

EGRESS STATION

GRIT

NAME _____
PRONOUNS _____
PLAYER _____

You have focus, patience, and resilience. You've spent hours practicing the same riff over and over until it's perfect. You don't expect things to be easy. Sometimes the only way is the hard way, and when everyone else has gone home you're just getting started.

SACRIFICE YOUR BODY

Take a Slam (exhausted, strained, etc.) to get +2d6 to your action. This Slam can't be noped.

BRUSH IT OFF

You can ignore Slams and minor physical injuries by marking 1 trouble. When you do, mark 1 style.

ATTITUDE: GRIT

Describe how your grit helps you with an action, then add dice or kick as needed.

AESTHETICS

GEAR

Wristcom


SLAMS

HOW TO PLAY

ACTION ROLLS


Say what you're trying to do and roll 1d6. On a 6: You succeed. On a 4 or 5: you succeed, but there's a Slam or a Complication. On a 1 to 3: you fail, and there's a Slam or a Complication, or sometimes both.

ADDING DICE

Say how your Attitude or Signature Instrument helps, then check any number of  to add that number of dice to your roll. Take the highest result. There's no stacking limit.

You can also give yourself a single die by either marking 1 Trouble, or accepting a Complication. The GM picks it, but anyone can suggest things. (You can't Nope this one, you gotta take it on the chin.)

ADDING KICK

Say how your Attitude or Signature Instrument helps, then check any number of  to add Kick to your action. There's no stacking limit. Boosting Kick makes your success more powerful. You make more progress or gain some side benefit.

TEAMWORK

You can freely give dice or kick to teammates, as well as take (or nope) problems for them. Describe how your Attitude or Signature Instrument helps.

"TURN IT TO 11!"

Do something in a bold, stylish way. Tell the GM, then roll your action like normal. Any problems you get will be worse, but if you succeed mark 1 style.

NOPE!

If you don't like a Slam or a Complication, say Nope! and describe how you avoided it instead. Mark 2 trouble.

TROUBLE

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STYLE

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EGRESS STATION

GUTS

NAME _____
PRONOUNS _____
PLAYER _____

You've got confidence, boldness, sass, and chutzpah. You bet on yourself, challenge convention, throw caution to the wind, and go for broke. Your music is fast and loud. If you're too scared of doing something wrong, you'll never do anything great, right?

HYPER JUMP

If there is any question about who goes first, it's you.

SHOW OFF

You get +1d6 anytime you Turn It To 11. You just can't help it, the spotlight loves you.

ATTITUDE: GUTS

Describe how your guts help you with an action, then add dice or kick as needed.

AESTHETICS

GEAR

Wristcom

SLAMS

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EGRESS STATION

SMARTS

NAME _____
PRONOUNS _____
PLAYER _____

It's not about IQ. It's about curiosity, love-of-learning, a fascination with the world and how it works, and a willingness to think about things from different angles. Your music is creative and outside-the-box, and everything is a problem to be solved.

TECHNO BABBLE

Once per session, explain something technical with jargon or a fun metaphor for +1d6 to a roll

LATERAL THINKING

When you try to Turn It To 11 with a creative approach, mark 1 style even on failed roll.

ATTITUDE SMARTS

Describe how your smarts helps you with an action, then add dice or kick as needed. If the action fails, regain whatever you just spent. You learn from your failures.

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STYLE

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EGRESS STATION

HEART

NAME _____
PRONOUNS _____
PLAYER _____

Music is your life. You have integrity, intuition, passion, and empathy, and you rep your band harder than anyone. When you perform, people can tell you are doing it with all you got, and loving every single moment.

MIDDLE FINGER

Once per session, automatically get a 6 on any action, no roll required. Add up to 2 kick and tell everyone how awesome you look.

TEAM PLAYER

You mark 1 style whenever you help someone with teamwork.

ATTITUDE: HEART

Describe how your passion or empathy helps your action, then add dice or kick as needed. Whenever you (or a teammate you are helping) succeeds, regain 1 attitude.

AESTHETICS

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Wristcom _____

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EGRESS STATION

CHILL

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PRONOUNS _____
PLAYER _____

Chill is effortless, zen, and going with the flow. You do stuff by feel, see what happens, throw knuckleballs, and somehow make even the simplest riffs sound sick as hell. Maybe you're lucky, maybe you just notice what everyone else was too busy to.

UMM...GUYS?

You notice the stuff everyone else didn't, like hidden panels, perfect skate spots, looming monsters, etc. Ask (or tell!) the GM what you see.

EFFORTLESS COOL

Mark 1 style anytime you roll doubles. You just look cool without even trying, without even knowing it.

Wristcom

ATTITUDE: CHILL

You always roll with +1 dice. Things tend to work out.

AESTHETICS

TROUBLE

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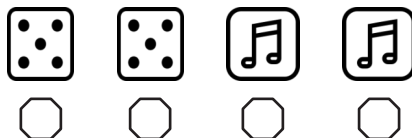
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Laser Harp

The laser harp is just like a regular harp, except for the lasers. Throw the emitter puck on the ground and a fan of laser beams shoots out the top. Pluck them with your gloves and you can play the light fantastic. Some people hack their emitter to produce a single powerful beam, but you would never do that. Right?

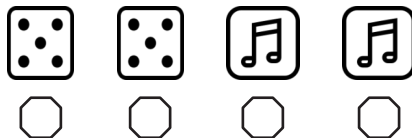
- Make a show or cause distractions by throwing beams of light wherever you want.
- Play a riff and force the laser fan into one beam. Roll to damage an object, near or far.



Arc Wave

"Are You Ready To Play The Lightning?!" - Arc Wave Instruments advertisement. The Arc Wave system is a glove you wear on one hand and a rod you hold in the other. Electricity arcs between the two, vibrating the air to make sound. The "waver" uses the rod/glove combo to "Play The Lightning".

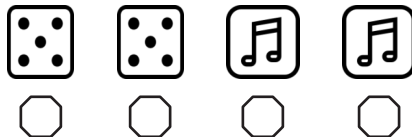
- Roll to short out nearby computer systems, even if you can't reach them.
- Roll to zap nearby sapients, possibly knocking them unconscious. Or just really pissing them off.



Holophone

This instrument is not real. This instrument is merely a holograph of an instrument. This instrument changes shape, appearance and sound as you play. This instrument is impossible to play. However, you can play it.

- Create complex holographic projections while playing this instrument.
- Roll to produce realistic holographic simulations of anything you have seen.

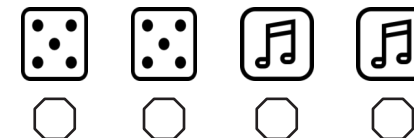


Electrophasic Guitar

Music can change the world but this guitar can change reality. Notes from an electrophasic guitar have a tendency to warp local spacetime.

- Play a solo and roll to locally reverse time by a few seconds. You can try reversing time for longer, but the consequences will be worse.

- Roll to teleport in-universe by slicing a quick riff. If you can't see your destination, potential problems are worse. Add Kick to bring someone (or something) with you.

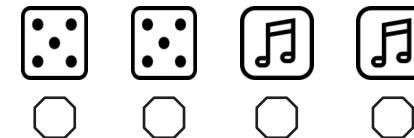


Body Morph Jacket

Dancing has always been an expression of music, but the Body Morph Jacket takes it to the next level. Sync to your music and you will literally light up the room.

- Display simple colors, patterns, and images on the surface of your jacket. Roll to temporally look like someone else.

- Project holographic backup dancers into the space around you. Roll to have them act independently. Add Kick to increase the size of your dance crew.



Powered Exoskeleton

3D-printed powered armor and repurposed military exoskeletons have been around for ages, but a few hardcore musicians recently realized that the powered actuators let you really wail.

- The powered actuators let you play your instrument with incredible force. Roll to create a deafening cacophony of music.

- Lift or carry very heavy things. Roll to slowly crush things or jump great distances.

