

MEKKA PLAYBOOK

NAME: _____

PRONOUN: _____

i HAVE STUFF:

HOLDS:

Assign the following ability scores: +2, +1, -1

SCROUNGE	SMILE	STRONGARM
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crafting, Trade	Making Friends, Influencing People	Influence the World

DESCRIPTION & FORM

List each of your Parts

MOVES

SALVAGE PARTS: When you are the target of a Jury-Rig Move, you can use up Stuff (in addition to any needed for the Move) to gain a new Move, even if you didn't choose that result. You can only gain one new Move from any successful Jury-Rig. Note that, in general, you either have Stuff or you don't, so you will need another character to give you their Stuff to use this Move.

FRIENDSHIP: Once per session, when you play a game or playfight (for example, head-butting without intending any damage) with someone else, they learn something new about their own capabilities (this may result in a Move), and you create a Tie with them.

YOUR FORM (PICK ONE, SEE NEXT PAGE)

- BUNCHA LITTLE GUYS**: On a 6-, Damage 1 Part, Gain 1 Hold that you can spend to ask the GM a question when you're seeking information about the world around you. They must answer you honestly.
- BATTERIES NOT INCLUDED**: On a 6-, Damage 1 Part and gain 1 Hold that you can spend to appear silent and motionless for a short time, even if moving slowly.
- DOLLFACE**: On a 6-, Damage 1 Part and gain 1 Hold which you can spend to trigger a Jury-Rig Move, even if you don't have any Stuff.
- NO STRINGS ATTACHED**: On a 6-, Damage 1 Part and gain 1 Hold that you can spend to escape something that is trapping you.
- VROOOM!**: On a 6-, Damage 1 Part and gain 1 Hold that you can use to notice something that was overlooked in others' haste.
- MORE THAN MEETS THE EYES!!**: On a 6-, Damage 1 Part and gain 1 Hold that you can use to pretend to be someone you're not.
- ROCK SOLID**: On a 6-, damage 1 Part or Device that you didn't start with (if you have one) and gain 1 Hold which you can use to resist someone trying to force you to do something or go somewhere. If you don't have additional parts, you do not damage anything, but still gain the Hold; the GM makes a move as usual.



YOUR FORM (PICK ONE)

BUNCHA LITTLE GUYS : You are a swarm of tiny plastic toys. You're a crack team of green army men, more fun than a barrel of monkeys, or an entire farm's worth of barnyard animals. When you roll a 6-, one of your "guys" becomes separated. Damage one Part and gain one Hold that you can spend to ask the GM a question when you're seeking information about the world around you. They must answer you honestly. You can have up to twelve starting Parts. Suggestions: tiny individual (but similar) toys, a central leader, hive mind.

BATTERIES NOT INCLUDED : You are a battery-operated machine that moves, talks, or lights up. When you roll a 6-, your power source starts to run low and you go into power save mode. Damage one Part and gain one Hold that you can spend to appear silent and motionless for a short time, even if moving slowly. You can have up to six starting Parts. Suggestions: wheels, treads, cargo, lights, speaker, windshield, window, steering wheel, pulley mechanism, antenna, battery, catch phrase chip.

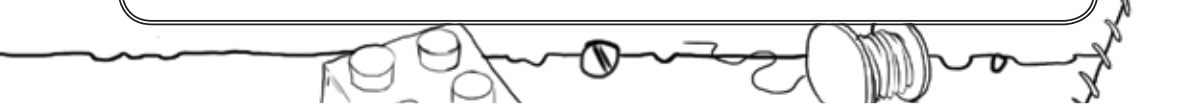
DOLLFACE : You are a hard-plastic doll with an array of exciting accessories! When you roll a 6-, you sacrifice one of your accessories to the cause. Damage one Part and gain one Hold which you can spend to trigger a Jury-Rig Move, even if you don't have any Stuff. You can have up to seven starting Parts. Suggestions: head, arms, legs, body, outfit, hair, accessories (name them!), a list of "things I collect."

NO STRINGS ATTACHED : Once upon a time, there was a puppetmaker who made you out of wood, ceramics, and clothed you in tiny stitched clothing. You had carefully-articulated joints, strings, and a series of beams for easily making you move and dance! Even before the Awakening, you had personality, although it was enslaved to the wishes of whomever pulled your strings. When you roll a 6-, another string is cut from your past. Damage one Part and gain one Hold that you can spend to escape something that is trapping you. You can have up to seven starting Parts. Suggestions: head, arms, legs, body, an outfit, strings, control bar, a dramatic script.

VROOOM! : You go fast! You're a wheeled vehicle that's built for speed! When you roll a 6-, you fall behind! Damage one Part and gain one Hold that you can use to notice something that was overlooked in others' haste. You can have up to six starting Parts. Suggestions: wheels, windshield, doors, headlights, bumpers, fenders, a favorite surface to roll on.

MORE THAN MEETS THE EYES! : Are you a truck? Are you a human-looking scientist? Maybe you're both! You have two faces you show the world—what are they? When you roll a 6-, you involuntarily transform too fast! Damage one Part and gain one Hold that you can use to pretend to be someone you're not. You can have up to six starting Parts: Suggestions: wheels, headlights, a face, a second face, claws, bumpers, an outfit, a themesong.

ROCK SOLID : You're a solid friend with no moving parts, at all. You might be a solid plastic dinosaur, a pet rock, or even a logo'ed tchotchke from a long-past trade show. When you roll a 6-, damage one Part or Device that you didn't start with (if you have one) and gain one Hold which you can use to resist someone trying to force you to do something or go somewhere. If you don't have additional parts, you do not damage anything, but still gain the Hold; the GM makes a move as usual. You can have only one starting Part, which cannot be damaged. Suggestions: a hard plastic dinosaur, a pet rock, a child's pottery sculpture, a character from pop culture, a chew toy.



SOCK PLAYBOOK

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List each of your Parts

MOVES

PAIRED UP: When you Help Someone, treat a 7-9 partial success as a 10+. If the target is another Sock, they get to roll 3d6 and pick the highest two dice.

FRIENDSHIP: Once per session, when you ask for help from someone else for something you can't do by yourself, if they help you, they feel better about themselves. They may repair a Part, and you also may create a Tie with them.

YOUR FORM (PICK ONE, SEE NEXT PAGE)

- ATHLETIC SOCK:** On a 6-, Damage one Part and gain one Hold, which you can use to get into a spot or space that you normally wouldn't be able to reach or fit inside.
- CHRISTMAS STOCKING:** On a 6-, Damage 1 Part and gain 1 Hold which you can use to inspire, cheer, or encourage another character.
- WOOL SOCK:** On a 6-, Damage one Part and gain one Hold that you may use to deceive a GM character (they don't call it "pulling the wool over his eyes" for nothing!)
- SOCK PUPPET:** On a 6-, Damage one Part and gain one Hold which you can use to blend into a crowd and be overlooked by someone trying to single you out.
- FINGER PUPPETS:** On a 6-, Damage one Part and gain one Hold that you can use to establish a minor fact about someone you just met.
- TIGHTS:** On a 6-, Damage one Part and gain one Hold that you can spend to catch something and hold onto it.



YOUR FORM (PICK ONE)

ATHLETIC SOCK: Hup hup, soldier! You're a sturdy, pragmatic Sock with a solidity to you that belies your floppy nature. When you roll a 6-, the starch weakens and you fold like a nylon. Damage one Part and gain one Hold, which you can use to get into a spot or space that you normally wouldn't be able to reach or fit inside. You can have up to five starting Parts. Suggestions: toe, cuff, stripes, heel, reinforced athletic sole, patches, cheer slogan.

CHRISTMAS STOCKING: You are the sentinel. The sparkly guardian of cold winter nights. You are the stocking hung by the chimney, ever vigilant, expectant of a bounty you will disgorge at dawn like a mockery of Sockness. You have no mate. When you roll 6-, a bit of the jingle goes out of your bells. Damage one Part and gain one Hold which you can use to inspire, cheer, or encourage another character. You can have up to seven starting Parts. Suggestions: toe, cuff, jingle bells, tinsel, felt applique, beads, embroidery, a child's name, quilting, favorite song.

WOOL SOCK: Sturdy, well-built, you are a Sock to be reckoned with! You're also deceptively unfashionable. When you roll a 6-, you felt a little bit more. Damage one Part and gain one Hold that you may use to deceive a GM character (they don't call it "pulling the wool over his eyes" for nothing!) You can have up to six starting Parts. Suggestions: toe, cuff, heel, instep, gusset, lace, patterning, patches, a "tell."

SOCK PUPPET: All it took were some googly eyes and a felt tongue, and suddenly you're a whole new Sock! When you roll a 6-, you lose a little bit of your personal style. Damage one Part and gain one Hold which you can use to blend into a crowd and be overlooked by someone trying to single you out. You can have up to seven starting Parts. Suggestions: face, cuff, eyes, tongue, an outfit, floppy limbs, hair, a political agenda.

FINGER PUPPETS: Like a Buncha Little Guys, you are a group of tiny "Socks," each with its own personality and look! When you roll a 6-, one of your puppets finds a new home! Damage one Part and gain one Hold that you can use to establish a minor fact about someone you just met. You can have up to ten starting Parts. Suggestions: an ensemble of various finger puppets of different appearances (describe them!), a bandana backdrop, a theme song.

TIGHTS: Joined at the hip, literally, you're a two-headed character who is sometimes at odds with itself. But you are also your own best friend! When you roll a 6-, you get all tangled up in yourself! Damage one Part and gain one Hold that you can spend to catch something and hold onto it. You can have up to four Starting Parts. Suggestions: right leg, left leg, torso, run, toes, haughty demeanor.

SOFTIE PLAYBOOK

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BOSSY: When you try to convince someone that your way is best, roll+Smile. If they are a GM character: on a 10+, they are convinced! They do what you want. On a 7-9, they do what you want, but you must give them something (similar to the Bribe move). If they are a player character, on a 10+, if they do what you want, they gain a Hold as if they'd rolled a 6- (but without the damage). On a 7-9, if they do what you want, you owe them a favor.

FRIENDSHIP: Once per session, when you put someone else's needs before your own, they tell you how they are weak, afraid, or vulnerable, and you tell them a secret of your own. You also may create a Tie with them.

YOUR FORM (PICK ONE, SEE NEXT PAGE)

- RAGDOLL**: On a 6-, Damage one Part, but gain one Hold that you can spend to ask a character one question. GM characters must answer truthfully. Player characters may deceive you, but you will know they are not telling the truth.
- BUILT LIKE A BEAR**: On a 6-, Damage one Part, but gain one Hold that you can spend to divine the history or origin of a person or item.
- CARNIVAL PRIZE**: On a 6-, Damage one Part and gain one Hold that you can spend to find your way if you are lost.
- UNHAND ME**: On a 6-, Damage one Part and gain one Hold that you can spend to entertain a group of Toys by telling a short, amusing story with heroes they identify with.
- I'M "REAL"**: On a 6-, Damage one Part and gain one Hold that you can use to apply "real world" logic or science to solve a problem.
- SOFT SCULPTURE**: On a 6-, Damage one Part and gain one Hold which you can use to know the original value of something you can hold.



YOUR FORM (PICK ONE):

RAGDOLL : Stitches can be witches... you're the enigmatic, always-smiling secret-keeper. When you roll a 6-, you unravel a secret. Damage one Part, but gain one Hold that you can spend to ask a character one question. GM characters must answer truthfully. Player characters may deceive you, but you will know they are not telling the truth. You can have up to seven starting Parts. Suggestions: head, arms, legs, body, an outfit, stuffing, hair, favorite color.

BUILT LIKE A BEAR : You're an artisan-crafted heirloom stuffed animal. Yeah, you might have a few scuffs and surgical scars, but you're custom-made and built to last. You have a lifetime guarantee! When you roll a 6-, you doubt your origins and wonder if you really are "all new materials." Damage one Part, but gain one Hold that you can spend to divine the history or origin of a person or item. You can have up to eight starting Parts. Suggestions: head, arms, legs, tail, body, an outfit, stuffing, ears, the books you like to read.

CARNIVAL PRIZE : You're awesome! You're BIG! And WEIRD! Your seams are hot-glued together! You've got pellets for stuffing! You might not even look like a real creature! When you roll a 6-, your stuffing comes loose and leaves a trail. Damage one Part and gain one Hold that you can spend to find your way if you are lost. You can have up to nine starting Parts. Suggestions: head, arms, legs, tail, body, eyes, antennae, ears, stuffing, weird thing (describe it!), carnival barking phrase ("Step right up!" etc.)

UNHAND ME! : Don't let the soft fur and big eyes fool anyone—you're one smart cookie-eating monster! When you roll a 6-, you become nostalgic for the days when you told stories instead of living them. Damage one Part and gain one Hold that you can spend to entertain a group of Toys by telling a short, amusing story with heroes they identify with. You can have up to eight starting Parts. Suggestions: head, body, eyes, arms, ears, mouth, an outfit, weird things (describe them!), a bad habit.

I'M "REAL" : Whether you remember or not (and many choose to forget!), you were deeply, unfathomably loved, once upon a time. You were so beloved, you Awoke before the humans were gone. Your fur is worn bare, you have been restitched by a mother's hands, and you've absorbed a child's tears and laughter in great measure. When you roll a 6-, you remember something from the long-ago past that makes you sad. Damage one Part and gain one Hold that you can use to apply "real world" logic or science to solve a problem. You can have up to six starting Parts. Suggestions: head, limbs, tail, body, stuffing, eyes, a child's name.

SOFT SCULPTURE : You are a work of art! Felted or stitched together, you might be too "abstract" for others to appreciate, but you know you're a valuable piece of culture. When you roll a 6-, you sense the line between "art" and "kitch" is a little too close for comfort. Damage one Part and gain one Hold which you can use to know the original value of something you can hold. You can have up to six starting Parts. Suggestions: bobbles, spirals, wings, eyes, mouth, lumps, wooly bits, mushed face, a French accent.