

STYLE

FORCE

SMARTS

ATTITUDE

MYSTIC

XP

MM

RN

GEAR & PETS

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.....

.....

.....

.....

.....

.....

Advanced Improvements (after 3 improvements)

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

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

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)

.....

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
		GROUP BACKSTORY
CHARACTER		
OTHER NOTES		