



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 REBEL

"I never been in the system, so why obey it?"

You have a problem to accept authority. Society as it is, doesn't accept you. So why not change it? Why not overthrow it and shape something new?

The others might see you as a trouble maker.

ANIMAL

1.Hedgehog, 2.Goat, 3.Wolf, 4.Skunk, 5.Wombat, 6.Frog, _____

NAMES

1.Spike, 2.Fuze, 3.Cherry, 4.Nyx, 5.Slash, 6.Skara, _____

ENHANCEMENTS

Pick or roll two:

- Baseball Bat with Scripture** (2 harm, hand, blunt, pierce)
- Sledgehammer** (2 harm, hand, blunt, slow)
- Can of Gasoline** (Wann see something burn? One time use.)
- Homemade Proximity Mines** (2 harm, loud.)
- Denim Vest with Spikes and Patches** (1 armor, +1 Style)
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ADVANCEMENTS ○○○○○

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|--|--|
| <input type="checkbox"/> Get +1 Discipline, max +3 | <input type="checkbox"/> Take another Rebel move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Rebel enhancement |
| <input type="checkbox"/> Get +1 Wits, max +3 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Grit, max +3 | <input type="checkbox"/> Take a move from another playbook |

CONDITIONS

- Fractured** (-2 to Grit until you eliminate or evade the skeptical)
- Shaken** (-2 to Discipline until you hurt someone or break something)
- Scattered** (-2 to Wits until you say sth hurtful to someone)
- Embarrassed** (-2 to Style until you go on an ego trip)
- Poisoned** (-1 to all stats until healed)

HARM: Okay ▽▽▽▽ | ▽▽ Dying

STATS



Grit
Kick Ass!



Discipline
Team-Up



Style
Ride or Slide
Blend In



Wits
Talk the talk
Always a Little Smarter

NOTES

REBEL MOVES

- We are the rust upon your gears.** When you give a rebellious song, speech or action to others, roll on *Talk the Talk* +Grit.
- We are legion** You are part of an anti-authoritarian hacker collective. When you call in a favor, roll +Wits. On a 10+, choose one of the following
 - Something public or corporate shuts down
 - Get some (delicate) piece of information
 - Change a numbers on a public or corporate digital display
- Bring down the big man!** When you do something to annoy authority or big companies +1 forward.
- Yeah, I build these explosives myself.... so what?** When you rig something with explosives, roll +Grit. On a 10+ it works just as expected. On a 7-9 it works, but something goes wrong and every ally either gets 1 harm or one condition (their choice).
- Shh... the pigs are squealing.** A modified walkman allows you to eavesdrop on authority frequencies. When you try to find out what they are up to, roll +Wits. On a 10+ you get a clear idea of the situation. On a 7-9 the connection is noisy and you can only hear fragments.

RELATIONS

- _____ and you hate the same institution or company. What is it? What do they do?
- You and _____ stole something from an authority or company. What is it?
- _____ and you got into trouble with the police. How come? What was it about?

LEADING PRINCIPLES

- Change the direction
- Activate others
- Give speeches
- Be connected

FLIPSIDE

- Be disruptive
- Go against authority
- Don't let others dictate what you do
- Break free



THE SPIRITUAL ONE

Be one with everything. Everything will come to you at the right time.

You spend a lot of your time studying old texts and philosophies. You are grounded. You have a link to the ancestors of your team.

You always are happy to provide others with small bits of philosophy. Others turn to you for advice and spiritual guidance.

ANIMAL

1.Ox, 2.Baboon, 3.Giraffe, 4.Alpaca, 5.Sloth, 6.Camel, _____

NAMES

1.Eli, 2.Thezin, 3.Alara, 4.Yuna, 5.Silas, 6.Mira, _____

ENHANCEMENTS

Pick or roll two:

- Climbing Claws** (You can climb vertical surfaces)
- Kunai Darts** (1 harm, far, pierce)
- Bo Staff** (2 harm, hand, blunt)
- Some Herbs you Found** (Roll +Discipline. On a hit, heal a condition)
- Adaptive Physiology** (Once per scene, ignore harm or condition, when you prepare)
- Gourd Bottle** (Until the end of the scene +1 Grit, -1 Wits)

ADVANCEMENTS ○○○○○

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|--|---|
| <input type="checkbox"/> Get +1 Discipline, max +3 | <input type="checkbox"/> Take another Spiritual One move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Spiritual One enhancement |
| <input type="checkbox"/> Get +1 Wits, max +3 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Grit, max +3 | <input type="checkbox"/> Take a move from another playbook |

CONDITIONS

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SPIRITUAL ONE MOVES

- You swing, I sway!** Whenever getting harm, roll +Style. On a hit, you do not get harm. On a miss you get double the harm.
- Destiny doesn't wait.** When you reveal someone their destiny, roll +Wits. On a hit, ask the GM one of the following questions, on a 10+ two.
 - Where does the person come from?
 - Where is the person ending?
 - What will the person learn?
 - Who will the person meet?
 - What is something they need?
- Breathe. Let the pain go.** When you tend to the wounds of an ally, roll +Wits, on a hit, heal harm. On a 10+, additionally heal a condition.
- Power comes from inner peace.** You rely completely on technique and concentration to fight. When you *Kick Ass!*, roll +Discipline.
- Even the storm must breathe.** Once per session, when you take half an hour to meditate, you can heal one harm or condition.

RELATIONS

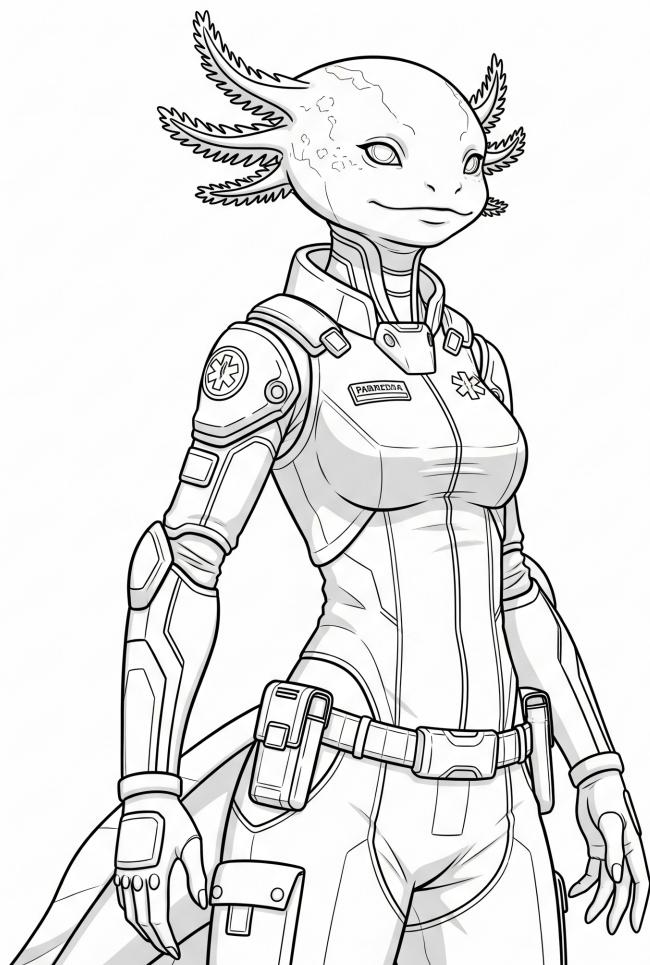
- Once, _____ tought you an important piece of wisdom. What was it?
- Your and _____'s destiny are closely linked. What are you meant to do together?
- You helped _____ through a tough time. Ask the player through what.

LEADING PRINCIPLES

- Reveal destinies
- Provide philosophies
- Be calm
- Go with the flow

FLIPSIDE

- Be confusing
- Your prophecies don't make sense
- Be too slow
- Don't understand worldly matters



THE SUPPORTER

I won't let you die. You are everything to me.

You know a lot about medicine and the treatment of injuries. You are empathetic and care about others.

Others come to you for guidance or just to talk. They like having you around. You give them a feeling of serenity.

ANIMAL

1.Dog, 2.Axolotl, 3.Squirrel, 4.Panda, 5.Capybara, 6.Koala, _____

NAMES

1.Aeris, 2.Doc, 3.Caelum, 4.Orin, 5.Kiora, 6.Pulse, _____

ENHANCEMENTS

Pick or roll two:

- Tranquilizer Gun** (1 harm, far, non-lethal)
- Adrenaline Sync Gland** (Once per session, give +1 forward)
- Dual-Wield Scalpels** (2 harm, hand, slash)
- Physiology of Contemporary Fauna Volume III** (Let's you analyze biological, medical and anatomical details.)
- Gaseous Healing Enzyme** (Once per session, you can heal 1 harm from all allies.)
- ()

ADVANCEMENTS ○○○○○

- | | |
|--|---|
| <input type="checkbox"/> Get +1 Discipline, max +3 | <input type="checkbox"/> Take another Supporter move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Supporter enhancement |
| <input type="checkbox"/> Get +1 Wits, max +3 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Grit, max +3 | <input type="checkbox"/> Take a move from another playbook |

CONDITIONS

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SUPPORTER MOVES

- You're not dying on my watch.** When you tend to the wounds of an ally, roll +Wits. On a 7-9 you heal 1 harm, on a 10+ 2 harm.
- Here, take this.** Explain what you give your ally to boost them. On a 10+ it gives them +2 forward. On a 7-9 it gives them +1 forward but it has unforeseen side effects. The ally explain which.
- Nobody is left behind.** You can activate gaseous healing enzymes. When you do so, roll +Grit. On a 10+, every ally heals one harm or condition. On a 7-9, you heal the harm of one ally and chose one:
 - The is affected enemy as well. Explain how.
 - Unforeseen side effects occur. The ally explains which.
 - It drains you. You have to take a breath.
- Good news: You're fixable.** When you empathically talk to an ally, roll +Discipline. On a 7-9 you heal one condition. On a 10+ up to two conditions.
- Get up. We need you.** When you take care of a downed ally, roll on +Discipline. On a hit, you stabilize the ally. On a 7-9 it drains you and you have to rest for a minute.

RELATIONS

- You healed an insane injury on _____. Ask the player what it was and how they got it.
- _____'s extraordinary physiology needs special care you provide. Ask the player what it is.
- Something about _____'s lifestyle is incredibly unhealthy. What is it?

LEADING PRINCIPLES

- Support others
- Take yourself back
- Care about others
- Be concerned

FLIPSIDE

- Be scared
- Blame yourself
- Remind others that something is unhealthy
- Be overprotective



THE WILDCARD

Fast-talking, fast-riding, always radical. Every deck needs a wild card.

You are chaotic, stylish and emotional. If you don't feel it, it's not happening. You do what you love and you do it with style.

ANIMAL

1.Platypus, 2.Sloth, 3.Snail, 4.Gecko, 5.Red Panda, 6.Anteater, _____

NAMES

1.Sparx, 2.Jinx, 3.Blitz, 4.Fizz, 5.Zeke, 6.Turbo, _____

ENHANCEMENTS

Pick or roll two:

- Molotow Graffiti Cans** (1 harm, area, close, chemical)
- Skateboard** (+1 on Ride or Slide)
- Razorwire BladeYoyo** (2 harm, close, slash)
- Lucky coin** (once per session, reroll)
- Hyperflex Skeleton** (no falling damage)
- Sprayer Mask** (immune to gaseous toxins)

ADVANCEMENTS ○○○○○

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|--|--|
| <input type="checkbox"/> Get +1 Discipline, max +3 | <input type="checkbox"/> Take another Wildcard move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Wildcard enhancement |
| <input type="checkbox"/> Get +1 Wits, max +3 | <input type="checkbox"/> Take a move from another playbook |
| <input type="checkbox"/> Get +1 Grit, max +3 | <input type="checkbox"/> Take a move from another playbook |

CONDITIONS

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WILDCARD MOVES

- I'm just a veeeery weird cosplayer.** Explain how you try to blend in. Get +1 when trying to *Blend In*
- 10% skill, 90% bad decisions!** Whenever you do some form of stunt, explain what you do and roll +Style. On a hit choose one of the following:
 - Get somewhere no-one else can
 - Get +1 forward
 - Impress or distract
 - Create a new route or shortcutOn a 7-9 additionally choose one of the following
 - Get 1 harm
 - Get a condition
 - Draw unwanted attention
 - You're off-balance or vulnerable for a moment
- Art school's overrated.** You can get information from graffitis. Orientation in the city is therefore also enhanced. You can tag to influence other sprayers.
- Style points? Maxed out.** You weave style and tricks into your fighting and become unpredictable. When you Kick Ass! you can roll +Style.
- I licked it already. You're welcome.** You always have some form of junk food with you. When you offer it to someone, explain what it is and they roll +Style. On a hit, they remove 1 harm, on a 7-9 they get a condition.

RELATIONS

- You and _____ obsess over the same junk food. What is it?
- _____ found your art and was surprised by it. What did you draw?
- You taught _____ some tricks. In what sport and what tricks?

LEADING PRINCIPLES

- Be chaotic
- Think outside the box
- Live in the moment
- Have passion

FLIPSIDE

- Seek crazy experiences
- Get addicted to something
- Avoid being bored at all cost
- Put yourself or others in danger