

THE DESTINED

STYLE



FORCE



SMARTS



ATTITUDE



MYSTIC



XP



MM



RN



GEAR & PETS



THE FLAW

From a Different World/Time - Reduce Attitude by 1.
Clumsy - Can't change Ability Type, unless Taking Five.
In Over Their Head - Can't Kick Butt against the boss.
Cursed - Reduce your maximum Rings by 1.
Paranoid - Can't assist in any way, unless for the Vision.
Lost Memory - Set your XP to 0 when you end the stage.
Restless - Only heal 2 Stamina during Peace and Quiet.
Stubborn - Can only use (rest) moves when Taking Five.
Mysterious - Can't tell other heroes about your Vision.
Tortured - Pick a traumatizing event in your past. When presented with it, GM can do hard moves at you.

Phobia - Pick a type of environment. You can't roll the Make It Through move, while on it.

ABILITY

TYPE

RANGE

MOVES

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

Vision - Before every stage you will get a horrible vision, showing you a worst case scenario of future events that you'll need to prevent. **When rolling Mystic once per unique move**, you can choose to learn a clue about how to prevent it and ask a question from the list. **On a miss**, establish a boss fact with your clue. *What target (person or object) needs to be reached? Where does the target needs to be? When does the target needs to be there? What is the action the target needs to be performing? Yes/No Question of your wording.*
If you succeed, everyone gets 2 XP and 1 Momentum. **If you fail**, get a Flaw and your vision will come true.

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.....
Remove a Flaw (can take multiple times, can't have less than 1).....

Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....
Mark one of the possible basic moves as advanced.....
On successful Vision resolution, get 1 Ring instead of 1 Momentum.....
Get +1 to any Attribute, max +3.....
Increase your maximum Rings by 1.....
Increase your maximum Stamina by 1.....
Take another playbook's Feature (req: 3 base moves, 2 other moves).....

Final Improvement (after 9 Improvements)

On successful Vision resolution, dictate the exact outcome + cure a Flaw....

THE DESTINED

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		