

THE CLUMSY

STYLE

FORCE

SMARTS

ATTITUDE

MYSTIC



THE KARMA



+1 Karma to turn a miss into a mixed success (no XP given).

ABILITY

DAMAGE

RANGE

MOVES

[MOVE SUMMARY](#)

Experience is gained on rolling a miss, or when a move tells you.
On level up, 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.

Advanced Improvements (after 4 regular improvements)

Take a move from yours or another playbook.
Mark one of the possible basic moves as advanced.
Get +1 to any Attribute, max +3.
Increase maximum Rings you can have by 1.
Increase maximum Stamina count by 1.
Change your Playbook (can be taken multiple times).
Change your Feature (can be taken multiple times).
Change your Ability (can be taken multiple times).
Once per stage you can use one of your limited abilities an extra time.
Take other playbook's Feature (req: 3 base moves, 2 other moves).
When getting a Karma point change the roll to a full success.

Final Improvement (after 6 Advanced Improvements)

You can't gain more than 3 Karma, but can keep using it.