only be asked once:

- Target? - What person or object needs to be reached to prevent the bad future
- Where? - Where does the target needs to be delivered to prevent the bad future
- When? - When does the target needs to be there to prevent the bad future
- Doing what? - What the target needs to do to prevent the bad future
- A Yes/No question of your own wording.

For more information about creating these Visions, consult More about Stages and Obstacles section of The Game Master chapter.

On a miss, if you choose to learn a clue, you need to establish a Boss Aspect along with it. If you choose not to ask a question, that move is still "used up".

When you're close to the resolution of your Vision, the GM could give you hints about it.

If you succeed in fulfilling the instructions of the vision, your entire group gains 2 XP and 1 Ring.

If you fail to figure out and fulfill the prophecy successfully by the "When?" time, the story will move to a predicted direction.

The Flaw (pick two)

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 their behavior is usually accompanied by larger and more noticeable flaws. They can be from a different world, stubborn, stressed, restless or sometimes just simply way in over their head. Pick which two descriptions matches your hero more:

- ❖ **From a Different World/Time** - Destined can only get a Vision clue on a 7+ roll result.
- ❖ **Memory Loss** - Destined can't use playbook moves until they reveal a Vision clue.
- ❖ **In Over Their Head** - Destined can't ask to learn any more Vision clues after getting 3.
- ❖ **Mysterious** - Destined can't tell other heroes about their Vision before it's fulfilled.
- ❖ **Withdrawn** - Destined can only get Vision clues in a calm environment.
- ❖ **Unstable** - Every time Destined gets a new Vision clue, ask GM to change their Ability Type.
- ❖ **Restless** - Cut Destined's Max Stamina by 2, restore 1 each time Destined gets a Vision clue.

NOTE: If you're inheriting this feature and your playbook is not originally Destined, you only pick one Flaw.

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]

Moves

Master! [Sonic Archie #216; Silver]

You have a teacher or a guide that guides you on your quest. Sometimes it feels like they know more than you do, but it just means the danger you're facing is so much stronger. None of the Destined Flaws apply to or affect the Master.

If they are an NPC: Introduce them as a Buddy (even if they are not directly involved). Pick one question from the Clue list. Your Master will always provide an answer for it.

If they are another hero from your group: They will share your Vision with you and can ask questions, just like you, on their unique Mystic rolls. Both of you now will have to establish a Boss Aspect, when asking a question with a mixed success or lower.

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

Once per stage, you can direct a hero to act in relation to your Vision. Establish what action they need to perform and under which specific conditions. If they agree to follow your instructions, they will gain +1 under these conditions for the duration of the stage. You gain 1 XP and both of you gain 1 Momentum right away.

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... [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). Reduce your maximum Stamina by 1 until the end of the stage. On a 10+, you succeed, as you intended. On a 7-9, switch to Power Type, 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, everyone resting with you gains 1 Momentum 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 but you both gain 1 Momentum, and you restore your Stamina.

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. When you do, mark this move as (burned) and you roll +Style. On a 10+, your redirect hits true and the enemy is either destroyed or moves on to the next phase. On a 7-9, the attack misses its target, potentially hitting something else in the area. 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.

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 2 Stamina to you or one of your teammates.
- Gain 1 Momentum.
- Gain useful knowledge about the area.
- Learn a clue about your Vision.

Spiritual Companion [Tikal, Chip]

Mark Mystic as a Star Attribute when taking this move.

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. You can't Kick Butt with Force. 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 and can change your Ability Type. On a 7-9, you switch, but your old host takes 3 Damage (ignore armor). On a miss, you can't switch until the end of the stage and both hosts take 3 Damage (ignore armor).

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

When you decide to go all out for the last time, you can use To Save Everyone on yourself with all the benefits it provides, and ignore your Flaw(s) for the rest of the stage, as well as change your appearance and Ability to whatever you feel is appropriate (Spiritual Companions can gain a corporeal form and ability to Kick Butt).

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 you 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

You gain an experience point whenever you accept the negative consequences of a miss roll result you made, complete a stage, or when a move tells you to gain XP. When you collect 5 experience points, gain a level - you can reset your experience bar on the sheet and pick one of the following:

☐☐☐☐ Take a move from your playbook or one that uses a Mystic roll from any playbook.

- ☐ ☐ ☐ Take a move from another playbook.
- ☐ Get a piece of Gear or a new Pet.
- ☐ Change one of your Attributes into a Star Attribute.

When you have gained at least 3 regular Improvements, you can start choosing from Advanced Improvements, which are shown on your sheet or listed in the Extras section of the book.

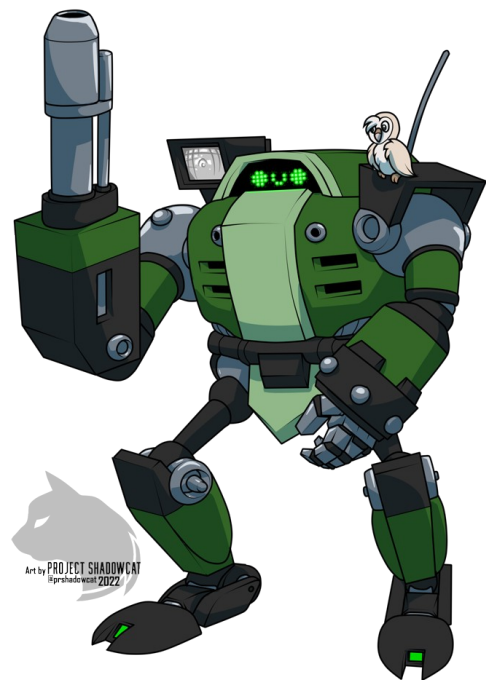
Connections

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 Robot

>_ Systems: ON... Weapons 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 Defect

The robots are about adaptation, optimization and learning. They are always receiving and processing data. But you are special. There is also always something in you, a non-functional piece of code, that you either choose to keep or can't get rid of for some reason. It could be from when you first found yourself, or put into you by your creator but it's a part of your being. Pick one:

- ❖ **Battle Urge** - Your first option is to destroy or force your way through things.

- ❖ **Social Studies** - You don't have much data on modern customs and social queues, but you do have a strong drive to learn, participate in and understand them.
- ❖ **Mechanical Response** - You have an urge to tell the most factual truths no matter what, sometimes to a comedic extent.
- ❖ **Protective Protocols** - You will do your best to preserve and protect any living creature.
- ❖ **Sponsorship** - You have a tendency to mention your affiliation and feelings towards the company that made you.
- ❖ **Voice Box** - There is something wrong with your voice modulation. You either can't speak or there is a specific talking-related defect with it.
- ❖ **Service Provider** - 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.
- ❖ **Custom** - Come up with your own.

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: This book can be "re-skinned", in which case all the "robotic", "mechanical", "hacking" or "technology" or similar terms 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.

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]

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 and mark this move as (burned). On a 10+, you completely destroy the

target. On a 7-9, you destroy enough of the obstacle to pass, but you damage yourself in the process - take 2 Damage (ignore armor). On a miss, you overheat your weapons or system - all playbook and basic moves that use Force are now marked as (burned).

If your team is assisting you, reduce Teamwork by 1 no matter the result.

We Go Together [Sonic Universe #50; Shard]

You can sacrifice yourself for something important. If you wish, pick a move that you can do and do it as a perfect success (with Star Attribute if you have it). 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 [Sonic Universe #3; Gamma to Omega]

Once per stage, you can transfer your programming, mind and soul to a different, weakened body. When you can secure a target, roll +Smarts. No matter the result, you gain 1 XP, re-write your Robotic Body with GM's help and can change your Ability Type. After that, the GM will dictate how much Stamina you have in the new body.

On a 10, you're fully integrated into the new system and gain some extra knowledge from the previous owner - pick one option from the Find Out More.

On a 7-9, you succeed in taking over the enemy's body.

On a miss, you take over the new body, but it's a rough transition - unequip all your Gear (including I Can Take 'Em move) and lose all Armor, until the end of the Stage.

When this move is performed on a Boss, and you roll a 7 or less, the GM can decide extra negatives.

Care Unit [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 gain an ongoing +1 bonus to all your or the pilot's rolls, can substitute their Attribute bonuses for yours or the other way around, and you can use each other's Ability Type.

While being piloted in a fight, this will in most cases make you take the bulk of the damage, count both of you as one unit for purposes of other moves, and make you either extra large or bulky for the purposes of traversal and hiding.

Bravo, New Boss! [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 the GM to decide if it works or not.

Urge to Maim: Rising [Sonic IDW #21; Omega]

Your urge to destroy only grows larger the more enemies you take down. Keep a counter and announce loudly every time it's increased. When defeating enemies or helping others destroy

foes with excessive amounts of destruction, add 1 to this counter (max 3). You can use 3 points to Kick Butt ignoring all Defenses OR gain 3 Momentum. This counter resets between stages and adventures.

Worthless Consumer Models [Sonic Heroes; Omega]

When Kicking Butt alone, against a crowd of enemies, you roll with Advantage (roll 3D6, ignore the lowest one). You can also gain the benefit of the Power Ability Type in this case. Describe how inferior all the enemies are to you.

Auto Repair (rest) [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. You can also change your Ability Type without spending a point during Take Five.

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

You're ready to sacrifice utility for protection, your heavy armor will restrict access to other equipment, but keep you safe. You always count as having 2 Armor, as long as you don't have any Gear equipped. Describe your extra heavy armor in your Robotic Body.

Adaptive Technology [Sonic Battle; Gemerl]

Your Focus move is now reflective of your adaptive 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 marked as (burned). You still gain Mystic Momentum from rolling Focus. You gain a Focus option of "Change Ability Type".

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

When you're accepting a command that contradicts your previous course of action from one of your teammates, ask the GM for 1 XP and gain a +1 Forward on the first roll related to that.

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

You gain an experience point whenever you accept the negative consequences of a miss roll result you made, complete a stage, or when a move tells you to gain XP. When you collect 5 experience points, gain a level - you can reset your experience bar on the sheet and pick one of the following:

- ☐ ☐ ☐ ☐ ☐ Take a move from your or Changed playbook.
- ☐ Get a piece of Gear, a new Pet or a move from another playbook.
- ☐ Get a piece of Gear or a new Pet.
- ☐ Change one of your Attributes into a Star Attribute.

When you have gained at least 3 regular Improvements, you can start choosing from Advanced Improvements, which are shown on your sheet or listed in the Extras section of the book.

Connections

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 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 the 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. It's very similar to the way Ability Types work.

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

Tool - This is a means to an end, a weapon that you use for your own means. Moves will wear out your Robotic Body.

Blessing - Your body is something special - it's your project, your labor of love and care. Moves will usually have a more limited number of uses.

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?

Robotic Stamina - Just like your natural body, your prosthetic parts require their own maintenance, which is tracked by a separate Robotic Stamina bar. This bar is separate from your Natural Stamina, and comes with the following rules:

- Your starting Robotic Stamina is 4.
- If you are being healed or attacked, you choose which bar it will apply to, unless specified.
- When your Robotic Stamina hits 0 you aren't considered "down", and you can still act, but you can't use your Robotic Ability, and you need to use regular healing moves to restore it.
- If a move requires you having a specific amount of Stamina, use Natural Stamina.
- Armor is generally applied to both Robotic and Natural Staminas.
- When taking Improvements that increase your Stamina, pick which one to increase.

NOTE #1: Any Changed moves that use the Path Feature by non-Changed characters are defaulted to the Blessing Path.

NOTE #2: Just like The Robot, this playbook can be "re-skinned", where all "legionization", "robotic", "mechanical", "hacking" or "technology" or similar terms should be changed to the definition of your character.

NOTE #3: Every time you're changing your Ability Type you can also change your Path, and the other way around for no extra cost.

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]

Moves

When you create your character pick 2.

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

You can change your Robotic Body to overcome any obstacle presented in front of you, as long as you've seen what you're dealing with. If you do, pay the price according to your Path, change your Ability Type if you'd like and roll +Smarts. On a 10+, you do exactly what you planned to accomplish. On a 7-9, do what you planned, and take 1 Robotic Damage. On a miss, your change goes bad.

- Curse: Pay 1 Natural Stamina.
- Tool: Pay 1 Robotic Stamina.
- Blessing: Mark this move as (burned).

Back Off! [Sonic Archie #265; Thunderbolt]

Being restricted in movement is something that never sits well with you, and you will go through any effort to set yourself free. When you are captured, restrained or grappled you can get out of it by making an effort. Based on your Path, the following is applied to your escape:

- Curse: Pay 1 Natural Stamina.
- Tool: Pay 1 Robotic Stamina.
- Blessing: Mark this move as (burned).

Integration [Sonic Archie #189; Dimitri]

Tinkering in other systems is always much more fun, when you can meld with them directly. 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 Robotic Stamina.
- Get 1 Armor on the next attack.
- Turn a minion into a Buddy or take full control of one of the Boss' abilities.
- Gain one option from the Find Out More list.
- Change your Ability Type.

Based on your Path, pay the following price:

- Curse: Pay 1 Natural Stamina.
- Tool: Pay 1 Robotic Stamina.
- Blessing: Mark this move as (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]

If you'd like to charge a very powerful attack that could destroy most enemies and potentially even power through multiple phases of a boss. While it's charging, you will need your teammates' protection. The damage strength will be based on how much you're willing to hold and GM will determine when you're ready to fire. This attack doesn't miss and requires no roll, but your hero loses all Armor while it's charging, you also take 3 Damage (ignore armor) right after the shot.

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.

- Turn a roll result into a 10.
- Change your Ability Type.
- Restore 3 Natural or Robotic Stamina.
- Gain 2 Momentum.

Once you're out of medicine, reduce your maximum Natural Stamina by 3. 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 [Sonic Archie #278; Cassia]

This will never not be a touchy subject. When someone mentions your Robotic Body or events related to it in a negative light, you can retaliate with the following benefits based on your path:

- Curse: Pay 1 Natural Stamina and destroy an active Defense or something else nearby.
- Tool: Gain Advantage (roll 3D6, ignore the lowest one) on the Convince Them roll to debate or convince them otherwise.
- Blessing: Pick one option from either Flex Muscles or Find Out More against the target.

Better Every Day [Sonic Archie #281; Bunnie]

Your mechanical parts are either new, unwieldy or just unusual for some reason and require a lot more effort than you would want. Every time you gain XP via a roll miss, instead of adding it to your XP track, you can add it to this move instead (permanently). When you collect 5 XP on this move, get rid of it and gain any valid improvement from any playbook.

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

Being the strongest of the group, usually means being the first target. 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 let your hero take the hit, to allow the boss to show off. Based on your Path, GM will need to put your hero through one of the following scenarios:

- 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.

And if they do, you can gain 1XP and 1 Momentum.

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

Sometimes it feels like these parts just work on their own. When you fully dodge an attack, or fully negate the damage with your armor, you can strike back right away. Mark this move as (burned) and perform the following counterattack based on your Path:

- Curse: Pay 2 Natural Stamina and the enemy is either beaten or moves to the next phase.
- Tool: Destroy the Defense that was stopped. You can use this move once on every enemy.
- Blessing: Roll Kick Butt with Advantage against the enemy, ignoring all Defenses.

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 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

You gain an experience point whenever you accept the negative consequences of a miss roll result you made, complete a stage, or when a move tells you to gain XP. When you collect 5 experience points, gain a level - you can reset your experience bar on the sheet and pick one of the following:

- ☐ ☐ ☐ Take either move from your or Robot playbook.
- ☐ ☐ ☐ Take a move from another playbook.
- ☐ Increase your maximum Stamina by 1.
- ☐ Get a piece of Gear or a new Pet.
- ☐ Change one of your Attributes into a Star Attribute.

When you have gained at least 3 regular Improvements, you can start choosing from Advanced Improvements, which are shown on your sheet or listed in the Extras section of the book.

Connections

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 Determination

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

When you want to do something that aligns with your Goal, you can do one of the following:

If the move uses your Method Attribute, you can roll with Advantage (roll 3D6, ignore the lowest one).

If the move doesn't use your Method Attribute, you can also change the attribute used for that move to your Method. 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, Taking The Lead)** - 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]

Moves

Smash and Grab [Sonic IDW Annual 2019; Jet]

Simple job, you've been doing it your whole life, what can go wrong? If you're trying to steal something and stay unnoticed, roll Make It Through with Advantage (roll 3D6, ignore the lowest one). On a 7-9, you can't back out. On a miss, create a Boss Aspect in addition to the miss conditions.

Once you have stolen something, you can ask a Find Out More question about it.

I Handled It [Sonic Universe #85; Maw]

You can attack viciously, without holding anything back. If you're Kicking Butt, attack as if exploiting a Boss Weakness, if the target is not a boss and has only 1 phase - destroy them. 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.

The Figurehead [Sonic Archie #196; Miles]

Once per stage, when you have time to talk, you can puppeteer one of your teammates to use their Feature or a Move for your plans. When you do, select which move/feature you'd like to use and roll +Smarts. You can store the result until you need it.

On a 10+, they will use their move/feature when, where and how you desire but it will not consume any resources, and the required roll will count as a result of 10. On a 7-9, they follow your commands normally, but have minor input on the execution. On a miss, you have to fulfill a demand of theirs.

It's Time for School [Sonic Universe #32; Lord Kukku]

Once per stage, when one of your teammates encounters something related to your Goal or something of your interest, you can travel there to claim ownership. As your entrance, gain possession of an object of your interest and ignore all damage coming to you for the next attack in this scene. Gain 1 Momentum.

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 close or far it takes place.

Mold This Power [Sonic Archie #181; Dr. Finitevus]

Once per stage, you can use your abilities to modify, control, drain or use something of great power. When you do, roll +Mystic. On a 10+, pick two from the list and apply to your whole team. On a 7-9, pick two from the list and apply them individually to someone, you also lose your subject. On a miss, heavily damage, corrupt or destroy the subject, with immediate negative consequences.

- Gain 1 Ring.
- Gain 1 Experience.
- Gain 1 extra use of your Feature (or a Vision question).
- Fully heal Stamina.
- Remove the (burned) tags from all moves.

You can't use a Ring on this move.

Attention All Scrubs [Sonic Archie #189; Scourge]

When you want to curse your enemy with the most aggressive or smug of statements, roll +Attitude. On a 7+, you can pick one of the options from the list below.

- You provoke the enemy to do an immediate simple action of your choosing.
- You force them to misfire or mishandle one of their Defenses for a short bit.
- If the enemy has no defenses, you either destroy or move them on to the next phase.

On 7-9, the enemy's rage is stronger than you expected in an unpredictable way.

On a miss, you fail and are considered a joke or a non-threat in front of everyone, take 1 Damage (ignore armor) and you can't use Attitude against anyone present during the use of this move until the end of the Stage.

No one can assist you on this move.

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

Once per stage, you can establish a leverage a villain has over your character. When you do, create a Boss Aspect, that is directed specifically at you. After that learn a Boss Weakness. Gain 1 XP and 1 Momentum.

I Was Reborn [Sonic Forces; Infinite]

You can create your own piece of Gear, to symbolize your determination. It needs to be visible and on you at all times. When taking this move, pick an attribute, and gain the following benefits while the Gear is on you:

- You gain a second Method for the selected Attribute.
- You can use this item as Gear for the selected attribute.
- It can give you a passive Gear bonus (discuss with GM).

If you lose the item, all your rolls done for the selected Attribute are done with disadvantage.

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. Establish them in broad strokes. They are not nearly as strong as you are, but are just skilled enough to keep up. If something happens to them, you can ask the GM for an easy way to find replacements. When fighting for you in the Empathy Type, they can Kick Butt with Advantage (roll 3D6, ignore the lowest one).

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

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, also mark this move as (burned). Gain 1 Momentum. You can also change your Ability Type.

Improvements

You gain an experience point whenever you accept the negative consequences of a miss roll result you made, complete a stage, or when a move tells you to gain XP. When you collect 5 experience points, gain a level - you can reset your experience bar on the sheet and pick one of the following:

- ☐ ☐ ☐ Take a move from your playbook.
- ☐ ☐ ☐ Take a move from another playbook.
- ☐ Get a piece of Gear or a new Pet.
- ☐ Change one of your Attributes into a Star Attribute.
- ☐ Increase your Feature's Method's Attribute by 1 for the entire stage after Brooding.

When you have gained at least 3 regular Improvements, you can start choosing from Advanced Improvements, which are shown on your sheet or listed in the Extras section of the book.

Connections

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 bad. 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 coooooo! 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 Pool

Every time any dice lands on a natural 1, you get a Karma Point, if you make a joke about it.

When something unnaturally bad happens, The Clumsy always seems to be in the thick of it, swaying the winds of luck and laughing at their (or others') mistakes. The Karma Pool represents a balance between good and bad luck swinging around your hero and the Karma Points are used to nudge it in your direction. It comes with the following conditions:

- If the dice roll is not yours, to get the point, the move needs to be resolved and you need to involve yourself in the consequences of that move.
- The result of the move doesn't affect your access to the Karma points in any way, no matter if it's a miss, mixed, full or even Advanced success.
- If a roll results in two natural 1s, you can add 2 Karma Points.
- If there are multiple Clumsys on the team, they all share the same Karma Pool.
- All the points you haven't spent by the end of the stage are converted into Momentum (for the purposes of getting Rings and converting them into XP).

The flow of this Feature can be a little tricky. For the purposes of the Karma Pool "a joke" can be anything from a simple reaction to a small scene describing your involvement to a suggestion for the GM to modify the consequences of the move to be more humorous. "A joke" can be inserted at any time after the dice lands on a 1 and before the consequences of that move are finalized and put into play, depending on the context and the flow of the situation.

Karma Points are used to **increase any roll result by 1** for each point spent, as long as The Clumsy is nearby. The points can be used the moment they are received, potentially even to affect the roll that caused them. The Clumsy can choose to apply these points to either their own, or other hero's rolls. They can also be spent on some of your moves.

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]

Moves

My Word Balloons Are Messed Up! [Sonic Universe #64; Bean]

Spend 3 Karma Points. For the next short while change one rule in the rulebook to anything you like or make up a new one, don't forget to establish those changes in-character. GM can overrule or change your decision.

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

When an obstacle can be justified to be overcome by an item, you can comically pull it out. First time use of this move is free, afterwards you'll need to spend 2 Karma Points. You can't produce The Guardian's Treasure.

Sidekick Position [Sonic Boom; Sonic]

Pick a teammate. They are now your best friend. The both of you now can:

- If one of you is leading Taking The Lead with the help only from the other one, gain advantage on that roll.
- Send the negative outcomes of a move to your friend, if you're near each other.
- Use each other's Ability Type.
- Communicate and tell when the other is in trouble, regardless of the distance between you.
- Whenever you pick "Take a move from your playbook" improvement, you can pick from each other's playbook as well.

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

You have uncanny powers that scare even your friends, but only when it really matters to you. When presented with a threat or an obstacle related to your ability, roll +Mystic. 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.

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

You can comically stumble into new information or useful items. Instead of rolling Find Out More, you can pick 1 option from the Find Out More list, but then let GM pick one as well.

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 enemy will consider you friendly until proven otherwise, and will follow a singular simple command. On a 7-9, the battle is completely stopped, and the enemy will retreat to fight you later. On a miss, pick a teammate - they have to run and save you, putting them in danger.

You Want Some Fries With That? [Sonic Boom; Dave The Intern]

Once per stage, you can suddenly appear next to any of your teammates, regardless of distance or availability. First time use of this move in a stage is free, afterwards you'll need to spend 2 Karma Points.

Donk! [Sonic Universe #65; Charmy]

Luck just works differently for you. When your roll result is one point away from the next tier, change it to be that tier, for both positive or negative results. Applies to the move wording ("on a 10+", "on a 7-9", etc) accordingly. Only applies to dice rolls, doesn't apply to Star Attribute results.

So 6 is a mixed success. 9 is success. But also, 7 is a fail and 10 is a mixed success.

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

Who doesn't pack a good lunch? Once per stage, when you Take Five, you can whip out a surprisingly large but relaxing picnic to help everyone take the edge off. Everyone resting can choose two options from the Take Five list, as opposed to one.

Also, gain an additional option every time you Take Five:

- Add a point to the Karma Pool

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

When your Stamina drops to 0, get 1 Karma Point and you can still do one more action before going down. Get 1 more Karma Point after you go down.

Improvements

You gain an experience point whenever you accept the negative consequences of a miss roll result you made, complete a stage, or when a move tells you to gain XP. When you collect 5 experience points, gain a level - you can reset your experience bar on the sheet and pick one of the following:

- ☐ ☐ ☐ ☐ ☐ Take a move from your playbook.
- ☐ ☐ Take a move from another playbook.
- ☐ Get a piece of Gear or a new Pet.
- ☐ Change one of your Attributes into a Star Attribute.

When you have gained at least 3 regular Improvements, you can start choosing from Advanced Improvements, which are shown on your sheet or listed in the Extras section of the book.

Connections

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 behavior makes you giggle every time. What is it?

Additional Mechanics

Advanced Improvements

When you have gained at least 3 regular improvements, you can pick one of these on your level up:

- ☐ ☐ Take a move from yours or another Playbook.
- ☐ Change one of your Attributes into a Star Attribute.
- ☐ Get +1 to any Attribute, max +3.
- ☐ Increase your maximum Rings by 1.
- ☐ Increase your maximum Stamina by 1.
- ☐ Take another playbook's Feature, requires having at least 3 moves from your base playbook and at least 2 moves from the other playbook.
- ☐ (Lead only) Pick one more Type from your list.
- ☐ (Tinker only) Based on your current Mechanism gain the following:
 - Mech becomes bigger and can store up to 4 people (armor and restrictions apply to everyone).
 - Assistant can now carry an extra piece of Gear.
 - Your Expertise's Gear can now be used one extra time per stage.
- ☐ (Guardian only) Gain 1 Armor while you have your Treasure on you.
- ☐ ☐ (Robot only) Take a move from yours or another playbook.
- ☐ (Destined only) Remove one of your Flaws.
- ☐ (Rogue only) Once per stage, as a player, you can introduce an immediate situation involving your Goal. GM can modify it slightly.
- ☐ (Clumsy only) You start every stage with 1 Karma Point.
- ☐ (Changed only) Once per stage, you can ignore paying for a move based on your path.

Star Attribute - one of the aspects of your hero is developed enough to shine the brightest. When picking a "Change one of your Attributes into a Star Attribute" Improvement, choose an attribute on your sheet and check the Star checkbox next to it. On any 12+ roll result of your Star Attribute (ignoring the bonuses added via Assist Bonus from TTL, Battle Counter from Kick Butt and Clumsy's Karma), the move you're performing will provide extra benefits or will be performed to your desired perfection.

"Take another playbook's Feature, requires having at least 3 moves from your base playbook and at least 2 moves from the other playbook" means adding a second feature to your current sheet, creating a hybrid of 2 playbooks, a multi-class of sorts. Make sure it makes sense for your character and the story. Check each one of your current moves and gear with the GM and decide 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 1 new move from your second playbook. Finally, copy over the Feature of the second playbook to your sheet. Your Improvement options

stay the same as they are in your original sheet, but "Take a move from your playbook" now implies moves from your second playbook as well.

"Take a move from another playbook." with moves that rely on or mention another playbooks' Feature generally shouldn't be taken by other playbooks, but can be discussed with your GM and added to your character if they allow it.

This game is based on Sonic stories and Sonic being a franchise, characters don't generally change their core roles or their powers in each adventure. As you might've noticed, there is no Improvement to change a hero's playbook or ability. It is up to you and your group on how to handle that - it can be changed narratively, or maybe with a use of a Level Up.

Final Improvements

When your character has at least 9 Improvements you can pick an appropriate Final one from the list. When you do, your character stops gaining XP.

The Lead: The perfect main character, nothing can stop you. You can now use Charged Ability Types at any time, as long as your whole team is nearby.

The Tinker: Expanded garage of gadgets. You can pick an additional Mechanism.

The Guardian: Larger responsibility and an even larger power. Choose another Treasure, you now have both with 1 use per stage, for each.

The Robot: Your soul ascended above any technology. Any roll result involving hacking or technology could be set to 10.

The Destined: Future is still dark, but you are now in control. When you succeed in resolving your Vision, you can dictate the exact positive outcome of the events you affected.

The Rogue: You have reached your goal and are now a master of your craft. You can use your Method without any need to justify it being for your Goal.

The Clumsy: Lucky charm. The first Karma Point you gain in a stage becomes special, never leaves. can be combined with the rest for your playbook moves, but it can only be used once per roll.

The Changed: It's been a long journey, but now you're finally complete. You are free to pick your Path per move.

Buddies

Buddies are characters created by the GM to help the group in their challenges. They can be anything from generic temporary supporting cast, to story central characters with backstories and motivations. They can also be both individuals and groups of individuals, such as a squad of soldiers.

Recruiting - The GM will let you know if someone joins your group as a Buddy. Generally, characters that are not directly hostile towards the heroes can be recruited using Convince Them or other playbook moves.

Counting - not all Buddies are "individuals". A squad of soldiers or Chao can count as a singular Buddy, while a helping guide and a cheerful radio operator count as individual Buddies. The final decision is up to the GM or the specific move that created them.

Behavior - Buddies will act in a way that fits their personality or goal, usually accompanying the group in the background without impacting the game directly, until given a command by a hero. Nevertheless, they can still be kidnapped or attacked.

Moves and Stats - Buddies have access to the basic moves, but some of them are extraordinary enough to also know a single Playbook Move or even have a Playbook Feature. In general, Buddy Stamina is up to GM, but they will never be as strong or durable as the heroes.

Commands - The player characters can command a Buddy to perform one of the basic moves or their Playbook Move, if applicable. When commanding, the character rolls +**Attitude**, no matter the move you've chosen.

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

Revival - Buddies are generally not intended to be revived, as they are not as durable or important as the heroes. The GM may allow it still, in which case they will dictate the roll needed, if any.

Rest, Peace and Quiet - You can send a Buddy out during Take Five, to scout or do chores or other narrative-appropriate reasons, in order 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.

Gear and Pets



When you pick an improvement that says "Get a piece of Gear or a new Pet", you can create a smaller companion Pets or pieces of Gear which will be added to your hero and expand their Ability. For simplicity, everything related to the rules about this, will be using the term "Gear" to mean "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 be used by your character on their adventures. Thing is, this is not just a random cool gun you found and threw away or a one-use jet-pack you cobbled together to escape from a pit. Gear/Pets are a special, recurring, unique and memorable part of your character - a jet booster made specifically for your robot model by your creator, an amulet filled with mystic power given to you by a friendly god, or a chao who was with you your whole life. Something special to you and your character.

Just like with character visuals, the type and the description of your gear is completely up to you. It can be an item, a pet or something else external that would provide the described benefit. For example, an Eagle Wisp pet could mechanically serve the same purpose as Extreme Gear, a Chao can amplify magic powers or be a thrown weapon better than any artifact.

Mechanically, Gear serves two purposes:

Once per stage, when your character is performing a move using a piece of Gear and rolling its 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.
- ❖ **Edge (Attitude)** - You have some sort of visual aura around you.

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

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.

All the choices presented in this section need to be made by the player, with potential assistance from the GM.

There are 2 types of Set Pieces: Manual and Random, and you need to decide which one you'd like to make.

Manual Set Piece

If you think you have an idea, or you can come up with one in a short period of time, you can describe an event that you want to happen during this stage. **If you pick this option - ask the GM for 2 Momentum (and for Peace and Quiet the whole group does).** Here are some inspirational pointers:

- It can be as brief, specific, difficult or easy as you'd like.
- It can be a sequence you wanted your character to participate in.
- It should probably involve elements that will give you a better Stage Ranking.
- It should help you push up your Momentum.
- It can be a reason for your character to show off one of your Playbook Moves.
- Don't be afraid to ask the GM for feedback or even ideas, just be ready to expand on them.
- You can use the Random Set Piece table for inspiration, as long as it results in your idea.

Random Set Piece

Coming with ideas on the fly can be difficult, especially at the start of the session. So you can just leave it up to the chance. Roll 2D6, or even pick an option from the table manually and the GM will come up with the rest.

| 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 | Densely | A special | Mini-game, | Love | Someone to |

| | | | | | | |
|---|------------------------------------|---------------------------------------|---------------------------------|--|---|-------------------------------|
| | save from environment | populated area | event, celebration or gathering | competition, special activity | interest: new, past or present | 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 |

Boss Aspects

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 will be introduced by the GM in any way they deem appropriate - from describing a scene with the villain that heroes can't see, to presenting the changes happening in real time.

In gameplay terms, Boss Aspects can have one of two options - they will either be added to the boss battle as a "Boss Aspect Defense", something that will persist over all boss stages and needs to be handled directly, or, will be a drastic modification to the story of the stage or the boss, like a new boss phase, extra story events or sudden twists.

For example: You pick "Boss just gained a new resource or an ally". If you wish, you can say that you'd like to fight more enemies than just the solo boss and gain 2 Momentum. Based on that, the GM will decide that it will make sense for them to gain an army of E-Series robots. They will describe to you how the next room you enter has a facility created to manufacture these robots. When you enter the final battle area, they will have a facility pumping out E-Series against you, which will be active the whole battle.

All the choices presented in this section need to be made by the player, with potential assistance from the GM.

When you are asked to "establish a Boss Aspect", pick one of the options below and the GM to introduce into the story:

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 new or a past connection to one of the Heroes.
6. They become more aggressive or are replaced by someone more dangerous.

Usually you will not be asked this if you don't know anything about the boss, but if you are - this needs to be replaced by the GM revealing or establishing them to the group. (this counts as a use of this action, even if there is no direct input from you)

If there is more than 1 boss, the GM will decide which ones the aspect goes to. Also, 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.

Providing Context

Just like with Manual Set Piece creation, you can gain a small benefit for creative thinking. 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**. While the Boss Aspect creation process is pretty much completely on GM's shoulders, giving them time to think and providing extra context can help them in the creative process. Here are some helpful questions:

- Is it something you think this type of boss should've had?
- Is there a cool idea you have that you feel would work for this?
- Is it something you want your character to face?
- Is there a specific dramatic event or mood you'd like to see?
- Do you have a situation in mind that this reminds you of?
- Is there a piece of character development that you'd like to expand on?

Boss Weaknesses

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 of the following bonus 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.

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. Except when none of the above options apply.

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.

- Was a difficult task accomplished by the whole team?
- Did you find an unpredictable way to solve a problem?
- 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 gain information or a boss monologue about their plan, motivation or secrets?
- Did you establish and/or resolve a personal connection with the boss?
- Was a personal goal reached by any of the heroes?

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

| Answers | 1-2 | 3-4 | 5 | 6 | 7 |
|---------|------|------|------|------|------|
| Rank | C | B | A | S | SSS |
| Reward | 1 XP | 2 XP | 3 XP | 4 XP | 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.

- ❖ **Compromise** - both players come to a 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 on.
 - 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 exactly 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.

Playbook Moves - if a playbook move can be directly applied based on the attribute and context, after GM's approval, no extra roll is required. The move works and is included in the description of their attack. Plus that hero gains a +1 to the Hero Clash result or roll of this round, negative effects of all playbook moves might be applied by the GM either after the clash or incorporated in it.

Bigger Duels - more than 2 people can participate in the Clash. That can be arranged either by having separate side-by-side duels or via Taking The Lead. When Taking The Lead, the leader will take the appropriate bonus from the amount of participants on their side, using the regular TTL rules. 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 as if they were used in game.

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.

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. As simple as that. For newer players, it is also suggested that you keep your Ability unchanged until you reach Advanced Improvements. There is no mechanical payment for any changes you make or penalty, it's just advice that will give you time to get used to the system.

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.

How to Play

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 your roleplaying and/or moves when they are called for. This leads into an ongoing back-and-forth between the GM and heroes, as each decision and action flows into new situations, requiring new decisions about what happens next. GM puts a lot of work into making the world feel like, so bring snacks, to keep them fueled!

The Heroes' Agenda

So, conceptually, what does it mean to be a hero in Sonic's World? 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 when roleplaying.

- Make sure the characters' lives are not boring or mundane.
- Create moments of awesome or drama.
- Play to find out what's behind the horizon.
- Reach the villain, figure out and stop their evil plans.
- Be the hero of your story.

As heroes, you are seemingly regular mobians with amazing abilities roaming the world helping people in need and stopping evil villains. You have your own problems, conflicts and dramas, but they rarely overstep the main goal of beating the bad guys. You are awesome, there is no one else stronger or more important than you and you are this world's last hope - if you won't do it, no one will.

The Game Structure

Now that we know who we are, we're ready to start our adventure!... Where? How? Well, the game does have a structure. It's not as loose as other Powered By The Apocalypse games or even other tabletop games, but that structure is there to keep the game feeling like an adventure in Sonic's World.

Everything starts in Peace and Quiet. You might've noticed it in the list of the Basic Moves, and if you did - you should have a good overview. Everything is peaceful and nothing bad can happen. Peace and Quiet is the place and time before and in between Stages, which will allow you to recharge, relax and progress all your personal character stories. Everything will be refreshed and it will be all roleplaying. During that time, the GM will also provide you with information about the upcoming stage, the Boss and all the other story bits that need to happen. You will also create the upcoming Set Piece for the stage, but that's a more mechanical question for a different section.

After the Peace and Quiet you will be thrown into or enter The Stage. Stages are the "active" part of your adventure - here you can kick butt, show off and fight your way through all the obstacles. Most of the game will take place here. You will start at point A, reach point B, which will most likely include the Boss Battle, and have fun along the way. At the end of the stage, the GM will ask the group a number of "End of Stage Ranking" questions, which will determine how well you were playing as Heroes and give you some bonus XP, at which point we'll return right back to Peace and Quiet.

The Moves

As we discussed, outside of roleplaying your hero, there will be moments when dice need to be rolled - these moments are called "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 when the game's rules get involved in the story. So what can you and cannot do and when do you need to roll dice?

If it's a simple mundane task or one falling under your Ability, that doesn't come with any pressure, you can just do it. It happens as you intend.

When you add pressure to the above actions, there is a pretty high chance that you need to find a Basic Move and roll for it. If there is a condition that would meet a playbook move that happens under pressure, you can follow the instructions of that move. For the purposes of the game, "pressure" is anything that can be used to justify heroes not having an extremely long time to solve a presented problem. It can be anything from laser fire and bomb timer ticking down to raising temperature or strong winds to the grip strength of a person they are trying to save. As long as it doesn't allow them to take their time, it can be considered pressure and can be used to ask them to roll for a Move. Players can argue pressure against their GMs, by simply asking what's stopping them from just doing a thing, but generally, "just doing" something doesn't come with bonuses you can get from getting high rolls - it just happens.

The GM can also say that you cannot do something no matter the roll result. Usually if it doesn't fall under your Ability or casual skills, or something that is impossible for your character to do. It means that you can't even attempt to roll or apply a move for it.

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

Generally, the process of using moves is you describing what you do, GM interpreting your description as a Basic Move, and you rolling the dice, OR, you saying you would like to use a specific Basic or Playbook Move, describing how and GM either agreeing or correcting you on it. Then the dice are rolled and the result is played out.

Sometimes the GM 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.

One more thing - some moves will have what could be described as "roleplaying requirements". For example, Never Fear The Fall from Lead asks you to describe cool tricks while in the air to get the +1 Bonus. These are by no means set in stone conditions and are there mostly to convey the intent of the move, a cool moment they are supposed to invoke. They can also be replaced by something more appropriate to your character or the context of the moment, as long as the spirit stays the same, for example, Show 'Em How It's Done can be a group-created flashback describing a training montage of the move you just did. However, sometimes, in the heat of the moment, or if someone forgets about these conditions, it's totally okay to just use them as simple +1 to your roll, but you should strive to follow them as often as possible.

Taking The Lead

Teamwork is an important part of the system and the setting, thus working together is also a mechanic. The wording of "Taking The Lead", being the main method of doing so, is pretty vague on purpose, as covering all potential variations of characters working together is near-impossible. But in this small sub-section, I will try to cover the intention behind it and explore when it's most applicable.

The purpose of this move has always been to ease the burden of coordination for the players, which is why it's written to ask one of the players to take control of others. If you have a good idea, assuming others are not against it, you should try and do it. This can also lead to classical emotional character moments of trust and teamwork. But when should it be used?

This move allows you to combine Abilities of characters in your team in creative ways to work together to solve a problem. The simplest example is in team attacks - "toss me at the enemy so I can break through the armor" and such, but it doesn't have to be just that. Performing a magical ritual, grouping together to annoy/distract the enemy, putting your heads together for a science experiment.

Here is a good rule of thumb on how Taking The Lead works - when a group of characters wish to solve a problem via Taking The Lead, all of them will be part of the resolution, but only the ones that can actively help the leader will be taking part in the Taking The Lead roll and be responsible for the action that occurs.

What reasons would stop someone from actively helping? Generally speaking, it's either a physical inability to do so or Teamwork Limitation; that is, the Teamwork number is lower than the amount of teammates willing to assist. Usually, this comes up when working with Buddies, civilians, in large groups or with characters that can't help you because of injuries or lack of a specific ability.

These examples can also change based on context and roleplaying. Let's say that two of your heroes need to flip a car, crushing the third hero - in this case, the two heroes working together will be able to use TTL, while the third one (or the leader of TTL) would need to provide GM with a good enough justification to be included. That justification can be anything from pushing from below, to emotional or magical support, as long as the context of the situation allows it.

Now, how do Leads and Empathy Types, characters that allow you to include characters over the Teamwork Limitation, interact with this? They are still affected by the "actively helping" rule, but they have access to a much larger pool of hands and abilities, so they can achieve more with greater efficiency, or even allow for things normally impossible with a smaller team. For example, if you need to cross a river with a group of 30, a regular team would start a TTL to manually transport them one by one, while one with a Lead or an Empty Type could organize a creation of a bridge. Even if the mechanical Assist Bonus bonus to the roll would be the same,

the in-universe actions, the severity of consequences and the speed of the process would be highly different. You can also read more about Empathy Type in the Ability Types and How To Use Them section, later in the book.

Sometimes you also can end up in a situation where even with multiple characters, TTL is not possible, usually when there is no one to help you. For example, if there is a chasm, and no one in your team can fly, you will be the only one rolling Make It Through, to manually fly over the whole group, assuming GM allows it in the first place.

If your Teamwork is 0 or lower, it means you can't coordinate your actions between your teammates, which usually means everyone for themselves. Your GM might help you in these situations, but generally, it ends up resulting in either one person carrying the whole team or everyone doing things individually until Teamwork improves. That's why Teamwork is important.

Managing The Action

One thing that's important to remember in this game is that it's a free flowing narrative game first. Even with 100 pages of rules, this is about telling a cool story with heroes fighting villains. What does that mean? It means that while the GM is the last tiebreaker on all decisions, there are two important things to keep in mind - player suggestion and context of the situation. Players are free to suggest, ask for, or advise anything that they can think of literally at any point in the game. "The rule of cool", but apply it to pretty much everything. Here are some examples:

You want to take a move that uses a feature from a different playbook and not sure how it would work? Ask your GM, maybe suggest how you think it would work.

The rulebook doesn't seem to have a specific rule or a combination for your playbook/move or anything else? Talk to your GM about it and come up with how it will work together.

You were suggested mixed success options, but you don't like them or have a better one in mind? Let the GM know, and maybe they will accept these terms.

You think that you can use this playbook move in a cool way, even though it doesn't directly include that in the description? Just ask, maybe it's okay. Maybe you need to do something to make it happen.

Maybe you thought you could do something after the dice were rolled and the move was triggered? Let the GM know, maybe he'll be okay with rolling back.

The enemy damaged you and you wanted to do something cool off of it with your character, but need the enemy to damage you in a different way - you can ask or suggest to be hit differently.

Even if the rulebook states something directly contradictory, if you have a cool idea, you might as well ask - as long as everyone is okay with it, it's okay. There is nothing wrong with that and it can happen literally at any point in the game.

This rule also has a specific highlighter playbook for the player if you're playing The Rogue - talking off session is as important as good communication during one. Especially for Rogues. No amount of roleplaying will replace the ease of bugging your GM about your Goal, be they mechanical or just roleplaying. You can write the longest backstory about your character having a childhood friend that was killed on the colony ark, but until you let the GM know about it, they are unlikely to tie in the story in any way.

Context Rule

On the other hand we have context. It's kind of an expansion of the Talking rule, as it can and should be brought up by the players as much as GM, and would usually start with "I know the rule says this, but wouldn't it make sense..." and the decision could be made to overrule the actual text in favor of this situational interpretation of the rule. Can emotional smothering be considered "captured, restrained or grappled" for the purposes of "Back Off!"? Probably. What does it mean "sacrifice your Mechanism" if your Mechanism is "Inspiration"? Deep depression, probably. Can a Protecting Lead save a Changed under "You'll Have the Honor"? Should they? Maybe. This is a narrative game and no amount of rules, examples and test cases can possibly cover every interaction of rules with fiction, so context is incredibly important and, after being talked over, can and should overrule the book.

Initiative Rule

There is no traditional initiative or turn order in the game. That means that everyone speaks or makes actions wherever they feel is appropriate, which can manifest in many ways. The GM can finish describing a scene and ask a specific player to start, and let the action flow, or ask the next one. The GM can present a situation, collect reaction and responses from all the players first and then make them roll dice and handle the consequences in a completely different order from before. A player can decide to interrupt a villain's speech and rush forward before the GM finishes. Multiple players can have ideas at the same time and try to act them out, at which point the GM will most likely organize in a specific order. The possibilities are endless, as long as everyone behaves respectfully and tries to have fun, it should flow naturally. But if conflicts arise, the GM should have the last say on the order of things.

Working as a Team

With all that in mind, there is one last thing you should keep in mind - the fact that there is no turn order or initiative, and everyone is free to talk, doesn't mean that you can do everything at the same time. There is a very vague concept, that will mostly be managed by your GM, of a character being "busy". In short, it means you can't and are not expected to react and handle everything at the same time. Your group will be presented with a large amount of problems to deal with at the same time, at which point you should pick an item that you either have the coolest ideas or best approaches to deal with and concentrate on it. Same goes for helping others using Taking the Lead - if you're participating in that move, your hero will be implied and described as part of the action, so until the GM decides that that specific part of the action is resolved, they are technically actively participating in it. There are instances where your character power set will allow you to take multiple problems at the same time, especially if you're taking advantage of the Ability Type system, but it will be a rarity. Let your friends handle things, they are as capable as you!

Rolling 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 respectively.

After that you need to add the Attribute 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 amount.

In addition to that, there are a number of minor modifiers that can come into play. The amount they increase the result by will always be in a move's description, but it's usually a +1. They all stack together and fall under one of five categories:

Assist Bonus - awarded when you're running your move and Taking The Lead. This bonus comes from coordination between heroes and is usually based on your team's Teamwork Attribute.

Battle Counter - a struggle bonus of fighting bad guys. Generally, the longer battle goes, the higher the chances are of you winning, read more about it in the Kick Butt battle information.

Forward - one-time modifier usually taken from a previous move someone made. These bonuses are one time use and are generally available only within the scene they were created in.

Ongoing - constant modifier usually taken from a previous move someone made. These bonuses are usually kept overtime and applied to everything under specific conditions. Their availability expires when the situation that created them stops being applicable, such as a bonus given during combat expiring once the fighting ends.

Immediate - any bonuses added to your role inside the move's description.

Sum all that up and you get your result.

After all that is done, if you still don't have enough, or want to keep pushing, you can ask for a Distress Assist. If you miss your roll, everyone can drop what they are doing to pull you back up to a mixed success, but that can only happen if you rolled a 7+ after all the above modifiers were applied.

If you encounter both Advantage and Disadvantage on your roll - they cancel out, no matter how many of each there are.

Star Attributes and Handling Them

Star Attributes is a special mechanic that is the equivalent of "critical hits" in the game, or a "natural 20". Because of the nature of the game, not all the natural double 6s count for this, they need to be deserved and earned first.

The way to start receiving Star Attribute roll benefits is to pick a "Change one of your Attributes into a Star Attribute" Improvement, or reaching your super state via To Save Everyone move. There is one Regular and one Advanced Improvement. So, by default, every playbook will allow you to have 2 Attributes to be changed to Star Attribute.

When a dice result comes out to 12+, ignoring bonuses from Assist Bonus (Taking The Lead Teamwork bonus), Battle Counter (continuous Kick Butt bonus) and Clumsy's Karma, no matter the move, you get the option to **"provide extra benefits or will be performed to your desired perfection"**.

That means that the only numbers that count towards the 12+ are the dice roll, the Attribute and any Forwards and Ongoing bonuses established before the roll. It also means that any move that resolves a result as "automatic success" doesn't trigger Star Attribute.

The way to use this move is usually by making a combined effort, along with the GM, to see the context and the ruling of the move the roll was on and providing appropriate context. Most of the time the GM will give you any benefit they feel is appropriate, but you should feel free to suggest, add or modify anything you think would work. It could be as simple as "describe what you want. Whatever it is, it works exactly like you wanted", as sometimes it's not easy to provide extra bonuses. There could also be more mechanical options, like an extra pick from the options of the move, a small Stamina boost, a +1 Forward or any other minor addition. It needs to feel good, but not be too gamebreaking.

Bosses, Minions, Defenses 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 and Bosses are very similar in their core - they are a type of an obstacle, with the main difference being their hostility and a much smaller chance for you to pass them without making a move (exceptions being counter-measure taken in advance or a very fortunate situation). They are forces you will face on your journey and a lot of the information about how to combat them is included in the Kick Butt Battle Information section of Basic Moves. The main difference between the two is the number of Phases - Minions are generally perished with a single successful Kick Butt, sometimes even in groups at the same time, as you are powerful heroes that can do that. There are occasional minions that have 2, but that should be a rare instance. Bosses on the other hand are full battles that take multiple complex Phases to beat. Unlike Minions, Bosses can also grow and change as you are moving towards them - a lot of the moves ask you to either "establish a Boss Aspect" and "learn a Boss Weakness" - becoming more complex and interesting as players and 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.

Now, some Minions and all Bosses will have Defenses. Defenses are Obstacles that stop you from just shooting and destroying your enemies. They behave the same way as Obstacles, but are always attached to the enemies they protect. Just like with the rest, you can read more about them in Kick Butt Battle Information. Contrary to their name, Defenses are generally aggressive (or more rarely defensive) actions or items that your enemies use. If your Boss is flying above an endless pit, you can't attack him without finding flying or a ranger ability. If they are shooting a powerful laser, you should probably find cover instead of running to attack. There is precedent and an option to attack the enemy while they have active Defenses, but that means you are agreeing to receive all the consequences of not dealing with them, be it falling down the pit or eating a laser blast. The order of actions in this case would most likely be handled by the GM.

Last thing to mention is targeting. Rings and Running Shoes is designed to be a power fantasy, allowing you to destroy dozens of enemies in a single sweep, but not every character is equal in that regard. There is no scale of power outside of your Ability Description and the context of the situation, so when facing enemies, the GM will be the final designator of targets and area of effect attacks. For example, a pyrokinetic should be able to take down a whole group of tree monsters, as opposed to a thunder mage, but the situation will be reversed if the fight is against water elementals. At the same time, if these creatures have a hostage a more delicate and personal approach might be warranted.

In general, here is how targeting is intended to work: Defenses are either handled or ignored, the player assumes the targeting based on the description of the situation and their own view of their power then they declare Kick Butt, at which point GM confirms or modifies the targets, and player can argue that based on Power Type or context, at which point the move is rolled.

Ability Types and How to Use Them

One of the more advanced gameplay options presented for the players are the Ability Types. While the game itself is narrative based and the rules of moves can be very specific, these Types allow for a bridge between the two. They expand the broad descriptions of the Abilities and what your hero can do when they are following a specific strategy chosen by them at the moment. One can also notice that these Types are themed around Attributes, but that doesn't mean they only apply to moves made with these Attributes, they are there to highlight a specific playstyle your hero chooses in the moment, which just happens to match with an Attribute because the game is designed that way. With experience you will also learn that not all types are created equal as some of them require vastly different playstyles and complexity of use, but have the potential to bring in much stronger results. So, for the purposes of this tutorial, we're going to split them into two categories - Simple and Complex Types.

Before we get to all that, there is one thing that should be mentioned and that's **Taking The Lead and Types** working together. The system is extremely freeform and bendable in terms of who can help who and when, as the context is more important than the rules as written. However, in general, when players are using their special abilities associated with their Ability Types, they will most likely require concentration, as they are doing something that the other Types can't do. But again, this shouldn't be considered a hard rule and can be overwritten based on context.

Simple Types - Power, Construct, Energy

So, why are these three types "Simple"? Because at their core they are the same: an extension of your current playstyle, which makes it cover larger and more complex uses of it. All they do, in essence, is a specific way you use your hero to cover more ground.

Power Type allows you to fight more bad guys at the same time. For example, when you're fighting a group of robots and the GM tells you that each hero will fight 2 of them you can use your Power Type to take on 4 at the same time. The Charged version makes you more protected and gives you the ability to fly, allowing you to ask GM if you can ignore very simple environmental hazards, like fire, lack of air, etc - things that are generally not specifically sent out against the hero. The Super Boost allows your transformation to give you an explosive burst of power, to ignore or negate a Defense that a Boss is throwing at you with no need for a roll. Together, they are meant to emulate a very classic Super Form - a strong, flying golden god ready to fight the boss and protect his friends.

Construct Type allows you to build bigger things. Flex Muscles, Focus, or any move that allows you to create something, is generally limited to being as tall as or the size of one character, and this Type allows you to expand that range. So when a group of characters is in danger you will only be able to create a shield for one or two of them, while the Construct Type will allow you to increase the size of that shield to cover everyone. The Super Boost and the Charged state of this Ability Type are just an extension of this principle. Charged allows you to extend the size and complexity of your creations to ridiculous amounts, while your Super Boost is a free creation of your choice with no need for a roll, following the Charged conditions of the Type. A spaceship, a castle, a huge wall - anything is made fast and with elegance. It's supposed to invoke a feeling of being a great mechanic or some other creator at the peak of their inspiration.

Energy Type will expand your magical abilities and allow you to pass them on to others. It gives your Focus move a heal and a buff option, both of which are unavailable to anyone else. They don't have to be "spells" either, it could be as simple as an encouraging handshake that inspires them to move forward. To get info about that I suggest revisiting what the Mystic Attribute means in the Main Attributes section book. Just like Construct Type, Super Boost and the Charged state of this Ability Type are just an extension on this. Charged allows you to use your Focus on everyone present, while the Super Boost uses your overflowing energy to protect your allies. It's supposed to make you feel like you're playing a caring mystical person protecting your friends.

As you can see - these three Types are perfectly friendly to most simple playstyles. "Do you like doing this thing? Do it more and better." There is nothing wrong in sticking to one Type and not worrying about it.

Complex Types - Speed, Empathy

Now these two Types are completely different from the previous ones as well as each other. While they also serve as extensions of the appropriate play styles, they are more specific and nuanced, and can potentially bring much more exciting and interesting moments to your games.

Speed Type requires the player to be very proactive with their actions. In short, Speed Type allows you to postpone a consequence of your current action to do something else. So for example, when you're trying to dodge a rocket from the boss, and get a roll result of 5, realize that you're not getting out, but push yourself to try and attack the enemy anyway, knowing full well that the rocket will hit you right after you're done.

The Super Boost aspect of this Type is much simpler in execution, and is just the extension of the core rule. Charged allowing you to "stop time" which is obviously an extremely general description. Your character can use it as "super speed", "extremely fast thinking" or even just "doing multiple things at the same time". Think of the above example, but while that could still include arguments about the validity of combined actions, this one is fully under your control. Super Boost is equally as powerful, allowing you to do a non-damaging action with no need for a roll within that "stopped time". It's supposed to inspire the fantasy of being a speed demon, a lightning flash in all of its aspects.

Empathy Type is completely different, as it is about managing and helping others, shining the most when you want to expand your use of Taking The Lead. Simply put, the limitation on the number of people for the TTL move was put in place so that this Type can expand it, allowing you to become the coordinator of the team. If there is a task that can only be completed by a large group of characters, you will be the one organizing and directing everyone. Think of it as a more creative version of the Construct Type, expanding on the limitations of Taking The Lead.

The Charged version of this Type is not just an extension of this either, as it's about the creative use of past adventures and bastories, "all the warriors" so to speak. In short, Charged Empathy Type allows you to summon some friends you've met before as Buddies. There is no roll needed to introduce the characters, they will show up right away unless it's impossible for them to, and once they have arrived, they will act according to the Buddy rules. This Type does have the most regulations applied to it, but these are there only to outline how the new characters will interact with some of the specific systems of the game. And the Super Boost is just a reliable command to everyone available, allowing you to issue a very broad command that will always succeed, such as directing civilians from danger or asking everyone to lend you their energy. Empathy Type at its peak is not just about you, it's about everyone you've met along the way. They are ready to help, they just need someone to call them in.

Game Limitations

That's it! That's the game in a nutshell - Peace and Quiet, start a stage, encounter problems, roll moves, beat the boss, move on to the next Peace and Quiet and the stage. Since we're mostly done, let's talk about things that are not suggested for this game. Rings and RUnning Shoes is 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 reach and stop a villain.

Mechanically, this game doesn't support playing as monsters or proper villains, it might be added in the future. More open world or slower mystery style adventures generally have pacing issues, because the system pretty much requires players to have near-perfect information. It doesn't mean you shouldn't try, though!

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, because heroes are meant to be more powerful than pretty much anything they meet by default.

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 - 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&RS 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 allow for as little prep as possible, and be vague enough to give room for interpretation of rules from both sides. This entire section will also be written mostly with the assumption that you know the rules from the player's side at least in general terms. It will also be narrowing down the focus the further you read, starting with general storytelling concepts, moving to mechanical overviews and ending with specific situational examples and anecdotes.

To start off I think it's important to establish something, on a very general scale, that might sound contradictory to this whole section, but - there are no rules that restrict the GM, and everything after this point is advice and guidance at best. Yes, you *should* structure your adventure between stages and P&Q sections. Yes, you *should* keep in mind how Phases and Defenses work during battle. And obviously, you *should* follow the wording of specific moves in the book... But at the end of the day it comes down to your interpretation of the context that players use to interface with rules given to them. The GM doesn't roll dice, the GM has the final say, and the GM is the main holder of the information. Assuming you know the rules given to the players and you're following the intentions of these rules with your story, all you need to do is concentrate on making the adventure.

Mindset and Conceptualization

What does that even mean, "to understand the intention of the rules"? Well, it means that as long as you're doing your best to follow a storyline that would fit in a Sonic World's setting via mood, structure and tone, everything else should fall into place, because that's the intention of the rules. Below I tried to outline 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.

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. Narratively, it also means that this specific group of heroes, sitting behind your table, should be at the center of this world. Heroes and their adventure need to be the solution to the problem, and that solution should be fun. And there is a balance to it, 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 the dice to decide if they fail or not, but it's up to you to decide if they can try to roll in the first place. So unless it's *actually and completely impossible*, they should always be allowed to try and roll and you should adapt to that result, since you were the one that allowed it. 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. Characters in this game have 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, think about making that specific player do something to give them the spotlight for a time.

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 open to interpretation they are. And some of them outright ask stuff from players, not heroes. 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. At the same time, don't rely on this fully, and don't be afraid to steer them back into the narrative direction when things become too meta and rule-dependent. Description should direct the use of rules, not the other way around, but it will never be fully narrative either.

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 sure there is something new behind every corner. So this one might as well be a repeat of the World Rules Overview section at the start of the book, with some additions. Yes, you need to remember that your should, even in its blackest and darkest, should be colorful, filled with flair and whimsy or adventurous danger. Everything should be exacturated and exciting.

At the same time, don't forget to apply it to the encounters your characters are facing. Because of the low reliance on mechanics this game has, it has a tendency of becoming stale if the players are faced with the same problem. We beat red badniks... Now we have to beat the blue ones! But it's the same 2d6 roll one the same move. Part of this is definitely on the players, as they tend to lean towards simpler solutions, but you should try to provide challenges that would require different or complex solutions to overcome. Red bots followed by electric traps, followed by an underwater vault. Keep them on their toes.

The 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.

Player direction and perfect information. This one is interesting. As R&RS is not a battle game, by default it doesn't require any dungeon maps, and potentially not even world maps of any

sorts. Because of that, no matter what's happening, no matter the story, players absolutely always need to know a couple of things: where to go next, where we are and what's happening. "Where is the villain's lair?" "Right there. 3 blocks away. With his huge face on it." There is very rarely a reason to hide anything from the group, and the more you do, the more confused and stagnated they will be, as the GM is literally their eyes. Your role is to present impossible problems in front of the players, not hide mysteries. If problems are hidden, they can't know about them, so they can't act on them.

The "Omochao" Clause. After discussing how important it is for players to have "perfect information" and how much pressure you should keep them under, there is a similar aspect that every GM should always keep in mind and that's the fact that, as fans of the heroes, they are allowed to help with advice. The game balances infinite possibilities and impossible situations, which can make some players lost, stressed or just lacking inspiration to solve problems you present for them. Don't be shy and, if you feel like your players need guidance, ask them if they would like any advice or clarification, and provide them with it, deciding how vague or direct it should be based on context.

Everyone can be saved, redeemed, or made into a joke. Like I said, R&RS is based on a cartoon hedgehog running around and having adventures. So it's advised to try and keep your adventures light-hearted and PG. Sonic would never kill Eggman or any other non-creature villain. If someone does die, it needs to be an impactful, meaningful event. This is not a hard rule, but the enemies should be mostly composed of robots or badniks with creatures powering them, rather than other mobians. Even heroes, using the rules as provided, can't really "die", they can be knocked out, downed or demoralized, but not killed. At least, they shouldn't be.

You don't have rules, you're telling a story. Probably the coolest part of this game. Like I said before we started, as long as you know the intention of the rules listed above, all you need to do is concentrate on telling the story you want to tell within those intentions. The rest is interpretation of that story and the player's actions into the system, which should go smoothly most of the time. In short - "The GM tells players what happens next". That's it. There are minor sections that we should keep track of, like boss phases, defenses, set pieces and timers, 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 adding an extra phase to make it more challenging.

Game Structure and Preparation

Moving on. You now have the general idea and mood in your head. You're thinking about an epic adventure which will lead you heroes through peril and save the world! Great! Where do we actually start and what do we do now?

As you should know by now, R&RS is a bit more linear and guided, then most PbtA games. Just like every Sonic game, the structure of this adventure will consist of stages, boss battles, resting hubs and events between them. Your job is to gently but sturnly direct the heroes towards where they need to go and show them why, while making sure their journey is filled with difficulties and awesome set pieces along the way.

For example - it's not hard to find out where Eggman lives. There is a giant fortress with his face 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 a 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 of ideas, a theme for your stages, plus a villain motivation is pretty much everything needed to start, no need for maps or detailed encounter tables.

If breaking it down into a list helps, here is a good one to start with:

- The Call to Action.
- The Villain: Their style, description, main goal and motivation.
- The Stages: Unique aesthetics, with a list of story ideas and beats.
- The Bosses: Their style, description, motivation and Defenses (and/or Abilities).
- Any additional notes you'd like to keep in mind.

You should organize and prepare those as you feel comfortable. The rest should come from the game itself or polishing and expanding your notes as you feel comfortable. Barring players doing something completely unexpected, the story will follow your notes most of the time. Now, I will share my own notes for a short example adventure and go over each section with examples.

Example Adventure: Return of Neo Metal Sonic

Here is a simple adventure based on the first arc of the IDW Sonic comics, specifically Issues 7-11. The sections with Mr. Tinker are removed, as they were more for Sonic's character development. You can incorporate them in-between stages if you wish, but Mr. Tinker will not provide any antagonism and will cooperate to the best of his ability, like he did in comics.

It's also supposed to be a "sample adventure", so it provides a lot of empty space for you to fill and encourages improv as well as your own additions. If you're not sure, for example, how much of the presented material you should throw at your specific party or what terms like "Obstacles" and "Stage" mean, keep reading, as we'll go into more detail about them later.

In my experience a stage takes about two 2-4 hour sessions, one for the Obstacles and one for the Boss Battle, so this whole adventure will take you about 6-7 sessions. You can also, with minimal changes, turn either of the stages into a one-shot, if you're looking for something shorter.

The Call to Action (and introduction):

The heroes are helping everyone out after the Mobians won the big war with the Eggman Empire. There are reports and sightings of Robotnik's leftover robots becoming more and more organized and some cities even had to defend against their minor 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, so someone else is pulling the strings. The adventure starts when heroes find a signal of a huge flying Egg Ship in the skies and either decide or are sent to investigate (you can use G.U.N., Resistance or any local enforcement institution for that).

The Villain: Neo Metal Sonic

The Villain is Neo Metal Sonic - 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 into Metal Madness for the final battle. He has Sonic's powers, full control over Eggman's robotic armies, and will send waves 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 Adventure:

A lot will depend on the group you have, their backstories and general goals, but heroes will most likely begin the adventure in the starting village or the Resistance base. Write an appropriate introduction for them. You can also create a guide NPC if you'd like, to direct them in-between stages. Don't sweat too much on the transportation, ask if any of the heroes would have a plane or something along those lines already or give them something they will need to protect (potentially as a Buddy).

Stage 1 - Egg Fleet

Reach and fight through the Egg Ship. Face Neo Metal, and have him reveal himself and his place to take over the world. The Egg Carrier will be high in the sky, have a large cockpit protected by many automated canons and armies of robots.

Obstacles you can put on the way:

- Fleet is in the sky and needs to be reached somehow; Give it a lot of external protection - interceptors, canons, floating mines, a force field;
- An army of robots is patrolling inside and outside of it; Sonic Heroes inspired enemies - Egg Pawns, Egg Bishops, Egg Hammers, Shielded Egg Pawns, Automated Turrets;
- Egg Carrier's internal security system locking down doors or ejecting sections heroes are in based on laser grids, cameras and other sensors;
- Potential mini-boss like Zero from Sonic Adventure or E-2000;
- A prison filled with a group of Mobian captured by the robots; A small detour to evacuate them in drop pods;

Boss: Neo Metal Sonic

- Phase 1 - You enter the Egg Carrier and see Eggman handling the controls. You can foreshadow this with announcements and mocking over the intercom during the stage if you wish. This Phase will have him hide and fight cowardly, using traps, automated defenses and robots from the stage.

- Phase 2 - After being damaged, the disguise disappears and the group is greeted by Neo Metal Sonic. He doesn't seem bothered by losing his camouflage and in fact can now go "all out", using classic Sonic moves, like super speed and spin dashes, mixed with claws and lasers.
- Phase 3 - At some point in the battle, a successful Kick Butt will throw the group and him through the window of the common center onto the outside of the ship. Here heroes will have to deal with strong wind current, potential to fall, as well as him using his ability to copy their powers, and being more aggressive.

You can end the stage on either his escaping, or using the good-old "it was a mechanical clone" card, if the players get too aggressive. When returning home, let them know that there might be a place where we can discover Neo Metal's next steps - an old base who's connection to Eggnet is still stable and can be used to find out where he's headed.

Stage 2 - Forgotten Base

Infiltrate an abandoned underground Eggman base and find out what his plan entails. Technically a filler mission, but it could be a good pacing change after the previous stage and before the craziness of the next one. It could also be used to flash out background and character interactions. 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 you can put on the way:

- Try playing into the claustrophobic and tight design of the hallways - give them disadvantages on Style, and instability to move, get them lost and separated if possible;
- At the same time, make the place look like a maze, every time someone misses a roll, don't be afraid to cut them off from the party;
- Similarly to the ship, this will have security systems - auto-locking doors, combined with flooding/collapsing traps or waves of older classic-era badniks;
- Final Big Reinforced Door, put it on a timer the moment they approach too, so they have to think fast; Something that is extremely hard to break physically; They would have to look for a hidden console or a vent to disable the security;
- A group of lost treasure hunters trying to collect Eggman's old tech; Maybe a hostile conflict with them or a saving mission;

Boss: E-105 Zeta

- Phase 1 - Initial confrontation, all systems, full power. Lock all the exits, start showing missiles and lasers all over, make him modify the terrain of the room to split the party by creating metal walls or locking them in cafes. Summon a few badniks to help. Give him a strong energy shield.
- Phase 2 - Once the robot starts feeling that he's not able to protect the data, start the multi-self-destruct. The robot will attempt to explode the base, kill everyone inside and erase all the data from the computers, all at the same time. Just killing him is not an option, as the processes started already (you could give players an option to recover them after if need be). So fill the room with gas, reveal C4 taped all over the ceiling and show that the main terminal starts an erasure program. Throw in one or two attacks from the previous stage for good measure.

Zeta is an interesting take on a boss, being a stationary tower, he's not going to be as sturdy as Neo Metal, but he will compensate with a larger number of Defenses per Stage. He's a security system, so make him a deadly one, that requires fast thinking and movement. After the battle is

won, the heroes will learn that the final target of Neo Metal is Angel Island, as that will give him enough power to fulfill his ambition.

Stage 3 - Angel Island

Unfortunately, we arrive a little too late, and have to assault the Angel Island taken over by Neo Metal Sonic's armies by this point. Big open jungle, filled with armies of robots. Huge Egg Fleet harbor that was created on the shoreline, sending flying ships all over. Neo's Chambers are in the temple with the Master Emerald, which he will be using to gain more power.

To Save Everyone Option:

If you wish, you can introduce a way To Save Everyone for your team. It could be done either normally, or because they failed to collect info in the previous stage. Either way, have Super Neo Metal appear in front of your group right at the start of the stage and wreck them. Don't even let the roll dice. The classic option is to destroy their arrival craft, but anything works. That will give them a minute to understand that the foe is way too powerful and you will need to reach the Chaos Shrine where the 7 Emeralds are stored, OR, you can scatter them on the island for better interactivity.

Obstacles you can put on the way:

- Egg Barracks setup in the forest - many robots and heavy battles, maybe some sort of automated construction facility, re-use or callback to enemies used in the first stage, re-mix them in a new way or make a reference to something that happened before (maybe a robot or two survived and became stronger?)
- Egg Carrier Depo - a whole section of the island is now a boarding area for many Egg Carriers; This one is tricky, as you either need to show your heroes' growth in power, or give them something simpler to destroy. Maybe there is a control tower that needs to be blown up or a mini-boss that needs to be stopped;
- Local Echidna Tribes - someone needs to be saved, it could be just a random local tribe, a group of archeologists, surrounded soldiers, something related to one of the characters or your own creation;
- Underwater Egg Sub - yes, he brought a sub with him, and it has a very strong missile system that will cause a lot of damage if not handled. The water itself is not dangerous, so sneaking on board will not be a problem, but inside it's claustrophobic and you have to fight robots created to work in this environment exclusively. Flooding, escaping in time, heavy locked doors, stuff like that;
- Shrine Security - you bet Neo Metal won't leave his throne unsecured. This should be the final pre-boss confrontation with the group, so what to do here is up to you. It could be a cool idea to just let them cut-loose and let the group describe a large battle, a slaughter of the whole army of robots all taking place in 1-2 simple dice rolls. Or, if you wish, make it a final test, with some sort of large mini-boss or a bunch of security forces to deal with. A minefield? Flying interceptors? Energy shield? Anything goes;

The fun part about this one, is that you can allow your heroes to take them on at any pace or order they wish. It could be multiple stages on its own, but the point is to show how much we've come, so skip forward just enough. Use the adventure you have crafted so far, use the To Save Everyone, use NPCs or present players with a prop-map of the island and ask them how they

would like to take this. This stage can almost be a sandbox, with different encounters changing based on how others were handled. Being the final stage helps - make it cool.

One thing to try to keep in mind in this stage - try not to rely on "here are some enemies" too much. The game gets stale if you're just rolling Kick Butt and Flex Muscles. And in case you still decide to do so - ask them "how" they are fighting, help them come up with something more creative than just "I hit'em real hard!". On the other hand, mix things up with timed events, unexpected debuffs and equipment designed specifically against the heroes or other blocking factors to make it more complex.

Final Boss: Metal Madness

Encountering the golden Neo Metal, he will throw out a small villain speech and start the fight. He's fully powered by the Chaos Emeralds and/or Master Emerald and collected all the powers that heroes possess, if not more. In this fight, each Phase will be a different form he takes and should require aggressively different approaches to each one. It will also be the time to trigger To Save Everyone, if you've decided to use it for this adventure.

- Phase 1 - Golden Neo Metal - use the empowered version of the Phase 3 from Stage 1. He can now mix and match abilities he learned before as well as using them on a larger scale, like he's using the Charged version of them.

- Phase 2 - Metal Madness - obviously, this wasn't his final form. Neo transforms into Metal Madness form from Sonic Heroes and becomes extremely large. He can use all the attacks from the games and more - huge swipes that crack mountains, large charging laser, homing rockets, summoning minions. Potentially give him access to hero abilities he copied but didn't make the cut for Phase 1. Generally not very mobile, but can be if you wish.

- Phase 3 - ??? - This one you can come up with on your own. It should be a good culmination of the adventure you ran, so it could be situation with him taking hostage of all the friends we met along the way; it could be "compressed" form again, like "Perfect Metal Madness" using all the abilities and more; it could be something psychedelic with heroes jumping into his mind to fight him there or a literal "battle inside his body"; a curbstomp letting heroes easily dispatch the dying titan; anything works as long as it's awesome;

And that's it! Wrap up the adventure with a simple epilogue, ask your players what their heroes will do after, provide some future for the NPCs and we're done. As you noticed, each stage becomes more bloated as you keep progressing in the game, and that might just be my personal writing style, but being a narrative-focused game, the early stages are there to build-up the mystery and the team, while the rest are pay-off to those things. Plus, there is the question of increasing the difficulty as you get further too. With that all in mind, let's look at each individual part of the adventure and how you should go about creating them...

Call to Action and Starting Your Adventure

Every adventure needs a good hook! The intention of your Call to Action is to give background info on the setting and an overview of the first P&Q, even if it spoils the arrival of the villain. Don't be afraid to do so. Call to Action could be an equivalent of a cool comic book cover or a TV Show excerpt! It also makes for a really good opening for your game, to get people in the mood.

Now the first Peace and Quiet is also important. The game can give very little time to personal development during the stage. It's hard talking about the wish of your childhood friend when fighting a barrage of robots underwater. So while you need to get them into the action, don't rush too much, and give them a place to roleplay. It's usually better to either have a team of heroes that know each other or heard of each other at some point. This should be coordinated with your players, preferably in session-zero or pre-game talks. Gather heroes in one place and present them with some sort of very obvious and open call to heroics that they will take.

Along with that, you will need to introduce your villain or the first boss. There are many ways of doing so - they can show up on all the TV screens and declare the world theirs, they can send their forces, as you narrate a "cut away" displaying their introduction, or an NPC can describe how horrible and strong they are. Heroes need to know what they are going against, as it will inspire them to move forward. Speaking of...

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 should probably need to command large numbers of minions to send them against heroes, or cause some sort of larger problem. 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, goading players into completing the

adventure. Having a "secret form" or "reviving something too powerful to control" is a pretty safe bet.

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.

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. Players will also have a chance to expand on the villain, as they go through the stage.

More about Stages and Obstacles

This is where the meat of the game will happen. They will always be hostile and include set Obstacles and Set-Pieces. 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 name be something cool and descriptive, and don't be afraid to use it in game. 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;

Obstacles or Set-Pieces

While players will be able to create their own Set-Piece during Peace and Quiet, you should still prepare a number of major events, encounters 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 hanging from the cliff and got stopped by a tree growing out of it". It is suggested to have about 2-4 obstacles per Stage for a group of 3-ish heroes. 5+ can be done, but it should be done only for a final or an intentionally long level. At the same time, because this is not a tactical game, they can't just be "fights" - remember that destroying a group of robots is one successful roll from a single character, so add some flair to it. An ambush, grenades, shields, poisonous gas, dark magical auras, hostages, stuff like that.

In general, the Obstacles should be pretty self-explanatory and comes from the Stage's Theme and Description, but if you would like to polish your skills and make them a bit more challenging, here are some common questions to look think about when making your Obstacles, outside of the general description:

- Is there any pressure in it? Even if it's just time or uncertainty. There needs to be something setting fire on their tails, because if there isn't - why make it a roll in the first place?
- Can they just fly over it? If they can, you should probably make it harder, as flight is the most common "mondaine" ability.
- Can they just shoot it? If they can, you probably give it a Defense or an extra problem to deal with.
- Can this expand on the plot or the boss or the players goals? This one is more abstract and is not about difficulty, but let's say you want to throw a casm in front of the players. That's serviceable. But what if you say that this is the casm where one of the hero's parents died? See, now this is a plot casm! It might spark some roleplay from players.

The Vision and its Clues

There is one specific playbook that you need to do "homework" for - The Destined. I hope you did learn about having one more than an hour before your session, as having a "surprise Destined" is rarely an easy thing to handle, especially for new GMs. But barring that, after reading the Vision rules, we got a sidequest to introduce and a clue to prepare.

First of all, let's talk about the roleplaying part of this, the framing of the vision and its progression. Here is the part where you can be creative, while working off the character provided. If the hero from the future? Then you can tell them that before leaving they got a cryptic message that needs to be decoded. Are they psychic? Have them intercept the villain's speech and maybe even use it as an introduction to your Boss. It could even be used as a "You'll

Have the Honor" of sorts, to introduce your villain. Remember just one thing - the main goal of this step is not to establish the solution. In fact, keep the solution as far away from the vision as possible and display what will happen if it goes wrong. After all the theatrics, finish it off with a very cold and mechanical description and list of the negative consequences, just so they are perfectly clear to everyone. And next time the player gets a clue - keep adding to that vision. It could be a continuous dialog with the boss, describing their plans, or an unrelated vision of ancient society and its downfall. Expand on what you already set-up and you'll do just fine.

Second, we need the clue and the mystery. This part always confuses a lot of GMs, especially new ones. The most important thing is - the sentence you're crafting is the most direct instruction of *what needs to happen* for the heroes to win. *Not* what they need to prevent... Unless the sentence you're crafting is *asking them to prevent* something. So, just so we have examples on hand:

- Sonic (target?) needs to use the chaos emerald (doing what?) in the Gaia temple (where?) before Chip leaves (when?).
- Eggman (target?) needs to be stopped from collecting all 7 chaos emeralds (doing what?) on his Egg Carrier (where?) before Perfect Chaos is defeated (when?).

With the negative confusion of the way, the next thing to keep in mind is you need to make it as general as possible. If the bad future will happen because the NPC meets the Boss, make the clue point out that they shouldn't meet at all, not that the NPC shouldn't open a specific door in that level because you planned for them to meet there.

Pursuing the questions. There are also different cool ways you can focus your vision. Most of the time "Doing what?" is the most valuable question. Because even in the above example, just learning "use the chaos emerald" or "not meeting the Boss" is a huge chunk of the information given to the players. At the same time, you can still easily hide some important info like putting unknown time pressure on the group, or making the "Doing what?" question so vague, that without the target it will be nearly impossible to discern. There are many ways to concentrate on things. Honestly? I highly suggest to anyone to play a Destined as well, just so you can feel how this mystery in this open game with perfect information weighs down on you. It's great.

Long term Visions. Not all Visions have to have immediate on stage Consequences either. If you are running a long-term campaign, it could be a cool idea to base the difficulty and the encounters of the last level on how many Visions your Destined has solved, which will in term allow you to bump-up their difficulty, as they aren't an immediate threat to the group.

Harsh Visions. Another really cool and advanced tactic you can use from time to time, but really shouldn't abuse, is the "for the greater good" Vision. One that requires a player and their hero to make a morally gray or wrong decision, which will prevent an even worse outcome. "There is a traitor in the group" is a classic example from the comics, but there are less group-breaking options, like abandoning or dooming a friendly NPC or destroying something precious or even spearing the boss. Again, this is not something you should throw out more than once per campaign, but it could be a really strong emotional pop-off if done well.

When you're close. One last thing you should remember is that you have a chance to "ping" the hero when they are about to fail the Vision. It can be used for many reasons, mainly, because this game is not meant to be "lost", but also depending on the mood of your group and the

experience you have with the system. There is technically nothing wrong with nearly-directly telling your players what to do in the moment it's happening, but at the same time some players love having to live with the consequences of their misplays. Use the tool if you feel like either you, or the players need help. Also - the clues can change until players know them, so if the need arises, there is nothing wrong in tweaking them to fit better with the changed present. GMs have a lot of power, but they can't see the future and that's okay.

More about Bosses

Another very important part of every adventure. Every single stage should end with at least an encounter with one, even if it doesn't end with a direct or physical confrontation. The fun part is that designing one is a very similar process to making the stage before it. A good starting point is reading and understanding how Kick Butt works. With those rules in mind, when creating your Bosses, you need to consider a couple of things, specifically - their nature, their phases and defenses.

Nature of the Boss

Simply put - your idea for the encounter and the character. Is it a final form of a water god that symbolizes the unpredictable nature of chaos? Or is it a robot car for your villain that shoots rockets and large metal spike balls. Is it the final villain or their lackey? Give it a cool name, motivation on being at the end of the stage and how it would tie into the story. 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; animal; blimp; bomb; cannon; construct; demon; dragon; elemental; force of nature; genie; ghost; god; guardian; insect; jelly; knight; mecha; monster; mystical; pirate; plane; rival; robot; room; scientist; ship; structure; submarine; tower; train; vehicle; virus; waves of enemies; wisp; witch;

General Mechanics and Phases

Now that we have a general idea of the Boss' character, time to get into more mechanical details. Every boss battle is broken down into Phases, each Phase will have a number of Defenses stopping characters from just shooting them in the face and, if you'd like to spice up the ending, a Final Gambit. For more details go back to the Difficulty section in running the Stage as it follows the same rules, but by default we will assume the following:

- Number of Boss Phases is the same as the number of players.
- Number of Defenses is roughly the same as the number of players.

With that in mind, you should start with what Phases you want your boss to go through. The main rule here is - they all need to be as different as possible. This is not a video game fight where players chip away at the boss' health while they might become a bit more aggressive at the halfway mark, this is a narrative story of a tense battle and having them encounter the same problem more than once defeats the whole purpose. But what does it even mean?

Let's say that your boss is a giant robot. Phase one could be centered around a chase-fight through a futuristic city, where the boss' goal is to escape and shoot back at the group. Then when they do catch up, the floor collapses and the second phase is everyone falling down towards the undercity while fighting in mid-air. And to finish it off with a cornered boss on the bottom of his huge chasm, maybe his mech is so damaged that he even changes completely to something different. And the new undercity could be the next stage, as it was hidden for hundreds of years and we need to explore it now!

Or your boss is a rival group, fast and agile. Phase 1 is an open field, a classic measure of strength. Phase 2 is an arrival of some known element, it could be more forces of the villain, it could even be some sort of third party that both of you dislike (though you should telegraph that very directly and loudly, players love to back-stab). And then, after all that is handled, we have a fully transformed battlefield covered in new environments and elements, and maybe even, your rival team decides to bust out a special move or new forms to combat the heroes. Because it's still "their" fight.

And that's how you plan phases. Obviously, things won't always go the way you planned, and improvisation is a big part of this system, but I believe that as long as you understand the principle of "every phase needs to be as different as possible from the previous" you'll do just great. And to keep your imaginations running here are some pointers on improvising:

Add a timer; Add an extra objective that both parties want; Add a third party that needs to be protected; Add new enemies; Break the environment; Change the location completely; Change the boss' weapon loadout; Change the boss' mood; Change the speed or direction of the battle; Have the boss reveal their next form; Have the boss reveal their true/final form;

Boss Defenses

Now that we have the phases down, we need to think about what will stop heroes from just running forward and killing the boss. Just like before, make sure you read Battle Information and Terms from the Kick Butt move, as it should give you enough basic information for what this is about. On a very general level, Boss Defenses are basically smaller Obstacles that you were creating in the game so far, with the only difference being that they are coming from the boss instead of the level. And while the name "Defenses" might sound a bit confusing, it's actually all the attacks and abilities the boss throws at the group.

For example you're making an ancient god of water. And the first phase is this large water monster that destroyed half the city, which has a pretty obvious weak point in it's large brain, floating inside their body. What's stopping the heroes from just shooting it with a laser gun?

Well, how about the fact that the boss is shooting waves of magic missiles that are raining down on them, the fact that the water body is actually way more tense than it looks and will absorb a long-range blast and the fact that there are tentacles that surround the base of the boss attacking anyone that comes close, and on top of that standing in water for longer than a second in this area will forcefully drown you. Those are Boss Defenses, yes a lot of them are technically "attacks", but they are there to prevent the party from just going for the weak point and dealing with them will cause the battle to happen and them getting hurt.

How about a rival character. That One Guy who can take the whole team down. You meet in a long tunnel inside the space colony and have a race battle. Pretty soon you realize that he's too fast to be attacked directly, he's shooting energy blasts at the party once in a while he just disappears from your sight just to appear behind one of the characters to knock them out with one hit, and he has a direct connection to the villain who's holding a gun to your girlfriend's head! Someone has to deal with all that before one of you can even attempt to attack.

Defenses flow naturally from the Nature of your Boss and their current Phase. Are they in full force and using their weapons? Are they running away and using the environment? Is there any third party involved? Is there something in this area that is dangerous? Just like any stage obstacle, the defenses are there to stop the characters from just doing a thing unopposed, which, in this case, is attacking the boss.

While working on this section, I did find an interesting way of categorizing Defenses into a small number of categories based on their general functionality. I should highlight that these are not mechanical in any way, and are there just to give you a very general idea of what types of obstacles can be used. Also, just like the rest of the game, you shouldn't construct them based on what moves you want your characters to use on them, but as something it would make sense for the boss to use.

Direct - regular attacks your boss does, usually aimed at a single or small number of targets. Swords slashes, gun shoots.

Defensive - something stopping players from attacking or specific conditions that the boss has. Armors, barriers, fast speed or distance. Immortality while holding a magic item, immunity to physical weapons specifically etc.

Distracting - distractions and things happening outside of the encounter or timers that while not aggressive on their own will lead to bad things. Hostages, buddies in need of saving, bombs about to explode.

Explorative - something mysterious or hidden. Usually will lead into Unpredictable ones, if approached directly. Not large or aggressive enough to be Passive, but also more dangerous than Defensive. Darkness, strange liquids, conditions or magical energies. When describing those, underline that it's a mystery first and issue second.

Passive - deal damage or affect something constantly, usually either active constantly or activated every "round" if not handled. Poison fog and gasses, fire and lava, being underwater or in space, evil auras etc.

Swarming - summoning more enemies to help and attack the heroes. They don't have to be as complex and defended as the ones in the stage and don't even have to attack the heroes

directly, as long as they are in the way of them shooting the Boss.

Unpredictable - defenses that are hidden and will trigger when players try a thing, could even be unavoidable. Traps or sudden unpredictable movements by the Boss. Don't overdo these ones.

Again - they are not mechanical, they are just names that should help you get a general idea of things to throw at your players. They also don't all need to deal damage. For example, Passive ones are great at giving players disadvantage on an attribute on top of the rest of the problems. Check the Hard Moves section for more options of what to do with your Defenses.

Boss Aspects

So our Boss is nearly ready - they are armed to the teeth and we have Defenses set up in advance. But you also need to be ready for players to roll poorly and make your boss even more powerful with the "Create a Boss Aspect" mechanic. As you know, Boss Aspects are basically just Defenses that are way harder to get rid of as they continue to be part of the battle every Phase. Creating those can be a bit tricky and I would like to highlight that you don't have to make them into defenses, if you don't have anything specific in mind, instead it could be a radical shift in the way the stage or the boss battle was planned or will be going too.

So for example, something as simple as "a new weapon/ability" or "a new resource or an ally" is obvious. Give them a new defense that is shooting an extra gun, a henchmen or casting a spell. "They endanger or capture someone" could be an ongoing issue happening just next to the battle, as the princess is being loaded into the van against her will. But again, it doesn't have to be a constant defense, something like "they become more aggressive" could be a new phase to a boss fight, a direct summoning of the boss to fight where the group is right now or it could be a passive defense that just doubles all the damage the boss deals. Interpretation of these options and how to introduce them mechanically is fully up to you.

Final Gambit

This is an optional mechanic that is only available to Bosses and GMs. Basically, after you beat the Boss and they are down, they might try to pull one last trick. Something that usually can't be solved with violence, because you already had a whole battle with them and won, something large enough to be a problem, but not complex enough to require 30 more minutes of gameplay from the group. A cool moment, basically.

The most classic example is a self-destruct button. The ship you're on explodes - everybody, jump off. Do we save the boss or leave him? There is no time.

Final Gambit can also be a way to save your Boss for the future. There was a trap door underneath their chair the whole time. Or they reach their hand out in hopes of being accepted as a friend.

One thing to note about this - be as lenient as possible on the player's reaction to those. If a response to your Final Gambit takes more than 2 rolls to resolve, you're doing it wrong. Heroes already beat the boss and beat the stage, even if they miss their rolls, it should just "recolor" how the stage ends a little bit, not stop the whole flow.

The Final Boss and To Save Everyone

Usually, when a campaign comes to an end, you need to finish by presenting the most powerful and intimidating enemy. With all the above info in mind and the system being generally balanced heavily in favor of the group, there is one more special trick you can pull on your players as GM - the boss that can't be beat. It is in your full power to create a boss that players at this moment in time cannot defeat, and what that means is that you want them To Save Everyone. From the rules above, you must know that To Save Everyone is a move that allows all characters in the group to turn into their Super Forms, but it usually has specific conditions like acquiring super strong magical gems, for example.

In terms of prep it's very simple - at some point during your boss battle (be it first phase, or last) you need to introduce a defense that will just stop players at their tracks. They shouldn't be able to do anything about it, even if it's as simple as "The Boss is just too powerful". You also need to come up with conditions they need to fulfill to use To Save Everyone. Usually, it's as simple as getting a magical artifact from the boss, or getting enough support, or holding on for a long enough time until the super device is ready. Just like the rest of the defenses, prepare something simple, but keep in mind how long the session and the boss fight has been happening.

What is also important to keep in mind's how to present these conditions to the players. First of all - just like with Kick Butt, there generally needs to be no secrecy. You need to explain to players that this boss is undefeatable and they will need to go Super to beat them, plus list all the conditions on what that entails. When and how to do that? Well that depends on the story you want to tell. Important to note - there is nothing wrong with just letting your players go super with no conditions and destroy the boss. It's a cool power-trip move. Just don't forget that this can also be a storytelling tool. Do you want every hero to finish their character journey? Resolve all personal conflicts? Tie-up loose ends? And let the players know about it in the most direct way possible? This is why we have this, even if all those things would happen naturally, it provides a reward at the end of their (and yours) hard work.

Where do we start? Well, the most obvious and simplest solution is to just start with the boss. Have them show up in the opening and fight the heroes, they will get beat-up and you can tell them that they need to get stronger and how. Another common method is the Destined - their Vision can be a direct source of information and intrigue, which you can use to direct the group. You can integrate the conditions into the boss, kinda like having an extra Phase - let's say they need to tear the magical gems from the mechanical body of the enemy mech. The boss will still

be powerful without them, but it will allow the group to get on it's level. You can also set up the conditions wa-a-ay in advance - start the adventure by saying that they are going to fight an undefeatable enemy that can only be killed by a magical sword of legend. If you are going with that one, one thing I suggest having some sort of final condition to get fulfilled before the confrontation - specific time, the wielder needing to understand their importance, a final piece missing, something like that, just so players don't activate Super in moment one and start the battle (unless that was your intent of course).

One thing to note - Rings and their use in this situation. Let's start with the fact that using Rings doesn't actually work as a "super form", it's more of an inspiration or a cool moment, so with that in mind, they shouldn't be used as the main source of beating an undefeatable boss. If you really don't want to, you can totally tell your players - don't waste your rings, it won't work. You can leave them as "Plan B", in case they can't seem to get the TSE conditions right, or you can structure your Boss battle with the thought that they might burn rings on it (like adding a hidden boss phase if they do). When a player is able to attack an undefeatable boss, it is up to you and the roll result how to deal with it. You can down the attacker completely, to show the strength difference, you can let them succeed on a roll but have the boss shrug it off as nothing, or you can let it be a serious damage to the boss, which will cause them to be more dangerous. Act on the context.

Interesting Edge Cases and Suggestions:

Fight with multiple bosses - sometimes, you want to have a battle that involves multiple bosses. Because those are awesome. One thing you should not do in this situation is give each boss individual Phases. Why? Because it will take too long and will be too difficult to manage. Instead, a suggested method is to have two bosses share the phases, and have individual defenses. And when the time comes to Kick Butt - each individual boss will need to be targeted, but the Phase won't move until all of them are beaten, so the heroes will have a growing cumulative bonus. It's not always the most "natural" method of managing the boss's health, but it will save you a lot of time.

Timed Battle and Conditions - so this one is more interesting and there are different ways of going about it. You can use the "rounds" system, and "move time forward" every time each hero does something. You can make a "clock" and just count the amounts of appropriate misses heroes make and give your negative outcome a number to reach. You can also tie specific events to specific outcomes, which in Boss' case would usually be something like "if they miss a Kick Butt, the boss will close the door".

Calamity or Event Bosses - forcing every single stage to end in a boss battle with an evil creature can get boring. Luckily, just like players can substitute Force in Kick Butt based on the approach, you can bend the "boss" ruling a little, to force them out of a usual pattern of battles. Let's say they are in a stage and need to find and disable 3 bombs, "the bombs" could be a "boss", where

they will need to be found, reached and disabled. In this case the "disable" action will be a Kick Butt move and will move the "time" forward as the next Phase starts - more bad guys show up, for example. Let's say there is a huge tornado destroying the city, and stopping it is not exactly a straight fight, but a scientific experiment that will require construction, gathering equipment and using it. Approaches like that could require minor changes to pacing, as usually, event bosses are "ever present" through the stage, but they don't have to be. Get creative. Remember, that Kick Butt doesn't always mean "damage" the boss - it was made to move its "Phase" forward.

Saving This For a Special Occasion! (aka "Tower Defense Mode") - this Changed move, basically says "you can keep charging your attack, and while you do, the boss will throw everything they can at you". This means that the players are ready to amp-up the difficulty and want to do something cool. Now, there are positives and negatives to this move. To start off, you need to establish with the Changed how much you're willing to move the battle forward, this could be a win condition, like charging a big blast that will one-shot the boss, or a strong push, if you planned to run a longer boss battle, so the players' shot can push the boss through the wall and skip 2 phases. Once you agree, you can take all the Defenses you have prepared for the phases that would be skipped and throw them at the players at the same time. It doesn't have to be all, but it probably should be most of them. The boss *will* know what the players are doing, and will do everything in its power to stop them. There will be too much to deal with, they will miss and they will get hit. Some of the boss Defenses could "combo" into each other, like having a melee charge attack followed by a new weapon from a now skipped Phase 2. Good news is that the only way to actually break the "concentration" for the move is to down the character that's charging and Changed have an extremely large amount of health. So go nuts. They asked for it and they will have to deal with 8 Defenses against 2 heroes or something along those lines. Also, feel free to ask the player if they'd like to shoot earlier, before they are downed, and let them have a weaker effect.

Dialog Boss Battles

This a scenario that will most likely be encountered very rarely, and if it is - should be treasured by both GMs, as they've crafted a strong enough character in the Boss, and players, as it's a great testament of teamwork and roleplaying capabilities. But it's also very hard to display mechanically. In the Kick Butt move description, it does state that Convince Them has the ability to move the boss along the phases, just like the rest of the physical approaches, but how do we go about doing so?

Defenses and Phases are core mechanics of the game, so in order to create an in-game working dialog battle, you would most likely need to structure the mental capacities and ideas of the boss and present them in front of your players as phases. Remember, this is not a game of intrigue, it's a game of overcoming problems, so don't be stingy with details. Heroes will need to know what the boss wants even if it's on the meta-level.

Boss Phases and Goal

First thing I would do is to confirm the exact goal of players and how it would impact Boss' "health". If they want the Boss to join their team, that's a battle to the "death", but if they want the boss to run away or release the hostages or be misled/fooled about something then you might come to a conclusion that even if they fully succeed, it will not end the battle. Both options are totally fine, and I would even say that you should stay open to players changing their goal mid-dialog as you're presenting them with facts. But it must always be obviously established by the group.

Next we have the phases. The best approach is outlining generic steps, moods or goal posts that one would take to reach the conclusion that heroes want the boss to reach. I think it would be wise to establish those phases as "mood changes" for the players. For example, the first step would probably be just forcing the boss to stop and listen, or, if the boss is open for the dialog already, convince them that the group is not lying to their face and did in fact come in peace. From there, most likely some sort of external reason that needs to be debated - commands from higher ups, responsibilities, plans for the future, something out of their control, that the boss would need to deal with if they agree to follow heroes' lead. And finish it off on something personal. They killed the Boss' pet or plant, mental illness, or just a very deep dislike for the group. The final issue should be strong and emotional.

Boss Defenses

But let's say the battle is over and we are behind a table, talking. What will stop them from just rolling Kick Butt with Attitude over and over? Defenses! What I think is the best fit for "mental" Defenses are specific and minor facts that would stop the villain from being allowed to be convinced. Preferably, if those facts require evidence or physical actions to counteract. Let's say that he hates their guts for killing his henchmen, which comes as a surprise to the group since they didn't do it. He won't be convinced until that is proven otherwise, so a Tinker would need to whip out a recording of the most recent fight and we find out that they were killed by someone else. Or, the boss is still very much pissed at you for breaking into his facility and hitting him in the face, before subduing them and trying to talk. A hero with an Energy Type could heal their wound as a sign of good faith with a Focus roll. And sometimes, people are just hungry and won't listen without chewing on their favorite sandwich. Small things, ask them for evidence or promises that they need to work on giving. Basically, the boss won't even consider your opinion until X Y and Z are resolved or presented.

What happens if they miss? Well the Kick Butt states that on a miss "you get hit and the enemy creates some defenses". It would probably be the only time where you could force players to reveal something that they really don't want to share, or even create new negative things that would stop them from continuing the conversation. Basically, instead of moving forward, a total miss of this move, should lead to a re-creation of the current boss phase with a new goal. They

accidentally confirmed that they did in fact kill the boss' pet. They made a joke at the expense of the boss' weight, which is a sensitive subject. We need to stop whatever was going on there and deal with this right now. And after we've apologized and the boss has calmed down, we will be able to move forward.

Let's be honest - sometimes, all that is just too much work or a mixed success happens. There is already plenty to keep track of in this kind of battle for you and your players, so instead of pulling more rabbits out of the hat, what you can do is some old-fashioned damage...

Damage and Consequences

Damage! Even in "Dialog Battles", players will still be taking "mental" damage. Don't be afraid to just give players damage for missed or even mixed rolls, most of which will be ignoring armor, of course. And if they are down, you could put them in compromising or ridiculous positions, remove them from battle on the basis of stress or emotional overload or ask them to reveal information that would negatively impact other teammates or the conversation (though I don't suggest using that one too often). Be sassy, mysterious or confusing, have fun.

Introducing Other Moves

One last thing - allow them to use their moves creatively, metaphorically even. There are not that many moves that allow your heroes to ignore defenses with Attitude, so if your Lead decides to symbolically get all the boss' ire on themselves via Never Fear The Fall, while their teammates are "sneak attacking" with a surprise argument - let them. Or if they just evaded an argument's damage and would like to counterattack with a sharp line via Mine's Bettah - let them! It's a creative approach and is a great use of the rules.

Another thing is "Convince Them". Usually this basic move would be reserved for talking with either NPCs or minor enemies, convincing them to change their mind. And while Kick Butt will be a go-to replacement for this, don't disregard it completely. If the players want to convince the boss that their Defense is not valid, let them! Just don't be too lax on it, as that will make the battle too repetitive.

And in the end, all this considered, unlike the rest of this book, I would actually encourage thinking outside the rulebook and seeing what fits the encounter and the climax that you're dealing with at the moment. I'm hoping that this write-up gave you some ground to stand on, as the possibilities and external conditions of this are endless. Good luck and enjoy your dialog battles.

Example Boss - Egg Viper

Phases: Parked > Battle > Furious

Parked Phase

The Egg Viper is sitting on the landing platform as the heroes approach. The driver is nearby but it will take a bit of time for it to take off. It's a shame that we're still on top of an enemy flying fortress. The group might have an element of surprise depending on how the stage goes.

Patrolling Squad (2 DMG) - a group of robots is heavily patrolling the area, they are armed with laser rifles and will shoot on sight.

Imprisoned Mobians - there seems to be a loading bay with a small crowd of mobians being shipped off somewhere. It would be a good thing to save them.

Ambush/Barrier - if their position is known, there will be a barrier around the Viper. If they are sneaking, they will have to either reveal themselves or sneak around more.

Lasers (2 DMG, 1 target) - the Viper is functional, just landed, just if push comes to shove, it can shoot from its front.

Battle Phase

The thing takes off into the sky. It's large but strangely graceful for a robot. It starts blasting from all weapons and circling around the group in the air.

Flying - the machine is flying, so it can't just be easily reached.

Tail Laser (1 DMG ignore armor, single) - if anyone gets too close, the robot whips its tail that's covered with laser weapons attacking them.

Bombardment (3 DMG, group) - flying above the group, Viper starts throwing down dozens of bombs.

Spinning Tops (3 DMG, 2 players) - two large shields on the sides of the Viper are detached and start chasing two of the heroes with the intent to run them over.

Wing Picks Up - as we're on top of a flying fortress, all the Style checks in the air will be made with disadvantage.

Furious Phase

Damaged and unable to fly as high, the boss activates his last option. After the bombardment (either failed or successful), this part of the ship is falling apart, with holes everywhere.

Charge Laser (kills 1-2) - a large and obvious laser charge attack, might destroy two heroes if they are too close, takes some time to charge.

Rush Forward (4 DMG, 2-4 targets, throws off the bridge) - a charge attack, which will have the Viper rushing at the grouped up heroes with the goal to ram them and push them off. Can probably be used along with the charge for greater effect.

Shields - depending on how the shields were handled in the previous phase, they can be used as defense from the attacks. They can also deal 1 damage to melee attackers.

Aides (1 DMG, group) - a small swarm of smaller robots is circling around the Viper attacking the players.

Debris - the fortress is falling apart, there are pieces of rock and metal just flying through the air, 1 DMG on every missed success or lower.

Final Gambit: As the Viper is about to be obliterated it starts flying around in seemingly random directions as the pilot is laughing maniacally. A second later it swerves in the direction of the group in a suicide attempt.

More about Side Characters

Outside of the notes given in the Mindset section, here is a table I use when I need to come up with a side character. It requires 2 rolls - 1D6 and 2D6. It's also arranged to make sure that the species in the center range (6-9) will be more common than the ones in the edges (2-5 and 10-12). I also grouped some of them under one box, so you can choose ones you like from there.

| | 1 | 2 | 3 | 4 | 5 | 6 |
|----|---|-------------------------|---------------------|------------------|----------------------------|--------------------------|
| | Antennas | Others | Scales | Wings | Furs | Rodents |
| 2 | Hybrid - Roll Twice for the two Crossed Species | | | | | |
| 3 | Mosquito | Crab | Frog/Toad | Penguin | Kangaroo | Hedgehog |
| 4 | Dragonfly | Mole | Jellyfish | Flamingo/Vulture | Sheep | Raccoon/Skunk |
| 5 | Scorpion | Horse | Turtle | Owl | Bunny | Squirrel/Chipmunk |
| 6 | Ant/Bee | Walrus | Chameleon | Albatross | Wolf/Dog/Coyote | Echidna |
| 7 | Spider | Bat | Lizard/Dragon | Hawk/Eagle | Cat/Fox/Lion Lynx/Tiger | Hedgehog |
| 8 | Butterfly/Moth | Armadillo | Alligator/Crocodile | Swallow | Bear | Chinchilla Guinea Pig |
| 9 | Ladybug | Pig | Snake | Crow/Raven | Deer | Rat/Mouse |
| 10 | Beetle/Grasshopper | Hippo/Rhino Elephant | Octopus/Squid | Canary | Cow/Bull/Bison | Beaver |
| 11 | Mantis | Giraffe | Fish/Whale | Duck/Chicken | Monkey/Sloth | Echidna |
| 12 | Legionized - Roll Again for Original Race | | | | | |

Running The Game

This chapter will mostly focus on running the game "in stages", as the P&Q sections are mostly just roleplaying. As long as you follow all the Peace and Quiet rules, you can roleplay or lore

dump as long as both parties are satisfied. There are no restrictions or limits, with the exception of maybe not forcing your players to roll unless they absolutely have to.

With that out of the way, the general flow of the game in the stage 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 you planned, describe to them, using the level's style, challenges they encounter and need to overcome. Do your best to always remember the Mindset and if you're not sure what to do next, don't be afraid to ask their opinions or improvise.

Description is Your Action

This might be a reiteration of the Perfect Information Mindset, but with more examples. Remember, that without you, the players are blind. You can't not describe something and assume they will pick it up from an external source like a map or even your own description. If you didn't say there is an emerald in the room, no matter how much you describe the emerald-holding apparatus, they can't "see" it. So what do we need, to not feel blind? We need to know what's around us and where we're going, and before all the rolls are made, before they even make a first step, you need to provide that information to them.

Now, let's look at the alternative. "But I really want to hide this boobytrap!" Assuming you decided to ignore the previous paragraph and decided to still not display it to the players - good news, you can, and this still can be saved. Even if it's a bullet-time action, heroes still need to be able to react to it. Anything from an avalanche gathering above to a hidden laser blast, they need to know it's happening to them the moment it's triggered, so they can use their moves to react. You can also provide hints in advance, but they need to be very explicit - "the floor looks uneven, that's strange", "there could be anything in that fog, but you hear laser blasts". The main goal is to not sound cheap when you're springing a surprise on a hero.

Interpreting Player Actions

Now that we've described the problem, let's see what they have to say. This is probably the only part of the GM's role that requires the knowledge of the rules from the player's side. At least the Basic Moves. In general terms, it's as simple as "listen to what they want to do, ask questions about their intentions or methods and provide a basic move that matches that intention". There is no initiative in the game, and even the flow of the move is very free-form. You can apply the modifiers and use the moves at any time during the gameplay, you can use resources at any time during a roll, as long as the result is a middle ground between what the player intended and the rules allowed.

There can be at least two ways of interpreting the description and moves. You can use the intention of the player, as connection to the Attribute which will lead you to the move. So, for example, if a hero wants to put his hand on a crazy animal's head and calm it down, it could be argued to be a Focus roll, as Mystic is all about internal connection to nature and all that, instead of a classic Convince Them which is used to convince or calm in most circumstances.

Or you can use the intended goal, either for you or the player. Let's say they are trying to block a shot from the enemy and are not giving you enough of a description. If, in your mind, it's a simple thing to do, and you're ready to give them a bonus on a potential success, Flex Muscles would be the way. If there is nearly no way they can do it in time, it could be Make It Through, testing their reflex more than the defensive capabilities.

There is always a balance between these two methods and you shouldn't rely on either too hard. Try looking at each situation from both ends when possible. I'm sure with experience you will come up with your own.

As a bonus, it's a good gesture to remind your players to remember and use their playbook moves during the game. If you see someone doing something that might count as a playbook move, try to confirm with them if they possess a specific one and just forgot about it. 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 or if it's just roleplaying or they have a more general goal in mind.

In the end, after the dice are rolled all you're left with is to interpret and follow the wording of the move to present the resolution. You can ask your players to roleplay, or you can cover it yourself. We will talk in more detail about the Hard and the Soft GM Moves if you're interested, but as long as you're following the text and you have some ideas on how to read them - you should be good.

Actually, there is one last thing you should generally keep in mind - knowing when not to roll and not to ask your players to just roll dice. Because the game is a narrative, there is no such device as a "save", for example, so you can't say "Fireball is thrown at you, everyone rolls Style for half damage", because that's not how the system works. You're supposed to ask what they do and interpret the rolls from their description. At the same time, be okay with letting players just do things with no need for a roll, as they are powerful heroes, and if there is no need to rush or no stakes involved they will likely just do the thing with no problems. There is also definitely a place for "fun rolls" with no impactful effect or consequence, and those should be established in advance - remember that rolls are how players gain XP and a Momentum, which are mechanical bonuses and shouldn't be taken lightly.

Managing Spotlight

There is no turn order in the game. Everyone is active at the same time and time is bendable to your will. How do you manage that? Well, in general, players tend to fall in turn pretty well on their own. There is always at least someone with an idea, and you're there to interpret it. What you should look out for is the quiet ones. This is a group game, and if their turn doesn't come up organically, even if the rest of the group are able to handle the situation perfectly, don't forget to occasionally ask the shy players specifically what they would like to do, or even just their reaction or opinion on the matter.

There are also sometimes extremely complex and disjointed situations that should be managed more directly. Remember that unlike you, players can't always talk telepathically or coordinate their actions. So if you sense that everyone is scattering and doing their own thing, try to collect

their individual plans first, let the group process what they just heard and maybe change their mind, and then start rolling dice in your preferred impact order.

Honestly? We could end here. Like I mentioned before, the gameplay loop is as simple as: you describe a situation to them, heroes doing a back-and-forth with you using their moves to resolve it, and you moving on to the new situation until we reach the end of the stage. A boss battle is just a more complicated situation, and as you should understand by now. Take everything you learned from this, the rulebook and How To Play chapter and start! But just in case, let's try to break it down more mechanically from your end.

GM Moves and Limitations

If you prefer to be technical, on a moment-to-moment basis, GM's option could technically be generalized into "moves", just remember that your role 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. As much as you don't need to rely on that list, and can just improvise everything you say.

As mentioned above, even if you want to look at these as moves, the GMs never need to roll anything, as they are not based on chance and are technically storytelling twists and turns. Unlike players that should be proud to encounter, call out and re-use their moves, GM moveset is open to interpretations, and should never be named or stated out loud to the players. You are playing a different game from the one they are.

In some rules, you might've noticed that some things mention "hard move". That's because these GM actions can be categorized in two - soft moves and hard moves. In overview, 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 reaction.

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.
- Give them multiple difficult options to choose from.

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 Guardian's Treasure, Gear or Pets. 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.

Give them multiple difficult options to choose from. This one's a bit simpler. But basically provide the players with a number of negative hard move outcomes that they will choose for their hero to take.

***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. There is also not as much to describe, so you won't see paragraphs with examples. All these do exactly what they sound like and most of them are mechanical changes to the stats. And that's the point. You should only do Hard Moves with no Soft Moves to set them in the rarer of circumstances, as either a negative move result or reckless behavior following your description.

- Deal damage.
- Take out or damage friendly NPCs.
- Create more obstacles/make things worse.
- Give them a negative forward/ongoing modifier.
- Reduce Teamwork.
- Ask them to establish a Set Piece.
- Change their Ability Type.
- Burn their move.
- Disable one of their Gear items.
- Disable or reduce their armor.
- Give them a solution, but restricted to a resource they need to spend.
- 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 away something important to them.

The Boss Battle

Fighting the bosses is a very important part of the game, as it will generally take about half of most of the stages, and about as much planning too. And while I said before that the bosses are just complicated obstacles, let's go into more detail about what to do with them. So we have our Boss laid out and the heroes are about to fight them, it's time to put it all to use.

Probably the first thing you should consider is a good introduction. Some GMs find it hard to have battle banter along with managing all the defenses and moves going around, so this is prime time for you to establish the boss as a threat. Throw an introductory speech, presenting and flaunting all the notes you made for Boss' nature earlier. This is the time for you to show off. Also, it's a great moment to present all the Aspects that the players gathered up during the stage and the heroes haven't seen yet.

An interesting part of the system is that not all of it will be on you - players have incentives to pull more info out of you as well even if they need to be nudged and reminded about it. The most obvious is the End of Stage ranking "Did you gain information or a boss monologue about their plan, motivation or secrets?" - this question is made to make your life, as a GM, easier and more interesting to push players to learn about the world you made. There are also moves, like the Changed's "You'll Have The Honor!", which are specifically made to let you show off your Boss, so don't forget to remind players that if they'd like to use anything before the skirmish starts, they are welcome to. Have fun with it.

But then the chaos of battle starts. Moves are being used, defenses are being triggered. It's a lot to take in and manage. The interesting part about running a Boss battle is that it's not that different from running a stage as you did before! Think of each Phase as a unique obstacle that's coming from a singular source with a bit more aggression than usual. A good start is having the Boss shoot all of it's offensive attacks and ask players how they want to deal with it, while kinda casually describing the more obvious defenses.

Important thing to Remember: You don't actually need to list Defenses mechanically until the player is trying to Kick Butt.

From there things should flow naturally. Players will either adopt and will handle each defense on their own as they come up in battle without even trying to attack first, or, they will try to shoot a boss, at which point you'll need to say why they can't. Remember - this is a narrative based game, so players need to know as many details of what's going on, both mechanically and narratively, to be engaged and participate in the game. It's not about surprising them, it's about presenting them with a wall that they need to climb in a creative way. At the same time, some surprises are not bad - I did establish earlier that "Unpredictable" defenses are a thing, and you don't have to establish direct mechanical implications of some defenses until players encounter them. Remember - players need to know that something is happening, not exactly what.

The defenses have been destroyed! The boss is open for an attack! It's time to roll. Sometimes, you might need to highlight that fact, but generally, players are pretty fast on the draw. Just like with a regular Kick Butt, let them have it as it is their moment - they worked hard for it. If they're lucky - they will succeed on the first roll, you tell them how much damage they cause

and ask them how they reach that result, and we move on to the next phase, restarting the gameplay loop. Everyone is happy.

Mixed and miss results are a bit trickier and more interesting. Mixed is interesting, because it gives breathing room and tension to both sides - describe a clash, an equal confrontation ending slightly in heros' favor. A chink in the armor, so to speak. The attacker gets damaged, but they also start gathering the "Assist Bonus", which is a cumulative +1 for every attacker. Let them have a "train" on the villain - bouncing and attacking them one by one, or as a group. It's fun and allows them to feel powerful. These are the perfect moments to have one-on-one interactions with the heroes, maybe push something personal against their character, throw a monologue, just talk. There is nothing external to manage, it's just a direct measurement of determination and a time to have some cool narrative moments.

You'll be surprised how rare Kick Butt misses are. That's okay! As there are plenty of things to work through to even be able to use that roll. And let's be fair - no one is interested in players losing. And if you are, this system is probably not the best choice for your game. What you should be interested in, is creating struggles and drama on their way to winning, so before starting to talk about a miss condition - remember, Kick Butt has a "Establish a Boss Aspect to run the result into a 7", and that's a very powerful leverage tool. But let's say they are okay with taking the loss, what do you do? It's pretty simple - improvise a mini-Phase. Take the latest phase that the heroes just defeated, trim one or two defenses from it, tweak the existing ones and reset. The fun part is that the cumulative bonus is updated only when the phase chases, so they will technically be more powerful when time to Kick Butt happens again. So, don't overdo it. Prevent a simple reset, gloat, make the boss look more evil and powerful, and throw a small number of defenses at heroes.

One more thing to keep in mind, just like when running a stage, is measuring the mood of the group. While the general mood and the power balancing of the game is heavily in favor of the heroes, keep an eye on the mood of the players and time of the session. A Boss Battle in the system can take multiple hours. It's a stage on its own. And if people are getting tired don't be afraid to wave away some defenses or even phases, or let them succeed automatically here and there. It's not a competition, it's supposed to be fun.

And just like that we'll get to the end! The final phase has just been beaten, and the heroes are celebrating! If you have anything preparing it is time to present your Final Gambit. Just like with defenses - it's important to establish to the player that this is not a fight. Highlight that they've won, and this is just the last desperate attempt for the boss to thwart them. And just like before - keep an eye on the mood. It's not supposed to be an extra wall to overcome, but instead a fun final explosion everyone can pose against.

Edge Cases, Advice and Anecdotes

The rules above will cover everything you need to know and run your games, so now I would like to highlight some cool or potentially confusing scenarios that we encountered during the playtests of this game. None of them are specific directions on what to do, just cool stories I wanted to share with our resolutions to them.

Handling Downed Heroes. Like you know, when a hero is down, you just stop worrying about them, as it's the group's problem now. But usually you do it because you have many other things to track, not because your power ends there. On a technical level, a downed hero can fall under direct control of the GM. They can be mind controlled, captured or permanently damaged (tho careful with that last one, should probably still get player's permission). The point is that you don't just dictate the loss condition, as the player loses control of the hero they fall under your domain.

Party wipe. These will be extremely rare. I believe I only had one, in a couple of years playing this game. You really shouldn't worry about planning for those. The only way they could happen is if you established a full team attack and everyone rolled really poorly and has no Rings, but as long as at least one player is up, even if they start a "revival train", the group will not wipe. What to do in this case? Well don't game over. That's not the point of the system. When I had the wipe, I imprisoned all heroes and had an escape stage, which led them right back to the planned path. It was a really cool detour and they talked about it a lot afterwards. So don't worry about it too much. Once players are in your control doesn't mean you need to kill them.

Using Destined as your GM NPC. Each playbook serves a story purpose, but most of them are for players to fulfill their fantasy. At least 3 of them are the exception - Lead, Destined and Rogue. And all of them move in different directions. It's an unwritten rule, but generally speaking, as the generic hero of the story, The Lead should be the last tie-breaker of any team questions before the GM, and generally provide an example for the group. The Destined on the other hand is your train track... On top of the regular train track of your story. Even with all the information you're giving the players, they are still "a group on an adventure". Yes, you can pick a main character and write a personal conflict for them, but that's not always feasible. What IS always feasible is having a character whose actual role in the story is to worry about reaching a very specific goal. The only problem with them is that you should know when to ease-off a little, as being worried at every stage can be exhausting. Throw in a simple one, once in a while.

Rogue can write your story for you. Rogues are the opposite of Destined. A player that plays Rogue and never uses their Feature is doing it wrong, but they also can't expect GM to know what their goal is and fully implement it into the story on their own. In a perfect world, before the game even starts, a Rogue needs to approach the GM and talk about their aspirations and Goals, so you can include them in your story. That can affect your plans in any way, from having a couple of extra ideas in your bucket to making them potentially the most interesting character

in the party. Just don't forget to use it against them too, before they get too cocky overusing those Advantages.

Respects and Ability Changes. Just let them do it. This system went through at least 3-4 iterations on potential respecting rules, and by the end of it, I came to a conclusion that "the plot" and player ideas should be the only conditions needed to update their character or their ability. If your hero wants to change to a Destined half way through an adventure, because they encountered a deity that will guide them - let them! Sit down and help them re-build their character from ground up keeping essential things and getting new ones. It's fun and will enrich your experience.

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

Based on the Powered By The Apocalypse Tabletop System.

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

Feedback and QA: Amberlink, ANoNameis, Arch, Daawnily, DeviantHero, DickButtwoman, GarDIOvoir, GlacialLeaf, Gunblazer42, Hathaway, Lieutenant-America, MikeMurdock, SamuraiDDD, That Awful Nemo, Truffle Valentine and many more.

Writing, QA, New Title Graphic, GMing: Torchbound

Artist: [Peachy Owl](#), [Project Shadowcat](#)

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

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

Thank you for reading and playing!