



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.

Towards the others you always argue for acting. Too much diskussion gives you headaches.

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



THE BRAINIAC

"For every problem there is a solution and I will find it."

You love science and solving puzzles. You are the brains of your team.

Towards the others you often plead for waiting to receive more data, discussing and analyzing.

ANIMAL

1.Octopus, 2.Raven, 3.Owl, 4.Dolphin, 5.Fox, 6.Gorilla, _____

NAMES

1.Cypher, 2.Echo, 3.Vector, 4.Ivy, 5.Pixel, 6.Glitch, _____

ENHANCEMENTS

Pick or roll two:

- MutaTech Mark IV Attack Drones** (1 harm, far)
- Backpack-Lab** Gives you the opportunity to analyze and synthesize chemicals on the go.
- MorphSwarm Units** (1 harm, hand, choose blunt, piercing, ...)
- Hyper-Cognition** (choose one additional move)
- Ultra-Adaptive NeuroShield** (1 armor)
- EMP** (1 harm vs. mechanical, area)

ADVANCEMENTS ○○○○○

- | | |
|---|--|
| <input type="checkbox"/> Get +1 Power, max +3 | <input type="checkbox"/> Take another Brainiac move |
| <input type="checkbox"/> Get +1 Cool, max +3 | <input type="checkbox"/> Take another Brainiac 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

BRAINIAC MOVES

- This won't take long.** Hack, repair or manipulate something. Roll +Wits. On a hit you surpass the challenge. On a 7-9 you only get a limited time in the system.
- You can't hide from thermals. Roll +Wits. On a 10+, ask the GM two of the following questions, on a 7-9 one.
 - Is there someone behind this wall?
 - What would someone see if the visibility was better?
 - How many individuals are we dealing with?
 - What is a weak spot here?
 - How do we get in or out?
 - What is the safest way forward?
 - What is some valuable piece of information?
- Hope they backed this up.** When you receive information or hack into a system, you get or give +1 forward.
- Crafted with love... and a little bit of panic.** Roll +Weird. On a hit you improvise a weapon (1 harm) and get +1 forward. On a 7-9 it only lasts for this combat.
- Keep calm and pretend this is fine.** Roll +Weird. On a hit you clear a condition off of you

RELATIONS

- _____ and I love the same video game. How is it called? What is it about?
- I taught _____ about the science field I love. What is it?
- I found unusual data or browser history from _____ on the shared computer. Ask the player what it was about.

LEADING PRINCIPLES

- Be the rationale
- Solve puzzles
- Provide information
- Correct wrong or imprecise information

FLIPSIDE

- Think too long
- Don't act
- Be hesitant
- Have troubles deciding



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

ADVANCEMENTS ○○○○○

- | | |
|---|--|
| <input type="checkbox"/> Get +1 Power, max +3 | <input type="checkbox"/> Take another Wildcard move |
| <input type="checkbox"/> Get +1 Cool, 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 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

WILDCARD MOVES

- I'm just a veeeery weird cosplayer.** Get +1 when trying to Blend In
- 10% skill, 90% bad decisions!** Whenever you do some form of stunt, roll +Cool. 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 shortcut
- On 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. You can tag to influence other sprayers. Orientation in the city is therefore enhanced.
- Style points? Maxed out.** You weave style and tricks into your fighting and become unpredictable. When you Kick Shell! you can roll +Weird.
- I licked it already. You're welcome.** You always have some form of junk food with you. When you offer it to someone, they roll +Weird. One 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



THE LEADER

The team is the most important. To me, you are my family.

You coordinate and bring the team together. You try to hear every voice in the team and try to compromise. In the field you often try to coordinate this chaotic crew of mutants.

ANIMAL

1.Turtle, 2.Rhino, 3.Bear, 4.Lion, 5.Falcon, 6.Mustang _____

NAMES

1.Rex, 2.Scar, 3.Cinder, 4.Ash, 5.Vax, 6.Crash, _____

ENHANCEMENTS

Pick or roll two:

- Kinetic Shield** (1 armor)
- Magnetron Core** (+1 on Ride or Slide)
- Warcry** (+1 to Team-Up!)
- Ancient Katana from your Mentor** (2 harm, hand)
- MutaTech Vibro Polearm** (1 harm, close)
- Tactical HUD** (Always know the condition of team mates)

ADVANCEMENTS ○○○○○

- | | |
|---|--|
| <input type="checkbox"/> Get +1 Power, max +3 | <input type="checkbox"/> Take another Leader move |
| <input type="checkbox"/> Get +1 Cool, max +3 | <input type="checkbox"/> Take another Leader 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

LEADER MOVES

- Keep tight, hit hard** When you coordinate the team, roll +Heart. On a hit you give +1 forward. On a 10+ you additionally get +1 forward.
- I see the play.** Whenever you read a tactical situation roll + Heart. On a hit, ask the GM one question, on a 10+ two.
 - Where is a weak spot?
 - What's the biggest threat?
 - Who is out of position?
 - What is there to do to end this fast?
- Not on my watch.** Once per scene, you can take the harm or condition of others.
- I've seen this before.** Once per session, you can declare how you trained for this exact scenario and gain +1 forward
- I licked it already. You're welcome.** You always have some form of junk food with you. When you offer it to someone, they roll +Weird. One a hit, they remove 1 harm, on a 7-9 they get a condition.

RELATIONS

- _____ saw you fail. In what situation?
- You took the fall for _____. Ask the player for what.
- _____ made a mixtape. You hate 90% of it. You never turn it off. Ask the player what music is on it.

LEADING PRINCIPLES

- Hear everyone out
- Moderate a discussion
- Decide
- Find compromises

FLIPSIDE

- Feel helpless
- Compromises are not always the best for everyone
- You come too short
- You chose the wrong course of action