

THE LEAD

STYLE



FORCE

SMARTS

ATTITUDE

MYSTIC



THE TYPE

Guiding - Gain 1 XP every time you gather a group to go on an adventure.

Helpful - Once per stage, you can assist someone successfully (12 roll) without a roll.

Inspiring - Once per stage, you can increase Teamwork of everyone nearby 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)

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

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

Coordinated - As long as you're nearby, no one's Teamwork modifier can go below 0.

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.

Increase your maximum Stamina by 1.

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

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).

Pick one more Type from your list.

Final Improvement (after 6 Advanced Improvements)

Pick an Attribute, it is now a +3.