

APEX

DESTINY PLAYBOOK

Nothing sits higher in the natural world than you atop your throne.



REQUIREMENTS

To become the Apex, you must earn the Fellowship of the Beasts.

The Beast starts with *Top of the Food Chain*.

TOP OF THE FOOD CHAIN

The natural world is beneath you. Wild beasts, raging storms, and thick vegetation all get out of your way, avoiding you whenever possible. They cannot willingly deal damage to you or get in your way.

ADVANCEMENT

When you *Level Up*, choose one Advancement from either this list or from your Basic Playbook, then mark it. You may only choose each option once.

- Take the Beast's Core Moves (*Animal Traits* and *Wild Side*). If you already have them, instead increase one of your stats by +1, to a maximum of +3.
- Take a Beast Custom.
- Take an Apex Custom.
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- Take an Apex Custom.

CUSTOM MOVES

BLOOD FRENZY
You never have Despair when rolling Blood, even if it is damaged.

GO FOR THE THROAT
When you could *Finish Them* with Blood in direct combat or from sudden ambush, if they are not a **Threat to the World**, you may kill them without rolling. They can do nothing to stop you.

TWIN FANGS *Requires: Animal Traits*
You can be in two places at once.
Add a Companion to your Gear with stats named after your *Animal Traits*. It is your shadow, and acts however you wish it to. You do not have or need Bonds with it - it will always stay with you. Your shadow can make Basic Moves using your stats.

ULTIMATE LIFE FORM *Requires: Animal Traits*
Once per scene, you may change one of your *Animal Traits* into another *Animal Trait*. The new trait is unmarked and immediately available for use, even if the changed trait had been marked.

WORLD WALKER
You gain Protection, as the natural world no longer threatens you.
At the beginning of each scene, you may choose one Location stat or Overlord stat. It does not apply to you during this scene.