

Angelic Dress



Illustration by Hollie Williams

Good Intentions

The Power of Love!

Aura of Innocence: While wearing this Costume, you cannot be blamed for anything. No NPC will believe that you're responsible for any misfortune, and any roll to cast blame on you automatically fails.

11

Artist's Smock



Illustration by Hollie Williams

Creative Genius

Temperamental

Life Drawing: You receive a 1 ☹ discount when using Wishful Thinking to conjure a Hazard or NPC. (No combination of discounts can reduce the cost of Wishful Thinking below 1 ☹.)

12

Bee Suit



Illustration by Marrie Torres

Hard Worker

Flower Addict

For the Swarm! Spend ☹ to summon a swarm of duplicates of yourself for one roll. This allows you to accomplish things that require a large group, or inflict +3 ☹ in a scuffle.

13

Black Sweater

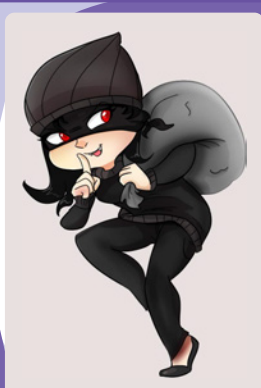


Illustration by Marrie Torres

Sneaky

Kleptomaniac

Bag of Holding: You can fit anything that's not nailed down into your sack of loot. You drop all of your stashed objects when you Stress Out or change out of this Costume; otherwise, they can't be located or stolen by any effect. If you have many stashed objects, the GM may require a test to pull out the correct one.

14

Bunny Hat

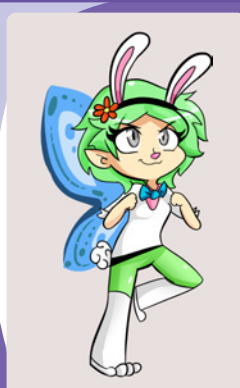


Illustration by Marrie Torres

Adorable

Quick Like a Bunny

Just a Harmless Little Rabbit: When you tag one of your Quirks in a contest, you may remove one die from your opponent's pool rather than adding one to your own. This can reduce her to zero dice.

15

Cape & Tights

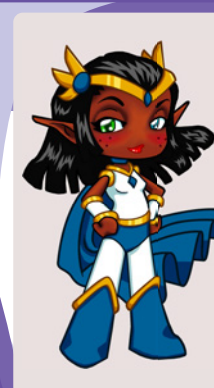


Illustration by Miranda Harrell

Faster Than a Speeding Bullet

More Powerful Than a Locomotive

The Strongest! You can lift 100 times your weight. You inflict +2 ☹ in a scuffle, suffer -2 ☹ from physical threats, and gain +2 edge in contests of strength.

Disaster Magnet: The GM receives a 2 ☹ discount to Unleash Disaster, to a minimum cost of 1 ☹.

16

Cardboard Robot

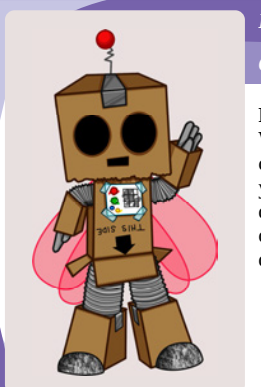


Illustration by Miranda Harrell

Precise

Glitchy

Filled With Useful Devices: When you spend ☹ on a roll, you can add two dice rather than one if you describe how the strange devices built into your body help out. You have to describe a new device each time.

21

Cat Hoodie



Illustration by Marrie Torres

Agile

Lazy

I Meant To Do That: You can spend ☹ on a roll after you've seen the result. If you do, roll one additional die, and count it as though it was part of the original roll. You can't use this Power if you've already spent ☹ on that roll.

22

Chef's Smock



Illustration by Esme Baran

Genius of Cookery

Handy With A Frying Pan

Comfort Food: Spend ☹ to instantly prepare a serving of food, even if you have no tools or ingredients. Eating this food recovers ☹ normally.

Gourmand: You recover +2 ☹ from eating food.

23

Clown Suit



Illustration by Istefany Macedo

Acrobatic

Comical

Pratfall: You suffer -1 ☹ from all sources.

Can't Keep Down the Clown: If any effect would cause you to discard this Costume, you may discard a different Costume instead.

★ 24

Cowgirl Outfit

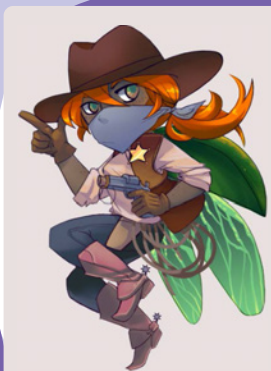


Illustration by Louise Leung

Rough and Tumble

Quick on the Draw

Showdown: You may declare that any one-on-one contest you participate in is a showdown. The loser of a showdown Stresses Out regardless of her current ☹. On a tie, you both Stress Out!

★ 25

Cunning Disguise



Illustration by Esme Baran

Trustworthy

Vaguely Familiar

Incognito: No one can connect your identity while you're wearing this Costume with your identity when you're not wearing it. Not even if you change into it right in front of them!

★ 26

Deely-Boppers



Illustration by Miranda Harrell

Technobabble Solves Everything

Not From Around Here

It's Not Stupid, It's Advanced!: When wielding your amazing alien technology, you may roll an extra die for free (i.e., without spending Magic). Add ☹ to the Trouble Pool after rolling.

★ 31

Devil Corset



Illustration by Marie Torres

Troublemaker

Silver Tongue

Devil's Deal: You may spend ☹ to offer someone a deal. If she accepts, she gains a helpful Temporary Quirk of your choice.

Ironic Twist: Whenever someone uses a Quirk granted by **Devil's Deal**, you may set her Result to 0 after rolling.

★ 32

Evil Overlord Armour

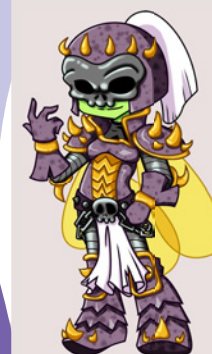


Illustration by Miranda Harrell

Ruthless

Insane

Rise, My Servants!: The first time you change into this Costume, you get 3 Minions. They're NPCs with Moxie 3, Stress Limit 0, and no Quirks. You may recruit new Minions for ☹ apiece, to a maximum of 3 total Minions.

Delegation: On any roll, you may have a Minion act in your place.

★ 33

Firefighter's Uniform



Illustration by Esme Baran

Rescue Specialist

Grace Under Pressure

Fireproof Coat: You suffer -3 ☹ from Hazards that represent dangerous objects or environments, and never suffer Temporary Quirks from losing a contest with such a Hazard.

★ 34

Flower Suit

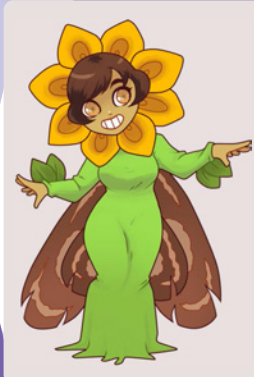


Illustration by Esme Baran

Sunny Disposition

Down to Earth

Speak for the Trees: You can communicate with plants. There's no guarantee they have anything interesting to say, though!

Photosynthesis: Whenever an effect would allow you to recover ☹, you may instead choose to gain 1 ☹ instead.

★ 35

Gothic Dress

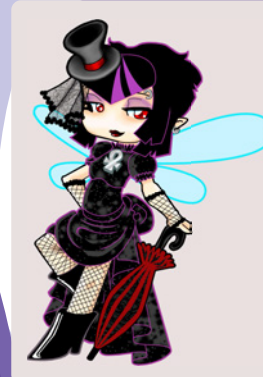


Illustration by Miranda Harrell

Elegant

Creepy

Dry Wit: If someone you can see suffers ☹, you can make a cutting remark to increase the ☹ by +2. You have to come up with the remark yourself.

★ 36

Holy Robes



Illustration by Louise Leung

Resolute

Naïve

Healing Touch: Spend 1 to remove 1d6 from one living creature.

Divine Favour: You get a 1 discount on Wishful Thinking when you phrase your wish as a prayer. The GM describes the effect no matter the test's outcome! (She has to be nice if you succeed.)

41

Leather Jerkin



Illustration by Esme Baran

Vicious

Low Cunning

Backstab: When you make a successful Surprise Attack, you may cause your target to instantly Stress Out, regardless of the amount of inflicted. This Power doesn't just apply in scuffles - it works with emotional backstabbery, too.

42

Magical Girl Dress



Illustration by Miranda Harrell

Fabulous

For Great Justice!

Transformation Sequence: Any time you're not wearing this Costume, you can Quick Change into it at no cost. You may spend while doing so in order to recover 1d6.

Final Strike: When you win a scuffle, you may spend to inflict double. You must roleplay calling your special attack.

43

Maid Uniform

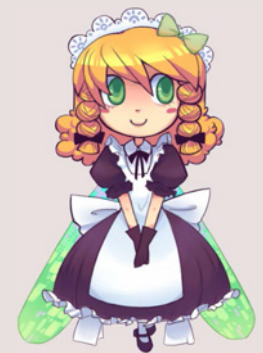


Illustration by Louise Leung

Unflappable

Neat Freak

Quick Clean-up: Spend instantly clean your current Location. This Power can remove messiness-related Quirks or add cleanliness-related ones to that Location.

44

Mascot Suit



Illustration by Lis Razo

Energetic

Distracting

Go Team!: When you use this Costume's Quirks to assist a friend's roll in a contest, you can subtract one die from her opponent's roll instead of adding one to hers. This can reduce her opponent to zero dice. You must roleplay your cheer or routine.

45

Old Fedora



Illustration by Louise Leung

Hard Boiled

Narration-Prone

Gut Feeling: You always know when you're being lied to. If used on another player, she must admit whether she lied, but doesn't have to reveal the truth.

46

Pirate Costume



Illustration by Marie Torres

Dashing Rogue

Bad Influence

Swagger: When you tag an opponent's Quirk in a contest, you may remove one die from her pool rather than adding one to your own. This can reduce her to zero dice.

51

Polyester Suit



Illustration by Lis Razo

Smooth Moves

Questionable Fashion Choices

Greasy Sweet: You may roll Moxie in place of Grace, or vice versa, whichever is higher.

52

Pot Lid Armour



Illustration by Esme Baran

Impervious

Clumsy

Heavy Metal: You suffer -1 from physical threats.

Ablation: If a physical threat would cause you to Stress Out while wearing this Costume, you may instead discard it and negate all and other effects from that threat.

53

Princess Dress

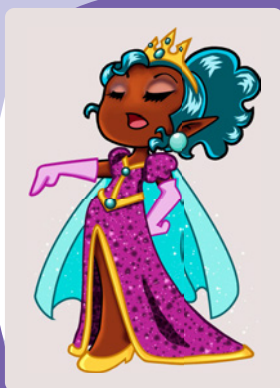


Illustration by Miranda Harrell

Glamorous

Bossy

Self-Rescuing: You get two dice rather than one when you tag a Temporary Quirk that's been inflicted upon you.

54

Robe & Wizard Hat



Illustration by Miranda Harrell

Subtle

Quick to Anger

Fireball!: Spend 1 to blast everything with elemental magic. Every fairy, NPC and Hazard present - including you! - must test Grace or Shine (whichever is higher) or suffer 1d6.

Linear Fairy, Quadratic Wizard: You may discard any Costume in your possession to use its Powers for one roll without changing into it.

55

Seamstress Outfit

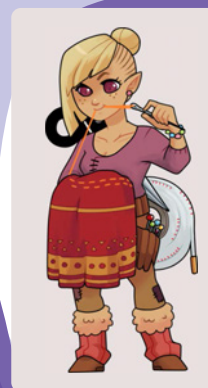


Illustration by Esme Baran

Fashion Sense

Handy With a Needle

Fashion Montage: When you help someone scrounge for a new Costume, she draws two cards rather than one. She may Quick Change into one of the newly drawn Costumes at no cost.

56

Shinobi Shozoku



Illustration by Esme Baran

Stealthy

Honourable

Art of Invisibility: When you suffer , you may spend to become invisible. While you're hidden, you count as being on Break, and no one can target you with any rolls or effects until you reveal yourself by making a roll.

61

Space-Age Armour

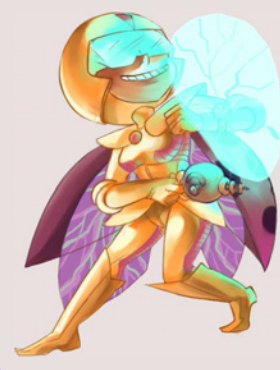


Illustration by Louise Leung

Trigger-Happy

Patriotic

Ray Gun: You inflict +1 in a scuffle.

Personal Force Shield: You suffer -1 from physical threats.

62

Stripey Scarf



Illustration by Louise Leung

Indomitable

Perfect Timing

Stellar Screwdriver: You gain two dice (rather than one) when you tag a Location Quirk.

Regeneration: When you Stress Out, you may return to play without taking a Break. You still have to discard this Costume.

63

Tie-Dyed Shirt



Illustration by Louise Leung

Laid Back

Arts-and-Craftsy

Pacifism: Contests that you take part in are never treated as scuffles.

64

Vampire Makeup



Illustration by Miranda Harrell

Creature of the Night

Thirst for Blood

Bluh!: Whenever you inflict on a living creature in a scuffle, recover the same amount of .

65

Witch's Hat



Illustration by Marie Torres

Forbidden Lore

Friend To All Things Creepy-Crawly

Polymorph: You may spend to turn something into a frog. Living targets can test Focus or Shine (whichever is higher) to resist. If you frog another fairy, her Costume is replaced with "Frog" (Slippery, Jumpy), and she can't change Costumes until she Stresses Out or gets someone to kiss her.

66