

# RULES

## ACTION ROLLS

- ◆ Say what you're trying to do and then roll a six-sided die (1d6).
- ◆ If you get a 6, you succeed. If you get a 4 or 5, you succeed but there's a problem. If you get a 1–3, you fail, and there's a problem.
- ◆ Describe your success (or failure). The GM describes the **impact**, as well as any **problems**.
- ◆ Some abilities add more dice to your roll. In this case, take the highest result.

## BOOST & KICK

Mark a boost for +1d6 to an action roll.

Mark a kick to increase the potential impact of an action roll (the kick is still spent even if you fail.) No stacking limit.

## DARES

### You can...

- ◆ get +1d6 to an action roll,
- ◆ get +1 kick to an action roll, or
- ◆ clear 1 trouble

### If you...

- ◆ let GM gain 1 bite,
- ◆ let GM introduce an extra problem, suggested by you, or
- ◆ mark 1 trouble.

## DO A TRICK

Add a trick, a flourish, or some extra show to any action by saying "check it" before your roll. Any problems rolled are worse, but if you succeed you also mark 1 style.

## SHARING

As long as you can describe it, you are free to use boost, kick, or dares to improve a teammate's action roll, freely take (or nope) slams for each other, share or trade components, or donate style to the crew or a specific teammate. (You can't share trouble.)

## PROBLEMS

Bad things that happen to you, usually when you roll badly or the GM spends bite. There are two kinds, **snags** (complications, twists, etc.) and **slams**.

## SLAMS

- ◆ If you take a slam and don't have room for it then **disaster** strikes!
- ◆ Slams during **clean-up** at the end of the run.
- ◆ Situational slams may clear sooner if it makes sense.

## NOPE

If you don't want to take a slam, say "nope!" and describe the cool thing your character does to avoid it instead. Then mark 2 trouble.

## TROUBLE

- ◆ If you mark your eighth trouble box, **disaster** strikes!
- ◆ Trouble is cleared by buying **beats** during downtime or by taking **dares**.

## DISASTER

- ◆ The GM asks each player to make a **disaster roll** near the end of the run (often on the way home).
- ◆ Roll 1d6 per empty trouble box on your sheet. Take the highest result.
- ◆ If it's a 6, you avoid disaster and mark 1 style. If it's a 4 or 5, you avoid disaster but mark 1 trouble. If it's a 1–3, something really bad happens and you mark doom.
- ◆ Disaster may also *automatically* strike in special situations, like if you mark all your trouble or take too many slams.

Or maybe at the climax of the big battle!

## LEGACY

- ◆ You get legacy from certain downtime **beats** and crew **perks**. Write it on your sheet. Be descriptive.
- ◆ Legacy may be lost due to **disaster**, or sacrificed to mend a **fractured** crew.
- ◆ The amount of legacy you collect helps determine your **epilogue**.

trophies, stories, scholarships, good memories, etc.

## DOOM

- ◆ **Disaster** and certain downtime **beats** can give you doom. Write it on your sheet. Be descriptive.
- ◆ Doom can also be cleared with certain **beats**, or by going on a run specifically for that purpose.
- ◆ Your doom helps determine your **epilogue**.

scars, debts, burnt bridges, trauma, etc.

## FRACTURES

- ◆ Certain downtime **beats** and **challenges** can cause the crew to take or clear fractures. Write them on the crew sheet, in a fracture box. Be descriptive.
- ◆ If your crew takes a fracture when all fracture boxes are full, you break up. Everyone marks 1 doom and one or more PCs must leave the crew.
- ◆ Reconciliation requires a significant sacrifice, such as one member clearing some **legacy** or marking **doom**.

## STYLE

You gain style by doing **tricks**, going on certain runs, using certain **traits**, etc. You use style to buy beats and make your crew famous.

style is like blades in the Dark's xp and coin combined.

## BOARD TRICK IDEAS

- ◆ **Rotations.** 180s, 360s, backflips, wildcats, mistys, mctwists, underflips, half-cabs, corkscrews, and other tricks where you rotate in the air before landing.
- ◆ **Flip Tricks.** Kickflips, heelflips, caspers, hardflips, treflips, shove-its, impossibles, and anything else where the board itself flips or rotates before you land back on it.
- ◆ **Board Grabs.** Tail grabs, nose grabs, melons, indys, mutes, methods, chicken salads, and anything where you reach down and grab a part of your board with your hand while in the air, often paired with a rotation.
- ◆ **Rail Tricks.** Boardslides, nosegrinds, 50-50s, crooks, lipslides, and other tricks where your board makes direct contact with a rail or ledge as you slide along it.

## ACTION IDEAS

- |                      |                    |
|----------------------|--------------------|
| ◆ blast something    | ◆ remember a       |
| ◆ sneak or hide      | crucial fact you   |
| ◆ run away or race   | may have learned   |
| ◆ climb a tree       | in school          |
| ◆ hack a drone       | ◆ pull an item you |
| ◆ sound convincing   | could reasonably   |
| ◆ look for something | have packed out    |
|                      | of your backpack   |

## KICK LETS YOU...

- ◆ Mark more of a progress track or shoot down more laserflies!
- ◆ Damage a monster with an otherwise ineffective attack. Punch that giant crab right in the nerve sac.
- ◆ Get more style points when landing a trick (1 style per kick).
- ◆ Gain some side benefit, or do a couple things at the same time.
- ◆ And more! If it's too much to ask from a normal action, add kick and ask again.



## GM ACTIONS

### At any time you can...

- ◆ Describe their surroundings.
- ◆ Ask questions like “What do you do?” or “Who’s closest to the river?” or “Does that make your character mad?” or “How does the trick look?” or “Anyone have an idea for a problem?”
- ◆ Start a looming **danger track** or establish a future **obstacle**.
- ◆ Cut to the action, with the PCs in control.
- ◆ Call for an extra **refresh** any time during the run (helpful for longer runs!).
- ◆ Call for a **group action**. This can speed up and simplify a scene. One player rolls for the group. Anyone in the group can boost or kick that roll, describing how they contribute. If the roll succeeds, everyone does, but any problems affect everyone equally.

### When they roll a problem...

- ◆ Hit them with a **snag**.
- ◆ Hit them with a **slam**.
- ◆ Or just gain 1 **bite** you can use later.

### Spend 1 bite to...

- ◆ Introduce a surprise problem.
- ◆ Cut to the action, with the characters in over their heads.
- ◆ Suddenly advance a threat (and the associated danger track)!

### Spend 2 bite to...

- ◆ Force an immediate, additional **disaster** roll on a single PC.
- ◆ Introduce a random **challenge** to the crew (or pay a little more to pick something specific).

## BITE

## CYCLE OF PLAY

1. **Pick Run.** The players decide what they want to do, or take an offer from the GM. Runs always include a goal, an associated prize, and one starting obstacle or potential threat.
2. **Refresh.** Players refill kick and boost. GM gains 1 bite per player, plus bonus bite for riskier runs.
3. **The Run.** Players drive the action. Established obstacles, dice rolls, and bite provide problems to overcome. Players acquire slams, trouble, and style throughout the run.
4. **Disaster Rolls.** All players must make a disaster roll near the end of the run, usually as they portal home.
5. **Clean-up.** Award style bonuses, clear slams, adjust faction status.
6. **Downtime.** Players spend style and trouble on beats. The GM can spend remaining bite to introduce challenges or advance looming threats.
7. **Repeat.** Have fun! And on the last run of the campaign, skip the disaster roll, and then use the epilogue rules to wrap things up.

## PRIZES

- ◆ **Amp.** Getting to a dope spot where tricks earn +1 style.
- ◆ **Bonus.** 3–5 crew style for accomplishing a specific goal.
- ◆ **Stuff.** Components or gear.
- ◆ **Favour.** Impressing a specific faction.
- ◆ **Access.** Unlocking a specific portal-zone, or triggering a specific opportunity.

Mega Prizes are twice the size, but usually require riskier runs (with more bite).

## OBSTACLES

- ◆ The exact location of the prize is hidden or secret.
- ◆ The path to the prize is difficult, treacherous, blocked, or well-guarded.
- ◆ Earning the prize requires a series of difficult tasks, surviving a dangerous situation, winning a tough competition, etc.
- ◆ The prize must be claimed before a threat shows up, a window closes, or time runs out.

They'll need to explore or ask around a bit.

## SNAGS

- ◆ A new, unexpected obstacle or threat is revealed.
- ◆ A task gets more complex or difficult, with more steps. Start or extend a progress track.
- ◆ A situation gets more dangerous. Any future problems rolled are worse.
- ◆ A big twist changes the nature of the scene and what the PCs need to do.
- ◆ An asset is lost.

AKA a monster shows up.

## SLAMS

- ◆ *Banged up, bruised, sprained ankle, scratched up, lightly roasted, slimed, exhausted.*
- ◆ *Stressed, upset, humiliated, distracted, confused.*
- ◆ *Reality damage, concept warping, unraveling logic.*
- ◆ *Drained powercell, glitching software, cracked screen, broken gun.*
- ◆ *Pinned down, grappled, stuck, targeted, dangling from ledge.*

slams like these ones clear when the situation changes.

## WORSE PROBLEMS

For extra risky things like doing tricks or not running from monsters. For example:

- ◆ Two standard problems.
- ◆ One slam for each PC.
- ◆ **Super slams.** The player records the slam as normal, but with “super” in front (*super bruised, super stressed*, etc.) At the end of the run, only the “super” part is cleared, turning it into a normal slam which can be cleared fully next time. Super slams require extra noping to avoid. One nope avoids the intensifier, two nopes avoids the entire thing.

## DISASTERS

If **disaster** strikes a player, something bad happens that causes them to mark doom. Here are some ideas.

- ◆ **Injury.** You incur (or finally notice) a serious injury. You need to get to a hospital.
- ◆ **Loss.** Your signature device is lost, confiscated, stolen, or seriously damaged.
- ◆ **Peelback Damage.** Peelback pulls you home violently, straining organs, altering physiology, scrambling reality, or rattling your psyche.
- ◆ **Peelback Accident.** Peelback tosses you into the multiverse, swaps you with an alternate, shifts your timeline, opens a portal to heck right where your bedroom used to be, etc.
- ◆ **Capture.** You’re nabbed by Rescue and hauled in for treatment, pulled into an Arborist question chamber, grounded until the rapture, etc.
- ◆ **Personal.** The last text you’d ever want to receive. You get dumped. Your mom gets a job overseas. Your dad finds your secret account. Someone leaks that one video.

# — BEATS —

- Beats are moments you can purchase with your trouble and style to fuel the story, advance your character, and prompt roleplaying scenes.
- The cost listed with each beat is the amount of style or trouble you clear to buy it, but you can purchase trouble-cost beats even if you can't afford them.
- Trait and arc beats are one-time buys. Arc beats must also be bought in descending order, and only once per downtime. These limits don't apply to any other beats. Buy six *In the Labs* at once for all I care.

## GRIT ARC

**A Goal (1 style).** A montage where you work towards a goal. Practicing an impossible trick in the driveway, building something no one believes in, saving change in a jar, etc. +1 **slam** (*tired, blistered*, etc.)

**Setbacks (2 style).** The work gets harder, progress slows, and now it's raining. Your goal feels farther away than when you started, but you keep at it. +1 **slam**. What's the crew think?

**Quitting (4 trouble).** The moment you finally give up. Why? What broke you? Who have you let down, besides yourself? +1 **doom**, +1 **fracture**.

**Perseverance (3 style).** You get back up and keep going. You always do. Who believed in you? -1 **doom**, -1 **fracture**, +2 **legacy**, +1 **trait**.

## GUTS ARC

**Spotlight (3 style).** You get scouted by a sponsor, become the fan favourite, or get singled out for some kind of reward or accolade. You aren't humble about it. +1 **legacy**, +1 **fracture**.

**Star Power (2 style).** More attention, more offers. It's going to your head. How do you treat your *entourage* crew? +1 **legacy**, +1 **fracture**.

**Going Solo (4 trouble).** You have a big fight with your crew, choosing yourself over them. It eats at you. +1 **fracture**. +1 **doom**. +1 **slam** (*guilt, anger*, etc.)

**The I in Team (1 style).** You turn down a huge offer, set the record straight, or show up just in time to help, sacrificing your legacy for the crew. -1 **legacy**, -1 **doom**, -2 **fractures**, +7 **style** for your crew, and +1 **trait**.

## SMARTS ARC

**Inspiration (1 style).** A big idea strikes you, gnawing at your mind and flooding you with adrenaline. Do we know what it is yet? You drop everything to go work on it. Pick a teammate who was there.

**Results (2 style).** The idea shows promise. Is it some kind of device, a new trick, a portaling breakthrough, or what? +1 **legacy**. Pick a teammate who is there when you test it.

**Unintended Consequences (4 trouble).** The idea goes haywire, dominoes terribly, or gets into the wrong hands. What's the crew think? +1 **doom** or +1 **fracture**.

**Full Realization (3 style).** And just like that, it snaps together. Who or what helped you see the missing piece? -1 **doom** or -1 **fracture**, +1 **legacy**, +1 **trait**.

## HEART ARC

**Dalliance (2 style).** You begin a special relationship with a member of another faction, a teammate, or someone else. +1 **legacy**.

**Catching Feelings (1 style).** The relationship blooms, but things get more complicated, too. What's at stake? Which teammate disapproves? +1 **legacy**, +1 **fracture**.

**Us or Them (4 trouble).**

A misunderstanding, conflict of interest, betrayal, or messy break-up hurts you and your crew. +1 **doom**, -1 **legacy**, +1 **fracture**.

No one understands your love!!!

**Love Conquers All (3 style).** You make it right, prove your loyalty, speak truth and do the brave thing. Your bonds are stronger than ever. -1 **doom**, -2 **fractures**, +1 **legacy**, +1 **trait**.

## CHILL ARC

**Caught in a Plot (1 style).** You overhear something, get mistaken for someone, get ushered into the wrong line, etc.

**Serendipity (2 style).** Your moment of dumb luck continues to pay out, but also gets more complex. What does the crew think? +1 **legacy**.

**In Too Deep (4 trouble).** You're found out, painted into a corner, caught frantically Mrs. Doubtfire at an event, and just in way over your head. +1 **doom**. Pick a teammate who notices.

**Somehow Works Out (3 style).** And yet, you land on your feet, as per effing usual. That photo becomes a meme, the money was still in your backpack, the CEO liked your initiative, etc. -1 **doom**, +1 **legacy**, +1 **trait**.

## FAMILY ARC

**Trouble at Home (2 trouble).** Your family disapproves. How? Why? Do you care? +1 **slam** (*distracted, worried*, etc.) and pick a teammate who notices.

**Final Warning (3 trouble).** An argument, punishment, or ultimatum. What do they want? What do you? What don't they understand? What don't you? +1 **doom**.

**Last Straw (4 trouble).**

Nuclear war, scorched-earth, and words you both regret. +1 **slam** (*grounded, lost device*, etc.) and +1 **doom**. What's the crew think?

Uh oh! You've done it now, kid.

**Redemption (4 style).** Who makes the first move toward forgiveness? What's changed? How will you treat each other differently now? -2 **doom**, +1 **legacy**.

## ANGST ARC

**Angst (2 trouble).** You've got issues. Do we know why? How do they show? +1 **slam** (*angry, jealous, depressed*, etc.) Pick a teammate who notices.

**Struggling (3 trouble).** Your issues get worse. You act out, project, or try to solve the problem the wrong way. +1 **doom**.

**Darkness (4 trouble).**

Woof. Your issues hurt your own crew. How? What did you say? What did you do? What did you not do? +1 **fracture**.

We've all been there. And it sucks.

**Catharsis (4 style).** Who helps you? What do you understand now you didn't before? What will you change? -1 **doom**, -1 **fracture**, +1 **legacy** or **trait**.

## TRAITS (EXCLUSIVE)

### GRIT ONLY

**Grinding (2 style).** A scene where you work hard, prep carefully, wait patiently, fall and get back up, etc. **+1 trait.**

### GUTS ONLY

**Swagger (2 style).** A scene where you trash talk a rival, break your own record, comment on your own videos, show up late, or just live life fast and loud. **+1 trait.**

### SMARTS ONLY

**Research (2 style).** A scene of you exploring, reading, analyzing a video, being creative, trying something new, planning portal routes, etc. **+1 trait.**

### HEART ONLY

**Devotion (2 style).** Look through thw crew's photos, daydream about portals, feel the wind in your face as you skate. Show us what you care about, and how much. **+1 trait.**

### CHILL ONLY

**Just Vibin' (2 style).** You just being you. Playing video games, sleeping, eatin' chips, chasing butterflies, whatever. Show us how care-free you are. **+1 trait.**

## NOTES, ETC.

Write custom  
beats for your  
group, etc.

## TRAITS (GENERAL)

**Origin Story (3 style).** A flashback that shows a defining moment from your past. **+1 trait.**

**Sharpened (4 style).** A teammate inspires you or shows you something about yourself. **+1 trait.**

## CREW

**Opportunity (2 style).** Something great happens to the crew. Roll an **opportunity**.

**Challenge (5 trouble).** Something not-so-great happens to the crew. Roll a **challenge**.

**Fight (5 trouble).** An argument, betrayal, or broken bond. How does each participant feel threatened by this issue? Hear everything as an attack, speak in accusations, and focus on winning. **+1 fracture.**

**Make Up (5 style).** An apology, kind gesture, or regrown bond. A conversation where you really listen, address those core concerns, and tell the others how you feel, not how they are wrong. **-1 fracture.**

## OTHER

**Being Good (1 style).** Chores, homework, Bible study, showing up for your shift on time. You know, actually trying. **Clear 2 trouble.**

**You Earned It (5 style).** A trophy, a trick named after you, a scholarship, a moment you'll cherish forever. **+1 legacy.**

**Take an L (5 trouble).** You suffer a loss, burn a bridge, gain a debt, or set off a looming threat. Does the crew know? **+1 doom.**

**In the Lab (1 style).** Tinkering, designing, crafting, shopping, etc. Do any/all of the following:

- Install mods you have components for.
- Uninstall mods and salvage the components.
- Exchange three matching components for one component of your choice.
- Roll to gain 1 random component.

1 coil

2 disc

3 lens

4 gem

5 choose

6 choose & roll again

**Portal Discovery (2 style).** Exploring, eavesdropping, crunching data, scouring old message boards, etc. Pick a world (A) that borders another (B) and roll 1d6 to see what kind of portal-zone you learn about.

1 one-way to A

2 one-way to B

3 one-way to A but it's...

4 one-way to B but it's...

5 two-way

6 two-way but it's...

1 tricky to locate

2 a faction secret

3 blocked/guarded

4 very dangerous

5 only open sporadically

6 too thick for basic tech

Better unlock  
that advanced  
portal tech!



# GRIT

NAME

LOOK

FAMILY

BOND

VIBES

STICKERS, ETC.

## GEAR

YOUR BOARD

YOUR RAYGUN

- |                                  |                  |
|----------------------------------|------------------|
| ● your phone                     | spacetime amp.   |
| ● something everyone else forgot | multiversal maps |
| backup portaling device          | a small drone    |
| grappling hook                   | hacking tools    |
|                                  | repair tools     |
|                                  | pro camera gear  |

## TROUBLE

## ATTITUDE

Describe how your grit helps your action, then boost or kick as needed. Also, refill 1 attitude whenever you fail any action. When the going gets tough, ya know?



## TRAITS

**Skill.** You've spent hours and hours practicing...

If this would help you with an action, you can mark 1 trouble to upgrade a 1-3 result into a 4/5 result.

**Patient.** When you reveal how you've been waiting to act, get +1d6 or +1 kick on your action.

**Sacrifice Your Body.** Take a slam (*exhausted*, *strained*, etc.) to get +2d6 to your action. This slam can't be noped or avoided in any way. You gotta actually take it, kid.

**Diligent.** You can reroll *In the Lab*. Also clear +1 trouble when *Being Good* once per downtime.

**Walk It Off.** You gain 1 extra slam box. Mark 1 style every time you take a slam.

**Personal Growth.** A trait from another personality. How are you changing? Who are you learning from?

## STYLE

+1 after runs where you show toughness or focus.

## LEGACY

## DOOM

## SLAMS

## BEATS

### Trait Beats—

- Grinding (2s)
- Origin Story (3s)
- Sharpened (4s)

### Grit Arc—

- A Goal (1s)
- Setbacks (2s)
- Quitting (4t)
- Perseverance (3s)

### Family Arc—

- Trouble at Home (2t)
- Final Warning (3s)
- Last Straw (4t)
- Redemption (4s)

### Angst Arc—

- Angst (2t)
- Struggling (3t)
- Darkness (4t)
- Catharsis (4s)

### Crew Beats—

- Opportunity (2s)
- Challenge (5t)
- Fight (5t)
- Make Up (5s)

### Other Beats—

- Being good (1s)
- You Earned It (5s)
- Take an L (5t)
- In the Lab (1s)
- Portal Discovery (2s)

# GUTS

NAME

LOOK

FAMILY

BOND

VIBES

STICKERS, ETC.

## GEAR

YOUR BOARD

YOUR RAYGUN

- your phone
- something you're not supposed to have
- portable speaker
- grappling hook
- spacetime amp.
- multiversal maps
- a small drone
- hacking tools
- repair tools
- pro camera gear

## TROUBLE

## ATTITUDE

Describe how your guts help your action, then boost or kick as needed. Also, refill 1 attitude whenever you attempt a trick, even if you fail. Feel the rush?



## TRAITS

**Raw Talent.** You've always just been amazing at...

If this would help you with an action, you can mark 1 trouble to upgrade a 1-3 result into a 4/5 result.

**Show Off.** You get +1d6 when you do a trick. You just can't help it, the spotlight loves you.

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

**Double Dare.** Instead of taking a dare, you can mark 2 trouble for +2d6 or +2 kick to an action roll.

**Walking Disaster.** You don't just flirt with disaster, you're dating it. You get +1d6 on disaster rolls, and can choose to take a disaster for a willing teammate. If you do, mark 2 style.

**Personal Growth.** A trait from another personality. How are you changing? Who are you learning from?

## STYLE

+1 after runs where you show boldness or risk-taking

## LEGACY

## BEATS

### Trait Beats—

- Swagger (2s)
- Origin Story (3s)
- Sharpened (4s)

### Guts Arc—

- Spotlight (3s)
- Star Power (2s)
- Going Solo (4t)
- The I in Team (1s)

### Family Arc—

- Trouble at Home (2t)
- Final Warning (3s)
- Last Straw (4t)
- Redemption (4s)

### Angst Arc—

- Angst (2t)
- Struggling (3t)
- Darkness (4t)
- Catharsis (4s)

### Crew Beats—

- Opportunity (2s)
- Challenge (5t)
- Fight (5t)
- Make Up (5s)

### Other Beats—

- Being good (1s)
- You Earned It (5s)
- Take an L (5t)
- In the Lab (1s)
- Portal Discovery (2s)

## DOOM

## SLAMS

# SMARTS

NAME

LOOK

FAMILY

BOND

VIBES

STICKERS, ETC.

## GEAR

YOUR BOARD

YOUR RAYGUN

- your phone
  - a work-in-progress
  - a vital screenshot or image file
  - grappling hook
- spacetime amp.
  - multiversal maps
  - a small drone
  - hacking tools
  - repair tools
  - pro camera gear

## TROUBLE

## ATTITUDE

Describe how your smarts help your action, then boost or kick as needed. Also, refill 1 attitude when you or a nearby teammate fails an action. You learn from failure.



## TRAITS

**Know-How.** You know everything about...

If this would help you with an action, you can mark 1 trouble to upgrade a 1-3 result into a 4/5 result.

**Lateral Thinking.** When you try a trick with a creative approach, mark 1 style even on failed roll.

**Technobabble.** Twice per run, explain something technical with jargon or a fun metaphor for 1 style and +1d6 to a roll.

**Power User.** Gain a secondary signature of your choosing. It shares the turbo pool of your primary one and has space for one mod (sold separately).

**Actually Reads the Manual.** You can break mods down into components and install new mods on the fly. It takes either an action roll or a few minutes.

**Personal Growth.** A trait from another personality. How are you changing? Who are you learning from?

## STYLE

+1 after runs where you show curiosity or creativity.

## LEGACY

## DOOM

## SLAMS

## BEATS

### Trait Beats—

- Research (2s)
- Origin Story (3s)
- Sharpened (4s)

### Smarts Arc—

- Inspiration (1s)
- Results (2s)
- Unintended Cons. (4t)
- Full Realization (3s)

### Family Arc—

- Trouble at Home (2t)
- Final Warning (3s)
- Last Straw (4t)
- Redemption (4s)

### Angst Arc—

- Angst (2t)
- Struggling (3t)
- Darkness (4t)
- Catharsis (4s)

### Crew Beats—

- Opportunity (2s)
- Challenge (5t)
- Fight (5t)
- Make Up (5s)

### Other Beats—

- Being good (1s)
- You Earned It (5s)
- Take an L (5t)
- In the Lab (1s)
- Portal Discovery (2s)

# HEART

NAME

LOOK

FAMILY

BOND

VIBES

STICKERS, ETC.

## GEAR

YOUR BOARD

YOUR RAYGUN

- your phone
- something from someone special
- an important pamphlet
- grappling hook
- spacetime amp.
- multiversal maps
- a small drone
- hacking tools
- repair tools
- pro camera gear

## TROUBLE

## ATTITUDE

Describe how your heart helps your action, then boost or kick as needed. Also, anytime you (or a teammate you're helping) succeed on any action, refill 1 attitude.



## TRAITS

**Passion.** You care a lot about...

If this would help you with an action, you can mark 1 trouble to upgrade a 1-3 result into a 4/5 result.

**Team Player.** Mark 1 style whenever you take (or nope) a slam for someone else.

**Pep Talk.** Once per run, refill 3 hype or clear a slam for a teammate. What do they need to hear the most right now?

**Middle Finger.** Once per run, automatically get a 6 on any action, no roll required. Add up to 2 kick, baby. Nothing can stand in your way.

**Intuition.** You can always tell who likes/dislikes who, what someone really wants, and if someone's vibes are off.

**Personal Growth.** A trait from another personality. How are you changing? Who are you learning from?

## STYLE

+1 after runs where you show passion or empathy.

## LEGACY

## DOOM

## SLAMS

## BEATS

### Trait Beats—

- Devotion (2s)
- Origin Story (3s)
- Sharpened (4s)

### Heart Arc—

- Dalliance (2s)
- Catching Feelings (1s)
- Us or Them (4t)
- Love Conquers All (3s)

### Family Arc—

- Trouble at Home (2t)
- Final Warning (3s)
- Last Straw (4t)
- Redemption (4s)

### Angst Arc—

- Angst (2t)
- Struggling (3t)
- Darkness (4t)
- Catharsis (4s)

### Crew Beats—

- Opportunity (2s)
- Challenge (5t)
- Fight (5t)
- Make Up (5s)

### Other Beats—

- Being good (1s)
- You Earned It (5s)
- Take an L (5t)
- In the Lab (1s)
- Portal Discovery (2s)

# —CHILL—

.....  
NAME

.....  
LOOK

.....  
FAMILY

.....  
BOND

.....  
VIBES

.....  
STICKERS, ETC.

## GEAR

.....  
YOUR BOARD

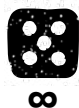
.....  
YOUR RAYGUN

- |  |                  |
|--|------------------|
| ● your phone                           | spacetime amp.   |
| ● something you found on your way here | multiversal maps |
| a pet                                  | a small drone    |
| grappling hook                         | hacking tools    |
|  | repair tools     |
|  | pro camera gear  |

## TROUBLE

## ATTITUDE

Sit back, relax, and get +1d6 to all your actions. Things just tend to work out. (This puppy can't be shared with teammates. They're too busy to enjoy it, anyways.)



## TRAITS

**Quirk.** For some weird reason, you are good at...

.....  
If this would help you with an action, you can mark 1 trouble to upgrade a 1-3 result into a 4/5 result.

**Steezey.** Mark 1 style anytime you roll doubles. You look cool without even knowing it.

**Umm... Guys?** You accidentally notice the stuff everyone else didn't, like hidden panels, perfect skate spots, looming monsters, etc.

**Button Masher.** Mark 1 turbo to use a locked mod for the length of one action—or 2 turbo if the mod is from another device. Potential problems are worse.

**Lucky.** Once per run, dumb luck helps you. A tree falls on a monster, lasers miss as you tie your shoes, you unknowingly give someone a perfect gift, etc.

**Personal Growth.** A trait from another personality. How are you changing? Who are you learning from?

## STYLE

+1 after runs where you show ease or flow.  
S

## LEGACY

## DOOM

## SLAMS

## BEATS

### Trait Beats—

- Just Vibin' (2s)
- Origin Story (3s)
- Sharpened (4s)

### Chill Arc—

- Caught in a Plot (2s)
- Serendipity (1s)
- In Too Deep (4t)
- Somehow Works Out (3s)

### Family Arc—

- Trouble at Home (2t)
- Final Warning (3s)
- Last Straw (4t)
- Redemption (4s)

### Angst Arc—

- Angst (2t)
- Struggling (3t)
- Darkness (4t)
- Catharsis (4s)

### Crew Beats—

- Opportunity (2s)
- Challenge (5t)
- Fight (5t)
- Make Up (5s)

### Other Beats—

- Being good (1s)
- You Earned It (5s)
- Take an L (5t)
- In the Lab (1s)
- Portal Discovery (2s)




# CREW

NAME

BRANDS

HANGOUTS

## FACTIONS


## FRACTURES

--	--

## HYPE

Do it for the crew and boost or kick as needed.



## STYLE

## FAME

● 0: Nobodies  
Masks  
Advanced Portal  
Technology

1: Up & Comers  
Hazwear  
Sticker Spotted  
Protective Fans  
Blurb

2: Well-Established  
Logic Binders  
Small-Press Merch  
Improved Hangout  
Diehard Fans

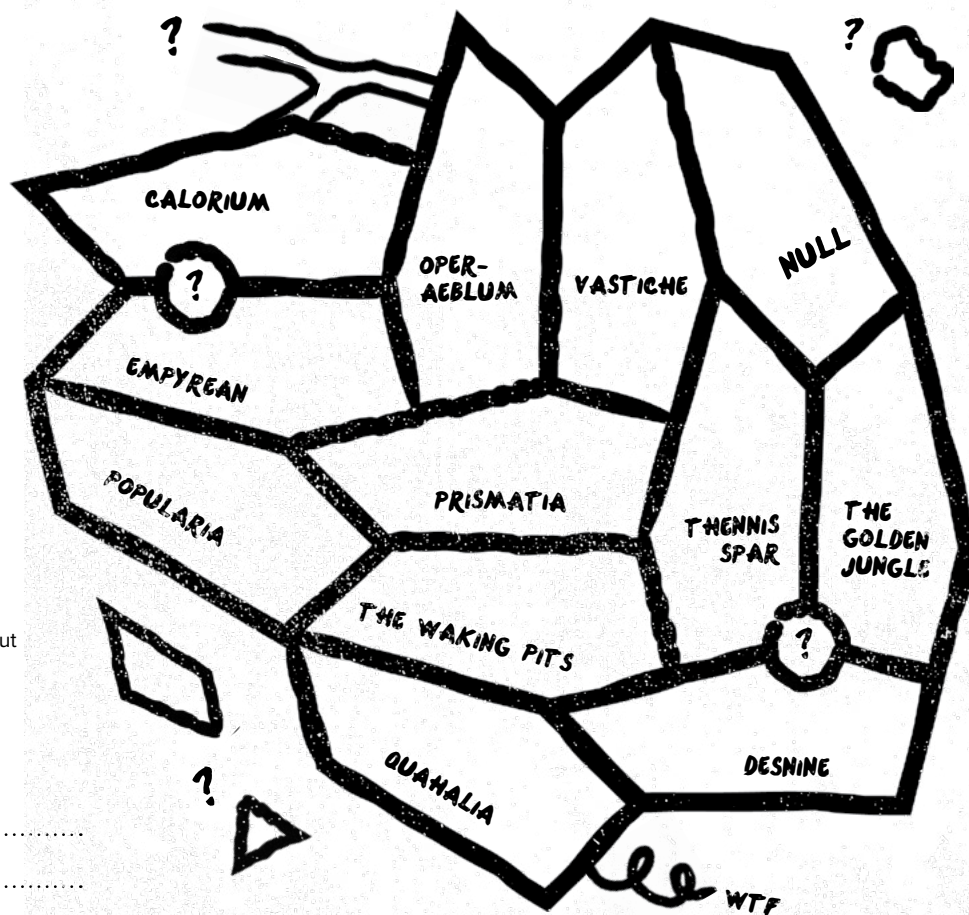
3: Major Players  
Name on a Shoe  
Eponymous  
Article  
Tastemaker Fans

4: Rising Stars  
Quantum Hangout  
Image Rights  
Screaming Fans  
Cover Story

5: Legends

.....

.....



# POWERED ARMOUR

3D-printed armour, repurposed exoskeletons, and Slip-market battle suits didn't hit the scene until fairly recently, but their modular frameworks make them perfect for creative slugblasters looking to do something bespoke and original.

## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## FUNCTION

Nope slams from falls, crushing, hits, and other kinetic damage for only 1 trouble. Don and doff fast via an automated process.

## LOOK

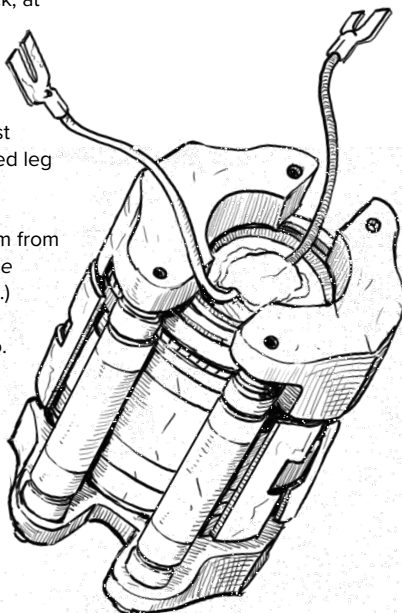
flashy, utilitarian, combat jacket, skinsuit, hardsuit, post-motocross, mining exo, something else

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

## MODS

- **Heavy-Duty Servos (1 Coil, 1 Gem).** Roll to lift or carry very heavy things, slowly crush things in your hands, or jump great distances.
- **Weapons System (1 Lens, 1 Gem).** Roll to attack, at a distance or in melee, lethally or non-lethally, with either attack-speed blows or other weapons you design. What are they?
- **Mobility Boosters (1 Coil, 1 Disc).** Roll to go fast over solid terrain, via jet propulsion, mechanized leg engines, etc. Room for 1 passenger.
- **Ablatine Plates (1 Lens, 1 Disc).** Avoid one slam from physical damage. Resets during your next *In the Lab* beat. (Can't stack with 3D-Printed Ablatine.)
- **Omega Engine (2 coils, 2 gems).** Mark 2 turbo. Your armour transforms for a few minutes, getting bigger, brighter, or cooler in some way. You get +1 kick on all related actions and can roll to create a powerful, room-sized force field which requires focused concentration.
- **Kitbashed.** Buy a mod from another device.



# REALITY CANNON

If you shine light through a kramshon crystal, you see a brand new colour. If you fire a high-powered beam of coherent photons through a kramshon crystal, you can scramble reality itself. And guess what! Most things, including monsters, are made of reality! Have fun!

## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## FUNCTION

Roll to scramble things with a powerful reality beam (either destructive and permanent, or unpleasant and temporary).

## LOOK

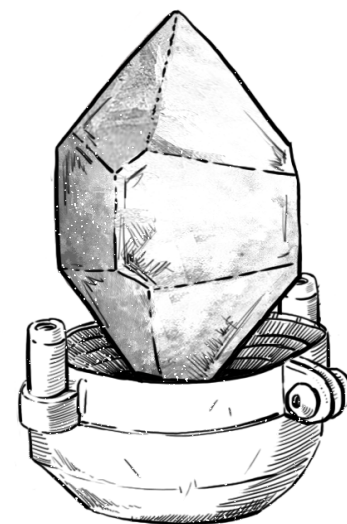
gauntlet, glove, carbine, pistol, cannon, visor, powerpack, orb, wand, something else

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

## MODS

- **Parameter Dial (2 Discs).** Roll to temporarily shift or calibrate minor features of a target, like colour, texture, volume, odor, temperature, etc.
- **Exponent Coil (1 Coil, 1 Gem).** Roll to temporarily create 2d6 alternate versions of a subject or object. They appear nearby. One is usually evil.
- **Subjectivity Diode (1 Lens, 1 Gem).** Create a temporary illusionary reality for a specific target. The effect happens within their senses.
- **Matter Lens (1 Lens, 1 Disc).** Roll to create large amounts of soft, amorphous matter, which coheres into random objects and terrain with time. Specific, complex, or immediate forms may require kick.
- **Concept Inverter (2 Gems, 2 Discs).** Roll to invert a target's adjective—something "dry" might turn "wet," for example. You choose. Adjectives are relative to yourself (i.e., an elephant is "big"). As always, substantial or dramatic results ("living" to "dead," etc.) may require kick or multiple rolls.
- **Kitbashed.** Buy a mod from another device.





# GRAVITY BLASTER

Oh, gravity. Thinks it's so tough, but even an entire planet's worth can't beat the static field generated by a balloon rubbed on your little sister's head. But you gotta love an underdog, and with enough concentrators, exciters, and dilators you can still get this one to bark.

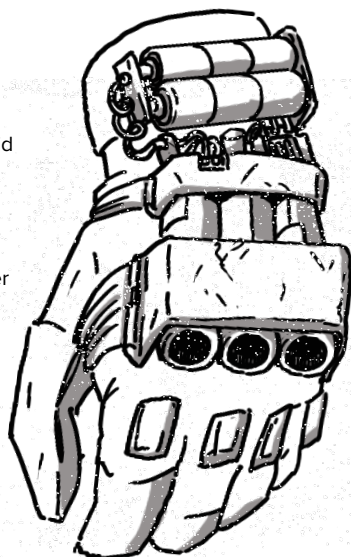
## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## MODS

- ☐ **Endurance Engine (1 Coil, 1 Gem).** Roll to coarsely lift, push, and pull things at a distance, with the accuracy and power of a tractor.
- ☐ **Agility Pin (1 Lens, 1 Disc).** Roll to manipulate things at a distance with the accuracy and power of two human hands.
- ☐ **Impulse Rig (1 Lens, 1 Coil).** Roll to launch yourself high in the air, use your beam like a grappling hook, or give yourself a burst of speed.
- ☐ **Gravity Spasm (1 Lens, 1 Gem).** Mark 1 turbo to avoid a physical slam by creating a brief, invisible force field.
- ☐ **Field Inverter (2 Coils, 1 Lens, 1 Gem).** Roll to temporarily modify the gravity of a room-sized or smaller area you target with your gravity beam. Choose whether the gravity there is increased, decreased, reversed, pointing sideways, etc. Roll each time you want to change it.
- ☐ **Kitbashed.** Buy a mod from another device.



## FUNCTION

Roll to damage things at a distance with a blast of crushing force (or pummel stuff with non-lethal grav torrents).

## LOOK

gauntlet, glove, carbine, pistol, cannon, powerpack, orb, wand, visor, something else

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

# RIFTNINJA SNEAKERS

Riftninja sneakers are branded as performance-wear for pro-level capture-the-flag athletes, hoping to distance themselves from their core market of graffiti artists, vandals, thieves, and kids trying to sneak out of the house.

## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## MODS

- ☐ **Hyperphaser (1 Lens, 1 Gem).** You can roll to phase through walls and other matter.
- ☐ **Anti-Negafriction Outsoles (1 Gem, 1 Disc).** You can run up walls, hang from ceilings, etc. Complex or risky maneuvers may require a roll, as usual.
- ☐ **Powered Midsoles (1 Coil, 1 Gem).** Run, jump, and slide super fast, easily keeping up with hoverboards.
- ☐ **Reaction Switch (1 Coil, 1 Disc).** Mark 1 turbo to avoid a physical slam by turning ghostly just before it hits.
- ☐ **Plane Haunt (2 Lenses, 2 Gems).** Spend 1 turbo to create a extra version of yourself. You share resources and can roll to swap minds. Ends after a few hours or whenever one of you takes a slam and disintegrates horribly (that slam lingers with the remaining "you" as *concept shock*). Also, mark 1 turbo to clear 2 trouble. There was a you covering at home this whole time.
- ☐ **Kitbashed.** Buy a mod from another device.

## FUNCTION

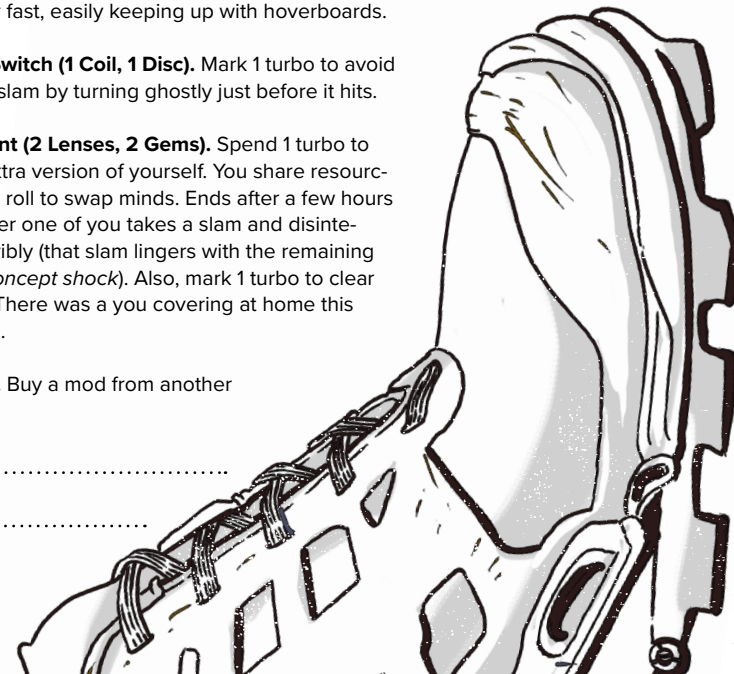
Use astral phasing to become slightly not here, ghostly and ethereal, which can help you sneak around.

## LOOK

hi-tops, low-tops, mids, slip ons, boots, flats, platforms, laserblades, hikers, something else

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○





# HARDLIGHT BOARD

Create a board made of solid, stable light with this wrist-mounted device. Out of the box, it's basically just a standard hoverboard you can use as a nightlight, but a good programmer can unlock its true photonic potential. Hold onto your waveforms!

## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## FUNCTION

Go fast over solid terrain on a hoverboard made from crystallized light. Make your board non-exist and re-exist at will.

## LOOK

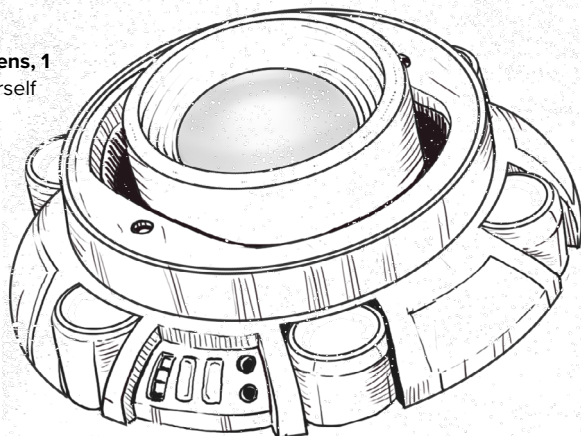
purple city, blue sunset, loud stars, white heat, pink ice, teal god, neon black, something else

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

## MODS

- **Photon Vent (1 Coil, 1 Gem).** Roll to create trails of semi-permanent, slightly brittle hardlight behind you, which float in space until they fade.
- **Energy Lattice (1 Lens, 1 Coil).** Roll to reform your board into custom shapes, including tools, hand weapons, and other useful objects of a similar size.
- **Photon Exciter (1 Lens, 1 Coil).** Roll to damage things you grind, slide, ollie over, or just smack with your board.
- **Flicker Switch (1 Lens, 1 Gem).** Avoid a physical slam by marking 1 turbo. You blink out of existence for a second. What's it feel like?
- **Matter Photonizer (2 Coils, 1 Lens, 1 Gem).** Mark 2 turbo to turn yourself (and your gear) into pure light. The rest of the world pauses. You can't affect the paused world, but you can observe and move around in it. Time starts again after about an hour, or once you've moved 100 total feet.



# NEGA FRICTION SWORD

Negafriction is just what it sounds like: complete non-sense. Normally, friction converts kinetic energy into heat, causing objects to slow down and get warmer. But negafriction swords speed up and get cooler. Just like you!

## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## FUNCTION

Roll to slice, dice, chop, and stab things (or non-lethally smack them with the kinetically-charged sheath).

## LOOK

ancient, futuristic, hardlight, carbon fibre, katana, scimitar, modern, longsword, something else

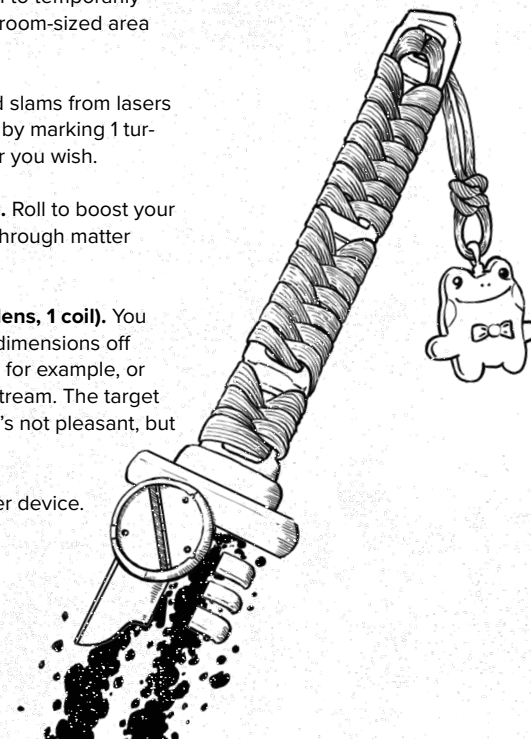
## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

## MODS

- **Slip Rattle (1 Coil, 1 Disc).** Roll to teleport in-universe by slicing spacetime. If you can't see your destination, potential problems are worse.
- **Field Projector (1 Lens, 1 Coil).** Roll to temporarily remove the surface friction from a room-sized area near you.
- **Ref Coating (1 Lens, 1 Gem).** Avoid slams from lasers and other electromagnetic energy by marking 1 turbo, redirecting the attack wherever you wish.
- **Negafriction Wake (1 Disc, 1 Gem).** Roll to boost your speed as your sword accelerates through matter (even air) and pulls you along.
- **Subdimensional Edge (2 gems, 1 lens, 1 coil).** You can roll to temporarily slice entire dimensions off of a target, turning a 3D object 2D, for example, or removing someone from the timestream. The target re-coheres after a minute or two. It's not pleasant, but mostly harmless.
- **Kitbashed.** Buy a mod from another device.

- **Power Cell (2 gems).** Turbo gains 1 kick.
- **Stabilizer (1 coil, 1 disc).** Turbo gains 1 boost.



# PHOTONIC JACKET

Metamaterial clothing has been working hard to keep kids' atoms intact since slugblasting started, but Miper's Billy Blazer® and similar photonic jackets have taken the scene by storm. Blend into the scenery, stand out from the crowd, and stay alive more to thrive more.

## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## FUNCTION

Display colours, images, and patterns on the fabric's surface. Also, nope slams from lasers and other electromagnetic energy for only 1 trouble.

## LOOK

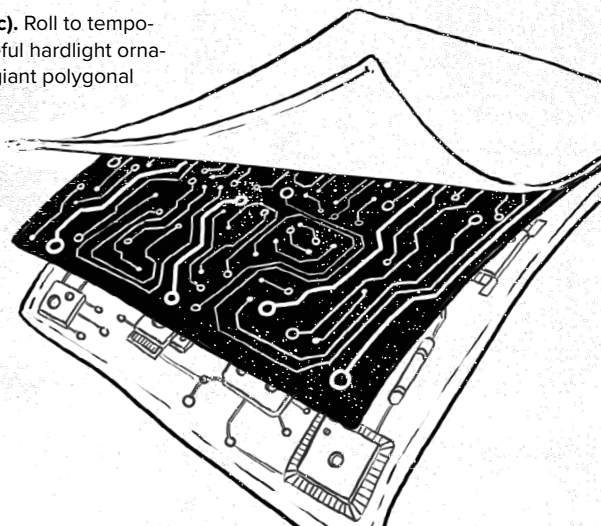
blazer, bomber, denim, leather, hoodie, trench, coveralls, windbreaker, raincoat, something else

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

## MODS

- **Flash Patterns (1 Lens, 1 Disc).** Roll to blind, daze, confuse, entrance, or cause seizures in targets that can see your jacket.
- **Ambiance Panel (1 Gem, 1 Coil).** Freely program non-realistic, translucent graphics within ten feet of you, or roll to create a more convincing illusion. Preparation and/or image data may be required.
- **Photo Bypass (1 Coil, 1 Lens).** Roll to fold normal light around you and blend in with your surroundings. Remember to put your hood up!
- **Hardlight Upscaling (1 Lens, 1 Disc).** Roll to temporarily augment your jacket with useful hardlight ornaments such as glowing tentacles, giant polygonal fists or briefly serviceable wings.
- **Concept Prism (2 Lenses, 1 Gem, 1 Disc).** Mark 1 turbo. You temporarily split into 3d6 colourful instances of yourself. They are difficult to control, but tend to act like you would and stay nearby.



# KINETIC DECK

Inertial sweepers and momentum cells have been standard in hoverboards for years, allowing higher top speeds for classic kick-push decks. Only recently have slugblasters discovered that a little ballast-modification can break the laws of hoverboard physics completely.

## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## FUNCTION

Go fast over solid terrain. Make your board super heavy at will, either as an effective attack or to protect it from theft.

## LOOK

.....

.....

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

## MODS

- **Proximity Lock (2 Discs).** Your deck returns to you, if possible. May require a roll if the path isn't clear or it faces resistance.
- **Stasis Anchor (1 Coil, 1 Gem).** Make your deck completely immovable, floating frozen in space, until you deactivate it.
- **Density Pedal (1 Coil, 1 Gem).** Roll to increase or decrease your own mass dramatically. Make your body lighter than air, make your fist heavier than uranium, and don't let anyone push you around.
- **Inertial Vortex (1 Coil, 1 Disc).** Roll to subtract momentum from a room-sized area around you, slowing nearby enemies and objects. Alternatively, mark 1 turbo to avoid a slam from kinetic attacks.
- **Dimensional Ballast (2 Coils, 1 Gem, 1 Disc).** Roll to decrease your mass drastically by temporarily shedding some of your dimensions! Turn 2D and hide against a wall, or briefly exist outside time! Try adding a dimension even. Why not? You do you.

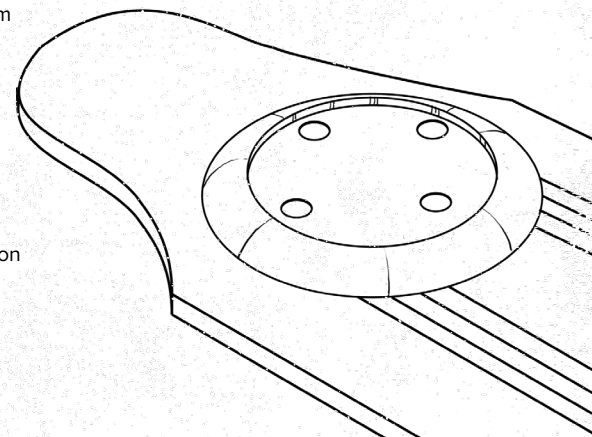
- **Power Cell (2 gems).** Turbo gains 1 kick.
- **Stabilizer (1 coil, 1 disc).** Turbo gains 1 boost.
- **Kitbashed.** Buy a mod from another device.

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# SKIPMODE RUNNERS

Skip boring. Skip average. Skip to the good part with Skipmode runners. The commercial shows a kid fast-forwarding through his homework, but everyone knew it was just clever marketing for a fairly average modular shoe. Until sluggers got ahold of them...

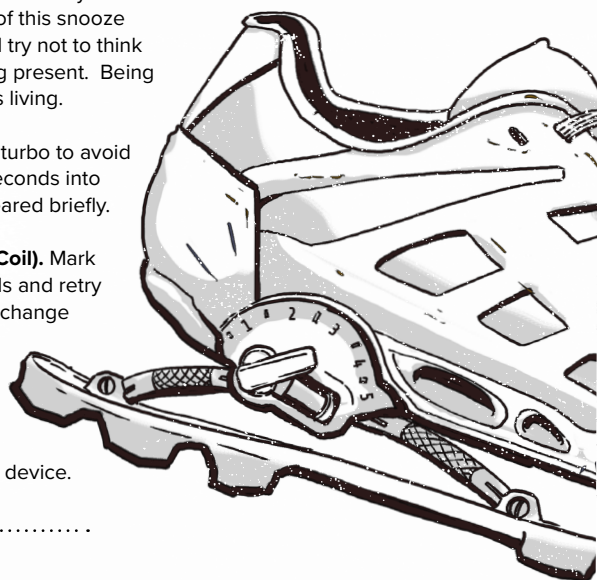
## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## MODS

- ☐ **Anti-Negafriction Outsoles (1 Gem, 1 Disc).** You can run up walls, hang from ceilings, etc. Complex or risky maneuvers may require a roll, as usual.
- ☐ **Energy Tenser (1 Coil, 1 Disc).** With a running start, roll to teleport in-universe. If you can't see your destination, potential problems are worse.
- ☐ **Temporal Scrubber (1 Lens, 1 Gem).** Reveal you've been fast-forwarding through most of this snooze fest. Refill 1 hype. Mark 1 trouble and try not to think about all you've missed by not being present. Being constantly stoked is not the same as living.
- ☐ **Chrono Clip (1 Disc, 1 Gem).** Mark 1 turbo to avoid a physical slam by skipping a few seconds into the future. Others think you disappeared briefly.
- ☐ **Causality Hoop (2 Gems, 1 Lens, 1 Coil).** Mark 2 turbo to rewind time a few seconds and retry an action, warn someone of a slam, change tactics, etc. (Due to, uh, *temporal rippling*, game resources like boost, trouble, etc. still stay as they are, however.)
- ☐ **Kitbashed.** Buy a mod from another device.



## FUNCTION

Use your powered midsoles to run, jump, and slide super fast, easily keeping up with hoverboards.

## LOOK

hi-tops, low-tops, mids, slip-ons, boots, flats, platforms, laserblades, hikers, something else

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

# VOIDWEAR BACKPACK

The back-breaking sport of shoulder-hoarding was transformed by Miper's iconic, ubiquitous Voidwear® backpack, which uses [stolen] proprietary shipping technology to allow you to carry the contents of your bedroom in a simple 1-pocket cinch.

## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## MODS

- ☐ **Astral Intake (1 Coil, 1 Disc).** Mark 1 turbo and roll to pull a unique, specialized, or implausible item from the multiverse, like antitoxin, an alien lifeform, or *almost* the exact keycard you need.
- ☐ **Omni-Siphon (1 Coil, 1 Gem).** Roll to vent a cocktail of energy from the multiverse. Use it as a makeshift weapon, jump pack, or charging station.
- ☐ **Chaos Vent (1 Coil, 1 Disc).** Mark 1 turbo. Turn your bag into a one-way portal to a randomly selected world. The bag goes with you.
- ☐ **Collapsible Panels (1 Coil).** You can fold your bag into itself, leaving only a single zipper tab in your hand, which can be used to reopen the bag.
- ☐ **Reversible Zipper (2 Coils, 1 Gem, 1 Disc).** Roll to turn your bag inside out. You and everyone and everything in a room-sized area are now floating inside your bag, surrounded by all your junk. Outside observers simply see a bag lying on the ground.
- ☐ **Kitbashed.** Buy a mod from another device.

## FUNCTION

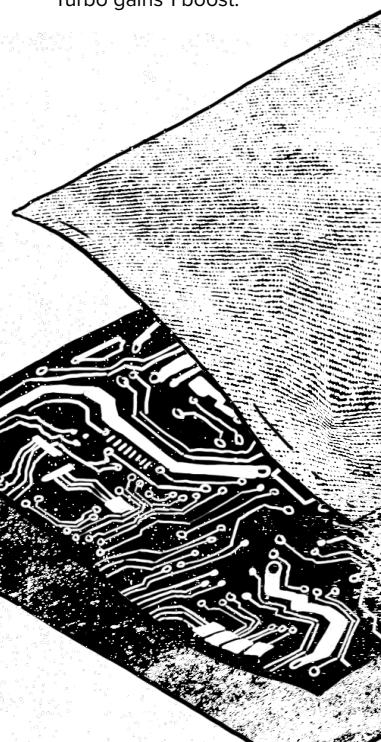
Store any amount of objects smaller than a person in your bag's pocket dimension. Roll to see if you happen to have a specific everyday item in there.

## LOOK

nylon, canvas, denim, leather, plastic, hardlight, mirage-weave, satchel, something else

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○



# HYPEROPTIC VISOR

Why have your face glued to your phone when you can have your phone glued to your face? Visors, goggles, and other hands-free consoles are popular among nerds, videographers, and anyone who needs to text while eating a footlong sub.

## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## FUNCTION

Use an advanced HUD to access information, capture pictures and video, send texts, play Ruby Rush, and do everything else you could with a phone.

## LOOK

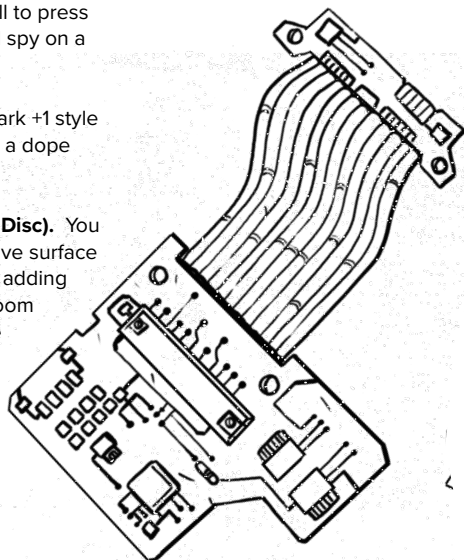
goggles, visor, shades, glasses, eyepiece, mask, helmet, contact lenses, something else

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

## MODS

- **Realmware Lens (1 Lens, 1 Disc).** Roll to see energy fields, invisible entities, and in-depth biometrics. Also acts as a spacetime ampimeter (page 64).
- **Omniscience Aperture (1 Lens, 1 Coil).** You can see through walls, into objects, and all around you. Also, mark 1 turbo to avoid dodgeable slams.
- **Spacetime Periscope (1 Lens, 1 Coil).** Roll to press up against the spacetime membrane and spy on a neighbouring universe.
- **Powered Crunk Filter (1 Disc, 1 Gem).** Mark +1 style when you successfully use a trick to take a dope picture or video.
- **Adv. Neural Imaging (2 Lenses, 1 Coil, 1 Disc).** You can roll to see and record a subject's active surface thoughts. It's obvious you're doing it, but adding kick allows you to do it secretly and/or zoom into deeper thoughts and memories. Use caution.
- **Kitbashed.** Buy a mod from another device.



# ROBOTIC COMPANION

Loners, geniuses, and kids with too much love to give all inevitably create signature devices capable of feeling things. Is it a hovering companion drone, a lumbering utility mech, an inflatable personal healthcare assistant, or something else?

## TURBO

Describe how your device helps you with an action, then boost or kick as needed.



## FUNCTION

As smart and loyal as a dog. Can follow closely, lift and carry things you could, communicate vaguely, and you can roll to have it do simple tasks, like fetch.

## LOOK

android, mech, drone, quadruped, biped, rolling, hovering, metal, plastic, something else

## COMPONENTS

LENSES	COILS
○ ○ ○	○ ○ ○
DISCS	GEMS
○ ○ ○	○ ○ ○

## MODS

- **Weapons (1 Coil, 1 Gem).** Roll to have your robot attack, at a distance or in melee, lethally or non-lethally, with weapons you've designed. What are they?
- **Mobility Boosters (1 Lens, 1 Disc).** Roll to have your robot go really fast. Can carry a passenger or two. Ditch the hoverboard and hop on.
- **Heavy-Duty Servos (1 Coil, 1 Gem).** Roll to have your robot lift or carry very heavy things, slowly crush things in its hands, or jump great distances.
- **Guardian Mode (1 Lens, 1 Gem).** Mark 1 turbo to have your robot protect you or a nearby teammate from a physical slam.
- **Neural Network (4 discs).** Your robot now has the intelligence, communication skills, and common sense of a human child, and grows smarter and more independent each day. Mark 1 legacy. They grow up so fast.
- **Kitbashed.** Buy a mod from another device.

