

THE DESTINED

STYLE   

FORCE   

SMARTS   

ATTITUDE   

MYSTIC   

XP      

MM      

RN    

GEAR & PETS 

THE FLAW

From a Different World/Time - Reduce Attitude by 1.
Clumsy - Reduce Style by 1.
In Over Their Head - Reduce Damage by 1 (keep tags).
Cursed - Reduce your maximum Rings by 1.
Paranoid - Can't do Team Assist, 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 - You can't tell other heroes about what you've seen in 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

DAMAGE 

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 regular 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.....
Once per stage you can use one of your limited features an extra time.....
Take anther playbook's Feature (req: 3 base moves, 2 other moves).....

Final Improvement (after 6 Advanced Improvements)

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

THE DESTINED

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		