

THE RIDER

The hero of the series, on a journey of self discovery with a passion for protecting others.

You should play this if you like to solve problems with your fists and be the center of attention.

Choose a Name

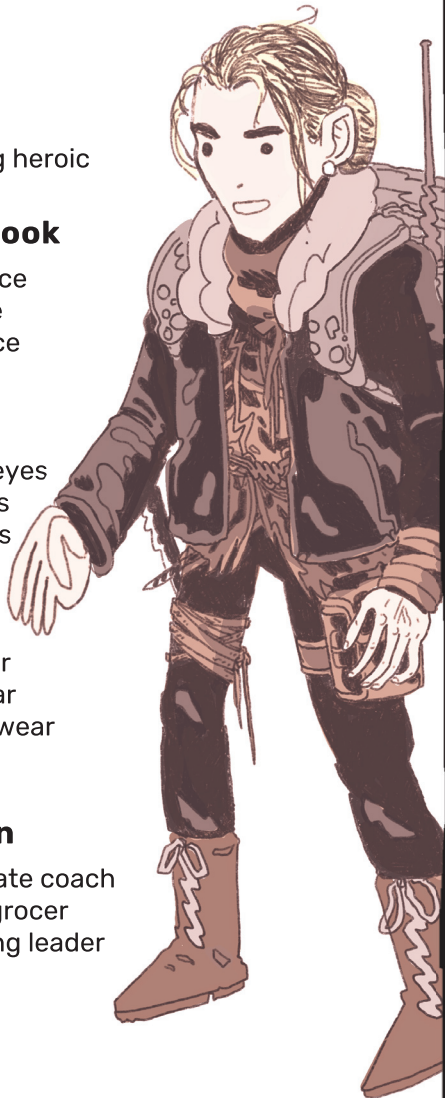
- Tai
- Ajax
- Walden
- Rand
- Something heroic

Choose a Look

- Rugged face
- Eager face
- Defiant face
- Warm face
- Clear eyes
- Resolved eyes
- Direct eyes
- Bright eyes
- Tattered wear
- Dusty wear
- Muted wear
- Broken in wear

Choose a Connection

- An old karate coach
- The local grocer
- A local gang leader



Special Turns

Take 3 tokens from the pool to...

- Alter your weapon to eliminate a threat.
- Take another Player's Gear and equip it. Describe how this changes your form.

Heavy Turns

Take 1 token from the pool to...

- Transform into your armored state!
- Face down danger without hesitation.
- Talk smack to someone more powerful than you.

Regular Turns

You may **always**...

- Try to prove yourself to another.
- Take action, leaving yourself vulnerable.
- React by taking temporary cover.

Light Turns

Add 1 token to the pool to...

- Put your foot in your mouth.
- Fail to react and suffer the consequences.
- Ask someone, "Why do people trust in me?"

Gear

Take 3 tokens from the pool to use...



If you have any Gear Cards,
place them face up here

Bonds

Fill in at least one with the name of another player or NPC or write your own...

- _____ is in constant danger. I must keep them safe.
- I have vital information I need to get to _____
- I took something from _____ and they want it back.
- _____
- _____

Raises

When told, you may choose the following:

- **Draw a Gear.** Read the card description to the other players.
- **Switch to another playbook.** Explain why and what brought about the sudden change.
- **Retire your character.** Lose your powers, die in combat or disappear. Describe what happens.

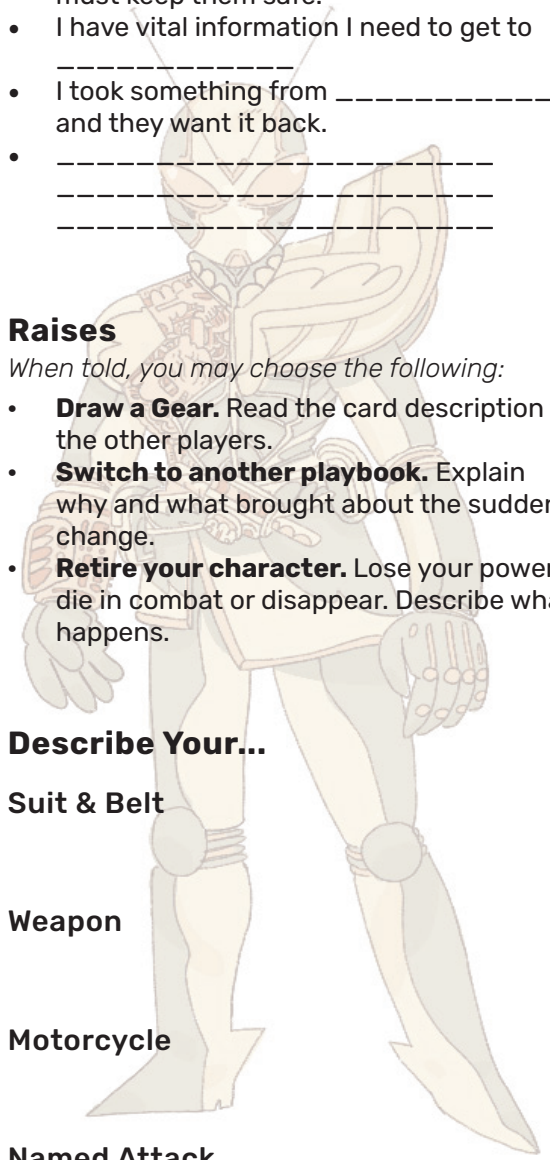
Describe Your...

Suit & Belt

Weapon

Motorcycle

Named Attack



THE RIVAL

A competing hero to the Rider, working towards a common goal but by their own means.

You should play this if you like to create a scene & steal the spotlight.

Choose a Name

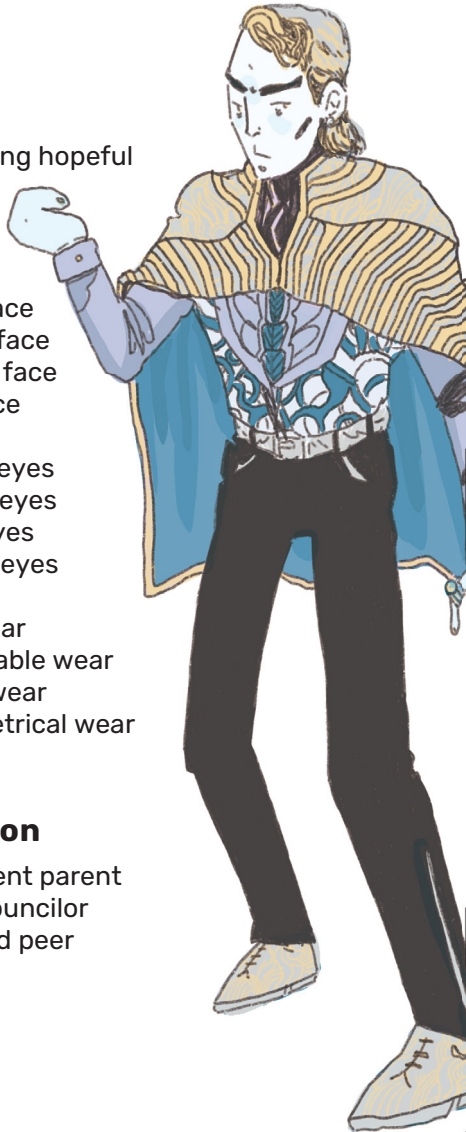
- Phaedra
- Godric
- Jomei
- Oran
- Something hopeful

Choose a Look

- Bright face
- Serious face
- Friendly face
- Stoic face
- Shining eyes
- Pointed eyes
- Harsh eyes
- Austere eyes
- Loud wear
- Fashionable wear
- Poised wear
- Asymmetrical wear

Choose a Connection

- An affluent parent
- A city councilor
- A trusted peer



Special Turns

Take 3 tokens from the pool to...

- Pull radioactive material out of something or someone.
- Take another Player's Gear and equip it. Describe how this changes your form.

Heavy Turns

Take 1 token from the pool to...

- Transform into your armored state!
- Remain totally dependable under pressure.
- Do what's best for someone when they wouldn't agree.

Regular Turns

You may *always*...

- Try to boost another player's morale.
- Take action, leaving yourself vulnerable.
- React by taking temporary cover.

Light Turns

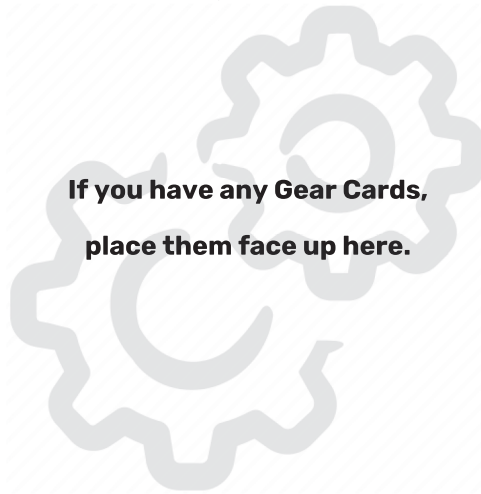
Add 1 token to the pool to...

- Humiliate someone, in a public way.
- Fail to react and miss something important.
- Ask someone, "How can I be the best?"

Gear

Take 3 tokens from the pool to use...

If you have any Gear Cards,
place them face up here.



Bonds

Fill in at least one with the name of another player or NPC or write your own...

- I have vital information I need to get to _____
- I have sworn to protect _____ and will do what is needed.
- _____ knows incriminating evidence about me and must be silenced.

Raises

When told, you may choose the following:

- **Draw a Gear.** Read the card description to the other players.
- **Switch to another playbook.** Explain why and what brought about the sudden change.
- **Retire your character.** Lose your powers, die in combat or disappear. Describe what happens.

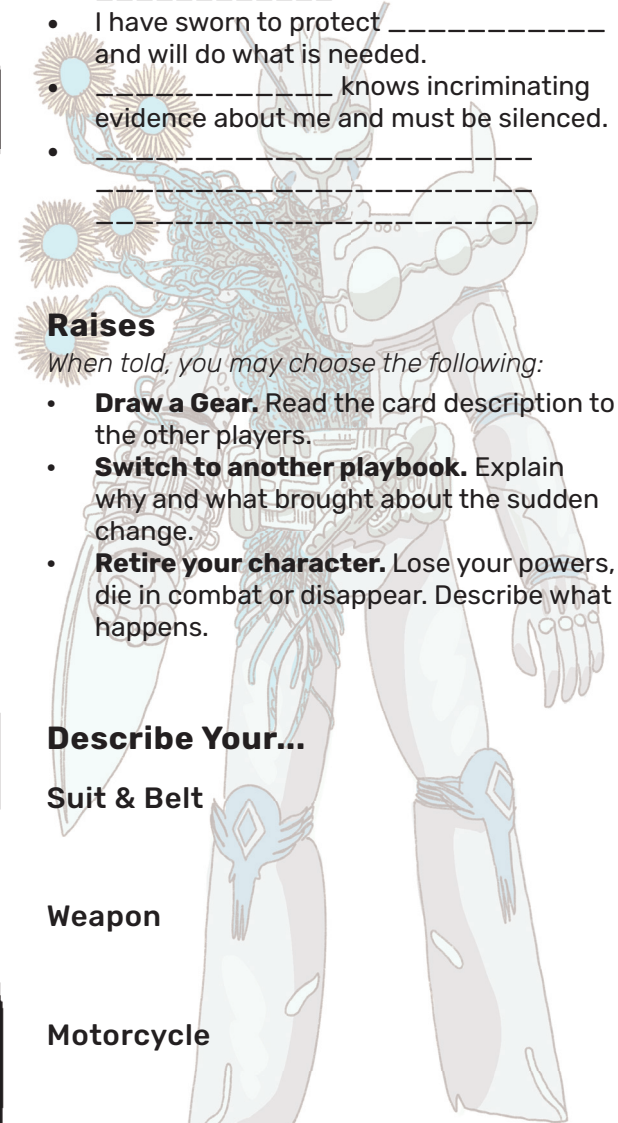
Describe Your...

Suit & Belt

Weapon

Motorcycle

Named Attack



THE ROGUE

This character is all about crawling back up the food chain and taking it all back.

You should play this if you like spoiling someone else's fun, making a mess and taking revenge.

Choose a Name

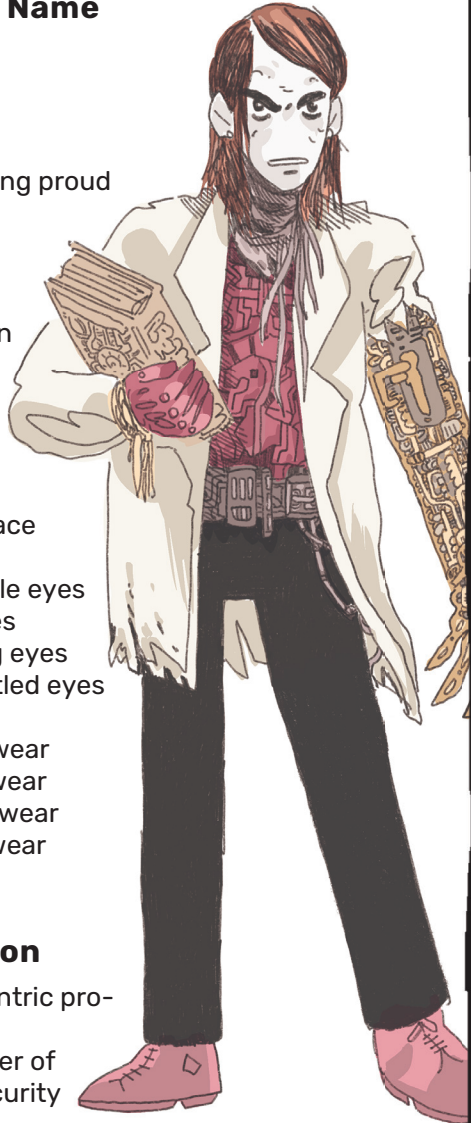
- Allistar
- Diederik
- Michael
- Jesh
- Something proud

Choose a Look

- Stubborn face
- Guarded face
- Loyal face
- Tough face
- Unreliable eyes
- Cold eyes
- Knowing eyes
- Disgruntled eyes
- Formal wear
- Casual wear
- Pristine wear
- Erratic wear

Choose a Connection

- An eccentric professor
- A member of local security force
- A loan shark



Special Turns

Take 3 tokens from the pool to...

- Poison something of importance.
- Take another Player's Gear and equip it. Describe how this changes your form.

Heavy Turns

Take 1 token from the pool to...

- Transform into your armored state!
- Shake off a beating like it's nothing.
- Convince someone to do things your way.

Regular Turns

You may **always**...

- Remind someone of the real task at hand.
- Take action, leaving yourself vulnerable.
- React by taking temporary cover.

Light Turns

Add 1 token to the pool to...

- Insult someone's intelligence. Make a show of it.
- Overexert yourself & suffer the consequences.
- Ask someone, "What will you sacrifice, for what you want?"

Gear

Take 3 tokens from the pool to use...

If you have any Gear Cards,
place them face up here.



Bonds

Fill in at least one with the name of another player or NPC or write your own...

- I have vital information I need to get to _____
- I propose a deal with _____ to work for me.
- _____ does not trust me, but I will make them see my ways.
- _____
- _____
- _____

Raises

When told, you may choose the following:

- **Draw a Gear.** Read the card description to the other players.
- **Switch to another playbook.** Explain why and what brought about the sudden change.
- **Retire your character.** Lose your powers, die in combat or disappear. Describe what happens.

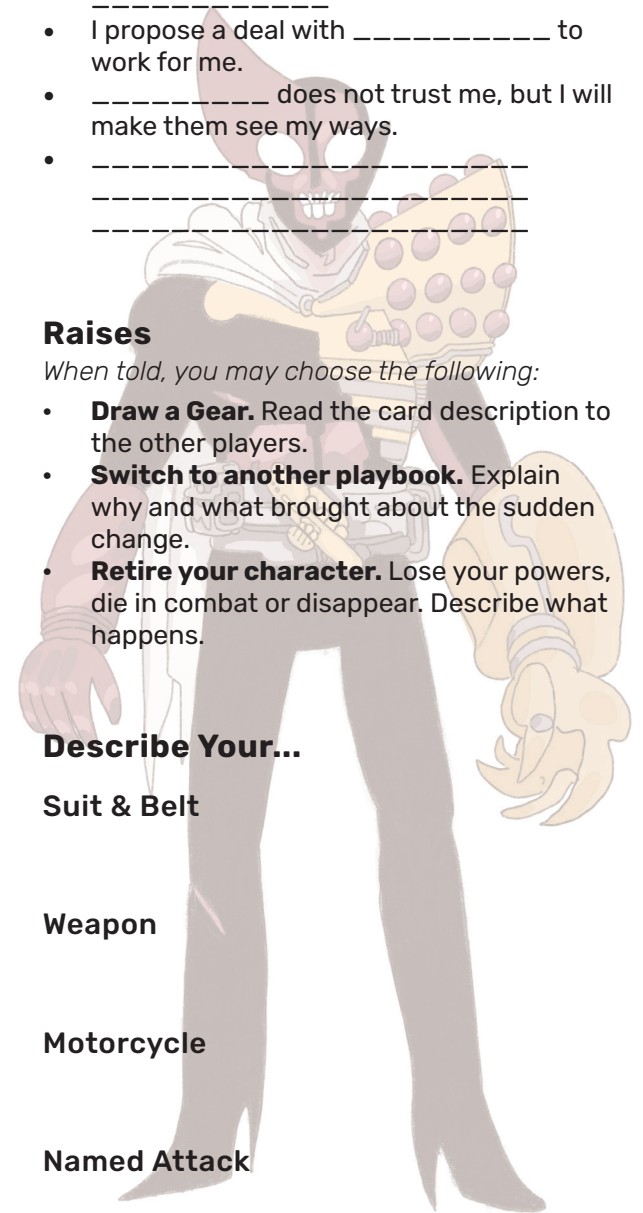
Describe Your...

Suit & Belt

Weapon

Motorcycle

Named Attack



THE BEST FRIEND

The grounding force of a series. You bring out the best in everyone around them.

You should play this if you like being the voice of reason, being right all the time and being everyone's favorite.

Choose a Name

- Leilani
- Fleur
- Sorrel
- Ren
- Something floral

Choose a Look

- Excitable face
- Welcoming face
- Relaxed face
- Forgiving face
- Warm eyes
- Curious eyes
- Open eyes
- Worried eyes
- Comfort wear
- Active wear
- Bold wear
- Innovative wear

Choose a Connection

- A softhearted boss
- A headstrong sibling
- A local doctor



Special Turns

Take 3 tokens from the pool to...

- Deescalate a situation. Calm people's nerves.
- Take another Player's Gear and equip it. Describe how this changes your form.

Heavy Turns

Add 1 token to the pool to...

- Save someone's skin, at your own expense.
- Confide in someone. Tell them a secret.
- Ask someone, "what pain are you holding onto?"

Regular Turns

You may **always**...

- Be there for someone.
- Take action, leaving yourself vulnerable.
- React by taking temporary cover.

Light Turns

Take 1 token from the pool to...

- Strike at the heart of a problem.
- Demand attention! Right now!
- Give one of your Gear to a Rider of your choice.

Gear

Take 3 tokens from the pool to use...



Bonds

Fill in at least one with the name of another player or NPC or write your own...

- _____ does not understand how things work here, so I will show them.
- I've pledged to help _____ and will do whatever I can.
- _____ knows something about my past and is using it against me.
- _____
- _____
- _____

Raises

When told, you may choose the following:

- **Draw a Gear.** Read the card description to the other players.
- **Switch to another playbook.** Explain why and what brought about the sudden change.
- **Retire your character.** Lose your powers, die in combat or disappear. Describe what happens.

Describe Your...

Weapon

Ride

Piece of Tech

THE REPORTER

For those who want to uncover the truth about what is really going on, no matter the cost.

You should play this if you like solving problems with your words and charming your way in & out of situations.

Choose a Name

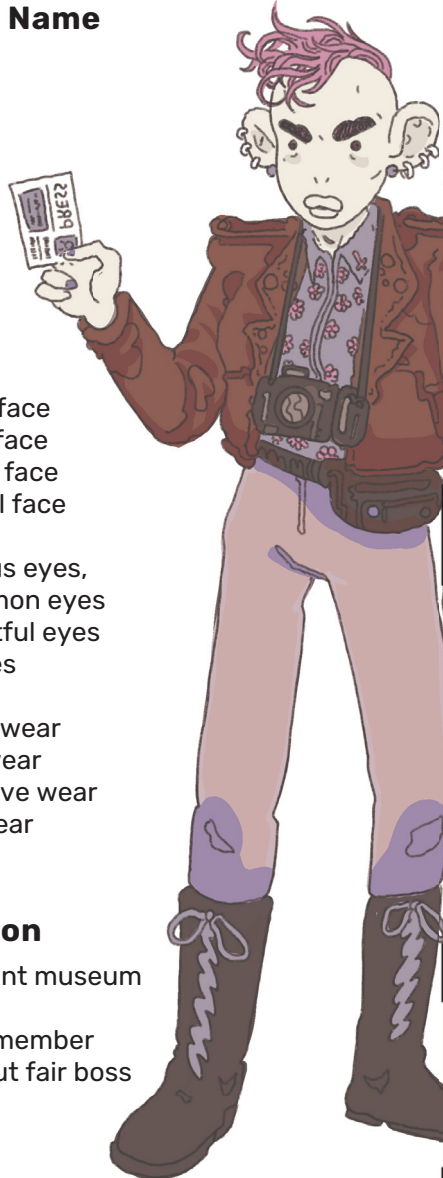
- Quinn
- Laurel
- Frances
- Kim
- Something familiar

Choose a Look

- Offbeat face
- Distant face
- Friendly face
- Youthful face
- Generous eyes,
- Uncommon eyes
- Thoughtful eyes
- Kind eyes
- Rugged wear
- Official wear
- Distinctive wear
- Floral wear

Choose a Connection

- Prominent museum curator
- A gang member
- A firm but fair boss



Special Turns

Take 3 tokens from the pool to...

- Blackmail someone who matters.
- Take another Player's Gear and equip it. Describe how this changes your form.

Heavy Turns

Add 1 token to the pool to...

- Piss off the wrong person, at the wrong time.
- Let your fists do the talking.
- Ask someone, "what am I not seeing?"

Regular Turns

You may **always**...

- Try to bring people together with a wisecrack.
- Take action, leaving yourself vulnerable.
- React by taking temporary cover.

Light Turns

Take 1 token from the pool to...

- Stumble upon an unlikely, perfect clue.
- Save yourself. Throw someone under the bus.
- Give one of your Gear to a Rider of your choice.

Gear

Take 3 tokens from the pool to use...



Bonds

Fill in at least one with the name of another player or NPC or write your own...

- I'm digging up dirt on _____
- I stole something from _____ and they want it back.
- _____ has info I need and I'll do whatever it takes to get it.
- _____
- _____
- _____

Raises

When told, you may choose the following:

- **Draw a Gear.** Read the card description to the other players.
- **Switch to another playbook.** Explain why and what brought about the sudden change.
- **Retire your character.** Lose your powers, die in combat or disappear. Describe what happens.

Describe Your...

Weapon

Ride

Piece of Tech

THE HACKER

No one really knows who or what you are but you know all about them and their dirty little secrets...

You should play this if you like creating mystery & secrets amongst players and pointing people to clues they may have otherwise missed.

Choose a Name

- The Gr8 Wymr
- Code Contra
- DotNet
- Faux Modem
- Something coded

Choose a Look

- Shrouded face
- Maimed face,
- Sharp face
- Calm face
- Piercing eyes
- Tired eyes
- Anxious eyes
- Impatient eyes
- Ceremonial wear
- Academic wear
- Unassuming wear
- High fashion wear

Choose a Connection

- A cunning rival hacker
- A nightclub owner
- A chief scientist



Special Turns

Take 3 tokens from the pool to...

- Prevent or break a Rider's transformation.
- Take another Player's Gear and equip it. Describe how this changes your form.

Heavy Turns

Add 1 token to the pool to...

- Construct something dangerous.
- Interrupt someone's plan & steer them in the wrong direction.
- Ask someone, "what do you really think of me?"

Regular Turns

You may **always**...

- Try to pinpoint an enemy's weakness.
- Take action, leaving yourself vulnerable.
- React by taking temporary cover.

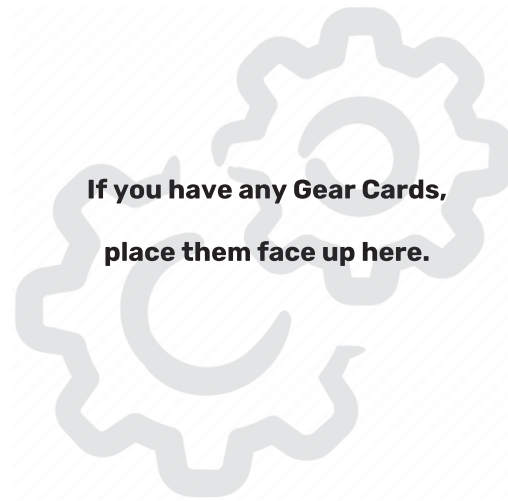
Light Turns

Take 1 token from the pool to...

- Appear suddenly & reveal an unknown truth.
- Take advantage of someone's mistake.
- Give one of your Gear to a Rider of your choice.

Gear

Take 3 tokens from the pool to use...



If you have any Gear Cards,
place them face up here.

Bonds

Fill in at least one with the name of another player or NPC or write your own...

- I have helped _____ before. They owe me for it and its time to pay up.
- _____ does not trust me, but I will make them see my ways.
- _____ will play an important role in the events to come. I must tell them!
- _____
- _____
- _____

Raises

When told, you may choose the following:

- **Draw a Gear.** Read the card description to the other players.
- **Switch to another playbook.** Explain why and what brought about the sudden change.
- **Retire your character.** Lose your powers, die in combat or disappear. Describe what happens.

Describe Your...

Weapon

Ride

Piece of Tech