

## 5 AND UP HITS!



**ANYTHING ELSE IS A MISS.**

Also, certain results add a bit of...chaos. These surprises are resolved separately from if the check passes or fails.

Results below are divided by columns:

## SKILL RANKS REPLACE

**WITH 5 ONE EACH.**

**AKA "UPGRADING."**

Choose one option per result. Spice it up! Explain why this happens within the story.

### TRICK!

Cool stuff happens!

- +1 Advantage to ally's next check
- +1 Disadvantage to enemy's next check
- Find an Item (5 Rings or Barrier Shield)
- Immediately move one square

### CRITICAL SUCCESS!

Cooler stuff happens!

- Deal critical damage
- Upgrade you or an ally's next check once
- Downgrade the enemy's next check once
- Roll Hit Die and get random Item
- Gain immediate free Move phase

### SLIP!

Bad stuff happens!

- +1 Advantage to enemy's next check
- +1 Disadvantage to your next check
- Lose Gear with Removable quality
- Enemy pushes you one square

### CRITICAL FAIL!

Badder stuff happens!

- Shield or other Item effect ends
- Personal Gear is damaged or lost for a bit
- Next check against you is upgraded once
- Enemy gains immediate free Move phase
- Inflicted Status Effect backfires on you

# ON YOUR TURN...

You may do one of each phase in any order:

## Interact

- Spend up to 5 Rings to recover an equal amount of HP or TP
- Use an item on yourself (spend two Interacts to use on someone else)
- Give an item or unequipped gear to someone else
- Reload an attack that requires spending Interacts
- Grab a willing ally and carry/drag them with you (see *Assisting* rules)
- Any other incidental action that does not require a check  
(pressing a button, opening/closing a door, picking up a dropped item, etc.)

## Move

- Traverse a number of squares up to your maximum Movement
- Crouch behind cover or get back up (1 square of total movement)
- Jump on a nearby platform (2 squares of total movement)

## Action

- Make an attack
- Revive a KO'd teammate
- Throw an object (see *Power Moving* rules)
- Fly to a high altitude (see *Flight and Vertical Movement* rules)
- Traverse Dangerous Terrain
- Anything else requiring a skill check, not including saving throws

YOU MAY GAIN A SECOND **MOVE OR INTERACT** ON YOUR TURN BY SACRIFICING YOUR ACTION PHASE

Item	Cost	Description
<b>Super Ring</b> (1)	<i>Cost of Rings encapsulated, plus 10 Mobiums</i>	<i>A catch-all term used to describe items that give the character 5, 10, 20, or any other number of Rings when used.</i>
<b>Barrier Shield</b> (2)	<i>5 Rings / 50 Mobiums</i>	<i>An energy bubble surrounds the character and gives +1 Dodge. The barrier is destroyed after a successful attack is made against the character once. All damage is negated, and the Dodge bonus is removed. If a crit is inflicted on the character while they have an active Barrier Shield, the character is stunned like usual, but does not lose any Rings.</i>
<b>Power Sneakers</b> (3)	<i>8 Rings / 80 Mobiums</i>	<i>Also known as 'Speed Shoes,' this item temporarily increases a character's acceleration. In combat, the user's movement squares are increased by two for three rounds of combat, or until the battle ends, whichever comes first. They also gain two additional ranks to any check made with the Speed attribute. Outside of combat, the PC upgrades their Speed skill ranks by two for about twenty seconds of in-game time.</i>
<b>Thunder Shield</b> (4)	<i>10 Rings / 100 Mobiums</i>	<i>An electrified variant of the Barrier Shield. Grants the same benefits, in addition to granting +2 Rings when spending a Trick to gain Rings. Cannot be broken by lasers and other energy weapons, as well as electrical energy hazards, unless a crit is dealt. Immediately breaks when coming into contact with water.</i>
<b>Flame Shield</b> (5)	<i>10 Rings / 100 Mobiums</i>	<i>A fiery variant of the Barrier Shield. Grants the same benefits, in addition to granting +1 damage to Spin and Melee attacks. Cannot be broken by fireballs and other heat based hazards such as lava unless a crit is dealt. Immediately breaks when coming into contact with water.</i>
<b>Aqua Shield</b> (6)	<i>10 Rings / 100 Mobiums</i>	<i>An air bubble variant of the Barrier Shield. Grants the same benefits, in addition to granting +1 ranks in Spin and Acrobatics. While underwater, the user has an infinite supply of air and does not need to make checks to hold their breath. The character loses all aforementioned benefits when the shield breaks.</i>

**Stunned:** The character is dazed and reduces their Dodge by two, to a minimum of 0. If the character is flying, they fall to the ground. This status effect lasts one round, starting from when the effect was first activated. This may be stacked up to three times, in which the character reduces their Dodge by two more with each stack.

**Dazzled:** The character's vision is filled with stars and on their next check downgrades up to two Trick Dice to Hit dice, or if they have no upgrades to begin with, suffers +1 Disadvantage. This status effect lasts one round, starting from when the effect was first activated.

**Restrained:** The character is immobilized and reduces their Dodge by two, to a minimum of 0. The immobilized character may not perform any Action or Move phases until they free themselves, which they may attempt once per turn as a saving throw, making a 1 Difficulty check rolling Hit Dice equal to their Power or Dexterity attribute ratings. The effect is ongoing until the character is freed from the restraints by another nearby character with two Interact phases or if the target succeeds the aforementioned saving throw. This may be stacked up to three times, in which the character reduces their Dodge by two more and increases the difficulty of their check once with each stack. The number of Interact phases needed to be spent by a helping character also increases by one with each stack.

**Knocked Back:** The character falls to the ground and moves back Short range (2 squares). If the character would run into an obstruction such as a wall or another

character, they stop on the adjacent square and both objects suffer damage equal to the number of squares of movement that were left over. The character may get back up by spending one movement square on their next turn. It may be stacked up to three times, increasing the range by 2 squares each time.

**Burning:** If the character has flammable parts, they catch fire and take 5 damage at the beginning of every round until they can get the fire to go out somehow, such as using an Interact with water or other flame retardant substance, spending a Trick on a rolled check, or spending an Action rolling a 1 Difficulty Spin check.

**Soaked:** Movement speed and Speed rating is cut in half, rounding down, until the character dries off. This may require spending an Action rolling a 1 Difficulty Spin check, finding a warm spot, or simply waiting it out. At GM discretion, abilities utilizing fire or electricity may not work while this status is in effect.

**Suffocating:** Loses 5 TP every time a saving throw to hold breath is failed. At GM discretion, abilities using fire or electricity may not work. (See *Underwater*)