

# THE CHANGED

STYLE		<input type="text"/>	
FORCE		<input type="text"/>	<input type="text"/>
SMARTS		<input type="text"/>	<input type="text"/>
ATTITUDE		<input type="text"/>	<input type="text"/>
MYSTIC		<input type="text"/>	<input type="text"/>
XP		<input type="text"/>	<input type="text"/>
MM		<input type="text"/>	<input type="text"/>
RN		<input type="text"/>	<input type="text"/>
GEAR & PETS		<input type="text"/>	<input type="text"/>

## THE PROSTHETIC - PATH

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

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

**Blessing** - Your body is something special - it's your project, your labor of love and care. Moves will be more delicate and exact, but will have limited uses.

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

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

## ABILITY

## DAMAGE

## RANGE

## ROBOTIC BODY

## DAMAGE

## RANGE

## MOVES

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

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

### Improvements

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

### Advanced Improvements (after 3 regular improvements)

Take a move from your or another playbook.....  
 Mark one of the possible basic moves as advanced.....  
 Once per stage, you can pick a different Path from a move you're using.....  
 Get +1 to any Attribute, max +3.....  
 Increase your maximum Rings by 1.....  
 Increase your maximum Stamina by 1.....  
 Once per stage you can use one of your limited features an extra time.....  
 Take another playbook's Feature (req: 3 base moves, 2 other moves).....

### Final Improvement (after 6 Advanced Improvements)

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

THE CHANGED

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		