



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 you 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 — the 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)

ADVANCEMENTS ○○○○○○

- | | |
|---|--|
| <input type="checkbox"/> Get +1 Power, max +3 | <input type="checkbox"/> Take another Brawler move |
| <input type="checkbox"/> Get +1 Cool, max +3 | <input type="checkbox"/> Take another Brawler enhancement |
| <input type="checkbox"/> Get +1 Wits, max +3 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Heart, max +3 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Weird, max +3 | |

CONDITIONS

- ☐ **Exposed** (-2 to Power until you eliminate or evade the skeptical)
- ☐ **Angry** (-2 to Cool until you hurt someone or break something)
- ☐ **Stressed** (-2 to Weird until you say sth hurtful to someone)
- ☐ **Jealous** (-2 to Heart until you go on an ego trip)
- ☐ **Insecure** (-2 to Charm until you take a comment to wrong way)
- ☐ **Poisoned** (-1 to all stats until healed)

HARM ▽ ▽ ▽ ▽ | ▽ ▽

STATS



NOTES

BRAWLER MOVES

- ☐ **One more word and I break your nose** If you try to provoke or intimidate someone you can roll + Power on Talk the Talk
- ☐ **Nothin' But a Scratch** Once per session you can roll + Cool. On a 10+ heal 2 harm and stabilize your wounds. On a 7-9 you may stabilize or heal 1 harm. On a miss, it was worse than it looked
- ☐ **Walls are optional** Break through walls, destroy or throw obstacles. On a hit, choose one of the following:
 - Deal 2 harm
 - Get or give +1 forward
 - You draw attention - enemies focus on you.
 - You create a advantageous position for your team.On a 7-9 additionally choose one of the following:
 - Take 1 harm
 - Take 1 condition
- ☐ **Coming through!** When you charge at the enemy, you shrug off harm until your momentum stops.
- ☐ **You brought a gang? Cute.** Once per session, you can add area to any attack.

RELATIONS

- ☐ _____'s and my fighting style derived from the same base style. How is it called? What does it look like? What is it about?
- ☐ I often get into trouble with _____. Doing what?
- ☐ When we were younger, _____ and I wrestled all the time. What famous wrestler did you play?

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