

STYLE   

FORCE   

SMARTS   

ATTITUDE   

MYSTIC   

XP      

MM      

RN     

GEAR & PETS 

THE TREASURE

Gives Power - Roll with Advantage.
Negates Power - Stop a boss aspect/power.
Open Something - 1 XP if used the Treasure to progress.
Predict Events - Free premonition.
Calm of Mind/Body - Fully restore everyone's Stamina.
Revive a Companion - Revive a hero with full stamina.
Create an Environment - Change or create an environment.

Note: Treasure can only be used once per Stage.

ABILITY

DAMAGE 

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.....
 Increase your maximum Rings by 1.....
 Increase your maximum Stamina by 1.....

Advanced Improvements (after 3 regular improvements)
 Take a move from your or another playbook.....
 Mark one of the possible basic moves as advanced.....
 When Treasure is safe +1 Armor, when Treasure is missing +1 Damage.....
 Get +1 to any Attribute, max +3.....
 Increase your maximum Rings by 1.....
 Increase your maximum Stamina by 1.....
 Once per stage you can use one of your limited features an extra time.....
 Take anther playbook's Feature (req: 3 base moves, 2 other moves).....

Final Improvement (after 6 Advanced Improvements)
 Get another treasure. 1 use per stage, for each.....

THE GUARDIAN

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		