



## Milestones

## Goal-Driven

- **1 XP** when you act to either affirm or conceal your commitment to a goal.
- **3 XP** when you recruit a new ally in pursuit of a goal or you betray or abandon allies to attain that goal.
- **10 XP** when defeating a challenge with at least one trait at 12 moves you closer to fulfilling a drive-related goal, or when you finally abandon a goal you've made sacrifices to pursue.

## Levelling Up

- **1 XP** when you earn a **PP** from an SFX or Limit (such as *Hinder*).
- **3 XP** when you help someone else recover from stress or you succeed on a roll to create an asset for an ally.
- **10 XP** when you recover from stress of **12** or larger, or when an asset you created for someone else helps defeat a challenge that has at least one trait at **12**.

## SFX & Limits

## Focus

## Paradigm

## Practice

## Instruments