

## 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!*

## The Symbol

True Heroes, created or born, are not just strong individuals that can fight good and are not managers running around organizing teams. Instead, they are a combination of both, strong and bright and inspiring. First and foremost, Leads are symbols that rally others around them with no effort while protecting the weak with all they have.

### Inner Strength

Lead is a strong, inspiring, spotlighted individual that stands out even amongst other Heroes. Thanks to their inner strength, Lead gets a +1 to an Attribute of their choice (max +3).

### Heroic Leadership

Inspiring courage and action in others is what Heroes can do effortlessly. There are no limitations on how many characters you can pull for your Taking The Lead move. Everyone still gains Momentum, but your collected Assist Bonus cannot go bigger than the Teamwork attribute (even if negative). When combined with Empathy Type you get both unrestrained Assist Bonus and everyone participating gains Momentum.



### We Fight As One

You shine as a leader, especially after making an inspiring speech or a plan of action. You can Take The Lead as a success, as long as you have full Stamina and Teamwork is +1 or higher. While participating in Taking The Lead, you don't lose Teamwork on a miss.

### Welcome to the Greatest Storm

Once per stage, when your teammate is under attack, you can come in to save them. As your entrance, use Stand In The Way perfectly. You can also 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.

### Avoid Back-Stabbing This Time

You can make a publicly 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, that you can activate when you want. When getting this move, make a new Ability for this form and choose an Unleashed Attribute that will be boosted when you transform. Rules for this form:

- Mark this move as **(burned)**.
- Regain full Stamina on transformation.
- Your Unleashed Attribute is raised by 2.
- You don't gain XP from misses.
- You can't take part in Distress Assists & others can't help you.
- Change your Ability Type and revert it after the transformation.

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 is not a replacement for a Super Form.

### Determination of the Strong

Some heroes can seem invincible. While your Hero is high on morale and self-confidence, you count as having **1 Armor**. If you have full stamina, this bonus is increased to **2 Armor**.

### Dear My Friend

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 are more resilient than simpler NPCs, and they can generally 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 and gain 2 XP.

### Never Fear The Fall

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

### You're the Star of my Scene

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

Your passionate speeches are an inspiration and help your friends coordinate. When assisting someone who's Taking The Lead, you can increase the Assist Bonus by 1.

### I've Got Your "Limit" Right Here

Being brought to the brink only makes your heart pump harder. While having 2 Stamina or lower, you gain +1 bonus to Force and Style rolls and can force your way through normally unbreakable armor or shield Defenses.

### Hey, You Hurt?

When another hero nearby misses a roll, you can attempt the same roll. If you have full stamina you can do it for free, otherwise reduce your Stamina by 1.

You can also redirect all negative consequences of a move from any number of your teammates towards yourself, as long as you're nearby.

# The Tinker

*Tools and wires. So much work to be done. Reversing the polarity of the cha... Sorry, getting lost in my head again. Everyone is relying on me, but that's okay! I have best friends in the world.*

## The Mechanism

### The Frame

Every Tinker has a favorite invention to take on adventures, it is treated as a companion and constantly tweaked to suit any situation. When creating your Tinker pick a Frame:

**Walker (2)** - Mech, plane, battle armor or any other mechanical invention you control directly that is least you-sized or larger.

*Special:* Needs to be piloted to use Gadgets; gives 1 Armor.

**Assistant (1)** - One or multiple small mechanical helpers, with a simple AI. They usually don't have any attack power, but they can act independently. *Special:* Uses Gadgets on command.

**Tool (1)** - Personal tool or equipment that highlights your profession. Something that you will always have on you, no matter what. *Special:* Provides a bonus Gadget "Lucky Charm" - When your Hero is making a move related to their Expertise or Ability (on any Attribute), do it as a success (before or after seeing the result).

No matter which Mechanism you pick, the following will apply:

- Each Frame has a number of base Slots listed in the Name.
- It can count as a Buddy, if it makes sense from description.
- It cannot be permanently taken away, destroyed or lost.
- Unless Frame is occupied, it can be summoned to the Tinker.

### Frame and Slot Gadgets

When starting a Stage, fill the Frame Slots with Gadgets:

*Gear* - pick 1 from the Gear list to use. Max. 1 per Attribute.

*Shield* - stop damage to a nearby Hero from one source.

*Armor* - while slotted, the Frame gives its wielder 1 Armor.

*Expansion* - while slotted, Frame and Slots can be used by others.

*Pathfinder* - change location of you and one other Hero nearby.

Gadgets can be used one per Stage, "locking" their Slot. If you have "unlocked" Slots, you can change Gadgets/Frame. The first time is free, the rest will require something extra from the GM.

**NOTE:** Any Hero with this Feature cannot take Gear as an Improvement, and if you have taken Gear Improvements before, you must exchange them for other Improvements.

### Expertise

Tinker characters, tend to have some sort of narrow field of expertise. Anything created by you under its umbrella will need to bear a mark of your craftsmanship - be it your face or a logo.

### I Call It...

You are always curious and love discovering new things. Each time your character is presented with either one of the items from the list below display curiosity or knowledge of the subject and ask GM for 1 Momentum, as long as your hero haven't encountered the specific instance of the subject:

- An enemy is encountered.
- A larger location is entered.
- An artifact of power and importance is revealed.

### 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, as long as you can justify your plans based on logic.

### 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 **Find Out More** or **Ready for Action** with Advantage.

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

### Can Never Be Too Careful

When a Weakness is revealed in your presence, and you want to sneakily add or prepare something to exploit it in the future, roll +**Style** with a +2 Forward. That result is stored and can be used by anyone in your team during the fight with the enemy it was established for, but is wasted if the weakness is removed. You gain 1 Momentum and XP for the miss, but only when the banked move is actually used.

You gain Advantage on rolls when evaluating or looking for original things in a group of fakes.

### Show 'Em How It's Done

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

### I Got It!

When thinking under pressure, you can use your Smarts attribute for a Make It Through or Distress Assist, by coming up with a quick plan of action. You can also substitute any roll to Smarts if it's covered by your Expertise, after explaining how.

### Unique Circumstances

Reduce max Stamina by 2; increase Slots for every Frame by 1. Your Mechanism becomes a new, sentient Frame that can act independently. Changing which type of Frame it is is much harder than a regular one.

If they are a Hero they lose access to Gear, and are only allowed to use your Slots, but they can activate them without your direct command and can't replenish or change them themselves.

### 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, 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.

### Thank You For The Hard Work

You can **sacrifice your Mechanism** to reach a goal. When doing so, choose an appropriate move, do it perfectly and set your Stamina to maximum. 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). Gain 1 XP and you can change your Ability Type.

### 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, and you can both change 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.



# 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.*

## The Treasure

Every Guardian has something they protect. It can be an item, a gem, a person, maybe even an idea or a goal. 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** - Destroy a Defense when confronted with it.

**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 a hero's Stamina to max.

**Revive a Companion** - Do a (revival) move as a success.

**Create an Environment** - Change or create an environmental hazard based on your treasure.

You can use that power **once a stage**, as long as you have the treasure in safety (not necessarily within your reach or visibility). It does not require any rolls and is usually done instantaneously, but when using it you must reveal the Treasure which will have a chance of putting it in danger.



## Unknown from M.E.

You are spiritually connected to the Treasure. Any time your Treasure is damaged you can take 1 Damage (ignore armor), mark this move as (burned) and use one of the below options, with the only condition being that they can't be used to directly repair or return your Treasure to you.

- Do a move that requires a **Mystic** roll perfectly.
- Use any one of the Treasure powers (even if it's not your chosen one) for free.

## Shift! Rock! Yeah!

When you want to throw a willing teammates at something, they take 1 Damage and you roll +**Teamwork**.

**On a 10+**, each of you picks one from the list

**On a 7-9**, you pick one. **On a miss**, GM picks one against you:

- Affect something with your or their ability.
- They ignore next damage done during the flight.
- Can be used as Kick Butt (picked twice for success, once for a mixed success).
- Drastically change their location.

## 'Operation Big Wave'

Sometimes there is no time for planning, scouting or preparation. If you're Kicking Butt against an enemy with active and damaging Defenses, you may roll with Advantage, however, unless you fully succeed, the enemy will strike back much harder with their Defenses against you and all present teammates.

## We'll Keep Him Off You!

When a teammate nearby is about to be hit by an attack, you can push them out of the encounter instead, splitting them from the group, but negating the damage they have taken.

This also makes you favor a back-to-back adventuring style, so while there is only one other hero nearby, you gain +1 ongoing bonus to all your rolls.

## Fight as I Always Have

Unleash the power of yourself and your treasure by bringing your body to its limits. You can pay Stamina to get the equivalent bonus amount to the result. You can't get lower than 0 Stamina with this move, and if you, you perform your action before collapsing.

You can't restore Stamina in any way until you leave the area where this move was used.

## History of Our People

There is much to know about where you came from and not all of it comes from books. Using your mystical connection with the Treasure, you use **Mystic** instead of Smarts to Find Out More and always have a very general idea of the direction and distance towards your Treasure.

When rolling **Find Out More** to gain information using your Treasure's history for reference, roll with Advantage (roll 3D6, ignore the lowest one). If you uncover some previously unknown information about your Treasure, ask the GM for 1 Momentum.

## Lost Temper

You can substitute any negative consequences of a **Smarts** or a **Mystic** roll with a Collateral option from Flex Muscles move, by letting off some steam.

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

## Catch me if you can

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**, 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.
- Change your Ability Type.

## My Work is Not Finished

Your character is really in-tune with that mystical artifact and can gain power from it. When using Rings or your Treasure restore all your Stamina, after connecting with the Treasure on a spiritual level.

## Martyr Complex

You can never choose the "You take no Damage" option from the Stand in the Way list, even if this move is (burned).

No matter the result of the roll, you can pick one additional option from the Stand In The Way list and gain 1 Armor to the consequence of the result, then mark this move as (burned).



# 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.*

## The Ordeal

### 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. The clues will reveal **what needs to be done** to stop the bad future. The first 4 questions can only be asked once:

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

**On a miss, you need to establish a boss aspect along with it.** If you choose not to ask a question, that move is still "used up".

**When you're close** to the resolution, GM could give you a hint.

**If you succeed**, your entire group gains 2 XP and 1 Momentum.

**If you fail**, GM assigns you a Flaw, and the consequences of your failure come to life.

### Inner Strength

Destined gets two +1s to Attributes of their choice (max +3).

### 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** - Destined can only get a Vision clue on a 7+ roll result.

**Memory Loss** - Destined can't use any playbook moves until you know a Vision clue.

**In Over Their Head** - Destined learn any Vision clues after 3.

**Mysterious** - Destined can't tell heroes about their Vision.

**Withdrawn** - Destined only gets clues in a calm environment.

**Unstable** - Every time Destined gets a new Vision clue, ask GM to change their Ability Type.

**Restless** - Cut Destined's Max Stamina by 2, restore 1 each time Destined gets a Vision clue.

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

### Your Future Depends On It

**Once per stage**, you can direct a hero to act in relation to 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.

### It is Done...

When you want to perform an unimaginable feat of strength using your ability, roll +**Mystic**, **pay 2 Stamina and reduce your max Stamina by 1 until P&Q** (if you're downed that happens after this move is resolved).

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

**On a 7-9**, switch to Power Type, but you do 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.

### It's No Use!

If you or your teammate are targeted by a ranged attack, you can reflect it back at the attacker. When doing so mark this move as (burned), destroy a defense or, if they are defenseless, Advance or Defeat them.

### Appeal to His Better Senses

You can now Convince 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 - **once per stage**, invest time into purifying a place from evil influences, roll +**Mystic**.

**On a 10+**, refill your Stamina, everyone resting gains 1 Ring.

**On a 7-9**, bring someone else, they skip their rest, you both gain 2 Stamina and everyone gains 2 Momentum.

**On a miss**, create a Set Piece.

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

### Master!

You have a teacher, a guide or a deity that guiding you.

**If they are a Hero from your group:** They will share your Vision with you and can ask questions, just like you, on their unique Mystic rolls. None of the Flaws apply to the master. Both of you now will have to establish a Boss Aspect, when asking a question after rolling a mixed success or a miss.

**If they are not a Hero:** They can be a Buddy if that makes sense. Pick one question from the Clue list, your Master will always provide an answer for it. Once per stage, you can ask them to do something to help with the Vision and they will do it with no need for a roll.

### Spiritual Companion

Mark Mystic as a Star Attribute when taking this move.

Your character becomes a spirit of some sort. It cannot be harmed, but cannot Kick Butt with Force 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.

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, you can change Ability Type.

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

When your Super Form fades away, your character is Downed and separated from the group based on the GM's discretion.

### Jumping to Conclusions

As long as you have at least one Vision clue and are in a situation related to it, you can guess the answer to each remaining Vision question. For every exact and correct new answer, get 1 Momentum and a confirmation. For every incorrect one, you gain 1 XP and something really bad will happen, making the bad future harder to stop.



# The Robot

> *Systems: ON... Requesting the reason for booting...*  
> *Attack subroutine activated... Calculating enemy movement...*  
> *Behavioral pattern not recognized as an offensive maneuver...*  
> *Analyzing... AnaLyZIng... n\A%LLz\*ng... A+n5Xzi6g...*  
...Go! Escape...

## The Function

Robots are created for a specific purpose, no matter how specific. After they gain self-awareness, their Function is still part of them, allowing them mastery of the subject.

When creating your Robot pick 1 non-Basic move from any playbook - you take it as your Function. Next, modify that move to reflect your mastery of it. Run these changes by your GM. By default you can do one of the following things to it:

- Remove or change a restriction/condition of the move.
- Increase or Decrease any number in the move by 1.
- Move down each threshold of the move's results by 1 (Ex: 7-9 becomes 6-8).
- Add an additional effect or result to the move.
- Add an option to the option list of the move.

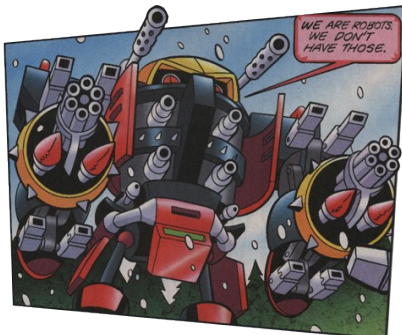
First use of your Function per Stage, gives you 1 Momentum. You can't take that move as a part of your Improvement.

## 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?

**NOTE:** This playbook doesn't have to be mechanical in nature, and can always be "re-skinned" to fit your role-playing.



## Adaptive Technology

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

**On a miss**, your weapon/gear jams and your Focus move is (**burned**). You still gain Mystic Momentum from rolling Focus.

## Make This Work

When faced with an obstacle you shouldn't be able to destroy, do it anyway and roll +**Force** and mark this move as (**burned**).

**On a 10+**, you fully destroy it.

**On a 7-9**, you destroy enough of the obstacle to pass, but you take 2 Damage (ignore armor).

**On a miss**, playbook & basic moves that use Force are (**burned**).

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

## Bravo, New Boss!

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.

## Cannot Destroy My Soul

**Once per stage**, you can move your soul into another, weakened body. When you one ready, roll +**Smarts**. No matter the result, you gain 1 XP, update your Robotic Body and Ability Type then transfer. After that, GM will say how much Stamina you have.

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

**On a 7-9**, you succeed and transfer into a new body.

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

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

## Care Unit

You're now a large enough construct that someone can ride on or inside, as a pilot. When piloted, you become a singular Hero with the following conditions:

- There is only one Stamina bar and one Ability Type – yours.
- When participating in Take The Lead you count as one Hero.
- You can use each other's moves & move effects apply to both.
- You can use each other's Attributes.
- You could be considered too large for specific contexts.
- When downed, pilot can eject, but is reduced to 1 Stamina.

## Auto Repair (rest)

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

## We Go Together

You can sacrifice yourself for something important. Pick an appropriate move and do it perfectly. 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 you physical actions. Gain 1 XP.

## Urge to Maim: Rising

Every time you defeat an enemy when Kicking Butt, add 1 to a counter (max 3) and announce it loudly. You can use 3 points to Kick Butt perfectly, destroy a Defense OR gain 3 Momentum. This counter resets between stages and adventures.

## Worthless Consumer Models

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

## New Mission Parameters Accepted

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

## I Can Take 'Em

Sacrificing utility for protection, your heavy armor restricts access to equipment, but keeps you safe. You always count as having 2 Armor, as long as you don't have any Gear equipped. Add a heavy armor description to your Body.

## Mode Change

Once per stage, you can do one of the following:

- Swap two of your Attribute values, with Star Attribute mark.
- Change your Ability to something else.
- Change an unused Gear to a different type.

Your appearance reflects this new arrangement of your features. These changes will return to normal at the end of the Stage, or you can do it manually at any time. When you activate or revert yourself using this move, you can change your Ability Type

# The Changed

*After that day I ended up with my arm roboticized. Folks look different when you're part robot. Until the day I met them. They never cared about the parts and are finally nice to me.*

## The Transformation

### The Path

**Path of the Curse** - When something goes wrong, it's easy to get scared for your health or get agitated with your tech. *While you're on this path, you can't pay Natural Stamina for moves.*

**Path of the Blessing** - In order to function properly and to be helpful your Robotic Body needs to be cared for. *While you're on this path, you can't pay Robotic Stamina for moves.*

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

- No XP or negative consequences for the original result.
- Gain +1 forward on the new approach.
- Gain 1 Stamina (Robotic, if C to B; Natural, if B to C).

**Take Control** - Pay 1 Stamina of your choice to change your Path. Changing your Ability Type lets you change your Path.

### The Prosthetic

Legionization is a process of replacing parts a body with robotic ones. This gives your hero a second Ability - Robotic Body, for your mechanical parts. Your original ability is called Natural Ability. Robotic Body is created the same way as it, but the description needs to be more detailed. Answer these questions:

- What is its primary functionality?
- What is its general weaponry?
- Are there any special materials used in it?

**Robotic Stamina** - Your Robotic Body requires maintenance, which is tracked by a Robotic Stamina bar. This bar is separate from your Natural Stamina, and comes with the following rules:

- Your starting Robotic Stamina is 4.
- You usually pick which bar takes harm or healing.
- 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.

**NOTE:** This playbook doesn't have to be mechanical in nature, and can be "re-skinned" to fit your role-playing preferences.

### Saving This For a Special Occasion!

You have an extremely powerful attack - it takes time to charge. Let the GM know when you start charging and start keeping track of **Charge Tokens**, which you will exchange to **Kick Butt** as a success for every Token available, ignoring all Defenses. It can be used to destroy things you wouldn't be able to otherwise. Every time the GM decides you survived long enough to get another token, they will ask if you would like to continue charging or unleash your attack. They can provide information if the attack will Defeat any enemies you're targeting. While charging you can't benefit from Armor, can't use the Ability that is being charged, but you can do everything else as long as you roll with Disadvantage. To unleash it, which you can do at any time, **pay 3 Stamina**. You may gain additional Tokens by paying **3 Stamina** per each 1.

### Special Medicine

You will now require difficult to obtain medicine. **Three times per stage**, you can use that medication to gain one of these:

- Turn a roll result into a 10.
- Change your Ability Type.
- Restore 3 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

When someone puts your Robotic Body in negative light, your next Force roll against them is done with Advantage.

If you share trauma with a Hero who's willing to listen, next **Teamwork** roll that includes you both is done with Advantage, if it's not a Hero, get Advantage on next **Attitude** roll against them.

### Better Every Day

Every time you gain XP via a roll miss, instead of adding it to your XP track, you can add it to this move instead (permanently). When you collect 5 XP on this move, remove it and gain any valid improvement from any playbook.

### How Many Upgrades Do You Have?!

You can change your Robotic Body to overcome an obstacle in front of you, as long as you've seen what you're dealing with. If you do, **pay 1 Stamina**, you can change your Ability Type and roll **+Smarts**. **On a 10+**, you do exactly what you wanted. **On a 7-9**, do what you planned, and take 1 Robotic Damage. **On a miss**, your change goes bad.

### You'll Have The Honor!

Being the strongest of the group, usually means being the biggest target and taking the strongest hits. **Once per a confrontation with the Boss**, you may challenge them to a clash and allow the GM to win to show off the Boss' strength. If that happens, you gain 1XP and 1 Momentum, you can also suggest in what way your character will be defeated.

### Mine's Bettah!

Sometimes it feels like these parts just work on their own. When you fully dodge an attack, or fully negate the damage with your armor from a non-Boss enemy, you can strike back right away. Choose one of these options:

- **Pay 3 Stamina** and Advance or Defeat the enemy.
- **Pay 1 Stamina** and destroy the Defense that you escaped.

### Integration

When you want to integrate into an enemy machine using your tools, **pay 1 Stamina** and roll **+Smarts**. **On a 10+**, you integrate successfully, pick 2 from the list. **On a 7-9**, pick 1 from the list. **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 take control of a Boss' ability.
- Gain one option from the Find Out More list.
- Change your Ability Type.

If the target doesn't have any defensive capabilities, you don't need to roll - pick 1 from the list, and don't pay the cost. You can also roll to Convince robots without Disadvantage.

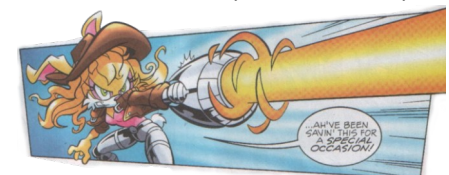
### Back Off!

When you are captured, restrained or grappled you can get out of it by having an Outburst and paying **1 Stamina**.

### I'd Say It Went Well

Every time you Take Control or Outburst add 1 counter to this move (max 3). During your Take Five, you will always take off your Robotic Body, transforming counters into Momentum without expending your rest move.

If you're ambushed your Robotic Body is separated from you, and Robotic Stamina is set to 0 until you can reattach your parts. Having this move also allows for your Robotic Body to be stolen.





# 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.*

## The Determination

Rogues are masters of creating trouble, but every one of them has a Method to their madness and a Goal want 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.

**Control (Teamwork, Taking The Lead)** – There Heroes around you are important, but they will only reach their true potential under your guidance.

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

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

**If the move doesn't use your Method Attribute**, you can also change the attribute used for that move to your Method. You do not get Advantage for this roll.

## I Handled It

You can attack viciously, without holding back. If your target is the Boss, you may roll Kick Butt as if exploiting a Boss Weakness, otherwise Advance or Defeat 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.

## It's Time for School

**Once per stage**, when separated from the group, you can make a flashy entrance into a scene, accompanied by a display of power. When you do, either Destroy one of the Defenses or, if none are present, Advance or Defeat the enemy, plus 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.

## The Figurehead

**Once per stage**, when after a talk, you can puppeteer one of your willing teammates to use their Feature or a Move for your plans. When you do, select which move/feature you'd like them to use and roll +**Smarts**. You can use this result when you wish, but the following conditions will apply based on your initial roll  
**On a 10+**, they will use the move/feature as a success, exactly following your command, and it will not consume any resources.  
**On a 7-9**, they follow your command and will roll the move with Advantage, but have minor input on the execution. **On a miss**, you have to fulfill a demand of theirs before they take action.

## Mold This Power

**Once per stage**, if you want to control or use something of great power, roll +**Mystic**. **On a 10+**, pick two from the list for the whole team. **On a 7-9**, pick two from the list and apply individually, lose the subject. **On a miss**, suffer immediate negative consequences.

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

You can't use a Ring or Gear on this move.

## Smash and Grab

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 by using the "find another way" option. **On a miss**, create a Boss Aspect in addition to the miss conditions. Ask a Find Out More question about the stolen item when you have it.

## Attention All Scrubs

When you want to provoke your enemy, roll +**Attitude**. On a 7+, you can pick one of the options from the list below.

- You provoke the enemy to do a simple action of your choosing.
- You force them to misfire or mishandle one of their Defenses.
- If defenceless, enemy is defeated or moves to the next phase.

**On 7-9**, the enemy's rage creates problems. **On a miss**, you fail, take 1 Damage (ignore armor). You can't use Attitude against witnesses until the end of the Stage. This move can't be assisted.

## Part of The Game

**Once per stage**, you can establish a leverage a villain has over your character. When you do, create a Boss Aspect directed specifically at you. After reveal their Weakness. Gain 1 XP.

## I Was Reborn

You can create your own piece of Gear. 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

You gain a small team of subordinates that will do your bidding. Establish them. They are just skilled enough to keep up, but not stronger than any simple NPC. If something happens, you ask the GM how find replacements. If fighting for you in Empathy Type, they Kick Butt with Advantage.

## Not Going Down Like a Chump

When you're about to be downed from an attack, you can negate the damage and set this move to **(burned)**. You can change your Ability Type and gain 1 Momentum.



## 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.*

## The Karma Pool

**Every time any dice lands on a natural 1**, you get a Karma Point, if you make a joke about it. It comes with these conditions:

- If the dice roll is not yours, to get the point, the move needs to be resolved and you need to involve yourself in the outcome.
- You get the point, no matter if the result of the move.
- If a roll results in two natural 1s, you can add 2 Karma Points.
- If other Clumsys are on the team, share the same Karma Pool.
- All the points you haven't spent by the end of the stage are converted into Momentum.

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

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



## My Word Balloons Are Messed Up!

Spend 5 Karma Points. For a couple of moments change one rule in the rulebook to anything you like or make up a new one, don't forget to establish those changes in-character. GM can overrule or change your decision and will let you know when it's over.

## I Have Plenty Back Home

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

## Wow! Look at All of Them!

When overcoming obstacles 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...

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!

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?

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

## A Cup of Tea (rest)

**Once per stage**, when you Take Five, you can whip out a surprisingly large but relaxing picnic to help everyone take the edge off. Everyone resting can choose two options from the Take Five list, as opposed to one.

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

- Add a point to the Karma Pool

## Sidekick Position

Pick a 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.

## Donk!

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

So 6 is a mixed success. 9 is success. But also, 7 is a fail and 10 is a mixed success. On top of that, double 1s make you perform the move perfectly, and double 6s as a miss.

## I Can't Feel My Hands!

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



# Revival Moves

Extensions of Help Them Up, which are activated if you roll 10+ on it. Not attached to any playbook. They can be taken as either part of "take a move from your playbook" or "take a move from another playbook". If you have multiple revival moves, you can pick one you want to use, but you have to do it before the roll.

## Don't Sweat It! (revival)

You can push people back into battle with compassion you learned fighting your own internal battles. On a 10+, result of Help Them Up, they are brought back with 3 Stamina and gain Advantage (roll 3D6, ignore the lowest one) on their next roll.

## Return To Us! (revival)

Your belief in your friends is strong no matter how far they are and your bond allows you to fight together even when apart. When picking this move, you can roll Help Them Up even when you're not directly near the fallen Hero.

## Certain Things I Can Do (revival)

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

## You Will Be Fine (revival)

Trusting in your friends abilities can be a great boon, even when they are down. On a 10+, result of Help Them Up, they are brought back with 3 Stamina and gain 1 Armor for the rest of this encounter.

# 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 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?
- 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. 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 and they saw it. What was it?
- They are your contact for when something needs done. Why?
- You ran a business together. What happened to it?
- They heard you did something bad. What is it? (in secret, decide if it's true or not)
- You share a tragic memory together. What is it about?

## The 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 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 didn't. Why?
- 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 annoy you at the worst times. Why can't you stop them?
- Connected by a lineage or bloodline. 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 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. How?
- You share a very happy memory with them. What 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 love for something. What 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 close, even if you're not that useful. Why?
- Competition is between you with no clear winner. What is it?
- Their house always has something you love. What is it?
- Something about their look makes you giggle. What is it?