





























## THE CHANGED

	1	2	3	4	5
STYLE					
FORCE					
SMARTS					
ATTITUDE					
MYSTIC					

XP		<div><div></div><div></div><div></div><div></div><div></div></div>
MM		<div><div></div><div></div><div></div><div></div><div></div></div>
RN		<div><div></div><div></div><div></div><div></div><div></div></div>

# GEAR & PETS

## THE TRANSFORMATION

## The Path

**Curse** - Prioritizes safety of your biological body.  
*Can't pay Natural Stamina for moves.*

**Blessing** - Prioritizes safety of your robotic parts.  
*Can't pay Robotic Stamina for moves.*

**Balance (Advanced)** - Can't access by Outburst.  
Has no limits, can split heals/harm between bars.

## Robotic Stamina

- Starting Robotic Stamina is 4.
- Can't split heals/harm, but pick which bar to use.
- Pay from Stamina bar based on your Path.
- Can pay any amount, if you have 1 point or more.
- When it hits 0 you can't use your Robotic Ability.
- Armor is applied to both bars.
- When Improving your Stamina - increase both.
- Changing Ability Type allows to change Path.

ABILITY	TYPE	RANGE

ROBOTIC BODY	RANGE

## MOVES

## BASIC MOVES PLAYBOOK DIGEST

**Outburst** - On a miss or a mixed success, you can change your Path and after that find a different approach. This can only be done once per move and you have to accept the new result, also:

- You don't gain XP for the original result, with no negative consequences from the original result.
- Gain +1 forward on the new approach.
- Gain 1 Stamina (Robotic, if changing from Curse to Blessing; Natural, if Blessing to Curse).

**Take Control** - You can pay 1 Stamina of your choice to change to any Path at any time.

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 a move from your or Robot playbook.....

Take a move from another playbook.....

Increase your maximum Stamina by 1.....

Get a piece of Gear or a new Pet.....

Mark one Attribute as a Star Attribute and take a (revival) move.....

### Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....

Mark one Attribute as a Star Attribute.....

Get +1 to any Attribute, max +3.....

Increase your maximum Rings by 1.....

Increase your maximum Stamina by 1.....

Take another playbook's Feature (required moves: 3 base, 2 other).....

Unlock Path of Balance.....

### Final Improvement (after 9 Improvements)

You can reach Balance via Outbursts.....

THE CHANGED

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		