

STYLE 



THE TREASURE

FORCE 

SMARTS 

ATTITUDE 

MYSTIC 

XP 

MM 

RN 

GEAR & PETS



**Gives Power** - Roll with Advantage.  
**Negates Power** - Destroy an enemy Defense.  
**Open Something** - 1 XP if used the Treasure to progress.  
**Predict Events** - Free premonition.  
**Calm of Mind/Body** - Fully restore a hero's Stamina.  
**Revive a Companion** - Auto success on a (revival) move.  
**Create an Environment** - Change or create an environment.

Note: Treasure can only be used once per Stage.

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

## Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....  
 Mark one of the possible basic moves as advanced.....  
 When Treasure is threatened, destroy it. You dictate how its recovered.....  
 Get +1 to any Attribute, max +3.....  
 Increase your maximum Rings by 1.....  
 Increase your maximum Stamina by 1.....  
 Take another playbook's Feature (req: 3 base moves, 2 other moves).....

## Final Improvement (after 9 Improvements)

Get another treasure. 1 use per stage, for each.....

THE GUARDIAN

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		