

STYLE				
FORCE				
SMARTS				
ATTITUDE				
MYSTIC				
XP				
MM				
RN				

GEAR & PETS



THE TREASURE

Gives Power - Roll with Advantage.
Negates Power - Destroy an enemy Defense.
Open Something - 1 XP if used the Treasure to progress.
Predict Events - Free premonition.
Calm of Mind/Body - Fully restore a hero's Stamina.
Revive a Companion - Auto success on a (revival) move.
Create an Environment - Change or create an environment.

Treasure can only be used once per Stage, but when doing so you must reveal the Treasure which will have a chance of putting it in danger.

ABILITY

TYPE

RANGE

MOVES

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

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 or a new Pet.....
 Increase your maximum Rings by 1.....
 Increase your maximum Stamina by 1.....
 Mark one Attribute as a Star Attribute and take a (revival) move.....

Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....
 Mark one Attribute as a Star Attribute.....
 Gain 1 Armor while you have your Treasure on you.....
 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)

Get another treasure. 1 use per stage, for each.....

THE GUARDIAN

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		