

THE LEAD

STYLE    


FORCE    

SMARTS    

ATTITUDE    

MYSTIC    

XP      

MM      

RN    

 **GEAR & PETS** 

THE SYMBOL

Inner Strength

Lead is a strong, inspiring, spotlighted individual that stands out even amongst other Heroes. Thanks to that, Lead gets a +1 to an Attribute of their choice (max +3).

Heroic Leadership

You have no limitations on how many characters you can pull for your Taking The Lead move. Everyone still gains Momentum, but your collected Assist Bonus cannot go bigger than the Teamwork attribute (even if negative). When combined with Empathy Type you get both unrestrained Assist Bonus and everyone gains Momentum.

Advanced Improvement - Heroic Composure

Once per stage, you can ignore all damage coming from a single source.

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 Stamina by 1.....
Increase one of your Attributes by 1 (max 3).....
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 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).....
Gain "Heroic Composure" feature.....

Final Improvement (after 9 Improvements)

Can use Charged Ability Types, as long as your whole team is near.....

THE LEAD

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		