

THE LEAD

STYLE



FORCE



SMARTS



ATTITUDE



MYSTIC



XP



MM



RN



GEAR & PETS



THE TYPE

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 leading a Team Assist, 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 0.

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

Advanced Improvements (after 3 regular improvements)

Take a move from your or another playbook.....
Mark one of the possible basic moves as advanced.....
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.....
Once per stage you can use one of your limited features an extra time.....
Take another playbook's Feature (req: 3 base moves, 2 other moves).....

Final Improvement (after 6 Advanced Improvements)

Use To Save Everyone any time you'd like with Advantage.....

THE LEAD

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		