

# THE DESTINED

STYLE



FORCE

SMARTS

ATTITUDE

MYSTIC



## 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** - Your Rings maximum is 2.  
**Paranoid** - Team Assist is rolled with -1.  
**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 gain Momentum normally, instead get it for each Vision question.  
**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

## [MOVE SUMMARY](#)

**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 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.  
Remove a Flaw (can be taken multiple times, can't have less than 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).  
Pick one more Type from your list.

### Final Improvement (after 6 Advanced Improvements)

You can choose to get a 10 result on the Vision. When you Succeed in fulfilling your Vision, every hero with a Final Improvement gains Full Momentum, instead of XP.