

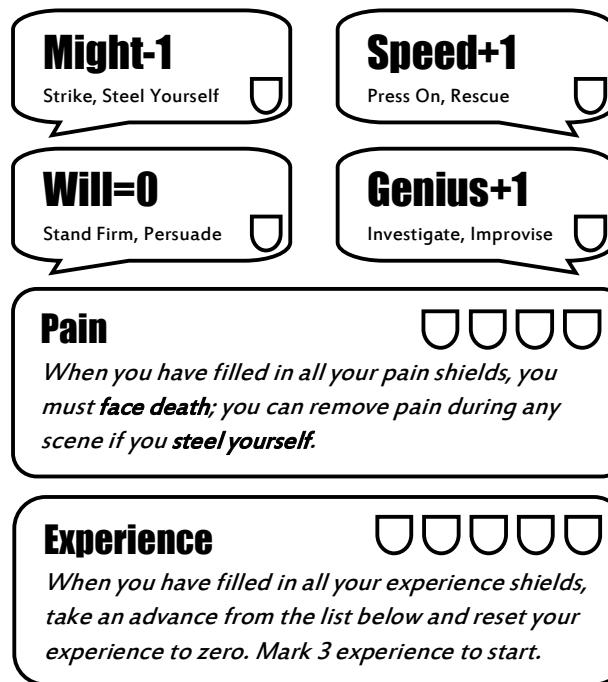
Adede Okafor, AKA Steel Spring

As a child, you suffered from poor health that resulted in a lot of physical frailty, so your father **Sithembile** ("Sith" for short) created the prototype of your first suit in order for you to live a normal life; unfortunately, **Pastor Unathi**, your family's spiritual guide, sees the suit as the work of the Devil and preaches that Steel Spring must be freed from the Devil that has possessed her, without knowing that it is you in the suit.

The suit is tailored to your biometric imprint and only functions when you are wearing it; the only problem with wearing it is that it's not fully waterproof, so you have to stay out of very wet or humid conditions, otherwise it could malfunction.

In your day job, you are a freelance commercial artist, producing package & product designs for small businesses in London and further afield. Your mother has passed away and you try to keep your father separate from your life as Steel Spring, so the only person you can trust to ever look after the suit is your boyfriend **Kofi**, who you decided to take into your confidence several months ago and who hasn't let you down once since.

You monitor the news for emergencies rather than patrolling the streets, donning the suit whenever you find a situation that Steel Spring can help with. You're known for rescuing people from impossible situations, where the mundane emergency services can't go.



- Take +1 Speed.
- Advance a basic move.
- Take a style move.
- Advance a style move.
- Take +1 Genius.
- Advance a basic move.
- Take a style move.
- Advance a style move.

Basic Moves: fill in the circle when you advance one of these.

- Strike:** to attack a target.
- Steel yourself:** to recover from harm.
- Press on:** to move into danger.
- Rescue:** to save yourself or others.
- Stand firm:** to hold your ground.
- Persuade:** to get another to do as you say.
- Investigate:** to seek information.
- Improvise:** to get an inspired solution.

Trait

As long as you are wearing your **Power Suit**, it provides you with some additional protection; whenever you take pain, you may choose to have your suit take that pain instead. The suit has two pain shields and when those are full, it is out of commission: you cannot make style moves until you have repaired it. To repair your suit, roll+genius and take +1 now if you have access to all the tools and materials you need for this repair; on a hit, reset the suit's pain to zero; on a 7-9, you must work all day or all night continuously to repair it. On a miss, the suit requires a replacement part that is difficult to acquire; when you have acquired that part, reset the suit's pain to zero.



Special

When you entrust your secret identity with another, you may roll+genius to modify your suit; on a hit, take any style move or advance a style move you already have and retain it for the rest of this session; on a 7-9, that style move or advance is lost as soon as the suit takes any pain.

Status

Circle 'like' or 'dislike' for each other hero: you can support those you like and taunt those you dislike.



Dr. Dusk has saved my life when my suit failed me.



The Snowdrop relies on force over intellect.



Lady Smoke is content to take orders without question.

Fill in the circle by a style move when you take it; fill in the target when you advance that move. You begin with the moves marked.

○ **Acrobatics:** you may push to **press on**; on a hit, take +1 forward.

◎ As above, but you take an ace forward.

● **Martial Arts:** when you **strike**, roll+speed instead of roll+might.

◎ On a 7-9 when you **strike**, you may veto one of your target's options.

○ **Wall Crawler:** you can climb on any surface unaided at a walking pace.

◎ You can climb on any surface unaided at a running pace.

● **Rebound:** when you roll+speed and miss, take +1 forward to roll+speed.

● As above and act again immediately after that move.

○ **Rush:** you may push to **rescue** when saving yourself; on a hit, take an ace forward.

◎ You may push to **rescue** when saving others.

● **Tumble:** when falling any distance, choose your landing spot and take no pain from the fall.

◎ You can hold onto one other person when falling; they also take no pain from the fall.

○ **Sure Footed:** you may push to **stand firm**; on a 10+, you may choose one and defeat the target instead of halting them.

◎ As above and on a 10+, you may choose one to capture the target instead of halting them.

Basic Rules & Terminology

Most moves require you to roll 2d6, adding the results together and modifying the total by a stat to get your result.

- 6 or less is a miss: there will be consequences for this.
- 7-9 is a hit, but not a perfect one: the outcome won't be the best.
- 10 or more is a hit and it's usually the best success you can hope for.
- If you have advanced a move, you get a spectacular success on 12 or more.

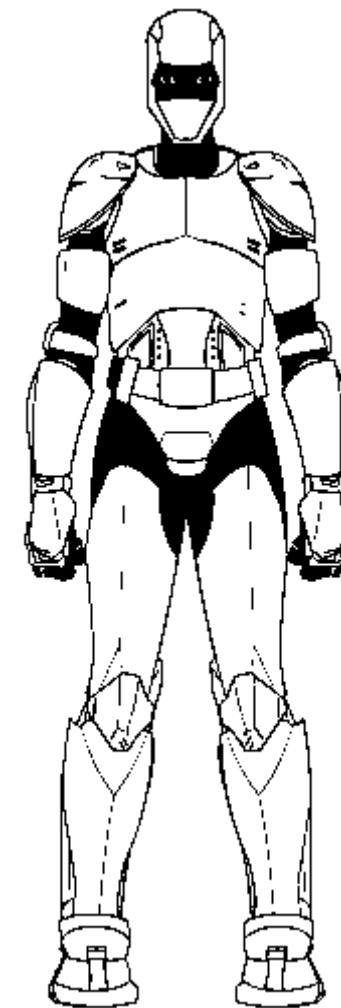
Forward: an effect that applies to the next move you make, e.g. 'take +1 forward' means you add +1 to your next die roll.

Ongoing: an effect that persists for some time, e.g. 'take -1 Speed ongoing' means you roll with -1 each time you use Speed, until the condition affecting you wears off.

Push: any basic move can be pushed, if you have a style move or other advantage that enables you to do so. When you **push** a basic move, you have more chance of success, but a miss means that you fall prey to hubris and go too far.

Ace: all basic and style moves can be advanced, making them more effective; when you **ace** a move, you act as if it were advanced the next time you use it.

STEEL SPRING



NEW GODS FOR an OLD TOWN