

THE CHILL

Travis
NAME

Neon, lots of hair, oversized shorts
LOOK

Supportive, relaxed (too relaxed?)
FAMILY

Childhood friends with Ash
BOND

Space Cadet
VIBES

GEAR

Wave
YOUR BOARD

Laser Bow
YOUR RAYGUN

OTHER GEAR

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

STYLE



TROUBLE



BACKGROUND

Things just work out for Travis, that's how it has always been. They've always been the relaxed one, never stressing about anything. Just like their family.

And that's part of the problem. Their folks just don't seem to care and that's getting to Travis. Thankfully Travis has the Infinite Grind Crew to help them out.

Travis will go anywhere and do anything for the IGC, as long as it isn't home.

TRAITS -

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

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.

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.)



LEGACY

DOOM

SLAMS

DO THIS!

TAKE ACTION!

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

BOOST ACTIONS!

Mark boost (those dice icons) for +1d6 to an action roll. There's no stacking limit! Yay!

ADD KICK!

Mark a kick to increase the potential impact of an action roll (the kick is still spent if you fail, sorry.) There's no stacking limit! Yay!

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.

"NOPE" A SLAM!

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

HELP TEAMMATES!

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.)

TAKE A BEAT

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 much 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. Doubfireing 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.

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, do, or not do? +1 fracture.
- **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.

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, broken device*, etc.), +1 doom. What's the crew think?
- **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 or trait.

THE GUTS

Rizz

NAME

Pastel, Neon, Oversized clothes

LOOK

Strict, boring

FAMILY

Natural Chemistry with Travis

BOND

Highly Caffeinated

VIBES

GEAR

Laserblades

YOUR BOARD

Proton Glove

YOUR RAYGUN

OTHER GEAR

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

STYLE



TROUBLE



BACKGROUND

Rizz is the most popular person at school. At least they think that, despite any evidence to the contrary.

Recently scouted by Wickes, the interdimensional sweet conglomerate, Rizz can practically taste the fame that is coming their way, and may do anything to get it.

The fame doesn't come without problems though, Rizz knows that. Recent adventures in the multiverse have put them at odds with their parents.

TRAITS

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

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

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?



LEGACY

DOOM

SLAMS

DO THIS!

TAKE ACTION!

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

BOOST ACTIONS!



Mark boost (those dice icons) for +1d6 to an action roll. There's no stacking limit! Yay!

ADD KICK!



Mark a kick to increase the potential impact of an action roll (the kick is still spent if you fail, sorry.) There's no stacking limit! Yay!

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.

"NOPE" A SLAM!

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

HELP TEAMMATES!

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.)

TAKE A BEAT

GUTS ARC

- **Spotlight (3 style).** You get scouted by a sponsor, become the fan favorite, 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 special offers, and 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.

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, do, or not do? +1 fracture.
- **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.

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, broken device, etc.*), +1 doom. What's the crew think?
- **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 or trait.

THE GRIT

Ash
NAME

All Black, Flashy, Provocative,
LOOK

Poor, Religious, Unstable
FAMILY

Stuck up for Doyle at School
BOND

Sleep when you're dead
VIBES

GEAR

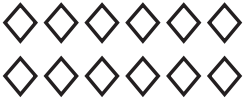
Street Deck
YOUR BOARD

Zero Beam
YOUR RAYGUN

OTHER GEAR

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

STYLE



TROUBLE



BACKGROUND

Ash knows how to take a hit. Again and again they practice tricks until they have it right, no matter how much it takes. They bring this attitude to protecting their friends and The Crew.

Ash's home life isn't ideal. Their parents turn to religion for guidance and Ash would rather they just spoke to them. Ash has been acting up at school and if they keep going may get expelled.

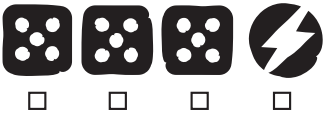
TRAITS

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.

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

ATTITUDE

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



LEGACY

DOOM

SLAMS

DO THIS!

TAKE ACTION!

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

BOOST ACTIONS!



Mark boost (those dice icons) for +1d6 to an action roll. There's no stacking limit! Yay!

ADD KICK!



Mark a kick to increase the potential impact of an action roll (the kick is still spent if you fail, sorry.) There's no stacking limit! Yay!

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.

"NOPE" A SLAM!

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

HELP TEAMMATES!

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.)

TAKE A BEAT

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 slower, and now it's raining. Your goal feels farther away than when you started, but you keep going. +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 at it. You always do. Who believed in you? -1 doom, -1 fracture, +2 legacy, +1 trait.

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, do, or not do? +1 fracture.
- **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.

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, broken device, etc.*), +1 doom. What's the crew think?
- **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 or trait.

THE SMARTS

Doyle
NAME

Poochy with a Lab Coat
LOOK

Ultra-Terrestrial, Boring
FAMILY

Rizz helped them cheat on tests
BOND

Homeschooled
VIBES

GEAR

Vert band cut grip
YOUR BOARD

Akimbo Pew Pew
YOUR RAYGUN

OTHER GEAR

- 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

STYLE



TROUBLE



BACKGROUND

Doyle's a nerd. A real nerd. They are the smartest kid in school and definitely the brightest in the crew. They turn to science, logic, and smarts to solve the problems that they get presented with every day.

It's not always easy. Their parents are from Popularia and work for DARA. They are always fretting over this thing or another and even Doyle thinks they are squares.

Doyle is working on a project, that is going to turn slugblasting upside down but they are keeping the details to themselves.

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.

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

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.



LEGACY

DOOM

SLAMS

DO THIS!

TAKE ACTION!

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

BOOST ACTIONS!



Mark boost (those dice icons) for +1d6 to an action roll. There's no stacking limit! Yay!

ADD KICK!



Mark a kick to increase the potential impact of an action roll (the kick is still spent if you fail, sorry.) There's no stacking limit! Yay!

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.

"NOPE" A SLAM!

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

HELP TEAMMATES!

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.)

TAKE A BEAT

SMARTS ARC

- **Inspiration (1 style).** A big idea interrupts 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 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.

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, do, or not do? +1 fracture.
- **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.

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, broken device*, etc.), +1 doom. What's the crew think?
- **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 or trait.

THE HEART

Solstice
NAME

Shellsuit & Bandana
LOOK

Unstable
FAMILY

Knows what Doyle is working on
BOND

Positive Vibes Only
VIBES

GEAR

Hardlight BMX
YOUR BOARD

Zero Blaster
YOUR RAYGUN

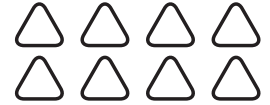
OTHER GEAR

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

STYLE



TROUBLE



BACKGROUND

Solstice is The Heart. Heart of the school, heart of the crew, heart of their family. They exude positive vibes and are always looking out for everyone else around them.

But the heart wants, what the heart wants.

They have started a relationship with one of the younger members of The Old Guard. It is very new, and no-one in the Infinite Grind Crew knows about it. Who knows what would happen if it came out!

TRAITS

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

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.

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.



LEGACY

DOOM

SLAMS

DO THIS!

TAKE ACTION!

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

BOOST ACTIONS!



Mark boost (those dice icons) for +1d6 to an action roll. There's no stacking limit! Yay!

ADD KICK!



Mark a kick to increase the potential impact of an action roll (the kick is still spent if you fail, sorry.) There's no stacking limit! Yay!

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.

"NOPE" A SLAM!

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

HELP TEAMMATES!

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.)

TAKE A BEAT

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

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, do, or not do? +1 fracture.
- **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.

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, broken device*, etc.), +1 doom. What's the crew think?
- **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 or trait.

CREW

Infinite Grind Crew

NAME

None

BRANDS

Video Store

HANGOUTS

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

.....

.....

FACTIONS

-1

The Old Guard - The original slugblasters and they don't like newcomers

+1

Thrashers - burnouts, hipsters, artists, and your biggest fans

+1

Null Range - Obnoxious anti-authoritarian crew from Hillview.

-1

Doorways - Group of concerned parents from Hillview

+1

DARA - Science facility. You have an in through Doyle

