

STYLE



FORCE

SMARTS

ATTITUDE

MYSTIC



THE TREASURE

Gives Power - Roll with Advantage.
Negates Power - Stop a boss fact/power, on encounter.
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 teammate with 3 stamina.
Create an Environment - Change or create an environment.

Note: Treasure can only be used once per Stage.

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 the maximum of Rings you can have by 1.

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 your Treasure is safe, gain +1 Armor, when your Treasure is missing, gain +1 Damage.

Final Improvement (after 6 Advanced Improvements)

Choose another treasure move, you now have both. 1 use per stage, for each.