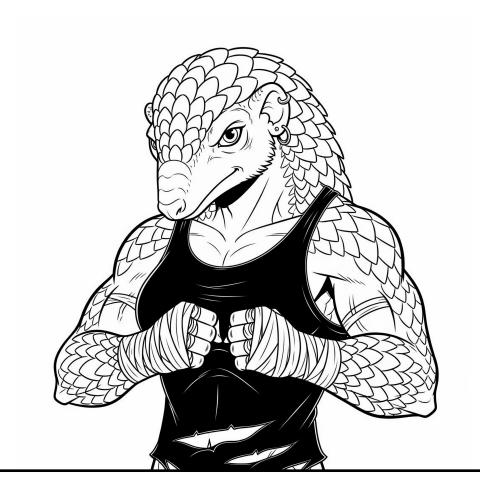


MARTIAL MUTANT MISFITZ!

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.Crocoo	dile, 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 h ☐ Spiked Wrist Wraps (1 harm, qu ☐ Tech-Spine (makes all weapons ☐ Hardened Skin (2 armor vs. pier ☐ Razor Claws (2 harm, messy, ha ☐ Steel Bones (2 armor vs. blunt)	rick, hand) quick) rcing)
ADVANCEMENTS 0000	
 □ Get +1 Power, max +3 □ Get +1 Cool, max +3 □ Get +1 Wits, max +3 □ Get +1 Heart, max +3 □ Get +1 Weird, max +3 	 □ Take another Brawler move □ Take another Brawler enhancement □ Take a move from another playbook □ Take a move from another playbook
CONDITIONS	
 □ Exposed (-2 to Power until you e □ Angry (-2 to Cool until you hurt s □ Stressed (-2 to Weird until you sa □ Jealous (-2 to Heart until you go □ Insecure (-2 to Charm until you to □ Poisoned (-1 to all stats until hear 	omeone or break something) ay sth hurtful to someone) on an ego trip) ake a comment to wrong way)
Harm $\bigtriangledown \bigtriangledown \bigtriangledown \bigtriangledown \bigtriangledown \bigtriangledown$	
STATS	

Notes

BRAWLER MOVES

☐ One more word and I break roll + Power on Talk the Talk	your nose If you try to provoke or intimidate someone you can
	per session you can roll + Cool. On a 10+ heal 2 harm and 7-9 you may stabilize or heal 1 harm. On a miss, it was worse thar
☐ Walls are optional Break thr the following:	rough walls, destroy or throw obstacles. On a hit, choose one of
 Deal 2 harm Get or give +1 forward You draw attention - enel You create a advantaged 	
On a 7-9 additionally choose	one of the following:
Take 1 harmTake 1 condition	
☐ Coming through! When you stops.	u charge at the enemy, you shrug off harm until your momentum
☐ You brought a gang? Cute.	Once per session, you can add area to any attack.
RELATIONS	
□'s and my fighting does it look like? What is it a	style derived from the same base style. How is it called? What bout?
☐ I often get into trouble with _	Doing what?
☐ When we were younger, play?	and I wrestled all the time. What famous wrestler did you
Leading Principles	FLIPSIDE
Protect others	Risk too much
 Take Action 	Be impatient
• Go solo	 Freak out way too soon
 Take an ego trip 	 Think too little about a plan or problem