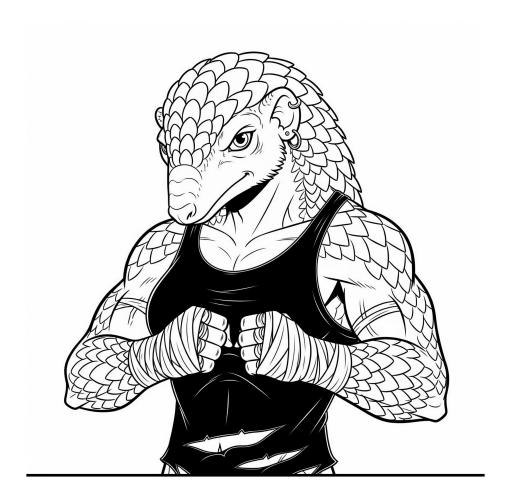


MARTIAL MUTANT MISFITZ!

What is Martial Mutant Misfitz?

You are humanoid animal mutants. Human society rejects you. Your appearance is alien and off-putting to most humans. Fortunately, a mentor came into your life. Taking care of you when you needed it the most. Training you in martial prowess, and teaching you how to leverage your new abilities. A mentor hiding your from society and shielding you from harm. But this could soon end, as a new evil rises, that threatens the city. Who is gonna stop it? Who if not you?!

Martial Mutant Misfitz is a game about whacky teenagers mutated into animals. It's a game about stylish fighting and kung fu. It also is a game about being an outsider — he feeling of not fitting into society. And lastly, it's a game about family.



THE BRAWLER

Big muscles, bigger attitude. Always ready to rumble.

You love fighting and your mutations gave you the tools to really excel at it. This gives you the power to protect others. However, your hot headedness brings you a lot of trouble.

| ANIMAL | | |
|--|---|--|
| 1.Bear, 2.Rhino, 3.Buffalo, 4.Crocodile, 5.Kangaroo, 6.Pangolin, | | |
| Names | | |
| 1.Knuckles, 2.Jax, 3.Brock, 4.Roxy, 5.Bruiza, 6.Wrecka, | | |
| ENHANCEMENTS | | |
| Pick or roll two: □ Electrified Brass Knuckles (2 harm, 1 harm ignores armor, hand) □ Spiked Wrist Wraps (1 harm, quick, hand) □ Tech-Spine (makes all weapons quick) □ Hardened Skin (2 armor vs. piercing) □ Razor Claws (2 harm, messy, hand) □ Steel Bones (2 armor vs. blunt) | | |
| | | |
| ☐ Get +1 Cool, max +3☐ Get +1 Wits, max +3☐ Get +1 Heart, max +3 | ☐ Take another Brawler move ☐ Take another Brawler enhancement ☐ Take a move from another playbook ☐ Take a move from another playbook | |
| □ Tech-Spine (makes all weapons quick) □ Hardened Skin (2 armor vs. piercing) □ Razor Claws (2 harm, messy, hand) □ Steel Bones (2 armor vs. blunt) ### ### ### ### ### ### ### ### ### # | | |

BRAWLER MOVES

| One more word and I break your someone you can roll + Power on | nose If you try to provoke or intimidate Talk the Talk |
|--|---|
| • | session you can roll + Cool. On a 10+ ounds. On a 7-9 you may stabilize or rse than it looked |
| □ Walls are optional Break through a hit, choose one of the following: ■ Deal 2 harm ■ Get or give +1 forward ■ You draw attention - enemies ■ You create a advantageous properties On a 7-9 additionally choose one of the following: ■ Take 1 harm ■ Take 1 condition | osition for your team. |
| ☐ Coming through! When you cha until your momentum stops. | rge at the enemy, you shrug off harm |
| ☐ You brought a gang? Cute. Once attack. | e per session, you can add area to any |
| RELATIONS | |
| ☐'s and my fighting sty How is it called? What does it look | rle derived from the same base style. like? What is it about? |
| ☐ I often get into trouble with | Doing what? |
| ☐ When we were younger, famous wrestler did you play? | and I wrestled all the time. What |
| LEADING PRINCIPLES Protect others Take Action Go solo Take an ego trip | FLIPSIDE Risk too much Be impatient Freak out way too soon Think too little about a plan or problem |