



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 — 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.

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 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

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** When you break through walls, destroy or throw obstacles. Roll +Grit. 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 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 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, 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 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



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NOTES

BRAINIAC MOVES

- This won't take long.** Hack, repair or manipulate something. Roll +Discipline. 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 +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 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 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)
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HARM: Okay ▽▽▽▽ | ▽▽▽ Dying

STATS



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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 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 until you eliminate or evade the skeptical)
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- Scattered** (-2 to Wits until you say sth hurtful to someone)
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NOTES

LEADER MOVES

- Keep tight, hit hard** When you coordinate the team, roll +Discipline. On a hit you give +1 forward. On a 10+ you additionally get +1 forward.
- Semper paratis** whenever your fall back on your preperations, 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 FACE

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)
- Leather Jacket** (+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 Face move |
| <input type="checkbox"/> Get +1 Style, max +3 | <input type="checkbox"/> Take another Face 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)
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NOTES

FACE 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 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 ○○○○○

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

- 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

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NOTES

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

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.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

- 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)
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NOTES

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