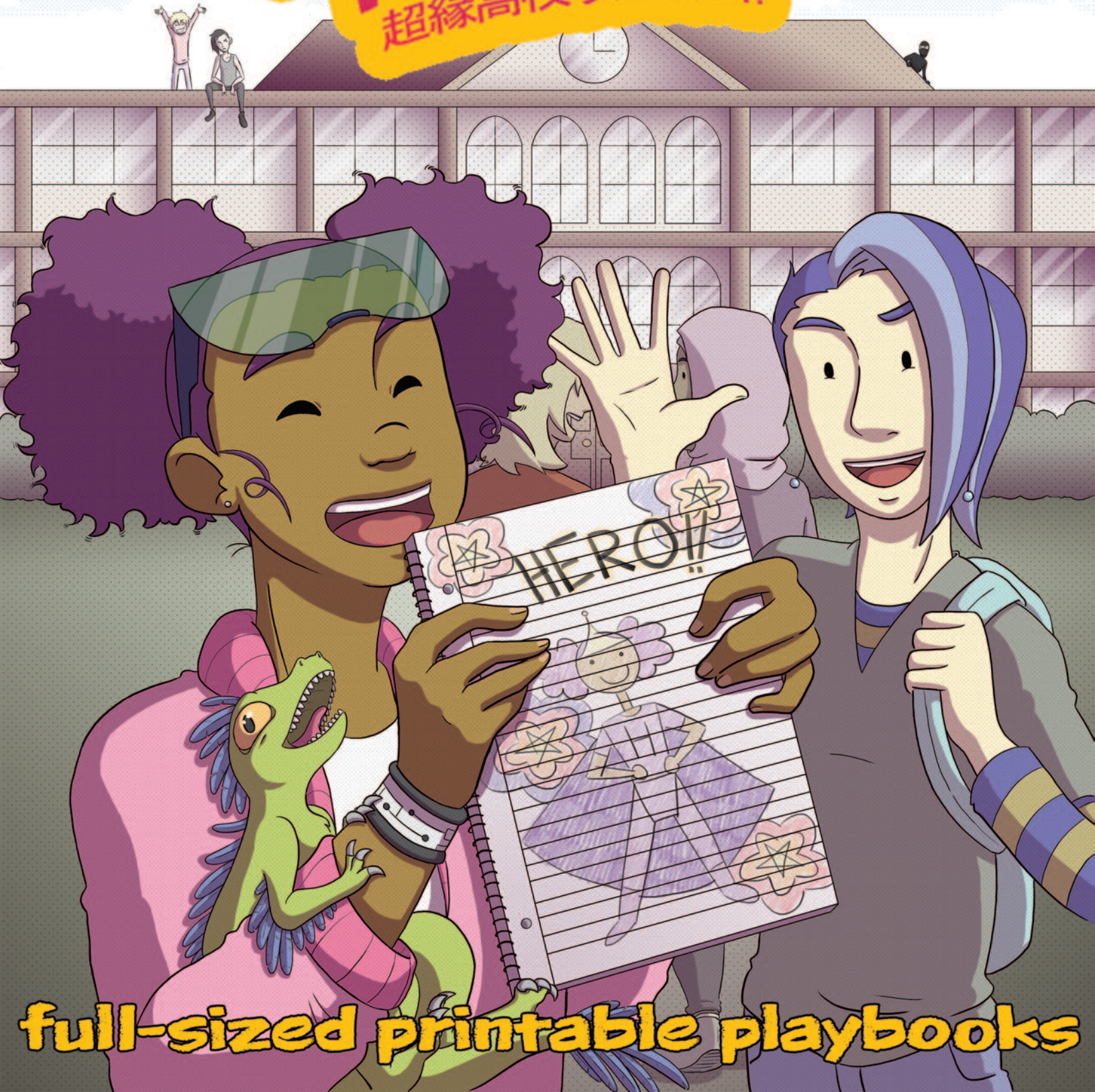


# Super Destiny High School Rumble!!

超縁高校ランブル!!



full-sized printable playbooks



## Super Destiny High School Rumble!!

Published by The Five Wits Press

378 VT Route 133

Pawlet, VT 05761

[www.thefivewitspress.com](http://www.thefivewitspress.com)

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Cover and interior art © 2019 by Amanda Williams

These full-sized playbooks are ready for you to print out to play Super Destiny High School Rumble!! You can get a pdf or printed copy of the entire book, which you'll also need, at Drive-ThruRPG.com.



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# The Adorable



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Ruffles and lace, Youthful fashion, Careless fashion,  
Traditional clothes

Fluffy hair, Ponytails, Bouncy hair, Childlike hair

Blood type A, Blood type B, Blood type AB, Blood type  
O

## STATS

Choose one:

- CHARM +2, COOL -1, HOT +1, SMART O, SPIRIT +1
- CHARM +2, COOL +1, HOT -1, SMART O, SPIRIT +1
- CHARM +2, COOL O, HOT +1, SMART +1, SPIRIT -1
- CHARM +2, COOL -1, HOT O, SMART +1, SPIRIT +1
- CHARM +2, COOL +1, HOT +1, SMART -1, SPIRIT O

## MOVES

Choose two Adorable moves:

- UNDERESTIMATED**—You will be the last one targeted in a fight unless you call attention to yourself. If you're found someplace you're not supposed to be, get +1 to your roll to **BE CONVINCING** about why you're there.
- PORTABLE**—You are small, fit in unlikely places, and can easily be carried by average sized people. Whoever is carrying you gets +1 to **REACT FAST**, as you can point out danger.
- BALL OF RAGE**—The first time you **GO ALL OUT** in a fight, you get +2 to your roll.
- EXEMPLARY YOUNG PERSON**—Get +1 to **BE CONVINCING** to adults.
- CROWDSOURCING**—When you **STUDY HARD**, roll +CHARM instead of +SMART.
- WIBBLES**—If you are crying, any creature that is moved by emotion does -1 harm to you and you get +1 to **STAY STRONG** against any of its moves.
- INSPIRE LOYALTY**—Put on your most innocent face and roll +CHARM to recruit someone to your side. On 10+ they become **Enthralled** until you or your team prove unfriendly. On 7-9 they become **Enthralled** but it wears off quickly.

## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: They know not to underestimate you. Ask them what they saw you do.
- \_\_\_\_\_: You convinced them to do something for you. Ask them what it was.
- \_\_\_\_\_: They talked you out of doing something drastic. Tell them what it was.
- \_\_\_\_\_: They owe you a favor for helping them in a social situation. Ask them what they were having trouble with.
- \_\_\_\_\_: They gave you a wonderful present. Tell them what it was.
- \_\_\_\_\_: The two of you started a club in elementary school. Decide together what it was.
- \_\_\_\_\_: They were on an event-planning committee with you. Tell them what the event was.
- \_\_\_\_\_: They come in third on your list of most datable people at school. Tell them why they are stuck in third.

## HARM

If you take harm, mark off one box for each harm.

- Scuffed
- Battered
- Bruised
- Bleeding
- Broken
- Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.

# The Delinquent



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Yanki fashion, Scruffy clothes, Rebellious fashion, Handmade clothes

Slicked-back hair, Pompadour, Punk hair, Partially-shaved head

Blood type A, Blood type B, Blood type AB, Blood type O

## STATS

Choose one:

- CHARM -1, COOL 0, HOT +2, SMART +1, SPIRIT +1
- CHARM +1, COOL 0, HOT +2, SMART -1, SPIRIT +1
- CHARM 0, COOL -1, HOT +2, SMART +1, SPIRIT +1
- CHARM -1, COOL +1, HOT +2, SMART 0, SPIRIT +1
- CHARM 0, COOL +1, HOT +2, SMART -1, SPIRIT 0

## MOVES

Choose two Delinquent moves:

- BREAKING AND ENTERING**—You know how to get past locked doors and security systems. Roll +SMART to break in. On 10+ you and your team get safely past all the obstacles to your entry, without triggering any alarms. On 7-9 you get safely past one obstacle. On 6- you get in trouble.
- SHOPLIFTING**—When you GO SHOPPING, roll +HOT instead of +CHARM.
- COOL RIDE**—You have a vehicle such as a motorcycle or a sports car. You know how to drive/ride it and do some neat tricks.
- UNDERWORLD CONTACTS**— You know people who can help you. Choose one: Local gang members, Fence or pawn shop owner, Drug or arms dealers. Name the person you know best in this group, and gain 1 bond with them. Besides the usual uses, you can use this bond to get something or get rid of something.
- LOCAL HERO**—You have a good reputation in your neighborhood, despite your tough exterior. When you're on your home turf or dealing with people from your neighborhood, get +1 ongoing.
- BOLT-HOLE**—You have a place you can go to hide such as a safe house, backroom clinic, or workshop.
- RECKLESS BRAWLER**—Take 1 harm to make your next attack do +2 harm to your opponent.
- SAVE THE CAT**—When you COME TO THE RESCUE of a small child or an animal, take +2, and on 7+ you take no harm.

## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: They help you with homework. Tell them which subject.
- \_\_\_\_\_: They heard a scary rumor about you. Ask them what it was, and tell them if it's true.
- \_\_\_\_\_: They covered for you when you broke school rules. Ask them why.
- \_\_\_\_\_: You've been friends since you were little. Decide together what your childhood dreams were.
- \_\_\_\_\_: You saved them from getting beaten up. Ask them how they got in trouble.
- \_\_\_\_\_: They know that your bad reputation is undeserved. Ask them what they saw you do.
- \_\_\_\_\_: They know that your bad reputation is deserved. Ask them what they saw you do.
- \_\_\_\_\_: They used to be in the same gang as you. Ask them why they left.
- \_\_\_\_\_: You have a crush on them. Tell them why you've never declared your feelings.

## HARM

If you take harm, mark off one box for each harm.

- Scuffed
- Battered
- Bruised
- Bleeding
- Broken
- Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.

# The Elite



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

High fashion, Tailored clothes, Outrageous fashion,  
Historic clothing

Flowing hair, Coiffed hair, Curly hair, Elaborate hair

Blood type A, Blood type B, Blood type AB, Blood type  
O

## STATS

Choose one:

- CHARM +2, COOL +1, HOT +1, SMART -1, SPIRIT 0
- CHARM +2, COOL -1, HOT +1, SMART 0, SPIRIT +1
- CHARM +2, COOL +1, HOT -1, SMART 0, SPIRIT +1
- CHARM +2, COOL +1, HOT 0, SMART +1, SPIRIT -1
- CHARM +2, COOL -1, HOT +1, SMART +1, SPIRIT 0

## MOVES

Choose two Elite moves:

- POPULAR**—People who know you (or your family) want to be in your good graces. Get +1 to **BE CONVINCING** at them.
- COURT**—You have a clique of hangers-on who will run errands and do tedious tasks for you.
- GALLANTRY**—Once per session, make an extravagant gesture for someone who is not a teammate and gain 1 bond with them without having to share a special scene.
- FILTHY RICH**—When you **GO SHOPPING**, on 7+ you can get rare or expensive items.
- MANSION**—In your family's ancestral home/penthouse apartment, you have a place you can use such as a panic room, private garden, sanctum, or lair.
- SUAVE**—When you **PROCLAIM YOUR FEELINGS**, roll +CHARM instead of +HOT.
- PATRON**—You have a powerful mentor with high expectations of you. Name this person and describe your relationship. Take 1 bond with them and they get 1 bond on you. Your patron can help you in nearly any way—to get information or an item, get rid of or conceal something, start a rumor, inconvenience or distract someone, or get an introduction or invitation. To call on your patron, roll +CHARM. On 10+ you get what you wanted. On 7-9 you get it, but your patron gains 1 bond on you. On 6- you don't get anything and your patron gains 1 bond on you.

## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: You met them once at your family's club/summer home. Ask them what they were doing there.
- \_\_\_\_\_: You used to date, but you broke up with them. Tell them why.
- \_\_\_\_\_: They saved your life. Ask them if they asked for anything in return.
- \_\_\_\_\_: Their sibling or parent works for your family. Ask them in what capacity.
- \_\_\_\_\_: You started a club, which they joined. Ask them what the club does.
- \_\_\_\_\_: You made an anonymous donation to help a classmate's family. Ask them if they know it was you.
- \_\_\_\_\_: They told you a secret. Ask them what it was, and tell them if you shared it with anyone.
- \_\_\_\_\_: They ran into you somewhere unexpected. Tell them where it was.

## HARM

If you take harm, mark off one box for each harm.

- Scuffed
- Battered
- Bruised
- Bleeding
- Broken
- Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.



# The Friend



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Sporty fashion, Fashionable clothes, Twinsies, Borrowed clothes

Cute hair, Practical hair, Extravagant hair

Blood type A, Blood type B, Blood type AB, Blood type O

## STATS

Choose one:

- CHARM +1, COOL 0, HOT +1, SMART -1, SPIRIT +2
- CHARM +1, COOL +1, HOT -1, SMART 0, SPIRIT +2
- CHARM +1, COOL -1, HOT 0, SMART +1, SPIRIT +2
- CHARM +2, COOL 0, HOT +1, SMART -1, SPIRIT +1
- CHARM +2, COOL -1, HOT 0, SMART +1, SPIRIT +1

## MOVES

Choose two Friend moves:

- BESTIES**—When you use a bond to help the teammate with whom your bond is highest, instead of +2 on their roll, treat their roll as an automatic 10+.
- MATCHMAKER**—Have a conversation with one of your teammates about their feelings toward others. That teammate gains 1 bond with someone you talked about (excluding villains).
- CREATIVE FLAIR**—You are particularly good at a type of craft, such as baking, cosplay, or making bento. Get +1 ongoing when doing your thing.
- MONSTER BAIT**—Supernatural creatures are drawn to you. This includes your classmates who are Secret Monsters as well as monstrous villains. They may want to attack you, or they may decide to protect you or fall in love with you. You get +1 to BE CONVINCING to supernatural creatures and +1 to STAY STRONG against them.
- PEACEMAKER**—You can stop violence just by speaking. Roll +CHARM to calm everyone down. On 10+ no one can fight again during this scene. On 7-9 everyone calms down except one or two people. On 6- someone attacks you.
- REDEMPTION**—When you would gain 1 bond with a villain, gain 2 bonds instead.
- HELLO I AM HERE**—You can appear in any scene, even if you have no right to be there. Explain how you happened to show up.

## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: They helped you out of some great difficulty. Tell them what it was, and what their help meant to you.
- \_\_\_\_\_: You used to be closer. Tell them why you're more distant now.
- \_\_\_\_\_: Their sibling or parent is dating yours. Tell them how you feel about this.
- \_\_\_\_\_: You set them up with their most recent date. Ask them how it went.
- \_\_\_\_\_: You hold a torch for them. Tell them why you decided you should just be friends.
- \_\_\_\_\_: They share your favorite hobby. Decide together what it is.
- \_\_\_\_\_: You comforted them in a time of crisis. Ask them what the crisis was.
- \_\_\_\_\_: You have tried repeatedly to befriend them. Ask them why they keep rebuffing you.

## HARM

If you take harm, mark off one box for each harm.

- Scuffed
- Battered
- Bruised
- Bleeding
- Broken
- Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.

# The Hero



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Goggles, Comfortable clothes, Outdoorsy fashion,  
Unique fashion

Spiky hair, Disheveled hair, Vivid hair, Cute hair, Buns

Blood type A, Blood type B, Blood type AB, Blood type  
O

## STATS

Choose one:

- CHARM +1, COOL O, HOT +2, SMART -1, SPIRIT +1
- CHARM O, COOL -1, HOT +2, SMART +1, SPIRIT +1
- CHARM +1, COOL -1, HOT +2, SMART +1, SPIRIT O
- CHARM +1, COOL O, HOT +1, SMART -1, SPIRIT +2
- CHARM -1, COOL +1, HOT +1, SMART O, SPIRIT +2

## MOVES

Choose two Hero moves:

- THE POWER OF FRIENDSHIP**—When you are involved in **POWERS COMBINE**, treat all rolls (yours and your teammates') of 6- as 7-9 instead.
- DECLARE YOUR IDEALS**—When you **PROCLAIM YOUR FEELINGS** you get +2 ongoing instead of +1.
- DETERMINATION**—When you would not be able to take an action because of failing to **STAY STRONG** or marking your **Dying heart box**, you can take a single action before succumbing.
- LEAP BEFORE YOU LOOK**—When you **COME TO THE RESCUE**, roll +HOT instead of +COOL.
- YOUR OPPONENT IS ME**—Roll +HOT to draw an enemy's attack to yourself. On 10+ you become the target. On 7-9 the enemy targets you, but also does +1 harm on its next attack. On 6- it targets the person with whom you have the highest bond.
- LET'S BE FRIENDS!**—Once per session, when you **PROCLAIM YOUR FEELINGS** you can gain 1 bond with the person those feelings are about.
- BELIEVE IN YOURSELF**—Make an encouraging speech to give +1 ongoing to an ally of your choice in a fight.



## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: They are the person you go to for advice on romance. Tell them if you follow through on their advice.
- \_\_\_\_\_: You used to be rivals, but now you're friends. Ask them what event changed their mind.
- \_\_\_\_\_: You hero-worship them. Ask them how they feel about this.
- \_\_\_\_\_: They are your best friend, who you trust. Ask them if they've ever betrayed you.
- \_\_\_\_\_: You've been competing about something. Tell them what it's about, and ask them who's ahead.
- \_\_\_\_\_: You went to the same summer camp/festival. Tell them what your fondest memory is about it.
- \_\_\_\_\_: You've been trying to befriend them, to no avail. Tell them why you keep trying.
- \_\_\_\_\_: You have a difference in strongly-held beliefs. Ask them why they disagree with you.

## HARM

If you take harm, mark off one box for each harm.

- Scuffed
- Battered
- Bruised
- Bleeding
- Broken
- Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.

# The Idol



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Cute clothes, Stylish fashion, Eye-catching clothes,  
Wild fashion

Beautiful hair, Cutting-edge hair, Fabulous hair, Colorful  
hair

Blood type A, Blood type B, Blood type AB, Blood type  
O

## STATS

Choose one:

- CHARM 0, COOL +1, HOT +2, SMART -1, SPIRIT +1
- CHARM +1, COOL -1, HOT +2, SMART +1, SPIRIT 0
- CHARM +1, COOL +1, HOT +2, SMART 0, SPIRIT -1
- CHARM +1, COOL 0, HOT +1, SMART -1, SPIRIT +2
- CHARM +1, COOL -1, HOT +1, SMART 0, SPIRIT +2

## MOVES

Choose two Idol moves:

- FANS**—Your network of fans can gather and distribute information for you. Get +1 when they help you **STUDY HARD** or **BE CONVINCING**, but on 6- they find out something embarrassing about you.
- ROADIES**—You have a production team ready to show up with refreshments, sound equipment, lights, and an artificial wind wherever you might need it.
- INCOME**—You have a comfortable income from your career. Once per session, when you **GO SHOPPING**, you can treat your roll as 10+.
- FAME**—People you've never met recognize you. Roll +Hot at the beginning of each session. On 10+ a bystander will offer unsolicited help at some point. On 7-9 they will offer help but want something in return. On 6- people just ask for your autograph at awkward moments.
- SOCIAL CONTACTS**—You know people who can help you. Choose one: Entertainment, Influencers, Press. Name the person you know best in this group, and gain 1 bond with them. Besides the standard uses, you can use this bond to start a rumor or get an introduction or invitation.
- GATHER A CROWD**—If you perform in a public place, people will stop and gather, and be **Distracted**. Afterwards, you get +1 if you try to **BE CONVINCING** at the crowd.
- LIGHT UP THE ROOM**—While you are at a social event and people are watching you, get +1 ongoing.

## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: They have been to one of your performances. Ask them what they thought of it.
- \_\_\_\_\_: They used to perform alongside you. Ask them why they stopped.
- \_\_\_\_\_: They have one of your posters. Tell them what you wrote on it when you signed it.
- \_\_\_\_\_: They dated/are dating your crush. Tell them if you've said anything to them about it.
- \_\_\_\_\_: You bought them a present. Tell them what it was.
- \_\_\_\_\_: You gave them a makeover. Ask them what the occasion was.
- \_\_\_\_\_: You never have to put on a mask in front of them. They know the real you. Tell them why you trust them with this information.
- \_\_\_\_\_: You grew up in the same neighborhood and were friends as children. Tell them why you regret not staying close.

## HARM

If you take harm, mark off one box for each harm.

- Scuffed
- Battered
- Bruised
- Bleeding
- Broken
- Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.



# The Mentor



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Respectable fashion, Used clothes, Work uniform,  
Everyday clothes

Braided hair, Ordinary hair, Tidy hair

Blood type A, Blood type B, Blood type AB, Blood type  
O

## STATS

Choose one:

- CHARM 0, COOL +2, HOT -1, SMART +1, SPIRIT +1
- CHARM +1, COOL +2, HOT 0, SMART +1, SPIRIT -1
- CHARM -1, COOL +1, HOT +1, SMART +2, SPIRIT 0
- CHARM +1, COOL +1, HOT -1, SMART +2, SPIRIT 0
- CHARM -1, COOL 0, HOT +1, SMART +2, SPIRIT +1

## MOVES

Choose two Mentor moves:

- PART-TIME JOB**—You have some spending money. When you Go SHOPPING, take +1.
- JOB CONTACTS**—You know people who can help you. Choose one: Neighborhood, Tradespeople, Civic. Name the person you know best in this group, and gain 1 bond with them. Besides the standard uses, you can use this bond to get information or get an item.
- CONVEYANCE**—You have a set of practical wheels and know how to use them. This could be a bicycle, scooter, skateboard, or old car.
- ATTAC AND ALSO PROTEC**—Declare a teammate or classmate to be your ward. When they are present and you Go ALL OUT, on 7+ you can pass +1 forward to your ward in addition to whatever other options you choose. When you COME TO THEIR RESCUE, you take no harm on 7+.
- WISE INSIGHT**—If you give someone advice and they act on it, they get +1 ongoing while following your advice.
- FIRST AID**—You took a class in CPR and first aid. Roll +COOL to patch someone up. On 10+ you heal 2 harm. On 7-9 you heal 1 harm and use up all the supplies in your first aid kit. You can't do first aid again until next session. On 6- there are complications.
- HOW DARE**—When someone has harmed an ally, you do +1 harm to that opponent for the rest of the fight.







## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: You consider them like a younger sibling. Tell them what made you decide to “adopt” them.
- \_\_\_\_\_: You have tutored them. Ask them in what subject.
- \_\_\_\_\_: You do charity work together. Tell them what charity.
- \_\_\_\_\_: You suspect them of breaking school rules and have been keeping an eye on them. Ask them if they’ve noticed.
- \_\_\_\_\_: You have the same part-time job. Tell them where you work.
- \_\_\_\_\_: They are in a club you run. Ask them what club it is.
- \_\_\_\_\_: You’ve never admitted your long-time crush on them. Tell them why.
- \_\_\_\_\_: They helped you when you were running late for work. Tell them why you were late.

## HARM

If you take harm, mark off one box for each harm.

-  Scuffed
-  Battered
-  Bruised
-  Bleeding
-  Broken
-  Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.

# The Mystic



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Traditional fashion, Religious robes, Ordinary clothes, Old-fashioned clothes

Ascetic hair, Ponytail, Traditional hair, Shaved head

Blood type A, Blood type B, Blood type AB, Blood type O

## STATS

Choose one:

- CHARM -1, COOL 0, HOT +1, SMART +1, SPIRIT +2
- CHARM +1, COOL -1, HOT +1, SMART 0, SPIRIT +2
- CHARM 0, COOL +1, HOT -1, SMART +1, SPIRIT +2
- CHARM +1, COOL +1, HOT 0, SMART -1, SPIRIT +2
- CHARM +1, COOL 0, HOT -1, SMART +1, SPIRIT +2

## MOVES

Choose two Mystic moves:

- RITUAL KNOWLEDGE**—When you MAKE A PLAN involving religion, the occult, or spirits, take +1.
- LIBRARY**—You or your family has a library. Decide on a topic. When you STUDY HARD about that topic, take +1.
- WARDED SANCTUM**—You have a place that is supernaturally warded. Incorporeal creatures, demons, and other evil things cannot enter.
- SPIRITUAL SENSITIVITY**—You have an affinity with one specific kind of supernatural creature. Choose which. Examples include vampires, yokai, ghosts, fae, extraterrestrials, or demons. You can always sense the presence of these creatures, even when they are hiding or disguised, and you get +1 ongoing when dealing with them in a non-violent way.
- INNOCENCE**—When you STAY STRONG against possession, mind control, or coercion, take +2.
- SACRED SYMBOL**—You have a protective amulet that gives you Armor 1 against a specific kind of supernatural creature. Decide which.
- TRUE HEART**—You automatically know when someone is lying to you.



## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: You saved their life once. Tell them if you did it incognito or if they know it was you.
- \_\_\_\_\_: You like them but haven't said anything yet. Tell them which of their good qualities you most appreciate.
- \_\_\_\_\_: You are distant relations. Decide together one of your family's secrets.
- \_\_\_\_\_: You went to the same elementary school. Decide together what strange thing you both witnessed.
- \_\_\_\_\_: You have been having prophetic visions about them. Ask them what you saw.
- \_\_\_\_\_: They asked you for a fortune-telling. Ask them what about.
- \_\_\_\_\_: You observed them unnoticed at a sacred site. Ask them what they were doing there.
- \_\_\_\_\_: You go to the same tea or coffee house to study. Tell them if they've noticed you.

## HARM

If you take harm, mark off one box for each harm.

- Scuffed
- Battered
- Bruised
- Bleeding
- Broken
- Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.

# The Prodigy



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Team uniform, Traditional fashion, Simple clothes,  
Personalized clothes

Avant-garde hair, Multi-color hair, Ordinary hair, Cool  
hat

Blood type A, Blood type B, Blood type AB, Blood type  
O

## STATS

Choose one:

- CHARM +1, COOL -1, HOT 0, SMART +2, SPIRIT +1
- CHARM -1, COOL +1, HOT +1, SMART +2, SPIRIT 0
- CHARM +1, COOL 0, HOT +1, SMART +2, SPIRIT -1
- CHARM -1, COOL +1, HOT +2, SMART +1, SPIRIT 0
- CHARM 0, COOL -1, HOT +2, SMART +1, SPIRIT +1

## MOVES

Choose two Prodigy moves:

- THE BEST AROUND**—You are extremely gifted at one particular thing, such as a sport, a strategy game, or cooking. When doing your thing, take +2 ongoing.
- QUICK THINKING**—When you REACT FAST, roll +SMART instead of +COOL.
- IMPROVISATION**—Once per scene, explain how you'll use your special skill in a situation it was not meant for, and make your amazing move at +2.
- TEAM BACKUP**—When your sports team/chess club/fellow chefs are present, you get +1 ongoing.
- TOURNAMENT STAR**—You are famous and get fan mail. Roll +SMART at the beginning of each session. On 10+ you receive a gift or an invitation to an event. On 7-9 you get a gift or an invitation but there are complications. On 6- someone appears to challenge you for your crown.
- TRAINING MONTAGE**—Roll +HOT and train really hard. On 10+ hold two. On 7-9 hold one. Take the condition *Fatigued* for the next scene. Spend your holds one-for-one to add an additional tag to an attack.
- COACHING**—Spend time helping a teammate practice. They hold one, and can spend it for +2 on an applicable roll.

## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: They used to be on your team or do your thing, but they don't anymore. Ask them why.
- \_\_\_\_\_: You defeated them in a competition. Ask them if they're keeping score.
- \_\_\_\_\_: You consider them a brilliant up-and-comer. Tell them how you feel about it.
- \_\_\_\_\_: You used to be good friends, but you grew apart because of your time spent practicing. Tell them why you regret that.
- \_\_\_\_\_: Their support has meant everything to you. Tell them why it's been difficult to open up to them.
- \_\_\_\_\_: You've told them your biggest fear. Ask them what they said when you told them.
- \_\_\_\_\_: You keep people at arm's length, but you've been considering letting them in. Ask them if they've realized your intentions.
- \_\_\_\_\_: You lost a lucky item, and they returned it to you. Tell them what it was.

## HARM

If you take harm, mark off one box for each harm.



Scuffed



Battered



Bruised



Bleeding



Broken



Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.



# The Rep



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Scholarly fashion, Severe fashion, Stylish clothes

Orderly hair, Long hair, Neatly-trimmed hair, Braided hair

Blood type A, Blood type B, Blood type AB, Blood type O

## STATS

Choose one:

- CHARM 0, COOL +1, HOT -1, SMART +2, SPIRIT +1
- CHARM +1, COOL +1, HOT 0, SMART +2, SPIRIT -1
- CHARM -1, COOL +1, HOT +1, SMART +2, SPIRIT 0
- CHARM 0, COOL +2, HOT -1, SMART +1, SPIRIT +1
- CHARM +1, COOL +2, HOT 0, SMART +1, SPIRIT -1

## MOVES

Choose two Rep moves:

- SCHOOL CONTACTS**—You know people who can help you. Choose one: Faculty, School club, Social clique. Name the person you know best in this group, and gain 1 bond with them. Besides the usual uses, you can use this bond to gain a one-time use of school property or get an introduction or invitation.
- CROWD CONTROL**—You are used to organizing students in hallways and can tell groups of people what to do. Roll +COOL to issue instructions. On 10+ the whole crowd will follow reasonable orders. On 7-9 most of them will. On 6- the crowd reacts badly to you.
- RESPONSIBLE**—Get +1 to BE CONVINCING to someone who knows you or has heard of your good reputation.
- RATIONAL ARGUMENT**—Roll +SMART instead of +CHARM to BE CONVINCING.
- CLUB ROOM**—You are the president of a school club or team and have a dedicated room where you can meet and store your stuff. You also have a small budget for your club, and can get club-related supplies without GOING SHOPPING.
- EMERGENCY PREPAREDNESS**—You have a plan for what you will do in any situation, and an emergency kit that you carry with you. Take +1 to REACT FAST.
- CALCULATION**—You can quickly absorb all the details of a situation and MAKE A PLAN in an instant, rather than taking the usual time required.

## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: They observed you breaking school rules and haven't said anything. Yet. Tell them what you did.
- \_\_\_\_\_: They know about your powers, because they saw you do something. Ask them how they reacted.
- \_\_\_\_\_: You promised to marry them—when you were in elementary school. Ask them if they remember.
- \_\_\_\_\_: You are in the same club. Decide together what it is, and name it.
- \_\_\_\_\_: You help them with their homework. Ask them which subject.
- \_\_\_\_\_: You caught them breaking school rules and didn't turn them in. Yet. Ask them what they did.
- \_\_\_\_\_: You helped them get out of trouble by speaking up for them. Tell them why you believe in them.
- \_\_\_\_\_: They unexpectedly helped you defuse a situation. Ask them what they did.

## HARM

If you take harm, mark off one box for each harm.

- Scuffed
- Battered
- Bruised
- Bleeding
- Broken
- Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.

# The Rival



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Glasses, Cool clothes, Understated fashion, Sleek clothes

Dark hair, Pale hair, Intense hair

Blood type A, Blood type B, Blood type AB, Blood type O

## STATS

Choose one:

- CHARM +1, COOL +2, HOT -1, SMART +1, SPIRIT 0
- CHARM -1, COOL +2, HOT 0, SMART +1, SPIRIT +1
- CHARM 0, COOL +2, HOT +1, SMART +1, SPIRIT -1
- CHARM 0, COOL +1, HOT -1, SMART +2, SPIRIT +1
- CHARM +1, COOL +1, HOT 0, SMART +2, SPIRIT -1

## MOVES

Choose two Rival moves:

- PREP TIME**—When you MAKE A PLAN, on 7+ everyone can hold an additional one.
- EXPERT CONTACTS**—You know people who can help you. Choose one: Online, Technical, Law enforcement. Name the person you know best in this group, and gain 1 bond with them. Besides the usual uses, you can use this bond to get information or get a one-time use of their equipment.
- ANALYSIS**—If you use an action analyzing the situation before engaging, you can take +1 ongoing as long as the factors of the situation do not significantly change.
- DISCIPLINE**—When you GO ALL OUT, roll +COOL instead of +HOT.
- LONE WOLF**—When you are on your own, without your teammates, or when you are in a one-on-one fight, you get +1 ongoing to REACT FAST, GO ALL OUT, and STAY STRONG.
- THE ONLY ONE ALLOWED TO DEFEAT YOU**—You declare one teammate to be your rival. You can use your bonds with this person to give them either +2 or -2 to a roll. In addition, if they are about to take harm, you can choose to take it instead.
- SMOOTH ENTRANCE**—When you COME TO THE RESCUE after being off on your own, get +2, and on 7+ you take no harm.

## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: You were in the same club once, but you quit. Ask them what club it was.
- \_\_\_\_\_: They are better than you at sports/schoolwork/your thing. Tell them what you plan to do about it.
- \_\_\_\_\_: You dated once, but they broke up with you. Ask them why.
- \_\_\_\_\_: You secretly admire them. Tell them why you can't admit it.
- \_\_\_\_\_: You mean to get revenge on them. Tell them why, and what's preventing you.
- \_\_\_\_\_: They know a secret about your past. Tell them what it is, and ask them if they've kept it secret.
- \_\_\_\_\_: You frequent the same place. Decide together what it is.
- \_\_\_\_\_: You were in a fight with them. Decide together how it went down.

## HARM

If you take harm, mark off one box for each harm.

- Scuffed
- Battered
- Bruised
- Bleeding
- Broken
- Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.



# The Transfer



## PROFILE

Name:

Pronouns:

Birthdate:

Like:

## LOOK

Choose one each:

Foreign fashion, Cosmopolitan fashion, Out-of-date clothes, Trendy clothes

Ragged hair, Extremely long hair, Traditional hair, Unique hair

Blood type A, Blood type B, Blood type AB, Blood type O

## STATS

Choose one:

- CHARM 0, COOL +2, HOT -1, SMART +1, SPIRIT +1
- CHARM -1, COOL +2, HOT +1, SMART +1, SPIRIT 0
- CHARM +1, COOL +2, HOT +1, SMART -1, SPIRIT 0
- CHARM +2, COOL +1, HOT -1, SMART 0, SPIRIT +1
- CHARM +1, COOL +2, HOT 0, SMART +1, SPIRIT -1

## MOVES:

Choose two Transfer moves:

- COSMOPOLITAN KNOWLEDGE**—When you MAKE A PLAN, roll +COOL instead of +SMART.
- POLYGLOT**—You know multiple languages. When you hear people speaking or see writing in a language unknown to your classmates, you understand it.
- OUTSIDE CONTACTS**—You know people who can help you. Choose one: Former schoolmates, Family abroad, Niche social group. Name the person you know best in this group, and gain 1 bond with them. Besides the usual uses, you can use this bond to get information or conceal something.
- OTAKU**—You are an expert in one obscure or niche subject such as fashion design, street racing, drawing manga, or playing in a jazz band. When dealing with your area of expertise, you get +1 ongoing.
- COMPELLING STRANGER**—When you converse with someone with whom you have not yet formed a bond, roll +COOL. On 10+ they confide a secret to you. On 7-9 they confide in you but ask something in return. On 6- you reveal something about yourself to them.
- EQUILIBRIUM**—You get +1 to STAY STRONG.
- ACTIONS SPEAK LOUDER**—You can PROCLAIM YOUR FEELINGS without words, by actions such as creating artwork, giving a gift, writing a poem, or performing a dance.

## BONDS

Go around and choose a connection with each other student. Pick one to have 2 bonds and another to have 0 bonds. The rest gain 1 bond.

- \_\_\_\_\_: You both know the same secret. No one else would believe it. Decide together what it is.
- \_\_\_\_\_: They live next door to where you just moved into. Ask them how they welcomed you.
- \_\_\_\_\_: They helped you find the right classroom. Tell them if you said thank you.
- \_\_\_\_\_: You were smitten with them at first sight. Tell them when it was you first saw them.
- \_\_\_\_\_: You feel a deep and inexplicable connection with this stranger. Tell how that makes you feel.
- \_\_\_\_\_: You saw them on TV. Ask them what program they were on.
- \_\_\_\_\_: You're close online friends. Decide together what your shared online community is.
- \_\_\_\_\_: You had an incredibly awkward first meeting. They tell you what went wrong.

## HARM

If you take harm, mark off one box for each harm.

- Scuffed
- Battered
- Bruised
- Bleeding
- Broken
- Dying

## LEVELING UP

Experience:

Level: \_\_\_\_\_

Limit Break!

Once you have marked 6 experience, you can level up. Mark the Limit Break box, and choose one of the following:

- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Add +1 to one of your stats. (Max +3)
- Take another move from your student playbook.
- Take another move from your student playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take another move from your destiny playbook.
- Take a move from any playbook.
- Take a move from any playbook.

# Alchemical Witch



## MOVES

All Alchemical Witches have these two moves:

**GATHER COMPONENTS**—At the beginning of each session, roll +SMART to see if you have the correct components to do your spells. On 10+ you do. On 7-9 you do, but there is a cost or consequence. On 6- you do not have the correct components, and you will have -2 to all spellcasting rolls.

**SPELLS**—Roll POWERS ENGAGE to cast spells using components. On 10+ the spell works. On 7-9 it works, but there is an inconvenient side effect. On 6- something goes badly wrong.

Besides your components, you must also do two of the following things in order to cast spells:

- Draw a seal/sigil.
- Speak an incantation.
- Make magical gestures.
- Use a magical device like a wand or a staff.

Describe what your magic looks like when you cast it. Do you brew potions, flick sparkles from the end of your wand, draw transmutation circles?

You can only maintain one spell at a time. If you target creatures with your spells, each spell affects one creature. If you target objects or areas, you can affect anything that is not Big.

Choose one spell type:

- Elementalist** (Choose one elemental tag. You can manipulate this element, including using it to do 3 harm.)
- Artificer** (Create or animate objects and have them work or fight for you. Most objects have stats of 0 and do 1-2 harm.)
- Healer** (Heal 2 harm or conditions.)
- Transmuter** (Change yourself, others, and objects. This change can raise a stat by 1, or give someone Armor 1.)
- Teleporter** (Move yourself, others, and objects.)
- Enchanter** (Give creatures with minds the conditions Afraid, Confused, Enthralled, Stealthy, or Invisible.)

Choose one more move:

- INCREASED MASTERY**—Choose another spell type to know.
- RIDE ANIMATED OBJECT**—You have a broom, a flying carpet, or something similar and the skill to ride it.
- DELAY SPELL**—You can set a spell up beforehand and specify the circumstances under which it will have its effect.
- MAGIC FINESSE**—You can get rid of one of the two things you previously needed to do your magic. You cannot get rid of the need for components from GATHER COMPONENTS.
- DETECT MAGIC**—Roll POWERS ENGAGE to sense the presence of magical effects, know the power of other spellcasters, and analyze the properties of magical items. On 10+ ask the principal two questions, as with STUDY HARD. On 7-9 ask one question. On 6- you get a false reading.
- FAMILIAR**—You have a small talking, sentient creature as a companion. It is an expert in a particular spell type, and when you do that kind you get +1 to your POWERS ENGAGE roll.

☐ *CONVENIENT PART-TIME JOB*—You work in a greenhouse, lapidary, chemist's lab, magical shop, or something else that helps you find your components. This gives you a +1 to your *GATHER COMPONENTS* roll. It also gives you money which gives you +1 when you *GO SHOPPING*.

## LIMIT BREAK!

*GRAND ARRAY*—Roll *POWERS ENGAGE*. On 7+ you cast multiple spells all at once, stacking them atop each other for massive effect. Or, you cast a spell of a type you have not learned.

*COOLDOWN*—You have used up all your components and burned yourself out. You can't do magic again until you've gathered more supplies, rested, and recuperated.



# Apprentice Reaper



## MOVES

All Apprentice Reapers have these two moves:

**REAPER FORM**—Use **POWERS ENGAGE** to manifest your specialized weapon and take your reaper form. Describe what you and your weapon look like. The weapon does 2 harm, and an additional +1 harm against ghosts, spirits, and undead creatures. It also has the Ghost tag. Choose one additional attack tag for your reaper weapon. When you defeat a ghost you can send it on to its rest. You can send a willing ghost to its rest without fighting it.

**SEE BETWEEN WORLDS**—You see spirits and ghosts at all times, even when they are hidden from ordinary mortals.

Choose one more move:

- FOCUS**—When you use **POWERS ENGAGE**, roll +**COOL** instead of +**SPIRIT**.
- GHOST FORM**—At will, you can take a form in which you are Incorporeal.
- TELEKINESIS**—You can use your spiritual aura to move objects around.
- SENSE SPIRITUAL PRESSURE**—Roll **POWERS ENGAGE** to sense auras, psychic phenomena, the health and state of creatures' souls, and the spiritual power of your opponents. On 10+ ask the principal two questions, as with **STUDY HARD**. On 7-9 ask one question. On 6- you get a false reading.
- NO FEAR OF DEATH**—When you **STAY STRONG** against fear, take +2.
- SPIRIT FRIEND**—Spirits and ghosts like you. Take +1 to **BE CONVINCING** at them, and once per session you can treat a **BE CONVINCING** roll with a spirit or ghost as an automatic 10+.
- HEIGHTENED SENSES**—When you **REACT FAST**, take +1.
- FORETELL DEATH**—At the beginning of each session, roll **POWERS ENGAGE**. On 10+ if someone you encounter during the session is fated to die in the next 24 hours, you know the time and manner of their death. On 7-9 you just know they will die.

## DRAWBACK

Choose one:

- DECEASED**—You are technically dead.
- DUTY-BOUND**—You are part of a big organization that tells you what to do and has 1 bond on you.
- SPIRIT BLADE**—Your weapon cannot harm the living.
- ADRIFT**—You are displaced in time or location from your origin.

## LIMIT BREAK!

**DEATH ATTACK**—Roll **POWERS ENGAGE**. On 7+ you kill it. It dies. If it's something that can't die it takes Big harm for as much harm as your weapon normally deals.

**COOLDOWN**—Choose one: Your organization strips you of your reaper powers because you broke the rules, You are stuck in incorporeal form and can't affect anything, You are actually dead.

# Creature Summoner



## MOVES

All Creature Summoners have these two moves:

**SUMMON MAGICAL ALLY**—You call creatures from another dimension to fight for you. You have a summoning device, such as a wand, a deck of cards, or a digital device. Describe it. When you are holding this device and you roll **POWERS ENGAGE**, you can summon one creature. Name and describe this creature. Decide if you always summon the same creature, or if you have several different ones you call in different situations.

A summon can take 4 harm before fainting and disappearing back into the dimension from which you called it. All of its stats are 1, and it has an attack that does 2 harm melee or ranged. If it does not faint, it still vanishes at the end of the scene.

You can only have one summon active at any time. While you direct your summon, you may also take other actions of your own.

**EVOLUTION**—When you choose a level up that raises a stat, raise one of your summon's stats as well, or give it an attack or protect tag.

Choose one more move:

**CHARISMATIC**—When you use **POWERS ENGAGE**, roll +**CHARM** instead of +**SPIRIT**.

**MULTI-SUMMON**—You can call more than one summon at once. On 10+ you get three, on 7-9, you get two.

**MASCOT COMPANION**—You have an adorable small version of your summon that constantly accompanies you. It cannot fight but it can talk to you and give you advice. It can also heal you and only you once per day for 1 harm.

**TRAP CARD**—Use **POWERS ENGAGE** to summon a trap. On 10+ one of your opponents is Bound. On 7-9 they are Bound, but you leave yourself open to danger.

**PARAGON SUMMON**—Use **POWERS ENGAGE** to combine with one of your summons to create a more powerful version of yourself for a scene. Gain a 2 harm melee or ranged attack, give the attack an additional tag, and increase two of your stats by +1 each. After you change back to your usual self, take the condition **Fatigued** until you have gotten a good night's sleep.

**BANISH**—Once per session, use **POWERS ENGAGE** to send someone into the dimension from which your summons come. On 10+ they are banished. On 7-9 they are banished, but so is your summon.

**BONDED HEARTS**—Take 1 harm to heal 2 harm your summon has taken.

## LIMIT BREAK!

*GIANT SUMMON*—Roll POWERS ENGAGE. On 7+ one of your summons is huge and can give and take Big harm.

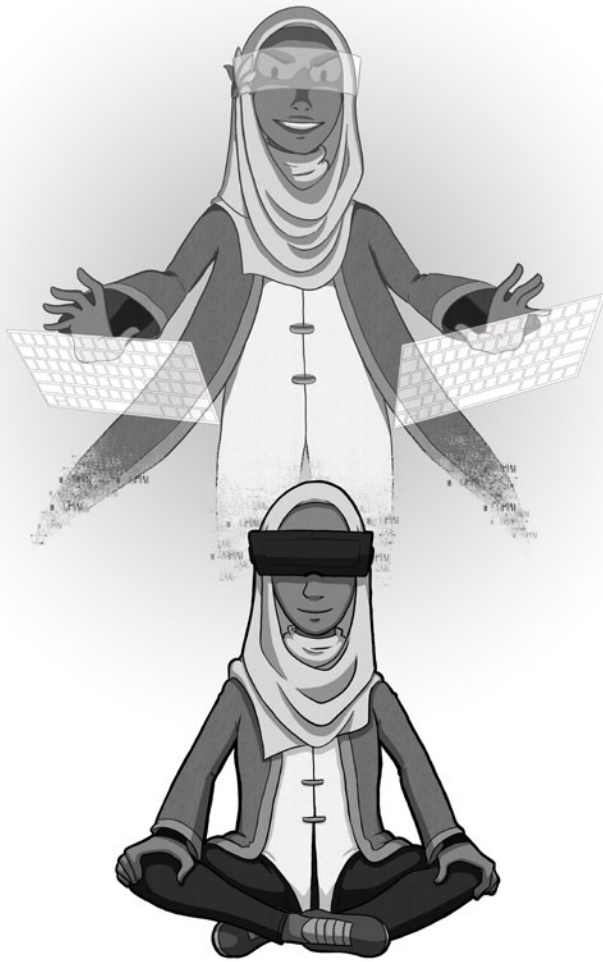
*COOLDOWN*—All your summons are exhausted and will not come to you until they have recovered. If you have a mascot companion it will stay with you, but you can summon nothing else.

## SUMMON'S HEART BOXES





# Digital Champion



## MOVES

All Digital Champions have these two moves:

☒ **AVATAR**—Roll **POWERS ENGAGE** to send your soul into another world while your body lies dormant. Decide what form this takes. Astral projection into another realm? Using a special headset to project yourself into a digital world? Your avatar in the other world has several powers: a 3 harm melee or ranged attack with one additional attack tag, and an outfit with one protect tag. When your avatar is damaged, your real body takes harm.

☒ **PORTABLE PROJECTOR**—Your avatar can appear in the human world for one scene. This is exhausting, however, and you take the condition **Fatigued** for the next scene after you wake up.

Choose one more move:

- MENTAL SHIELDING**—When your avatar is damaged you take half damage, rounded down.
- CLEVER**—When you use **POWERS ENGAGE**, roll +**SMART** instead of +**SPIRIT**.
- GET TO THE NEXT SCREEN**—Your avatar can teleport between a specific kind of portal, such as screens, doorways, or paintings. Choose your type of portal.
- TECHNOBABBLE**—Talk about the technical specifications, and roll +**SMART**. On 10+ hold two. On 7-9 hold one. Spend your holds one-for-one to have a map, device, or tool that will come in handy to help your team overcome obstacles.
- MULTIMEDIA ASSAULT**—Roll **POWERS ENGAGE** to unleash a dazzling display. On 10+ you make one opponent **Blind** and **Deafened**. On 7-9 they are **Blind** and **Deafened**, but you or one of your teammates, your choice, is **Stunned**. On 6- your assault backfires in some spectacular way.
- HACKING**—You can break into computerized or magitech systems. Roll +**COOL**. On 10+ you accomplish what you wanted. On 7-9 you still do it, but you also suffer some bad consequence such as triggering security protocols or leaving a digital fingerprint. On 6- you get a bad consequence and can't try hacking that system again.

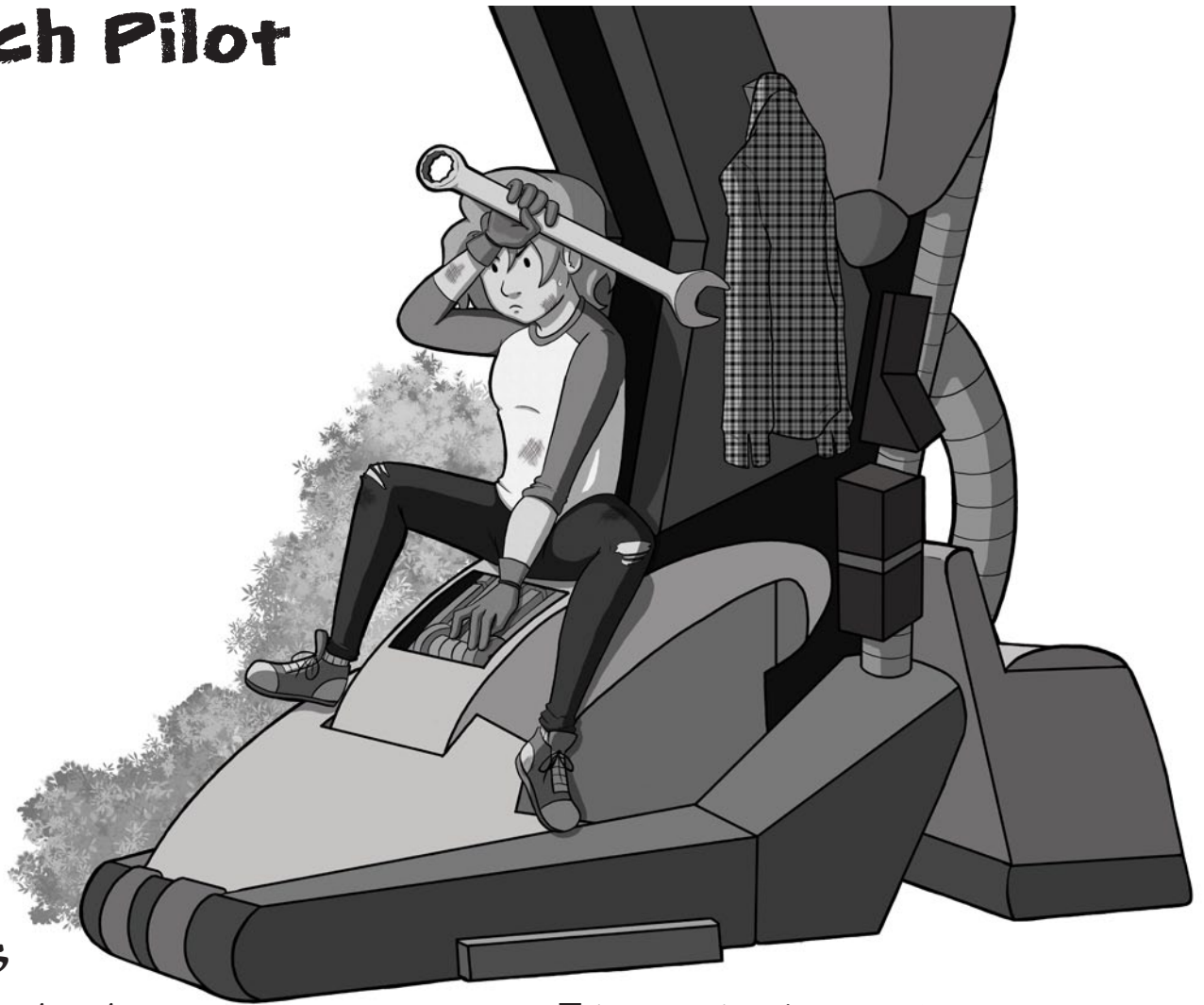
## LIMIT BREAK!

**HACK ALL THE MAINFRAMES**—Roll **POWERS ENGAGE**. On 7+ hijack all magical or electronic (your choice) devices.

**COOLDOWN**—You are trapped in the other world without your avatar. You can communicate with your friends via text chat, a crystal ball, a mirror, or some other device, but your body is stuck in a coma.



# Mech Pilot



## MOVES

All Mech Pilots have these two moves:

**MECH**—You have a giant robot. Maybe it's bound to you by magic, or maybe it's super-advanced technology from outer space. Decide on your mech's name, and where you are keeping it. Is it in your garage, an abandoned warehouse, a sewer tunnel?

Roll **POWERS ENGAGE** to get in the cockpit and power up your mech. While in the cockpit, take moves such as **GO ALL OUT** or **COME TO THE RESCUE** as your mech. It gives and takes Big harm, and has 6 heart boxes. When it takes Big harm, you take the same amount of normal harm. Your mech has a punch attack that does 1 Big harm melee.

Your mech has one of these features:

- Stealth Cloak (Your mech can become Invisible.)
- BFG (Your attack becomes Ranged.)
- Flight
- Laser Sword (Your attack becomes Dangerous.)
- Shield (Your mech has Armor 1.)

Advanced Alloy (Your attack becomes Armor-Piercing.)

Summonable (Your mech is On Call.)

**REPAIR**—When your mech is damaged, roll +**SMART** to repair it. On 10+ you fix two of its heart boxes. On 7-9 you fix one heart box. While your mech remains damaged, you can still use it, but your **POWERS ENGAGE** roll takes a negative equal to the heart boxes filled.

Choose one more move:

**UPGRADE**—Add an additional feature from the features list to your mech.

**PLUGSUIT**—You have a suit you can wear even when you're not piloting your mech. It has two of the following: A +2 melee or ranged attack, Air blades that let you do big leaps and defy gravity, Armor 1.

**ARMORED COCKPIT**—You take half the damage you normally would, rounded down, when your mech is damaged.

*GUT INSTINCT*—When you use **POWERS ENGAGE**, roll +**HOT** instead of +**SPIRIT**.

*SKILLED MECHANIC*—When you **REPAIR** your mech, on 7+ repair one additional heart box.

*SECURE HANGAR*—You have a place where you can store and fix your mech, and where no one can easily find it. Get +1 to **REPAIR**.

*TRAINED FOR WAR*—When you **Go ALL OUT**, take +1.

## DRAWBACK

Choose one drawback for your mech:

*UNRELIABLE*—Take -1 to your **POWERS ENGAGE** roll to power up your mech.

*STOLEN*—You stole your mech from a villain who has 1 bond on you. Name the previous owner.

*HUGE*—Your mech is hard to hide.

*BLOOD-POWERED*—You take 1 harm when you use **POWERS ENGAGE** to power up your mech.

*RARE FUEL SOURCE*—You must **Go SHOPPING** to refuel your mech.

*BUGGY*—Take -1 to **REPAIR** your mech.

## LIMIT BREAK!

*PROTOTYPE*—Roll **POWERS ENGAGE**. On 7+ your mech manifests a cool prototype weapon, which does twice as much damage as usual. You can also use, for the duration of the scene, one upgrade you haven't yet purchased.

*COOLDOWN*—You have to spend a lot of time repairing your mech and can't use it.

## MECH'S HEART BOXES



# Night Hunter



## GEAR

Choose one set of specialized equipment:

### MONSTER HUNTER'S GEAR

- \* 2 harm melee weapon (Does +1 harm against a particular kind of creature. Decide which.)
- \* Holy Symbol (Holds a certain kind of creature at bay while you brandish it. Decide which.)
- \* Arcane Scroll (Use POWERS ENGAGE once per session to cast a single kind of spell, as the Alchemical Witch, but with no components. Choose which kind.)

### VIGILANTE'S UTILITY BELT

- \* 2 harm Precise melee or ranged weapon
- \* Stun grenades (Makes one living creature Stunned.)
- \* Digital multi-tool (Gives you HACKING as the Digital Champion.)

### STEALTH ASSASSIN'S TOOLS

- \* 2 harm Armor-piercing ranged weapon
- \* Smoke Bombs (Lets you vanish from where you are and appear somewhere else nearby.)
- \* Lockpicks (Gives you BREAKING AND ENTERING as the Delinquent.)

## MOVES

Choose one move:

- TACTICIAN—When you Go ALL OUT, roll +SMART instead of +HOT.
- INVERSE LAW OF NINJAS—While you are surrounded by more than one opponent attacking you at once, get +1 ongoing and do +1 harm for each additional opponent.
- ACROBATICS—You can easily scale walls, run along rooftops, and leap safely down from great heights. You also look very cool doing it.
- ESCAPE ARTIST—When you REACT FAST or STAY STRONG to avoid being immobilized or trapped, take +1.
- SUDDEN STRIKE—When you Go ALL OUT against someone who doesn't know you're there, do +2 harm.
- STEALTH—You know how to move silently and without drawing attention. Roll +COOL to sneak around. On 10+ you and your whole team go unnoticed as long as you want (or until you do something loud). On 7-9 all of you make it unnoticed past a single obstacle. On 6- you draw unwanted attention.
- CUSTOM VEHICLE—You have a themed vehicle such as a robo-horse, a motorcycle, or some other highly specific conveyance. It is On Call. Name and describe it.

## DRAWBACK

Choose one:

- OLD WOUND—You always have your first heart box marked.
- CODE OF HONOR—There is something you will never do under any circumstances. Decide what it is.
- NEMESIS—You have a sworn enemy. Name and describe them. When you're going up against them you get +1 ongoing. They gain 1 bond on you.
- I WALK ALONE—You can only gain new bonds with people who have first reached out to you.

## LIMIT BREAK!

*REFUSE TO DIE*—Roll *Go ALL Out*. On 7+, during this fight, you are not dead or Out when you mark your Dying heart box, but instead keep going for the rest of the scene, no matter how much additional harm or Big Harm you take. When the fight is done, you fall unconscious and are Out.

*COOLDOWN*—You're too damaged to fight. You're either in the hospital or on bed rest.



# Otherworldly Royalty



You are a royal scion from another planet, an alternate world, or a spirit realm. You have special powers, but you look like an ordinary human teen. Decide whether you have a true form that you're hiding, and on the reason why you're on Earth. Are you a runaway, an exile, the last survivor of your people, hiding from enemies?

## MOVES

Choose two of these alien powers:

- SIGNATURE MOVE**—You have an attack that does 3 harm, with an elemental tag or Knockback.
- SHIELD**—Roll POWERS ENGAGE to protect yourself or another. After absorbing 6 harm, the shield dissipates.

- SPECIAL EYES**—Choose one: Heat vision, Seeing in darkness, X-ray vision.
- TELEPATHY**—Speak in people's minds and hear what they send in return.
- SUPERNATURAL PRESENCE**—Add +1 to your CHARM.
- SHAPESHIFTING**—Roll POWERS ENGAGE. On 10+ you can take a different-sized shape like a small bird. On 7-9 your shape must be roughly humanoid. On 6-something goes terribly wrong.
- DANGER SENSE**—At the beginning of each session, roll POWERS ENGAGE. On 10+ the principal alerts you to impending danger right before it happens, and gives you a detail about what is going to occur. On 7-9 you get the alert, but you also become a target.
- EMPOWERING TOUCH**—Take 1 harm to power or repair machinery or magical talismans.

Choose one more move:

- NEW DEVELOPMENTS**—Add a new alien power.
- FLIGHT**—You can fly.
- INDESTRUCTIBLE**—You get Armor 2.
- SUPER SPEED**—Roll POWERS ENGAGE to take two actions for everyone else's one for a scene.
- HEALING TOUCH**—Roll POWERS ENGAGE. On 10+ heal 2 harm or a condition. On 7-9 heal 2 harm or a condition but take 1 harm yourself.
- MINIONS**—They will do mundane tasks for you and have abilities in one of the following areas: Communication, Technology, Bodyguarding, Magic.
- SUPERNATURAL STRENGTH**—You can lift super heavy things.
- SANCTUM**—You have a crashed spaceship, a pocket dimension, or a mystical portal hideout where you can go for safety, and to contact the knowledge of your people. Take +2 while STUDYING HARD there.

## DRAWBACK

Choose one:

- INTERMITTENT POWER SOURCE*—Such as the sun.
- AWKWARD ALIEN PUBERTY CYCLE*—From time to time you are unable to be in public for a biological reason, such as leaking pheromones or an uncontrollable appetite.
- ALLERGY TO RARE SUBSTANCE*—Such as unusual elements or meteorites.
- MASK SLIPPAGE*—Your true form is revealed under particular circumstances, such as under moonlight or when unconscious.
- CULTURE SHOCK*—You are having difficulty adjusting to concepts in your new life, such as use of money, having others think themselves your equal, there being one sun in the sky, etc.
- ANCESTRAL ENEMY*—A villain gains 1 bond on you. Name them and describe what they did to you or your people.

## LIMIT BREAK!

*NO HOLDS BARRED*—Roll **POWERS ENGAGE**. On 7+ dish and take Big harm for one fight.

*COOLDOWN*—You have the powers of a normal human.

# Reincarnated Soul



## MOVES

All Reincarnated Souls have these two moves:

**SPIRIT POSSESSION**—You are inhabited by a spirit, which sometimes takes control of your body. Choose whether it is your own past life or an outside influence, and whether it is generally helpful or antagonistic. Did it come from an item or artifact, or did it manifest after an experience? Decide what you look like while you are being possessed.

You and the spirit have somewhat opposing goals. Decide what it wants: It is frustrated to be a teenager again, It seeks vengeance against an enemy, It seeks to be reunited with a lost love, It wishes to regain worldly power, It wants to protect its legacy.

You can voluntarily let the spirit ascend at any time. Additionally, it may sometimes ascend when you would rather it didn't. This could happen on a 6- roll, or under another trigger circumstance that you specify, such as visiting a place it recognizes, engaging in a beloved

activity, facing an ancient foe, or being called forth by name.

The spirit stays in charge for no longer than a scene, then retreats. When you are back to being an ordinary student after being the spirit, take the condition Distracted or Fatigued for the next scene.

While the spirit is ascendant it cannot use any moves from your student playbook. However, it has one of these sets of supernatural powers:

### **PSYCHIC**

- \* Telepathy (You can speak mind to mind.)
- \* Psychic Strike (Gain a 2 harm ranged Psychic attack.)
- \* Read Minds (Roll POWERS ENGAGE. On 10+ hold two, and on 7-9 hold one. Spend your holds one-for-one to ask the subject a question.)

### **STRATEGIST**

- \* Tactics (You get +2 when you MAKE A PLAN.)
- \* Art of War (When you are directing a battle your allies get +1 ongoing to Go ALL OUT and COME TO THE RESCUE.)
- \* Strategize (Roll POWERS ENGAGE. On 10+ the principal tells you an important fact about the upcoming conflict, on 7-9 you get the fact but also suffer a setback.)

### **MAGICIAN**

- \* Magic Blast (Gain a 2 harm ranged armor-piercing attack.)
- \* Enspell (Roll POWERS ENGAGE. On 10+ one creature is Silenced or Confused. On 7-9 it is Silenced or Confused, but either you or a teammate, your choice, also suffers the effects for one round.)
- \* Warded Circle (Roll POWERS ENGAGE to make a circle and name one type of creature who either cannot leave or cannot enter the circle. On 10+ the circle lasts for a scene, and on 7-9 it fades more quickly.)

**TOGETHER WE RISE**—When you level up and choose a new move from your destiny playbook, choose one additional move from any playbook that the spirit can only use while ascendant.

*Choose one more move:*

*PAST LIFE EXPERIENCE*—Pick two stats. When the spirit is ascendant, you get +1 to each.

*ALREADY OCCUPIED*—When you *STAY STRONG* against mental influence or control, take +2.

*DÉJÀ VU*—There is nothing new under the sun. When you *STUDY HARD*, on a 7+ you may ask one additional question.

*NATURAL CONDUIT*—When you are involved in *POWERS COMBINE*, choose two teammates to give +2 on their rolls.

*ETERNAL CYCLE*—One of the other students is the reincarnation of someone the spirit knew. At the beginning of each session, if your bond with them has dropped to 0 it is automatically raised to 1. Also, if you *PROCLAIM YOUR FEELINGS* toward this person, you get +2 ongoing instead of +1 ongoing.

*COHORT OF SOULS*—You realize that your entire team are echoes of people the spirit once knew. You can spend bonds with any of them to help any of the others.

## LIMIT BREAK!

*WEAPONIZED POSSESSION*—Roll *POWERS ENGAGE*. On 7+ the spirit ascends inside an enemy and controls them. For the duration of the scene, you determine the enemy's actions.

*COOLDOWN*—The spirit has spent its energy and cannot manifest.



# Science Experiment



## MOVES

All Science Experiments have this move:

**UNNATURAL ATTACK**—Someone has altered you through science or magic and given you special abilities. Decide how you got this way. Are you a science experiment gone wrong? An escaped super soldier? A living weapon? You have a devastating attack that does 3 harm. Describe what it looks like and choose two features for your attack:

- Painful (Causes the condition *Wracked*.)
- Elemental (Add an elemental attack tag.)
- Power Draining (Destroys electronics.)

- Psychic (Bypasses *Armor* to attack the mind.)
- Multi-target (Add “you do harm to an additional target” to your list of choices when you *Go ALL Out*.)

Choose one more move:

- BERSERK MODE**—When you go berserk, do +2 harm with every attack. Take +1 harm every time you are harmed. When there are no more enemies left, *STAY STRONG* in order to resist attacking your teammates.
- REANIMATED**—You are made from dead parts. Elemental attacks do not damage you (in fact, lightning heals you for as much harm as it would inflict), and blunt force trauma does only half as much harm. (This is incompatible with *ELEMENTAL WEAKNESS*.)
- BIONIC LIMB**—Your arm or leg is a 2 harm melee weapon. You can also move heavy objects with it.
- JADED**—You’ve seen and suffered it all already. When you *STAY STRONG*, take +1.
- FUNCTIONALLY IMMORTAL**—If you take harm in your *Dying heart box*, you are *Out* but not *Unconscious*. Your body slowly pulls itself together again over the course of the scene. You cannot take actions during this time. Once you’ve reassembled, heal 1 harm, and you are no longer *Out*. You do not suffer alterations or conditions after being *Out*.
- RESILIENCE**—When you take harm for any reason, take one less harm.
- HEALING FACTOR**—Roll +*HOT* to close up your own wounds. On 10+ you heal 2 harm. On 7-9 you heal 1 harm. On 6- you don’t heal, but the way your body shifts as it tries to heal makes everyone near you have to *STAY STRONG*.
- TOUGH IT OUT**—When you *STAY STRONG*, roll +*HOT* instead of +*SPIRIT*.

## DRAWBACKS

Take this drawback:

**PROPRIETARY RESOURCE**—Whoever created you in the first place wants you back. Name your maker, boss, or handler and describe how you got out of their clutches. They have 1 bond on you.



Choose one more drawback:

- AMNESIA*—You can't remember your former life.
- SERUM DEPENDENT*—You need to Go SHOPPING or get your serum in some other way, or you will have -1 ongoing.
- ELEMENTAL WEAKNESS*—Pick an elemental tag. That element does twice as much harm to you.
- EVIL BRAIN TWIN*—It sometimes takes over, such as after a failed roll.
- PTSD*—Decide on one or more triggers that will make you take -1 ongoing.
- OFF-PUTTING APPEARANCE*—Take -1 to all rolls based on CHARM.
- UNCONTROLLABLE POWER*—When you Go ALL OUT, on 6- your attack hits a teammate.

## LIMIT BREAK!

*LOCALIZED APOCALYPSE*—Roll Go ALL OUT. On 7+ you perform an UNNATURAL ATTACK that targets every minion you can see, or does double the usual harm to a lieutenant, or both, if minions and lieutenants are in the same scene.

*COOLDOWN*—Your trauma flares up and you can't fight at all. Not with your powers, not with ordinary weapons. Nothing.

# Secret Monster



You are disguised as a human, but you are actually a monster. Decide what inhuman feature you have that still shows. You also have a true form. Describe what it looks like. You could be a vampire, yokai, ghost, werewolf, angel or devil. Or invent your own type of monster.

## MOVES

Choose three:

- ILLUSION**—Use POWERS ENGAGE to make an object or person look different for a scene.
- UNSETTLING AURA**—Use POWERS ENGAGE to make others fear you. On 10+ make one creature with a mind Afraid. On 7-9 the creature is Afraid but so is a teammate or an innocent bystander.
- ALTERNATE FORM**—Use POWERS ENGAGE to turn into a bat, dog, werewolf, etc. for one scene. Increase one applicable stat by +1 while you are transformed.

**ENCHANT**—Use POWERS ENGAGE to make people like you and do what you ask. On 10+ hold two. On 7-9 hold one. Spend these holds one-for-one to make a creature comply with any reasonable request. If you attempt to ENCHANT a teammate, they can choose to resist, or give in and mark experience.

**BLESS AND CURSE**—Use POWERS ENGAGE to alter someone's luck. On 10+ hold two. On 7-9 hold one. On 6- you get -2 to your next roll. Spend your holds to give someone good or bad luck. For you or your teammates, this means +1 or -1 on a roll. For others, the principal will describe how things go surprisingly well or poorly for them.

**FLIGHT**—You can fly. This can be mystical flight, or you can grow/reveal wings.

**PERSUASIVE**—Take +1 to BE CONVINCING.

**MONSTROUS STRENGTH**—When you GO ALL OUT, do +1 harm.

**UNSTOPPABLE**—You have two additional heart boxes.

**NATURAL WEAPON**—You have a claw, bite, or other natural attack that does 2 harm.

**VICIOUS ATTACK**—Your attack causes the condition *Wracked*.

**VAMPIRIC**—Your attack heals you for 1 harm every time you roll 10+ on GO ALL OUT.

**DARK MINIONS**—You have several humans or other creatures who serve you to the best of their ability.

**FAST HEALER**—When you are healed for any reason, heal +1 harm.

**INSUBSTANTIAL**—You constantly have the condition *Incorporeal*. You must also take *INSUBSTANTIAL* as a drawback. You can telekinetically move objects small enough for a human to lift.

**IMMORTAL**—You do not age, and you cannot be killed by taking enough harm to fill your Dying heart box. Decide how your body heals itself when you are taken Out. Examples include turning to mist, returning to your coffin or sanctum, or regenerating. Whatever you choose, you are Out and Unconscious for at least one scene, at which point you heal 1 harm and wake up. You do not suffer alterations or conditions for being Out.

## DRAWBACK

Choose one:

*HUMAN MASK*—You have an amulet or ritual that keeps you disguised as a human, and if something happens to the amulet or you don't do the ritual you will be revealed as a monster.

*BERSERKER*—After your enemies are down, you must **STAY STRONG** not to attack allies or feed on downed foes.

*ALLERGY TO A COMMON SUBSTANCE*—Such as salt or sunlight.

*VORACIOUS HUNGER*—You must eat a specific substance such as blood, flesh, or candy, or take -1 ongoing.

*UNDER A CURSE*—When a certain condition is met, you are compelled to take a certain action. Examples include obeying a specific command, being unable to attack a certain sort of foe, or being unable to cross running water.

*UNDER COMMAND*—You have a master/domineering family/oppressive organization who tell you what to do. Name and describe them. They gain 1 bond on you.

*CONTAGIOUS*—Your condition can be passed on to others. Decide how.

*INSUBSTANTIAL*—You must also take the move **INSUBSTANTIAL**.

*NOT FROM AROUND HERE*—You are unfamiliar with basic modern mortal concepts like plumbing.

## LIMIT BREAK!

*WHAT POWER!*—Roll **POWERS ENGAGE**. On 7+ you reveal your true monstrous glory and can use it to force one lieutenant or all minions to flee, bow down to you, or some similar command that you choose. This command does not have to be reasonable and cannot be resisted.

*COOLDOWN*—Revert to monstrous form, but you cannot use the benefits of your destiny moves.

# Time Traveler



## GEAR

**FUTURE TECH**—Choose two pieces of futuristic gear:

- A BFG (2 harm ranged weapon.)
- Vibra-Sword or Laser Sword (2 harm melee weapon.)
- Personal Armor (Armor 1.)
- Force Shield (Roll +SMART to activate, and choose Spiritual, Resolute, or one elemental tag. The shield protects every team member from 6 harm of that particular type, then vanishes.)
- Short-Distance Teleporter (You can move anywhere you can see.)
- Sonic Multi-tool (Can open locks and mess with electronics.)

## MOVES

Choose one:

- ADVANCED WEAPONRY**—Choose another FUTURE TECH. Or upgrade your FUTURE TECH with an attack or protect tag.
- AI HELPER**—You have a sentient computer program that can assist you with research and give you insights and advice. Once per session, your AI helper can tell you a secret about someone, based on its gathering of information from various timelines.
- TIMEY-WIMEY**—Rattle off a string of information that no one in this timeline understands, and roll +COOL. On 10+ all your opponents are temporarily Distracted. On 7-9 most of them are. On 6- you irritate them instead and they attack you or throw you out, depending on the circumstances.
- RESEARCHER**—When you STUDY HARD, take +1.
- THE PRESENT IS THE FUTURE'S PAST**—At the beginning of each session, roll +SMART to have foreknowledge of one event that is going to happen. On 10+ the principal tells you the timing and specific details of the event. On 7-9 you get only vague details.
- ANCESTRY**—You are the descendant of someone with supernatural powers. Take a move from a different destiny playbook.

## LIMIT BREAK!

**CHANGE FATE**—Roll COME TO THE RESCUE. On 7+ take 2 harm to roll back time no more than one scene and treat as 10+ a roll that failed. This can be your roll or someone else's roll.

**COOLDOWN**—Something about you scrambles because you've changed your own timeline. Choose one: You become partially intangible, All your equipment changes, Your AI has a different personality and abilities, Your appearance changes dramatically, You suffer an unhealable injury, You are an android, You are a monster. This change is usually temporary, but if you and the principal agree, it can be permanent.



# Transformation Warrior



## MOVES

All Transformation Warriors have these two moves:

**TRANSFORMATION SEQUENCE**—Roll POWERS ENGAGE to transform into a powerful warrior in order to do battle with the forces of evil. No one can attack or interrupt you while you are transforming.

Describe what your warrior form looks like. You may be color coded or themed. Somewhere attached to your uniform you have a magical artifact which is the source of your power. Describe your artifact.

When you have transformed, no one except your team recognizes you, even if your uniform does not involve a mask. In your warrior form you can't fly, but you can ignore gravity to make big leaps and do acrobatic stunts.

While in warrior form, you can do a special attack using the powers of your artifact. Choose one:

- Power Beam (3 harm ranged.)
- Martial Arts (3 harm melee.)

**DISTINCTIVE ARMOR**—Maybe you wear a uniform with a cute skirt, or maybe you have a gleaming suit of armor. Whatever it looks like, in your warrior form you have Armor 1.

Choose one more move:

- POWER UPGRADE**—Add an attack tag to your Power Beam or Martial Arts.
- ARMOR UPGRADE**—Add a protect tag to your DISTINCTIVE ARMOR.
- SHIELD**—Once per scene, make a big shield that will protect you and your whole team from all harm for one round.
- MASCOT ALLY**—You have a small mascot that can give you advice and do reconnaissance. When it is helping you, you get +1 to STUDY HARD about the abilities or plans of your antagonists.
- FEELINGS BOOST**—After you PROCLAIM YOUR FEELINGS, your next use of GO ALL OUT does +2 harm.
- FOR MY FRIENDS**—While one of your teammates is Out, you get +1 ongoing. In addition, you can temporarily add a new tag to your attacks. These benefits multiply by the number of teammates who are Out.
- MAGICAL TEARS**—If someone has marked harm in one of their three final heart boxes (Bleeding or worse), express your emotions and roll POWERS ENGAGE. On 10+ heal 2 harm. On 7-9 heal 1 harm.
- HEART POWER**—The maximum number of bonds you may have with each person increases by one.

## LIMIT BREAK!

**ULTIMATE FORM**—Roll POWERS ENGAGE. On 7+ you draw directly on the source of your power to transform into an ultimate form to handily defeat one lieutenant or all minions in the scene.

**COOLDOWN**—Your artifact is damaged or drained by so much power flowing through it, and until it recharges you cannot transform.