



MARTIAL MUTANT MISFITZ!

A game by Florian Diller

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 teenagers mutated into whacky humanoid animals. It's a game about fighting with style 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 and finding this feeling of belonging there.

BASIC MOVES

KICK ASS!

When you fight a foe, roll +Grit.

- 10+ – You deal harm and avoid harm.
- 7-9 – Trade harm.

DEFY DANGER

When you act despite an imminent threat, roll depending on the type of action:

- Defending someone or something, Enduring or pushing through, +Grit
- Dodging, +Discipline
- Quick thinking, +Wits
- Doing a stunt, +Style

On a 10+, your action is successful. On a 7-9 you stumble, hesitate, or botch. The GM will offer you a worse outcome, a hard bargain, or ugly choice.

TALK THE TALK

When you persuade, bluff, or drop a catchphrase, roll +Wits.

- 10+ – They go along with it — at least for now.
- 7-9 – They want something in return or remain suspicious.

RADICAL ESCAPE

When you pull off a stunt or escape using vehicles, skates, or agility, roll +Style. On a 10+ choose one from below. On a 7-9 choose one from below, but you get a condition.

- You impress someone.
- You get +1 forward.
- A teammate gets +1 forward.

TEAM UP!

When you assist a teammate, combine your powers, or do a signature team move, roll +Discipline. On a hit, choose one of the following according to the narrative:

- You helped them, they get +1 forward.
- You both deal harm.

On a 7-9 you sacrifice something for the move: Positioning, Ressources or concentration.

BLEND IN

When you try not to draw attention, roll + Style. On a 10+ you blend in. On a 7-9 choose one of the following:

- Somebody gets suspicious.
- You draw a lot of attention.
- You stick out like a sore thumb.
- You make it but get a condition.

ALWAYS A LITTLE SMARTER

When you try to find out what's going on, roll +Wits. On a 10+ the GM answers you two, on a 7-9 one of the questions below.

- What happened here?
- What sort of enemy are we dealing with here?
- What can it do?
- Where did it go?
- What was it up to?
- What is being concealed here?

On a miss, you reveal some information to your enemy. The GM might ask you questions.

It is important, that your investigations and their results are plausible and consistent with what's happening. The GM might ask you "How do you find that out?". If you don't have a good answer, choose another question instead.

HIDEOUT MOVES

TRAINING MONTAGE

When you train with your mentor, explain how and in what discipline roll +Discipline. On a 10+ choose two of the following. On a 7-9 choose one.

- You impress your mentor
- Get +1 Team Mojo
- Get +1 Forward

HUDDLE

When you play out your leading principles while discusssing previous or upcoming adventures, add one to the Team Mojo.

ALWAYS A LITTLE SMARTER

When you try to find out what's going on, roll +Wits. On a 10+ the GM answers you two, on a 7-9 one of the questions below.

- How do we get in?
- How do we get out?
- What is a secret?
- In which area is the target?
- What danger we are likely to face?

On a miss, the target moves, information was wrong or an obstacles surfaces.

LET'S ROLL!

When you move out of the hideout to go on a mission, roll. Add +1 for everything that gives you an advantage for this mission – information, gear, contacts, etc.

- 10+ – You are in a controlled situation when the action starts.

- 7-9 – You are in a risky situation when the action starts.
- 6- – You are in a desperate situation when the action starts.

RUNNING THE GAME

GAME STRUCTURE

The structure of the game is separated into phases that correspond each to a different scenery.

- Inside – Hideout: Training, Planning, Discussing, Family, Mentor
- Outside – The City: Fighting, Investigating, Action

In the hideout, the team interacts predominantly with one another and their mentor. Often, this represents a good opportunity to play out the Leading Principles of the playbook. The mentor represents a useful narrative tool to you as a GM. Use him to steer the mutants in certain directions: Give them adventure hooks, send them out, be emotional, treat them like your children, allow them things, forbid them others.

The session is usually best ended by the team having their favorite junk food in their hideout. Don't forget the cliffhangers, tho! A cut to the evil guy does wonders.

Like other games, Martial Mutant Misfitz can be a bit more fun, when you try to treat it like a series: Look for a theme song and play it in the beginning. Probably your game will take food, cigarette or toilet breaks. Try to transition back in with some fun advertisement. For example, narrate a 90s action figure commercial for the player character. Ask them details about the ad and the figure. Cereal commercials are great, too! Depending on your players you can also let them do the narration.

GM MOVES

The GM has a separate set of rules. They mostly come in play, when a player rolls a 6 or lower. There isn't necessarily a rule which of these moves has to be taken, except for "follow the narration".

- Separate them.
- Shift the odds.
- Reveal future badness (something is building up).
- Reveal off-screen badness (sirens, smoke, TV, radio, ...).
- Make them pay a price.
- Activate their stuff's downside.
- Capture someone.

- Tell them the possible consequences and ask if they want to go ahead.
- Turn their move back on them.
- Offer an opportunity, maybe with a cost.
- Put someone in trouble.
- After every move, ask what they do next.
- Inflict harm or condition.
- Make them trade.
- Take away some of the mutants' stuff.
- Decrease the Team Mojo.

AGENDA

There are certain rules, that everyone at the table agrees to follow. Some points to flavor the play, form the world and help make decisions. Additionally to the Agenda, every playbook has their Leading Principles, which should help the players roleplay their character.

- Make the world seem real.
- Play to see what happens.
- Make the mutants' lives chaotic and rad.
- Portrait the life of teenage outsiders.

TEAM Mojo

The Team Mojo describes the coherence of the Team. Depending on the team coherence, assisting other team members, combining powers or team moves are becoming easier or harder. The Team Mojo ranges from -3 to 3. If the Team Mojo would be added while on 3, the player gets +1 forward. If the Team Mojo would be decreased under -3 a Team Rift occurs.

TEAM RIFT

When the Team Mojo falls under -3, the team coherence is shattered. Nothing is coordinated and the team is being torn apart. This should have drastic consequences for the team in the narrative, such as being captured, seperated or worse.

GAMEMASTERS SECTION

HIDEOUT VS. ACTION DYNAMIC

SETTING THE SCENE

To set the scene, try to invoke the feeling of a 90s action cartoon. That is being best done while describe the intro of your cartoon. When playing the first session or one shots, begin by playing a prepared rock song (Paul Gilbert is great for something like this) and start describing the logo of the cartoon and actions they take together. The intro then shows typical scenes in the lifes of each character. Go around the table and let each player introduce their character with a typical cartoon scene. When playing further sessions, you can let one, some, or all players describe some "last episode on"-bit.

This can be expanded on by describing to commercial breaks (normally in combination with cliffhangers in the session / episode). The GM should set an example by explaining the first commercial. The themes usually follow commercial in kids programs: Action figures, sweets, drinks, toys, etc. Afterwards, the GM can then ask if somebody has an idea for a commercial, prompt them to do a commercial, or ask what a commercial for an action figure of their character would look like.



THE ABERRANT

Big muscles, bigger attitude. Always ready to rumble.

You mutated a bit too far. Your once beautiful face and body is now hideous. We're talking spikes, ooze, hunchback, you got the whole program. It's unthinkable that you go near human society. On the flipside, you received some crazy powers...

You often need special attention and care. May it be the amount of food you consume, to find clothes in your size or that you crushed something by accident... again.

ANIMAL

1.Shark, 2.Worm, 3.Vulture, 4.Spider, 5.Crab, 6.Octopus, _____

NAMES

1.Crux, 2.Maw, 3.Slitha, 4.Acida, 5.Scabarella, 6.Gnarl, _____

ENHANCEMENTS

Pick or roll two:

- Razorsharp Spikes (2 harm, hand, sharp)
- Extra limbs (Once per scene, roll twice on Kick Ass!)
- Back-Mounted Chemical Feed (+1 Grit)
- Rocklike Skin (1 armor)
- Hyper-Acid Digestion Track (You can eat and digest everything.)
- Amphibian Lung Gills (Can breath in and out of water, probably even more fluids.)

ADVANCEMENTS ○○○○○

- | | |
|--|--|
| <input type="checkbox"/> Get +1 Discipline, max +3 | <input type="checkbox"/> Take another Aberrant move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Aberrant 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)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

Clear conditions by playing out your flipside or getting rid of them narratively.

GRIT



Kick Ass!

DISCIPLINE



Team-Up

STYLE



Radical Escape
Blend In

WITS



Talk the talk
Always a Little Smarter

HARM: Okay ▽▽▽▽ | ▽▽ Dying

NOTES

ABERRANT MOVES

- It's not a glitch — it's a feature. Your mutation is unstable. Choose one of your enhancements and roll +Grit. On a 10+, exchange the chosen enhancement with another Aberrantenhancement. On a 7-9, roll for the new enhancement.
- This will just sting a little. When you spend some time with a living or dead enemy, you can read their memories. Roll +Discipline. On a 7-9, ask the GM one of the following questions, on a 10+ two.
 - Who do they work for?
 - Where do they live?
 - What is their favourite food?
 - What was their childhood like?
 - Do they have loved ones?
- Walls are optional. When you break through walls, destroy or throw obstacles. Roll +Grit. On a hit, choose one of the following:
 - Deal 2 harm
 - Deal 1 harm, area
 - Get or give +1 forward
 - You draw attention - enemies focus on you.
 - You create a advantageous position for your team.
 - You create a new "shortcut"

On a 7-9 additionally choose one of the following, according to the narrative:

- Take 1 harm
- Take 1 condition
- Decrease the Team Mojo by 1

- Beauty's overrated. I went for memorable. If a non hostile sees you for the first time, roll +Grit. On a hit choose one: They are stunned, afraid or fascinated. On a 7-9 they additionally react poorly.
- Here, take some of my chemicals. They make you strong. When you give some of your stabilizing chemicals to an ally, roll +Style. On a hit, they get +1 forward. On a 7-9 they additionally become poisoned.

RELATIONS

- _____ accidentally used some of your stabilization chemicals. Ask the player how it came to this. Explain what temporary effect they had on them.
- You broke something dear of _____. Ask the player what it was.
- You and _____ share an absolutely weird hobby. What is it?

LEADING PRINCIPLES

- Need special treatment
- Your mutations behave weirdly
- Mutate in weird ways
- Don't fit

FLIPSIDE

- Create problems
- Draw attention
- Break something
- Feel left alone



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, electric)
- Backpack-Lab (Gives you the opportunity to analyze and synthesize chemicals on the go.)
- MorphSwarm Units (1 harm, hand, choose blunt, pierce, slash)
- Hyper-Cognition (choose one additional move)
- Ultra-Adaptive NeuroShield (1 armor)
- EMP (1 harm vs. mechanical, far, area)

ADVANCEMENTS ○○○○○

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

CONDITIONS

- Fractured (-2 to Grit)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

Clear conditions by playing out your flipside or getting rid of them narratively.

GRIT



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DISCIPLINE



Team-Up

STYLE



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HARM: Okay ▽▽▽▽ | ▽▽ Dying

NOTES

BRAINIAC MOVES

- Guess who read the manual? Hack, repair or manipulate something. Roll +Discipline. On a hit you surpass the challenge. On a 7-9, the hack, repair or manipulation only lasts a limited time.
- 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 according to the narrative.
- Crafted with love... and a little bit of panic. Roll +Wits. On a hit you improvise a weapon (1 harm) and get +1 forward. On a 7-9 it only lasts for this combat. Explain what it is made of and how it looks like.
- Keep calm and pretend this is fine. Roll +Discipline. On a hit you clear a condition off of you.

RELATIONS

- _____ and you love the same video game. How is it called? What is it about?
- You taught _____ about the science field you love. What is it?
- You 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 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 electric, 1 harm blunt, hand)
- Spiked Wrist Wraps (1 harm, quick, hand, blunt, pierce)
- Tech-Spine (makes all weapons quick)
- Hardened Skin (2 armor vs. piercing)
- Razor Claws (2 harm, hand, slash, pierce)
- Steel Bones (2 armor vs. blunt)

ADVANCEMENTS ○○○○○

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

CONDITIONS

- Fractured (-2 to Grit)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

Clear conditions by playing out your flipside or getting rid of them narratively.

GRIT



Kick Ass!

DISCIPLINE



Team-Up

STYLE



Radical Escape
Blend In

WITS



Talk the talk
Always a Little Smarter

HARM: Okay ▽▽▽▽ | ▽▽ Dying

NOTES

BRAWLER MOVES

- One more word and I break your nose If you try to provoke or intimidate someone you can roll +Grit on Talk the Talk
- Nothin' but a scratch Once per session you can roll +Discipline. 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. You are a master of fighting styles. Karate, Kung Fu, Ninjitsu, Tigerclaw, Mantis, Drunken Master, you name it. You can combine them and switch fluidly between them. Explain what you do and roll +Grit. On a 10+, choose two of the following:
 - Deal 1 harm
 - Get or give +1 forward
 - You draw attention - enemies focus on you.

On a 7-9 you choose one and additionally get one harm or become fractured.

- 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 your fighting style derived from the same base style. How is it called? What does it look like? What is it about?
- You often get into trouble with _____. Doing what?
- When you were younger, _____ and you wrestled all the time. What famous wrestler did you embody?

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 HUMAN

I mean, yeah... they are a bit extraordinary, but they got character!

Good job! You're the odd one in a team of mutants. Your are the human. Your resources and knowledge concerning the human society are invaluable to the mutants.

You supply the others with what they need. May it be their favourite junk food, the newest video games or some clothes to blend in, you can get it.

ANIMAL

Human.

NAMES

1.Jessica, 2.Brian, 3.Emily, 4.Mike, 5.Amanda, 6.Dan, _____

ENHANCEMENTS

Pick or roll two:

- Ice Hockey Stick (1 harm, hand, blunt)
- Slingshot (1 harm, far, blunt)
- Fast Food Uniform (Unending supply of a junk food you determine)
- School Books (+1 Wits)
- Leather Jacket (1 armor)
- Inherited Army Knife (Once per session declare "Of course it can do that!")

ADVANCEMENTS ○○○○○

- | | |
|--|--|
| <input type="checkbox"/> Get +1 Discipline, max +3 | <input type="checkbox"/> Take another Human move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Human 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)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

Clear conditions by playing out your flipside or getting rid of them narratively.

GRIT



Kick Ass!

DISCIPLINE



Team-Up

STYLE



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HARM: Okay ▽▽▽▽ | ▽▽ Dying

NOTES

HUMAN MOVES

- I'm just unexcitingly normal. You automatically Blend In normal society with a 10+. If it's a place you shouldn't be, roll like normal.
- I may not have claws, but I can get a pizza delivered anywhere. When you trying to supply someone with something roll +Style. On a hit, supply one of the following:
 - An address
 - Something you can buy normally
 - Access to a public building
 - Information about human society
 - Means of transport

On a 7-9 somebody gets suspicious about the way you obtain the thing or the amount, size, etc.

- Underdog? Nah, I'm the plot twist. When you go against somebody clearly stronger or weirder, roll +Grit. On a 10+ your guts inspire an ally. You and that ally get +1 forward. On a 7-9 you stand your ground, but get a condition or harm.
- Didn't bring it. Didn't need it. Probably... When you go are completely unprepared, you can make do with what you got. Explain what exactly you do and roll +Wits. On a 10+ you deal 2 harm. On a 7-9 you deal 1 harm and get a condition.
- Outplayed. Outclassed. Out of your league. You make up what you lack in strength with Wits. When you Kick Ass, you can roll +Wits when you explain how you outsmart them.

RELATIONS

- _____ always tells you to get him something from the human world. Ask the player what.
- _____ brought you into the team. Explain how that happened.
- You smuggled _____ into a place where they should not have been. Where? What were you doing?

LEADING PRINCIPLES

- Supply others
- Provide information about humans
- Give opportunities
- Know someone

FLIPSIDE

- Be a know-it-all
- Run out of something
- Shatter their expectations
- Something costs more than they thought



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, slash, pierce)
- MutaTech Vibro Polearm (1 harm, close, slash, pierce)
- Tactical HUD (Always know the condition of team mates)

ADVANCEMENTS ○○○○○

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

CONDITIONS

- Fractured (-2 to Grit)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

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DISCIPLINE



Team-Up

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HARM: Okay ▽▽▽▽ | ▽▽ Dying

NOTES

LEADER MOVES

- Keep tight, hit hard When you coordinate the team, roll +Discipline. On a hit you raise the Team Mojo by 1. On a 10+ you additionally get +1 forward.
- Semper paratis whenever your fall back on your preparations, roll +Style. On a 10+ you have just the thing. On a 7-9 you do not have the perfect solution, but something close, ask the GM what.
- I see the play. Whenever you read a tactical situation roll +Discipline. 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.

RELATIONS

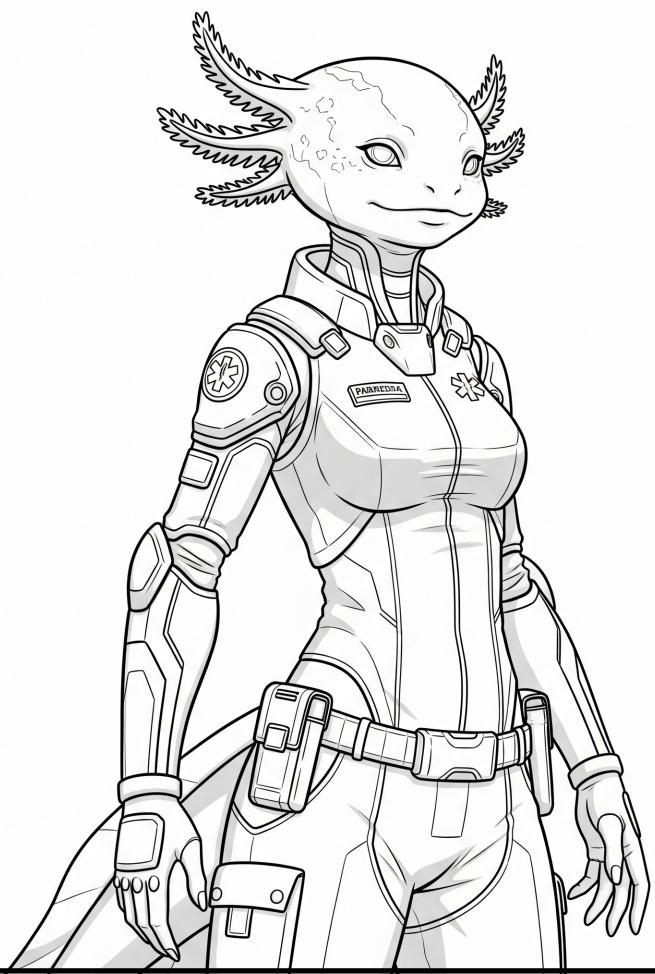
- _____ saw you fail. In what situation?
- You took the fall for _____. Ask the player for what.
- _____ made a mixtape. You hate 90% of it. You never turn it off. Ask the player what music is on it.

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



THE MEDIC

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

You know a lot about medicine and the treatment of injuries. You are empathic 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.)
- SymbioPack Med-Kit (Heal 4 harm, one time use)

ADVANCEMENTS ○○○○○

- | | |
|--|--|
| <input type="checkbox"/> Get +1 Discipline, max +3 | <input type="checkbox"/> Take another Medic move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Medic 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)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

Clear conditions by playing out your flipside or getting rid of them narratively.

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NOTES

MEDIC 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 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.)
- Acid Spray Gland (Ignores 1 armor)
- Homemade Proximity Mines (2 harm, loud.)
- Denim Vest with Spikes and Patches (1 armor, +1 Style)

ADVANCEMENTS ○○○○○

- | | |
|--|--|
| <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)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

Clear conditions by playing out your flipside or getting rid of them narratively.

GRIT



Kick Ass!

DISCIPLINE



Team-Up

STYLE



Radical Escape
Blend In

WITS



Talk the talk
Always a Little Smarter

HARM: Okay ▽▽▽▽ | ▽▽ Dying

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 ROGUE

"I move silently in and out. Nobody will know that I've been there."

Your mutations made you the perfect hunter. And thief, for that matter. You move silently and strike with precision. None of your moves is brute or random.

Others react to you at times skeptical. But they also value your abilities. You are a valuable addition to the team and they know it.

ANIMAL

1.Snake, 2.Cat, 3.Rat, 4.Chameleon, 5.Bat, 6.Raccoon, _____

NAMES

1.Whisper, 2.Zane, 3.Blink, 4.Mox, 5.Lux, 6.Vale, _____

ENHANCEMENTS

Pick or roll two:

- Mimicking Vocal Cords (You can mimic sounds and voices you heard.)
- Retractable Subskin Blades (2 harm, 4 harm when unseen, hand, pierce, hidden)
- Shape-Morphing Skinstructure (+1 on Blend In)
- Venom (Your weapon ignores 1 armor)
- Gecko Palms (Climb most surfaces)
- Electro-Magnetic Neural Lobe (Jam frequencies)

ADVANCEMENTS ○○○○○

- | | |
|--|--|
| <input type="checkbox"/> Get +1 Discipline, max +3 | <input type="checkbox"/> Take another Rogue move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Rogue 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)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

Clear conditions by playing out your flipside or getting rid of them narratively.

GRIT



Kick Ass!

DISCIPLINE



Team-Up

STYLE



Radical Escape
Blend In

WITS



Talk the talk
Always a Little Smarter

HARM: Okay ▽▽▽▽ | ▽▽ Dying

NOTES

ROGUE MOVES

- Now you see me... When you try to vanish into thin air, explain how you do it and roll +Style. On a 10+ you vanish without a trace. On a 7-9 you leave something behind.
- Become one with the shadows. You can use Blend In to blend into surroundings and shadows.
- If they didn't want it stolen, they should've hidden it better. When you attempt to steal something roll +Style. On a 10+ you steal it without a trace. On a 7-9 you leave something behind.
- Nice face. I hope it's okay if I borrow it. Your mutation allows for you to shapeshift into someone you seen in person for a short time. Roll +Discipline. On a 10+ you successfully shapeshift. On a 7-9 you shapeshift, but choose one of the following:
 - The duration is shorter than you expected
 - One noticeable detail about the person is off. Explain what.
 - You do something so out of character for the person. Explain what.
- No, I don't have a hairpin, but how about lockpicks? When you try to pick a lock, roll +Discipline. On a hit you open the door. On a 7-9 additionally choose one:
 - You draw attention
 - Behind the door was not what you expected
 - Somebody is right behind the door
 - Your tools break. You can't use this move until next session

RELATIONS

- _____ and you stole something together. What was it?
- You move perfectly silent out of habit and walked in on _____. Ask the player what embarrassing situation they were in.
- You overheard a conversation of _____ and _____. Ask the players what it was about.

LEADING PRINCIPLES

- Be discrete
- Move silently
- Take hidden routes
- Reveal and trade secrets

FLIPSIDE

- Take everything for yourself
- Steal
- Reveal something bad
- Think about yourself



THE SEDUCER

Hey, I like your style. Would you like to go out some time?

You are beautiful and you know it. Charming as always you capture the hearts of friends and foes alike.

Towards the others you build strong individual connections. Loyalty is important to you, but everything has a price.

ANIMAL

1.Otter, 2.Panther, 3.Mouse, 4.Rabbit, 5.Deer, 6.Lizard, _____

NAMES

1.Rose, 2.Natalia, 3.Damien, 4.Florence, 5.Marcus, 6.Natalia, _____

ENHANCEMENTS

Pick or roll two:

- Sharp Tongue (1 harm, close, mental)
- Shuriken (1 harm, far, pierce)
- Pheromons (+1 on Talk the Talk)
- Blade Fan (2 harm, hand, quick, slash)
- Sunglasses (+1 Style)
- Mezmerizing Skin or Fur Pattern (1 armor against intelligent life forms)

ADVANCEMENTS ○○○○○

- | | |
|--|--|
| <input type="checkbox"/> Get +1 Discipline, max +3 | <input type="checkbox"/> Take another Seducer move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Seducer 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)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

Clear conditions by playing out your flipside or getting rid of them narratively.

GRIT



Kick Ass!

DISCIPLINE



Team-Up

STYLE



Radical Escape
Blend In

WITS



Talk the talk
Always a Little Smarter

HARM: Okay ▽▽▽▽ | ▽▽ Dying

NOTES

SEDUCTOR MOVES

- Are you here alone? When you try to persuade someone, you can roll +Wits or if you want to flirt +Style on Talk the Talk
- You are so fascinating! Tell me more about you. When you have a deep conversation with someone, roll +Style. On a hit, ask the GM one question, on a 10+ two.
 - Who are you working for?
 - What is your weak spot?
 - What is some fond memory from when you were little?
 - What are you into?
 - What would you need to do something for me?
- Just look deep into my eyes When you try to persuade somebody to do something for you, explain how and roll +Style. On a 10+ the opposition does what you want. On a 7-9 they do it, but they want something in return.
- Can't you do a bit better? For a friend? When you negotiate, roll +Wits. On a 10+ you get the outcome you wanted, on a 7-9 you have to make a hard compromise.
- You're doing great, darling When you try to inspire or lift up a friend, explain how and roll +Style. On a hit, that friend gets +1 forward. On a 10+ the friend additionally loses 1 condition.

RELATIONS

- Something about _____ is oddly beautiful. What is it?
- _____ reminds you about something in your childhood. What is it?
- You admire _____'s passion. Ask the player what the character is passionate about.

LEADING PRINCIPLES

- Build deep relationships
- Make compliments and take influence
- Talk and negotiate
- Be everybody's friend

FLIPSIDE

- Don't let loose
- Be intrusive
- Be scared to lose somebody
- Make everything sexual



THE SHAOLIN

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 ○○○○○

- | | |
|--|--|
| <input type="checkbox"/> Get +1 Discipline, max +3 | <input type="checkbox"/> Take another Shaolin move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Shaolin 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)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

Clear conditions by playing out your flipside or getting rid of them narratively.

GRIT



Kick Ass!

DISCIPLINE



Team-Up

STYLE



Radical Escape
Blend In

WITS



Talk the talk
Always a Little Smarter

HARM: Okay ▽▽▽▽ | ▽▽ Dying

NOTES

SHAOLIN 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 worldy matters



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 ○○○○○

- | | |
|--|--|
| <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

- Fractured (-2 to Grit)
- Shaken (-2 to Discipline)
- Scattered (-2 to Wits)
- Embarrassed (-2 to Style)
- Poisoned (-1 to all stats until healed)

Clear conditions by playing out your flipside or getting rid of them narratively.

GRIT



Kick Ass!

DISCIPLINE



Team-Up

STYLE



Radical Escape
Blend In

WITS



Talk the talk
Always a Little Smarter

HARM: Okay ▽▽▽▽ | ▽▽ Dying

NOTES

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 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. 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 it what it is and they roll +Style. 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 MUTANT TEAM

You are a chaotic team of mutants. Taught by a mentor you slowly become ready to stand firm for your city. Who will you be? How do you organize? How do you get around? Who taught you? This is the place to find out.

Decide together as a group or roll below to flesh out the background of your Mutant Team.

Your City

What is special about your city? What makes it stand out compared to other cities? What makes it worth to protect? _____

ORIGIN OF MUTATION

1. Ooze mutating animals
2. Lab experiment gone wrong
3. Aliens
4. New evolution of human life
5. Ancient gods already
6. Mutating teenagers

MENTOR

1. A more experienced mutant
2. Decommissioned AI computer
3. Janitor
4. Retired cop
5. Wannabe headhunter
6. Scientist

MEANS OF TRANSPORT

1. Van tailored to your needs
2. Custom Bikes
3. Hoverboards
4. Underground tunnels (sewers, subway, ...)
5. Parkouring the rooftops
6. Hijacked subway car

HIDEOUT / DOJO

1. Underground (1.Sewer crypt, 2.Closed subway station, 3.Service tunnels)
2. Junkyard (1.Neon signs, 2.Classic cars, 3.Foreign tech)
3. Run-down factory (1.Favourite junk food, 2.Spray cans, 3.Toys)
4. Crashed alien ship (1.Ancient, 2.Hi-tech, 3.Custom modded)
5. Abandoned rooftop (1.Greenhouse, 2.Graffiti court, 3.Pigeon loft)
6. Forsaken amusement park (1.Waterfront, 2.Bad part of town, 3.Skate park)

TEAM Mojo

Team Rift	-3	-2	-1	0	+1	+2	+3	+1 Forward



APPENDIX N

- Teenage Mutant Ninja Turtles
- Street Sharks
- Extreme Dinosaurs
- Biker Mice from Mars