

RINGS AND RUNNING SHOES



Hello! This is a quick message from Torchbound, creator of this rulebook - thank you for showing interest in my little game! While the official version of the game is "1.7" it is technically not "fully complete". More specifically - we're still working on balancing and polishing some of the playbooks, flow of the game experience, global mechanics and The Game Master section, while helpful, hasn't been updated in a while. I decided to give it a 1.0 version since the game is complete and playable, just needs a lot of tweaking, testing and polish. Same goes for the formatting – I know a lot of things are cut off at the end of the page, it's there because re-spacing 80 pages of text after each update is not feasible.

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.

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) way, and differ much from the norm - stronger or weaker, more courageous or more cowardly, deeply wise or dense to the point of humor. They are the only ones that can and will greatly affect the world around them. You and your character are special.

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

System Overview

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

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

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

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

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

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

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

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

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

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

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

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

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

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

World Rules Overview

You are special.

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

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

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

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

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

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

Character Creation Overview

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

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

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

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

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

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

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

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

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

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

Universal Hero Traits

Looks, Species and Legionization

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

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

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

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

Main Hero Ability

Overview

Every hero needs a special power that 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.

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 wallet 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 within 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.

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 Fighting 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. And your "moves" are taken from your Playbook.

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) this is a more advanced topic, but based on your character playbook (class, basically) 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.

Step-by-step

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

1. Describe it. It can be anything you want.
2. Pick it's approximate average range from the Ability Ranges section.
3. Pick your initial strategy from the Ability Type section (it can change later).

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.
- ❖ **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 destring 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 to 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 Buddies as you can to help, and the Assist Bonus they give can exceed your Teamwork attribute. If your Assist Bonus is larger than your Teamwork, then the number of participants increases the chance of them causing more problems, in addition to the result of your move.

Charged - You can call in anyone you've met during your adventures and had a friendly relationship with to help you resolve any problem. When you do, work with the GM to pick at least 3 individuals or groups. They most likely aren't actively joining the adventure, but come up with some way they are lending you their power. After that you can command them like 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 by 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. If you're looking to see how strong your character is - circle back to your ability and it's damage number.

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

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

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

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

Mystic - how strong your character's belief is in things beyond our understanding. Your characters live in a magical world full of adventure, but there is always more to it than just superpowers - gods sleeping for eternity, upcoming storms and tides of fate, the feeling of

earth's spirit under your feet. Characters with high Mystic will consider and believe in these higher powers and will try to consult them when going gets rough.



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.**

Special Attributes

Teamwork

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

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

While it does work the same way as the other attributes on a numeric level - being capped at +3, and being added to rolls, the rest of it is quite different. It's actually shared by the whole group, 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 pushed back up by anyone.

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 Team Assist and (revival) moves.

Also, 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:

- By participating in pre-emptive Team Assists (if the roll was made).
- By using (revival) moves.
- By using playbook moves that give Momentum.



While 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.
- Decrease Damage dealt to anyone in your vicinity to 0.
- 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 Approach's Battle Counter by 1.

On a miss, you get hit and the enemy creates some defenses. You can also escape all the negative consequences of the miss and increase the Battle Counter by 1, by establishing a Boss Aspect.

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:

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.

Approaches - depending on the way you approach your 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.

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, which is attached to the Approach you were using and is used by everyone on the team using the same approach. 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 nearby.
- Trigger unwelcome destruction.
- Weaken the quality of your effect.
- Create a Set Piece or establish a Boss Aspect (GM's choice).

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

Find Out More

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

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

Ready For Action

You can spend some time thinking over your future steps and adjusting your strategy, when you do, roll **+Smarts**. On a 10+, you can change your Ability Type and gain +1 Forward. On 7-9, you can change your Ability Type, but you spend too much time thinking and something bad happens. On a miss, something bad happens.

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 glitch. The GM will decide what exact effect the glitch has. On a miss, something bad happens with your magic.

Before you make the roll, coordinate with the GM if there are any conditions to what you're about to do - a ritual, a specific place, a specific time etc.

Effects:

- Control your ability in an unusual or a new way or with complete precision (usually outside of the scope of its tags).
- Create a construct using some magical power.
- Learn the direction to an object or a person you touched in the past.
- Observe another place or time, related to something you touched in the past.
- Communicate with something that you don't share a language with.
- Affect someone's emotions somehow.
- Push away an evil presence.
- Imbue an item with an element.
- Create a temporary magical structure.
- Restrain or lock an object, creature or portal.
- Cure a disease, neutralize poison, remove someone's exhaustion.
- Take a peek into a magical/spirit/parallel world.
- Send a message to someone in a magical/spirit/parallel world.
- Listen to something in a magical/spirit/parallel world.

Glitches:

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

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

Advanced Focus: When picking Advanced Focus update your Ability to include a specific Ability Boost. It should be related to your Ability, and will provide a very specific, short and mechanical benefit, that you should discuss with your GM. Some examples include Healing, Summoning Allies, Time Stop, Teleportation etc. You can change your Boost in-between Adventures.

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

- A second Effect.
- The benefit of your Boost.
- Ask a GM for an additional narrative benefit.

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.

Advanced Stand in the Way: On a 12+, pick 3 options from the list.

Convince Them

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

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

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

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

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 or following you and roll the appropriate attribute. The following will apply to this situation:

- Maximum number of teammates you can use 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.

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.

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.

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.

You Teamwork isn't set until every participating character is part of at least one scene, where at least one of these things happens:

- A bond is strengthened, established or weakened
- A story is shared
- A secret is revealed
- A question is answered
- A good time is had by all

Few things to note: There doesn't need to be a connection between your scenes and stage/boss establishment. The scene can also take 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 the conditions, everyone on the team activates their Super Form, you are free to describe it, and the following benefits are activated:

- Everyone's Stamina is restored to maximum.
- Everyone can choose a new Ability Type.
- Everyone's Ability Type now uses its Charged version.
- Everyone gains access to one use of Super Boost.

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 +0.

Heroic Leadership

As a Lead, there are no limitations on how many heroes or NPCs 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]

Once per stage, if you're willing to make an inspiring speech or a plan of action, everyone within earshot can change their Ability Type.

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.

Also, you can land safely on any non-dangerous surface without taking any damage.

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

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

- Regain full Stamina on transformation.
- Your Unleashed Attribute is raised by 2 (max 3).
- You don't gain XP from misses.
- You can't participate in 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, changing your Ability back to the original and returning the Unleashed Attributes 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 an additional +1 to the Assist bonus, but reduce Teamwork by an extra 1 on a miss.

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

While having 2 Stamina or lower, 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 mark 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.
- ☐ Increase your maximum Stamina by 1.
- ☐ Increase one of your Attributes by 1 (max 3).

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

- ❖ **Walker** [Tails' Cyclone, Rotor's Armor] - You create a mech, a ship, a plane, a battle armor or any other mechanical contraption that you have to control directly. It has to be at least you- or slightly larger than you in size.
 - It can store 2 pieces of Gear. You have 1 Armor while inside this mech.
 - The mech is extra difficult to destroy, but you need to pilot it to gain the benefits.
 - While piloting it, you might be restricted from accessing some moves or places.
- ❖ **Assistant** [Tails' T-Pup] - You have a small-sized tech Buddy, with a simple AI of its own, that doesn't have any attack power directly, but can act independently, away from you.
 - It has 3 Stamina, can store 1 piece of Gear and can use it for you.
 - The Assistant can be attacked and destroyed, but also repaired and rebuilt.
- ❖ **Inspiration** - There is a spark in your eyes that will save you from a tough spot.
 - Your Expertise becomes your Gear. Once per stage, when your character is performing a move related to your Expertise (on any attribute), you can substitute it for a result of 10 (before or after seeing the result).

Expertise (write it down in your sheet)

Tinker characters, while not necessarily smarter than the others, tend to have some sort of narrow field of expertise. It doesn't have to be scientific, or even smart. It could be art, music, biology, robotics, cooking, comic book knowledge or anything that could be studied and obsessed over.

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

Hero Attributes

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

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

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 (advanced if available) 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.

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. You can also substitute any roll to Smarts if it's covered by your Expertise.

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

Once per stage, when you and every single one of your teammates are united in one attack, you can make the result a 12. Teamwork must be above 0.

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 experience whenever you accept the negative consequences of a miss result, or when a move tells you to mark 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.
- ☐ Take a Tinker move or a move from another playbook.
- ☐ Gain +1 Smarts (max 3).

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 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.

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 if you make any Mystic rolls related to the treasure right away, it will be considered a full success (Advanced if possible) 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 (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]

Once per stage, you and one of your teammates 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, you will be left behind by the rest of the group in some sort of trouble.

While you're next to only 1 other teammate and the rest of the group is not in the area, you gain +1 bonus to all the 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.

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

You can substitute any negative consequences of a Smarts of a Mystic roll with a Collateral option from Flex Muscles move.

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

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.

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

Ask GM for 1 XP, when one of these happens:

An enemy gets a hold of your Treasure OR you return your Treasure to safety.

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

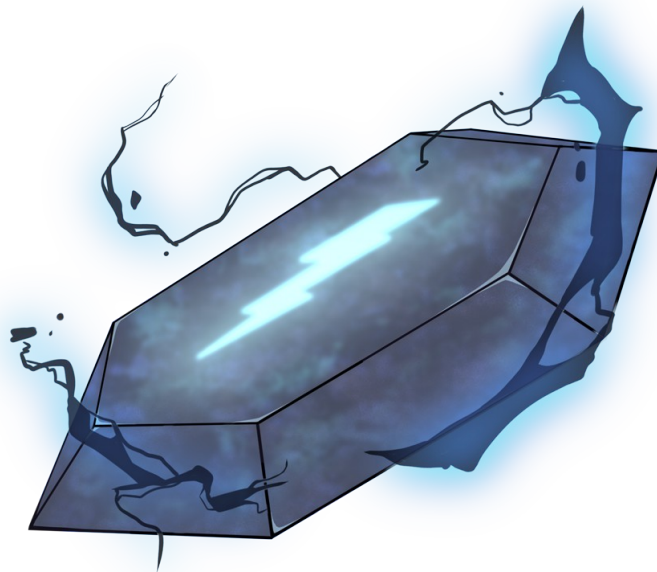
- ☐ ☐ ☐ Take a move from your playbook.
- ☐ ☐ Take a move from another playbook.
- ☐ Get a piece of Gear.
- ☐ Increase your maximum Rings by 1.
- ☐ Increase your maximum Stamina by 1.

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 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 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 Creator

Even if you're not a classical robot, this playbook is always about someone's creation. How we are created is a huge part of what shapes us to become what we are. Maybe you defied your coding and became something new, maybe you're following your creator's last wish, no matter what - the past can't change, and these little glitches inspired by your original programming will always stay there. Pick one:

- ❖ **Evil Genius** - You have to destroy and force your way through things as the first and usually the only option. If the boss of the current adventure created you, learn a Boss Weakness.
- ❖ **Ancient Race** - You need to learn and understand as much as possible about the modern world and it's customs, maybe you don't understand a specific morality or emotion.
- ❖ **Ambitious Scientist** - Your primary objective is to research and gather as much info as possible from the environment and history.
- ❖ **Old Man** - You have to tell the most factual and direct truth no matter what, sometimes to a comedic extent. Protect as many people as you can by all means necessary.
- ❖ **Lonely Kid** - When a living creature is the enemy you have to try to reason first, plus you need to participate or listen in on as many team conflicts as possible.
- ❖ **Cold Corporation** - When making any basic or playbook move, make sure to mention your affiliation and feelings towards the company that made you. If a boss' company created you, at the start of the adventure, learn a Boss Weakness.
- ❖ **Forgotten In Storage** - There is something wrong with your voice modulation. You either can't speak or there is a specific talking-related defect with it. Make your own morals and stick to them.
- ❖ **Made by a Hero** - Pick a character, you have to assist them in everything as much as possible. If there is a choice of any kind you have to take their opinion or them as priority.

You cannot change this part of your feature with Advanced Improvements, but you don't have to follow the Name of the creator, if it doesn't fit your backstory.

Robotic Body

Robot is a unique playbook in a sense that a lot of its functionality is tied to how their body works. Instead of an Ability, they get a "Robotic Body" which has the same creation rules, but requires a more detailed description. When making your Robotic Body, include answers to these questions:

- What is your primary functionality and purpose?
- What is your general weaponry?
- Is there anything special that you're made out of?

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

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

Hero Attributes

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

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

Moves

Make This Work [Sonic Universe #84; Thunderbolt]

When faced with an obstacle or a barrier you shouldn't be able to destroy or pass ever, do it anyway and roll +Force. On a 10+, you completely destroy the target and mark this move as (burned). On a 7-9, you destroy enough of the obstacle to pass, but you damage yourself in the process - take 2 Damage (ignore armor) and mark this move as (burned). On a miss, you overheat your weapons or system - all moves that use Force are (burned).

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

We Go Together (robotic) [Sonic Universe #50; Shard]

You can sacrifice yourself for something important. If you wish, pick a move that you can do and do it as if it was a perfect (advanced if available) success. After that your body is destroyed

completely and you cannot be revived until appropriate Peace and Quiet. Part of you is still functioning and you can be taken or follow the squad, you just can't participate in most physical actions. Gain 1 XP.

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

Once per 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, change your Ability Type, if you wish, and re-write your Robotic Body with GM's help.

On a 10, you're fully integrated into your new system and gain some extra knowledge - pick one option from the Find Out More, gain full Stamina and re-do your Robotic Body accordingly.

On a 7-9, gain full Stamina and re-do your Robotic Body accordingly.

On a miss, you gain 2 Stamina, and unequip all your Gear (including I Can Take 'Em move), until the end of the Adventure.

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

Care Unit (robotic) [Sonic Archie #193; Buns Rabbot and Omega]

You're now a large enough construct that someone can ride on or inside, as a pilot. While you have a pilot you can substitute their Attribute bonuses for yours in moves you do and other way around. You also gain an ongoing Assist bonus of +1 to all your rolls and you can use each other's Ability Type (your negative stays with you), but both of you always suffer the consequences.

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

Bravo, New Boss! [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]

Keep a counter. Every time you defeat an enemy when Kicking Butt, add 1 to it (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.

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

You have nano-bots in you, keeping you going. When you Take Five, you heal yourself for 1 Stamina in addition to your other activities. You can also change your Ability Type without spending a point during Take Five.

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

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

Adoptive Technology (robotic) [Sonic Battle; Gemerl]

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

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

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

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):

- They helped you find your soul. How did that happen?
- You are keeping a promise or holding a secret about them. What is it?
- They helped to fix you up after you got beat-up. When and why?
- You saved them from evil robots. What were they doing in danger?
- They were going to destroy you, but you've proven to be good. How did that happen?
- You share a goal. What is that goal?
- They were involved with your Creator. How?

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

The Destined

I've seen it. Everyone was gone. There was nothing left. No people, no animals, no machinery. Only water and sparse metallic plant life. But I have faith in myself and others. I believe things will get better. Together, we can make them better. [Tikal, Silver the Hedgehog, Chip the Light Gaia, Cosmo, Merlina]

The Vision

Every Destined has a common trait - the ability to see the future in some form. It can be done in a multitude of ways, from stumbling into an ancient tablet that only you can decipher, to having dreams that tell of upcoming doom, to even 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 horrible vision. It will show you a worst case scenario of what happens if you and your friends fail to fulfill a currently unknown condition in time, as well as establish any specific rules this condition has (for example - you can't share it with anyone).

When rolling Mystic once per unique move, no matter the result, you can choose to learn a clue, by asking one of the questions below. **On a miss**, if you choose to learn a clue, you need to establish a Boss Aspect along with it. If you choose not to ask a question, that move is still "used up". The first 4 questions can only be asked once:

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

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

If you fail to figure out and fulfill the prophecy successfully by the end of the stage, GM assigns you a Flaw from the list below, and the consequences of your failure come to life.

The Flaw (pick one)

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

- ❖ ***From a Different World/Time*** - Reduce your Attitude attribute by 1.
- ❖ ***Clumsy*** - You can't change your Ability Type, unless Taking Five.
- ❖ ***In Over Their Head*** - You can't Kick Butt against a boss.
- ❖ ***Cursed*** - Reduce your maximum Rings by 1.
- ❖ ***Paranoid*** - You can't participate in a Taking The Lead or Distress Assists, unless you can justify it being to get closer to your Vision.
- ❖ ***Lost Memory*** - Set your XP to 0 when you end the stage.
- ❖ ***Restless*** - You only heal 2 Stamina during Peace and Quiet.
- ❖ ***Mysterious*** - You can't tell other heroes about your Vision.
- ❖ ***Stubborn*** - Can only use (rest) moves when Taking Five.
- ❖ ***Tortured*** - Pick a traumatizing event in your past. When presented or confronted with it, GM is allowed to do hard moves against you.
- ❖ ***Phobia*** - Pick a type of environment. You can't roll the Make It Through move, while on it.

Hero Attributes

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

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

Moves

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.

Master! [Sonic Archie #216; Silver]

You have a teacher or a guide that guides you on your quest.

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 now share your Vision feature, but to ask a question with a mixed success or lower Mystic result you will need to establish Boss Aspects.

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, this move gains (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]

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).

You gain Advanced Focus when learning this move.

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 all your Flaws 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 experience whenever you accept the negative consequences of a miss result, or when a move tells you to mark 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.
- ☐ Get rid of a Flaw (can be taken multiple times, can't have less than 1).

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):

- Since you saw them, you have a strong feeling about them. Why are they important?
- You both had the same teacher. Who was it?
- They found you doing something awkward or strange. What was it?
- You shared a vision once. What was it about?
- They came to you for advice about the future. Did it help?
- You saved them from a bad future. What was it and how?
- You both were part of the group once. What changed?

The Changed

After that day I ended up with my arm and legs roboticized. Folks look different when you're part robot. I had no past, lost my home and felt like a freak. Until 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, if possible.
- 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 your Natural Stamina, unless it's a (robotic) move, in which case use your Robotic 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: (*robotic*) moves can only be taken by characters with mechanical parts (or need to be justified for your GM). Mostly that means other Robots and the Changed, but can also apply to characters who narratively have legionized body parts.

Note #2: Any Changed moves that use the Path Feature by non-Changed characters are defaulted to the Blessing Path.

Note #3: Just like The Robot, this playbook can be "re-skinned", where all "Legionization", "metal", "robotic", "mechanical" etc terms should be changed to the definition of your character.

Note #4: You can only have one Ability Type for both of your Abilities, but you can also change it every time you change your Path.

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?! (robotic) [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: This move is (burned).

Back Off! [Sonic Archie #265; Thunderbolt]

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: This move is (burned).

Integration [Sonic Archie #189; Dimitri]

When you want to integrate into an enemy machine using your systems or tools, roll +Smarts. On a 10+, you integrate successfully, pick 2 from the list. On a 7-9, pick 1 from the list and pay based on your Path. On a miss, something bad happens.

- Stun, short circuit or destroy the target.
- Drain the power from the enemy, restore 2 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: This move is (burned).

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

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

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've 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 2 Robotic Stamina 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 (robotic) [Sonic Archie #278; Cassia]

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.

Full Conversion [Sonic Archie #183; Dimitri]

Whether you like it or not, your robotic prosthetic consumed your natural body. There is still just enough life left in there to keep you a living being, but only on a technicality. All of the following now applies to you now:

- Your Natural and Robotic Staminas combine into one large universal Stamina bar.
- You lose your Natural Ability completely.
- You might count as a Robot for some narrative purposes.
- Reduce your maximum Rings by 1.
- When you are revived, the hero will need to use Smart instead of Teamwork (Teamwork reduction on a miss still happens). Also might require special healing conditions.

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

At the start of your confrontation with the boss, you, as a player, can let your character be the first target of the encounter and 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]

Once per stage, when you fully dodge an attack, or fully negate the damage with your armor, you can strike back right away. Based on your Path you can perform the following counterattack:

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

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

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):

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

When rolling your Method attribute, 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]

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.
- Refresh your (burned) 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]

Once per stage, when you're about to be downed from an attack you can burst out in rage of emotion and negate that damage, potentially getting a small opening to escape. Gain 1 Momentum. You can also change your Ability Type.

Improvements

You gain experience whenever you accept the negative consequences of a miss result, or when a move tells you to mark 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.
- ☐ Pick one: Buddies under your command deal 1 extra Damage OR increase your maximum Stamina by 1.

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):

- A betrayal happened between you two. What was it about?
- They have something you want. What is it?
- You did something good, against your reputation and they saw it. What was it?
- They are your contact for when something needs done. How was that established?
- You ran a business together. What happened to it?
- They heard you did something horrible. What is it? (in secret, decide if it's true or not)

- You share a tragic memory together. What is it about?

The Clumsy

Jeez, all these character introductions sure are interesting? A lot of very serious and sad ones too. I really like the Lead one, it's sooo 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 Luck Pool

Your character collects Luck Points based on their actions, generally for creating fun situations or self-deprecating humor. **When you roll 10+**, you can add a Luck Point, but if you do, your roll is treated as a mixed success and you need to describe why it didn't work out. You will also gain them based on some of your moves and your Personality Type, and they are gone at the end of every stage.

Luck Points can be spent on some of your moves, but also to increase any roll result in the game by 1 for each point spent. Luck Pool can be accessed by anyone in the group and Clumsy can apply points to other hero's rolls.

Personality Type

Pick one for yourself, and when the chosen situation happens involving your character (caused either by them or by you, the player), describe a comedic situation and ask GM for a Luck Point:

- ❖ **Pipsqueak** - When you take either unnecessary damage or damage from rushing in ahead.
[Bean]
- ❖ **Conspiratorial** - When you guess an upcoming event and who's going to be targeted by it.
[Sticks]
- ❖ **Bumbling** - When you lose or damage something valuable. [Orbot and Cubot]
- ❖ **Annoying** - When you try to defuse a serious situation with a bad joke or a pun. [Chip]
- ❖ **Unfocused** - When your ability runs wild, making the group's life harder.

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 Luck Points. For the next short while change one rule in the rulebook to anything you like or make up a new one.

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

When an obstacle can be justified to be overcome by an item, you have it. First time use of this move is free, afterwards you'll need to spend 2 Luck 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]

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 appear next to any of your teammates, regardless of distance or availability. First time use of this move is free, afterwards you'll need to spend 2 Luck Points.

Donk! [Sonic Universe #65; Charmy]

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.

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]

Once per stage, when you Take Five, you can whip out a relaxing picnic to help everyone relax. Everyone resting can choose two options from the Take Five list, as opposed to one.

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

- Add a point to the Luck Pool

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

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

Improvements

You gain experience whenever you accept the negative consequences of a miss result, or when a move tells you to mark 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.

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 love the same type of sweets/toys/hobbies. What is it and how did you find out?
- They are *definitely* your best friend. Since when have you been following them?
- You were very proud of a joke, but they didn't laugh. What was it?
- They keep you in the group, even if you're not that useful. Why?
- There is a competition or a game both of you like, and the winner is never clear. What is it?
- Their house always has something you love. What is it? How often do you visit?
- Something about their design, clothes or behaviour makes you giggle every time. What is it?

Additional Mechanics

Advanced Improvements

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

- ☐ ☐ Take a move from yours or another Playbook.
- ☐ ☐ Mark one of the possible basic moves as advanced.
- ☐ Get +1 to any Attribute, max +3.
- ☐ Increase 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).
 - Increases your Assistant's Maximum Health by 1.
 - Your Expertise's Gear can now be used one extra time per stage.
- ☐ (Guardian only) If your Treasure is threatened, you can destroy or hide it. It will still be lost, but you dictate the terms of its recovery.
- ☐ ☐ (Robot only) Take a move from yours or another playbook.
- ☐ (Destined only) When you succeed in resolving your Vision, your group gets 1 Ring instead of 1 Momentum.
- ☐ (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 Luck Point.
- ☐ (Changed only) Once per stage, you can ignore paying for a move based on your path.

"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." has 2 potential issues - when a Feature of the different playbook is mentioned or if the move has the "(robotic)" tag:

- ❖ **"(robotic)" moves**, which are generally limited to Changed and Robot, can only be taken by characters with mechanical parts or need to be justified for your GM.

- ❖ **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. 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. Plus every time you succeed, you can remove a Flaw.

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 Luck Point you gain in a stage becomes special, it can only be used once per roll, never leaves and can be combined with the rest for your playbook moves.

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.

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



It is not an uncommon sight in Sonic's world to see a character gain new abilities by either acquiring some new piece of gear or a pet. Chao, Wisps, Extreme Gear and other Artifacts, can join your character on their adventure. Just like with character visuals, the type and the description of your gear is completely up to you.

Mechanically, Gear serves two purposes:

Once per stage, when your character is performing a move using a piece of Gear and rolling it's attribute, you can substitute it for a result of 10 (before or after seeing the result).

Gear's description provides you with a passive extension to your Abilities. This benefit should be used only for your character or a single target, if you find a way to share it.

- ❖ **Bubble (Style)** - You can perfectly swim, breathe and stay dry under water indefinitely.
- ❖ **Eagle (Style)** - You can fly, glide or float for a short period of time.
- ❖ **Boost (Force)** - Your Ability gets a single new aspect (element or thematic, for example).
- ❖ **Rocket (Force)** - Your Ability has a bigger or longer range.
- ❖ **Memory (Smarts)** - You have a perfect photographic memory, even if you aren't conscious.
- ❖ **Lightning (Smarts)** - You can make complex calculations crazy fast, even under pressure.
- ❖ **Ghost (Mystic)** - You have a clear connection with a different world of your choosing.
- ❖ **Void (Mystic)** - You're great at pushing away or controlling other's magic.
- ❖ **Rhythm (Attitude)** - Music follows you everywhere.
- ❖ **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 flavour text. It's called "Boost", for example, so it's easier to remember, but it doesn't mean you are actually getting a Boost Wisp to help you. The Gear needs to narratively make sense based on your story and on the option you chose, but the name is just there as a visual aid.

Create a Set Piece

The thrill of adventure is ever-expanding. There is always something new and dangerous around the corner and not all of it will be prepared by your GM. Sometimes you will be asked to "create a Set Piece", usually as a result of a miss. This task is directed at the player and will give you a bit of GM creative control to put up against your heroes. 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.

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 save from environment	Densely populated area	A special event, celebration or gathering	Mini-game, competition, special activity	Love interest: new, past or present	Someone to save from enemy forces
5	Extreme harmful condition	Reduce your ability to do basic moves	You're on the clock	Something to impact vision	Attract unwanted attention	Unnaturally scary or personal
6	Encounter something from your past	Something to disable your abilities	Lose or find something personal	Something to cause a conflict in the party	Something based on your worst attribute	Stumble upon a MacGuffin

Establish a Boss Aspect

Every good adventure needs to have an antagonist, right? The DM will have a framework and the core of one prepared for you, but it won't stay set in stone. At some points during the adventure, when a move requires you to "establish a Boss Aspect", you will be given an opportunity to "modify" either your main antagonist, or the boss of the current stage, making them stronger and more complex. These changes 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.

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?

Learn a Boss Weakness

Bosses will not just grow more powerful. There are moves in this game that allow you to "learn a Boss Weakness", when that happens GM will come up with and give your heroes an in-universe hint about a point they can exploit during the boss battle. It can be cementing something they already knew or a completely new fact.

When you describe your action against the boss with the use of a weakness you learned, it's called "exploiting a Boss Weakness" and no matter the roll result you get to choose one the following bonus effects:

- ❖ Pick one option from the list, no matter the roll result. (pick from Advanced if available)
- ❖ Get a +2 to a move, if it has no options.
- ❖ Ignore the (burned) condition of a move.

Do be careful though - once you use a weakness there is a very high chance that the boss will adopt, as they don't like falling for the same trick twice.

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

End of Stage Rankings

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

- 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 one 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.

- ❖ **Resolution** - both players come to a common ground, no matter the result or the score.
 - Both heroes get 1 XP, 1 Momentum and increase Teamwork by 2, after establishing what is the common ground they've decided on.
 - Both players gain an option to find and reach one another once.
- ❖ **Surrender** - losing hero can decide to concede, and has to follow the demands of the winner, but in a way they feel is appropriate.
 - The winner gains 1 XP.
 - The loser gains 1 Momentum.
 - Reduce Teamwork by 1.
- ❖ **Victory** - when the loser refuses to surrender, they can keep denying the demand of the match, but the winner is allowed to narrate exactly what happens with the loser directly following the match.
 - The winner gains 2 XP.
 - The loser gains 1 Momentum.

- Reduce Teamwork by 1.

Playbook Moves - if a playbook move can be directly applied based on the attribute and context, it's included in the description and that hero gains a +1 to their roll, negative effects of all playbook moves might be applied by the GM either after the clash or incorporated in it.

Team Assist and Bigger Duels - more people can participate in the Clash. That can be arranged either by having separate side-by-side duels or via Team Assists. Team Assist is still rolled with Teamwork, and will give another hero a +1 on a 7+ result, but will reduce your Teamwork with them on a 9- result. NPCs and Buddies usually can Assist once per Clash.

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

Also, if the battle happens between stages or at the end of one, GM might decide to move the Teamwork and Momentum bonuses to the next stage.

Optional Rule - Changing Your Hero

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

In general, you need to talk to your GM to prepare and set up your change in advance, so they make sense in the story and follow through with it. As simple as that. For newer players, it is also suggested that you keep your Ability unchanged until you reach Advanced Improvements. There is no mechanical payment for any changes you make.

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

Optional Rule - Alternative Start

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

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

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

Optional Rule - Lives/Hard Mode

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

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

How to Play

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

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

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

The Heroes' Agenda

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

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

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

The Moves

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

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

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

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

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

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

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

Bosses, Minions and Obstacles

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

Obstacles are everything that stands in your way stopping your direct and simple progress, you will be using your vast library of moves to overcome them. From something as simple as a wall, locked door or strong wind, to lasers, traps, poisonous gas, boiling lava or enemy shots from behind. It's important to note that you can argue that if there is nothing making the situation stressful or difficult for your character, you can just pass that obstacle without a need for a roll. For example, if you're just walking and the road is blocked with rubble and your hero can fly. If there is nothing dangerous in the situation, you can just do it.

Minions are enemy forces sent to stop you, that you will mostly be using Kick Butt move on. Unlike obstacles, there is very little chance you can pass them without making a move (exception being additional setup in advance or a very fortunate situation). They usually come

in one of two types - a wave of weaker enemies that you need to dispatch or a smaller number of more complex almost mini-bosses. Minions usually have numbers, where mini-bosses usually have conditions or small pools of Stamina. For example: a wave of Egg Pawns is just a group of enemies that needs to be destroyed, but a robot with a huge shield will require overcoming it's shield first, at which point he's just a single hit target. Now, the obvious question is "how much can I handle?" As it's stated in the character creation rules - heroes are stronger than everyone else by default - That means that even with the weakest damage they can handle a good number of opponents. Well the Kick Butt move specifically states "Depending on your roll and your attack description, the GM will explain exactly how much damage you did", so you are free to describe the intent of your character, based on your view of their power and Damage of their ability, and the GM will tell you exactly how much damage you dealt based on that and the roll result. Usually, it will be all or most enemies, or just enough to clear the path.

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

Rolling the Dice and Calculations

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

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

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

Imminent - a modifier from the move's description.

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

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

After all that is done, if you still don't have enough, or want to keep pushing, you can ask for Team Assists. If you miss your roll, everyone can drop what they are doing to pull you back up

to a mixed success, but if you rolled a 7+, only people that agreed they will be helping you in advance can assist.

Sum all that up and you get your result.

Game Limitations

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

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

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

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

The Game Master

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

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

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

The Game Master Mindset

Here I want to talk about the principles that you should follow when DMing, kind of a list of unspoken rules, that should guide your decisions. If you're not sure about something you want

to do, if there is a conflict with rules, or any other game-related problem, you can look into those and they should help. As a GM, the last word should always be on you, even over the rules of the game.

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

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

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

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

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

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

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

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

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

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

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

Everyone can be saved, redeemed, or made into a joke. This is more of a suggestion than a rule, but R&R is based on a cartoon hedgehog running around and having adventures. So try to think light-hearted and PG first. Sonic would never kill Eggman or any other non-creature villain. If someone does die, it needs to be an impactful, meaningful event. The badniks should be populated more by creatures and robots, then people etc.

Game Structure and Preparation

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

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

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

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

The Call to Action.

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

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

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

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

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

Example Adventure: Return of Neo Metal Sonic

The Call Action (and introduction):

The heroes are helping everyone out after the big war with the Eggman Empire. There are reports and sightings of Robotnik's leftover robots becoming more and more organized and some characters even had to defend the city from their assaults. We know that it's not Dr. Eggman, because he was found in a distant village and looks to be reformed or at least "broken" after some sort of head injury during the war past. The adventure starts when heroes find a signal of a huge flying Egg Ship in the skies and decide to investigate.

The Villain: Neo Metal Sonic

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

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

The Macguffin: Master Emerald (3 Rings)

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

Stages and Bosses:

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

Egg Fleet

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

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

Boss: Neo Metal Sonic (6 Stamina)

Forgotten Base

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

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

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

Angel Island

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

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

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

Final Boss:

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

More about Calls to Action

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

More about Villains

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

Style

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

Description

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

Goal and Master Plan

Have fun with it and don't hold back. World Domination (or at least destruction of heroes' city) should be the base starting point. Become a god; consume every living being on the planet; poison the world and then sell the cure; resurrect an ancient being; prepare the world for an incoming even bigger conflict by becoming the bad guy; destroy all kids in the world; collect all the candy from everyone; build an amusement park but only after every other park on the

planet is destroyed. I would suggest having a way for him to reach that goal be as outrageous and exotic, especially if you'd like something different as the final boss. Having a "secret form" or "reviving something too powerful to control" is a pretty safe bet.

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

More about MacGuffins

Style and Description

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

Rings

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

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

More about Action Stages

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

Name, Description and Theme

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

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

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

Potential Themes

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

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

Obstacles

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

More about Side Characters

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					

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 that 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 then 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 highling that they 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. 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 are also more dangerous 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

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.

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".

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 the battle to end in different room, 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 them 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. So go nuts. They asked for it and they will have to deal with 8 defenses against 2 characters 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 half-effect.

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 it's 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.

Bombardement (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.

Running The Game

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

Before we begin talking about it properly...

Description is Your Action

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

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

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

GM Moves and Limitations

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

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

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

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

Soft Moves

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

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

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

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

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

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

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

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

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

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

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

Hard Moves

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

- Deal damage as established.
- Create more obstacles/make things worse.
- Give them multiple difficult options to choose from.
- Give them a -1 forward/ongoing modifier.
- Reduce Teamwork by 1.
- Ask them to establish a Set Piece.
- Change their Ability Type.
- Burn their Ability Type (only the negative stays).
- Disable one of their gear items.
- Disable or reduce their armor.
- Give them a solution, but only based on their Feature.
- Mark a hero as the biggest threat.
- Take control of a character.
- Split the group.
- Start or advance, a timer or a counter about something.
- Take out friendly NPCs.
- Take away 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. So we have our Boss layed out and we have the stage, 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.

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 "mini-conditions" 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 convince 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 Convince Them 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 breaking his 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.

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.

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, GlacialLeaf, Gunblazer42, Hathaway, Lieutenant-America, SamuraiDDD, That Awful Nemo, Truffle Valentine and many more.

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

New Title Graphic, Writing, QA, GMing: Torchbound

Artist: [Peachy Owl](#)

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

Thank you for reading and playing!