

Spin Mastery: The Playbooks of the Perfect Spin

Spin users manipulate rotational energy, precision motion, and harmonic feedback to perform feats of science, sabotage, and surrealism. Spin abilities scale with your Coin stats. At the start of the game, choose 3 abilities. Each A-rank in Coin stats unlocks two more abilities (from custom, playbook, or standard ability list). Some abilities require a certain amount of A's before being allocated.

You may mix and match across Spin playbooks. S-rank Coin stats may unlock exceptional upgrades at GM discretion. They're not classes or restrictions. They're example builds: launch pads for your imagination.

Spin Foundations (Universal to all Spin users)

These are the core techniques known to every Spin practitioner. Players begin with access to these.

Golden Arc

Once per scene, a thrown Spin projectile returns. On a 6, it may hit a second target.
On a crit, +1 effect or +1d to the return strike.

Vibrational Scan

Use a spinning object to perform a Study or Survey roll. +1 effect when detecting structure, weak points, or lifeforms.

Kinetic Tether

Spin threads can connect two objects. Once per score, create a tether that allows movement, redirection, or restraint. +1d when using it for repositioning or rescue.

Rebound Tactics

+1d on attacks that ricochet. On a 6, you may apply splash harm (Level 1, close-range).
On a crit, treat it as Level 2.

Precision Pulse

Use Spin to bypass mechanical locks or triggers. Treat as Tinker with +1 effect.
Costs 1 stress if disabling advanced systems or supernatural barriers.

Reflective Barrier

Spin two objects at high frequency to bend light or sound. Once per score, redirect a single ranged attack or sound-based effect. Must be declared before the GM reveals the consequence.

Aesthetic Surge

Use Spin to manipulate appearance. Once per scene, you may alter visible features or resonance for disguise or subterfuge. +1 effect on Sway or Consort for misdirection.

Masters of mounted motion, vehicle manipulation, and movement disruption.

With 1 A:

Gyroscopic Mount

+1 effect to movement or melee Spin rolls when mounted or piloting.

Signal Pulse

Once per score, issue a one-word command to your mount, no matter the distance.

With 2 A:

Stirrup Surge

+1d on Skirmish while charging. On a 6, gain a knockback effect.

On a crit, Level 2 harm and position upgrade (Risky → Controlled).

Rotational Grapple

Fire a tethered grappling hook. +1d on mobility, chase, or extraction actions.

Costs 1 stress if used to redirect a falling ally or large object.

Wheel of Warding

Once per conflict, use your vehicle to block a projectile. Mark 1 vehicle armor or pay 2 stress.

With 3 A:

Spiral Drift

+1d on Finesse or Prowl while in motion. Chases use +1 effect.

Gain “split momentum” (move and act in the same tick) once per score.

Centripetal Shield

While moving, gain 1 temporary armor against ranged attacks. Fades if you stop for more than one round.

Echo Hoof

Ride at speed to reveal terrain features. Acts as a Survey roll with +1d and +1 effect for environmental clues.

Lockstep Surge

Allies moving with you gain +1d on next Prowess or Resolve roll. Once per engagement.

With 4 A:

Gravity Path

You may float, pin enemies, or launch into buildings with Spin-warped gravity. 1 stress per use, 2 stress for AoE effects.

Drift Through Dimensions

Once per campaign, you and your mount may exit the current scene through a dimensional fold. Avoid all consequences and reposition narratively.

Golden Track

At full speed, your next thrown Spin attack gains +2 effect and ignores 1 level of armor.

Spiral Stampede

Nearby mounts (NPC or enemy) follow your trajectory. Create a 6-clock “Chaos Charge.”
On completion: mass knockdown, enemy confusion, or opening.

✂ Executioner

Precision killers, focused on high-speed takedowns, ricochets, and disablement.

With 1 A:

Lethal Parabola

Name a body part before a throw. On a 6, disable it. Level 3 harm if unarmored.
On a 4/5, fill a 4-clock “Lingering Wound.”

Mark and Execute

+1d when targeting someone you've Studied/Surveyed this score.

With 2 A:

Seeker's Mark

Target suffers -1d to resist your next Spin attack.
On a crit, their defense is fully bypassed (ignore 1 resistance or armor).

Arc Toss

Curve your throw around cover. Grants +1 position.
On a crit, hit through supernatural barriers.

Line Cutter

A straight-line throw hits up to 3 foes. Apply [Power] harm to each.
Costs 1 stress if used mid-fight rather than in setup.

With 3 A:

Spin Snipe

No penalty for long-distance throws. +1 effect at Far or Extreme range.

Devastation Chain

KO'ing one enemy grants a free follow-up throw at -1d.
On a crit, chain continues again (once per scene).

Overload Hit

Take -1d to deal AoE damage. Fill a “Residual Harm” clock in the zone.
Clock = [Power] segments.

Punisher Spiral

+1d vs foes of higher Level or Scale (number of enemies).
On a crit, inflict a momentary fear/stagger.

With 4 A:

Golden Guillotine

Once per score, on a crit, escalate harm by one level (2 → 3, 3 → Fatal).
GM may allow resistance.

Execution Instinct

Always know which enemy has lowest HP or harm clocks.
Once per scene, instantly retarget a thrown attack to that foe.

Shotgun Scatter

Split a Spin projectile mid-air. Hits all foes in Close range for Level 1 Harm.
Level 2 on a crit.

Spinal Collapse

Inflict permanent debilitation unless resisted. Fill 6-clock “Nerve Damage.”



Medico

Practitioners of rotational surgery, field restoration, and biochemical Spin rituals.

With 1 A:

Precision Incision

When healing with a Spin-charged tool, heal +1 segment.

Improvised Tools

No penalties for makeshift surgery or treatment items.

With 2 A:

Spin Suture

Stabilize an ally mid-combat. Stop bleeding or reduce Harm by 1 level.
Costs 1 stress if under fire or in motion.

Triage Sphere

Deploy a floating orb. Allies in range gain +1d to resistance or recovery rolls for one scene.

Remote Restoration

Throw a Spin-imbued ball to heal 1 segment or remove “bleeding” from an ally at Near range.

With 3 A:

Rotary Armor Patch

Apply spinning shielding to an ally. 1 temporary armor for one conflict.

Spin Shunt

Redirect one status or environmental hazard (electricity, poison, etc.) into the terrain or machinery.

Emergency Fusion

Once per score, two PCs may act as one: share clocks, action ratings, and armor for 1 scene. Costs 2 stress per user.

Spin Scanner

+1 effect on Study for diagnosing trauma, injuries, or internal sabotage (tech or bio).

With 4 A:

Medical Miracle

Remove all harm from one ally. Costs 3 stress. Once per mission.

Roll Tinker: on a 1-3, there's a surgical complication (4-clock).

Spinfield Stabilizer

Create a field where allies regenerate 1 Harm per scene.

Requires fixed location; lasts 1 hour.

Spinal Flexor

Warp someone's posture or form. They lose 1 action unless they resist.

On crit, fill a 4-clock "System Failure."



Ballbreaker

Advanced users of destructive rotational harmonics and disruptive psychic echo.

With 1 A:

Dismantle Strike

Hit a weapon or body part with Spin. Jam or disable it for 1 round unless resisted.

Spin Fakeout

Create a visual or auditory decoy. +1d to Hide, Prowl, or spring traps.

Once per scene, delay an enemy's turn.

With 2 A:

Fracture Intent

On a 4+, the enemy misreads your intent. They target the wrong person or act at the wrong time.

Jammer Spiral

Once per score, nullify one relic, power, or tech device in a 10ft radius for 1 round.

Costs 2 stress.

Magnetic Pulse

Push/pull a metal object within your range. Break line of sight or create an opening.

Costs 1 stress.

With 3 A:

Confession Shard

On hit, ask 1 question. The target must answer honestly or take Level 2 psychic harm.

Stand Stagger

Hit a Stand user with Spin. Their Stand loses its next reaction or triggered effect.

Neural Disruptor

On hit, apply "Silence," "Stutter," or "Blurred Vision" for 1 turn. 1 stress.

On a crit, lasts 2 turns.

Spin Muzzle

Suppress sound-based abilities or orders for 1 round in a 10ft zone.

With 4 A:**Field Denial**

Create a zone (10ft) where no powers activate for 1 round. Costs 2 stress.

On a crit, it lasts 2 rounds or blocks rituals.

Spin Virus

Debuffs spread on contact. Pick two targets; transfer -1d effect or Level 1 Harm from one to the other.

Costs 1 stress.

Aura Reroute

Redirect an incoming AoE attack to a nearby area.

Roll Finesse or Tinker; on a 6, full redirection.