

THE LEAD

STYLE    

FORCE    

SMARTS    

ATTITUDE    

MYSTIC    

XP      

MM     

RN    

 **GEAR & PETS** 

 

THE TYPE (pick two)

Guiding - Gain 1 XP every time you gather a group to go on an adventure. Set Teamwork to +3 during P&Q.

Helpful - Once per stage, if you're Taking The Lead, you can succeed automatically.

Inspiring - Once per stage, prevent Teamwork reduction.

Forceful - When someone misses a basic move, you can roll it yourself before the negative conditions kick in, by reducing Teamwork by 1.

Heroic - Once per stage, you can pull one of your teammates out of trouble, GM will decide if that gets you in trouble. (they don't get XP)

Protecting - You can redirect a negative consequence of your teammate's move towards yourself, when nearby.

Coordinated - If you're close, Teamwork can't go lower 1.

Heroic Leadership

No limitations on how many characters you can pull when Taking The Lead. Everyone still gains Momentum, but your collected Assist Bonus cannot go bigger than the Teamwork attribute (even if negative).

ABILITY

TYPE

RANGE

MOVES

[BASIC MOVES](#) [PLAYBOOK DIGEST](#)

Experience is gained on accepting a miss result, or when a move tells you.
When you have 5 XP, clear your experience bar and pick one of the following:

Improvements

Take a move from your playbook.....

Take a move from another playbook.....

Get a piece of Gear or a new Pet.....

Increase your maximum Stamina by 1.....

Increase one of your Attributes by 1 (max 3).....

Change one of your Attributes into a Star Attribute.....

Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....

Change one of your Attributes into a Star Attribute.....

Pick an additional Type from your list.....

Get +1 to any Attribute, max +3.....

Increase your maximum Rings by 1.....

Increase your maximum Stamina by 1.....

Take another playbook's Feature (required moves: 3 base, 2 other).....

Final Improvement (after 9 Improvements)

Can use Charged Ability Types, as long as your whole team is near.....

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SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		