

THE ROGUE

STYLE

FORCE

SMARTS

ATTITUDE

MYSTIC



THE METHOD

Goal (can be changed once per Adventure)

Treasures

Power

Heart

Revenge

Orders

Method

Trickery (Style)

Destruction (Force)

Scheming (Smarts)

Manipulation (Attitude)

Corruption (Mystic)

When rolling your Method's attribute, if you can justify your move being a benefit to your Goal, roll with Advantage.

You can change an attribute used for a move to your Method, if justify it being for your Goal. You get no Advantage with this roll.

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.

Pick One: Buddies under your command deal 1 extra Damage.

Pick One: Increase your Maximum Stamina 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).

You can start using your Goal as part of your ability.

Final Improvement (after 6 Advanced Improvements)

Every roll based on your goal, you can turn to 12 at will, before the roll.