

# THE DESTINED

STYLE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FORCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SMARTS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTITUDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MYSTIC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

XP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR & PETS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## THE FLAW (pick two)

**From a Different World/Time** - Only get a clue on a 7+.

**Memory Loss** - Destined can't use your playbook moves until they know at least 1 Vision clue.

**In Over Their Head** - Can't get more than 3 Vision clues.

**Mysterious** - Can't tell other heroes about your Vision.

**Withdrawn** - Can only get clues in a calm environment.

**Unstable** - Every time Destined gets a new Vision clue, ask GM to change their Ability Type.

**Restless** - Cut Destined's Max Stamina by 2, restore 1 each time they get a Vision clue.

### Vision Clue Questions:

"To prevent the bad future from happening..."

Target? - What is person or object

Where? - Where does the target needs to be

When? - When does the target needs to be there

Doing what? - What the target needs to do

A Yes/No question of your own wording.

## ABILITY

## TYPE

## RANGE

## MOVES

[BASIC MOVES](#) [PLAYBOOK DIGEST](#)

**Vision** - Before every stage you will get a worrying vision, showing you a potential unfavorable future.

**When rolling Mystic once per unique move**, check against your Flaws and then you can choose to learn a clue which will spell out what to do to prevent the bad future. **On a miss**, establish a boss fact with your clue. **If you succeed**, everyone gets 2 XP and 1 Ring. **If you fail**, it will come true.

**When you're close** to the resolution of the vision, you might get a hint from the GM.

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 or a move that includes a Mystic roll.....

Take a move from another playbook.....

Get a piece of Gear or a new Pet.....

Change one of your Attributes into a Star Attribute.....

### Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....

Change one of your Attributes into a Star Attribute.....

Remove one of your Flaws.....

Get +1 to any Attribute, max +3.....

Increase your maximum Rings by 1.....

Increase your maximum Stamina by 1.....

Take another playbook's Feature (required moves: 3 base, 2 other).....

### Final Improvement (after 9 Improvements)

On successful Vision resolution, dictate the exact outcome.....

THE DESTINED

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		