

SONIC TAG-TEAM HEROES



A Fan Roleplaying Game

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Special thanks to all the playtesters and other friends that tag-teamed with me and made this game possible. "Dreams come true." – McShmoodle, 2022

Table of Contents

Prologue	5	Foot Races.....	52
PART I. GETTING STARTED.....	6	Velocity Battles.....	54
1. Attributes and Skills.....	11	PART II. CHARACTER CREATION.....	59
Dice and Skill Checks.....	11	Character Concept.....	59
Skill Check Difficulties.....	13	Determine Stats.....	60
Tricks, Slips, and Crits.....	16	Determine Signature Attacks.....	62
Advantage/Disadvantage.....	18	Determine Talents.....	65
Movement Speed.....	19	Determine Tag-Team Attacks.....	67
Power Moving.....	20	5 TP Attacks.....	67
Flight and Vertical Movement.....	21	10 TP Attacks.....	68
Mental Attributes & Opposed Checks.....	22	15 TP Attacks.....	69
2. Points and Derived Attributes.....	24	Determine Special.....	72
Hit Points, Trick Points, Rings, & Crits.....	24	Team Blast.....	72
Dodge, Initiative, and Movement.....	24	Special.....	74
3. Signature Attacks & Talents.....	27	Determine Character Descriptions.....	76
Signature Attacks.....	27	PART III. NOTES FOR THE GM.....	77
KOs and Criticals.....	28	So, you want to be a Game Master?....	77
Status Effects.....	30	Managing Party Composition.....	83
Environmental Modifiers.....	31	Using Special Moves.....	84
Talents.....	33	NPC Tiers.....	86
4. Mobiums, Items, and Gear.....	34	Henchman.....	86
Mobiums.....	34	Sub-Boss.....	92
Items.....	34	Boss.....	96
Gear.....	38	Legendary Characters.....	102
5. Trick Points and Tag-Team Attacks.	41	Final Boss.....	114
6. Special.....	44	True Final Boss.....	126
Team Blast.....	44	PART IV. INTRO ADVENTURE.....	127
Other Special Moves.....	45	Encounter 1.....	127
Assisting Characters.....	46	Encounter 2.....	129
Other Encounters.....	48	Encounter 3.....	134
Zone Challenges.....	48	Encounter 4.....	139
Wandering Creatures.....	49	Encounter 5.....	147



Prologue . . .

It is a new era of adventure and excitement! Following the formation of the Resistance to help Sonic combat the tyrannical Dr. Eggman, a new generation of heroes has stepped up to the plate to fight against injustice everywhere!

Note: The following information in **Part I: Getting Started** describes how the game mechanics work to give you an idea of how the game functions as a whole. If you just want to dive right into the game, the pre-gen characters in this game work quite nicely with the provided basic ruleset, which is optimized to be run with groups of three or four characters of different roles called a Type. If you want to create your own custom character, refer to **Part II: Character Creation**, which discusses the game mechanics more in-depth. If you are planning on running the game, read through the first two parts as well as **Part III: Notes for the GM**, which provides information for running various player group sizes, NPC profiles, and other helpful tips. **Part IV: Intro Adventure** is a complete adventure to introduce new players (and GMs) to this game.

PART I. GETTING STARTED

Welcome to **Sonic Tag-Team Heroes!** In this tabletop roleplaying game (RPG), you will get to experience your own unique adventures in the Sonic universe by following the instructions of the Game Master (GM) and by assuming the role of a Player Character (PC). Here are the materials you need to play:

- This rulebook: You're off to a good start!
- 1 GM: To tell the story!
- Players: 3-4 is recommended, but 1-6 players can have fun too!
- Character sheets: One for each player!
- Pencils: For writing on character sheets!
- D6 and D10 dice: At least five D6 and four D10s is nice, but the more clicky math rocks the better!
- Grids for maps: 1-inch squares, 8x8 or bigger. Gaming paper works great, but a chessboard works in a pinch!
- Tokens: Whatever you want to use to track player and enemy positions on the grid. Get creative!

But most important of all: **Imagination!**

(Snacks are good, too).

Over the course of one or more gaming sessions (usually lasting a few hours each), GMs can take players on exciting adventures where they will learn to fully utilize the greatest super power of all, teamwork! Each PC has unique strengths that they bring to the table, such as super speed, super strength, the power to fly, or even simply great ingenuity. Players bring these characters to life through a mixture of game rules and improvisational storytelling. GMs provide scenarios for PCs to show their strength and introduce complications that stand between them and their goal. While a GM may direct antagonistic forces against the characters, they are not against the players, nor are the players trying to win against them. Rather, the two sides work together to create fun stories.

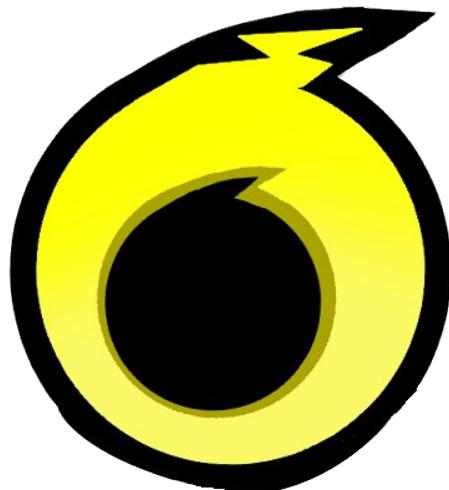
Player roles within their team are categorized using a Type system, which is determined by what their character's main attributes are geared towards.

The Types are as follows:



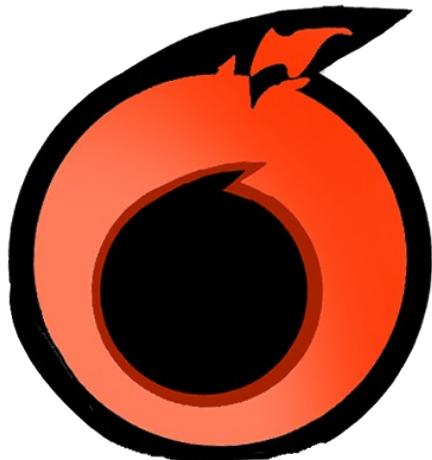
Speed Type

The most well-known Type, and the most obvious. These characters move at blistering speeds, covering more ground in a few seconds than most can in a few hours. They have the raw speed required to use advanced Spin Attack techniques. They also can act more quickly and get the jump on their opponents. A character is considered a Speed Type if they start with a Speed rating of 4 or higher.



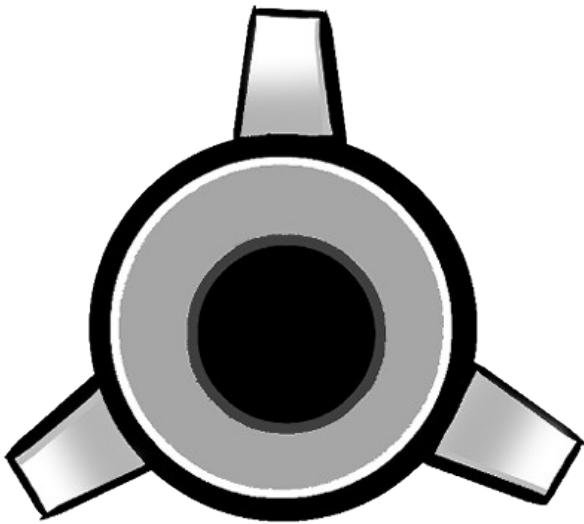
Fly Type

The lightweights of the Sonic universe. These characters are often smaller and lighter on their feet than their counterparts. With wings, mysterious powers, or some form of gadgetry, these characters can take to the skies, specializing in ranged attacks. Their ability to move in all dimensions makes them harder to hit, and their familiarity with flying makes them natural pilots. A character is considered a Fly Type if they start with a Dexterity rating of 4 or higher.



Power Type

The powerhouses of the Sonic universe. They can unleash considerable destructive force on whatever stands in their way, whether it's with bodily appendages or some kind of weapon. They are also able to move and throw heavy objects around that would otherwise be immovable by others. Being especially hardy, these Types are also typically able to sustain more damage than any other Type. A character is considered a Power Type if they start with a Power rating of 4 or higher.



Technique Type

The unsung heroes of the Sonic universe. They forgo physical prowess to focus more on their intelligence or social grace. They often take the role of tinkerers, squad leaders, or any number of supporting roles. Technique Types are the most versatile Type, coming in a variety of archetypes:

- The *Genius* starts with an Intellect rating of 4 or higher.
- The *Figurehead* starts with a Charisma rating of 4 or higher.
- The *Generalist* has no focus and has a variety of attributes that start at 3

Can I play as a...?

The Sonic series features anthropomorphic animals with all manner of fantastical abilities. For this reason, this rulebook generally assumes that you are taking the role of a "Mobian," the catch-all term for the various animals that take center stage in the franchise. However, you may also take on the role of an advanced robot, similar to protagonists in the series such as Gamma and Omega. If you are playing as a Technique Type, you may also elect to play as a human. These choices are largely cosmetic, as the following section will discuss how playing a character works in more detail.

On the following pages is a sample of a reference document called a character sheet, with numbers denoting which section information about that corresponding part can be found in this rulebook. As a player, your most common rules reference will be your character sheet, which will be unique to your character, so get to know it well. These sheets include your base attributes, skills, attack options, and other special abilities which help determine the limits of what your character can and can't do. They also track what items your character has collected and include descriptions of your character's personality and abilities.

TYPE SPEED	CHARACTER NAME MOJAVE THE ROADRUNNER	PLAYER NAME Yuji																		
HIT POINTS <table border="1"> <tr> <td>Current: 9</td> <td>Max: 15</td> <td>Current: 5</td> <td>Max: 15</td> </tr> <tr> <td>RINGS: 8</td> <td>CRITS: 1X 2 3 4</td> </tr> </table> DODGE INITIATIVE MOVEMENT <table border="1"> <tr> <td>2</td> <td>3</td> <td>8</td> </tr> </table>	Current: 9	Max: 15	Current: 5	Max: 15	RINGS: 8	CRITS: 1X 2 3 4	2	3	8	1 <table border="1"> <tr> <td>5 SPEED</td> <td>2 POWER</td> <td>3 DEXTERITY</td> <td>2 INTELLECT</td> <td>2 CHARISMA</td> </tr> <tr> <td>Spin • • Acrobat Run • •</td> <td>Melee Move Climb • •</td> <td>Ranged Sneak Ride • •</td> <td>Perceive Tech Knowledge • •</td> <td>Persuade Deceive Resolve • •</td> </tr> </table>	5 SPEED	2 POWER	3 DEXTERITY	2 INTELLECT	2 CHARISMA	Spin • • Acrobat Run • •	Melee Move Climb • •	Ranged Sneak Ride • •	Perceive Tech Knowledge • •	Persuade Deceive Resolve • •
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ITEMS & MISC. MOBIUMS \$ 25	SIGNATURE ATTACKS & TALENTS																			
4 GEAR Name: Bola Descr: +1 Advantage Equip? X Name: Descr: Name: Descr: Name: Descr: Name: Descr: Name: Descr: Name: Descr: 	NAME: SPIN ATTACK SKILL: SPIN DAMAGE: 3 Description: Roll into enemy in Melee range, ignores Height 1 penalty. NAME: SPIN DASH SKILL: SPIN DAMAGE: 5 Description: Same as Spin Attack, reduce movement on turn by half. NAME: BOLA BLITZ SKILL: RANGED DAMAGE (?): 4 Description: Throw Bola at enemy up to 3 squares away, 2nd hit may inflict Restrained. +1 Advantage (from gear). NAME: DESERT DWELLER SKILL: RUN DAMAGE (?): Description: +1 Advantage to Run checks in desert or other arid environment.																			
5 TAG-TEAM ATTACKS																				
NAME: Spin Boost STATUS FX: N/A MY DAMAGE: N/A RANGE: 8 sq ★5 POINTS★ MY SKILL(S): Spin THEIR SKILL(S): Spin/Melee OTHER: Mojave Crit = +2 Damage	Mojave Spin Dashes in place against a teammate doing a Spin/Melee attack in an opposite direction, propelling them into target in straight horizontal line up to 8 sq. away. Blitz rolls against the enemy's Dodge, teammate rolls the attack to deal damage, using the damage for their strongest Spin/Melee attack with no other modifiers.																			
NAME: Rolling Combo STATUS FX: Knocked Back MY DAMAGE: 5 RANGE: 4 sq ★10 POINTS★ MY SKILL(S): Spin THEIR SKILL(S): Spin OTHER:	Mojave and another teammate join up to create a double-sized Spin Attack against a target up to 4 sq away, each rolling their Spin skill as a combined attack. The first successful hit deals combined damage equal to each player's chosen Spin Attack loadout. Additional hits may add +1 damage or inflict Knocked Back.																			
NAME: Dude Sandstorm STATUS FX: N/A MY DAMAGE: 2 RANGE: 5x5 sq ★15 POINTS★ MY SKILL(S): Run THEIR SKILL(S): Move WORKS WITH: Power TYPE:	Mojave runs around a 5x5 square area and drags Soomo behind him like a plow. Soomo kicks up dirt and dust, creating a dense cloud of debris that reduces visibility for all enemies within it. Enemies within the cloud add +1 Disadvantage to all of their checks requiring vision and take damage as Soomo hits them passing by. GM decides duration and other effects of cloud afterward. Additional hits may add +2 damage.																			

1 Sample Character Sheet - Side A

AGE: 16

GENDER: Male

HEIGHT: 3'5" (107 cm)

SPECIES: Roadrunner

ABILITIES: Mach speed, expert with bolas

WEAKNESSES: Poor social skills, overly serious

LIKES: Sand, hot weather, animals, bolas, stopping poachers, bolas again, his teammates (rarely admits it)

DISLIKES: Poachers/people who harm the environment, cold weather, small talk, cartoons

BIO: Originally a native of a desert that Eggman turned into an oil refinery, Mojave the Roadrunner spends his time as a vigilante environmental activist, defending animals and natural wonders, particularly those that are being poached. With his trusty bolas, he runs through and ties up baddies with ease. He now travels with Team Wild, though he's a bit of a loner and keeps to himself a lot of the time. But he cares for his friends and will fiercely defend them when they need his help.



(Draw or describe your character here)

6

★SPECIAL★

Describe your Team Blast or other Special move here

BINDING

(Move Name)

Mojave rolls Run to run around and tie up every enemy with his bolas.

(Description)

1 Hit: 5 damage

2 Hits/Crit Success: 10 damage, Restrained

3 Hits: 15 damage, 1 crit, Restrained

4 Hits/ 2 Crit Success: 20 damage, 1 crit, Restrained, everyone on team gains 10 Rings

1. Attributes and Skills

Dice and Skill Checks

Sonic Tag-Team Heroes runs on a unique system that pairs standard D6 dice with “upgraded” D10 dice to create dice pools. From now on, this guide will refer to D6 dice as “Hit Dice” and D10 dice as “Trick Dice.” Numbers rolled with a 5 result or above denote successful “hits.” Anything below is a miss.

When your character wants to do something, the GM may ask for a roll to test your character’s skill and see if you generate enough hits to succeed in the task. This is called a “skill check.” Most of the time, this will involve calling upon one of the fifteen skills listed on the character sheet.

To determine your skill’s dice pool, first look at the number listed in your base attributes. Your Hero attributes (Speed, Power, and Dexterity) and your Mental attributes (Intellect and Charisma) rating tell you at a glance how gifted (or handicapped) a character is in a particular arena.

Then, look at your skills to see how many filled-in boxes, or “ranks,” in that skill you have. Take the bigger number and gather that many Hit Dice, and then replace a number of those dice with Trick Dice equal to the smaller number. Most of the time, this will be your attribute rating upgraded by your number of ranks. Let’s take a closer

look at these attributes and their derived skills:

Speed: How fast can you run? How athletic and maneuverable are you?

The following skills are tied to your Speed rating. Keep in mind, even a relatively slow character in Sonic’s world is as fast or faster than the average human in real life. Break out these skills when you wanna burn up the pavement!

Spin: The most fundamental skill that any Speed Type worth their Rings has at their disposal. Well, except maybe running. *Spin* entails curling into a ball to get through tight spaces or jumping on enemies with a Spin Attack. However, while all PCs may use this skill, only quick characters will be able to spin fast enough to make the best use of the Spin Attack technique and access its full capabilities.

Acrobat: Any time a PC needs to do some jumping and flipping, expect an *Acrobat* check to determine the result. Particularly speedy characters can utilize their speed to free run through their environment, utilizing their momentum to wall jump, grind on rails, swing on poles, and so on.

Run: Sometimes, you just gotta go fast. *Run* checks are most often used to clear Zone Challenges to do all the standard Ring collecting and loop-de-loop running goodness expected in a Sonic experience. Additionally, during periods of sustained running, exter-

nal factors will hinder a PC's speed, causing them to accelerate/decelerate as they succeed/fail successive *Run* checks.

Power: How strong are you? Do you pack a punch, or did you skip leg day?

In the same way that Speed dictates kinetic potential, Power is a measure of how much force a character can exert on their environment.

Melee: Any close-range attack, ranging from a punch to a swinging hammer, strong enough to deal damage to a character or object is calculated with a *Melee* check. The stronger the character, the harder the hit.

Move: Any attempt to dislodge a reasonably heavy object from its position requires a *Move* check. This can involve grappling an enemy or pushing a heavy stone block onto a pressure switch. Or it could mean picking up an object and throwing it as an attack! Conversely, a *Move* check can also be used to *resist* movement, restraining a moving object. The applications are virtually endless.

Climb: While some PCs can run or fly over steep terrain, some use brute force to navigate. Climbing up a ramp doesn't look as cool as running up it, but if a character is particularly strong, they can move almost as quickly as if they were moving on a flat surface.

Dexterity: How precise and coordinated are you? Do you wanna fly high?

Finally, the last Hero attribute, Dexterity, is the attribute that determines how light on your feet your character is, as well as how well they can fly.

Ranged: Any attack done from a distance and/or with a projectile uses a *Ranged* check (unless it is being thrown with a *Move* check). While ranged attacks are typically less powerful than those done up close, the attacker can deal damage from afar with a low risk of being hurt by the target, as well as being able to reach enemies flying high above the battlefield that melee attacks just can't reach.

Sneak: Not all battles are won by the strongest fighter. Some battles end quickly because the victim never saw the attack coming. All manner of sneaky actions, whether for reconnaissance, sneak attacks, or picking someone's pocket, use *Sneak* checks.

Ride: Sometimes running on foot just doesn't cut it. Whether it's piloting an airplane or riding a snowboard down a long downhill city street (wait, what?), *Ride* checks are used to maneuver and accelerate the method of conveyance. Certain characters also use Ride checks to fly or swim.

Intellect: How thoughtful and observant are you? Do you know the way?

The first Mental attribute, Intellect governs a character's ability to gather and utilize information in the world around them.

Perceive: When the environment contains things that a character wouldn't be able to pick up on after a casual glance or any other untrained use of their senses, *Perceive* checks are used to gather more information on the surroundings, as well as to gain insight into a person's behavior (i.e., whether they are honest or not, why they might be feeling a certain way, etc.)

Tech: *Tech* applies to both *technology* and *technique*. These checks allow a PC to interact with an object using applied knowledge. Whether a computer needs hacking or an electric guitar needs playing, *Tech* will get the job done.

Knowledge: *Knowledge* can be used to pull information from the GM to see if your character "knows" how to do something or what something is. This skill represents not only the information your character possesses, but also a character's efforts to expand their knowledge through research.

Charisma: How do you impact others around you? Can you inspire them, or are you able to trick them?

The final Mental attribute, Charisma is a measure of how much influence a character

has over the thoughts and feelings of others. People with high Charisma are also likely to be able to resist the wills of others when directed against their better interest.

Persuade: Most Non-Playable Characters (NPCs) are not willing to give you anything you want outright, but they may be convinced to help you in some smaller way. Sometimes, flattery or encouragement is necessary, thus a *Persuade* check is needed to convince the person to help. It can also be used to negotiate a trade of goods or services, giving you a discount on certain items with a particular vendor.

Deceive: Trickery, for good or evil, is covered with this *Deceive*. This includes any attempts to hide your true nature, such as keeping a poker face, fibbing, disguising oneself, luring someone into a trap, and so on.

Resolve: If you can't get your work done through clear directions or sweet-talking, intimidate them through sheer force of will or with threats. *Resolve* can be used to intimidate people and let them know you mean business. When used mercilessly, this skill can be used to terrify people into doing your bidding. It can also be used to resist others' efforts to persuade you, resist mind control, or otherwise display your determination to complete the task at hand.

Skill Check Difficulties

Typical gameplay involves exploring the environment and applying skill checks or creative solutions for challenges. To add an appropriate challenge, a GM will assign a difficulty level to a given check, using the following guidelines:

No Difficulty – This usually isn't a check at all, but a response to a player asking, "how difficult is the roll to do this?" The GM may inform the player that the task is so trivial that the player accomplishes it without rolling. However, if the GM feels that the results generated would add some fun details to the narration, he may ask the player to roll anyway. Although no hits generated would still be a success, it could signify a subpar or unenthusiastic performance.

Alternatively, the PC is competing against another character, so the check is effectively rolled against another character's results to see who got more hits.

Other applications of this are common in Zone Challenges and Foot Races, which are covered in later parts of this rulebook.

1 Difficulty – A task that requires a bit of effort, and more importantly, has the potential to go wrong. A player needs to generate at least one hit to succeed in the objective. This could be a mundane task such as hitting a rock, looking for an obvious clue, jumping across a small gap, and so on. Something that an average person could do with slight exertion. This is the baseline for most skill checks.

2 Difficulty – A task that requires significant effort, something that most people could do if they really tried. Jumping across a moderately large gap, researching on the internet to find the population density of Chun-nan, searching a room for a spike trap, piloting an airplane for several miles on a windy day, and so on. Something that an average person could do with great effort, and something that an experienced adventurer could do frequently, but not always. The difficulty may also represent a moderate amount of risk or a significant time crunch to accomplish the task.

3 Difficulty – A task that requires extraordinary effort, something that the average person can't accomplish on their own and would cause even a seasoned adventurer to think twice about. This challenge likely has a potentially harmful, if not lethal amount of risk involved. The task also likely has one or more factors that would cause the task to be harder than usual. Finding your way out of a dark cave without a flashlight, jumping a large gap filled with spikes, escaping from tight restraints, outrunning a semi-truck with buzzsaws while your feet are sticking to the ground. This difficulty represents something that an adventurer has a chance of accomplishing, but the chance of success is a coin toss at best. GMs should use these sparingly for memorable moments, a culmination of previous setbacks, or for ill-advised methods used by the players.

4 Difficulty – No way? No way! A task that no normal person could do, even with help. Something that most seasoned adventurers would deem impossible. Something that an adventurer of a Type suited specifically to this task would only do if there was no other option or if they have a death wish. Something that would give Sonic a run for his money. Something a GM humors a player with when they suggest doing something nearly impossible (but mildly plausible). Building a biplane from household items without instructions, running across a continent in less than a minute, climbing a mountain without using your arms, frying an egg to perfection while the kitchen is on fire and you're also defusing a bomb. As these tasks often involve numerous setbacks, involve legendary feats surpassing a character's normal limitations and border on insanity, GMs are encouraged to introduce appropriate complications. For this reason, the rules for Slips are modified here (see *Tricks, Slips, and Crits*) and only a single 1 or 2 is required to trigger an effect. In either case, failure should be spectacular.

Nope. – You asked the GM what the difficulty was, and they told you that given the circumstances, this is impossible. This includes any of the example tasks in the previous difficulties and more. Feel free to make your case for why this could be possible to attempt but respect the GM if they ultimately decide that you can't roll the check. This represents a challenge even Sonic couldn't overcome.

Let's see how Skill checks work in gameplay:

For example, if you wanted to hop across a series of floating platforms, you could use your *Acrobat* skill, which is tied to your Speed rating. You have a rating of 3, so you grab three Hit Dice. You have no ranks in your *Acrobat* skill, so the check is not upgraded with Trick Dice. The gaps are a bit wide, and the platforms are moving, so the GM says that the check will have 2 Difficulty. That means you will need at least two hits to make it across. You roll:



[4] [3] [5]

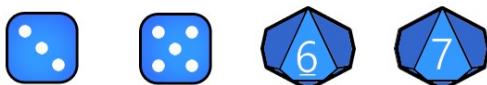
You only get one hit, you fail. You make it halfway across before missing a jump and plummeting back to wherever you started, your friends laugh at you and reference a topical meme that reminds them of the situation.

Another player smugly tells you that he has this covered. He has a Speed rating of 4, with two ranks marked off on his *Acrobat* skill. This means that two of his four hit Dice are replaced with Trick Dice.

Trick Dice have ten sides with numbers ranging from 0-9 (or 00-90, which in this game mean the same thing). Unlike Hit Dice, which only have two "hit" results, any result on a Trick Die above 5, ranging from 5-9 counts as a hit. Anything lower is a failure. Additionally, numbers 7, 8 and 9 cause your

character to do a "Trick," giving your character an unexpected benefit, such as getting 5 Rings.

The aforementioned player rolls his two Hit Dice and two Trick Dice:



[3] [5] (7) (5)

He gets three hits and, with the 7 on his Trick Die, performs a Trick, gaining 5 Rings. He hops across the platforms with style! The player pats himself on the back for being such a good player, despite the result being a result of random probability and not actually reflecting on his own skills.

Welcome to tabletop roleplaying! But wait, there's more.

Tricks, Slips, and Crits

For every action there is an equal and opposite reaction. The same goes for any action committed by your character. When you roll doubles, rolling two hits with a 5 or 6, or two misses with a 1 or 2, it triggers Tricks and Slips, respectively. These effects will add various benefits or complications to the situation. Note that a check can still pass or fail independently of whether a Trick or Slip is triggered, so even if the individual hits are canceled out by an opposed roll, Tricks and Slips still occur as a secondary effect. As a general rule, Tricks do not directly affect whether a task succeeds or fails, but rather

add a fun flourish on top of the ultimate outcome. A task may become easier due to a Trick, or maybe the benefit is unrelated to the task. Similarly, a Slip does not automatically mean that the task failed, but rather that it becomes harder in the future, or some other complication surfaces that the character must now deal with.

For example, you are fighting against a Badnik and you roll a *Spin* check to do a Spin Attack. You roll:



[6] [1] [5] [6]

You rolled two 6s, a Trick! Only one 5 and one 1 were rolled, so it had no effect. You might

- Notice a weak point, your side's next attack gains +1 Advantage
- Find temporary cover, the next attack against your side gains +1 Disadvantage
- Find a basic item in the environment, such as 5 Rings or a Barrier Shield (See *Mobiums, Items, and Gear*)
- A weapon or other removable gear an enemy was holding is pulled from them (see *Mobiums, Items, and Gear*)
- Immediately move to an adjacent square of your choosing
- Some other cool thing happens not covered here that will help you, at GM's discretion

With three 5s or 6s, a rare occurrence, you trigger Critical Success and the potential effects are increased. You have additional options to spend the triggered benefit on. These include:

- Inflict *critical damage* on an opponent (explained in a bit!)
- Roll a Hit Die and gain a random item (See table below)
- Notice a helpful detail, upgrading a Hit Die on your or the next acting ally's check to a Trick Die
- Jostle your current opponent, causing them to downgrade a Trick Die to Hit Die on their next check
- Immediately take a free Move phase

Number	Result
1	Super Ring, roll a Trick Die and gain Rings equal to 5+ the result
2	Barrier Shield
3	Power Sneakers
4	Thunder Shield
5	Flame Shield
6	Bubble Shield

Meanwhile, a Slip, rolling at least two 1s or 2s, or one 0 will give the GM several complications to choose from to introduce the situation (except for gaining Rings or other

items if the opposing NPC cannot utilize them):

- You lose your footing and the next attack against you has +1 Advantage
- Your next check has +1 Disadvantage
- You are displaced 1 square in a direction of your opponent's choosing (unless doing so would cause the character to take damage)
- You lose a piece of generic gear with removable quality that you had equipped
- Some other inconvenient thing happens not covered here that will hinder you, at GM's discretion

In non-combat scenarios, these benefits/complications are less structured and will vary depending on the scenario. You may gain Rings or discover useful items, or you might cause a hidden trap to go off and hurt you. Or you might encounter an individual you would rather not have to deal with at the moment. GMs are encouraged to come up with zany and entertaining results appropriate for the story and environment, though if a GM can't think of anything on the spot, finding/losing Rings or upgrading/downgrading the next check are nice fall-backs.

With Trick Dice, however, things change. As the name implies, Trick Dice perform Tricks easier, requiring only a single 7 or 8 to trigger a benefit. In addition to the usual benefits, rolling two 7s, two 8s or a single 9 trig-

gers Critical Success! In combat, this means that your attack deals critical damage. Not all enemies can sustain critical damage, but the ones that can are generally only able to sustain one or two critical hits before perishing (See *KOs and Criticals*). A Critical Success with a 9 also counts as two hits.

Rolling a 1 or 2 with Trick Dice behaves as normal, requiring at least two to trigger a Slip. However, rolling a single 0 triggers a Slip, and two 0s with Trick Dice or three 1s/2s with any dice will result in Critical Failure. When Critical Failure happens, the results are even more punishing, representing one of the worst possible outcomes of a given check. In combat, this might mean:

- You slip up, downgrading your next check once
- The enemy gains an advantage, upgrading their side's next check once
- The effect of a consumable item you were using wears off unexpectedly
- A piece of personal gear your character uses is damaged or lost temporarily (see *Personal Gear*)
- A status effect inflicted on a target backfires and affects you as well (unless you are immune to it)
- The target may immediately take a free Move phase
- You have to get up and get the GM some sort of snack (ok maybe not)

Outside of combat, GMs are encouraged to come up with suitably spectacular complications for a given skill check. Mundane tasks

become difficult, and difficult tasks become dangerous!

If a check generates both a Trick and a Slip, or Critical Success and Critical Failure, the results cannot be applied in such a way to cancel each other out (downgrading/upgrading dice, etc.).

Advantage/Disadvantage

Sometimes when making a skill check, the circumstances of the situation are unique enough that using a flat difficulty level to determine how hard a skill check is does not make sense for all characters. For example, let's say two characters are making a *Knowledge* check with equal Intellect rating and equal ranks in *Knowledge*. They want to remember how to get out of a dense jungle. The difficulty of remembering how to get out is 2 Difficulty. However, one character glanced at a map of the area before going in. The character does not have the map with them, so they still have to remember, however doing so will be easier for them. So, for them, they have +1 Advantage, and the difficulty of the check for them is lowered by one, or 1 Difficulty.

Similarly, circumstances may make things more difficult for individual characters. For example, a character is trying to make a 1 Difficulty *Perceive* check to spot a hidden enemy in that same jungle, however, the dense foliage blocks their view, plus the sun is behind a cloud, casting the surroundings

in darkness. They now have +2 Disadvantage, increasing the difficulty of their *Perceive* checks to 3.

When a check is opposed, Advantage reduces dice from the target's dice pool by the number of Advantage the acting character has, starting with their Hit Dice until none are left and then removing Trick Dice, if they have any ranks in the skill. Disadvantage adds Hit Dice to the target's dice pool by an equal number to the Disadvantage the acting character has. In either case, only the target modified their dice pool.

In combat, certain skills give attacks Advantage against certain characters, or give Disadvantage to enemy attacks. In this case, the number of dice rolled on the Dodge check by the target is reduced or increased according to the amount of Advantage/Disadvantage the attacker has. Similarly, a character taking cover may add Disadvantage to attacks if they make sense.

Advantage cannot lower a Difficulty past 1, or a target's dice pool (i.e., Dodge) past 0. For situations where Advantage would surpass these thresholds, the character instead upgrades their dice pool as though they had additional ranks in a check equal to the net Advantage going past the threshold.

Movement Speed



The world is a big, beautiful, and *fast* place. In your travels, your ability to perform may be dependent on how fast you can go. The following chart breaks down each level of speed, which your corresponding Speed rating determines the level you can achieve naturally. Keep in mind, however, that even if your character has a very high Speed rating, their rate of travel is still dependent on their rate of acceleration, terrain conditions, obstructions, and other external factors that may increase or decrease what speed your character travels at. This is why Speed Types do not move dozens or hundreds of squares during a combat round, in addition to the fact that moving those ranges would typically put them out of the fight!

Speed 1 – A leisurely pace. Ranging from a slow tiptoe to a brisk jog. Try to run up a loop-de-loop. It won't work, but feel free to try anyway!

Speed 2 – A normal run. Fast enough to keep pace with a standard Badnik, a normal human, and at the upper limits, keep up with a car driving down a city street. Zone running is possible, but not recommended.

Speed 3 – A quick run. Fast enough to overtake most ground vehicles at their top speed. Fast enough to travel a mile in a minute or less. With some exertion, Zones should be able to be traversed without issue.

Speed 4 – A fast run. Fast enough to outrun a race car and slower air vehicles. Fast enough to travel a mile in about 10 seconds. Considered Zone cruising speed, true super speed begins at this mark.

Speed 5 – Mach speed. Fast enough to break the sound barrier, and fast enough to outrun most flying vehicles. Fast enough to travel a mile in less than 5 seconds. That blur that just flashed by your eyes was that Zone you just cleared.

Speed 6 – Mach 2, Fast enough to keep pace with slower fighter jets. Fast enough to travel a mile in less than 3 seconds.

Speed 7 – Mach 4+. Faster than any of you, so what lies beyond is anyone's guess. Maybe only a certain supersonic hedgehog knows for sure.

Power Moving



Similar to speed, Sonic's World is filled with people with amazing physical strength. Power rating determines not only how hard a person can hit, but how much they can easily lift. Each tier listed here represents how much a character can push or drag with a 2 Difficulty *Move* check, with significantly reduced mobility. The tier above it can lift it and carry it with a 1 Difficulty *Move* check. The second tier above that can lift without a check and can throw the object a number of squares equal to their Dexterity. Note that these ranges are intentionally vague and are limited by factors such as leverage and friction a character has and common sense, or conversely, if it would be cool or exciting, depending on what the GM decides. The exception to these rules is very small Tier 1 objects, which GMs can decide can be lifted or thrown even by relatively weak characters without penalty.

Inanimate objects have HP equal to the damage they inflict when thrown. If an inanimate object hits another object of a Power Tier greater than its own, it breaks down

into pieces, essentially becoming one tier lower, until it drops below Tier 1 and becomes too small to deal any damage.

Power 1 – Ranging from a few ounces to about 100 pounds, something that an average human could lift with some significant effort. An average Mobian weighs about 75 pounds, meaning even relatively weak PCs can move one person around for short distances. Powerful enough to destroy household materials such as wood and glass. Thrown objects in this tier deal 1-4 Damage, depending on size.

Power 2 – A few hundred pounds, something that a very athletic human could lift. Lifting/dragging two characters with some effort. Able to move a refrigerator or an Egg Pawn. Able to damage soft metals and brick. Thrown objects in this tier deal 5 Damage.

Power 3 – Over a thousand pounds, something an extremely strong human could lift. Able to move a sizable object such as a car or biplane. Able to damage steel and concrete. Thrown objects in this tier deal 10 Damage but checks to throw them add +1 Disadvantage.

Power 4 – Several tons, something that no human could lift without heavy machinery. Able to move a semi-truck. Able to damage dense volcanic rock and gemstones. Thrown objects in this tier deal 30 Damage but checks to throw them add +2 Disadvantage.

Power 5 – Over 50 tons, something that is moved with a crane. Able to move a tank. Able to damage super-dense metal alloys. Thrown objects in this tier deal 50 Damage, but checks to throw them add +2 Disadvantage

Power 6 – 100+ tons. Able to move a passenger plane. Able to damage virtually anything, except force fields and other energy barriers, given enough time. Thrown objects at this tier aren't even worth calculating, you can't throw them with the parameters in this book, and they will likely crush anyone with a solid enough hit.

Flight and Vertical Movement



Fly Types possess a special skill, the ability to move freely in all three dimensions. The 3rd dimension is similar to speed, in that it is measured in ranges rather than absolute movement. Note that much like speed, height is relative to the starting position of a character rather than an absolute baseline. A character's maximum unassisted height

tier is equal to their Dexterity rating and may be reached with a 2 Difficulty *Ride* check. The Tier below it may be reached with a 1 Difficulty *Ride* check. The Tiers below that do not require a check. While flying in structured rounds of time, a character may move in three dimensions up to their movement range.

Height 0 – Ground level. This includes heights ranging from the ground up to just below the average character's jumping height, roughly two-and-a-half times an average Mobian's height (*approx. 8 ft, the maximum jumping reach of an average human*). Any character can achieve this under normal circumstances, and no flying skills are needed.

Height 1 – This starts right at jumping height and extends to just below five times a normal Mobian's height. This encompasses the full range that a character can reasonably jump and reach. Fly Types can cruise at this altitude with minimal effort, as they don't need to do any skill checks to reach it and can maintain it indefinitely so long as external factors don't weigh them down.

Height 2 – Ranging from a little over 15 feet, going all the way to the height of an average two-story building. Reaching this height is trivial for a Fly Type, though they may struggle to maintain it for extended periods.

Height 3 – Going from the height of a two-story building to a five-story building, or an average tree. This height requires exertion to reach for all but the most aerodynamic characters. They may need to stop and rest on a perch along the way before continuing up.

Height 4 – Any range between a five-story and a ten-story building (50-100 ft). With quite a bit of effort and skill, a PC may be able to reach this in one shot unassisted.

Height 5 – Ranging from a ten-story building to a twenty-story building. This is the height that typically needs some sort of engine or other contrivance to reach unless the character is very gifted.

Height 6 – A range exceeding a twenty-story building going up to a fifty-story building, reaching 500 feet. Reaching this without assistance in one go is nearly impossible for even an experienced flyer.

After this point, the scale switches over to what can only be accomplished with assistance from thrusters, propellers, and other contrivances found on conventional aircraft, or assistance from a super state powered by Chaos Emeralds and the like.

Mental Attributes and Opposed Checks

While Hero attributes represent what a character is physically capable of, Mental attributes reflect a character's inner nature. Intellect is a measure of how adept a character is at gathering, recalling, and applying knowledge. Charisma, on the other hand, is a measure of how socially adept a character is and how easily they sway those around them. Unlike Hero attributes, ratings in Mental attributes have no hard and fast parameters for how much more brainy or sociable a person is. In other words, a player with 1 Intellect is not obligated to talk like Big the Cat, although if the player would have fun doing this, by all means, go for it!

Instead, Mental attributes give a snapshot of how adaptable and quick to act a character is in situations requiring these skills. A character with 1 Intellect and a character with 5 Intellect might both know how to tie a knot, but the 5 Intellect character will probably remember the steps more quickly and explain them more eloquently.

Another aspect of these skills is that they are used frequently in social interactions with various NPCs with motivations more complex than a Badnik trying to kill the player. As a result, checks using some of these skills might not have a set difficulty level. Instead, the NPC will roll their own social skills to mitigate the effects of the player's roll, using the following guidelines:

A character attempts to convince a character to help them using **Persuade**. The target resists with **Resolve** to see through the flattery.

A character tries to trick another character with **Deceive**. The targeted character sees through the attempt with **Perceive**.

A character tries to intimidate a target with **Resolve**. The target resists with **Resolve**. They look inward for their own personal strength and try to stand their ground.

Both sides roll their skill, and whoever rolled the most hits accomplishes what they wanted.

Like any other check, the active character's roll might be modified by Advantage or Disadvantage, adding or subtracting Hit Dice from a target's pool depending on if they have Advantage/Disadvantage. Additionally, other skills might make sense in a situation. For example, if a **Deceive** attempt contains significant misinformation that the target might know is false, they might roll **Knowledge** to catch on to the act.

Opposed checks are used in other scenarios as well. When a character rolls a **Sneak** check, they are rolling against an opposed **Perceive** check. In combat, an attack is rolled against a target's **Dodge**.

2. Points and Derived Attributes

Hit Points, Trick Points, Rings, and Crits

When taking damage, characters will lose Hit Points (HP). HP totals vary between characters, as they are derived attributes tied to a PC's Power rating. A character with a high Power Rating will generally have more HP than a character with a lower Power rating. When using certain special moves, characters will spend Trick Points (TP). TP totals are the same for every character and are not derived from other statistics. To restore either of these totals, Rings can be spent by the player in either total to gain that many points for either Type.

Rings are ubiquitous golden bands of unknown origin that can be found throughout Zones or gained when performing Tricks during skill checks using Trick Dice. When a player loses their Rings during combat, they take Critical Damage (a "crit") and mark off a box in their Crits. The effects of these Crits are explained more in-depth later in the combat rules, as tracking them outside of combat is generally not needed. Outside of combat, a player may lose some or all their Rings after rolling a Slip or Critical Failure on a skill check. Since Rings protect players from being KO'd when running out of HP, it

is good practice to always carry at least one in reserve (known unofficially as the One Ring Rule).

Dodge, Initiative, and Movement

Characters have a trio of stats that are derived attributes of their Dexterity (Dodge) and Speed rating (Initiative, Movement).

Dodge determines how many Hit Dice are rolled as a defensive check opposing an enemy's attack roll, in which hits generated by either side cancel each other out. While the attacker may generate Tricks, Slips, and Crits on their roll, the Dodge roll only resolves total number of hits generated. Note that a character can have a Dodge of no more than 6, even if bonuses from items, cover, or enemy Disadvantage, would increase it beyond that.

Initiative and Movement determine how quickly the character reacts and how far they move on their turn, respectively. Details of how derived attributes are determined are discussed in the *Character Creation* section of these rules.

When an NPC initiates an attack on a PC and vice-versa, all combatants roll initiative, using the number of Hit Dice equal to their Initiative attribute. The player then takes note of the highest number they rolled on an individual Hit Dice, as the combatants are

now designated initiative slots in the fight going highest to lowest based on their roll.

If two or more PCs/NPCs roll the same number, it is the choice of those who rolled the same number who goes first. PCs break ties with NPCs when both sides roll the same number. Normal rules for Tricks and Slips do not apply here. Certain NPCs will roll one or more Trick Dice instead, giving them a chance of getting 7-9 and going first by default, but can roll a 0, causing them to go last regardless of what other numbers they rolled.

Once the slots are set, combat begins on a turn-by-turn basis. Each combatant's relative position is converted to a Battle Grid depending on what was going on before combat began. Alternatively, if a large grid and miniatures/placeholders are unavailable, the GM can refer to each player's position using the ranges listed below.

During their turn, a combatant may do any of the following once in any order. Or they may Move or Interact twice by skipping their Action (Doing so doubles movement range or gear management at the expense of making a skill check.)

Move – Each character may move up to their maximum Movement range as their allotted Move phase. The movement ranges are as follows:

- Melee range: This is anything roughly 0-10 feet from the

character, represented as an adjacent square. Even relatively slow characters can run and leap within this range without exerting themselves too much. This is the range that *Spin* and *Melee* attacks work in.

- Short range: This extends roughly 20 feet from the character. (2 Squares) Characters with a Speed rating of 1- 2 or higher may move up to this distance during their Move phase.
- Medium range: x2 the size of short range (40 ft). A character with a Speed rating of 3 or higher may move up to this distance on their Move phase. (4 Squares)
- Long range: x4 the size of short range (80 ft). A character with a Speed rating of 4-5 or higher may move up to this distance during their Move phase. (8 Squares)
- Far range: x8 the size of short range (160 ft). A character with a Speed rating of 6 or higher may move up to this range on their Move phase. (16 Squares)

A character may also spend a square of movement to crouch and take cover or to stand back up. If they were knocked onto the ground on a previous turn and wish to get back up, such as when being Stunned while in the air or Knocked Back in any position, this takes up half of a character's movement for the turn.

Interact – Press a button, open/close a door, use an item on self, breathe an air bubble, give an item to someone else, equip Personal Gear, spend up to 5 Rings on HP or TP, or any number of smaller actions that wouldn't require a skill check. A character may use an item on another character by using two Inter-act phases.

Action – Make an attack, use a Tag-Team ability, revive a KO'd teammate, or anything else that would require a skill check.

Each of these options represents a phase of a character's turn. When they are finished, their turn ends and the next character in the initiative performs their phases, and so on until all characters have acted, at which point the round ends, and the second round begins from the top of the initiative order.

Characters that were defeated the previous round forfeit their turn and initiative slot in the following round, with the current initiative order maintained.

3. Signature Attacks & Talents

Signature Attacks

Signature Attacks are the damage level and effects that come into play when a PC attacks using a certain skill. Every Signature attack has the following components:

Name: Name of the attack

Skill: Associated skill that is checked

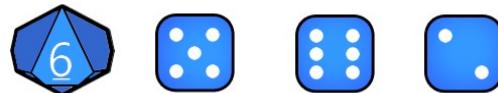
Damage: Amount of HP that is deducted from the target on a successful check

Description: An overview of how the attack is performed; what range it is effective at, what status effects it can trigger (if any), and any other modifiers such as Advantage/Disadvantage and area of effect

Attacks are calculated based on the ability being used and the number of hits the recipient achieved during their opposed Dodge roll. Attacker and defender hits cancel each other out and damage is dealt based on remaining hits, or else the attack fails. The first successful hit inflicts the Damage, with each hit after contributing +1 damage or activating a status effect (See *Status Effects*).

For example:

You roll a Spin Attack roll



(6) [5] [6] [2]

Your opponent rolls a Dodge roll



[6] [1]

Your first hit is canceled out by the opponent's successful hit, however the second hit lands, inflicting the attack's Damage of 3. You decide to spend the third hit activating a status effect, debuffing the enemy and making them more vulnerable to the next attack. You also have a Trick from the two 6s in play, so you spend the benefit to add +1 Advantage to your next teammate's check.

At this point, the defender loses Hit Points equal to the successful damage dealt to them. Combat continues until all the combatants on one side are knocked out (KO'd), run away, or otherwise surrender.

Melee attacks can only be initiated on enemies that are adjacent to the character within one Height increment of the character's position. Melee attacks against combatants at Height 1 have Disadvantage of 1 as the character reaches upwards and may even need to jump to reach the target. Height 0 has no penalty.

Ranged attacks can reach enemies from a distance. The character's attack range is a number of squares equal to their Dexterity rating. Attacking with a Ranged attack while Height 2 or higher relative to the target grants +1 Advantage, as the extra elevation makes aiming a bit easier. Conversely, when Ranged attacking an enemy that is at Height 2, the difficulty of aiming upward at a steep angle adds +1 Disadvantage to the check.

Some enemies can fly, meaning they navigate in three dimensions on the Battle Grid. To avoid calculating exact distance ratios for each height value, which increases exponentially, height in combat is measured in abstract height values equal to one square of movement rather than the exact distances described in the flight section. Normal rules for rolling *Ride* checks at a character's upper limits apply and require an Action to perform.

Height 1 is jumping height for most characters, with additional height values only accessible through flight. Each height sustained by Fly Types requires one square of movement to reach. (See *Skills*). Height also factors into the distance of the shot, adding 1 square per height. To calculate a distance from a target, take the number of squares on the Battle Grid that a character is away from a target and add the height value. For example, a character two squares away at Height 2 would be four squares away.

Spin Attacks are unique because the character is jumping and attacking, it works as a

Ranged and a Melee attack, albeit at very short range. If the target is adjacent to the character and no higher than Height 1, the attack can be used.

KOs and Criticals

A KO occurs when a character has reached 0 HP and can sustain no more crits. When an NPC capable of sustaining a number of crits reaches 0 HP, they receive a crit and are Stunned for one round. Another hit dealing damage on a subsequent turn will either knock them out or cause another crit, depending on the NPC's crit threshold. Unlike other RPGs, there are no special effects or grizzly dismemberments when this happens in *Sonic Tag-Team Heroes*. The character is simply unable to do anything or roll Dodge checks against incoming attacks, effectively unconscious. Crits can also be dealt with Critical Success rolled during combat while the NPC still has Hit Points. In this case, the enemy is Stunned as they would when running out of HP, but they do not automatically suffer more crits when attacked and take damage to their Hit Points as normal (See *Tricks, Slips, and Crits*). Note that to inflict a crit, a successful attack must have been made that was not canceled out by a character's Dodge, and the effect can only be triggered with one Critical Success per attack.

If an enemy has surpassed their crit threshold or never had one to begin with, such as a Henchman, it will instantly receive +10 damage when receiving one. When a suit-

ably strong NPC receives crits before their HP has reached 0, all their remaining HP must be lost before they KO.

PCs follow the same rules, except whenever they receive a crit, they lose all the Rings they are carrying, and up to 8 of them are spread around on each adjacent square of the Battle Grid, placement is GM's choice, with any remaining Rings from the total being lost. The player has one round, starting from when they received the crit, to recover their Rings before they disappear by moving through them to collect them. The Rings can be collected by other characters at this time as well, including NPCs that can use Rings.

A PC can technically survive any number of crits, and therefore avoid KO in most situations, if they have at least 1 Ring. However, the spilled Rings will be harder to recover with each crit. The number of Rings recoverable is reduced by half with each crit until the fourth crit in which only one Ring is recoverable. Should the PC be unfortunate enough to receive five crits, the Rings disappear entirely, no matter how many they had on them at the time. This is recorded in the Crits section of the character sheet, with a box checked off every time the PC has suffered a crit during the encounter. This penalty is reset at the end of the encounter.

If Ring placement should be obstructed by a wall or enemy that cannot collect Rings, such as a Badnik, the Rings will double up on a space where they can be placed. If a PC is surrounded somehow, the Rings fly into

the air and back down onto the PC, recollecting them immediately. If a PC is near a ledge and the Ring places over a bottomless pit or a similarly inaccessible section of the map, the Ring falls to the bottom and is lost forever.

When a teammate has been KO'd, they save their initiative slot, but are unable to perform any Action, Move, or Interact phases while they wait for an ally to give them at least one Ring that they can use to heal themselves on their turn next round. To heal a teammate, a character must move onto an adjacent square next to said character and revive them by spending an Interact to give them Rings or rolling a *Knowledge* check to heal HP directly, with 1 HP healed per hit.

Character death is extremely rare and will generally only occur if it is necessary to the plot or there is no feasible way to explain how the character survived. However, if all teammates are KO'd, a Game Over occurs and the mission is failed, and there is no way of knowing what the consequences may be. They may wake up in restraints within the enemy lair, or the enemy may have simply left them unconscious in an innocuous location and left them there. The mission may have failed, but the story continues.

HP and TP are fully recovered at the end of an adventure (that is, a session or series of sessions that complete the current storyline, which may be part of a series of adventures within a larger campaign). 5 HP and TP can

be recovered each night after a full night's rest while the adventure is ongoing.

Status Effects

There are other ways that PCs and NPCs alike can be hindered aside from getting KO'd. The following effects may come into play as the result of a particular attack or from environmental hazards. Unless noted, these modifiers do not stack. They do not become more intense if they are inflicted on a target multiple times. The ones that do, however, are noted with a sequential number next to the effect (i.e., Restrained 1). Additionally, the duration of the effect cannot be lengthened by inflicting it multiple times in a round, it always resolves based on when it was first inflicted on the character (i.e., a character Stunned by an attack in the first turn of Round 1 will no longer be stunned after the first turn of Round 2, even if the character had multiple stacks of Stun inflicted on them over the course of Round 1).

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 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 1 square 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 phase 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's discretion, abilities utilizing fire or electricity may not work while this status is in effect.

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

Environmental Modifiers

Helpful Terrain

Terrain that helps a character in several ways. Dash Panels and downhill ramps, for example, give a character +1 squares of movement when passed through in the direction they are facing.

Objects that partially block an enemy's line of sight, such as logs, traffic barricades, and so on can be crouched behind to give a

character partial cover. This grants +1 Dodge on Ranged attacks targeting them.

Objects that totally block line of sight, such as standing behind a pillar or tree can be crouched behind to grant +2 Dodge on Ranged attacks.

Tricky Terrain

Terrain features that require more effort or concentration than usual to traverse, such as jumping onto platforms at Height 1 or running up steep ramps to Height 2. These require the character to spend movement squares equal to both their horizontal and vertical movement combined. So, jumping onto a short platform would require two squares of movement, one to jump vertically, one to move forward horizontally on top of it. A steep ramp that increases up to Height 2 within a single square requires three squares of movement, two to move up the ramp and a third to maintain the momentum necessary to move horizontally onto the ledge the next square over. If the character attempts this without the movement range necessary and stops partway through the ascent, they fall back down to the bottom. Similar rules apply to jumping gaps one square wide, one square needed to leap vertically, two squares needed to safely pass over the gap and land on the other side.

Other surfaces, such as smooth ice, waist-high liquid, or sticky sludge, require double the movement cost, spending two squares

of movement for every one square traversed as they struggle to gain momentum or slow down to avoid losing their footing. Naturally, these setbacks can be avoided by flying over them.

Passing through a square occupied by an enemy also counts as Tricky Terrain, as the character must spend extra effort to maneuver around them or jump over them. This penalty is not in effect if the enemy is flying at Height 1 or higher unless the character is at the same height relative to the enemy.

Dangerous Terrain

Terrain that requires serious skill and concentration to traverse, requiring the character to forfeit their Action for the turn to roll a skill check that determines whether they can complete the movement or not, or else avoid getting harmed in some way.

For example, a character might make a 1 Difficulty *Acrobat* check to grind along a rail during their movement under favorable conditions, or a 2 Difficulty *Run* check to run off a steep ramp reaching Height 2 to fly across a two square wide gap.

All these sorts of terrain are where Speed and Fly Types really shine, so GMs should make liberal use of them!

Underwater



When characters are fully submerged in water, unique rules come into play. Characters with a Dexterity rating of 3 or higher can swim freely in all directions as if they were flying, even if they are not a Fly Type character. Unlike flying there is no restriction on Height ratings that can be achieved while swimming. However, characters with Dexterity ratings of less than 3 are unable to swim, so they sink to the bottom. They are only able to move upwards by jumping, climbing, or hitching a ride on something.

Water limits mobility considerably, and all character's Speed ratings are reduced by half, rounding down, until they can escape the water somehow (see *Status Effects: Soaked*).

Rings also cannot be spent to replenish Trick Points while underwater.

Another pressing inconvenience is the need to breathe (unless the character doesn't need air!). At the beginning of a second round spent submerged underwater, or a

brief period decided by the GM outside of structured time, characters will roll Hit Dice equal to their Power rating. If the character gets at least one hit, nothing happens. If the PC fails to roll even a single hit, the player will lose 5 Trick Points as they begin to suffocate. If the player has not resurfaced or found an air bubble by the next interval, they will roll the same dice pool as before, but with 1 Disadvantage, then 2 Disadvantage and so on until the Disadvantage level exceeds the number of Hit Dice rolled, in which case they automatically fail the check.

When a PC runs out of Trick Points underwater, they KO. As revival rules apply only to Hit Points, a character KO'd in this way cannot be resuscitated until they can breathe, as this requires Rings being spent to recover at least 1 Trick Point. (See *KOs and Criticals*). As soon as a character can resume breathing, they regain consciousness. Air bubbles and resurfacing after submerging for a period of time reset the penalties imposed.

NPCs can drown as well, but since they don't have Trick Points, they suffer a crit every time they fail a saving throw and are defeated when their HP hits 0.

Talents

In contrast to Signature Attacks, which are used for inflicting damage, Talents are a catchall category of skills that a character has at their disposal. These can be passive benefits, such as gaining +1 Advantage to

checks when a skill is used in a certain context, or they can be more open-ended, granting powers and abilities not usually available to a typical character. For more information on Talents, see the corresponding section in **Part II. Character Creation**.

4. Mobiums, Items, and Gear

Mobiums

The universal currency of Sonic's World. These can be spent to buy items, gear, and any other good or service available to buy. Rings are worth 10 Mobiums each and can be converted into cash at Star Posts, which could pop up anywhere in a Zone. This ensures that a character with many Rings can safely convert their Rings into money without fear of losing it all on one bad roll during a Zone Challenge.

Players are not expected to pay for everyday necessities such as food and shelter, as such expenses typically aren't simulated by this system. However, Mobiums might be used in specific plot dependent scenarios and can be freely traded with NPCs for bribes and wagers, for example. How open an NPC is to these exchanges varies from character to character and may grant Advantage, Disadvantage, or nothing at all to social checks as the GM sees fit.

By and large, Mobiums are used to purchase items which have a beneficial mechanical or narrative benefit to the characters.

Items

Various items can be used to augment a PC's skills for a limited duration or provide tools with various utilities beyond a user's normal abilities. Upon acquiring a consumable item, a player stores the item in their inventory until they decide to use it. During combat, these may be used by the PC as an Interact phase to use the item on themselves, or if they use it on another PC, two Interacts.

Inventory space is virtually infinite, so long as the item is small enough to be held comfortably with the character's hands. Note that a character may only have up to four ranks in any one skill, even if an item would increase them beyond that. This is distinct from *upgrading* a check, which has no hard limit.

Most basic items can be found anywhere that gear is sold, but supply and variety may vary by location. A remote village may not have Elemental Shields in stock like a shop in a big city. Conversely, a small shop may feature certain items that are rare or unique to that location.

For convenience, the items below have their equivalent conversion rate listed from Rings to Mobiums, though most vendors will insist the user pay in Mobiums.

Item	Cost	Description
Super Ring	<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. The advantage of these is that they can be stored as an item for later and spent after a character has lost their Rings to instantly increase their Ring total when a character is in dire need of them.</i>
Barrier Shield	<i>5 Rings / 50 Mobiums</i>	<i>An energy bubble that 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>
Power Sneakers	<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>

Thunder Shield	10 Rings / 100 Mobiums	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.
Flame Shield	10 Rings / 100 Mobiums	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.
Aqua Shield	10 Rings / 100 Mobiums	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 the aforementioned benefits when the shield breaks.

Regional item example:

Item	Cost	Description
Red Star Ring	<i>6 Rings / 60 Mobiums</i>	<i>A shiny red variant of the standard Ring. May be used after rolling any one check to negate the penalty of that character's Slip or Critical Failure.</i>

A rare bauble coveted by adventurers the world over, no one can predict when and where Red Star Rings will be available for purchase at any given location. Sometimes it's easier for an adventurer to stumble on one in the wild than at a local shop!

Tools are items that, rather than provide immediate stat augmentation, allow additional actions that suit the needs of the story, such as the need to communicate over long distances, to navigate more effectively, and so on. Like items, these are contained in a character's inventory.

Item	Cost	Description
Communicator	<i>3 Rings/25 Mobiums</i>	<i>Composed of an earpiece and a wrist-mounted microphone that slips right under the wearer's glove, this simple yet powerful device allows the user to communicate with other users over a private channel within several miles.</i>
Cell Phone	<i>15 Rings/150 Mobiums</i>	<i>More sophisticated than a simple communicator, this device allows the user to call people anywhere there is cell service. This device also has a built-in camera with video and photo capabilities, as well as internet access and GPS navigation. And more importantly, access to memes!</i>

Gear

Gear, on the other hand, is a significant wearable item that when acquired or purchased upgrades a character's base attribute ratings, adds additional ranks to skills, or even grants an additional Talent. A player may store up to six different distinct Types of gear in their inventory and equip up to three of them to gain their benefits. Only one gear of each kind may be equipped. Gear may only be equipped while at a Star Post (except Personal Gear, which may be equipped anywhere) but may be unequipped at any time. Gear available for purchase are as follows, at the suggested prices:

Item	Cost	Description
Light Speed Shoes	<i>80 Rings/800 Mobiums</i>	<i>Increase Speed Rating by 1</i>
Fighting Gloves	<i>80 Rings/800 Mobiums</i>	<i>Increase Power Rating by 1</i>
Rhythm Badge	<i>80 Rings/800 Mobiums</i>	<i>Increase Dexterity Rating by 1</i>
Forehead Goggles	<i>80 Rings/800 Mobiums</i>	<i>Increase Intellect Rating by 1</i>
Cool Sunglasses	<i>80 Rings/800 Mobiums</i>	<i>Increase Charisma Rating by 1</i>
Colored Gem Bracelet	<i>25 Rings/250 Mobiums</i>	<i>These come in 5 colors, Blue, Red, Yellow, White, and Purple. They correspond to the ratings and colors associated with them on the character sheet. When equipped, these bracelets grant a rank in any skill associated with the rating of the players choosing.</i>
Colored Gem	<i>15 Rings/150 Mobiums</i>	<i>Each bracelet may be augmented with up to five additional gems of the same color, increasing the total bonus ranks to six. If the bracelet is unequipped, the player loses these benefits. Colored Gems do not take up gear slots but attach to the bracelet as one item.</i>

Personal Gear

Like normal gear, Personal Gear may use up an equip slot, but unlike normal gear, it is not purchased, but a unique item that acts as an extension of the character and defines their abilities, such as a weapon or mobility enhancing device like a jetpack. This is something that is decided on at character creation and informs the strengths and limitations of the character. By default, Personal Gear does not need to be equipped to use, or even recorded on the character sheet, and it is not something that can be damaged or permanently removed from the character. Like how Amy can generate her Piko Piko hammer out of thin air, Personal Gear may only be temporarily disabled or removed as a narrative description of a default mechanical penalty (i.e., a projectile launcher jams and the user downgrades their check once, a sword is dropped and the next attack against the character has +1 Advantage as they can't parry, etc.)

The trade-off for this is the gear acts as little more than window dressing for the mechanics of the character's *Signature Attacks* and *Talents*, and they cannot do anything with the gear that couldn't be replicated with an equivalent trained skill or superpower, and it can't do anything beyond what the four slots allotted would allow.

However, if a player wants to augment the ability of the gear to grant capabilities beyond their listed Talents, or if they want to add the possibility of being depowered for a length of time, the gear can become an

equipable gear in their inventory that acts as a Talent slot in and of itself. With this, they can boost the damage or accuracy of their Signature Attacks that use the item or add the functionality of an additional Talent to it. This gear can be equipped and unequipped without a Star Post nearby, but an Interact phase must be used to do either (See character creation rules for more information on how functionality is determined.)

This gear is now more vulnerable to tampering, requiring only a Critical Success spent by an NPC or a Critical Failure generated by a PC to be taken out of commission entirely. Or potentially, the gear can be stolen outright by an opportunistic rival. The exact parameters of these setbacks are up to the GM, factoring in the context of the situation it occurs in. In the heat of battle, a stray laser blast could damage a thruster on a rocket boot, grounding a Fly Type character until it is fixed. A dueling melee combatant might disarm the PC of their melee weapon with a well-timed parry, requiring them to spend a Move and Interact phase on their next turn to run over and pick up the weapon. Meanwhile, an alien artifact that augments a character's speed-based abilities abruptly runs out of power and the character can only make certain checks without the bonuses normally granted by the item until the artifact recharges.

The range of possibilities is fairly broad, but the effects should be temporary. A GM can decide the result of affected gear by rolling a D6 Hit Dice and consulting the following

table to determine the results, though the GM may choose to determine the result by fiat if they want more control over the result. Note that partially damaged gear can be disabled by another poor roll, but disabled gear cannot be damaged further in this way.

Number	Result
1-2	<i>Gear is completely disabled. Associated Signature Attacks, Talents and modifiers associated with the item are unusable, and the character must make a 2 Difficulty check chosen by GM to repair the item, or else bring it to a Star Post (Unequip gear)</i>
3-4	<i>Gear is partially disabled. Signature Attacks using gear reduce damage by 1, Talents associated with gear add 1 Disadvantage to associated checks, or else reduce effectiveness by half. The character must make a 1 Difficulty check chosen by the GM to repair the item, or else bring it to a Star Post (Gear stays equipped)</i>
5-6	<i>Gear is removed from the character, falling up to Short range (1-20 ft) away. To recover the gear, the character must Move and Interact as needed to pick it back up and equip it, and in low visibility settings, may need to make a Perceive check of 1 Difficulty or more to locate it. (Unequip gear)</i>

5. Trick Points and Tag-Team Attacks

Once per round during combat, allied characters can spend Trick Points to use powerful special moves called *Tag-Team Attacks*. During one of these attacks, two characters act at once, combining their powers to perform a singular, super-charged attack that may include special status effects or modifiers. If both characters involved in the attack are within one square of each other and the acting character is within their attack's range of the specified target, that PC spends the points to instigate the attack. These attacks come in three types: 5, 10, and 15 points.

The first type, 5-point attacks, are the most basic. The acting PC rolls the appropriate skill check to enhance the power and accuracy of the other PC's attacks, rolling hits to cancel out the enemy's defenses, and the other PCs roll the attack for damage using their most damaging attack using an appropriate skill.

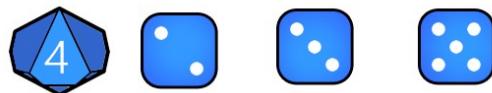
For example:

A Fly Type instigates a **Thunder Shoot** with another PC. The attack **costs 5 TP** for the Fly Type. The flying character picks up the other player and flies into the air, and then throws the other player down at a flying enemy from above. They roll a Ranged check.



(5) (8) [3] [6] [1] Three hits and a Trick!

The other PC rolls a Spin check, using the loadout of their strongest Spin Attack, in this case four damage.



(4) [2] [3] [5] One hit.

The enemy rolls a Dodge check.



[6] [1] One hit.

The aim of the Fly Type's throw easily outmatched the enemy's defense, with an extra two hits. The Fly Type spends their Trick to inflict Stunned 1 on the enemy for one round, and the attack does four damage due to the other player's Spin check. When a flying enemy is Stunned, it falls to the ground, meaning other players are now able to attack it with Melee attacks.

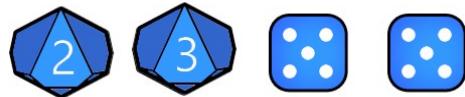
If a player instigating the attack fails to generate at least one hit more than the opponent's Dodge results, the attack fails regardless of what the other player rolled as the attack fails to connect. The damage dealing player's hits do not count towards this threshold and only count towards the damage of the attack. Conversely, the attack fails to damage the opponent if the damaging player fails to generate any hits, regardless of the aiming player's roll. The only exception to this is if the aiming player generates a crit and their attack allows them to inflict damage in this way (See *Determine Tag-Team Attacks*).

10- and 15-point attacks are more powerful, and as a result, a bit more straightforward. With these attacks, players utilize their abilities in tandem to their fullest potential and the attack roll results of both players are combined into one powerful attack. Hits generated from each player count towards canceling out enemy Dodge results as well as dealing damage and triggering status effects. However, Tricks, Slips, and Critical Success/ Failure are still adjudicated by the results of the individual player's checks rather than as a combined pool. A 5 rolled by one player cannot be combined with a 5 from the other player to generate a Trick, and so on.

For example:

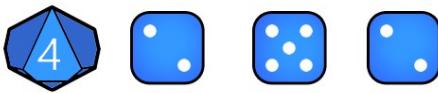
*A Power Type instigates **One-Two Punch** with another PC. The attack **costs 10 TP** for the Power Type. Both characters run up to the enemy and attack at point-blank range simultaneously.*

The Power Type rolls a Melee check using the loadout of their strongest Melee attack:



(7) (9) [5] [5] Two hits, one Trick!

The other PC rolls a Spin check using the loadout of their strongest Spin Attack, Damage 3:



(4) [2] [5] [2] One hit, one Slip!

The enemy rolls a Dodge check.



[6] [1] One hit,

The combined hits are three, with one cancelled by the enemy's Dodge, dealing a total of 9 Damage (6+3) for the first successful hit, plus inflicting Stunned 1 with the second hit. However, they also generated two 5s and two 2s, generating both a Trick and a Slip.

The Power Type may use the two 5s on

their check to gain a benefit but may not use the 5 generated by the other PC to trigger a Critical Success instead, even though it was used when calculating damage and status effects.

The other PC triggered a Slip, which only applies to them and not the Power Type. In this case, the Power Type spends the Trick to gain some Rings. The GM decides the complication from the Slip, in this case imposing a downgrade on the other PC's next check, making it harder to attack again.

Due to their great power, only one Tag-Team Attack may be used per round.

6. Special

Each Player Character has a Special move they can perform. While some moves are performed independently, for most Types the ability is a "Team Blast" performed in tandem with their teammates. This is how it works.

Team Blast

When one of each "Hero" Type uses this move together (Speed, Power, Fly) a Team Blast is initiated, unleashing a series of devastating attacks that hit every enemy on the Battle Grid in a single turn. As such, this ability can be triggered when the players are in a fight together regardless of their positions and can be initiated by any member of the group during the Action phase of their turn. For these special attacks, one character of each Type must pool their Trick Points together to fulfill the 45-point requirement, and all players involved spend a turn to participate. As with Tag-Team Attacks, all players roll simultaneously *but do not combine their results together*, instead resolving each individual check according to the instructions on the character sheet before stacking the results together to determine damage and other effects.

Team Blasts do not factor Tricks and Slips into their results, as benefits such as dealing critical damage and gaining items are already factored into the results tables. However, 9 and 0 still have special properties,

with the former counting as two hits and the latter adding +1 Dodge to the enemy's defenses for this roll per 0 result. This increase is factored into the Fly Type's debuff, with the Advantage gained on the attack subtracting from the net total Dodge of the enemy.

Enemies oppose this check after resolving the players' rolls by using the highest Dodge roll in the group. Assuming the Fly Type's status effects during the Team Blast doesn't completely eliminate this roll, each hit rolled subtracts 5 damage from the overall attack, regardless of how many additional hits were in the total Team Blast. If the modifier subtracting dice from this roll would drop the total of Dodge below 0, 2 damage is added to the attack per each Advantage passing that threshold.

The name of the attack and the effects are determined by stringing together the title and individual player actions listed on each character sheet, so mixing and matching different characters will produce different attacks. This attack has the potential to obliterate a group of Henchman or Sub-Bosses, and at the very least severely damage a Boss. Let 'er rip and have fun!

Example:

In the middle of combat against a dozen Egg Pawns, an Egg-Hammer, and Eggman piloting Egg Mobile-H. Speed player initiates a Team Blast on their turn. All players spend 15 Trick Points and roll the skill listed in their portion of the Team Blast. In this example, everyone rolled two hits. Since the specific skill doesn't matter, only the results of the checks are listed here.

Speed Type inflicts 11 damage and Dazzled effect.

Power Type inflicts 12 damage and a crit.

Fly Type adds 5 damage each to Speed and Power's attacks, resulting in a net gain of 10 damage. Fly also adds +4 Advantage to the attack, removing four dice from the enemy's Dodge roll.

All total, the damage amounts to 33 damage applied to each enemy as well as a crit. Each enemy is Dazzled as well.

Before damage is applied, the enemies can roll Dodge to mitigate damage. However, even the enemy with the highest defense, Eggmobile-H, only has 4 Dodge, so the roll is negated entirely by Fly's roll. So, each enemy suffers unmitigated damage.

The Egg Pawns are destroyed three times over by the damage of the blast, the Egg Hammer exceeds its HP limit as well, suffering a crit and thus becoming Stunned, but as a Sub-Boss it can endure the crit without being KO'd. Eggmobile-H suffers significant damage but is still in the fight.

Then the crit from Power's attack is applied to each enemy. This sends Egg Hammer over the edge as it suffers a second crit and is destroyed. Eggmobile-H suffers the crit and is Stunned but endures as it can take multiple crits as a Boss. Finally, the remaining status effect is applied, and Egg-mobile-H is Dazzled, suffering penalties on its next attack according to the status effects.

Since the players all spent their turn on that attack, they do not get to act during their remaining initiative slots this round of combat, and in the case of Fly which took a turn earlier that round before Speed activated Team Blast, they do not get to act on their upcoming initiative slot the following round. Eggman now gets to attack unimpeded this round. The tide has turned in the battle, but it's not over yet...

Other Special Moves

For Technique Types, a Special move is an ability that may be used once per session and requires no Trick Point expenditure. This ability may involve passing a 2 Difficulty skill check, which upon succeeding effects the narrative in exciting ways, such as locating valuable items or recruiting additional allies. Failing the check means the ability may not be used that encounter. However the character may attempt to use it each successive encounter until it has been successfully used, after which it is off limits for the remainder of the session.

In the case of other Special moves, the player simply declares the character is using the ability and the Special move modifies the scenario accordingly.

The type of Special move that a Technique Type uses corresponds to the PC's archetype:

Inventive Solution

The Genius character makes a 2 Difficulty check using an Intellect based skill to locate or create an item that will help the PCs in their current encounter. This could be an improvised weapon, a specialized tool, or other helpful device. This item breaks down or is otherwise discarded at the end of the encounter.

Rally Support

The Figurehead character makes a 2 Difficulty check to call on nearby NPCs for support. These may be local citizens of the area sympathetic to the cause or Wandering Creatures that lend more passive support. After the immediate task is resolved, the NPCs disband and return to their normal lives while the PCs continue their adventure.

Indomitable Will

The Generalist character rerolls a skill check they have made and takes the better of the two results.

For more information on these Special moves, see the full breakdown in **Part II**.

Character Creation.

Assisting Characters



Characters may wish to use their abilities to directly assist others. All Fly Types, for example, can pick up at least one character to fly them for short distances. Fly Types with a Power rating of 2 or higher can even pick up two characters at a time. However, in either case, the character reduces their maximum unassisted height tier by one and reduces their overall movement by 2 squares (20 feet). This means that a height that once required a 1 Difficulty *Ride* check is now 2 Difficulty, the height above it is impossible to reach, and the height below it requires a 1 Difficulty check.

Similarly, a Speed Type can assist the movement speed of slower characters. Speed Types can carry/drag one character (or two, if their Power rating is 2 or higher) for short distances to move them more quickly, a distance equal to their normal movement range minus two squares.

Power Types can pick up and move two characters without any movement restrictions since their superior physical strength makes doing so a walk in the park. Unless they are moving up an incline or need the use of their arms for another task, they can move around uninhibited.

To pick up a character, either character may spend an Interact phase to grab hold of the other character(s), as long as they are within Melee range, and the other character does not try to resist the other's grip in any way. Either party may let go at any time as an incidental movement that does not take up any turn actions, dropping mid-movement on any square they pass through.

Both Fly and Speed Types forfeit their Action for the turn to do this and may not gain additional Move or Interact phases in doing so.

Note that none of these options can be used to modify an attack in any way, as these are handled with Trick Point expenditures on Tag-Team Attacks.

Outside of combat, character actions are much less constrained, and as there is no time crunch, a character may drag or carry other characters around at a speed slower or a height lower than usual until the GM decides that the character would become too tired to continue the endeavor.

Assisting Checks

Aside from movement, there may be times when a character wants to help a character with a particular action involving a skill check. To determine whether this is possible or not, a GM should assess the circumstances with common sense to determine how much a character could impact a situation. If it is possible, the character with the best dice pool in the situation (i.e., the one with the most ranks) makes the check, upgrading an additional dice per helping character.

This sort of assistance comes into play when describing something that is within the capability of everyone to impact in some meaningful way. GM decides if this benefit can be applied multiple times with multiple characters, or only one, or even none.

Other Encounters

Zone Challenges



Most adventuring outside of combat will unfold narratively, and challenges will appear one at a time with a certain skill check required to pass. However, in your travels, you will likely encounter the elaborate obstacle courses that Sonic's World is famous for.

While the default way to clear these challenges are *Run, Climb and Ride*, your character may be able to use alternative skills to reach the end at the GM's discretion, such as *Acrobat* and *Sneak* checks to traverse an obstacle course that is more vertical, or if the character wants to evade detection.

Rather than using a standard difficulty system, Zones are cleared with whatever successes are rolled, and letter rank/bonuses are assigned accordingly. Standard Trick Dice mechanics still apply. Tricks and Slips trigger positive and negative effects in the Zone. Critical Success and Critical Failure

rolled with Trick Dice denote 2 success and -2 success, respectively. Critical Failure also means a loss of all Rings the player was carrying in their Ring total before starting the Zone Challenge. However, if the successes that were rolled in addition to Critical Failure cancel out, any Rings gained through Trick Dice rolls or otherwise during the challenge may be kept.

E Rank *No hits with Critical Failure. No bonuses are awarded, and any Rings or items the player gained with Tricks are lost.*

D Rank *No hits. No bonuses and no penalties.*

C Rank *1 hit. 5 bonus Rings are awarded to the player.*

B Rank *2 hits/1 Critical Success. 10 bonus Rings are awarded to the player.*

A Rank *3 hits/1 hit and 1 Critical Success. 15 bonus Rings are awarded to the player.*

S Rank *4 hits/2 Critical Success/2 hits and 1 Critical Success. 20 bonus Rings are awarded to the player, in addition to +1 Ring for each leftover hit.*

Wandering Creatures



Wandering Creatures are a unique encounter type. Rather than presenting a direct challenge for players to overcome, they instead offer assistance and help the heroes gain an edge on challenges ahead. For example, characters entering a new Zone may find themselves coming across the local critters that inhabit it. Their visible distress might alert the heroes to an impending threat, giving them the opportunity to prepare for a combat challenge.

These benefits are brief, only assisting with a few checks before the creatures scatter and go back to their usual business. For the purposes of this assistance, these creatures are not NPCs with stats, but rather an environmental effect with a narrative component.

A GM might decide to include Wandering Creatures as a random encounter to add flavor to extended periods of exploration or to

spice up the setup for a planned challenge. In rarer cases, players may be able to arrange for these creatures to assist through dedicated preparation or utilizing certain Special moves. Since these are "wandering" encounters, however, they will never be completely within the player's control, as even agreeable creatures have minds of their own. In other words, these are chance encounters, not an opportunity to snag a pet!

Animals

Rarity: Common

"Animals" denote a wide variety of critters found in many Zones. Some of the most common species are Flickies, Rockies, Pickies, and Cluckies. When gathered in a region, these creatures typically alert characters to dangers or unusual activity, with a surprisingly effective communication network that alerts their fellow critters.

When Animals are offering assistance, characters may reroll one die in their next Initiative roll. This assistance must be offered before characters confront or are confronted by their enemies. They may also add +1 Advantage to any *Perceive* checks made to gain insight into enemy locations or activities in the region.

Chao



Rarity: Uncommon

Chao are teardrop shaped creatures with the intellect of small children. They approach everything with childlike curiosity and are known to gather in secluded areas known as Chao Gardens. The most common type of Chao are the cyan colored "Normal" types, but they also come in a variety of colors and attributes and are greatly influenced by their surroundings.

These creatures are uniquely attuned to their environment, and as such they provide insight into the local fauna and flora, even providing insight into the ambient mystical energies that they typically gather around.

When Chao are providing assistance in an encounter, the characters add +3 Rings to

any gained from Tricks and Critical Success. They also add +1 Advantage to any *Knowledge* checks made to gain insight into the natural environment and its inhabitants.

Wisps



Rarity: Rare

Wisps are multicolored otherworldly creatures that have made the Earth their new home. They are intelligent and possess their own spoken language, and they understand many other languages even if they can't speak them. If they sense good intentions in a person, they may lend them their transformative Color Power and give them a brief boost, lasting no more than a few seconds, before vanishing into the ether.

During an encounter, Wisps may infuse the character with Hyper-go-on energy and grant +2 Advantage on a single Hero attribute check. This benefit is applied to one character for each of their kind that are present and willing to help. The specific skill they lend a hand with is dependent on their Color Power. The following table provides suggestions for what colors and transformations would be appropriate for each skill type, though of course Wisp powers are versatile and arguments can be made for alternative use cases for certain powers at GM discretion:

Skill	Suggested Color Power
<i>Spin</i>	<i>Yellow Drill</i>
<i>Acrobat</i>	<i>Green Hover</i>
<i>Run</i>	<i>White Boost</i>
<i>Melee</i>	<i>Blue Cube</i>
<i>Move</i>	<i>Indigo Asteroid</i>
<i>Climb</i>	<i>Pink Spike</i>
<i>Ranged</i>	<i>Cyan Laser</i>
<i>Sneak</i>	<i>Jade Ghost</i>
<i>Ride</i>	<i>Orange Rocket</i>

If a GM wants to spontaneously add Wandering Creatures to a scene, they may use the following random encounter table, or simply choose a creature that makes the most sense for the scenario:

d10 Result	Creatures
0-5	<i>Animals</i>
6-8	<i>Chao</i>
9	<i>Wisps</i>

"Can I Keep Him?"

If GMs are agreeable to players developing long-term relationships with certain creatures, they can work with their players to make it a recurring plot element outside the scope of a Wandering Creatures encounter. This rulebook doesn't have codified rules for pets and other companions, though, and GMs have final say whether a player can attempt such an endeavor in the first place.

Regardless of whether the GM is willing to homebrew this framework, a creature separated from its kind will not have the same effectiveness as when in its natural habitat (i.e., a Chao will not provide insight on non-native environments, a Wisp will not grant Color Power on command, etc.)

Foot Races



Races are designed to highlight the high velocity that Speed Types can move at. Like combat, races are turn-based competitions between two or more characters that unfold on a grid. Unlike a battle, initiative is not determined by an Initiative roll and movement is not done using a Move phase. Instead, it is determined by the number of hits each character generates on their *Spin* check in Step 1. The race concludes after determining who got to the finish line in what order.

Characters roll checks each turn to determine if they speed up, slow down, or maintain their speed as they navigate turns and free run through their environment. Their Speed determines how many squares they move in a turn, which cover a significantly larger segment of distance than in combat, covering a thousand feet or more each. The amount of time that transpires during turns is up to the GM but will cover a variety of actions over several seconds at least, rather than just a few. The race proceeds in this order:

1. All participants roll a *Spin* check to charge a Spin Dash (or some other equivalent skill). If they get 1 or more successful hits, they immediately accelerate to Speed 4 and move forward two squares. If they fail the check, they move one square and only accelerate to Speed 3
2. Characters then take turns rolling *Run* checks to determine how many squares they move on their next turn. On a straight, each roll has the following outcomes:

Critical Failure *The character trips and spends the turn accelerating back to Speed 3; their movement is too small to measure and they remain on their current square.*

0 Hits *The character remains at Speed 3 or decelerates one Speed to a minimum of 3.*

1 Hit *The character accelerates by +1 Speed or maintains their top speed if they have already achieved it.*

2 Hits/ Critical Success *The character accelerates by +2 Speed if they have a speed rating of 5 or higher, or else they remain at their top speed and move an extra square that turn.*

Trick *Move +1 squares that turn (stacks with normal 2 hits bonus square)*

Slip *Gain +1 Disadvantage on next roll, suffering Critical Failure penalty if 0 hits are rolled on that turn or the following one.*

Speed 1-2	No movement (less than 100 feet)
Speed 3	1 square
Speed 4	2 squares
Speed 5	4 squares
Speed 6	8 squares
Speed 7(?)	16 squares

3. Various turns and hazards add various amounts of Disadvantage and may require different skill checks to overcome while maintaining speed, such as *Spin* or *Acrobat*. These vary by map layout.

When rounding a hairpin turn or crossing a gap that requires precision free running, the check receives +1 Disadvantage if moving at a Speed above 3, and the racer decelerates by -2 Speed instead of only -1 if 0 hits are generated and decelerate by -1 even if 1 hit is generated.

Slips and CF have more serious consequences when hazards are present, as a racer can plummet to the bottom of a pit or otherwise lose Ring/HP by running into hazards at high speed.

4. Checks continue until winners and losers are determined at the end. Races may go in a circuit for multiple laps or may be a sprint to a single location.

Tip: For races with more than two or three contestants, pre-roll some checks while prep ping the session to help keep things moving at a snappy pace. If the players influence an

NPC's roll at any point, then you can roll their check at the table in reaction to their new circumstances.

What about the rest of us?

Since most non-Speed Type characters will be too outclassed to compete directly in these events, it's important that the GM keeps the rest of the party in mind when planning these encounters.

If the race is a relatively short sprint against a single rival NPC, the others may be content to merely spectate. But, in a longer race, particularly one with several contestants, the other players should be given something to do. This may be an unrelated task that splits the party, or the team can stay and help in other ways.

For example, Fly Types are uniquely suited to perform recon on the track, getting a bird's eye view of the terrain. Their insights may warn their ally of an impending danger or give them insight into their competitors.

Power Types may be able to move certain terrain features into a more helpful position, such as creating a ramp or removing obstacles from the track, or if feeling more mischievous, can block other competitors with unexpected objects in their path.

Any Type may be able to offer words of encouragement to their allies, giving them a morale boost at a critical moment. The possibilities are virtually endless.

Velocity Battles



A Velocity Battle is initiated when two or more opposing characters are engaging in combat while traveling at high speed. This is relative to bystanders, as the combatants are maintaining positions within standard attack range of each other.

With this in mind, the Battle Grid becomes much more abstract, representing relative positioning between characters rather than absolute positioning. The exact size of the grid is dependent on the environment, but generally should be at least 6-10 squares long and 2-5 squares wide. Long enough for a few squares of distance to form between each character and for the characters to maneuver laterally a bit.

If the PCs are together at the start of the encounter, the GM chooses a 3x4 area (3 columns, 4 rows) on the Battle Grid that the PCs will be placed in. The GM can choose starting positions, or they may allow the players to choose. In either case they will have the following stipulations:

A character with a standard movement range of 2 squares must be placed in the back row of the starting area. A character with a standard range of 4 squares must place within the first two rows in the back (i.e., 1 square more than the slow characters). A character with a standard movement range of 8 squares may place anywhere within the four rows.

The placement of opposing NPCs is more dependent on the role they play in the battle. If they are rivals jockeying for position in a race, the placement should be near the far edge of the Battle Grid, either approaching the PCs from behind or trying to maintain a lead ahead of them. On the other hand, if a Boss is combating a party, it will likely want to be in a range that will be advantageous for their attacks. Perhaps 2-3 squares away from the leading PC.

Maneuvering at High Velocity

As the name implies, a character's speed is crucial to the encounter. While in a Velocity Battle, a character's standard movement range is cut in half, as they are spending a portion of their movement each turn to maintain their current speed. When moving left or right, there is no further penalty unless the terrain would dictate otherwise. However, moving forward, straight or diagonally, is even more arduous and is considered Tricky Terrain, requiring an additional square of movement for entering each square. Conversely, moving backwards, straight or diagonally, is Helpful Terrain,

adding an additional square of movement to the Move phase.

Dynamic Terrain and Collisions

Since the characters are traveling long distances between turns, the terrain can change drastically from round to round. This could mean areas with bumps and debris that become Tricky Terrain, Dash Panels that boost the character as Helpful Terrain, ramps and springs that launch the character up to Height 2 until the end of their next turn.

Pits of various sizes can be introduced as well, requiring a **1 Difficulty Acrobat check** as a saving throw to avoid falling in.

These will come into effect when a character ends their turn in a column with these terrain features ahead of the character, **unless the character is flying**, in which case they ignore the effects unless the GM decides the terrain reaches up to their height.

When a character *collides* with an impassible obstacle in their path, such as a wall or tree, they immediately suffer critical damage, becoming inflicted with Stunned 1 and Knocked Back 4, moving in a straight line directly behind them. If they do not have a Barrier Shield or a similar item, they lose their Rings. The character then rolls a Hit Die (d6) and recovers a number of Rings equal to that number, or else the maximum number possible with their current crit or Ring total.

If they are still within the Battle Grid afterwards, they are moved left or right within their row until they reach the nearest column that does not have an impassible obstacle in it. If this is not possible, they are knocked off the Battle Grid.

When a character is knocked off the Battle Grid, they perform actions "off-screen" to recover. On their next turn, they make a No Difficulty *Run* check. If they get at least one hit, they immediately reenter the Battle Grid, choosing a position within a number of rows equal to their total hits. If no hits were generated, they must wait until their next turn to reenter the Battle Grid, choosing a position on the first row on the edge they exited from. A Critical Failure can increase this wait to two turns.

If a character is KO'd, they are unable to rejoin the battle until they regain consciousness. An ally can volunteer to run back and tend to them by "stopping" on their turn and leaving the Battle Grid. Then they may spend Interact phases and so on as they would in any other situation to get their ally up to at least 1 HP. Both characters will miss their next turn unless they can pass the *Run* saving throw with +1 Disadvantage, with a requirement of at least two hits to move them to a position in the row furthest back and a single hit doing nothing.

Attacking at High Velocity

Attacking essentially works the same as if the characters were stationary. Spin and Melee attacks must be attempted while in an adjacent square to the target, Ranged attacks must fall within a number of squares equal to the attack's range, etc. One of the only exceptions is if the move requires the character to give up their Move phase entirely on their turn, rather than simply reducing it.

Tag-Team attacks work the same way as well, unless the GM deems the actions performed as stretching suspension of disbelief beyond reasonable limit. However, since the characters will not have the maneuverability necessary to affect destructive change everywhere on the Battle Grid, **Team Blast cannot be triggered during Velocity Battles.**

Certain status effects behave differently in these encounters. Every attack gains the ability to inflict Knocked Back by spending additional hits, and stacks will have either a +1 or -1 modifier if the attacker is trying to push the opponent backward or forward, respectively.

Stunned automatically inflicts Knocked Back 2 when triggered, but only in a backwards direction. However, if Stunned is triggered when a crit is suffered, the attack gains Knocked Back 4 instead.

Restrained has variable effect depending on the nature of the attack or other circumstance that caused it. If Restrained is a status caused by some sort of grabbing action, by something that is traveling at matching speed relative to the characters, the Restrained character remains in the same square, being carried along until the effect is nullified. If the effect is caused by something that would render the character stationary, they proceed in a straight line backward at the end of the round. If there are no allies or moving objects to catch the character, the character is removed from the Battle Grid, after which the Restrained effect is canceled and the character receives a crit.

Generating Terrain

Terrain layout for a Velocity Battle can be decided in a variety of ways. GMs can roll a Trick Die for each square in a column at the start of a round to determine what terrain changes will occur the following round. In the interest of saving time and brainpower, however, a GM will probably want to decide the layout of a track ahead of time using this table for inspiration and only generating on the fly as a fallback if the GM runs out of pre-made terrain.

Additionally, each barrier must have at least two squares between it and another barrier in its row, meaning if a barrier is generated on the leftmost square, a barrier can only be placed on the rightmost square. A barrier generated in one of the middle squares of the row cannot have any other barriers in it. If an illegal barrier is generated, it becomes an empty square.

Result	Terrain
0	Pit (1 Difficulty Acrobat saving throw)
1	Barrier (Crit and Knocked Back 4)
2-6	-
7-8	Boost Pad (+1 forward movement)
9	Ramp/Spring (+2 Height until end of next turn)

Velocity Battles and Foot Races

If a character declares an attack on, or otherwise tries to interfere with, a character that they share a square with during a *Foot Race*, the encounter may be resolved using *simplified Velocity Battle* rules as a guideline. In this encounter, positioning is heavily abstracted, with three phases determining the parameters of the clash.

1. Approach Phase

- If the **attacker and the defender are moving at the same speed**, (i.e., the attacker and the defender both rolled on their Run check a result that had them ending their turn at the same square and the same speed), the engagement begins with the characters Short-Medium range from each other. At this range, only Ranged attacks may be attempted, and there are no modifiers for either party.
- If the **attacker is moving +1 Speed higher than the defender** (i.e., the attacker rolled well enough on their Run check to reach a higher speed than the defender while entering or

passing through their square), they start may start within a range of their choosing, up to Melee range, relative to the defender. They also gain +1 Advantage on their next check against defender.

- If the **defender is moving +1 Speed higher than the attacker** (i.e., the inverse of the previous scenario), the attacker starts within Long-Far range away from the defender. No attacks may be attempted at this distance. The defender gains +1 Advantage on any check against them from the attacker.
- If the **attacker or defender is moving 2 Speed higher/lower than the other** an attack may not be declared as the disparity in speed is too great to maintain position near each other.

2. Positioning Phase

The following phases can be handled in the theater of the mind, rather than a defined grid, so as not to disrupt the flow of the Foot Race. For the purposes of this exchange, positioning only matters for attack range and other interactions between characters. If the attacker is already within range to act against their opponent, they may skip this next step and apply positioning modifiers to their attack check instead:

- If the attacker is not within range of the defender to act against them, they attempt to close the distance by making an **opposed Run check** against the defender, applying modifiers discussed in the previous step for positioning.

- Succeeding the check means they close the distance and may attempt their action.
- Failure means the defender can choose to immediately retaliate with a check of their own in the next phase or simply make a clean getaway and the race continues as normal.
- In certain cases, this may be substituted for a different opposed check, such as an *Acrobat* check, if the terrain requires more careful maneuvering.

3. Attack Phase

At this point, attacks are resolved as normal, waiving normal restrictions on reducing movement speed with the exception of Signature Attacks that require sacrificing it altogether, which may not be attempted in this scenario. If the attacker failed their check in the previous phase, the defender may preemptively attempt the following and assume the role of the attacker first. Otherwise the attacker has the initiative.

- If the attack is successful, the defender gains +2 Disadvantage on their next *Run* check.
- If the attack inflicts a status effect, the defender also reduces their speed by one. Ongoing effects, such as restraint or burning damage over time are immediately negated, though they may have narrative consequences at the GM's discretion
- Other types of checks may be used to oppose the defender without directly attacking them, such as using Move checks to push them off course or social checks to distract or intimidate them. However, unless the

character is trying to achieve a specific effect and they have no spectating allies to assist them, GMs should encourage PCs to make creative use of Tricks, Slips, or crits to achieve their desired effect to avoid needlessly bogging things down.

- After the attacker's check resolves, the defender may perform an attack as well, if they haven't already, or simply leave the fight.

Once these checks have been resolved, the race continues as normal until another opportunity arises.

PART II. CHARACTER CREATION

Character Concept

The Sonic universe is full of colorful characters ready for adventuring. If you have previous experience with tabletop RPGs or are an imaginative fan of the Sonic franchise, you may prefer to create your own character to interact with the game world and a unique personality to roleplay. The first step in creating your own character is to dive into the deep lore of the franchise and construct a nuanced pathos and complex backstory.

Oh wait, this is a Sonic game.

Um, choose an animal, give it unique abilities, and a real strong 'tude! Endless possibilities!

Is your character...?

A speedy badger who's just a guy who loves adventure?

A fire-breathing tortoise who wants to protect those that mean most to her?

A flying sugar glider who wants vengeance on humanity for teasing him in middle school?

Additionally, what cool powers or skills does your character possess? Are they really fast or really strong? Can they manipulate the elements, such as wind or fire? Are their abilities innate, or do they use special gear or weapons?

Conversely, does your character *lack* powers? This is particularly important for Technique Types, which lack superpowers but rely on their smarts and cunning to succeed.

Once you have the general character concept nailed down, choose which Type your character best fits, with the following considerations:

- Speed Types attack primarily by using the *Spin* skill at close range.
- Power Types attack primarily with the *Melee* skill, using their body or melee weapons to attack at close range.
- Fly Types attack best with the *Ranged* skill, so some sort of projectile-based power or weapon is necessary.
- Technique Types do not have a primary attack focus. However, they may rely on a signature weapon or technique to give them an edge, so consider how this character will approach combat when pressed.

Unless otherwise stated, if a character uses gadgets or weapons to replicate powers or augment their attacks, this is something that

is treated as part of the character, meaning they cannot lose access to these items for an extended length of time if they Slip or otherwise lose access to it (i.e., they automatically recover it at the end of a combat encounter).

Non-animal characters

These rules typically refer to creating "Mobian" type animal characters since most players gravitate towards them, but strictly speaking there is nothing preventing a player from creating a robot with similarly impressive abilities (see Metal Sonic, Omega, Emerl, etc.) Players creating these types of characters may consider adding the "Suffocation Immunity" Talent to their character to represent the character lacking regular respiration to function.

Additionally, Technique Type concepts are less limited since the characters do not have inherent powers like the other Types have, or at least not codified abilities that the other Types specialize in. These characters may be created as humans, robots, or Mobians.

Determine Stats

Speed, Power, and Fly

Assign points to attribute ratings. Each character starts with a rating of **4 in their primary Hero attribute**, with a **1 in all the others**.

You have **six** additional points to spend on each attribute, including increasing your primary attribute further to a 5. No other attribute may be increased beyond the level of your primary attribute rating, and no rating can surpass 5 at character creation. To diversify your abilities and to let your teammates really shine, consider only raising non-primary Hero ratings to a 3 at most.

Note that once these stats are set, they cannot be changed aside from equipping gear later in the campaign that can increase any one rating by +1. Also, note that **even if a character later increases their non-primary Hero stat to a 4, they do not change their Type**, and non-Fly Types cannot gain the ability to fly even if they increase their Dexterity to high levels. Choose carefully during this step!

Technique

Rules for creating characters of this Type are similar to the others, with a primary Mental attribute chosen that will start at higher value and six points to raise the others. However, an additional archetype, a "sub-Type" if you will, that defines their starting attribute is chosen first.

Genius

Starts with an Intellect rating of 4 and a 1 in everything else. May raise Charisma to equal their Intellect during point-buy step, but this is not their primary attribute.

Figurehead

Starts with a Charisma rating of 4 and a 1 in everything else. May raise Intellect to equal their Charisma during point-buy step, but this is not their primary attribute.

Generalist

Starts with an Intellect or Charisma rating of 3. Gains an extra point when allocating increases to other ratings during point-buy step, resulting in **a spread of attributes consisting of mostly 3s and a single attribute with a 2.**

For all Technique Type archetypes (besides Generalist), their primary attribute may be raised further to a maximum of 5 at character creation. No other attributes may be raised higher than their primary attribute, and **Hero attributes are capped to a maximum of 3** at character creation.

The remaining steps apply to all Types.

Next, choose which skills you want to apply your **six starting ranks** to. You may **upgrade a single skill with no more than two ranks** at character creation. Even a single rank in a skill dramatically increases its chance of success, so put these ranks in skills you plan to use often. These ranks may increase over the course of gameplay due to

temporary bonuses from items or due to equipping certain gear, but they cannot be reduced or reassigned during normal gameplay.

Then, determine your **HP** total by multiplying your Power rating by five and adding five.

For example, a Power rating of 3 means 20 HP ($3 \times 5 + 5 = 20$). **TP** total is 15 for all characters, and all characters start with full HP and TP on their first session.

Dodge and **Initiative** values are calculated this way, starting with a baseline of 0 in each category:

- +1 Initiative for every odd-numbered Speed Rating increase (1, 3, 5, etc.)
- +1 Dodge for every odd-numbered Dexterity Rating (1, 3, 5, etc.)

Movement is equal to the amount of squares a character can traverse with a single Move phase. To reiterate the movement ranges in the *Dodge, Initiative, and Movement* section:

- Speed 1-2 have a Move of 2
- Speed 3 have a Move of 4
- Speed 4-5 have a Move of 8
- Speed 6-7 have a Move of 16

Determine Signature Attacks

Every PC has four slots for SA&T. By default, the first of these slots is filled by an attack corresponding to a PC's Type, known as their primary attack. The mechanical effects of the attack can be 'flavored' in a way suitable for the character, covering a wide variety of powers and techniques with a few key descriptors. The second slot is filled by another attack, either a variant of their primary attack with a different loadout or a secondary attack derived from a different attribute. Slot three may be filled with yet another attack or with a Talent of their choosing. Slot four must be a Talent.

For Speed Types, their primary attack is a "Spin Attack" which uses *Spin* and has a Damage equal to the character's Power rating +1. It can reach enemies within Melee range on the ground or in the air at Height 1 without penalty. This typically represents the character curling up into a ball and leaping onto an enemy, though it could also represent a melee attack that relies heavily on acrobatics.

For Power Types, their primary attack is a *Melee* skill attack with Damage equal to their Power rating +2. Again, this can be named however the player wants. It can encompass a simple kick or punch, a flaming backhand, a swing of a sword, and so on, and can be named as the player sees fit.

For Fly Types, this is a *Ranged* skill attack with Damage of 5 and an effective range of squares equal to their Dexterity. This represents shooting a projectile weapon, thrown weapons, or some kind of super-power that can damage things at a distance.

For Technique Types, choose whatever attack skill fits the character the best from the existing attacks listed earlier. Note that they do not benefit from any Type specific perks associated with their primary attack, as discussed later.

However, a PC can replace any default attacks with ones given certain modifiers. A PC may apply one of these modifiers, two if the attack aligns with their Type, stacking the bonuses and penalties, and fill up to three slots with unique loadouts (including the two that are filled by default). Ranged attacks may apply one additional modifier beyond the usual amount, as projectile attacks can entail a wide variety of uses, such as nets, laser beams, and explosives. However, no combo of modifiers may be applied that bring an attack's Damage above 10 or below 1.

Spin Attacks

A Spin Attack (or Spin Dash, if they are a Speed Type) can be replaced with a loadout with the following modifiers:

- -1 damage to trigger the status effect with an additional hit (e.g., Blue Tornado)
- -2 damage to inflict Knocked Back automatically on a successful attack.
- +1 damage or +1 Advantage (pick one) to tie this attack to personal gear that can be damaged or lost, giving it Removable quality (e.g., Air Shoes)

Speed Types also have the following options:

- Sacrifice half the movement range of a Move phase to increase potency of attack and add + 2 damage (e.g., Spin Dash)
- -1 damage to add 1 Advantage to the attack (e.g., Homing Attack)
- -1 damage to deal half Damage (rounding down) to an additional target within Melee range of the last target with an additional hit, which may be applied to additional targets adjacent to the last damaged target with each hit

Recommended Speed Status Effects:
Knocked Back, Stunned, Burning

Melee Attacks

Melee attacks can be changed with the following modifiers:

- -1 damage to Melee to trigger the status effect with additional hit
- +1 damage or +1 Advantage (pick one) to tie this attack to personal gear that can be damaged or lost, giving it Removable quality
- +1 damage to add 1 Disadvantage to the attack

Power Types also have the following options:

- -1 damage to Melee attack to add +1 Advantage to the attack
- +2 damage to add 2 Disadvantage to the attack (does not stack with 1 Disadvantage benefit)
- +2 damage to all other enemies besides initial target within Melee range of character, forfeit Move phase
- -2 damage, attack deals Knocked Back automatically.

Recommended Power Status Effects:
Burning, Knocked Back, Dazzled

Ranged Attacks

Ranged attacks can be changed with the following modifiers:

- -1 damage to Ranged attack to trigger the status effect with additional hit
- -1 damage to deal Damage (but no additional damage from extra hits) to all characters within Melee range of the target (3x3 square area)
- +1 damage to reduce attack range by one square
- +1 damage or +1 Advantage (pick one) to tie the attack to gear that can be damaged or lost, giving it Removable quality
- +4 damage to run out of ammo/charge after attacking (Use three Interacts to reload)
- +1 damage to add 1 Disadvantage to the attack

Fly Types also have the following options:

- -1 damage to Ranged attack add 1 Advantage to the attack
- -2 damage to Ranged attack to add 2 Advantage to the attack
- -1 damage to select which affected characters take damage from the attack

Attacks and Flavoring

Attack modifiers are intentionally abstract to allow room for interpretation.

For example, Speed Types can cut their movement range for the turn in half and add +2 damage to a Spin Attack. This is intended to represent the traditional "Spin Dash" and emulates revving up in place and launching against a target. However, if the player would rather have it represent the character charging up an energy aura or taking the time to size up the enemy and delivering a more precise blow, for example, they can rename the ability as they see fit to match the character concept.

Melee attacks typically represent strikes with hands and feet or strikes with a melee weapon. Attacks with Disadvantage added to them can represent attacks with that have a long wind up or weapons that are so large that they allow targets to avoid them more easily.

Ranged attacks are also very versatile, with options to greatly boost damage and cover a wide AoE. These can represent explosives with a blast radius, a spray of projectiles, or even a single projectile that is capable of hitting multiple targets.

With a bit of effort, modified loadouts can really make your character concept sing!

Recommended Fly Status Effects:

Restrained, Burning, Dazzled

Determine Talents

Meanwhile, rules for Talents are a bit looser and more open to individual interpretation and imagination. But they will generally fall into one of the following categories:

- Add +1 Advantage to a skill in a certain context (Bonus to *Perceive* while in the dark, bonus to *Tech* while working on machinery, bonus to *Knowledge* when dealing with ancient languages, etc.)
- Reroll a certain skill check once per session (reroll *Sneak*, *Persuade*, *Knowledge*, etc.)
- -1 to Restrained inflicted on character. If the effect is reduced to 0, they suffer no penalty (a character who is an escape artist or a very large, for example)
- -1 to Knocked Back inflicted on character. If the effect is reduced to 0, the character falls over in place and can get back up with 1 square of movement (A character that has a good sense of balance or is very heavy, for example)
- Immunity to Burning status (fire-proof)
- Immunity to Suffocating status (doesn't need to breathe)
- Immunity to speed penalty while soaked (amphibious)
- +1 Initiative (May only be chosen once)
- +1 Dodge (May only be chosen once)
- Using a skill in an unconventional context (Rolling *Knowledge* to use

psychokinesis, rolling *Perceive* to detect mystical energies, rolling *Persuade* to taunt enemies to only attack you for a round, etc.)

That last option is a catch-all for any unusual ability that a character may possess that isn't covered by the parameters for skills in these rules. In general, these abilities shouldn't be used to deal damage, as that is covered by Signature Attacks, and they shouldn't break basic mechanics. These include, but are not limited to, immunity to most or all damage, increasing ranks and attributes beyond what was decided in previous steps, immunity to losing all Rings, modifying Trick Point costs, and instant access to Chaos Emeralds or other canonical objects of similar power. In short, anything that is blatantly overpowered.

For example, if a character wanted to be able to teleport or slow time, they shouldn't be able to travel anywhere in the world instantly or stop all attacks from hitting them. Instead, a character could spend an Action phase to roll a 1 Difficulty *Resolve* check to teleport within Long range or to roll the same check as an Action phase to add +1 Disadvantage to attacks made against him that round. (These would be two separate abilities that would take up their own slots).

Think about how the ability will fit into the existing system and consider how powerful the effect is. Consider the limitations and possible complications of the ability as well.

Generally, the more ways it could go wrong, the more powerful the ability can be. If it's something a character can do easily and the effect is mild and relatively straightforward, a 1 Difficulty check would likely cover it. If it's something that has a moderate effect and the character needs to push themselves to do it, a 2 Difficulty check might be appropriate. A particularly potent or dangerous ability, particularly one that has a risk of harming themselves or their allies could even require a 3 Difficulty check. Maybe the check is opposed by another character's skill, or maybe the Difficulty would depend on what is being affected by the check, so a flat difficulty might not make sense.

Not every detail about a character's powers needs to be explicitly explained with these descriptions, just the things that a character will do consistently that have a significant impact on game mechanics. If a PC wants to use their powers in a way that isn't explicitly outlined on their character sheet but makes sense for the character to be able to do, the GM can work with the player on a case-by-case basis to determine if it is plausible and if the character can roll a certain check to make it happen. Things that don't have a combat application, in particular, have more leeway as there are fewer mechanics to balance.

Personal Gear has a unique ability to either augment existing Signature Attacks or to add Talents beyond the usual cap, with the trade-off of being removable from the character and more easily tampered with. If the

player wants their character to use a ranged or melee weapon, they can assign one of the following modifiers to all attacks tied to it:

- +1 damage
- +1 Advantage

These reflect the fact that weapons are often easier to use than unarmed attacks. However, if the weapon is disabled or removed from the character, all attacks that use the weapon become impossible until the weapon is recovered. The player records this bonus as the associated Talent tied to the gear. (These modifiers correspond to the attack loadout options that draw attention to Personal Gear).

If the Personal Gear is a tool or a less conventional weapon, it may grant abilities beyond the characters' natural prowess. A grapple gun, for example, could add the Talent of giving +1 Advantage to *Climb* checks, or it could allow the user to use *Ranged* checks in place of *Climb* checks. A jetpack could grant +1 Advantage to all *Ride* checks to fly the character. A scanner could allow the character to make *Perceive* checks to scan for treasure or some other boon.

Ultimately, it is up to you and your GM to decide what is or isn't appropriate to allow your character to do. You may find that after playing the game for a while that your character concept doesn't work with the game mechanics as well as you'd hoped, and you

may want to either adjust your character concept to fit the mechanics better or tweak some of your SA&T to work more how you envisioned. Make sure you check with your GM before doing this, as well as other players, to see if making a few tweaks is ok. It's one thing if you decide to change the scope and limitations of an existing ability, it's another if you suddenly announce your character can now shoot energy blasts! It's generally a bad idea to do the latter, as gaining random powers between sessions may break the immersion of the experience.

Determine Tag-Team Attacks

Tag-Team attacks come in three varieties, with a PC having one of each. Each attack takes the highest Damage from a loadout in one of a player's Signature Attack slots but removes modifiers such as Advantage/Disadvantage and status effects. Attacks must be initiated while both Player Characters are within Melee Range of each other.

5 TP Attacks

These attacks work with any pairing, with default attacks for each Type. These attacks essentially have one character "aim" the attack, with the other being the projectile that deals damage. These are especially effective against enemies that have high Dodge and are out of Melee range.

Speed: Spin Boost

The Speed Type Spin Dashes in place against a teammate doing a Spin Attack in an opposite direction, against a target up to Long range away. The Speed Type rolls a *Spin* check to aim against the enemy's Dodge, and the teammate rolls either *Spin* or *Melee* on the attack to deal damage, using the strongest loadout for either attack with no loadout modifiers. Resolve Tricks and Slips as normal, with any crits the Speed Type triggers adding +2 damage.

Power: Fastball Special

The Power Type picks up a teammate and chuck them at an enemy horizontally or vertically a number of squares equal to their Dexterity rating. The Power Type rolls *Move* to aim against the enemy's Dodge, and the teammate rolls either *Spin* or *Melee* on the attack to deal damage, using the default loadout for either attack with no loadout modifiers. Resolve Tricks and Slips as normal, with any crits the Power Type triggers being applied to the target.

Fly: Thunder Shoot

The Fly Type picks up a teammate and throws them at an enemy from Height 1, up to normal *Ranged* distance. The Fly Type rolls *Ranged* to aim the attack against the enemy's Dodge, and the teammate rolls either *Spin* or *Melee* on the attack to deal damage, using the default loadout for either attack with no loadout modifiers. Any Tricks the Fly Type

triggers inflict Stunned on the enemy.

Technique: Tactical Direction

The Technique Type directs an ally of any other Type besides Technique to attack a particular target within the ally's attack range. The Technique Type rolls a *Perceive, Knowledge, Persuade or Resolve* check (This skill is chosen at character creation) against the target's Dodge. The ally rolls their strongest Signature Attack as normal to deal damage.

10 TP Attacks

These work in tandem with another character's attack and combine the damage of the two attacks together, unless otherwise noted. Note that these attacks may require the character to be in a certain position when initiating the attack. These are effective against enemies with high HP.

Speed: Rolling Combo

The Speed Type and another teammate join up to create a double-sized Spin Attack against a target up to Medium range (4 squares) away, rolling their *Spin* skill and combining the total hits. The first successful hit deals combined Damage equal to each player's chosen Spin Attack loadout. Additional hits may deal +1 damage or Knocked Back. Crits, Tricks, and Slips are handled normally.

Power: One-Two Hit

The Power Type and another teammate move into Melee range, rolling their *Spin, Melee, or Ranged* skill and combining the total hits. The first successful hit deals combined Damage equal to each player's chosen attack loadout. Additional hits may deal +1 damage or Stunned. Crits, Tricks, and Slips are handled normally.

Fly: Mega Strike

The Fly Type and another teammate move into Melee range of an enemy, rolling their *Spin, Melee, or Ranged* skills (any combination) and combining the total hits. The first successful hit deals combined Damage equal to each player's chosen loadout. Additional hits may deal +1 damage or Dazzled. Crits, Tricks, and Slips are handled normally.

Technique: Teachable Moment

The Technique Type advises an ally of any other Type besides Technique to attack a particular target. The Technique Type rolls a *Perceive, Knowledge, Persuade or Resolve* check (This skill is chosen at character creation) of 1 Difficulty. The ally rolls their strongest Signature Attack as normal. If the Technique Type is successful, it contributes no additional damage but the ally that attacked immediately rolls an additional attack on the target.

15 TP Attacks

These attacks are show-stopper special moves that, short of a Team Blast, reflect the character's fullest destructive potential. Like 10-point attacks, the hits from both Player Characters are counted together as part of the same attack, but Tricks, Slips, and crits are resolved individually.

Speed: Stormbreaker

The Speed Type designates a target within their attack range and runs around within a 3x3 square area surrounding it. Meanwhile, a Power Type smashes up the ground. The Speed Type rolls *Run* while the Power Type rolls *Move*, creating a turbulent debris cloud that obscures visibility while also causing massive damage.

Damage of the attack is equal to the Speed Type's strongest Signature Attack -1, to a minimum of 1.

Enemies within the cloud add + 1 Disadvantage to all of their checks that require vision and take damage equal to the Speed Type's strongest Signature Attack, in addition to +2 damage for each extra hit generated by both players.

Power: Divebomb

The Power Type hitches a ride with the Fly Type, who carries them high up into the air and releases them onto a target adjacent to the Power Type. The Power Type makes a *Move* or *Ranged* check while the Fly Type makes a *Ride* check.

Attack damage is equal to Power Type's strongest Signature Attack +5

The attack creates a shock-wave that affects all enemies within a 3x3 area, with additional hits by each character adding +2 damage.

Fly: Hailfire

The Fly Type designates a target adjacent to them and call upon a Speed Type to carry them or their projectile weapon, targeting all enemies within 5x5 area. The Fly Type makes a *Ranged* check and the Speed Type makes a *Run* check.

The damage of this attack is equal to the Fly Type's strongest Signature Attack.

Additional hits may inflict +2 damage or Dazzled.

Technique: Cunning Trap

The Technique Type lures an enemy into a trap with the help of an ally. The Technique Type rolls a *Perceive*, *Tech*, *Knowledge*, *Persuade*, *Deceive*, or *Resolve* check (This skill is chosen at character creation). The ally rolls a non-attack skill type of their choice. The base damage of the attack is equal to the Technique Type's most damaging attack -3, to a minimum of 1. Additional base damage is added by dislodged objects up to Power Tier 2 within a 3x3 area of the target. Additional hits may inflict Restrained or add +2 damage.

Custom 15 TP Attacks

The preceding abilities are the default options available to characters. However, given the possibilities that such powerful moves represent, a player may want something more personalized to their character and the teammate they use the ability with. These rules give the guidelines that were used to design these abilities to the players and GMs to go wild with their own zany abilities. (Note that these rules do not work for Technique Types, as their abilities were designed with different guidelines, so players of these Types are encouraged to stick with the default attacks.)

As the specifics of the ability are highly customizable, players and GMs are encouraged to work together to create something truly bombastic. Unlike other Tag-Team Attacks, these can only be triggered when a PC teams up with a specific Type, the inter-dependencies forming a circular chain within the party (Speed->Power, Power->Fly, Fly->Speed). Because the attack is so personalized, the specifics of an attack should be decided by the players involved as well as the GM, and only work with those two specific PCs.

This attack can use any one skill a player possesses, combined with the results of another character's skill check, and has the following baseline:

Damage and target range is equal to the initiating character's strongest Signature Attack, with additional hits dealing +2 dam-

age. This loadout is modified with the following modifiers (choose three, may not use a combo that reduces total Damage below 1).

+5 Damage
+3 Damage
-3 Damage, effects of attack extend to Short range (3x3 squares)
-3 Damage, drastically affects the environment in favor of the players (punching gaping holes in the ground, kicking up dirt to obscure vision, knocking over trees or pillars in front of enemies, dislodging secured objects, etc.)
-5 Damage, effects of attack extend to Medium Range (5x5 squares)
-5 Damage, may inflict damage caused by dislodged objects in the environment up to Power 2 (see <i>Power Moving</i>) hitting the target, with additional hits spent inflicting Damage of one object, at GM's discretion.
+0 Damage, Stunned may be triggered with additional hits
+0 Damage, Restrained may be triggered with additional hits
+0 Damage, Dazzled may be triggered with additional hits
+0 Damage, Knocked Back may be triggered with additional hits
+0 Damage, Burning may be triggered with additional hits
+0 Damage, Soaked may be triggered with additional hits

Note that the assisting teammate's attacks are not factored into the range and Damage, though they may be a source of inspiration for what form this attack can take.

Here are some ideas for inspiration:

A Fly Type soars above the battlefield while a Speed Type does a Run check and runs around in circles creating a vortex. The Fly Type makes a Ranged check and fires projectiles into the vortex, spraying their shots in all directions, devastating the opposition.

A prankster Speed Type sneaks around with a Sneak check faster than the eye can see, loosening bolts and screws on a group of robots. The Power Type then pounds the ground with a Melee check, creating tremors that cause the unstable robots to fall apart.

A Power Type, not wanting to be labeled as the dumb brute, makes a Knowledge check and begins performing advanced calculus equations with a stick in the sand. The enemy is confused by what is happening and observes the exercise, becoming increasingly invested in how the Power Type deftly isolates each variable.

The Power Type then looks over to his opponent and hands him the stick.

"You wanna try?"

The enemy sheepishly accepts, and enraptured in the equation, does not notice that the Power Type has been flown up by a Fly Type with a Ride check high in the air, before flying down at full speed, hitting the enemy with the force of a semi-truck!

Determine Special

Every character gets a Special move. For Speed, Power, and Fly Types, this is a Team Blast, which is activated in tandem with the three Types involved. For Technique Types, this is a unique Special that is activated individually.

Team Blast

Team Blasts are unique attacks that synergize multiple battlefield-spanning effects that come together to form one devastating round of combat. Unlike Tag-Team Attacks, Team Blast can be initiated by any of the three characters at any time while characters are spread out on the Battle Grid. The instigator spends their turn to use the attack and the other two participants give up their next turns in the initiative order, and all three use up their 15 TP. The attack hits all enemies currently involved in the fight. The specifics of how the attack is accomplished are left up to the GM and players, but have the following guiding principles:

Speed Types start the naming convention with an adjective, with a series of moderately damaging attacks that damage all enemies and have various effects, either for the players or the enemies. A player chooses a status effect to apply to the attack, as well as a buff triggered for the team by choosing an option from the following list of Trick bonuses, applied to each member:

- Gain Super Ring equal to 10 Rings
- Gain Power Sneakers
- Gain Barrier Shield

The results of the check:

Character rolls [insert skill]

1 Hit	Highest Spin Attack loadout Damage, [status effect]
2 Hits/Critical Success	Damage +5, [status effect]
3 Hits/Critical Success and 1 Hit	Damage +10, 1 crit, [status effect], [team buff]
4 Hits/2 Critical Success	Damage +15, 1 crit, [status effect], [team buff]

Power Types continue the name with another adjective and deal escalating levels of damage and crits, more so than the other Types.

Character rolls [insert skill]

1 Hit	Highest Melee attack loadout Damage, 1 crit
2 Hits/Critical Success	Damage +5, 1 crit
3 Hits/Critical Success and 1 Hit	Damage +10, 2 crits
4 Hits/2 Critical Success	Damage +15, 3 crits

Fly Types finish the name with a noun and primarily work by negating enemy defense rolls and buffing the attacks of their teammates, rather than dealing damage outright. If the amount of Advantage generated reduces the Dodge roll past 0, +1 damage is added to the total attack per Advantage going past the threshold.

Character rolls [insert skill]

1 Hit	+2 Advantage and +4 damage on each teammate's attack
2 Hits/Critical Success	+4 Advantage and +5 damage on each teammate's attack
3 Hits/Critical Success and 1 Hit	+6 Advantage and +6 damage on each teammate's attack
4 Hits/2 Critical Success	Ignore all Dodge, +20 damage to enemies

Example:

Speed Type has two *Spin Attack* loadouts: their basic Spin Attack, which deals 4 damage, as well as their "Spin Dash," which sacrifices movement during their turn to increase the **attack damage to 6**. They will use the latter damage total as their baseline for Team Blast.

For [insert skill], they have chosen *Acrobat*.

For their [status effect], Speed Type has chosen **Burning**.

For their [team buff], Speed Type has chosen **Gain Power Sneakers**.

For the naming convention, they chose an adjective to name their portion, "**Blazing**."

So, if they roll an *Acrobat* check with at least **one hit** during Team Blast, they deal 6 damage and inflict Burning on all targets of the Team Blast attack.

If Speed Type rolls **two hits** or a Critical Success (which is equivalent to an additional hit), the damage of their attack is increased by 5, in this case to **a total of 1**, in addition to the status effect.

Hits **three** and **four** (or equivalent results) up the damage to **16** and **21**, respectively. Status effect is applied as normal, but a crit is applied to all the targets and the [team buff], Power Sneakers, is given to all involved in the attack!

Meanwhile, **Power Type** has only one *Melee Attack* loadout, a modified "Power Punch," which adds +2 Disadvantage to the attack to up the damage to **9**. The Disadvantage penalty is not carried over to their Team Blast check, only the damage.

For [insert skill], Power chooses to stick with *Melee* skill.

For the naming convention, they chose the adjective "**Shattering**."

If they roll a *Melee* check with at least **one hit**, their contribution to Team Blast deals 9 damage and one crit.

Hit two adds +5 damage, for a total of 14 damage. The number of crits is unchanged.

Hits **three and four** add additional damage in increments of +5 and crits in increments of +1, culminating in 24 damage and three crits!

Fly Type finishes off the move, but doesn't contribute damage based off their own attack power. Instead, they add damage to each Speed and Power's successful attacks.

For [insert skill], Fly chooses to make a *Tech* check.

For the naming convention, they choose the noun "**Cauldron**."

With **one hit**, the *Tech* check adds +4 damage to Speed and Power's individual attacks, but only if their attacks were successful. Fly also adds +2 Advantage to the attack, subtracting two Hit Dice from the opponent's Dodge roll.

With **two hits**, +5 damage is added to Speed and Power's attacks and the Advantage is increased to +4.

Hit three increases the result by the same interval, +6 damage and +6 Advantage.

Hit four, however, changes things up and deals damage of its own, 20, rather than enhance each teammates' attacks. It also ignores all Dodge rather than subtracting a set number.

The resulting combo, "**Blazing Shattering Cauldron**" is a devastating attack, with a maximum result of 65 damage, 4 crits, Burning status effect, and an immediate team buff of Power Sneakers!!!

Special

Special moves for Technique Types are determined by their archetype, with unique rules as follows.

Inventive Solution (Genius)

Once per session, may make a 2 Difficulty Intellect check (choose a skill at character creation).

If successful, the character may utilize materials in the surrounding area to locate or cobble together a weapon or contraption.

At the end of the encounter, the device stops functioning or is otherwise discarded.

The specifics of the device are open to interpretation by the player and GM and may be relatively powerful. However, its use should be limited to a particular task and should generally be used to assist the PCs with the current scenario rather than outright solving it.

- **Melee Weapon:** +1 Damage or +1 Advantage, with Removable quality.
- **Ranged Weapon:** 6 Damage or 5 Damage|+1 Advantage, with Removable quality
- **Explosive:** 10 damage and 3x3 AoE, delayed fuse, single use*
- **Field Gear:** +1 Advantage to a certain skill
- **Specialty Gear:** grants a one use Talent with an appropriate utility

*The specifics of how this works are intentionally vague. The stats provided give a baseline for how an explosive might interact with enemies in the area, but otherwise this can and should be used as a plot device as the story might allow

If successful, the character may draw in friendly NPCs from the surrounding area to assist with a specific task.

One Henchman NPC per hit (i.e., at least two)

or

a group of Wandering Creatures (see pg 48, use random encounter table or choose creature type if Critical Success is rolled)

In urban or other densely populated scenarios, these NPCs will use the Citizen profile, though the Thug or Officer profile can be used in situations where it might make sense, especially if a Critical Success is rolled. If the action takes place in a wilderness setting, the character may instead summon Animal Friends, Chao, Wisps, or other wandering creatures.

Regardless of who comes to the character's aid, they will split ways with the party after the encounter has ended; they cannot stay with the PC or their team long-term.

Rally Support (Figurehead)

Once per session, may make a 2 Difficulty Charisma check (choose a skill at character creation).

Indomitable Will (Generalist)

Once per session, reroll any one skill check and take the best result.

Determine Character Descriptions

Finally, fill out the empty fields that describe your character's appearance, personality, abilities, and perhaps a few relevant tidbits of backstory. Think about not only your character's strengths but also their weaknesses and limitations. Maybe they have a skill they are bad at, maybe their powers have a weakness, or maybe they have a fear of something. Details like these will really help you roleplay your character as a multi-layered individual rather than a cardboard cut-out. For extra style points, find a song that fits your character and designate it as your character's theme song and play it at the table when your character is taking center stage for something really epic!

PART III. NOTES FOR THE GM

So, you want to be a Game Master?

Taking the lead as a GM is a challenging but rewarding experience. A GM has three major jobs:

- Know the Rules
- Know the Story
- Know the Players

Know the Rules

The first job, *Know the Rules*, is fairly straightforward but takes a lot of work. The first two parts of this rulebook do their best to explain how the game works to you, but when you and the players begin playing, you are now the final arbiter on this flow of information. Especially when first starting out, there may be rules that you misunderstand or forget. This is normal and part of the learning experience, so don't sweat it if you forget to apply a modifier on a roll or a particular ruling on whether a player may do something or not isn't coming to you at the moment. Make your best judgment, keep the game moving and look up the rule later. *The most important rule of all is to have fun!*

Conversely, it is your job to keep players informed when they have questions about game mechanics and what their options are. If it is done tactfully, players will usually appreciate corrections and advice that the GM gives. When a player freezes with indecision, remind them of their options and perhaps even suggest a tactically appropriate action, even if it means that it puts the NPCs you control at a disadvantage. Remember that you are not an opposing player trying to "beat" the players, but a helpful guide trying to tell the best story you can with your teammates.

There are many other lessons to be learned about being a GM, but these basics will help you get started.

Know the Story

Enough with the rules and technicalities, you may be thinking, I want to tell a *story*! Indeed, the primary job of a GM is to facilitate storytelling. The Sonic universe is a fertile ground for stories of adventure and excitement. But what is the context for that world? The Sonic series has established all sorts of settings for its games and spin-off media over the past three decades, establishing drastically different worldbuilding and characterization with each entry. As a result, deciding exactly what Sonic's world *is* may be daunting for some. Will the story take place in colorful and abstract environments inhabited by little animals, like several games in the Classic and Modern Eras? Or will it take

place in the more grounded human world of the Adventure Era? Or will it take place in the dystopia established by *Sonic Forces*, with Eggman in control of a world with pockets of resisting civilization inhabited by colorful heroes like Sonic? Or maybe the story takes place in a different world or dimension entirely, not beholden to anything established in the video games.

Sonic Tag-Team Heroes has a default setting of taking place just after *Sonic Forces* in a gray area between modern game canon and the IDW comic series, with a few embellishments for the sake of game mechanics, such as universal currency (Mobiums) and certain NPCs created for the game. However, a GM can easily decide to move their story around in the timeline of the Sonic series, moving it back in time, far into the future, or into a parallel universe with its own unique canon.

The second hurdle that an aspiring storyteller may have is deciding to what extent their character's actions interact with established canon. The key assumption of the Sonic series is that Sonic the Hedgehog is always there to put a stop to what Dr. Eggman is scheming, and largely takes care of the world's problems by himself with the help of his friends. The GM must decide what role the players have in this world that won't be overshadowed by Sonic. There are many solutions to this storytelling hurdle, but they generally fall into the following approaches:

It's a big world...

While Sonic and friends handle the big picture of directly combating Eggman and his schemes for world domination, the heroes of this story fight smaller battles, combating local threats by Eggman's underlings and other evildoers. While they don't have the same recognition as the legendary canon characters, they still command respect in their own right and have many exciting adventures that happen off-screen but are still connected to the larger Sonic universe at the edges, occasionally interacting more directly with canon characters, but generally keeping to themselves and finding their own path.

Sonic's new friends...

Maybe he just met them, or maybe they've been there all along off-screen, but these heroes regularly collaborate with Sonic and friends while maintaining their own group identity (think the Freedom Fighters from the rebooted Archie Comics). The new heroes take center stage in the conflict against Eggman and interact with the canon characters. In this setting, GMs should be careful about balancing fanservice while not diminishing the role of the players, as canon characters are often more powerful than baseline PCs. Conversely, players who are fans of the franchise may dislike depictions of their favorite characters that don't line up with their expectations. This is a tricky balance, but with the right group and the right GM, it

may be just what the player group is looking for.

Sonic who...?

Sonic and the other heroes are out of commission, leaving an opening for new heroes to become the new world heroes. Maybe they have been captured, maybe they are a distant memory from days past, or heroes yet to rise. Or maybe they never existed at all. In this scenario, GMs pick and choose what lore elements they want to keep and thrust the characters into the forefront of the story, carving a new trajectory for the universe at large.

With the setting and premise squared away, the final hurdle in planning a story is...telling the story. What challenges will the heroes need to overcome? What villains will they face? What allies will they meet along the way? These questions are ones that every GM must decide for themselves, but a determining factor in many of these scenarios is covered in the next topic.

Adventure Structure

The building blocks of an RPG adventure are encounters. An "encounter" refers to a single scene that has variable outcomes because of a character's actions, especially when dice are rolled. In terms of storytelling, you might think of them as when there is a "cut" between scenes and the characters change locations or time

skips ahead. There are many kinds of encounters a GM can employ in a story, but in *Sonic Tag-Team Heroes*, they are generally divided into the following main categories:

"The Overworld"

Traveling from location to location in the Sonic world is typically abstract since characters can move at high speeds and may employ various vehicles to reach their destination. At some point in an adventure, when players are arriving at an important destination, such as at the start of an adventure, there should be a Zone Challenge. This adds some fun flavor to the "fast traveling" and gives players opportunities to gain Rings for the next part of their adventure. Typically, Zone Challenges represent an area that is relatively open and poses minimal danger.

"The Village"

Due to population density in Sonic's World being relatively low, many animals live in isolated villages of a few hundred or a few thousand citizens at most. These locations provide opportunities for characters to roleplay with other NPCs, shop for items and gear, use Star Posts, and put their Mental Attributes to good use (Skills such as *Knowledge* and *Persuade*). Most villages are fairly safe and pose a low risk to PCs as the NPCs within them are fairly underpowered, with small

groups of law enforcement to keep the peace. The technology level is relatively modern, but it is much less industrialized than a typical city and there is a less harmful impact on the environment. Prices may be lower, but the selection of items in shops tends to be less diverse than in bigger cities.

By contrast, cities are typically much larger, housing thousands or millions of individuals, although in Eggman's cities these tend to be robots rather than people. Law enforcement and defense are robust, though most citizens don't have spectacular abilities like Sonic and friends. Most cities are relatively friendly, though crime rates and prices tend to be higher.

Cities built or managed by Eggman, are hostile by default, patrolled by Egg Pawns and other nefarious Badniks. Some of the cities employed by Eggman were existing cities he conquered for his own purposes. These locations typically resume normal operations as soon as Eggman leaves, though there may be some traces of the doctor's presence left behind...

As a campaign progresses, these areas can serve as a familiar hub where the characters pick up plot hooks from NPCs and assess what Gear they wish to equip for their next mission.

"The Dungeon"

Cities built by Eggman as well as his various bases and fortresses also serve a different encounter function. Rather than being simulated with Zone Challenges, traveling through Eggman's bases and other more dangerous enclosures is represented with a series of challenges that involve Hero Attribute skill checks (Such as *Sneak* and *Acrobat*), as well as puzzles that may test a player's real-world problem-solving. This is where the meat of the adventure typically happens, and of course, rooms with enemies that lead to...

"The Battle"

Violent encounters with enemies are handled in structured time, whether fighting Henchmen, Sub-Bosses, or Bosses. These challenges range from brief skirmishes to epic boss battles. Whatever the case, these encounters can be thrilling, but typically take the longest to go through due to their tactical focus and turn-by-turn structure.

These four phases can occur in a variety of orders that should switch around session to session. However, as the campaign draws to a close, the players are confronted with one final challenge:

"The Final Battle"

This follows the same general structure as "*The Battle*", except it pits the players

against a Final Boss NPC. This battle should be a culmination of everything the heroes have fought to achieve and should challenge them even with all of the ability enhancing Items and Gear they have accumulated.

Like normal Bosses, a GM can use one of the Final Bosses in this book verbatim, re-skin an existing profile to something unique, or even draw inspiration from the pre-made content in this book to make stats for their own terrifying juggernauts!

Know the Players

The job of knowing the players is twofold, knowing the PCs that the characters are role-playing and knowing the real-life people behind them. The trickiest and most rewarding aspect of being a GM is making sure everyone is having a good time. This means that, while many players will be agreeable to certain stories that a GM tells, others may not be. A key aspect of any successful campaign is open communication that encourages a collaborative atmosphere and making compromises to tell stories that the GM will enjoy while also incorporating player ideas and catering the adventure to their character's skill set. The Types in *Sonic Tag-Team Heroes* encourage creating a party of characters with complementary abilities that provide a variety of approaches to solving a problem. A GM should get to know the strengths and weaknesses of each Player Character and create stories that give everyone an opportunity to shine.

Aside from the mechanics of the characters, a GM should keep in mind the PC's group identity. How do they interact with each other and the world at large? Are they bleeding-heart idealists, always willing to lend a helping hand? Or are they more cautious and cynical, waiting to hear what they get out of a situation before acting on it? Are they best friends with their teammates, or do they barely tolerate each other? Are they curious about the world around them, or are they more pragmatic, only focusing on immediate objectives? These sorts of questions set the tone for the campaign and ensuring that the characters match the setting is vital for maintaining story flow.

Some players naturally gravitate towards getting into character, and these group dynamics become a planned part of the story, but other players, especially those that are inexperienced with tabletop roleplaying, don't have a fully realized concept of how they will play their character and default to their real-life personality. This isn't always a bad thing, but GMs should keep in mind that these sorts of players may experience the story as though events are personally happening to them, rather than just their character. They may struggle to separate negative feelings their character is feeling from their own feelings, such as resentment or frustration, and react as though they are being personally harassed. If one player is in-character as a sarcastic rogue who mocks or deceives his teammates, while the other player is approaching it as a real-life person playing with their friends, the disconnect

can cause tension within the group. GMs and players should respect each other and make sure they are comfortable with their roles within the group and make sure that interactions within the story do not sour real-life relationships.

Along similar lines, some players will have lots of ideas about who their character is and develop a detailed backstory with characters and events that are important to their PC. Meanwhile, other players may be very passive and only provide the bare minimum details about their character, expecting you to fill in those details as needed as the GM. In either case, the GM should try to accommodate each player as best they can while encouraging them to meet in the middle. A GM should make use of the player's backstory to create an engaging narrative unique to the group and leverage it to create motivations for various adventures, but they should not feel obligated to cater exclusively to that player's backstory at the expense of other players with less detailed backgrounds, making sure that every PC gets a chance to be in the spotlight.

Dark Characters?

The Sonic series is very black-and-white in terms of morality. Generally, most people see Sonic and friends as good and Eggman as an evil terrorist. Nevertheless, there are slight shades of gray that, while not well-defined, do present some storytelling opportunities. There are neutral factions in Sonic's world such as the greedy Babylon

Rogues, the antiheroic Team Dark, and the ambitious Deadly Six. They oppose Sonic and occasionally side with Eggman for their own selfish reasons, but largely keep to themselves. Not being constrained to an officially sanctioned Sonic story, a campaign focused on morally dubious "Dark" characters may be appealing to players. However, this approach has pitfalls.

For starters, much of the material prepared for this game assumes that players will be fighting Eggman's robots most of the time and otherwise opposing him. It will fall to GMs to develop alternative enemies and campaign structure if need be.

But more pressing is the effect that such a campaign will have on dynamics within the group. A group of Dark characters will typically have more tension within their group, to the point that it may stretch the credibility of why these characters are working together in the first place. There is also increased potential for hurt player feelings, which as discussed earlier, may cause the game to fall apart as players grow tired of being backstabbed by each other. Such campaigns should likely be played with an agreement that playing Dark characters does not mean that they must be evil to each other and focus their shenanigans outside the party.

Another pitfall is the motivation of the players. There is a fine line between playing a flawed character and just being edgy. Edgy players may draw sadistic pleasure

from pushing the game to its limits and generally trying to be disruptive as possible, enjoying a metagame of seeing the game as their sandbox and totally derailing the story's momentum in favor of goofing off. Or they may push the narrative in a much darker direction, introducing topics that not all players are comfortable with. Such players fail to realize the collaborative nature of the game means that such behavior might not be enjoyable for the group as a whole. This issue can happen regardless of the tone of the campaign, but a "Dark Campaign" may encourage it.

That being said, if the players have the maturity and self-control to play as flawed characters without taking player actions personally and the GM is willing to approach an unconventional narrative, they may enjoy a campaign focused on thieves, scoundrels, and mercs for hire, siding with heroes or villains depending on which way the wind blows...

Managing Party Composition

This rulebook generally assumes that the GM is playing with a group of three other players representing the three "Hero" Types, or perhaps a group of four with a Technique Type to round out the party. In these cases, encounters, particularly Bosses, can be run without adjusting things (see Part IV for an example Boss encounter).

But what if you have a smaller group, one that doesn't form a full array of Types? Or what if your party has four, five, or even six-players, with duplicates of one or more Type? It's possible to run the game this way with a few extra considerations in mind.

If playing with less than three players or multiple players of the same Type, Team Blasts will not be usable. While they may have a description of how their blast works, one of each Type is needed to activate the ability. This is fine, as the team will have plenty of Tag-Team at-tacks at their disposal to help them take on whatever challenges they go up against.

Team Blasts simply add flourish and speed up fights against higher-level enemies. If playing with only one player, though, this will take Tag-Team attacks off the table as well, so the GM might consider giving them an NPC teammate that will allow them to make full use of their abilities.

For small parties, GMs should avoid using the same number of Henchman as they would for larger parties. Additionally, Bosses may be a bit much for parties of just one or two, so GMs may use Sub-Bosses for a more manageable challenge or reduce the total HP of a Boss to ensure the players have a fighting chance. A good rule of thumb is to remove 20 HP from a Boss for each player less three.

Conversely, working with more than standard players means things will likely be a bit easier for the group.

Combat challenges will likely need to be beefed up. Having about one Henchman (or two if it is a Squad Henchman) per player is a good rule of thumb for most battles, so that can mean as many as 12 Henchmen on the battlefield if six PCs are in play, rather than the usual 3-6 for a group of three.

For larger parties, Bosses will need extra HP, so add 10 HP player past three (unless the fourth is a Technique Type). Bosses will also be at a significant disadvantage if they only get one turn, but the players get up to six, so consider giving the Boss a Sub-Boss or some extra Henchman to divide the player's attention. When playing with six players, only allow one Tag-Team Attack or Team Blast per round, even if the other half of the group has the TP for it.

Using Special Moves

The Special moves used by Technique Types are intended to contrast the combat focused Team Blast by creating exciting narrative moments. When a player uses Inventive Solution or Rally Support, the story that this move creates is just as important as the mechanical effect. GMs should work with their players to define how their ability works as an expression of their characters' unique abilities and personality.

Inventive Solution can introduce exciting object interactions. If the character is a tinkering inventor type, perhaps they use *Tech* to scrounge the area for pieces of scrap parts; gleefully cobbling together a contraption that just barely works to challenge the very laws of nature. If the character is less mechanically inclined, perhaps they use *Perceive* to uncover an abandoned or overlooked device in the area, utilizing nearly supernatural powers of observation to uncover things that others would never think twice about. *Knowledge* could be a balance between the two, using simple yet elegant contraptions that rely less on obtaining the item and more on understanding how it works.

GMs should feel free to modify the difficulty of the check with Advantage and Disadvantage if the situation warrants it. In this case, if the encounter takes place in a scrap yard or an area where items would be readily accessible, giving +1 Advantage would be appropriate. Conversely, if the encounter takes place in a barren wilderness, where technology is sparse or nonexistent, adding Disadvantage to the check might be appropriate, depending on what the item is.

Rally Support can create dynamic character interactions. A character using *Persuade* might be earnestly imploring bystanders to assist, or it could simply be a passive manifestation of the character's magnetic personality. A character using *Deceive* might be skewing the truth of the situation to convince others to act against their better inter-

est or otherwise conning them into supporting the characters. A character using *Resolve* might be using intimidation to coerce others to help them, or simply taking a matter-of-fact approach and outlining the details of the task.

GMs should consider the listeners nearby and decide how receptive they might be to a given approach, adding Advantage or Disadvantage to the check as they see fit, though if given a choice a GM should generally lean towards being more lenient, as ultimately this ability is meant to feel empowering rather than disappointingly realistic.

In areas with enough people to justify bystanders intervening a GM should use the Citizen (Henchman) profile. These can represent sympathetic civilians with no particular skills, but with a willingness to help. Thugs could represent street toughs, or they may simply be civilians with peak physical fitness or even security guards that specialize in melee combat. Officers may represent law enforcement, local militias, or simply citizens with proficiency in ranged weapons.

In otherwise uninhabited areas, players should expect to draw in Wandering Creatures to assist. The usage for these creatures is outlined in their dedicated section.

When NPCs are summoned for a task, the GM should try to narrow the scope of the task and reduce their involvement to the fewest number of checks needed to accom-

plish the task. They should offer assistance to player checks when possible rather than outright rolling checks on their own, since it gives the players the best possible roll to work with.

For example, if the players are looking for someone in a city and the Rally Support special move is rolled to gather a search party, the NPCs summoned could assist a PC with their *Perceive* check. If something is blocking their path, they can assist with a *Move* check, and so on.

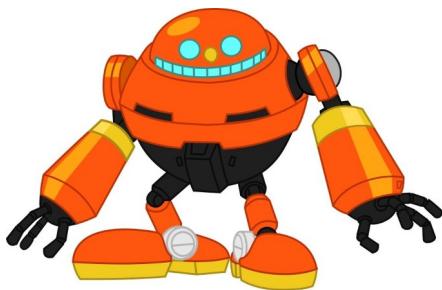
The notable exception is if the players are in an encounter with structured time, particularly combat. In this case, the GM may elect to give the NPCs an initiative slot at the end of the turn where they can roll an attack of their own. If the combat encounter is already fairly complex, with several attacks being rolled for each adversarial NPC, the GM may elect to streamline things and simply narrate the effects of the helping characters in the encounter, perhaps having the helper NPCs target weaker enemies and simply have them apply the base damage of their attack each turn and vice versa for enemy NPCs attacking them.

The GM may spend enemy Critical Success or player Critical Failure to demoralize the helping characters and having them retreat from the battle. After all, these characters are not necessarily fanatically loyal to the PCs. They may also retreat if they suffer substantial losses, such as losing half or more of their squad.

NPC Tiers

As players explore the world of *Sonic Tag-Team Heroes*, they will encounter various characters, both friends and foes. NPCs in this game follow a hierarchy, going from least powerful to most powerful, using the following tiers.

Henchman



This tier includes all the grunt-level minions that are deployed by evil overlords to resist players, as well as various nameless background characters that play minor roles in the story. Typically, their power and significance are minimal, and they are defeated easily in a hit or two. They are typically grouped together in multiples of two to five, and some may act as a single unit rather than individuals.

MOTO BUG (Henchman)

3	2	1	1	1
HP	Dodge	Init	Move	
5	1	2	4	
Run		(Squad only)		
Melee		(Squad only)		

Claws (Melee): Damage 4

Special: Squad, Suffocation Immunity

One of the first robots to ever leave Eggman's production line, many of these baddies still run on the power generated by an animal inside them. While not particularly imposing, Moto Bugs cover ground more quickly than the average Badnik and are often the first to engage opponents face-to-face.

Squad: When grouped up with other Henchmen of the same type within Melee range, their HP count is pooled together and they attack as one unit, dealing damage as if only one was attacking. Defensive modifiers are capped at whatever base value a single member of the squad has. Their attacking characteristic is upgraded with Trick Dice by one for each additional henchman that joins up with the original (Two would have 1 TD, three would have 2 TD, etc.). After losing 5 HP, one of the Henchmen is defeated and the dice pool downgrades by one. This continues until the final member of the squad is left with their default dice pool, at which point it is left alone to fend for itself.

Squad (cont.): If the NPC has limited ammunition, all members expend that ammunition simultaneously at the same rate.

When a crit is inflicted upon a squad, one member of the squad is chosen to suffer the crit and KO while other members suffer the damage from the attack. Conversely, status effects are applied to the squad as a whole.

Suffocation Immunity: This character is not affected by the Suffocating status effect.

BUZZBOMBER/BUZZER (Henchman)

2	1	4	1	1
HP	Dodge	Init	Move	
5	2	1	2	
	Ranged			(Squad only)
	Ride			(Squad only)

Stinger Laser (Ranged): Damage 5

Special: Squad, Can Fly, Suffocation Immunity

One of the first robots to ever leave Eggman's production line, many of these baddies still run on the power generated by an animal inside them. These enemies tend to hang back and take advantage of their long firing range to attack from a distance.

Can Fly: This character can fly using the same rules as Fly Type PCs.

CRABMEAT (Henchman)

1	3	3	1	1
HP	Dodge	Init	Move	
5	2	1	2	
	Melee			(Squad only)
	Ranged			(Squad only)

Pincer Claw (Melee): Damage 5

Laser Pellets (Ranged): Damage 4

| Hits everything within Melee Range of target |

Special: Squad, Suffocation Immunity

One of the first robots to ever leave Eggman's production line, many of these baddies still run on the power generated by an animal inside them. These enemies balance wide-arching midrange ranged attacks with targeted melee strikes.

ORBINAUT (Henchman)

1	1	4	1	1
HP	Dodge	Init	Move	
5	-	1	2	
	Ranged			(Squad only)
	Resolve			(Squad only)

Spiked Ball Shot (Ranged): Damage 3

Clam Up: Spend an action making a 1 Difficulty Resolve check. If successful, Orbinaut may only be targeted with Ranged attacks

until its following turn. Must have Dodge 3 or higher.

Special: Squad, Can Fly, Suffocation Immunity, Consumable Defense, Touch Damage, Ammo 4

A robot with a prickly personality, Orbinaut clams up and hides behind its ample defense, making attacks from a distance until the poor thing uses up all its ammo and is completely defenseless.

Consumable Defense: Dodge is equal to the number of spiked balls Orbinaut possesses (4). These are used up one by one with each attack, eventually leaving Orbinaut with Dodge 0.

Touch Damage: Slips generated on Spin and Melee attacks against Orbinaut deal 2 damage to the opponent if it has at least 1 spiked ball.

Ammo X: The enemy has x number of projectiles that deplete with each use until there is no more.

BURROBOT (Henchman)

2	2	2	1	1
HP	Dodge	Init	Move	
5	1	1	2	
	Melee			(Squad only)
	Sneak			(Squad only)

Nose Drill (Melee): Damage 4

Special: Squad, Suffocation Immunity, Ambush

These Badniks keep a low profile. They tunnel through earth and stone as they seek their target, often hiding in wait before ambushing them. Watch your step!

Ambush: Before a fight, this character can hide and wait to ambush its target. As soon as a target is within range, it rolls a Sneak check against the target's Perceive. If it succeeds, it gets to roll a free attack against the target before initiative checks are rolled with +1 Advantage.

CHOPPER/JAWS (Henchman)

3	2	3	1	1
HP	Dodge	Init	Move	
5	1	2	4	
	Melee			(Squad only)
	Perceive			(Squad only)

Jaws (Melee): 4 Damage

Special: Squad, Swimmer, Suffocation Immunity

A fishy patrol robot with a set of razor-sharp teeth. They make aquatic ruins and underwater labyrinths that much more dangerous.

Swimmer: While underwater, this character can swim. They are immune to Soaked status.

EGG PAWN (Henchman)

2	3	3	1	1
HP	Dodge	Init	Move	
10	2	1	2	
	Melee			•
	Ranged			•

Punch (Melee): Damage 5

Special: Suffocation Immunity

The foot soldiers of the Eggman Empire, these minions are bigger, stronger, and more

versatile than their predecessors. More skilled than lower Badniks, they have their own ranks in skills without needing to group up but do not receive upgraded rolls from nearby units and cannot merge HP with them. The stats above represent an unarmed, unmodified Pawn right off the production line, but most come with various armaments, some of which are detailed below:

Swords and clubs (Melee): Damage 6 | Removable|

Hammers and axes (Melee): Damage 7 | +1 Disadvantage, Removable |

Light projectile launchers (Ranged): Damage 6 | Removable |

Cannons and heavy guns (Ranged): Damage 7 | +1 Disadvantage, Removable |

Explosives (Ranged): Damage 7 | Inflict Burning on 2nd hit, 3x3 square AoE, spend three Interact phases to recharge after each attack |

Shields: +1 Dodge

The GM is free to come up with whatever types of weaponry they want for their story and apply it to these minions, as they are essentially a blank slate for customization.

FLAPPER (Henchman)

2	1	3	1	1
HP	Dodge	Init	Move	
10	2	1	2	
	Ranged			••
	Perceive			•

Like Egg Pawns, Flappers come in different varieties. Choose one weapon loadout from below:

Laser (Ranged): Damage 5

Bomb Drop (Ranged): Damage 7

| Inflict Burning on 2nd hit, 3x3 square AoE, spend three Interact phases to recharge after each attack |

Special: Can Fly, Suffocation Immunity

KLAGEN (Henchman)

2	3	3	2	1
HP	Dodge	Init	Move	
10	2	1	2	
	Move			••
	Perceive			•

Immobilization Field (Move): Inflicts Restrained on target with successful attack but deals no damage. Each additional hit may add to the stack, up to four. The effect ends when Klagen is defeated

Special: Swimmer, Suffocation Immunity

These jellyfish-like Badniks are unique, as unlike most of Eggman's forces, they don't attack their targets outright, but instead capture them in an immobilization field.

CITIZEN (Henchman)

2	2	2	2	2
HP	Dodge	Init	Move	
5	1	1	2	
	Melee			(Squad only)
	Move			(Squad only)
	Perceive			(Squad only)

Fists (Melee): Damage 4

Special: Squad

This profile represents the ordinary civilians that go about their daily lives without a care in the world until tragedy strikes and a brave hero rescues them. Though not outstanding in any way, they can accomplish great things when working together.

THUG (Henchman)

2	3	2	1	1
HP	Dodge	Init	Move	
5	1	1	2	
Melee		<i>(Squad only)</i>		
Move		<i>(Squad only)</i>		
Resolve		<i>(Squad only)</i>		

Club (Melee): Damage 6 | Removable |**Fists (Melee):** Damage 5**Special:** Squad

This profile represents the nameless bullies and lowlifes that gang up on the innocent.

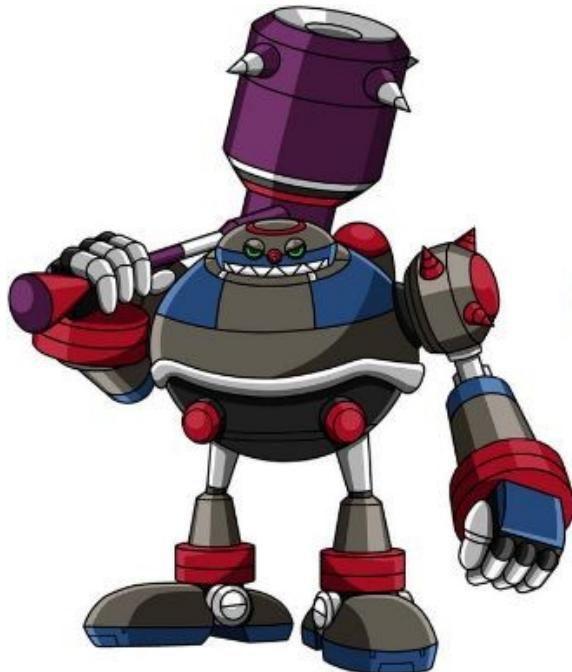
OFFICER (Henchman)

2	2	3	2	2
HP	Dodge	Init	Move	
5	2	1	2	
Melee		<i>(Squad only)</i>		
Move		<i>(Squad only)</i>		
Ranged		<i>(Squad only)</i>		
Perceive		<i>(Squad only)</i>		

Laser Gun (Ranged): Damage 5**Fists (Melee):** Damage 4**Special:** Squad

This profile represents the nameless grunts that compose the ranks of various militias and law enforcement groups.

Sub-Boss



This tier includes characters that have specializations that rival PCs in certain areas, although usually not quite as powerful as a PC overall. These characters are harder than Henchmen, having more HP and the ability to endure a number of critical hits before they can be defeated. Friendlier NPCs in this category typically take the role of named characters in the story that serve a particular role but are not necessarily major rivals to the PCs. Sub-Bosses not only have more attacks and talents at their disposal, but they may also have higher Initiative rolls, rolling a number of Trick Dice instead of the usual Hit Dice, as well as higher Dodge. Some can also buff the checks of their fellow minions.

EGG HAMMER (Sub-Boss)

1	5	1	2	1
HP	Dodge	Init	Move	
30	2	1↑	2	
Crits	Melee	•••		
	Move	•		
	Resolve	••		

Hammer Swing (Melee): Damage 8 | Removable |

Hammer Spin (Melee): Damage 8 | +2 damage to all opponents within Melee range of character, forfeit Move phase, Removable |

Giant Fist (Melee): Damage 6 | 2nd hit inflicts Restrained |

Marching Orders: Forfeit a Move or Interact phase to give a Squad of up to 4 Henchman an immediate free Move or Interact phase

Special: Upgraded Initiative 1, Suffocation Immunity, Crit Threshold 2,

Substantially stronger than their fellow Badniks, these oversized Egg Pawns can take and dish out a substantial amount of damage. While not exactly independent, these robots are often chosen to defend strategic locations and command their underlings in the Badnik Horde.

Upgraded Initiative X: Upgrade character's initiative dice pool X number of times. If a 0 is rolled, the character takes the last initiative regardless of what other numbers are rolled.

Crit Threshold X: Must sustain at least X critical hits before being defeated.

EGGROBO (Sub-Boss)

4	2	4	3	1
HP	Dodge	Init	Move	
15	2	2↑	8	
Crits	Ranged	•••		
	Ride	••		
	Perceive	•		
	Tech	•		

Heavy Laser (Ranged): Damage 7

| +1 Disadvantage, Removable |

Marching Orders: Forfeit a Move or Interact phase to give a Squad of up to 4 Henchmen an immediate free Move or Interact phase

Special: Upgraded Initiative 1, Suffocation Immunity, Can Fly, Crit Threshold 1

These robots are given more autonomy and intelligence than their fellow Badniks. They are often tasked with acting in Eggman's stead, directing Badnik underlings and operating the doctor's various Egg Mobile mechs. While not as powerful as the likes of Metal

Sonic, they possess surprising speed and ranged offensive capabilities.

MARSHAL (Sub-Boss)

2	2	3	3	3
HP	Dodge	Init	Move	
15	2	1↑	2	
Crits	Melee		••	
	Ranged		••	
	Perceive		••	
	Persuade		•	
	Resolve		••	

Laser Gun (Ranged): Damage 5

Fists (Melee): Damage 4

Battle Commander: Make 1 Difficulty Persuade check as an Action during turn to add +1 Advantage to a Squad of up to 4 Henchmen on their next check

Special: Upgraded Initiative 1, Crit Threshold 1

This profile represents the various upper-ranking enforcers who direct their subordinates in the field of their specialty. These can be military officers, law enforcement officials, or gang leaders, to name a few.

SHOPKEEP (Sub-Boss)

1	1	1	3	3
HP	Dodge	Init	Move	
10	2	1↑	2	
Crits	Perceive	••		
	Knowledge	••		
	Persuade	••		
	Deceive	•		
	Resolve	••		

Fists (Melee): Damage 4

Been Around the Block: Add +1 Disadvantage to any checks made to deceive or intimidate this character

Special: Upgraded Initiative 1,
Crit Threshold 1

When the heroes are shopping for gear, they can usually count on a local shopkeep to hawk their wares. This profile mainly comes into play if the players try to haggle a lower price, ask for information on local happenings, or try to swipe some merchandise out from under the merchant's nose. Alternatively, this profile may represent a less reputable merchant who attempts to swindle the party with questionable merchandise.

THIEF (Sub-Boss)

3	1	3	2	2
HP	Dodge	Init	Move	
10	2	2↑	4	
Crits	Acrobat	••		
	Run	••		
	Melee	•		
	Ranged	••		
	Sneak	•••		
	Perceive	•		
	Deceive	•••		

Smoke Bomb (Ranged): Damage 3 | 2nd hit inflicts Dazzled, 3x3 AoE |

Fists (Melee): Damage 3

Sleight of Hand: Make 2 Difficulty Deceive check to cause a distraction or otherwise subvert the suspicions of others. If successful, add +1 Disadvantage to all opposing character's checks to oppose Sneak and Deceive checks made by the character for the duration of the encounter

Special: Upgraded Initiative 1,
Crit Threshold 1

This profile represents the various pickpockets and con artists of the world. Many thieves target adventurers equipped with high-end gear, making off with their hard-earned Mo-biums and gear. Such thieves may find the persistence of their victims in getting their

valuables back to be more than they bargained for!

LEADER (Sub-Boss)

2	2	2	3	4
HP	Dodge	Init	Move	
15	2	1↑	2	
Crits	Melee	•		
	Knowledge	••		
	Persuade	•••		
	Deceive	••		
	Resolve	••		

Fists (Melee): Damage 4

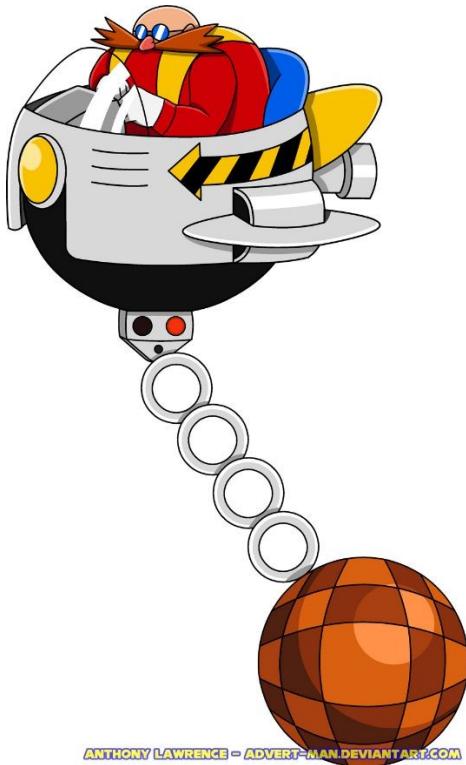
Battle Commander: Make 1 Difficulty Persuade check as an Action during turn to add +1 Advantage to a Squad of up to 4 Henchmen on their next check

Been Around the Block: Add +1 Disadvantage to any checks made to deceive or intimidate this character

Special: Crit Threshold 1

This profile represents the usual suspects in places of power. Mayors, crime lords, CEOs, and other nobility that typically designate tasks to more physically capable subordinates. Leaders rely on their keen intelligence and commanding presence to influence and direct those under them, for good and for evil.

Boss



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These are the as-of-yet undisputed rulers of their domain. These will typically be piloted mechs controlled by an individual of questionable moral character or fierce monsters, but they may include other NPCs that have power equal to or even surpassing the PC party. Bosses have more HP than other NPCs and may be capable of withstanding even a Team Blast. They are typically the leaders of whatever sphere they operate in, whether that means a warlord, a benevolent ruler, or a mercenary gang leader. Whatever the case, these profiles represent characters of exceptional levels of skill and power.

Unlike Henchman and Sub-Bosses that are completely incapacitated after their HP hits

0, a GM can decide a Boss remain conscious but is merely worn out by the fight and has no wish to continue fighting. GMs can also declare that a Boss has escaped the player's attempts to apprehend them after a fight, and in exchange gives the players 15 Rings each.

EGG MOBILE (Boss)

5	3	-	-	-
HP	Dodge	Init	Move	
N/A	2	3↑↑	8	

Special: Upgraded Initiative 2, Can Fly, Pilot Operated, HP N/A, Suffocation Immunity

Pilot Operated: *Dexterity, Intellect, and Charisma rating, as well as associated skills, are determined by the pilot. Some vehicles have positive or negative modifiers on the pilot's Dexterity, increasing or decreasing the rating to reflect the handling of the vehicle. If the Boss has the Can Fly attribute, it does not have set limitations on what height it can reach and does not need to roll checks to reach certain heights.*

HP N/A: Has no HP because it is effectively indestructible, except by GM discretion

The Egg Mobile is Eggman's signature vehicle, capable of innumerable configurations. Utterly defenseless in its basic configuration, it is only used for interfacing with more deadly machines and for making quick get-

aways after being defeated. GMs are free to add whatever gadgets and weapons as they see fit to create a wide variety of encounters. For example:

EGG MOBILE-H (Boss)

2	5	-	-	-
HP	Dodge	Init	Move	
70	3	2↑↑	2	
Crits	Melee	•••		

Wrecking Ball (Melee): Damage 8

| +1 Disadvantage |

Wrecking Slam (Melee): Damage 9

| +2 Disadvantage, 2 damage to all opponents within Melee range of target, forfeit Move phase |

Special: Upgraded Initiative 2, Can Fly, Pilot Operated, Long Reach, Suffocation Immunity, Crit Threshold 2

Long Reach: *The Boss can attack with Melee attacks from Height 2 as though they were at Height 0.*

The above stats reflect the checkered wrecking ball configuration. Due to the heft of the weapon, the Egg Mobile's default Speed and Power ratings have been reduced by three and increased by two, respectively, while gaining a few ranks in Melee. The GM should create an environment in which the charac-

ters without ranged attacks can periodically attack the Egg Mobile-H while it is at Height 2, either by climbing to a higher elevation or utilizing Critical Failures generated by the Boss to temporarily reduce its altitude.

EGG LANCER (Boss)

5	5	+1	-	-
HP	Dodge	Init	Move	
70	3	3↑↑	8	
Crits	Melee	•••		

Pincer Pinch (Melee): Damage 9

| +2 Disadvantage, 2 damage to all opponents within Melee range of target, forfeit Move phase |

Bombs Away (Ranged): Damage 7

| Inflict Burning on 2nd hit, 3x3 square AoE, spend three Interact phases to recharge after each attack |

Laser Cannons (Ranged): Damage 9

| +1 Disadvantage, 3x3 square AoE, reduce Dodge by 2 to perform this attack, cannot perform this attack with Dodge of 1 or lower |

Shields Up: As an Interact phase, gain +1 Dodge.

Special: Upgraded Initiative 2, Can Fly, Pilot Operated, Suffocation Immunity, Crit Threshold 3

Crafted from the parts of two failed creations, the Egg Lancer is a fearsome mech in the likeness of a stag beetle that eliminates the weaknesses of its predecessors, utilizing long-range lasers and energy shields. This Boss attacks in two phases. In the first phase, the Egg Lancer attacks at Melee range with its large pincers. Once it takes some damage, it then retreats to attack from range with its Ranged attacks. The GM should create an open environment in which the Lancer can move around semi-freely, but with terrain features the players can use to their advantage. Its high Speed rating makes it ideal for a Velocity Battle.

KINGPIN (Boss)

3	3	3	4	5
HP	Dodge	Init	Move	
50	3	2↑↑	4	
Crits	Acrobat		••	
	Run		••	
	Melee		••••	
	Move		••	
	Climb		••	
	Ranged		••••	
	Ride		••	
	Perceive		•	
	Tech		•	
	Knowledge		•	
	Persuade		•••	
	Deceive		•	
	Resolve		•••	

Heavy Melee Weapon (Melee): Damage 7 | +1 Disadvantage, Removable |

Projectile Launcher (Ranged): Damage 5 | 2nd hit inflicts Stunned, Removable |

Tactical Direction: Forfeit a Move or Interact phase to give a Squad of up to 4 Henchman, or a single Sub-Boss, an immediate free Move or Interact phase

One Step Ahead: Once per encounter after another character rolls a check, Kingpin can immediately make a 2 Difficulty Knowledge check. If successful, the result of the charac-

ter's check is negated, and it must be rerolled

Special: Upgraded Initiative 2,
Crit Threshold 2

This profile represents individuals with great skill and power. They possess many ranks in various skills from a lifetime of experience and are well-rounded in their Speed, Power, and Dexterity. However, their commanding presence is their strongest asset, enabling them to persuade or coerce others to serve them. Kingpins also rely on their genius intelligence to stay one step ahead of their rivals, employing all sorts of schemes to stay ahead of the competition. GMs are encouraged to customize the abilities of this profile to create memorable characters, such as giving them powers or gear that challenge the players in unique ways.

MERCENARY TEAMS

Rather than fight a single powerful enemy, players may find themselves at odds with rival teams, having a Team vs Team battle. The following profiles give a rough outline of how an opposing team may be composed, though GMs should feel free to embellish the profiles as they see fit.

MERCENARY – SPEED TYPE (Boss)

4	3	2	2	2
HP	Rings	Dodge	Init	Move
40	10	3	2↑	8
Spin		•••		
Run		••		
Persuade		•		

Homing Attack (Spin): Damage 3

| +1 Advantage |

Spin Dash (Spin): Damage 6

| Reduce Movement by half |

Special: Upgraded Initiative 1, Uses Rings

Uses Rings: Rather than have a Crit Threshold like most Sub-Boss and Boss NPCs, this character is defeated the same way a PC is KO'd. They must lose their HP and all their Rings, and follow the same rules for accumulating crits until they can no longer recover their dropped Rings.

MERCENARY – POWER TYPE (Boss)

1	4	2	2	2
HP	Rings	Dodge	Init	Move
45	10	3	1↑	2
Melee			•••	
Move			••	
Resolve			•	

Punch Attack (Melee): Damage 6

Melee Weapon (Melee): Damage 8

| +1 Disadvantage, Removable |

Special: Upgraded Initiative 1, Uses Rings

MERCENARY – FLY TYPE (Boss)

3	1	4	2	2
HP	Rings	Dodge	Init	Move
30	10	3	2↑	2
Spin			••	
Ranged			•••	
Perceive			•	

Spin Attack (Spin): Damage 1

| 2nd hit inflicts Stunned |

Laser Gun (Ranged): Damage 5

| +1 Advantage, Removable |

Special: Upgraded Initiative 1, Uses Rings

Running Boss Encounters

When including a boss battle in their adventure, a GM might conclude that the only thing they need to do is plop a Boss in front of the players and let players slug it out. After all, a Boss character has lots of HP and a number of potent attacks in their profile that are sure to keep players on their toes. However, GMs may find that this leads to rather anticlimactic encounters, with the players summarily defeating the Boss after only a few turns, perhaps before the Boss has a chance to fully take advantage of its arsenal. This is because, despite initial appearances, PCs have distinct advantages that tip the scales in their favor.

The two major advantages the players have is having *more turns* and *higher damage output* than the Boss character. While most Bosses only have one opportunity to attack and react to the PCs, the group of PCs will have multiple turns to focus fire on a single target and pile up status effects, as well as react to tactical decisions the Boss made on their turn. Also, the players have access to Tag-Team Attacks and Team Blast, which can easily deal double-digit damage in a single hit, and over the course of the round, the PCs can easily deal 20+ damage, allowing them to punch above their weight. This is by design, as the world of Sonic the Hedgehog is a place where heroes are powerful and triumph over evil with loads of style. But Boss encounters are one of the few times when PCs are really challenged, so a GM should put more thought into a Boss encounter than they do when placing hordes of mindless Badniks in their player's path.

To do this a GM should keep in mind the following strategies:

Spacing: Limit the amount of damage the Boss receives from players in a round. Think about the very first Boss in the Sonic franchise, the Egg Mobile-H. Eggman starts off the fight high in the air, out of reach of Sonic's attacks. Sonic must hop on nearby platforms to give him the boost he needs to reach the Egg Mobile. Other Bosses are temporarily invulnerable until they make a certain movement, and so on.

Many Boss characters can fly, so take advantage of that and have them periodically ascend to Height 2, out of range for *Spin* and *Melee* attacks. Players will need to get creative to damage them, and with creative thinking may be able to get the Boss back down to their level so they can pummel it with their strongest attacks.

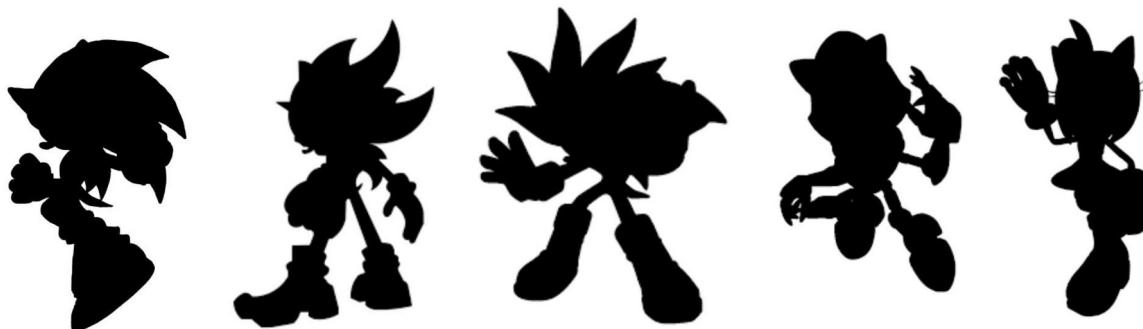
Other Boss characters may have the ability to temporarily raise their Dodge with special moving parts or force fields. Players can figure out how to lower the defense back to more man-

ageable levels to ensure their attacks connect.

Diversion: Limit the number of attacks targeting the Boss in the round and focus their Actions elsewhere. Perhaps the environment is shifting, forcing characters out of comfortable positions and into Tricky or Dangerous Terrain, or maybe additional enemies or hazards are introduced that the players will want to deal with to avoid taking on additional damage. Or maybe the PCs have a secondary objective they must accomplish while the fight is ongoing, such as defusing a bomb or rescuing civilians. Nothing raises the stakes quite like juggling multiple tasks at once!

Action Economy: Allow the Boss to have a means of taking a number of turns comparable to the players. Two birds can be killed with one stone by introducing supporting Henchmen into the fight. They can add a diversion and make additional attacks against the players throughout the round without becoming unmanageable, as PCs can use their area of effect attacks to crowd control.

Legendary Characters



The world of *Sonic Tag-Team Heroes* is an established one, with several major heroes and villains established in the lore. These characters are not beholden to the same limitations as PCs, such as rating caps and Type categories, as they represent world-class adventurers at their highest potential. Conversely, these stats do not cover every possible skill or power a character has portrayed throughout the series, so GMs are encouraged to embellish or tweak these profiles to portray the character as needed for the story. PCs may assist or come into direct opposition to these characters...

TEAM SONIC

SONIC THE HEDGEHOG (Boss)

7	3	4	2	4
HP	Rings	Dodge	Init	Move
50	10	3	4↑↑	16
TP 15				
	Spin		••••	
	Acrobat		••	
	Run		••••	
	Melee		••	
	Perceive		•	
	Persuade		•••	
	Resolve		••••	

Homing Attack (Spin): Damage 4

| Add +1 Advantage to roll, Reduce Movement by half, deal 2 damage to an additional target in Melee range on extra hit (may activate this multiple times) |

Spin Dash (Spin): Damage 6

| Reduce movement by half |

Axe Kick (Melee): Damage 5

Sonic Boost: Gain +1 Advantage on any Run check

Special: Upgraded Initiative 2, Double Initiative, Can't Swim, Uses TP, Uses Rings (Rolls twice to gain two initiative slots)

Double Initiative: Rolls Initiative twice to gain two initiative slots.

Can't Swim: Despite having 4 Dexterity, Sonic cannot swim unassisted

Uses TP: Exceptionally powerful Boss characters may use a suite of special moves powered by TP as an Action phase. Unlike a PC's Tag-Team Attacks, these do not require another ally to activate.

TP Moves

5 TP - Quick Step: Increases Dodge by 2 until the beginning of next turn

10 TP - Boost Attack (Run): Damage 8 | Inflicts Knocked Back |

15 TP - Light Speed Attack (Spin): Damage 30 | Inflicts Stunned and Dazzled

MILES "TAILS" PROWER (Boss)

5	2	5	6	2	
HP	Rings	Dodge	Init	Move	
45	10	4	3↑↑	8	
	Spin		••••		
	Run		••		
	Ranged		••		
	Ride		••••		
	Perceive		••		
	Tech		••••		
	Knowledge		••		
	Persuade		•		

Gear: Miles Electric | Allows Tails to perform a number of computer-assisted feats, such as scanning surroundings with a variety of sensors, sending and receiving video calls, hacking nearby networks, translating alien languages, and many more.

Spin Attack (Spin): Damage 3

Spin Dash (Spin): Damage 5

| Reduce Movement by half |

Dummy Ring Bomb (Ranged): Damage 7 | Inflict Stunned on 2nd hit, 3x3 square AoE, spend 3 Interact phases to recharge after each attack |

Stroke of Brilliance: Once per session, may reroll a single Intellect based check

Special: Upgraded Initiative 2, Can Fly, Uses Rings

KNUCKLES THE ECHIDNA (Boss)

4	7	3	2	3	
HP	Rings	Dodge	Init	Move	
70	10	3	2↑↑	8	
	Spin		••		
	Run		••		
	Melee		••••		
	Climb		••••		
	Sneak		•		
	Ride		••		
	Perceive		••		
	Resolve		•••		

Spin Dash (Spin): Damage 8 | Inflicts Knocked Back, reduce Movement by half |

Punch Attack (Melee): Damage 9

Spiral Upper (Melee): Damage 6 | Inflicts Knocked Back, 2nd hit inflicts Burning |

Knucklehead: Deceive checks against Knuckles gain +1 Advantage, Resolve checks to intimidate him suffer +1 Disadvantage

Special: Upgraded Initiative 2, Glider, Uses Rings

Glider: Knuckles may spend 1 square of movement to leap up to a Height level above him and remain at that height for the duration of his Move phase as he moves around the Battle Grid. At the end of his Move phase, he drops to the ground or attaches to a nearby wall 1 Height lower than he started.

TEAM ROSE

AMY ROSE (Boss)

	5	4	3	3	4
HP	Rings	Dodge	Init	Move	
55	10	3	3↑↑	8	
	Spin		••		
	Acrobat		••••		
	Run		•••		
	Melee		••••		
	Perceive		•		
	Persuade		•••		
	Resolve		•••		

Homing Attack (Spin): Damage 4

| +1 Advantage |

Piko Piko Hammer (Melee): Damage 6

Hammer Spin (Melee): Damage 6

| +2 damage to all opponents within Melee range of character, forfeit Move phase |

Pursuer: +1 Advantage to Perceive checks to locate a person. +2 Advantage to locate Sonic!

Special: Upgraded Initiative 2, Uses Rings

BIG THE CAT (Boss)

1	7	3	1	1
HP	Rings	Dodge	Init	Move
70	10	3	1	2
	Melee			••
	Move			••••
	Climb			••
	Ranged			•••
	Ride			••
	Resolve			•

Punch Attack (Melee): Damage 8

Fishing Pole (Ranged): Damage 5

| Reduce range by 1, 2nd hit inflicts Restrained |

Rooted Stance: -1 to Knocked Back inflicted on Big. If the effect is reduced to 0, Big falls over in place and can get back up with 1 square of movement

High Density: When inflicted with Stunned, Restrained, Dazzled, or Burning, Big may attempt a 2 Difficulty check rolling Hit Dice equal to his Power rating. If he succeeds, he does not suffer the effect

Special: Uses Rings

CREAM THE RABBIT (Sub-Boss)

3	1	5	2	3
HP	Rings	Dodge	Init	Move
15*	10	3	2↑	4
	Spin		•	
	Ranged		••	
	Ride		•••	
	Resolve		•	

Spin Attack (Spin): Damage 2

Chao Attack (Ranged): Damage 4 | +1 Advantage |

Too Cute: When a character is accompanied by Cream, add +1 Advantage to *Persuade* and *Deceive* checks

Chao Companion: Cream has a unique bond with her Chao companion, Cheese. While together, Cheese is treated as an equipped piece of Personal Gear and adds +5 HP to Cream's HP and enables use of the Chao Attack ability. An opponent may spend a Critical Success rolled against Cream or a Critical Failure she rolls to separate the two characters, upon which Cream loses the benefits Cheese gives her until they are reunited.

Special: Upgraded Initiative 1, Can Fly, Uses Rings

CHEESE THE CHAO (Henchman)

2	2	2	1	1
HP	Dodge	Init	Move	
5	1	1	2	

Special: Can Fly, Small Size

Small Size: Cheese has +1 Advantage to *Sneak* and +1 Disadvantage to resist attempts to grab him using *Move*

Using Cheese

Cheese is provided with stats here for consistency and to give a rough idea of how he performs as an individual, but generally speaking Cheese should be treated as an extension of Cream rather than a separate character. Cream may send Cheese off to grab something out of reach or scout ahead, but he rarely acts out of his own volition and his competency is dictated by the needs of the plot.

TEAM DARK

SHADOW THE HEDGEHOG (Boss)

7	5	4	3	1
HP	Rings	Dodge	Init	Move
50	10	3	4↑↑	16
TP 15				
	Spin		••••	
	Acrobat		••	
	Run		•••	
	Melee		••	
	Move		•	
	Ranged		••	
	Ride		••	
	Resolve		••••	

TP Moves

5 TP - Chaos Boost: +2 damage to Signature Attacks until end of next round

10 TP - Chaos Lance (Ranged):

Damage 8 | +1 Advantage, Inflicts Stunned on 2nd hit |

15 TP - Chaos Blast (Resolve): Damage 20 | 5x5 AoE (radiating out from Shadow's current position, Shadow is unaffected by the blast), Reaches Height 3 | inflicts Knocked Back and Stunned | +1 Advantage

Homing Attack (Spin): Damage 6
| Add +1 Advantage to roll, Reduce Movement by half, deal 3 damage to additional target in Melee range on extra hit (may activate this multiple times) |

Chaos Spear (Ranged): Damage 3
| Inflict Stun on 2nd hit, 3x3 square AoE |

Spin Kick (Melee): Damage 7

Chaos Control: Make 2 Difficulty *Resolve* check, add +2 Disadvantage to incoming attacks for one round

Special: Upgraded Initiative 2, Double Initiative, Uses TP, Uses Rings

ROUGE THE BAT (Boss)

2	3	4	4	5	
HP	Rings	Dodge	Init	Move	
50	10	3	1↑↑	8	
	Melee		•••		
	Climb		•		
	Ranged		••		
	Sneak		••		
	Ride		••		
	Perceive		•		
	Tech		••		
	Persuade		•••		
	Deceive		••••		

Kick (Melee): Damage 5

Heart Bomb (Ranged): Damage 7

| Inflict Stunned on 2nd hit, 3x3 square AoE, spend 3 Interact phases to recharge after each attack |

Super Spy: +1 Advantage to hacking into secure systems

World's Greatest Thief: Once per session, may reroll a *Sneak* check

Special: Upgraded Initiative 2, Can Fly, Uses Rings

E-123 OMEGA (Boss)

2	5	3	4	1	
HP	Rings	Dodge	Init	Move	
65	10	3	1↑↑	2	
	Run		••		
	Melee		••••		
	Ranged		••••		
	Perceive		••••		
	Tech		••		
	Resolve		••••		

Punch (Melee): Damage 7

Omega Shot (Ranged): Damage 7

| Inflict Burning on 2nd hit, 3x3 square AoE, spend 3 Interact phases to reload |

Omega Beam (Ranged): Damage 10

| Reduce firing range by one, must spend three Interact phases to reload this attack |

Target Acquired: Once per session, Omega may spend a Move phase to gain another attack on his turn

Special: Upgraded Initiative 2, Suffocation Immunity, Uses Rings

TEAM CHAOTIX

VECTOR THE CROCODILE (Boss)

1	6	3	4	3
HP	Rings	Dodge	Init	Move
65	10	3	1↑↑	2
	Melee			•••
	Move			••
	Ranged			•
	Perceive			•••
	Tech			••
	Knowledge			••

Snapping Jaw (Melee): Damage 7 | 2nd hit inflicts Restrained |

Vector Voice (Ranged): Damage 7 | 3x3 AoE, 2nd hit inflicts Dazzled, spend 3 interact phases to recharge attack |

Vector Breath (Ranged): Damage 5 | 2nd hit inflicts Burning, Reduce range by 1 |

Streetwise: +1 Advantage to Knowledge checks regarding criminology

Special: Uses Rings

ESPIO THE CHAMELEON (Boss)

5	4	4	3	2
HP	Rings	Dodge	Init	Move
55	10	3	3↑↑	8
	Spin			•••
	Acrobat			•••
	Run			•
	Ranged			••
	Sneak			••••

Spin Attack (Spin): Damage 5

Throwing Stars (Ranged): Damage 4 | +1 Advantage |

Chameleon Camouflage : As a Move phase, Espio can appear transparent, giving +2 Disadvantage to all Perceive checks to notice him. This effect ends if he generates a Critical Failure or takes damage

Wallcrawler: Espio can move along vertical and upside down surfaces as though moving through Tricky Terrain

Special: Upgraded Initiative 2, Uses Rings

CHARMY BEE (Sub-Boss)

3	3	5	1	2
HP	Rings	Dodge	Init	Move
20	10	3	2↑	4
Spin		•		
Melee		••		
Ride		•••		
Resolve		•		

Spin Attack (Spin): Damage 2

Stinger (Melee): Damage 4 | +1 Advantage
|

Tornado: When a character is accompanied by Cream, add +1 Advantage to *Persuade* and *Deceive* checks

Fresh Eyes: +1 Advantage to *Perceive* checks to locate a person. +2 Advantage to locate Sonic!

Special: Upgraded Initiative 1, Can Fly, Uses Rings

OUTSIDERS

SILVER THE HEDGEHOG (Boss)

6	2	7	3	2
HP	Rings	Dodge	Init	Move
45	10	4	3↑↑	16
TP 15				
Spin		•••		
Acrobat		••		
Run		••		
Move		••••		
Ranged		•••		
Ride		••		
Knowledge		•		
Resolve		•••		

Spin Dash (Spin): Damage 5

| Reduce Movement by half |

Psychic Knife (Ranged): Damage 9

| Inflict Knocked Back on 2nd hit, spend 3 interact phases to recharge attack, reduce range by 1 |

Psycho Smash (Ranged): Damage 4

| Inflict Restrained on 2nd hit, 3x3 AOE, Reduce range by 1 |

Psychokinesis (Move): Uses Dexterity rating instead of Power when making Move check, may throw objects up to Tier 4

Special: Upgraded Initiative 2, Can Fly, Uses Rings

TP Moves

5 TP – Psycho Shock: +3 damage to Psycho Smash until end of next round

10 TP – Psychic Control (Resolve):

Silver makes an opposed *Resolve* check against another character's *Resolve*. If successful, the character is Dazzled and Stunned. Additional hits increase Stunned by 1.

15 TP – Meteor Smash (Move): Damage 50 (Throwing multiple Power Tier 5 objects) | +2 Disadvantage | 5x5 AoE | Reaches Height 3, inflicts Knocked Back and Stunned | Silver is not immune if within AoE

BLAZE THE CAT (Boss)

6	4	4	3	3
HP	Rings	Dodge	Init	Move
55	10	3	3↑↑	16
TP 15				
Black	Spin		••••	
	Acrobat		••••	
	Run		•••	
	Ranged		••	
	Perceive		••	
	Knowledge		••	
	Resolve		••••	

Axel Jump (Spin): Damage 4

| 2nd hit inflicts Burning |

Burst Dash (Spin): Damage 6

| Reduce movement by half, 2nd hit inflicts Burning |

Burst Hover: Blaze may spend 1 square of movement to leap up to a Height level above her and remain at that height for the duration of her Move phase as she moves around the Battle Grid. She drops to the ground after completing her Move

Pyrokinesis (Ranged): Blaze can intensify or nullify any flame within Medium range. Blaze can command a flame to attack an enemy within Melee range of it using *Ranged* skill (Damage 4, inflicts Burning on 2nd hit)

Special: Upgraded Initiative 2, Can Fly, Uses Rings

TP Moves

5 TP – Floating Embers: Opponents within Short range of Blaze are inflicted with Burning if they generate Critical Failure for the next 3 rounds.

10 TP – Flame Boost (Run): Damage 8, inflicts Burning

15 TP – Flame Tornado (Move): Damage 20 | 5x5 AoE (radiating out from Blaze's current position, Blaze is unaffected by the vortex) | Reaches Height 3, inflicts Knocked Back and Burning | +1 Advantage

EGGMAN EMPIRE

DR. EGGMAN (Boss)

	3	3	3	7	5
HP	Dodge	Init	Move		
50	3	3↑↑	4		
Run	•••				
Ranged	••••				
Ride	••••				
Tech	••••				
Knowledge	••••				
Persuade	••				
Deceive	•••				
Resolve	••				

Punch (Melee): Damage 5

Master Plan: As an Interact, give +1 Advantage to a Squad of up to 4 Henchman, or a single Sub-Boss, on their next check or give them a free Move or Interact phase

Poor Loser: Once per round, when an attack is made that would damage Eggman, he may make a 2 Difficulty *Resolve* check to command a servant within Short range (2 squares) that was not damaged by the attack to take the damage for him

Special: Upgraded Initiative 2

METAL SONIC (Boss)

7	4	4	2	1
HP	Dodge	Init	Move	
55	3	4↑↑	16	
TP 15				
Crits	Spin		•••	
	Acrobat		••	
	Run		••••	
	Melee		••	
	Ranged		••	
	Ride		••	
	Perceive		••	
	Resolve		•••	

Spin Dash (Spin): Damage 7

| Reduce movement by half |

Homing Attack (Spin): Damage 5

| +1 Advantage to roll, reduce movement by half, deal 2 damage to an additional target in Melee range on extra hit (may activate this multiple times) |

Claws (Melee): Damage 6

Single-Minded: Metal Sonic makes a 1 Difficulty *Perceive* check. If he succeeds, he designates one target within sight and gains +1 Advantage to all attacks against them for a number of rounds equal to hits. He may only do this with one target at a time

Special: Upgraded Initiative 2, Double Initiative, Can Fly, Suffocation Immunity, Uses TP, Crit Threshold 3

TP Moves

5 TP – Black Shield: Increases Dodge by 2 until the beginning of next turn

10 TP – V. Maximum Overdrive Attack (Run): Damage 8 | Inflicts Knocked Back |

15 TP – Plasma Pulse Attack (Ranged): Damage 30 | Inflicts Stunned and Dazzled |

Final Boss



This tier is for Bosses that are a cut above the rest. Final Bosses are used very rarely, as they are designed to challenge PCs that have leveled up significantly, capping off several sessions culminating in the finale of a major story arc or even the end of the campaign. While Bosses may pose a threat to their immediate area, Final Bosses are often giant mechs or terrifying monsters that possess the capability to threaten a major city, perhaps even the whole world, if left unchecked.

Final Bosses are often larger than normal NPCs, taking up multiple squares on the Battle Grid. This Boss may Melee attack other characters at Height 1 or 2 without penalty. When determining distances for attacks at range, any adjacent square to the Boss may be used to measure the shortest distance, but their Ranged attacks are otherwise the same as other NPCs.

Final Bosses are also a bit harder than a typical Boss, but what truly sets them apart is their wide range of abilities that create a dynamic environment, one that can command the undivided attention of the whole party. These abilities are defined by which of the two categories the Final Boss belongs to.

Giant Final Bosses

A Giant Final Boss takes up a 2x2 area on the Battle Grid and towers at Height 2. Each Giant Final Boss has a suite of Giant Moves, similar to how certain Legendary NPCs have TP Moves. Unlike a Legendary NPC, the Giant Final Boss may use these Giant Moves throughout the fight, even when it is not the Boss' turn. Additionally, the points used to activate these moves are an automatically replenishing reservoir, rather than one that is spent and then replenished with Rings on the NPCs turn. These points do not carry over from round to round, so they are "use it or lose it"

After each PC's turn, the Final Boss may interrupt with a Giant Move as a bonus Action phase. The Boss may not perform a Move or Interact phase at this time, even by trading the Action for one or the other as it normally could, unless it is explicitly part of the Giant Move. However, the Final Boss is only able to spend points equal to its' current point limit, which gradually increases throughout the round.

After the first PC's turn, this point total starts off at 5, then increases by +5 for the second and third PC's turn and then stops. The Final Boss may mix and match the execution of these moves as long as it has points to spend, such as performing a 5 point move the first turn, then a 10 point move on the third turn, or performing a 10 point move on the second turn and a 5 point move on the third turn. Or it may wait all three turns and then use a 15 point move. Once the round has concluded, this total resets and the Final Boss accumulates points once again, turn-by-turn.

Colossal Final Bosses

A Colossal Final Boss takes up several squares instead of just one, or even four, with the bulk of the character taking up a 3x3 area and towering at Height 2 or higher and a number of independent parts taking one square each. Due to its massive size, a normal-sized character can only hope to damage individual parts of this NPC. As such, stat blocks are provided to represent the individual targets a character may attack or otherwise act upon.

Each part tracks HP and crits separately. If able to perform actions, a part rolls its own initiative and takes a turn as if it were an independent Boss character, able to move around and make attacks separate from the main body, though they must typically maintain positioning that is adjacent to the main body unless otherwise stated.

Since these components share a body, or something close to it, parts may switch around between their initiative slots as they please. When a part is destroyed/incapacitated, the Final Boss removes its slowest initiative slot from the turn order.

If any one part is inflicted with Restrained, any other part may attempt the saving throw on their turn, or simply move over to assist the part with a number of Interacts needed to free them if it is feasible.

No Giant Moves?

Giant and Colossal Final Bosses balance out the player's surplus of turns in their own ways. Since a Colossal Final Boss has multiple acting parts and can make multiple turns as a result, it does not need a separate sub-system to allow it to take additional actions to match the players.

DEATH EGG ROBOT (Final Boss)

1	6	-1	-	-
HP	Dodge	Init	Move	
75	4	1↑↑↑	2	
TP 15				
Crits	Melee		••••	

Claws (Melee): Damage 10 | +2 Disadvantage |

Egg Bombs (Ranged): Damage 7 | Inflict Stunned on 2nd hit, 3x3 AoE, spend 3 Interact phases to recharge after each attack |

Deathly Defense: Any Slip generated while attacking Death Egg Robot from the front with a Spin or Melee attack will cause the character to suffer 5 damage. Critical Failure may result in suffering critical damage.

Ro"butt"nik: Spin and Melee attacks made from the opposite side Death Egg Robot last attacked (i.e., behind it) have +1 Advantage

Special: Upgraded Initiative 3, Giant, Can Fly, Pilot Operated, Long Reach, Extended Reach, Suffocation Immunity, Restrained Resistance, Uses TP, Crit Threshold 4

Giant: This character takes up four squares instead of one and stands at Height 2. See the full description at the beginning of the Final Boss section.

Extended Reach: This character is able to use melee attacks on opponents up to two squares away from it.

Restrained Resistance: When inflicted with Restrained, this character counts the stack as one lower, to a minimum of 0. Effect is nullified when stack is at 0.

Giant Moves

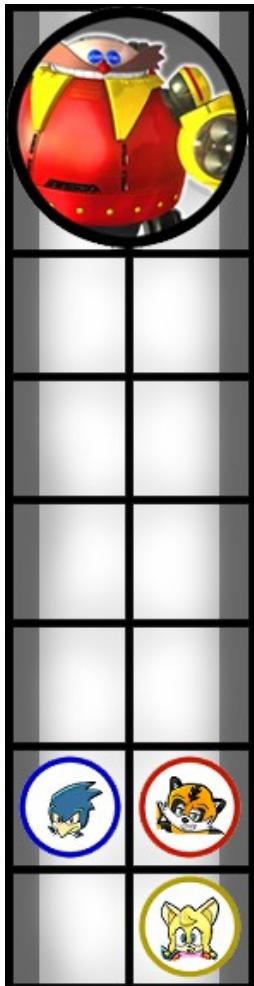
5 Point- System Overdrive: Immediately perform a new Move phase. If already airborne, may move as though DER: has a Speed of 3

10 Point - Moon Jump (Ride): Damage 50 | 2x2 AoE | Must be flying directly above target at Height 2 or higher to drop on them | +2 Disadvantage

15 Point – Stomp: Inflicts Knocked Back 3 on all characters within melee range. This includes characters flying at up to Height 3.

Perhaps Dr. Eggman's most iconic mech, Death Egg Robot has seen many iterations over the years. One thing most of them have in common is being created in the rotund likeness of their creator and possessing gigantic proportions. With massive claws on extending arms and an arsenal of projectile Egg Bombs, the Death Egg Robot is both fearsome and formidable. Watch out for when it blasts off, what comes up must come down!

USING DEATH EGG ROBOT



The core concept of Death Egg Robot (DER) is that the player is faced with an insurmountable wall of death that is slowly but inexorably approaching them. In Sonic TTH terms, this means making the arena a long and (relatively) narrow hallway (2 squares wide). The players start on one end of the corridor while DER waits on the other side, filling nearly all the space surrounding it and reaching up to Height 2.

The DER marches forward in a straight line, attacking with Claws or Egg Bombs until it is 2-3 squares away from the other end of the room. It waits until three player turns have passed, accumulating 15 Trick Points, and uses *Stomp* to drive back PCs within melee range until it reaches this position. If PCs hit the wall before completing their forced movement, they take damage equal to the remaining movement.

Upon stopping, DER uses its Move phase to rocket up to Height 2 relative to the floor and uses *System Overdrive* as soon as possible to extend its movement range. On its next Move phase, DER positions itself over the nearest concentration of PCs and spends two turns worth of accumulated TP (10) on a devastating *Moon Jump* attack.

If it was unable to reach a position above a player during this turn, it drops to the ground without needing to spend extra movement and continues attacking with standard attacks.

Since *Moon Jump* has the potential to take out one or more PCs instantly, or at the very least leave them in critical condition, a sporting GM will want to make sure to telegraph this move in advance. If the DER needs to take a full turn maneuvering into position, the players may catch on when their foe is suddenly directly above them and hastily retreat. But if DER is in a position to both move into position and attack on its next turn, the GM may want to subtly

hint at what is coming next, such as describing the DER's jets firing up for imminent liftoff, or have the operator of the mech gloat about how they will crush them.

Once DER has completed an initial cycle or two of this attack pattern, or if DER has taken significant damage, the GM may want to mix things up by peppering in smaller intervals of TP move use, such as using *System Overdrive* while still on the ground and taking bounding skips across the battlefield to reach the players early, or suddenly switching directions and march towards players that were previously behind it.

There is scant space between the DER and the surrounding walls, but its imposing height leaves some space between its legs. If a PC wishes to cross through the squares DER occupies, or DER lands on a PC after a failed Moon Jump check, or DER otherwise passes through their space while they still occupy it, they make an *Acrobat* check opposed by the DER's Dexterity rating. This is an Action phase, or a saving throw if it occurs outside their turn. Since DER is a piloted NPC, this will be the Dexterity rating of the pilot reduced by the handling modifier of the vehicle (in this case -1).

- If the character **passes** the *Acrobat* check, the character passes through to a space adjacent to DER as though they had spent four squares of movement (costing one extra square due to the extra effort

needed to complete the maneuver). If the character passes the check *but does not have four squares of movement to spare*, they stay in the same space as DER until the start of their next turn or until DER moves out of the way, whichever comes first.

- If the character **fails** the *Acrobat* check, they remain in their initial space and skip their next Action phase, but may use their Interact and Move phase if they have not already done so. At the beginning of their next turn, if they remain under DER, they must make the same opposed check again with +1 Disadvantage, with failure causing critical damage rather than keeping them in place. After failing this second attempt, the character is ejected to an unoccupied square adjacent to DER of the GM's choice.
- If the character generates a *Critical Success* on this check, they gain an additional Action phase, regardless of if they made it to the other side or not. A *Critical Failure* will cause them to suffer critical damage, regardless of if they crossed to the other side or not.

EGG DRAGOON (Final Boss)

5	5	+2	-	-
HP	Dodge	Init	Move	
75	4	3↑↑	8	
TP 15				
Crits	Melee		••••	

Drill Attack (Melee): Damage 7 | Inflict Stunned on 2nd hit | +1 Disadvantage

Homing Shot (Ranged): Damage 6 | Inflict Stunned on 2nd hit | +2 Advantage | Spend 3 Interact phases to recharge |

Fire Beam (Ranged): Damage 8 | Inflict Burning on 2nd hit, spend 3 Interact phases to recharge |

Ice Wave (Ranged): Damage 6 | +1 Advantage | Inflict Restrained on 2nd hit, 3x3 square AoE, spend 3 Interact phases to recharge |

Special: Upgraded Initiative 3, Can Fly, Pilot Operated, Long Reach, Suffocation Immunity, Restrained Resistance, Uses TP, Crit Threshold 4

Giant Moves

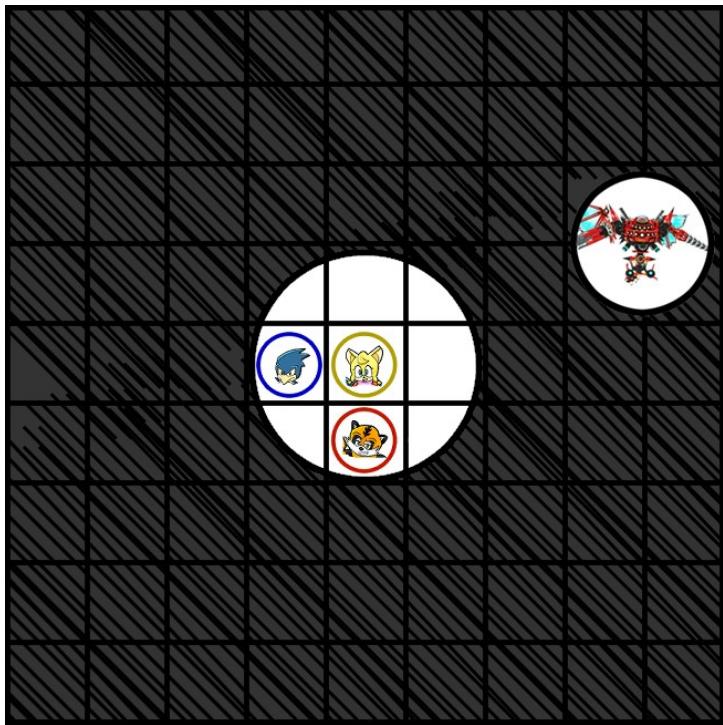
5 Point – Rapid Reload: Instantly recharge all attacks

10 Point – Separation Attack: Perform two Signature Attacks on next turn

15 Point – Box In The Egg Dragoon converts its arms into a walled enclosure in a 4x4 area, sealed at the top with its laser gun firing at the occupants inside, trapping any characters within until the end of the round. The characters must succeed a 2 Difficulty Acrobat check as a saving throw. If the character fails the check, it is hit by the laser blasts that are raining down on the enclosure, suffering 15 damage. Slips inflict Stunned. Critical Failure causes the character to suffer critical damage.

The Egg Dragoon is one of Eggman's most powerful and versatile creations, its design being derived from years of research on Sonic's movement patterns. It possesses a lethally efficient selection of weapons that harness fire, lightning and ice elements. It also has enough physical strength to tear apart ground and rock with ease. In addition, it possesses wing units on its back that allow it to fly, and its drill can be launched as an electrically-charged homing missile.

USING EGG DRAGOON



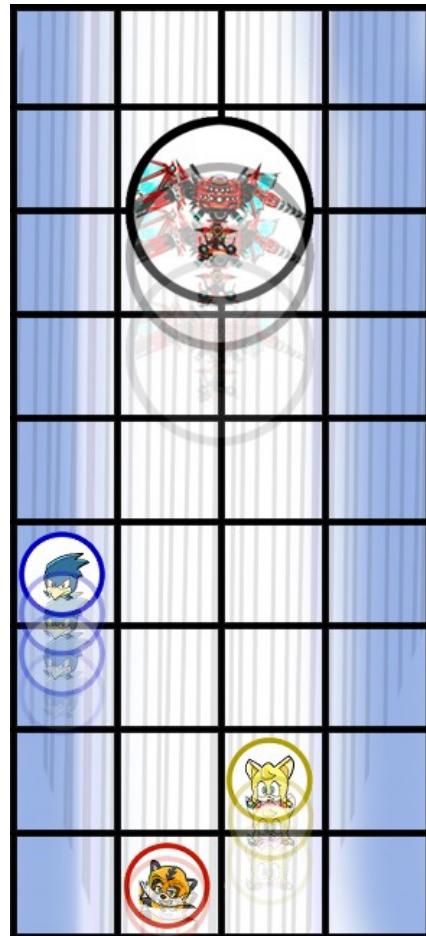
big difference when movement is critical, or utilizing the dynamic staging to throw in noteworthy locations can make an otherwise secluded skirmish more memorable. Whatever the case, the GM should keep the players guessing by switching up attack patterns throughout the fight.

In either case, *Box In* should be introduced, and used sparingly, after Egg Dragoon has taken 25+ damage to escalate the tension of the fight.

The Egg Dragoon is very versatile, easily more than Eggman's other Final Boss mechs. As such, the GM can dictate a battlefield in a variety of configurations.

For a traditional slug-fest, the fight can be on an isolated circular platform that Egg Dragoon circles around, coming in and out of range as it switches up its attacks. A 9x9 Battle Grid will give an optimal amount of room for the Dragoon to use hit and run tactics and give the fight an epic feel.

Alternatively, the GM can make use of Egg Dragoon's high speed by staging a *Velocity Battle*. Using its repertoire of Stunned and Restrained status effects can make a



BIOLIZARD (Final Boss)

BIOLIZARD – Head

3	6	4	2	1
HP	Dodge	Init	Move	
N/A	3	2↑↑	4	
Crits	Ranged	•••		
	Resolve	•••		

Electron Spheres (Ranged): Damage 7 | Inflicts Stunned on 2nd hit | Must spend three interact phases to recharge | +1 Advantage

Convenient Rails: A character within melee range of Biolizard's Head may attempt a 2 Difficulty *Acrobat* or *Climb* check to grind along, or otherwise traverse, up to the creatures' back at Height 2 relative to the ground. The difficulty of this check is reduced to 1 if the Head is Stunned or affected by any other status effect.

BIOLIZARD – Torso

1	6	1	-	-
HP	Dodge	Init	Move	
75	1	1↑↑	2	
Crits	Move	•••		

Violent Shake: If a character is touching down on any part of the body, Biolizard makes a Move check opposed by the character, or if multiple characters are present the one with the highest ranks in Move. On a successful check, the Biolizard inflicts Knocked Back 3 on the character(s) in a direction of its choice. Additional hits may inflict Stunned or more stacks of Knocked Back.

Ovum Minefield: Height 1 and 2 become Tricky Terrain. Ranged attacks and saving throws to stay in place against torso gain +1 Disadvantage. Triggered on Torso's next turn when Biolizard reaches 50 HP or less. This continues until the end of the fight.

Magnetic Disruption: All characters around Biolizard are levitated up to Height 2. All characters that cannot fly are treated as being Soaked. Triggered on torso's next turn when Biolizard reaches 25 HP or less. This continues until Biolizard receives a crit or is inflicted with a Status Effect. The torso may resume this effect on its next turn.

BIOLIZARD – Tail

3	6	3	-	-
HP	Dodge	Init	Move	
N/A	3	2↑↑	4	
Crits	Melee	•••		

Tail (Melee): Damage 6 | Inflicts Knocked Back |

Special: Colossal, Achilles Heel, Restrained Resistance, Upgraded Initiative 2

Colossal: This character takes up several squares instead of just one, or even four, with the bulk of the character taking up a 3x3 area and towering at Height 2 or higher. See full description at the beginning of the Final Boss section.

Achilles Heel: This Final Boss will not take damage unless it is targeted at its weak point. Other parts are not susceptible to damage, but they may suffer status effects and other setbacks depending on the environment, such as results of Slips or Critical Failure.

Biolizard's weak point is the exposed core of the life support system on his back.

The Biolizard was the first Prototype of the Ultimate Life Form created by Gerald Robotnik during Project Shadow. A gigantic orange colored salamander-like beast, Biolizard covers an impressive distance from the start of his long neck to the tip of his formidable tail.

Biolizard has several robotic implants, sporting thick green cables across his whole body. Many of these connect to a large disk-shaped apparatus on his back, with a pulsing red core in the middle. This is his life support system, which makes it the ultimate weak point.

USING BIOLIZARD



Biolizard is uniquely suited to using a circular plane on a 5x5 Battle Grid, assuming the center position with its main body and using its neck and tail as "spokes" of the wheel. The head and tail can move independently as though they were separate NPCs, so long as they never overlap with the torso or each other. If a larger Battle Grid is being used, the body parts must be in squares adjacent to the torso at all times.

The outside of the Battle Grid should have some sort of hazard, such as a body of water or a deep pit. Navigating on each of the inner edge areas that overlap with Biolizard's torso is Tricky Terrain, requiring double movement to navigate, and the head and tail are considered Dangerous Terrain, requiring either a 3 Difficulty *Acrobat* or *Climb* check, or flying up to Height 3

and making a Ride check of appropriate difficulty with +1 Disadvantage.

The outer corners of the Battle Grid are considered completely off the platform and any character entering them must be flying, or swimming if the outer edges are non-lethal liquid, or else they will fall off the Battle Grid.

Throughout the fight, Biolizard will attempt to corral the players onto a single side of its body, pushing them closer to its head with its tail and letting its Electron Spheres do the majority of the work. Positioning the body parts adjacent to the corners is an effective way of limiting player mobility, since they can no longer cut across the corners of the grid diagonally and they can't move into the corner squares without flying.

GIANT EGGMAN ROBO (Final Boss)

GIANT EGGMAN ROBO – Left Hand

&

GIANT EGGMAN ROBO – Right Hand

3	6	-	-	-
HP	Dodge	Init	Move	
35 (each)	3	2↑↑	4	
Crits	Melee	•••		
	Move	•••		

Hand Slam (Melee): Damage 9 | 2nd hit inflicts Knocked Back | +2 Disadvantage | Must have both hands

Grab (Move): Damage 7 +2 to all within Melee range of target | 2nd hit inflicts Restrained | Forfeit Move phase

Re-Grip (Move): Makes a 2 Difficulty Move check. If successful, the other hand gains +2 Advantage on its next attack. May only be attempted with both hands active

GIANT EGGMAN ROBO – Head & Torso

1	7	-	-	-
HP	Dodge	Init	Move	
55	1	1↑↑	1	
Crits	Ranged	•••		
	Move	•••		

Flame Thrower Nose (Ranged): Damage 7 | Inflict Burning on 2nd hit, 3x3 AoE | spend 3 Interact phases to recharge |

Master Cannon (Ranged): Damage 30 | Inflicts Stunned and Dazzled | Spend 3 Interacts phases to recharge

Desperate Destruction: Once both hands are destroyed, Head and Torso may spend a Move or Interact (but not both) each turn to destroy one square of platform that is adjacent to it. If a character is on a platform when this occurs, they make a 1 Difficulty Acrobat (or Ride) saving throw to hop to an adjacent intact platform. If they fail or there is no adjacent platform, they fall.

Special: Upgraded Initiative 2, Colossal, Pilot Operated, Long Reach, Interdependent System, Suffocation Immunity, Crit Threshold 2

Interdependent System: When only one hand remains, the other hand is inflicted with Soaked, reducing its Speed to 1.

The Giant Eggman Robo is a giant variation of the EggRobo model, and as such bears similarity with Dr. Eggman. Its proportions are titanic, easily double the size of a typical Death Egg Robot. It has a bulbous gray dome for a head, glassy black "eyes," and a long red "nose" with a flamethrower installed at the bottom. Within its heavily armored torso resides a gigantic laser cannon powered by none other than and the Master Emerald.

It typically attacks from a distance, with its long arms wielding dexterous hands that crush and slap its opponents as though they were mere toys.

USING GIANT EGGMAN ROBO



The setup for a fight with Giant Eggman Robo (GER) is very simple. The players will face GER on a narrow, horizontal platform with suggested dimensions of 5x1. GER grabs onto the platform with its right and left hand, to prop up its torso, by positioning them at the spaces adjacent to the platform. The hands must stay adjacent in this position at all times, they never cross over onto the platform itself. Note that the top of the head is at Height 2 relative to the platform, though the actual body of the mech stands at Height 3 relative to the ground below. For the purposes of this fight, this distance is off the map, and if a character falls down, they are considered KOed.

Although both hands attack during the same round, within the narrative the GER is

switching hands between turns to perform Hand Slam. When only one hand remains, it can only perform Grab.

During this phase, the Head and Torso alternate between attacking and remaining dormant, attacking with Flame Thrower Nose, performing an Interact phase, and then spending next turn taking two Interact phases to completely recharge.

After both hands are defeated or the torso is at half health, it begins attacking with Master Cannon. If the torso is defeated before the hands, it becomes dormant and can no longer attack for the rest of the fight, and the rest of the body gains +1 Disadvantage on all its checks as the mech struggles to handle the dead weight.

When both hands are destroyed before the torso, the torso collapses forward and stops adjacent to the platform, where the hands operated previously. The head is now Height 1 relative to the platform, and the torso itself can be targeted with Spin and Melee attacks without penalty. DER gains +1 Disadvantage on all further checks except for Master Cannon, which now has +2 Disadvantage. Each turn, it maneuvers such that it uses Desperate Destruction to remove one square from either side, alternating, until there is only one square left in the middle.

True Final Boss



The ones that break the scale completely. These characters have amassed such great power that they have the capacity to shape worlds however they please. These include, but are not limited to, mechs powered by some sort of reality-bending artifact or beings with immense power that defy categorization. These characters cannot be defeated through conventional means, but opportunities may present themselves to level the playing field...

There are no example stat blocks for these since the implementation of them is outside the scope of what's included in these rules. In a traditional Sonic game, this would be the final boss that is immune to player attack until they turn "super," (Perfect Chaos, Time Eater, the Titans, etc.). Chaos Emeralds and Super forms are not part of this rule set yet, so for now GMs are on their own defining how this works.

However, this could also be treated as a sort of puzzle, an environmental hazard that exists without a defined stat block aside from

an attack skill check until the players find some alternative way to contain or defeat the creature.

Whatever the case, this will typically be how a GM ends a campaign, with order restored after the ultimate evil of the present crisis is vanquished.

PART IV. INTRO AD-VENTURE

Overview

The following adventure is designed to introduce new players to the game, both PCs and GMs, and is designed to be run in about 3-4 hours, though every group is different and may take longer. It may also be used as a quick and easy tutorial scenario if a player wants to run a newly created character through their paces, or as a source of inspiration for GMs to create their own unique adventure.

This adventure is a straightforward romp in which the PCs rescue some captured animals from one of Eggman's fortresses in Green Hill Zone (Or any other of the many "Hill" Zones, if Green Hill would be undesirable, including, but not limited to, Emerald Hill, Green Hills (with an 's'), Sunset Hill, Neo Green Hill, Seaside Hill, or Turquoise Hill,. Basically any first Zone of a Sonic video-game).

Building Dice Pools

To make a skill check, a player looks at the attribute rating number and number of ranks they have in the relevant skill, collecting a number of Hit Dice equal to the larger of the two numbers and replacing one Hit Die with a Trick Die a number

of times equal to the smaller number.

With the dice pool finalized, the player rolls and then counts the number of results that are 5 or higher. This is how many "hits" the player has generated.

Look out for doubles of any kind, those typically trigger Slips and Tricks (consult the results table below for more information.)

Encounter 1: Zone Challenge

Read aloud or paraphrase the following:

It's a fine day in [Insert Hill Zone of Choice Here] when suddenly, at the other end of the Zone, a distressed cry pierces the warm, breezy air.

"HELP!"

No time to waste! It's time to run, fly, and climb with everything you have to investigate!

With the stage set, now the adventures roll a Zone Challenge check. A Zone Challenge is a No Difficulty check that determines how well the party traverses a classic platforming obstacle course that you would find in a typical Sonic video game. In this case, the players may all roll a check (*Run, Climb, or Ride*) to determine their rank and subsequent Rings collected.

Whatever the roll, the player successfully reaches the end of the zone but may do so several seconds or even a few minutes behind their teammates, depending on the roll. Refer to the following table:

E Rank	<i>No hits with Critical Failure. No bonuses are awarded, and any Rings or items the player gained with Tricks are lost.</i>
D Rank	<i>No hits. No bonuses and no penalties.</i>
C Rank	<i>1 hit. 5 bonus Rings are awarded to the player.</i>
B Rank	<i>2 hits/1 Critical Success. 10 bonus Rings are awarded to the player.</i>
A Rank	<i>3 hits/1 hit and 1 Critical Success. 15 bonus Rings are awarded to the player.</i>
S Rank	<i>4 hits/2 Critical Success/2 hits and 1 Critical Success. 20 bonus Rings are awarded to the player, in addition to +1 Ring for each leftover hit.</i>

Be sure to also reward or punish the player for any Tricks and Slips triggered as well, increasing or decreasing the number of Rings they collect by 5 or finding Power Sneakers that they can use later. (If multiple players roll a Trick, only one player finds this item). Be sure to narrate these results with thematically appropriate descriptions, such as breaking through a wall and finding a hid-

den room or stepping on a crumbling platform and falling on some spikes.

Upon reaching their destination, read or paraphrase the following:

As you reach the edge of the Zone, you see a formidable fortress come into view, surrounded by sheer cliffs and tall perimeter walls. Only a series of bridges and an intermediary platform connect the complex to the mainland. This is no doubt one of Dr. Eggman's bases! Confirming your suspicions, a squad of menacing animalistic robots blocks your path forward. Badniks!

Encounter 2: Combat

The players are confronted by a squad of Badniks in the following proportions:

MOTO BUG (Henchman)- 2 per Speed Type

3	2	1	1	1
HP	Dodge	Init	Move	
5	1	2	4	
	Run	<i>(Squad only)</i>		
	Melee	<i>(Squad only)</i>		

Claws (Melee): Damage 4

Special: Squad, Suffocation Immunity

CRABMEAT (Henchman)- 2 per Power Type

1	3	3	1	1
HP	Dodge	Init	Move	
5	2	1	2	
	Melee	<i>(Squad only)</i>		
	Ranged	<i>(Squad only)</i>		

Pincer Claw (Melee): Damage 5

Laser Pellets (Ranged): Damage 4

| Hits everything within Melee Range of target |

Special: Squad, Suffocation Immunity

BUZZBOMBER (Henchman)- 2 per Fly Type

2	1	4	1	1
HP	Dodge	Init	Move	
5	2	1	2	
	Ranged			<i>(Squad only)</i>
	Ride			<i>(Squad only)</i>

Stinger Laser (Ranged): Damage 5

Special: Squad, Can Fly, Suffocation Immunity

Each Badnik type follows the squad rules and attacks in pairs of their type as a single unit, gaining one rank in their Signature Attacks while doing so. Add an additional Badnik to one of the groups for each Technique Type character in the player group.

The Battle:

These Badniks are nothing more than grunt-level Henchman NPCs that are tasked with patrolling the Zone and causing mayhem. They are directed by the Eggrobo Sub-Boss that manages the local base, though the Eggrobo is not monitoring them directly in this instance. However, if the players fail to defeat the Badniks within three rounds, they will alert their manager, who will then put the fortress on high alert to look out for the intruders.

Each player rolls Hit Dice equal to their Initiative attribute. The GM rolls initiative for each Badnik type, rather than each enemy.

The player who rolled the highest number in their dice pool goes first, and so on. If a PC and NPC rolled the same number, the PC goes first.

The characters start on the Battle Grid in the suggested locations on the following diagram (see box for more details on positioning). The terrain here has one significant modifier, if the PCs occupy a square adjacent to one of the large rocks at the bottom of the map, they may spend two squares of movement to "hop" onto the rock and elevate to Height 1 relative to the ground. Note that Buzz Bombers start at Height 1 relative to the ground they are hovering over. If a Buzz Bomber is adjacent to a rock a PC is standing on, they are at the same height, allowing Melee attacks without the usual +1 Disadvantage penalty.



Diagrams in this guide

H# refers to Height value relative to the ground (H1 = Height 1, H2 = Height 2, etc.)

The diagrams in this section and the following ones assume that the party is together in one place and that they are composed of a trio of each Hero Type character, using the pre-generated characters released with *Sonic Tag-Team Heroes*. The player tokens in the player starting area of the diagram can be substituted as needed if the players are using different characters, and parties with more than three players can position their characters in empty squares adjacent to the player's starting position.

Starting position isn't absolute, however, and if players have a specific preference and request to switch their tokens around within the starting area before combat starts, they may do so.

Starting position may become less cut and dry later in the adventure when the players enter the base, as some players may be in separate rooms from each other, and some may rush ahead into an area while others hang back to see what happens. In this case, refer to the dungeon map as a whole to determine the player's relative positions when combat starts. However, unless players specify that they want to separate from each other, it's usually simpler to assume everyone is sticking close together and use the suggested starting positions to keep the combat encounters moving at a steady pace.

At least one of the players is likely to go first, in which case they may pick and choose their targets before the Badniks have a chance to react.

Making an Attack

The players have had a chance to practice rolling skill checks and interpreting dice results. Now things become more complex as they roll attack checks that are contested by the target's own Dodge check.

To attack a Badnik, a player must first decide which Signature Attack on their character sheet they will be using. Before any dice are rolled, though, the player must ensure their PC is within their attack's range. If making a *Spin* or *Melee* attack, they may need to make a Move phase to reposition their character to a square adjacent to an enemy on the grid. If making a *Ranged* attack, the target must be within a number of squares of the PC equal to their Dexterity rating.

If even after using a Move phase the target remains out of range, the player may forfeit their Action phase (i.e., attack roll) to make another Move, or else they can end their turn.

Now that the PC is in range, they build a dice pool for their attack skill check as they did for the Zone challenge and roll the dice. Simultaneously, the GM rolls a number of Hit Dice equal to the Badnik's Dodge attribute. Attacks with Advantage or Disadvantage remove or add a number of Dodge check dice, respectively, by an

amount equal to their modifier.

If any hits are generated from this check, each one cancels out a hit generated by the player's attack (this does not affect any Tricks or Critical Successes generated by the check, except for preventing critical damage if all hits are canceled).

If the player gets more hits than the Badnik, it takes damage equal to the damage of the attack, plus any additional damage or status effects caused by multiple hits. Since these NPCs are in squads, any damage that exceeds a single Badnik's HP rolls over to the other Badnik of the same type.

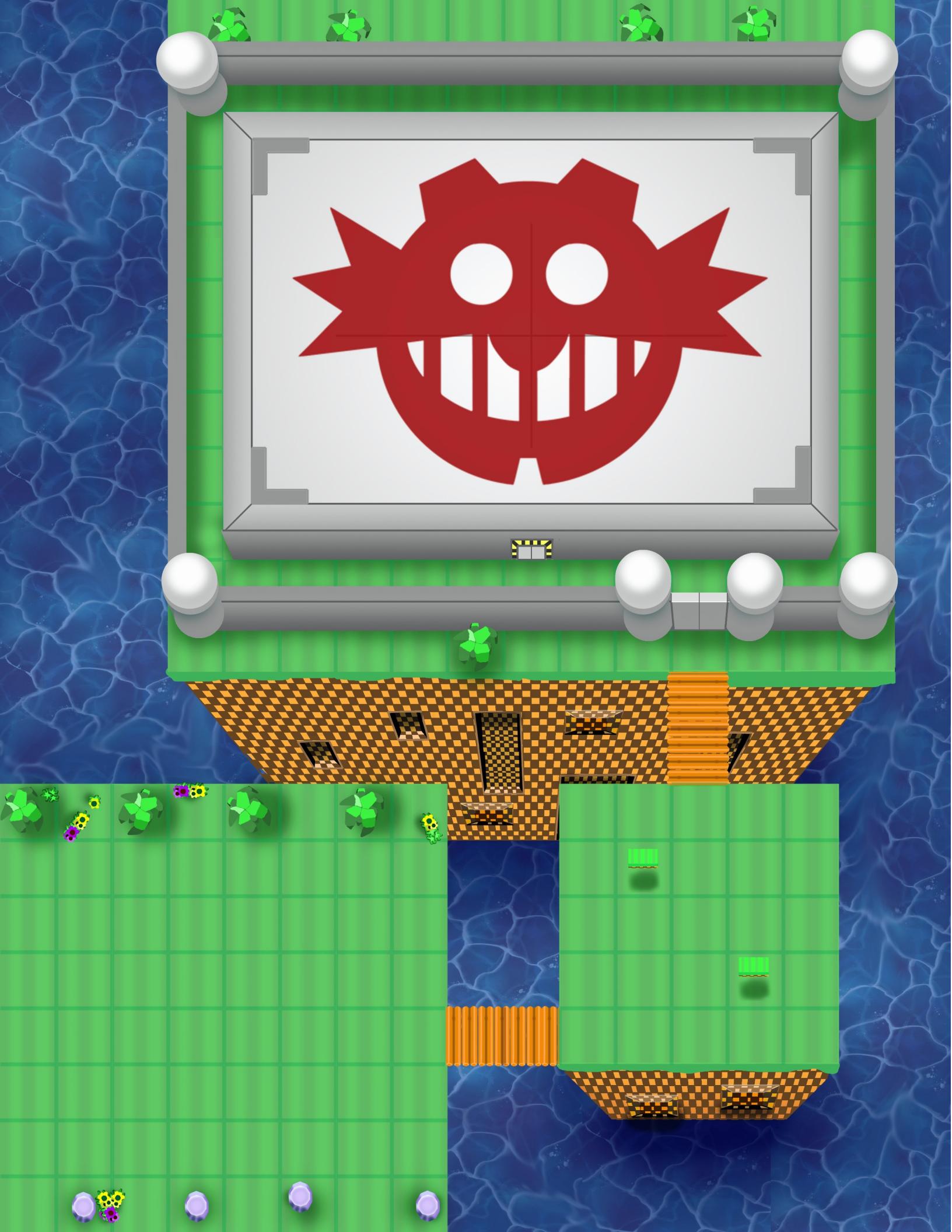
To attack PCs, the GM and players switch roles and the GM operates each squad of Badniks as though they were individual characters. The GM rolls attacks and players resist using their Dodge.

On the Badnik's turn, however, they will mindlessly target whoever is within their line of sight and move in to close the distance. Moto Bugs rush in, flailing their claws at the fastest-moving player and entering Melee range.

Crabmeats mosey on over to the commotion, attempting to get into Melee range of one of the players that haven't been targeted yet, but will likely be too slow to reach them, so they will stop after one Move phase and fire a spray of pellets at the nearest target. On a successful attack, the damage is applied to all targets, friend or foe, within that range.

Buzz Bombers will hang back, firing on the target with the highest elevation while trying to stay within Medium range (4 squares) of their target (this counts vertical distance as well, so their horizontal distance should be within 3 squares).

This fight continues for up to three rounds, or until the players defeat all the Badniks. If the players have not defeated all the Badniks by the end of round three, they retreat and scatter in all directions.



Setting Difficulty

In this section the GM will call for checks of "X Difficulty," where X is the number of hits required to pass a given check. This guide will give difficulties for the most likely checks a player will invoke with their actions. On the off-chance something isn't covered, keep the following in mind:

- **1 Difficulty:** Most checks are this difficulty, a basic task with risk of failure
- **2 Difficulty:** Semi-frequently used, actions that are sub-optimal or present significant risk if failed
- **3 Difficulty:** Occasionally used, actions where the odds are really stacked against the character, usually as a result of significant Disadvantage applied
- **4 Difficulty:** Rarely used, reserved only for nigh impossible tasks that even Sonic would avoid

If a player has a general question about the details of the map, the GM should feel free to answer and clarify any details that would be obvious to their characters, such as if the gate is guarded. However, if the players have *specific* questions that may not be immediately obvious to their characters, such as if the guards can see the players or how many there are, they may call on the PC to make a **1 Difficulty Perceive** skill check. Similarly, if players have questions about what might be in the fortress (or more to the point, what their *characters* would know after living in this universe), the GM may call for a *Knowledge* check of appropriate difficulty, depending on the specificity and practical application of the question.

The gate to the fortress interior is locked and the area is being watched by a couple of Egg Pawns stationed in the guard towers. The wall is two stories high, reaching Height 2. One way or another, the players will need to overcome these two obstacles in some way.

Encounter 3: Infiltration

At this point, the training wheels are removed, and the players may move their characters freely around the map outside of structured time. Show them the whole map (or draw a replica on your own grid) and explain the scenario to them and let them know that moving into certain areas will have consequences!

EGG PAWN - GUNNER (Henchman)

2	3	3	1	1
HP	Dodge	Init	Move	
10	2	1	2	
	Melee		•	
	Ranged		•	

Egg Gun (Ranged): Damage 6 | Removable |

Punch (Melee): Damage 5

Special: Suffocation Immunity

Here are some of the strategies that players may employ:

1a. Sneaking In

The difficulty of this strategy depends on how they performed in the battle beforehand. If the Badniks were swiftly defeated before they had a chance to raise an alarm, the base difficulty for making a *Sneak* check is only **1 Difficulty**. However, coming towards the gate directly from the front in plain view will add +1 Disadvantage to the check, resulting in a **2 Difficulty** check. If a Fly Type decides to fly around to the West side of the building, farther away from the guards, they do not have any Disadvantage and the difficulty of approaching the wall or gate is only **1 Difficulty**.

If the guards were alerted earlier, however, this adds an additional +1 Disadvantage to all the above attempts to make *Sneak* checks.

Conversely, if one of the PCs makes a distraction while their ally sneaks towards the fortress, perhaps by running around with a **1 Difficulty Run** check or making noise with a **1 Difficulty Deceive** check, they can add +1 Advantage to their ally's *Sneak* check, +2 if they spend a Trick on a successful check.

Note: Pregen character Soomo the Tiger has a special Talent, Boastful Taunt, which has specific mechanics for distracting opponents. This ability may be used here, as well as any other custom Talents that a custom character might have. At the end of the day, the idea is to let the players have fun with creative problem-solving, so the recommended skill checks above are by no means comprehensive.

1b. Barging in

Some players will prefer to cut to the chase and charge right up to the door, regardless of the consequences. Or perhaps they conclude that if the guards are already expecting them, there is little point in subtlety at this point. In either case, the Egg Pawns are immediately alerted to their presence when the PCs cross the bridge onto the base's landmass. Rather than handle the encounter in structured time, the Egg Pawns primarily serve a reactive roll, adding +1 Disadvantage to all checks to open the door, scale the wall (meaning any attempt to fly over the wall becomes a **1 Difficulty Ride** check), or otherwise gain entry into the base. Any Slips generated by the PCs at this time re-

sult in an Egg Pawn rolling an attack against that PC, regardless of their current position on the grid, as actions taken here are more abstract.

2a. Up and Over

Assuming the Fly Type was able to succeed their previous *Sneak* check, they can fly over the wall without any further rolls. If they choose to land on top of the wall near one of the guard towers, they can get in a free attack against one of the Egg Pawns before they have a chance to retaliate. On the other hand, if they choose to land on the other side of the wall, they can easily hit the button near the gate to open the door (note that this will immediately draw the attention of the guards).

Fly Types can also carry their allies over the wall, though they may need to make a *Ride* check to clear the Height 2 obstacle while carrying one or two teammates (see *Flight and Vertical Movement* rules for more details).

Speed and Power Types can also attempt to scale the wall using their own skills (and Talents if applicable). The most straightforward way to ascend is by climbing the wall. The nearby tree can be used to easily reach the top of the wall and jump over with a **1 Difficulty *Climb*** check or a **2 Difficulty *Acrobat*** check.

Finally, more daring players may try to launch each other over the wall with a Tag-

Team Attack or call in the Power Type to throw someone across the perimeter. In the case of a Tag-Team Attack, such as Fastball Special or Thunder Shoot, the attack must be targeted at one of the Egg Pawns and the character must have the necessary range to accomplish the task. If successful, however, the launched character will find themselves in the tower alongside the Egg Pawn (or what remains of it) after the attack is performed.

Alternatively, a Power Type or other sufficiently strong character may throw a teammate with a *Move* check to clear the barrier using the Power Moving rules, though they must have a Dexterity rating of at least 2 to reach the top of the wall (3 if they want their ally to clear it and land on the other side). For gameplay balance reasons, this cannot directly target an enemy or otherwise deal direct damage to another object (this may only be done with inanimate objects).

2b. Straight on Through

For the purposes of gameplay, the gate is a Power Tier 3 object with 10 HP and no Dodge. Players can attempt to break down the door by rolling their attacks to whittle down the door's HP, though this will immediately alert the guards if they haven't already detected the PCs.

For a slightly more refined approach, PCs can attempt to open the gate with Move or Tech checks. The gate has no obvious levers or buttons to operate the door from the

outside, so players must dislodge the door with brute force or attempt to disassemble the gate piece by piece. The locking mechanism on the gate adds +1 Disadvantage to *Move* or *Tech* checks used to open or dislodge the door, resulting in a **2 Difficulty Tech** check and a difficulty set by the Power Moving rules. Using this method may be done without the Egg Pawn's knowledge, though a Slip generated on the check will alert them to the attempt.

Once the perimeter is breached and the guards are not attacking the players (one way or another), the PCs can freely move around inside the walls and enter the building proper. Before this, a player may want to know if there is anything inside the grassy courtyard. They may roll a **1 Difficulty Perceive** check to find 10 Rings.

Taking a Dip

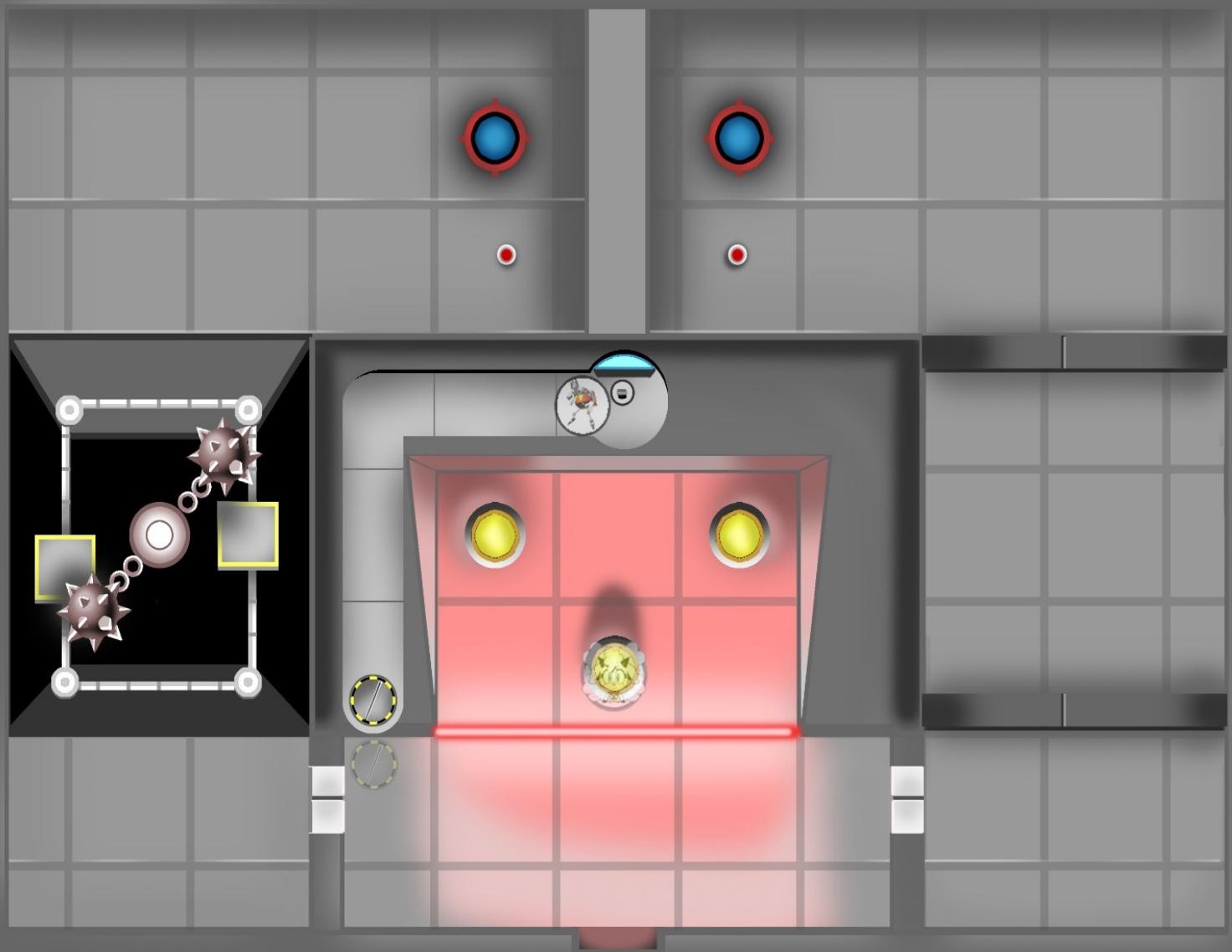
The distance from the grassy blocks to the water below is approximately 100 feet, falling within the range of Height 4 relative to sea level. Should an unfortunate Henchman fall from such a height, they are instantly defeated.

However, if a PC falls into the water, they are Soaked and must make a drowning saving throw, rolling Hit Dice equal to their Power rating. If they fail the check, they lose 5 Trick Points, or KO if they have less TP than that left. Afterward, they may attempt a **1 Difficulty Ride, Run, or Climb** check to swim/run along the ocean floor to the shore, or otherwise climb to a safe

spot where they are no longer submerged. In structured time this would take up their turn.

On their following turn, the PC would spend the round "off camera" as they run back to where they were previously (assuming it is easily accessible) and dry off, removing their Soaked status. If they didn't succeed their check to get out of the water on their previous turn, they instead make another drowning saving throw, escalating the difficulty by one. If this continues to the point where a PC is KOed, they wash up on shore with 0 TP and HP, out of the game until an ally resuscitates them.

Of course, a Fly Type may attempt to simply fly back up if they fall into the water (after making their first saving throw) or come down to carry their vertically challenged companions back into the fray, making a Ride check of appropriate difficulty, with modifiers added if they are carrying another character.



Encounter 4: Switching Things Up

Upon entering the building, read or paraphrase the following:

You enter the building to find yourself in a futuristic yet utilitarian facility. Your feet step onto gritty tiled flooring, the air smells of industrial chemicals and metallic corrosion, and the lighting of the area is dominated by a luminous red force field on the opposite side of the room.

Behind the crackling field is a trio of prison capsules filled with various critters, who upon seeing you, cry in distress. In the middle capsule is a trio of Mobians who wave to you frantically, as though afraid you won't see them.

The one in the middle, a sheep girl, calls out to you with a quivering voice.

"Who are you? Are you here to rescue us?!"

The three Mobians inside the capsule behind the force field are as follows:



LANOLIN THE SHEEP (Sub-Boss)

2	2	3	3	2
HP	Dodge	Init	Move	
15	2	1↑	2	
Crits	Melee			•
	Move			•
	Persuade			••

Fists (Melee): Damage 4

Battle Commander: Make 1 Difficulty Persuade check as an Action during turn to add +1 Advantage to a Squad of up to 4 Henchmen on their next check

Marching Orders: Forfeit a Move or Interact phase to give a Squad of up to 4 Henchman an immediate free Move or Interact phase

Special: Upgraded Initiative 1, Crit Threshold 1

The mature “big sister” of the group, Lanolin is the one who decided to investigate what was happening in the Zone when the Eggrobo spotted her group and captured them. Prone to assuming the worst, Lanolin will be scatterbrained on initial contact, making it difficult to converse with her. The players will need to attempt a social check to convince her to trust them or otherwise cajole the information out of her (*Persuade*, *Deceive*, or *Resolve*) rolled against her *Resolve* or *Perceive* (see *Opposed Checks*) to be more forthcoming with information. Any attempt to calm Lanolin down, such as assuring her that the PCs are there to help, will grant +1 Advantage to a *Persuade* check to win her trust, reducing the Hit Dice Lanolin rolls on her opposing *Resolve* check by one, resulting in net one Hit Die. If a player fails to convince her to open up to them, she is too frazzled to offer any helpful information.

Failing with a Trick will allow the PCs to attempt to interact with Skip and Kip. They will be able to answer one question with complete accuracy, a second question with partial accuracy, and after a third question will have no idea, not fully understanding the situation (see potential questions/answers below).

A Kid at Heart

The Lanolin in this adventure is a bit different from the Wispon wielding action girl in recent media. This version is still the skittish girl seen in the background of early comics!



SKIP & KIP (Henchman)

2	1	3	1	1
HP	Dodge	Init	Move	
10 (5 each)	2	1	2	
	Melee			(Squad only)
	Ranged			(Squad only)

Fists (Melee): Damage 3

Slingshot (Ranged): Damage 3 | Inflict Knocked Back on 2nd hit | +1 Advantage | Removable (apply any complications to Skip and Kip at the same time)

Special: Squad

Note: These characters act as a squad of two

A pair of young cats full of energy and enthusiasm, they seem to be calmer than Lanolin, though they follow her lead and do not act without her permission. They possess no outstanding skills aside from having decent aim with their handheld slingshots, and they work together as a pair to get things done.

Talking with Lanolin

Should they choose to engage with her, Lanolin will field any interactions with the PCs unless they address Skip or Kip directly. Depending on how willing the PCs are to help, she will show relief or apprehension at their presence.

Who are you/how did you get here?

"My name is Lanolin, these are my friends Skip and Kip. We were having a picnic in the area when robots showed up and started rounding up the animals. We tried to stop them, but the Eggrobo got the drop on us, and we were captured!"

Who/what is Eggrobo?

"Eggrobo is the robot in charge of this base. He directs the Badnik henchmen to capture any animal they see. Worst of all, he looks kind of like Dr. Eggman."

Any idea how to turn off the force-field?

"I overhead Eggrobo say that the force field can only be deactivated when two switches are active at the same time. I think they're on either side of the base, but there are traps to stop intruders along the way."

Where is Eggrobo now?

"He's somewhere in the upper level of this base. Not sure where, exactly, but I think there's an entrance in this room."

If the players express interest in looking for this entrance, call for them to make a **1 Difficulty Perceive** check. They may assist each other in doing this, upgrading the PC with the best roll up to two times if everyone pitches in. On succeeding, they notice a circular trapdoor on the ceiling, which can be accessed by flying up to it.

If the players aren't specifically looking for the entrance, they can discover it accidentally by generating a Trick on other checks in this room.

Players may have the thought to brute force their way through the force field, either by breaking it or mechanically disabling it. The GM may emphasize that this field has no obvious weak points, however, they may attempt a **4 Difficulty Tech or Move** check to disable the field. Remind the players that any 1 or 2 result will generate a Slip (as opposed to the double result usually required).

If the players are particularly impulsive, they may also destroy the field with a successful Team Blast in which each player generates at least one hit. This will deprive them of Trick Points they will likely need later, though, so the GM may want to make sure that the players really want to do this before proceeding.

Any Slips generated by a PC while attempting to overpower the field will cause that PC to be electrocuted, inflicting Dazzled on them for as long as the GM deems fit, though it shouldn't be more than a few min-

utes of in-narrative time, and a player may negate the penalty before then with a Trick generated on another check. Alternatively, the attempt may alert Eggrobo if the PCs haven't been detected yet.

A Critical Failure will cause the PC to suffer a crit, losing their Rings or suffering 10 damage if they have none.

Using the NPC Stats

Lanolin/Skip & Kip have comprehensive stats the way that other antagonistic NPCs are. However, as *friendly* NPCs, they serve a different role in the story than other characters up to this point. While Badniks compete directly with the players, friendly NPCs exist primarily to advance the plot by providing exposition and graciously step aside to let the heroes resolve the situation. Possibly, the only roll that the NPCs will need to make during the adventure is the initial social check.

However, if the NPCs find themselves in a situation where they have been freed from captivity but are in Eggrobo's line of fire, they will defend themselves and enter the fray. Instead of taking up two or three separate slots of the initiative, Skip & Kip become part of Lanolin's turn. Use her **Marching Orders** to move Skip & Kip into position, then roll her **Battle Commander** check to attempt to buff their attack. Then roll Skip & Kip's attack and resolve the effects.



EGGROBO (Sub-Boss)

4	2	4	3	1
HP	Dodge	Init	Move	
15	2	2↑	8	
Crits	Ranged			•••
	Ride			••
	Perceive			•
	Tech			•

Heavy Laser (Ranged): Damage 7 | +1 Disadvantage, Removable |

Marching Orders: Forfeit a Move or Interact phase to give a Squad of up to 4 Henchman an immediate free Move or Interact phase

Special: Upgraded Initiative 1, Suffocation Immunity, Can Fly, Crit Threshold 1

Dealing with Eggrobo

How the players approached the previous encounters will determine how Eggrobo interacts with them. Situated in a command center above the main entrance of the base, Eggrobo is keeping close tabs on the various minions under his control, but its awareness is not absolute.

If the players snuck into the base without any disruptions or disposed of the guards before they had a chance to retaliate, it is unaware of their intrusion and is only alerted to their presence when someone generates a Critical Failure, which the GM can spend to alert Robo, after which it will descend from its chamber into the room holding the prisoners and fight the closest players.

However, if the players barged in guns blazing and the guards had an opportunity to launch a counterattack, he ambushes the players while they are interacting with Lanolin., or else waits for an opportune moment to ambush them.

The players may discover the location of Eggrobo's command center, and depending on if Eggrobo is expecting them, they may be able to get the drop on it before it has a chance to retaliate, getting a free round of combat on it before initiative is rolled.

The players can check the computer terminal without any issue if they defeat/distract Robo while the terminal is still logged in.

otherwise it can be hacked with a **2 Difficulty Tech** check. With it, they can access security cameras for every room in the base (as well as outside), use the PA system to broadcast messages throughout the facility, turn on/off the alarm, and access the chat logs going from "EGGROBO-197" to "EGG-BOSS."

If at any point the alarm went off, the logs show Robo contacting their boss to let them know of an intrusion, with the boss ominously replying the following:

"I will arrive in a few minutes. As the saying goes, 'If you want something done right, do it yourself!'"

Depending on how spectacularly the players have humiliated Robo up to this point, the exchange may include scathing insults or barbed sarcasm. This boss is none other than Dr. Eggman himself, who arrives at the end of the adventure to take on the players in a boss fight.

If the players somehow manage to avoid alerting Robo during the duration of the rescue and fail to dispose of it before freeing the prisoners, Robo is alerted, sends a message, and retreats out the front door to the area where the boss fight will occur and will support Eggman in the final battle.

In the unlikely event that the players proceed through the whole adventure and completely evade detection, infiltrating without detection, disabling Eggrobo before they can spend an Interact to activate the

alarm, getting through both sets of traps and activating the switches and then coming back through to where they started without a single Critical Failure, check your player's dice to make sure they aren't loaded!

But for real, the likelihood of this outcome is extremely small. It is more likely that a clever player posed an outside-the-box solution to silencing the alarm before it was broadcasted or used subterfuge to convince Eggman that the alert was a false alarm. In this case, it is up to the GM to work out with the group how they would like the adventure to resolve. See the *Adapting the Finale* section at the end of this adventure for more details.

Switch A – Obstacle Course

The path on the West side of the building leads through a corridor with a wide pit. A pair of platforms moving counterclockwise along a track are paired with a pair of spiked balls swinging on chains in a clockwise fashion just above them. The pit is rather deep, with the relative distance from bottom to top extending about 20 feet, or Height 2. Traversing the pit can be done in a variety of ways:

- Flying across and around the spikes with a **1 Difficulty Ride** check. Carrying other characters while doing this adds Disadvantage equal to the difficulty of carrying them in ideal conditions (see Assisting other characters)

- Jumping onto the platforms and over the spikes with a **2 Difficulty Acrobat** check
- Sidling along the wall using seams in the wall panels as handholds and ducking under the spikes with a **3 Difficulty Climb** check
- Any special Talent a PC might have that would allow them to bypass the pit

Success will allow the PC to cross to the other side, but if they generate a Slip or Critical Failure, one of the spiked balls will hit them, dealing 6 damage, as well as losing their Rings to the pit in the case of a Critical Failure. Conversely, a Trick or Critical Success can be used to gain insight into the rhythm of the trap, allowing the PC to guide the next person making a check to cross the pit, gaining +1 Advantage on their attempt.

By failing the check without any Tricks, Slips, or Critical Success/Failure a PC merely loses confidence in their attempt and retreats back to the side of the pit they started from. However, if they fail the check with a Slip, they take 6 damage from the spikes. In the case of Critical Failure, they fall into the pit which has a slimy layer of Mega Mack residue on the bottom. This industrial waste clings to the body of any unfortunate soul that falls into this pit and inflicts the Soaked status effect on them, reducing their Speed rating by half, rounded down, until they spend a Trick on a subsequent skill check to shake it off.

A ladder on the side they started from allows them to climb back to the top to try again, though the humiliation (and smell) will not be so easy to overcome!

On the other side of the trap sits the switch, along with a nearby capsule containing a Thunder Shield. The switch can be activated simply by standing on it or weighing it down with an object of similar weight to a PC.

Switch B – Security Doors

The hall on the East side is blocked by not one but *three* locked doors. While not as strong as the force field guarding the prisoners, they are tougher than the gate outside, designed to withstand anything short of a Team Blast. Each set of doors is a Power Tier 4 object with 30 HP and +2 Disadvantage to Move checks to dislodge them.

The first set of doors has a plainly obvious numerical keypad without any additional redundancies and can be hacked with a **1 Difficulty Tech** check. While players can theoretically attempt this check as many times as they need if they don't pass the first attempt, generating a Slip will cause the code to change to a more complex combination, adding up to +1 Disadvantage to subsequent checks. Conversely, a Trick can get the player to realize a portion of the last combination was correct, adding up to +1 Advantage to their next attempt. Remember that if this would reduce the difficulty below

1, their dice pool is upgraded once instead of reducing the difficulty.

The second set of doors, however, has no apparent keypad but instead is controlled by an AI-operated gatekeeper that only allows authorized users to enter (aka, Eggman or one of his Badniks). The gatekeeper is going to present the character with a few options to verify their authorization. The players must pass two.

- Provide proof of identity: If the players try bluffing their way in by concocting a plausible excuse to be there, or otherwise try to impersonate appropriate personnel, the gatekeeper may be fooled with a **3 Difficulty Deceive** check. Creative solutions by the players to aid their deception, such as somehow utilizing recordings of Eggman's voice or using wreckage from destroyed Badniks as disguises may add +1 or +2 Advantage depending on the GM's judgment
- Take an image identification test to prove they are a robot. They must fail the test and select "I am a robot" to pass it. Succeed a **1 Difficulty Perceive** check to (mis)identify the images and to figure out how to pass the test, or else fail the check with a Trick
- Answer a security question; The gatekeeper asks a question that a member of the Eggman Empire would know, requiring a **2 Difficulty Knowledge** check to pass. The specific question doesn't matter but can be something like

- What is Eggman's real name?
(Ivo Robotnik)
- What is the name of
Eggman's dream city?
(Eggmanland)
- Which of Eggman's robots is
his favorite? (Metal Sonic)

Note that while the player may know the answer to the question, their character may not, and in order to answer the question correctly, they must pass the *Knowledge* check. Remember that others can assist as well, adding an upgrade to the check.

On the other side of the doors sits the switch, along with a nearby capsule containing a Flame Shield. The switch can be activated simply by standing on it or weighing it down with an object of similar weight to a PC.

Once both switches are active at the same time, the force field deactivates, upon which Lanolin excitedly thanks the players and runs outside the fortress, only to encounter a surprise roadblock...

Encounter 5: Boss Fight

EGG MOBILE-H (Boss) - Eggman Pilot



2	5	3	7	5
HP	Dodge	Init	Move	
70	3	2↑↑	2	
Crits	Melee	•••		
	Ride	••••		
	Resolve	••		

Wrecking Ball (Melee): Damage 8

|+1 Disadvantage |

Wrecking Slam (Melee): Damage 9

| +2 Disadvantage, 2 damage to all opponents within Melee range of target, forfeit Move phase |

Master Plan: As an Interact, give +1 Advantage to a Squad of up to 4 Henchman, or a single Sub-Boss, on their next check or give them a free Move or Interact phase

Poor Loser: Once per round, when an attack is made that would damage Eggman, he may make a 2 Difficulty Resolve check to command a servant within Short range (2 squares) that was not damaged by the attack to take the damage for him

Special: Upgraded Initiative 2, Can Fly, Pilot Operated, Long Reach, Suffocation Immunity, Crit Threshold 2

Long Reach: The Boss can attack with Melee attacks from Height 2 as though they were at Height 0.



Waiting for you across the bridge is a metallic egg-like hovercar, and it has a checkered wrecking ball dangling from a sturdy chain on its black underside. It waits in the middle of the path ahead, prepared to block any attempt to escape to the mainland.

Piloting the hovercraft is none other than the diabolical Dr. Eggman! He downs a double-decker cheeseburger in a single bite, licking the grease from his white-gloved hand and casting the wrapper to the ground below. He rebukes you with casual annoyance:

"You're not the pesky blue rat I was expecting! No matter, I'll make quick work of you upstarts and pulverize you into this obnoxiously green grass! Oh-ho-ho!"

Eggmobile-H begins the fight at Height 2 relative to ground level towards the outer edge near the bridge. If the heroes are not within range for him to move and attack them on his first turn (i.e., within two squares of movement), he instead spends two Interact phases and demolishes the bridge connecting the battlefield to the mainland with a hearty chortle. Once the

PCs move in closer, he engages them directly.

During the first phase of the battle, Eggman is not taking the heroes seriously and will move back and forth across the battlefield and make basic attacks, only diverting from the middle lane if forced to by the players' positions. Strategic players (or those with familiarity with the source material) will find that hopping on the floating platforms will elevate them to being within Height 1 of Eggman, allowing them to make attacks using *Spin* or *Melee* (*Melee* suffers the usual +1 Disadvantage penalty). Additionally, after becoming inflicted with Stunned, Restrained, or Knocked Back, Eggman plummets to the ground, allowing the players to make easy attacks on him.

However, after taking 25 or more damage, Eggman becomes frustrated and begins using Wrecking Smash.

If Eggrobo is in this fight, it runs interference for Eggman, moving around and attacking from range to engage anyone not directly in Eggman's sights. Robo may opt to hover over the edge, out of range for Spin and Melee attacks. However, this leaves it vulnerable to falling into the water below if affected by a flight negating Status Effect, as detailed for Eggman earlier. While immune to drowning, this will still inconvenience Robo as it must now spend its next turn ascending back up to where it was without the opportunity to attack.

At an opportune moment, Eggman may command Eggrobo with Master Plan to come near to him in preparation for a strategically timed execution of his Poor Loser ability.

Finally, if Eggrobo is in the fight and Lanolin's team is with the players, the GM may use the squad to assist in the fight, though they will only take on Eggrobo unless the heroes specifically ask for their help.

Using Trick Points

Up until this point in the adventure, the players may have been content to handle enemies using their basic Signature Attacks. Even Eggrobo poses a minimal threat when fighting three-to-one.

However, Boss characters are designed to encourage players to let loose, using Tag-Team Attacks at every given opportunity, or perhaps even a cataclysmic Team Blast! Due to the relative complexity of the rules using them, new players may be hesitant to utilize their full arsenal.

As GM, it is helpful to encourage players to step outside their comfort zone. Perhaps you can explain how a certain maneuver might be tactically appropriate, such as using a 5-Point attack to reach Eggmobile-H while it hovers out of melee range. Remember, your job is not to beat the players, it's to create an exciting situation for everyone involved.

Some helpful reminders for using TTA and Team Blast:

- Only the player initiating an attack spends their Trick Points and their turn for TTA
- When using a Team Blast, everyone spends their points and their turn for the round (or upcoming turn in the next round, if they have already taken their turn that round)
- Only one TTA or Team Blast may be attempted per round
- Both characters involved in a TTA must be adjacent to each other on the Battle Grid
- When making a 5-Point attack, both players must succeed their check for the attack to land, but for 10 and 15-Point attacks, only one player needs to succeed
- Tricks/Slips and Critical are resolved separately for each player's roll

If the players win:

Boom-boom-boom-boom-booom! With a cacophony of mechanical stutters and explosive fireballs, the chain on the wrecking ball disintegrates and the checkered sphere shatters, leaving only the Eggmobile quivering like a wet dog.

A thruster deploys on the bottom of the hovercar where the chain was mounted, rocket-

ing the craft high into the air, just out of reach.

*Dr. Eggman's face is bright red, either due to rage or embarrassment, or perhaps both. "Blasted amateurs! Beginner's luck, I say! I went **easy** on you this time. Next time, I'll make you rue the day you meddled with my plans!"*

The Eggmobile blasts away and disappears past the horizon. In exchange for the villain making a clean getaway, the players receive 15 Rings each.

After the players take a moment to process the windfall and pat themselves on the back, the scene continues to unfold with an unexpected disruption...

You hear a roar like a jet plane flying by and look to see a distinctive azure Mach cone approaching. Skidding to a halt is a cool blue hedgehog looking straight at you with disbelief.

"Huh, I was ready to lay another smackdown on Eggman, but looks like you guys took care of that for me! Thanks!" With a thumbs up and a cheeky grin, he spins back around and vanishes in a blur with a resonant sonic boom...

If the players lose:

Despite a valiant effort, the heroes are not able to overcome Eggman's machinations. With a mighty thud of the wrecking ball, the

players lose consciousness, waking up where they were defeated to the familiar sound of a cry for help. They look up to the sky to see the Eggmobile hauling away Lanolin et al in a prison capsule, too high to reach. Eggman gives another hearty chortle and discourages the players from bothering him again. He blasts off into the horizon, leaving the heroes with the shame of defeat hanging over their heads...

While the adventure may be over, the search for the animal captives can continue in another adventure! The players can lick their wounds and come back even stronger than ever, reclaiming victory against Eggman in a climactic rematch.

Optionally, the GM can add in narration at the end of a conspicuous blue blur following after the doctor, introducing the possibility of teaming up with Sonic. Or maybe seeing the world hero tackling the problem will convince the party that he has the situation in hand and they can pursue a different objective next session.

If the GM wants to give the players a better opportunity to buy items next time, they can opt to give them a consolation prize of 5 Rings to each player, also allowing them to roll a d10 and add the result to their total Rings.

If the adventure was intended as a one-off, though, the specifics of the ending aren't as important. While not an ideal outcome, it

will undoubtedly have been a memorable experience for everyone involved!

Wrapping Up and Further Adventures

If this adventure was intended to be a one-off event and not connected to a larger campaign, the story can end here without further ado. But if the GM wants to use this adventure as an introduction for a longer campaign, they can use Lanolin to set up a new direction for the story. Perhaps she has heard something about Mirage Island and encourages the players to check it out, providing a seamless transition into *The Mystery of Mirage Island* adventure module, or a plot hook for a completely unique adventure of the GM's design.

Alternatively, Lanolin can provide a boon to the players as a token of her gratitude. Something moderately valuable, but not top-shelf quality (this is *the beginning* of the heroes' adventure, after all). A Red Star Ring or something of sentimental (and monetary) value, perhaps.

These are just a few of the innumerable ways things can go. Have fun!

Adapting the Finale

This adventure assumes that the players are a group of three adventurers, going along the most likely trajectory, but things don't always turn out the way one expects. Here

are a few places where the story might go "off the rails," or otherwise need tweaking.

More/Less than Three Players

If the number of players is different from what this adventure assumes, there are a few basic things that can be done to keep combat more balanced.

For small parties, reduce the HP of the Boss by 20 per player less than three, and don't include Eggrobo in the final fight. Additionally, it may be fairer for the players if Eggman doesn't use Wrecking Slam in the second phase, or else delay the attack to a last-ditch attempt to beat the players when the next turn is likely to defeat him. Lanolin's team can pitch in as well, taking the initiative to fight Eggman without the players needing to convince them.

Conversely, if there are more than three players, increase the Boss HP by 10 per player over that amount. Additionally, add some supporting Henchman to the fight, perhaps a squad of two Buzzbombers for each player over the default amount can keep the party's attention divided for the first turn or two before focusing all their attacks on Eggman. Lanolin's team should stay out of the fight entirely unless convinced by the heroes to do otherwise.

Disabling the Force Field Early

Against their better judgment, the party may try one of the “impossible” skill checks to disable the force field and succeed, or else burn through their Trick Points and use a Team Blast to force their way through.

If successful, they can skip much or all the fourth encounter. In this case, Eggrobo will be immediately alerted to their presence and will fight the party head-on until it is defeated, stalling for time while Eggman arrives rather than immediately retreating to join him in the final fight.

Never Detected

This is a situation that, while unlikely, may come up. Due to the drastic ramifications of avoiding alerting Eggman, the GM will want to take a moment to assess what the players would want most out of the situation. Would they enjoy the satisfaction of breaking the sequence of events and avoiding a boss fight entirely, or would they feel like they were missing a vital part of the experience?

If it is the former, then the GM may bite the bullet and truncate the adventure, suppressing the desire to “punish” the players and simply let them enjoy an easy win. If it is the latter, however, the GM may opt to stretch the suspension of disbelief and handwave a reason for Eggman to show up anyway, perhaps performing a routine inspection and running into the players as they make their getaway. As compensation for railroading the adventure to this outcome, the GM can

double the Ring award at the end to 30 Rings per player. The GM can even address this with their players outright, presenting the option as something along these lines:

“So, the adventure normally ends in a boss fight when the players are detected, but since that didn’t happen, would you rather skip that part and take an easy win, or would you be okay if I railroad the boss fight but doubled your reward at the end?”

Defeated Players

Another unlikely, but still possible, outcome is a TPKO, or “Total Party Knock Out.” If the players somehow manage to be defeated before they reach the final encounter, the GM can ensure that the story keeps going while still giving a sense of consequence for their failure.

Depending on where and how they were KOed, perhaps they wake up imprisoned along with Lanolin in their own prison capsule within the base. The adventure can then shift to their attempts to escape along with those they are trying to rescue, or perhaps Eggman decides to toy with them and releases them from confinement to give them the opportunity to fight their way out of the situation.

Rather than halt the story in its tracks, their early blunder now allows the adventure to pivot in an exciting new direction!