

The Lead

The hero of their own story. Usually a brash, central character, or a rival, who has the most direct connection with The Boss and is there to push himself and everyone around him to victory.

The Type

Pick 2 descriptors of what kind of Lead you are:

Guiding - 1 XP every time you gather a group for an adventure, during Peace and Quiet set Teamwork to +3.

Helpful - Once per stage, if you're leading a Team Assist, you can succeed at it 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 your Teamwork with them by 1.

Heroic - Once per stage, you can pull one of your teammates out of trouble, no matter how bad the situation is, though GM might decide if that gets you in trouble. (they don't get XP)

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.



We Fight As One

When you lead your team into battle, make an inspiring speech and roll **+Attitude**.

On 10+, you and your team ignore the first damage of the fight.

On a 7-9, only you ignore the first damage of the fight.

On a miss, something bad might happen.

You can also now rally bystanders to your cause and create a mob with **1 Damage**. 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

Once per stage, you make a showy entrance into a dangerous situation. Explain how you want to do it. Everyone and everything stops and listens to what you have to say and see you appear, you also gain +1 Forward on a Convince Them roll, for everyone present.

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.

Avoid Back-Stabbing This Time

You can make a publically announced deal with The Villain.

When you do - gain 1 XP and roll **+Attitude**.

On a 10+, you know they will honor the deal until it's resolved.

On 7-9, you feel paranoid, get -1 to rolls working with them.

On a miss, you're pretty sure they will follow through with the deal. None can assist you on this roll.

Unleashed

You gain a stronger form. When getting this move, make a new Ability for this form and choose an Unleashed Attribute that will be boosted when you transform.

You can transform once per stage. Rules for this form:

- Regain full Stamina on transformation.
- Your Unleashed Attribute is raised by 2 (max 3).
- You don't gain XP from misses.
- You can't roll Team Assist.

You might also occasionally lose control (usually based on a miss), 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 move can be changed with a Change your Ability Improvement. This is not a replacement for a Super Form.

Determination of the Strong

You always count as having **1 Armor**. When you're at full Stamina, you count as having **2 Armor**.

It's Me! Your Old Buddy!

You helped someone in the past, and you can call in the favor. Tell the story of your past adventure and who you want to call in, roll **+Smarts** to remember all the details. No matter the result, a Buddy is introduced into the story, under your control, based on your description. Their Stamina and Damage is set by GM.

On a 10+, they were inspired by you - pick which playbook they belong to - they have its Feature and 1 move from its list. They are either very close or are already on the way to you.

On a 7-9, they are the same as you remember - regular Buddy.

On a miss, the consequence of that adventure turned out to be negative in the long run or you forgot something - either they or something from that time will have a grudge against you, which might not be obvious right away.

Never Fear The Fall

You can willingly open yourself up to the enemy, letting your teammates get a better hold of the situation. Pick a teammate - they can't assist you on this move. Roll **+Smarts**.

On a 7+, chosen teammate rolls their next move with Advantage.

On a 10+, Take 1 damage, ignoring armor.

On 7-9, leave yourself at the enemy's mercy.

On a miss, you plan failed and can be used against you.

You're the Star of my Scene

Make a passionate speech or gesture to inspire someone in your group. When participating in a Team Assist, you **CAN** give an addition +2 to the bonus, but if it fails, reduce Teamwork by an extra 1.

I've Got Your "Limit" Right Here

While having 2 Stamina, your Fight the Boss move deals 1 more Damage and Kick Butt moves get +1 bonus to rolls.

Hey, You Hurt? (revival)

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 forward.

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

The Tinker

A smart character, always carrying around gadgets or tools that will get them out of any situation. They might not be as strong as other hero, they might not be as fast, or brave but they will find a way out.

The Mechanism

Each of these mechanisms allows you to start with a number of pieces of Gear, which can be replaced for different ones or fixed for free, but only during a hub section. Just like regular Gear, Mechanism cannot be permanently taken away, destroyed, lost or stolen, but if you can't control or don't have access to your Mechanism you lose those benefits.

By default, mechanism does 1 Damage, unless tied to Tinker's Ability. You can only have one type of gadget on you at a time.

Walker - You create a mech, a plane, a battle armor or any other mechanical invention that you have to control directly. It has to be at least you- or slightly larger than you in size.

- It stores 2 pieces of Gear. You have 1 Armor while inside it.
- It is extra difficult to destroy, pilot it to gain the benefits.
- Piloting, might hinder the use of some moves or places.

Assistant - You have a small-sized companion that doesn't have any attack power, but can act independently.

- It has 3 Stamina, can store 1 piece of Gear.
- It can be attacked and destroyed, but also repaired and rebuilt.

Base - You have a favorite tool or a gadget that you always bring with you. You also have an extra well maintained workshop.

- Pick 1 piece of Gear and store it on yourself.
- If the hub is under attack, heroes near your base get +1 Armor.

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. The point of this aspect is to color every piece of equipment you make on your journey.



I Call It...

When one of the conditions from the list (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 GM to provide specific information about this place your character should know.

On a miss, you don't know anything about it, so establish a stage aspect. No matter the result, 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.

About Earlier... (rest)

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. 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

Basic Scan

When you can justify sending forward some sort of scout or having a radar to places not yet visited, based on your Ability, you can roll **Put Together A Plan** or **Find Out More** with +1.

On a miss or a mixed success of either move, your scouting might cause you additional trouble.

Hacking

When Using Environment in a non-violent way, using your Ability and area of Expertise, roll +Smart instead.

You can also roll to Convince robots without Disadvantage.

Show 'Em How It's Done

When assisting your team with Expertise, get +1 to your roll.

I Got It!

When assisting your teammates, you can use roll +Smarts instead of Teamwork. You still reduce your Teamwork on a miss.

Hand it Over

When you want to make a key to open a lock, fake a document, any other object that would help you trick someone or something or even make a copy of a McGuffin, roll +Smarts.

On a 10+, it's a perfect copy/fake prepared, potentially even in advance, it will most likely fool pretty much anyone.

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.

Thank You For The Hard Work

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. After that your Mechanism is destroyed, you cannot store Gear and it cannot be fixed or replaced until GM allows it. Gain **1 XP**.

Are You Out Of Your Mind?!

Whenever you have a chance to argue your Expertise with someone, or use it to Convince someone, you can roll +Smarts instead of your Attitude.

You can also roll +Smarts instead of Attitude to command Buddies.

Basic Scan

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 Put Together A Plan or Find Out More with +1.

On a miss or a mixed success of either move, your scouting might cause you additional trouble.

Certain Things I Can Do (revival)

You can use your superior intellect and clear head to help your friends. On a 10+, result of a revival move, they are brought back with 3 Stamina, and you restore one of their Gear use.

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

The Guardian

A hero concentrated on finding and/or protecting some sort of specific treasure. They could be completely oblivious or unrelated to the villain, and their treasure can vary from magic rocks, to a special person.

The Treasure

Every Guardian has something they protect. It can be an item, a gem, a person, maybe even an idea or a goal. It doesn't need to be The MacGuffin of the current adventure, but it can be. The treasure can be changed and updated at the start of every adventure. Please describe the treasure and explain why and how your character is guarding or looking for it. Your treasure will also have some sort of power. Pick what it is:

Gives Power - Roll with Advantage.

Negates Power - Negate a boss aspect or power, when seen.

Open Something - Gain 1 XP when using the Treasure to progress.

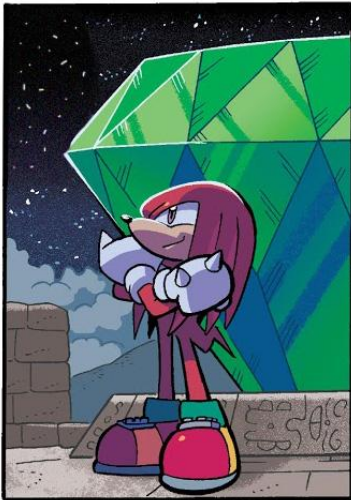
Predict Events - Ask a GM for a free premonition.

Calm of Mind/Body - Restore everyone's Stamina to max.

Revive a Companion - Bring a teammate back to battle with 3 stamina.

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.



Unknown from M.E.

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, 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.

If the Treasure is attacked or damaged the damage will also affect you.

'Operation Big Wave'

When you rush into danger without a plan, roll **+Force**.

On a 10+, you and your teammates do +1 Damage on their first clash, plus pick one option from the Use Environment move once you see what you're dealing with.

On 7-9, you and your teammates gain +1 Forward.

On a miss, you endanger your teammates and your Treasure by leading everyone into an ambush.

Helpful Hand

You can make an effort to transport an amount of something bigger than you can normally do, roll **+Force**.

On a 10+, you deliver it with no problem.

On a 7-9, you make it, but something bad awaits you.

On a miss, you deliver it half-way or get to your goal and choose:

- Take 1 Damage ignoring armor for every 2 characters transported (round up).
- Take -1 ongoing from being tired, until you Take Five.
- You can't Make It Through move is (burned).
- Establish something new about the current stage.

We'll Keep Him Off You!

When you and another character decide to protect someone, you take the lead and roll **+Force**. Only that hero can assist you on this roll, split the full force of the enemy's attack with them (you take the bigger half).

On a 10+, you and the assisting character each pick a different option from the Stand in the Way move. They apply to both of you.

On a 7+, both of you successfully protect the victim.

On a miss, you become a target along with the victim, but the character assisting you gets a +1 forward, if they act immediately.

History of Our People

When rolling **Find Out More**, tell a story that's related to your Treasure and what you're looking for. Gain a +1 when using things created by this move.

Lost Temper

When you want to shut up or intimidate someone, roll **+Attitude**.

On a 10+, you intimidate that person and gain +1 ongoing against them in this scene.

On a 7-9, they are sufficiently scared.

On a miss, in your rage you intimidate someone on your team instead and establish something new about the boss.

Catch me if you can

When escaping a pursuit, roll **+Attitude** to insult your pursuers.

On a 7+, pick one from the list below.

On a 7-9, take 1 Stamina damage - letting your enemy too close.

On a miss, your 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.

My Work is Not Finished

Your character is really in-tune with that mystical artifact and can gain power from it. When using The Macguffin; Rings or your Treasure set your Stamina to full.

Did you let him trick you, again?

Gain 1 XP when one of these happens: you unintentionally lose the treasure; you purposefully return the treasure; you failed to stop a MacGuffin being stolen.

Shift! Rock! Yeah! (revival)

When bringing another hero back into battle, you can now fling them at the enemy or an obstacle. **On a 10+**, result of a revival move, they are brought back with 3 Stamina and you can either destroy an obstacle, a group of minions or deal 1 Damage to the boss. On a 9- result, they will suffer a -1 ongoing from being dizzy, and they need a second to shake it off.

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

The Robot

A mechanical hero who's defined by something that lets them break away from their programming. These characters usually have a direct purpose they are inclined to follow and a personal dilemma that comes from being made of metal and circuits.

The Creator

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.

Evil Genius - You have to force your way through things as the first option. If the villain created you, establish a boss aspect.

Ancient Race - You need to learn and understand a lot about the modern world. You can't grasp a specific morality or emotion.

Ambitious Scientist - Your objective is to research and gather as much info as possible from the environment and history.

Old Man - You have to tell only the truth and protect as many people as you can by all means necessary.

Lonely Kid - You always have to try to reason first, plus you need to participate or listen in on as many team conflicts as possible.

Cold Corporation - Make sure to mention your affiliation and feelings towards the company that made you. If a villain's company created you, establish something a boss aspect.

Forgotten In Storage - Have a talking-related defect.

Made by a Hero - Pick a character, you have to assist them in everything. If there is a choice you have to make them a priority.

You cannot change this 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

Instead of an Ability, your "Robotic Body" 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?

Some of their moves have a (robotic) tag and can only be taken by characters with mechanical parts.

Note: This book can be "re-skinned", in which case all the mentions of "robotic" and "mechanical" change to the definition of your character.

Adoptive Technology (robotic)

Your Focus move is now reflective of your adoptive mechanical nature, roll it with **+Smarts** instead.

On a miss, your weapon/gear jams and your Focus move is (burned).

Make This Work

When faced with an obstacle or a barrier you shouldn't be able to destroy or pass over, do it anyway and roll **+Force**.

On a 10+, you fully destroy it, but take -1 ongoing until Take Five.

On a 7-9, you destroy enough of the obstacle to pass, but you damage yourself in the process (2 damage, ignore armor).

On a miss, 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)

You can sacrifice yourself for something that can be justified as following your Creator's ideal. Pick a move and do it as if it was a roll of 12. After that your body is destroyed and you cannot be revived for a while. Part of you is still working and can be taken with the squad, limiting your physical actions. Gain 1 XP.

Cannot Destroy My Soul (robotic)

Once per Adventure, you can transfer your mind and soul to a different body. When you can secure a target, roll **+Smarts**. No matter the result, you gain 1 XP and switch to a new body.

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.

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)

A hero can now ride you as a pilot. When that happens you can substitute their Attribute bonuses for yours and the other way around, you also don't lose Teamwork when your team is assisting your basic moves.

In a fight, you will usually take damage first. You also count as one unit for purposes of other moves, and either extra large or bulky for the purposes of traversal, when being ridden.

I Can Take 'Em (robotic)

You always count as having 2 Armor, as long as you don't have any Gear equipped.

Auto Repair (rest, robotic)

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.

Worthless Consumer Models

When rolling Kick Butt against a crowd of enemies, as long as you're fighting alone, you roll with Advantage. When Fighting The Boss with help from your teammates, do +2 Damage.

Bravo, New Boss! (robotic)

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 GM to decide if it works or not.

Urge to Maim: Rising

Keep a counter: every time you roll a 7+ on a **Kick Butt** move, add 1 to it (max 3). Use 3 points to make Fight the Boss move do double base damage. This counter resets between stages and adventures.

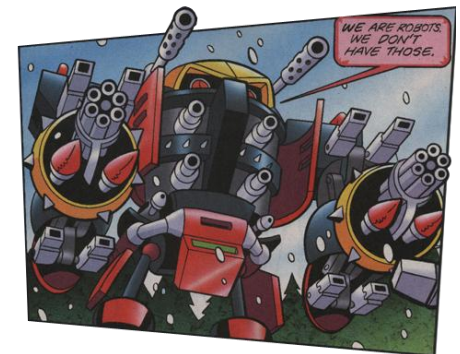
New Mission Parameters Accepted

When someone changes your original course of action, by reminding you of your Creator's intent, gain 1 XP.

This Will Hurt (revival)

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.



The Destined

A character who's goal is usually to uphold the balance of the world, or prevent some sort of disaster, they also can be completely uninvolved with The Villain, following their own path.

The Vision

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 fulfil a currently unknown condition in time, as well as establish any specific rules this condition has.

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**, you need to establish a boss aspect along with it. 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? - The action your target needs to be performing
- A Yes/No question of your own wording.

If you succeed, your entire group gains 2 XP and 1 Momentum.
If you fail, you gain a new Flaw, and the consequences of your failure comes to life.

The Flaw

Destined aren't always trained heroes, ready to tussle with enemies. The burden of the future is heavy on their shoulders, as they accumulate personality flaws under its weight. Pick one:

From a Different World/Time - Reduce Attitude by 1.

Clumsy - Reduce Style by 1.

In Over Their Head - Reduce Ability Damage by 1 (keep all tags).

Cursed - Your Rings maximum is 2.

Paranoid - Your Team Assist move is always rolled with a -1 penalty, unless you can justify it being to reach 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.

Tortured - Pick a traumatizing event in your past. When presented with it, GM is allowed to do hard moves against you.

Phobia - Pick an environment. Can't roll Make It Through on it.

Stubborn - Can only use (rest) moves when Taking Five.

Your Future Depends On It

Once per stage, if you can convince another heroes that their action can fulfil your Vision, and they agree to follow through, establish 1 Ready For Action aspect for them and gain 1 XP.

They gain +1 ongoing, while acting on your directions. Right before they start, you can ask 1 question about your Vision.

It is Done... And So am I

When you want to perform an unimaginable feat of strength using your ability, roll +**Mystic** and **pay 2 Stamina** (if you're downed that happens after this move is resolved).

On a 10+, you succeed, as you intended.

On a 9-, your max Stamina is reduced by 1 until Peace and Quiet.

On a 7-9, you are exhausted, but you finish 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.

Catch!

Try and redirect a long ranged attack targeting you or one of your friends back at the attacker; roll +**Style**.

On a 10+, redirect it to the attacker, no damage to target.

On a 7-9, the attack misses, potentially hitting something else.

On a miss, the damage is increased by 1 and GM decides if it changes targets, also establish a boss aspect.

Appeal to His Better Senses

You can now Convince non-mechanical creatures that can't normally listen - ghosts, demons, beasts etc. Even if they shouldn't possess the intelligence to understand. When doing so, you can choose to use **Mystic** and can't have disadvantage.

Victory Garden (rest)

Gain an additional Taking Five option - invest an amount of time into purifying a place from its evil influences, roll +**Mystic**.

On a 10+, gain 1 XP, full Stamina; learn 1 thing from your vision.

On a 7-9, bring someone else, they skip their rest.

On a miss, establish something new about the stage.

Right After I Have One Of These! (rest)

When Taking Five, roll +**Style**, to get more out of your rest.

On a 10+, pick 1 thing from the list, plus your resting benefit.

On a 7-9, pick either 1 thing from the list, or your resting benefit.

On a miss, -1 Forward, and proceed with Take Five as normal.

- Restore 1 Stamina to you or one of your teammates.
- Get +1 Damage on your next 3 attacks.
- Gain useful knowledge about the area.
- Reveal 1 more thing about your Vision.

Master!

You have a teacher that explains your visions or sees them for you. Introduce them as a Buddy. Change your Vision move:

- First, pick one item from the list - it will always be answered for free in addition to your regular questions, by your Master.

- You can choose to use **Attitude**, instead of Mystic for your roll.

- You don't gain XP from missing the Vision roll.

- You and your team don't gain Momentum from succeeding.

If you decide to assign another hero as your Master, they also gain access to the Vision move. In addition, either of you automatically succeeds on Assisting the other with that move.

Spiritual Companion

Your character becomes a spirit of some sort. It cannot be harmed, but cannot do direct damage either and will accompany heroes from the sidelines. You don't have Stamina and cannot be harmed, but you can be captured. 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. Gain an **extra option for Focus** - Reveal 1 more thing about your Vision.

You can freely change your tied character, unless under stress.

If changing in danger, roll +**Mystic**, only your new host can assist.

On a 10+, you switch hosts.

On a 7-9, you switch, old host takes 1 Damage (ignore armor).

On a miss, you fail, you can't switch until the end of the stage and both participants take 1 Stamina of damage (ignore armor).

Time For Me To Complete My Duty

When going To Save Everyone, you can choose not to roll and pick 4 items from the list. Ignore all your Flaws. You can change your appearance, and Spiritual Companions get physical form and Ability Damage. When your Super Form fades away, the character has to leave the story however you feel comfortable.

You Will Be Fine (revival)

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 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.



The Changed

Something changed your body in an irreversible way, covering it with cold metal. Changed characters don't fight to repel their enhancements, they have to learn to cope with them. Life like this made you strong in spirit and there will always be friends supporting you nearby.

The Path

There is no way to get rid of your curse, so you need to decide how you want to live with it. Luckily, with enough time, 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.

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 Body.

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 also gain a new Take Five option - **change your Path**.

The Prosthetic

Legionization is a process of replacing parts of one's body with robotic ones. This is represented by giving your hero a second Ability - Robotic Body, specifically for your mechanical parts. Your original ability is called Natural Ability now. It is created the same way as your Natural Ability, but the description needs to be more detailed. 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?

Sum Rule - The total sum of Robotic Body and Natural Ability Damages must not exceed 4. The Changed cannot have a Natural Ability with less than 1 Damage.

It takes a long and special procedure to properly Legionize a part of one's body, which normally can't be undone. Also, some moves will have the (robotic) tag, just like the Robot moves.

Note #1: Any Changed moves that use the Path Feature by non-Changed characters are defaulted to the Tool Path, where Robotic Body changes would apply to their Ability.

Note #2: 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.

Saving This For a Special Occasion!

You can charge a strong attack, but will need your team's protection. If it can be damaged, this ability will hit and do damage, no roll needed. Based on your Path, get the following:

Curse: The charge takes extra long. Pay 2 Stamina. Deal your base damage twice.

Tool: Deal your base damage +1.

Blessing: 1 Armor while charging.

Hero loses all Armor (except from this ability) while charging.

How Many Upgrades Do You Have?! (robotic)

You can tweak your body to overcome an obstacle, roll +Smarts.

On a 10+, you can pass the hazard, without a need for a roll.

On a 7-9, you still need to make a roll, but you get a +1 to it.

On a miss, this move is (burned).

On a 7+, pay based on your path:

Curse: Take 1 Damage (ignore armor).

Tool: Reduce Robotic Body Damage by 1 until you can get some Peace and Quiet.

Blessing: You can only use the move on yourself.

Back Off!

If you are held or grappled you can get out of it, no roll needed.

Curse: Take 2 Damage (ignore armor).

Tool: Lower Robotic Body Damage by 1, until end of stage.

Blessing: This move is (burned).

A Little Self-Improvement (robotic)

When you get some Peace and Quiet, you can swap your Gear for something different.

You'll Have The Honor!

At the start of your battle with the boss, let your hero be the first target and take the hit. Based on your Path, they will act like this:

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.

Either way, you get 1 Armor for it and 1 XP.

Mine's Bettah!

When you fully dodge an attack, or fully negate the damage with armor, you can strike back right away with these benefits:

Curse: Pay 1 Stamina. +1 to Force and Damage, add armor-shred.

Tool: +1 Damage.

Blessing: +1 to Force roll and an armor-pierce tag. +1 to Smarts if you want to follow up with a non-aggressive move instead.

Integration (robotic)

You can integrate into an enemy machine, 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 Stamina.

- Get 1 Armor on the next attack.

- Turn a minion into a Buddy or control of one of Boss' functions.

- Gain one option from the Find Out More list.

Curse: Pay 2 Stamina.

Tool: Reduce Robotic Body Damage by 1 until Peace and Quiet.

Blessing: Can't use this anymore, until Peace and Quiet.

If the target is weak, don't roll, pick 1 and don't pay the cost.

You can also roll to Convince robots without Disadvantage.

Special Medicine

You will now require special, very rare medicine for your robotic body to work. **Three times per stage**, you can use that medication to gain one of the benefits from the list below:

- Get an Advantage on any roll using your Robotic Body.

- Deal +2 Damage on your Fight The Boss.

- Move yourself to one of your Teammates, within the stage.

- Restore your Robotic Body Damage to its base.

- Restore 2 Stamina.

Once you're out of medicine, your Max Stamina is cut by 2. The GM can ask you to take dose as a result of a roll, with no benefit.

Full Conversion

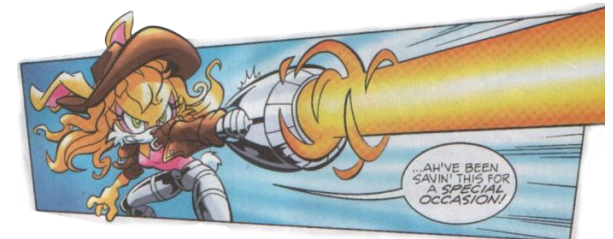
Your Robotic Body now has 4 Damage. Your Natural Ability can be removed or set to 0 Damage. You might count as a Robot for some narrative purposes and gain a Burden:

Mechanical - any (revive) move used on you has to use Smart.

Don't Sweat It! (revival)

Your experiences allow you to better guide your friends back into the light. **On a 10+**, result of a revival move, they are brought back with 3 Stamina. You get a +1 to this roll.

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



The Rogue

Not everyone becomes a hero with a noble goal. Glory and treasure are the most common ones, but there can only be a shadowy organization giving them orders, or they might otherwise be villains in different circumstances. Either way, a villain has crossed them and needs to be taken down.

The Method

Rogues are masters of creating trouble, and each and every one of them has a Method to the madness, and a Goal they'd like to reach with it.

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 is not as smart as you are.

Corruption (Mystic) - There are unexplainable powers running amok in this world... Time to put them to work.

The Goal

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, however you'd like to interpret that.

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.

When rolling your Method attribute of your method, if you can justify your move being a benefit to your Goal, you can roll with Advantage (roll 3D6, ignore the lowest one).

You can change your goal freely once per adventure.

You cannot change your method.

You can also change the attribute used for any move to your Method, as long as you can justify it being for your goal and describe how. You do not get Advantage for this roll.

Attention All Scrubs!

When you want to draw as much aggressive attention from multiple enemies to yourself, roll **+Attitude** and make an offensive speech based on the result.

On a 7+, every enemy that heard or saw you will immediately drop everything else and start moving towards attacking you.

On a 10+, you also gain +1 Armor for this skirmish.

On a miss, the opposite of needed effect happens.

Who is Gonna Save You Now?

You can tempt another hero with your Goal and ask them to do something specific. If they agree, once per stage, when following your request and using a move that requires the use of the same attribute as your Method, they can roll with Advantage.

Once per stage (or during Peace and Quiet), you can give them this ability again, by "renewing" your vows. If the other character declines the offer, reduce Teamwork by 1.

If this move is done during Contest Of, gain 1XP.

It's All Part of The Game

At the start of each adventure (or when you take this ability) The Villain gains leverage based on your Goal - establish a fact about the boss, describing what it is.

When presented with it, the GM will request you roll **+Force**.

On a 10+ you can force the villain not to use it and gain +1 Forward and +1 Damage on the next action against them.

On 7-9, something bad happens with it, you are still free to act.

On a miss, you are forced to act out the Villain's demands.

Throw It All Away

When fighting the Boss, after the attack roll, you can choose to split the damage by half with one of your teammates (larger half going to you), and deal +1 Damage and a +1 to the result with appropriate changes. Everyone present will know that you made this decision consciously, and reduce Teamwork by 1.

Advanced Fight the Boss applies to this move.

I Handled It

When you want to attack viciously, without holding anything back, roll the appropriate fight move. No matter the result, everyone within vision distance sees the massacre you create. Reduce Teamwork by 1.

On a 7+, you deal +2 Damage.

On a miss, you still deal damage normally, but something goes wrong. This move can't be used if you're alone.

Not Going Down Like a Chump

Once per stage, when you're about to be downed from an attack you can negate the damage, maybe getting an chance to escape.

Cannon Fodder

Gain a small team of subordinates that will do your bidding to the letter. Name and describe each of them. As a group, they have **1 Damage** and **3 Stamina** combined. Give them one of the moves you know. They can assist you ignoring all restrictions.

Don't Know if I Can Restrain These Two

When you participate in a roll to Convince Them, you and everyone participating can choose to use **Force** instead of Attitude or Teamwork - whichever one is bigger (even after the roll was made). This might turn the conversation violent.

It's Been Fun

When you put your teammates in the way of danger to save yourself, gain 1XP.

I'll Make You Eat Those Words!

When you attack the villain before they finish their speech you get +1 Forward and +1 Damage on that attack. None can assist you on this attack.



The Clumsy

A character who's in this adventure by chance, mistake or coincidence, or a support character for another hero. They aren't here for glory, aren't here to stop some great evil, find an artifact or fulfill a destiny. They are here to have a good time, to help their friends and maybe protect the ones they love.

The Karma

These heroes can perform the greatest feats and impossible tasks without breaking a sweat, even compared to the other heroes... But at a cost.

Every time a Clumsy rolls a miss they can count it as a mixed success, with some part of it usually being played up for comedic effect.

When you do that gain 1 Karma (you still gain XP from the fail). The GM can use 1 point of Karma to reduce your result by 1 step.



Save You All...?

Your teammates can try to Convince you to get serious, based on the Convince Them result, you gain a condition to your next Fight The Boss. In addition you do 2 more Damage, your attack gains an additional positive tag, but cannot be assisted in it.

On a 10+, your attack can be assisted.

On a 7-9, they need to do something special to convince you.

On a miss, you can't Fight The Boss until you add 1 Karma.

Wow! Look at All of Them!

When presented with a threat or an obstacle related to your ability, roll **+Style**.

On a 10+, fully under your control, you say what happens with it.

On a 7-9, it's removed from the field without a trace.

On a miss, it becomes more dangerous.

You're So Mean!

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+, confused enemies will retreat to fight you later.

On a 7-9, the enemy is now staggered, and is distracted by you for a good amount of time.

On a miss, pick a teammate - they have to run and save you, making them a target.

Sounded More Convincing In My Head...

When you want to Put Together a Plan and need another hero's help, you can roll **Attitude** instead of Smarts, to direct them with your heart instead of brains. On a miss, reduce Teamwork by 1.

A Cup of Tea (rest)

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.

Acknowledge Me! (rest)

When you Take Five, and want to have some fun pranking your teammates, roll **+Attitude**.

On a 10+, heal 1 Stamina in addition to your rest benefits.

On a 7-9, gain +1 Forward in addition to your rest benefits.

On a miss, the person you were pranking gets, reducing Teamwork by 1.

I Have Plenty Back Home

Once per stage, when an obstacle can be justified to be overcome by an item, you have it. The only exception being Treasure or MacGuffin.

I Can't Feel My Hands!

When your Stamina drops to 0, you can still do one more action before going down.

Donk!

For every 3rd Karma point used by the GM you gain 1 XP.

Don't Be Afraid (revival)

You can now help other heroes get back into the fight, and act like a helpful hero for a change. **On a 10+**, result of a revival move, they are brought back with 3 Stamina and you lose 1 Karma point.

If you have multiple revival moves, you can pick an appropriate one for the situation.

Backstories

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 following questions (you can come up with your own or borrow from other playbooks):

The Lead

- 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. What is that they most admire?
- You are best friends, teammates or even family. Where have you met?

The Destined

- 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 Rogue

- 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 Tinker

- You helped them fix something recently. What was it?
- They saw a lecture or a class you were holding. How did it 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 your tools by accident. How did that happen?
- You met on a research trip or a convention. What was it about?

The Robot

- 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. Why?
- You saved them from evil robots. Why were they 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?

The Guardian

- You met while looking for treasure. 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 touch brawl together. What was it about?

The Changed

- 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 are too shy to talk to them, but very interested. Why?
- They saved you mid-conversion. When did that happen?

The Clumsy

- You share a love for something specific. What is it and how did you find out?
- They are *definitely* your best friend. Since when have you been following them?
- You had a very good 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?