



MOMENT OF TRUTH

This is the moment when you show them exactly why you belong here. You do any one thing, take out any one enemy, no matter how insane, no matter how ridiculous, because that's you. Their jaws are gonna drop when you're done. Of course, pulling off a stunt like this tends to bring unwanted attention and a dangerous reputation...

TEAM MOVES

When you share a triumphant celebration with someone, tell them how they're awesome and add a Team to the pool. If they tell you how you're awesome in return, add another Team to the pool.

When you share a vulnerability or weakness with someone, ask them to confirm or deny that you should be here. If they confirm it, mark potential and give them Influence over you. If they deny it, mark Angry and shift one Label up and one Label down, your choice.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after it's been used once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

You don't have to do this. You could probably have a safe, decent, simple life. It'd be nice, but...come on.
Superpowers! Aliens!
Wizards! Time travel!
You're out of your depth, but who cares? This is awesome. Everybody should try it.

THE BEACON

HERO NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- smiling face, naive face, average face, pretty face
- stylish clothing, comfortable clothing, simple clothing, casual clothing
- flashy costume, stylish costume, gaudy costume, iconic costume

ABILITIES

If you have superpowers, they're pretty minor or not noticeable. If you have skills, you carry the necessary equipment. Choose two.

- bow and trick arrows
- swords
- camouflage and stealth
- martial arts
- phasing
- acrobatics

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- How did you gain your skills?
- When did you first put on your costume?
- Who, outside of the team, thinks you shouldn't be a superhero?
- Why do you try to be a hero?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We found signs that this incident was just the start of something bigger. What were the signs?

RELATIONSHIPS

_____ is awesome, and you take every chance you get to hang out with them.
You've got to prove yourself to _____ before you feel like a real hero.

INFLUENCE

You are so excited to be here. Give Influence over you to three of your teammates.

BEACON MOVES

(Choose two)

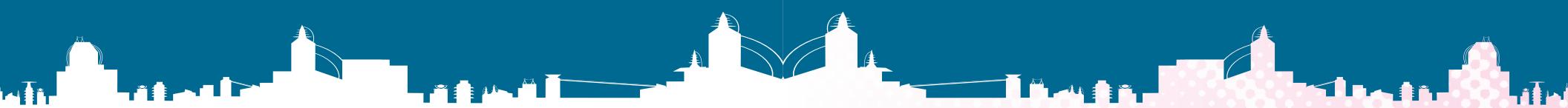
- Straight Up. Creepin':** When you scope out a person or place, roll + Mundane. On a 10+, ask two. On a 7-9, ask one.
 - what's my best way in/out?
 - what happened here recently?
 - what here is worth grabbing?
 - who or what here is not what they seem?
 - whose place is this?On a miss, you find yourself in over your head. The GM will tell you why this is a bad spot.
- No powers and not nearly enough training:** You're always picking up new gear to keep yourself in the game. Whenever you pick up a new piece of gear, you can write it in as a new ability if this line is empty.
- Won't let you down:** When you help a teammate, you can spend 2 out of the Team pool to add +2 to their roll.
- Pretty much a superhero:** When you bring up your superhero name to someone important (your call) for the first time, roll + Savior. On a hit, they've heard of you; say which of your exploits they've heard about and which Label they think applies. On a 7-9, the GM will tell you something else they've heard, and pick a second Label they assign to you. On a miss, they don't take you seriously or mistrust you moving forward.
- C'mon, Lucky:** You have a pet of some kind, a smaller companion that helps you out. Detail it. Choose three basic moves and tell the GM how it helps you with those moves. Whenever your pet could help you, take +1 to that move. If your pet ever gets hurt, treat it as taking a powerful blow.
- Suck it, Domitian:** When you stand strong while dramatically under fire, roll + Savior instead of + Danger to directly engage a threat.

DRIVES

Choose four drives to mark at the start of play. When you fulfill a marked drive, strike it out, and choose one: mark potential, clear a condition, take Influence over someone involved.

When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks, retire from the life, or become a paragon of the city.

- lead the team successfully in battle
- kiss someone dangerous
- punch someone you probably shouldn't
- help a teammate when they most need you
- take down a threat all on your own
- outperform an adult hero
- pull off a ridiculous stunt
- save a teammate's life
- get drunk or high with a teammate
- drive a fantastical vehicle
- get a new costume
- get a new hero name
- earn the respect of a hero you admire
- make out with a teammate
- punch out a teammate
- break up with someone
- stop a fight with calm words
- tell someone your true feelings for them
- travel to an incredible place (or time)
- reject someone who tells you "you shouldn't be here"



MOMENT OF TRUTH

This is what you do best. You let loose, all the pent up strength and rage and glee, and you break whatever stands in your way. You are a walking demolition crew. What can stand up to you? Nothing. Not buildings. Not structures. Not enemies. Nothing. Of course, now the people who changed you know exactly where to find you...

TEAM MOVES

When you share a triumphant celebration with someone, make them your love or rival immediately to mark potential. If they are already your love or rival, take Influence over them and mark potential.

When you share a vulnerability or weakness with someone, give them Influence and hold 2. Spend that hold to help them as if it were Team in the pool.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Choose another two roles for The Bull's Heart

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after it's been used once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

You're big, strong, and tough.
You know what fighting really is,
and you're good at it. Sure...
you've got a soft side, too.
But you only show that to the
people you care about most.
Everybody else? They can eat
your fist.

THE BULL

HERO NAME

REAL NAME (IF DIFFERENT)

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- calloused hands, dirty hands, inhuman hands, battered hands
- baggy clothing, ragged clothing, dirty clothing, casual clothing
- simple costume, memorable costume, over the top costume, no costume

ABILITIES

Someone or something changed you, made you into a perfect weapon: superhumanly tough, incredibly strong, and uniquely skilled at fighting. Decide how each of those abilities manifests.

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- Who changed you?
- How did you escape from them?
- Who, outside the team, tries to take care of you now?
- Why do you try to be a hero?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We defeated a dangerous enemy. Who or what was it?

RELATIONSHIPS

_____ is your love. You've opened up to them about the worst parts of your past.

_____ is your rival. They tried to control you at a crucial moment.

INFLUENCE

You're selective about who you let in. Give your love and rival Influence over you, but that's it.

BULL MOVES

(Choose two)

- Thick and thin skinned:** Whenever you have Angry marked, take +1 ongoing to unleash your powers.
- You've got a head you don't need:** When you provoke someone with obvious threats and shows of force, roll + Danger instead of + Superior.
- Punch everyone:** Whenever you charge into a fight without hedging your bets, you can shift your Danger up and any other Label down.
- There when it matters:** When you defend someone, on a hit you can hold 1 instead of choosing one from the list. Spend your hold when they are in danger later to arrive on the scene ready to help.
- In a china shop:** When you directly engage a threat, you can cause significant collateral damage to your environment to choose an additional option, even on a miss.
- Physics? What physics?:** When you unleash your powers to barrel through an insurmountable barrier, roll + Danger instead of + Freak.

THE BULL'S HEART

You always have exactly one love and one rival. You can change your love or rival at any time; give the new subject of your affections or disdain Influence over you. Take +1 ongoing to any action that impresses your love or frustrates your rival.

Love:

Rival:

Choose a role you commonly fulfill for your love or rival:

- Defender:** When you leap to defend your love or rival in battle, roll + Danger instead of + Savior to defend them.
- Friend:** When you comfort or support your love or rival, mark potential on a hit. When your love or rival comforts or supports you, mark potential when they roll a hit.
- Listener:** When you pierce the mask of your love or rival, you can always let them ask you a question to ask them an additional question in turn, even on a miss. These additional questions do not have to be on the list.
- Enabler:** When you provoke your love or rival, roll + Danger if you are trying to provoke them to rash or poorly thought out action.



MOMENT OF TRUTH

This is when you show them what you really are. Whether you're the hero underneath the rebel facade...or the one who can make the hard choices heroes can't make. You do whatever it takes to show that truth, whether it's saving the day from a terrible villain or stopping a bad guy once and for all. Of course, once you've shown what you really are, there's no going back to playing the clown...

TEAM MOVES

When you share a triumphant celebration with someone, ask them if they think you're cool. If they say yes, give them Influence and take Influence over them. If they say no, mark a condition or spurn them immediately. If they're a teammate, then either way, add a Team to the pool.

When you share a vulnerability or weakness with someone, give them Influence over you, and ask them who they'd like you to be. Mark potential if you show them that person. If they're a teammate, add a Team to the pool no matter what.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Add +1 to any two Labels

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after you've used it once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

You've got these cool powers. But everyone keeps telling you how to use 'em. You know what they need? Someone to give them trouble, to make sure they don't always get their way. And hey! You're the perfect hero to do it.

THE DELINQUENT

HERO NAME

REAL NAME (IF DIFFERENT)

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- laughing eyes, jaded eyes, untrusting eyes, hateful eyes
- casual clothing, ragged clothing, rebellious clothing, garish clothing
- skimpy costume, showy costume, ridiculous costume, cheap costume, no costume

ABILITIES

Your powers are messy, deceiving, or frustrating. Choose two.

- teleportation
- tricks illusions
- gadgetry and hacking
- psychic weapons
- emotion control
- power negation

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- How did you get your powers?
- What do you do for fun?
- Who, outside the team, thinks better of you than you do?
- Why do you try to be a hero?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We totally broke some major rules to win the fight. What rules did we break? Whose rules were they?

RELATIONSHIPS

You keep trying to impress _____ with your antics.

You and _____ pulled an awesome (if illegal) stunt together.

INFLUENCE

You care way more than you let on. Give three teammates Influence over you.

DELINQUENT MOVES

(Choose three)

- Mary Contrary:** When someone tries to **pierce your mask, comfort or support you, or provoke you**, you can interfere. Roll + Superior. On a hit, they take a -2 on their roll. On a 10+, you also take Influence over them or clear a condition. On a miss, they get a 10+ no matter what they rolled and you mark a condition of their choice.
- I don't care what you think!:** Whenever you **reject others' Influence**, add +2 to your roll.
- Team? What team?:** When you use Team selfishly, clear a condition or mark potential. The first time in a session that you use Team to help a teammate, take +1 forward.
- Criminal mind:** When you **assess the situation**, you can always ask one of the following questions, even on a miss:
 - *what here is useful or valuable to me?*
 - *how could I best infuriate or provoke _____?*
 - *what's the best way in/way past?*

Troublemaker: When you help a teammate through destructive, criminal, or rule-breaking actions, you can give them a +2 instead of a +1 when you spend a Team from the pool.

Are you watching closely?: When you mislead, distract, or trick someone, roll + Superior. On a hit, they are fooled, at least for a moment. On a 10+, choose three. On a 7-9, choose two.

- you get an opportunity
- you expose a weakness or flaw
- you confuse them for some time
- you avoid further entanglement

On a miss, you're hopelessly embroiled in it and under pressure; mark a condition.



MOMENT OF TRUTH

The prickly tingling fear of your doom, always in your head—it holds you back most of the time. But right here, right now? It gives you the confidence to do *anything*. After all, what's the worst that could happen? Is it worse than your doom? Do impossible things. Do anything. But mark a doomsign after you're finished.

TEAM MOVES

When you share a triumphant celebration with someone, give them Influence over you and spend 1 Team from the pool to clear one box on your doom track.

When you share a vulnerability or weakness with someone, give them Influence over you and ask if they honestly think there's hope for you. If they say yes, mark potential or clear one box of your doom track. If they say no, mark a condition or mark your doom track.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take a move from another playbook
- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Clear a doomsign; you lose access to that move for now
- Get burn and three flares (from the Nova's playbook)

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after you've used it once
- Confront your doom on your terms; if you survive, change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Become a paragon of the city for however long you have left

OTHER MOVES

Something about your powers dooms you. It's just a matter of time before your doom comes for you. Until then, though...you've got a nemesis who needs fighting and a world that needs saving. After all, it's better to burn out than fade away...

THE DOOMED

HERO NAME

REAL NAME (IF DIFFERENT)

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- haunted eyes, angry eyes, empty eyes, steely eyes
- unassuming clothing, medical clothing, official clothing, adaptive clothing
- no costume, adaptive costume, medical costume, grim costume, containment suit

ABILITIES

Your powers are tied into your doom; think about the nature of your doom when you choose them. Choose up to three.

- telekinesis
- body transmutation
- memory manipulation
- superhuman strength and speed
- psychic constructs
- vitality absorption

NEMESIS

You have a nemesis, an epic and powerful enemy representing and embodying your doom. It's going to take everything you have to take them down in the time you have left.

Who is your nemesis? _____

At the end of every session, answer the question: Did you make progress on defeating your nemesis? If the answer is yes, mark potential. If the answer is no, mark your doom track.

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- When did you first learn of your doom?
- Where did you get your sanctuary?
- Why do you oppose your nemesis?
- Who, outside of the team, is crucial to defeating your nemesis?
- Why does the team matter to you?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We paid a high cost for victory. What was it?

RELATIONSHIPS

You told _____ all about your doom and the danger you're in.

You'd love to kiss _____ before your doom comes.

INFLUENCE

These people matter for what you need to do. Give Influence to two of your teammates.

DOOM

You're doomed. Your powers may be killing you, or maybe you're hunted ruthlessly, or maybe you embody an apocalypse. But one way or another, your future is grim. What brings your doom closer? Choose two.

- overexerting yourself
- facing danger alone
- showing mercy
- injuring innocents
- frightening loved ones
- talking about it openly

Whenever you bring your doom closer, mark one box on your doom track.

Doom Track:

When your doom track fills, clear it and take one of your doomsigns.

DOOMSIGNS

These are abilities that come to you with your approaching doom. Once you have taken all five doomsigns above the line, you must take "Your doom arrives" the next time your doom track fills. Choose one doomsign you already hold at character creation.

- Dark Visions:** Mark your doom track to have a vision about the situation at hand. After the vision, ask the GM a question; they will answer it honestly.
- Burning Bright:** Mark your doom track to ignore one of the GM's stated requirements when you call upon the resources of your sanctuary.
- Infinite Powers:** Mark your doom track to use an ability from any playbook, one time.
- Bolstered:** Mark your doom track to use an Adult Move one time.
- Portal:** Mark your doom track to appear in a scene with anyone you want.
- Your doom arrives:** confront it and perish.

SANCTUARY

You have a place where you can rest, recover, and reflect upon your powers. Choose and underline three features of your sanctuary:

An aide or assistant; locks and traps; a library of valuable tomes; a scattering of ancient relics; a teleportal; a containment system; a powerful computer; useful tools; a meditation space; a power battery; a power enhancement system; healing equipment; art, music, and food

Choose and underline two downsides of your sanctuary:

Difficult to access, draws dangerous attention, location known to many, easily damaged or tampered with, tied intricately to your doom

When you call upon the resources of your sanctuary to solve a problem, say what you want to do. The GM will give you one to four conditions you must fulfill to complete your solution:

- First, you must _____
- The best you can do is a lesser version, unreliable and limited
- You'll need help from _____
- You'll need to mark one box on your doom track
- You and your team will risk danger from _____
- You'll have to obtain _____



MOMENT OF TRUTH

The mask is a lie, and some piece of you has always known that. Doesn't matter if others can see it. You're the one that can do the impossible. Mask off. Costume on. And you're going to save the damn day. Of course, you better hope nobody nasty is watching...

TEAM MOVES

When you share a triumphant celebration with someone, ask them if they see you as the person wearing the mask or the person underneath. If the former, mark potential and clear a condition. If the latter, take Influence over them if you reveal yourself.

When you share a vulnerability or weakness with someone, tell them a secret about who you really are. Give them Influence, and shift your Mundane up and your mask's Label down.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Change your mask's Label; add +1 to your mask's new Label!
- Unlock your Moment of Truth
- Take drives from the Beacon's playbook

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after you've used it once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

Wake up. Breakfast. School.

Work. Homework. Sleep.

Repeat. It burns you up, being stuck in this life, unable to make a real difference. That is...

until you put on the mask. And then, you can be someone else: a hero.

THE JANUS

HERO NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- boring clothing, elegant clothing, formal clothing, upscale clothing
- iconic costume, concealing costume, distracting costume, flashy costume
- featureless mask, helmet, character mask, small mask, hood, full disguise

ABILITIES

Your appearance is unchanged by your abilities, and you can keep your powers hidden. You have heightened physical abilities (strength, agility, toughness), and choose two unique abilities:

- rodent/insect control
- bone generation, venom, or webs
- energy absorption
- supernatural senses
- impossible mobility
- substance mimicry

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- When did you first put on the mask? Why?
- Why do you keep a secret identity?
- Who, outside of the team, knows about your dual identity?
- Who thinks the worst of your masked identity?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We saved the life of someone important, either to the city or to us. Who was it? Why are they important?

RELATIONSHIPS

_____ knew you from your civilian life first.

You refused to tell _____ your secret identity when they asked.

INFLUENCE

You look up to your teammates; they seem to have this superhero thing figured out. Give two of them Influence over you.

JANUS MOVES

(You start with The Mask and two others of your choice)

- The Mask:** You wear a mask and hide your real identity. Choose what Label you try to embody while wearing your mask:
 - Freak
 - Danger
 - Savior
 - SuperiorOnce per session, you can affirm either your heroic or secret identity to switch your Mundane with your mask's Label.
When you reveal your secret identity to someone who didn't know it already, mark potential.
- Game face:** When you commit yourself to save someone or defeat a terrible enemy, mark a condition and take +1 ongoing to all rolls in direct pursuit of that goal. At the end of any scene in which you don't make progress towards that goal, mark a condition. When you fulfill your goal, mark potential.
- I am what you see:** When you spend time talking to someone about your identity, you can ask them which Label they want to impose on you; their player will tell you honestly. If you accept what they tell you, take +1 forward and either mark potential or clear a condition.
- Mild-mannered:** When you try to use your civilian identity to deceive, trick, or slip past someone, roll + Mundane. On a hit they buy your facade. On a 7-9, choose one:
 - *you're still under observation*
 - *you leave something incriminating behind*
 - *you're forced to make a fool of yourself to sell it*On a miss, one of your civilian obligations rears its ugly head.
- I'll save you!:** You're willing to pay high costs to keep your loved ones safe. Reveal your secret identity to someone watching or mark a condition to **defend** a loved one as if you rolled a 12+.
- Dangerous web:** When you reveal a trap you've left for someone using your powers, roll + your mask's Label. On a hit, your opponent trips into it, and you get an opening or opportunity against them. On a 10+, take +1 forward to pursuing it. On a miss, the trap inadvertently leads to a dangerous escalation.

SECRET IDENTITY

Your mundane life comes with a series of obligations. Choose a total of three obligations.

Jobs: Barista, intern, host/ess, salesperson, delivery person, fast-food worker, babysitter, dishwasher, tech support, waitress/er

School: Schoolwork, athletic team, chess club, photography club, student government

Home: Caring for someone, household chores, paying bills, surrogate parenting

Social: Significant other, best friend, popularity, close relative, coach/teacher

When time passes, roll + your Mundane to see how you're managing your obligations. On a hit, things are going pretty well—you have an opportunity or advantage thanks to one of your obligations. On a 7-9, you've lapsed on one obligation, your choice. On a miss, you haven't given your normal life anywhere near the attention it deserves; the GM chooses two obligations that are going to bite you in the butt.



MOMENT OF TRUTH

This is the moment when you prove how much the mantle belongs to you. You seize control of all your powers, and you defeat even impossible odds to prove you are worthy of the name you carry. You accomplish feats even your predecessors couldn't do. Of course, after you prove something like that, you can expect still more responsibilities to be placed on your shoulders...

TEAM MOVES

When you share a triumphant celebration with someone, tell them whether you see them as an equal. If you do, give them Influence over you and mark potential. If you don't, shift Superior up and any other Label down.

When you share a vulnerability or weakness with someone, tell them a secret about your legacy (including your own true feelings about it) to clear a condition and give them Influence over you.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Take a Sanctuary from the Doomed playbook
- Unlock the remaining two powers of your suite

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after you've used it once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

You're the latest in a storied heroic lineage, a family that shares a name and a cause. Now, everybody is watching and waiting to see if you've got what it takes to uphold that tradition. No pressure, right?

THE LEGACY

LEGACY NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- comfortable clothing, school uniform, traditional clothing, trendy clothing
- modern costume, traditional costume, unique costume, predecessor's costume
- animal insignia, letter insignia, simple symbol insignia, no insignia

ABILITIES

You have powers that match your general line. Choose one suite of powers, but pick two powers that you don't have from your suite:

- super strength, invincibility, eye beams, flight, super senses
- super speed, regeneration, phasing, speed-reading/learning, air manipulation
- athletic perfection, Holmesian deduction, gadgetry, intimidation, fearsome reputation
- divine armor, magic weaponry, mythic might, legendary speed, god-like beauty
- shadow control, shadow portals, mind-clouding, shadow cloak stealth, shadow senses

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- When did you officially become a part of your legacy?
- What's the greatest accomplishment of your legacy?
- How does the public perceive your legacy?
- How does your legacy tie into your reasons for being a hero?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

All things considered, we did well and impressed an established hero. Who was it?

RELATIONSHIPS

You once got caught doing something that shames your legacy with _____.

You trust _____ and told them an important secret of your legacy.

INFLUENCE

You're a part of this team, for better or worse, and you care what they think. Give Influence to all of your teammates.

LEGACY MOVES

(Choose two)

- Fight the good fight:** When you pull your punches while directly engaging a threat, you can roll + Savior instead of + Danger. If you do, you cannot choose to impress, surprise, or frighten your foe.
- I know what I am:** Once per scene, when you defend a teammate you can shift Savior up and another Label down in addition to any other benefits from the move, even on a miss. If you do, add 1 Team to the pool.
- Words of the past:** When you seek the guidance of one of your elders or a member of your legacy, tell them a problem you face, and ask them a question about the problem. They will answer it honestly, and tell you what to do. Take +1 ongoing if you listen. If you go your own way, mark potential.
- The legacy matters:** When you take Influence over someone from your legacy (or give them Influence over you), mark potential and take +1 forward. When someone from your legacy causes your Labels to shift, mark potential and take +1 forward.
- Never give up, never surrender:** When you take a powerful blow from someone with far greater power than you, use this move instead of the basic move. Roll + Savior. On a hit, you stand strong and choose one. On a 7-9, mark a condition.
 - you get an opportunity or opening against your attacker
 - you rally from the hit, and it inspires the team; add 1 Team to the pool
 - you keep your attacker's attention

On a miss, you go down hard but leave your opponent off balance and vulnerable.

- Symbol of authority:** When you give an NPC an order based on authority they recognize, roll + Savior. On a hit, they choose one:

- do what you say
- get out of your way
- attack you at a disadvantage
- freeze

On a 1+, you also take +1 forward against them. On a miss, they do as they please and you take -1 forward against them.

LEGACY

Your legacy is an important part of Halcyon City.

Name the different members of your legacy (at least two):

- _____ is still active and prominent in the city.
- _____ is retired and quite judgmental.
- _____ is the next possible member of your legacy.
- _____ is the greatest opponent your legacy ever faced...and is still at large.

Whenever time passes, roll + Savior to see how the members of your legacy feel or react to your most recent exploits. Before rolling, ask the other players to answer these questions about your performance. Take -1 to the roll for each "no" answer:

- have you been upholding the traditions of your legacy?
- have you maintained the image of your legacy?
- have you made the other members of your legacy proud?

On a hit, one of them offers you meaningful encouragement, an opportunity, or an advantage. On a 7-9, another is upset with your most recent actions, and will make their displeasure known. On a miss, something you did stirred up the hornet's nest—expect several members of your legacy to meddle with your life.



MOMENT OF TRUTH

Your mind's eye opens, and you can see the world around you like never before. You can control it, at will, with ease. Of course, warping reality tends to have ramifications down the line, but in your moment of godhood...how could you possibly be worried?

TEAM MOVES

When you share a triumphant celebration with someone, ask them if there is any fear in their eyes when they look at you. If they say no, take +1 forward and mark potential. If they say yes, immediately shift your Danger up and Savior down.

When you share a vulnerability or weakness with someone, tell them how they could stop you, if it came down to it. Give them Influence over you and clear a condition.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Unlock three new flares
- Unlock three new flares
- Take The Bull's Heart from the Bull playbook

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after you've used it once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

You're a font of power. Channel it, and you can remake the world into exactly what you want. Unleash it, and you can do miracles. It's wonderful... and terrifying. Lose control for even a second, and other people get hurt.

THE NOVA

HERO NAME

REAL NAME (IF DIFFERENT)

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- glowing skin, inorganic skin, marked skin, normal skin
- fashionable clothing, casual clothing, formal clothing, dark clothing
- colorful costume, uniform costume, mythological costume, fantastical costume, no costume

ABILITIES

You can fundamentally control the world around you. Choose one option from the list as the broad base of your control.

- telekinesis and telepathy
- sorcery
- biokinesis
- elemental control
- gravity manipulation
- cosmic energies

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- When did you first use your powers?
- Who was the first person you accidentally hurt with your powers?
- Who, outside the team, helps you control your powers?
- Why do you continue to use your powers?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We destroyed our surroundings in the fight. Where was it? What did we destroy?

RELATIONSHIPS

You hang out all the time with _____ to blow off steam.

You once hurt _____ when you lost control of your powers.

INFLUENCE

Choose your demeanor: happy facade or locked down.

If you choose happy facade, give Influence to three teammates.

If you choose locked down, give Influence to one teammate.

BURN

When you charge up your powers, roll + conditions you currently have marked. On a hit, hold 3 burn. On a 7-9, mark a condition. On a miss, hold 2 burn and mark three conditions.

Spend your burn on your flares. You lose all burn at the end of the scene.

Choose four flares.

- Reality storm:** You channel a destructive burst with your powers. Spend 1 burn to directly engage a threat using your powers, rolling + Freak instead of + Danger. If you do, you will cause unwanted collateral damage unless you spend another burn.
- Shielding:** You call up a fast protective field to stop a danger. Spend 1 burn to defend someone else from an immediate threat, rolling + Freak instead of + Savior.
- Constructs:** Spend 1 burn to create any object with your powers, up to the size of a person. Spend an additional burn to animate it independently of yourself. The construct dissolves at the end of the scene.
- Moat:** Spend 1 burn to create a barrier that will hold back threats as long as you keep your attention on it. The GM may call for you to spend another burn if the barrier is threatened by particularly powerful enemies.
- Worship:** You put out a tremendous display of your might. Spend 1 burn to awe an audience into silence, respect, and attention when you unleash your powers.
- Move:** Spend 1 burn to move to any place you choose within the scene, breaking through or slipping past any barriers or restraints in your way. Spend a second burn to move to any place you've previously been.
- Boost:** Spend 1 burn to supercharge a teammate's efforts with your powers, giving them a +1 bonus to their roll as if you had spent Team from the pool.
- Overcharge:** You channel the full capacity of your incredible powers to overcome an obstacle, reshape your environment, or extend your senses. Spend 2 burn to take a 10+ when you unleash your powers.
- Elemental awareness:** Spend 1 burn and mark a condition to open your mind up to the world around you with your powers. You can ask any one question about the world around you, and the GM will answer honestly.
- Snatch:** Spend 1 burn to use your powers to seize any one object up to the size of a person from someone within view.



MOMENT OF TRUTH

You embrace your home and call them for aid. They will answer your call—in force!—arriving exactly when you need them to turn the tide. They fight and serve you for the rest of the battle. Of course, when all is said and done...they'd probably like to take you home with them. You did, after all, just prove yourself worthy.

TEAM MOVES

When you share a triumphant celebration with someone, take Influence over them if you show them meaningful affection, physical or emotional. They decide if it's meaningful.

When you share a vulnerability or weakness with someone, they tell you what you should do to fit in more. Take +1 forward to do it, and mark potential if you do.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Choose two new abilities from any playbook as you come into your own
- You adopt a human life; take Secret Identity and The Mask from the Janus playbook

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after you've used it once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

You're not from here.
Your home is an amazing place, full of beauty and wonder.
But there's something to this place, something special that you're missing back home.
Something...human.
So yeah, you'll be hanging around.
At least for now.

THE OUTSIDER

HERO NAME

REAL NAME (IF DIFFERENT)

LOOK

- ambiguous, man, shifting, transgressing, woman
- strange body, animalistic body, neon body, human body
- glowing eyes, animalistic eyes, metallic eyes, bizarre eyes
- flashy clothing, mismatched clothing, average clothing, no human clothing
- your people's uniform, your station's costume, practical costume, humanizing costume, no costume

ABILITIES

You can fly, and you're pretty tough. Choose any two of the following:

- density control
- heliokinesis
- stunning beauty or pheromones
- radical shapeshifting
- alien weaponry
- telepathy and mind blasts

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- Where do you come from?
- Why did you come to Earth?
- Why do you want to stay here (for now at least)?
- Why do your people want you to come home?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We didn't trust each other at first, but that changed. How? Why?

RELATIONSHIPS

You've been learning about Earth by spending time with _____.

You have a crush on _____ but you keep it under wraps.

INFLUENCE

Choose your demeanor: haughty or cheerful.

If you're haughty, you think you're better than them. Give no one Influence.

If you're cheerful, you're thrilled to be here. Give everyone Influence over you.

OUTSIDER MOVES

(Choose three)

- Belong in two worlds:** You have the resources that come with your station. Whenever you contact your people, roll + Superior. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1, but your people make an uncomfortable demand of you. Spend your hold 1 for 1 to:
 - receive a useful piece of alien technology that will allow you to use any ability from another playbook once (choose the ability when you spend the hold)
 - consult your people's knowledge to ask the GM a question about the current situation
 - clear a condition through the comfort of contact with your home
- Alien tech:** When you alter a human device with your alien technology, roll + Freak. On a hit, you create a device that can do something impossible once and then fizzles. When you roll a 10+, choose one:
 - it works exceptionally well
 - you get an additional use out of itOn a miss, the device works, but it has a completely unintended side effect that the GM will reveal when you use it.
- Alien ways:** Whenever you openly disregard or undermine an important Earth custom in favor of one of your own people's customs, shift Superior up and any other Label down.

- Kirby-craft:** You have a vehicle, something from your home. Detail its look, and choose two strengths and two weaknesses. When you are flying your ship, you can use it to **unleash your powers, directly engage a threat, or defend someone** using Superior.

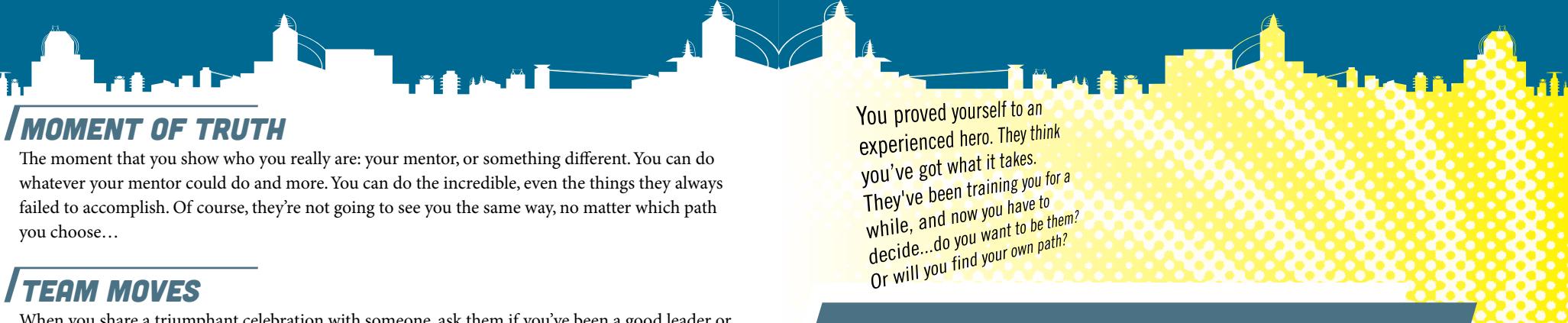
Strengths: Fast & maneuverable, chameleon plating, powerful weaponry, regenerating, dimension-shifting, size-shifting, telepathic

Weaknesses: Bizarre fuel source, susceptible to _____, easily detectable, slow and clumsy, unarmed, difficult to repair

- The best of them:** When you **comfort or support someone** by telling them how they exemplify the best parts of Earth, roll + Freak instead of + Mundane.

- Not so different after all:** When you talk about your home, roll + Freak. On a 10+, choose two. On a 7-9, choose one. During the conversation, you:
 - confess a flaw of your home; add 1 Team to the pool
 - mislead them about your home; take Influence over them
 - describe the glories of your home; clear a condition

On a miss, you inadvertently reveal more about yourself than you planned; tell them a secret or vulnerability you haven't shared with Earthlings before now.



MOMENT OF TRUTH

The moment that you show who you really are: your mentor, or something different. You can do whatever your mentor could do and more. You can do the incredible, even the things they always failed to accomplish. Of course, they're not going to see you the same way, no matter which path you choose...

TEAM MOVES

When you share a triumphant celebration with someone, ask them if you've been a good leader or effective teammate. If they say yes, your mentor loses Influence over you and you mark potential. If they say no, your mentor gains Influence over you, and you take +1 forward on using the Label your mentor embodies.

When you share a vulnerability or weakness with someone, tell them a secret about your mentor (including your feelings towards them). Give them Influence over you and add 1 Team to the pool.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Add +2 to the Label your mentor embodies or denies
- Choose up to four more resources from your mentor

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after you've used it once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

You proved yourself to an experienced hero. They think you've got what it takes. They've been training you for a while, and now you have to decide...do you want to be them? Or will you find your own path?

THE PROTÉGÉ

HERO NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- athletic body, compact body, lean body, muscular body
- school uniform, casual clothes, fashionable clothes, loose clothes
- colorful costume, mentor's garb, protective wear, simple costume

ABILITIES

You are someone's protégé. Your powers largely mimic theirs, but each of you is in some way unique. Pick one ability you both share and one ability for each of you that is uniquely yours.

SHARED ABILITY:

YOUR OWN ABILITY:

YOUR MENTOR'S ABILITY:

Superhuman physique, weapons and gadgets, stealth, detective skills, hacking, power mimicry, body elasticity, powerful armor, telepathy/telekinesis, intimidation and fear, impossible fighting skills, elemental control

MENTOR

You have a mentor, someone who's taught you, trained you, given you aid, or raised you up. Someone who might have confined you a bit too rigidly to a single path. Which Label do they embody, and which do they deny? (circle one each)

EMBODIES	Savior	Danger	Freak	Superior	Mundane
DENIES	Savior	Danger	Freak	Superior	Mundane

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- How did you first meet your mentor?
- When and why did you choose to train with them?
- Why did they agree to train you?
- Who else, outside of the team, knows about your training?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We stuck together after all was said and done. Why? How'd we keep in contact?

RELATIONSHIPS

You and _____ teamed up a few times before the rest of you came together.

Your mentor is cautious; they asked you to keep an eye on _____.

INFLUENCE

Choose your demeanor: playful or business.

If you choose playful, give Influence to two teammates.

If you choose business, give Influence to no teammates.

PROTÉGÉ MOVES

(Choose three)

- Been reading the files:** You've learned about the superhuman world through your mentor's resources. When you first encounter an important superpowered phenomenon (your call), roll + Superior. On a hit, tell the team one important detail you've learned from your studies. The GM will tell you what, if anything, seems different from what you remember. On a 10+, ask the GM a follow-up question; they will answer it honestly. On a miss, the situation is well outside your base of knowledge; the GM will tell you why.
- Captain:** When you enter battle as a team, add an extra Team to the pool and carry +1 forward if you are the leader.
- Venting frustration:** When you directly engage while you are Angry, you can roll + the Label your mentor denies and clear Angry.
- Fireside chat:** When you seek advice from your mentor, roll + the Label they embody. On a hit they will tell you what to do. On a 10+, mark potential if you follow their advice, and take +1 ongoing to follow through. On a 7-9, you get +1 forward to see it through if you do it their way. On a miss, they don't have time for you because something big has gone down; mark a condition, GM's choice.
- Be mindful of your surroundings:** When you assess the situation before entering into a fight, you may ask one additional question, even on a miss.
- Heroic tradition:** When you give someone the advice that you think your mentor would give, you can roll + the Label your mentor embodies to comfort or support someone, instead of rolling + Mundane.

MENTOR'S RESOURCES

Choose up to three resources that your mentor gave you and the team:

A hidden base, a vehicle, a supercomputer, communicators, surveillance equipment, false identities, badges of authority, a chem lab, a med lab, a teleportal, a weapon of last resort, security systems, simple robots



MOMENT OF TRUTH

It's so easy to forget that you're not your body, and you're not the voice in your head—you're both. Be the monster, and save them anyway. Smash down walls, and speak softly. Because when you embrace it, you can do anything. Of course, putting on a display like this is sure to rile up those who see only the monster when they look at you...

TEAM MOVES

When you share a triumphant celebration with someone, clear one condition if they treat you like a perfectly normal person and mark potential if they praise your power or abilities.

When you share a vulnerability or weakness with someone, ask them if they think you're losing or gaining humanity. If they say losing, mark a condition and mark potential. If they say gaining, clear a condition and shift Mundane up and any other Label down.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a doom, doomtrack, and doomsigns from the Doomed playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Mutate further and reveal another two new abilities (chosen from any playbook)

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after you've used it once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

You can recall a time not too long ago when you looked...normal. When you didn't feel their stares. When you didn't hear their gasps. When no one thought of you as a monster. Those were the days, huh.

THE TRANSFORMED

HERO NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- strange eyes, upsetting eyes, piercing eyes, human eyes
- metallic flesh, scaled flesh, alien flesh, plated flesh, untouchable flesh, mottled flesh
- terrifying costume, strange costume, unnerving costume, no costume

ABILITIES

You appear obviously and clearly monstrous, and your powers are tied to your appearance. Choose two, and describe how they make you grotesque.

- impenetrable armor
- inhuman might
- plant affinity
- superhuman senses
- technopathy
- transmuting flesh

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- Who were you before?
- When did you change? What caused it?
- Who, outside of the team, is helping you understand your new body?
- Why don't you just try to hide yourself away?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We drew attention and ire from plenty during the fight. One important person in particular now hates and fears us. Who is it?

RELATIONSHIPS

_____ comforted you when you were at your lowest.

_____ knew you before you changed.

INFLUENCE

You try not to care what other people think, even if you can't shut everyone out. Give Influence to one teammate.

TRANSFORMED MOVES

(Choose three)

- I am not my body:** When you **take a powerful physical blow**, you may roll as if you had two fewer conditions marked. If you do, on a 10+ you must choose to lose control of yourself in a terrible way.
- Not human enough:** When you **directly engage a threat** in a terrifying fashion, mark a condition to choose an additional option, even on a miss.
- Unstoppable:** When you smash your way through scenery to get to or away from something, roll + Danger. On a hit, the world breaks before you, and you get what you want. On a 7-9, choose one: mark a condition, leave something behind, or take something with you. On a miss, you smash through, but leave devastation in your wake or wind up somewhere worse, GM's choice.
- Coming for you:** When you mark a condition, take +1 forward against the person you most blame for causing it.

- Wish I could be:** When you **comfort or support someone**, if you tell them what you most envy about them, you can roll + Freak instead of + Mundane.

- Be the monster:** When you frighten, intimidate, or cow others with your monstrous form, roll + Freak. On a hit, they are thrown off and make themselves vulnerable to you, or they flee. On a 10+, choose one. On a 7-9, choose two.

- *you frighten others you had not intended to scare*
- *you hurt someone or break something you shouldn't have*
- *you feel like more of a monster afterward; mark a condition (GM's choice)*

On a miss, they react with violence, hatred, and paranoia, and you suffer the brunt of it.



MOMENT OF TRUTH

You've seen your greatest mistakes, and the rest of the world has, too. They're all watching you now, judging every move you make. When everything is on the line and your back is against the wall, though, you'll show them what you're made of—that being a hero is a choice. An act of will. And you've got what it takes to save the day. Of course, afterward, you can expect both sides, hero and villain, to deeply question where your loyalties truly lie...

TEAM MOVES

When you **share a moment of triumph with someone**, ask them what gives them hope for a brighter day and give them Influence.

When you **share a vulnerability or weakness with someone**, ask them what they would do something dark for and gain Influence over them.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Take drives and mark four (from the Beacon's playbook)

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after it's been used once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

Villainy used to be a way of life for you. Then you saw just what your selfishness and hate created. The supervillain life is a hard one to quit. But you know this best: sometimes the villain needs saving too.

THE REFORMED

HERO NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- sad eyes, technicolor eyes, shadowy eyes, gorgeous eyes
- conservative clothes, school uniform, concealing fashion, expensive fashion
- tattered costume, normal clothes, sleek costume, regal costume

ABILITIES

You're young, but you've been around for a few years before switching teams. You know how to fight, but you're known for one ability more than any other. Choose one.

- poison, venom, or acid control
- weapons and martial expertise
- ferrokinesis
- vitality absorption
- fear manipulation
- geokinesis

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- Who mentored you in supervillainy?
- Who first showed you that you could do good?
- What was your goal as a villain?
- What caused you to switch sides?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We fought a terrible enemy from my old life. Who was it and what did they take from me?

RELATIONSHIPS

I've earned the trust of _____, and I follow their example of what a hero should be.

I did something terrible to _____ once. I hope they can forgive me one day.

INFLUENCE

Do you talk openly about your days as a villain? If so, give each team member Influence over you. If not, just give Influence to the one teammate whose example you most closely follow.

REFORMED MOVES

(Choose two)

- What the hell, hero:** When you call out an injustice that a hero has perpetrated, roll + Danger. On a hit, take Influence over them. On a 7-9, choose one. On a 10+, choose two.
 - You get them to admit their wrongdoing
 - You win over an onlooker; take Influence over them
 - You don't turn their attention and anger onto yourself
- Dark past:** When you confess to a serious crime you committed as a villain while in the presence of someone involved, shift Danger up and any other Label down, say what you did, and choose one.
 - No one was hurt badly by the crime
 - You aren't in legal danger from the crime
 - You aren't being actively pursued for extralegal retribution
- Blowing off steam:** When you commit a misdemeanor or small "victimless" crime, you may clear a condition of your choice.
- Do me a favor:** When you go to an ordinary civilian you know for a favor, roll + Mundane. On a 10+, they'll lend you a hand. On a 7-9, they need a promise up front. On a miss, you catch them up in your superpowered nonsense, and they suffer for it.

FRIENDS IN LOW PLACES

You have ties to villains from your previous career. Choose three names to fill in:

Finch, Ellen "Devil" Drummond, Mr. Cane, The Mad Magpie, Dr. Cutler, Armorer, Tegan Queen, Lovelace

For each of them, choose a specialty.

_____ **Specialty:** weapons, materials, cosmic artifacts, alien tech, insider info

_____ **Obligation:**

_____ **Specialty:** weapons, materials, cosmic artifacts, alien tech, insider info

_____ **Obligation:**

_____ **Specialty:** weapons, materials, cosmic artifacts, alien tech, insider info

_____ **Obligation:**

When you create your character, mark two obligations on one villain, and mark one obligation on another.

When you **come to them for help with your problems**, mark obligation on them and they'll help out within their specialty. If all their boxes are full, then they won't help you until you help them.

When **time passes**, roll + your highest obligation. On a 10+, they come crashing into your life with a crisis. On a 7-9, they call for a favor. On a miss, they don't come knocking yet, but mark obligation with them—the debts are getting heavier.

When you **help one of these villains with their problems**, erase two obligations on them.



MOMENT OF TRUTH

Something snaps into focus, and suddenly you're a full thing, true and complete. You'd never have known how fragmented you were before, if not for here, this moment. You're not a series of individual lessons. You're not a series of subroutines and programs. You're...a person. This must be what it's like to be...human. And this fullness? It gives you a control over yourself, a unity of purpose you've never experienced before. Of course, now that you're showing off all your potential, it's only a matter of time before someone comes forward to reduce you to a machine again...

TEAM MOVES

When you **share a triumphant celebration with someone**, ask them what makes them proud or happy about the actions they took and write a lesson based on it, either filling an empty slot or replacing an existing lesson.

When you **share a vulnerability or weakness with someone**, if their response helps you understand human feelings and problems, mark potential. If their response confuses or offends you, shift your Freak up and your Mundane down.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Get burn and three flares (from the Nova's playbook)

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after it's been used once
- Lock down your lessons and change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

You're a brand new being, created through scientific inquiry, feat of engineering, or random chance. This world is all new to you, full of wonder and adventure. It's not easy, though—everyone has an opinion about who you are and what you should do. It's time to find out for yourself who you really are.

THE NEWBORN

HERO NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- crystal skin, metal skin, green skin, human skin
- mismatched clothing, concealing clothing, immaculate clothing, plain clothing
- prototype uniform, over the top costume, your own skin, unnerving costume, no costume

ABILITIES

Your powers are based on your unique physical configuration. Choose two and describe how they are part of your body.

- elemental form
- solid light projection
- sonic bursts
- fantastic elasticity
- super durability and strength
- thermal control

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- Who created you, and why?
- How are you different from humans?
- Who, outside of the team, is your caretaker?
- What about humanity fascinates you the most?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

The team discovered you during the incident; thanks to them, you reached the outside world and helped in the fight. Where and how did they find you? Who gave you your first nickname?

RELATIONSHIPS

_____ is an exemplary human; they show you around and tell you how things work. The behavior of _____ confuses you again and again; you're determined to understand humanity better by studying them.

INFLUENCE

You're receptive to how people think and behave around you. Give Influence to all of your teammates.

NEWBORN MOVES

(Choose two)

- Not from around here:** When you act clueless, goofy, or confused to get out of a sticky mundane situation, roll + Freak. On a hit, you create an opportunity, a distraction, or a plausible excuse. On a 7-9, you also feel all the weight of playing the clown and of the people staring at you. The GM shifts one of your Labels up and one down. On a miss, no one is fooled, and you've put yourself in their crosshairs.
- Thermodynamic miracle:** When you comfort or support someone by telling them what makes them unique, roll + Freak instead of Mundane. If they open up to you, shift Freak up and Mundane down. If they don't, mark a condition.
- A mind of their own:** Your powers evolve and mutate. When you are facing an obstacle or threat that your powers would not be able to deal with, you can mark a condition to gain brand new abilities adapted to the situation. You lose these new powers once the danger is gone.

A BLANK SLATE

You were created with a basic understanding of the world. When you learn something that helps you make sense of the world, write it down as a lesson. Fill in two lessons when you create your character; fill in the other two when you've learned those lessons during play.

- I am _____
- A superhero should _____
- Always _____
- Never _____

When you embody one of your lessons, shift one Label up and one Label down, your choice. If you cause a misunderstanding, collateral damage, or unintended consequences in the process, mark potential. When you reject one of your lessons, reject its Influence as if it were an NPC. If you choose to have it lose Influence over you, erase that lesson and write a new one in its stead.

When you approach your creator or caretakers with a problem, tell them what obstacle you face or what you need to achieve, and they will offer you something you need. The GM chooses one:

- secret information
- a way to temporarily boost or expand your powers
- access to instruments, weapons, or resources
- official and explicit backing

If you accept their help, they rewrite one of your lessons for you.



MOMENT OF TRUTH

You've fought, struggled, and worked so hard to figure out who you are, whether you're just the same as your future self or whether you're different...but right now, that's all out the window. The distinction between your future self and your present self vanishes in the face of the trial before you, and you become exactly the powerful, adamant figure that everyone fears or hopes you will one day become. You can do exactly what your future self could do, and everyone around you sees them in you more clearly than ever. Of course, after this it's going to be hard to treat you as two different people...

TEAM MOVES

When you share a triumphant celebration with someone, ask whether they think your future self could've won this victory. If they do, mark potential and the GM shifts your Labels. If they do not, clear a condition and they shift your Labels.

When you share a vulnerability or weakness with someone, ask them if they think you could turn into your future self. If they do, mark potential and the GM shifts your Labels. If they do not, clear a condition and they shift your Labels.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Choose a mentor for yourself (from the Protégé's playbook)

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after it's been used once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Go back to your own time or become a paragon of the city

OTHER MOVES

Time travel is great!
Or so you thought,
until you landed in a
strange new world,
with a dark, broken,
damaged, dangerous,
adult version of yourself.
Not what you had
wanted to become.
Question is, what are you
going to do about it?

THE INNOCENT

HERO NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- smooth-skinned face, chipper face, hopeful face, bright face, handsome face
- old-fashioned clothing, haphazard clothing, well-tailored clothing, safe clothing
- outdated costume, reflective costume, simplistic costume, gaudy costume, unique costume

TIME PERIOD

You traveled from the past to the present. Choose the era you're from:

- the '40's-'50's: the Gold Generation
- the '60's-'70's: the Silver Generation
- the '80's-'90's: the Bronze Generation

ABILITIES

You and your future self have the same core ability, though your future self is better with it. Choose one:

- energy projection
- shapeshifting
- telepathy
- elemental control
- super-speed
- sound control

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- Who or what brought you to the present?
- When did you first meet your future self?
- How is your future self the embodiment of a future you never wanted?
- What is your favorite part of life in the future? Your least favorite part?
- Why are you determined to stay in the present with this team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

My future self was involved, and I tried to stop them. It took the rest of the team to help me succeed. How did we stymie my future self's plans?

RELATIONSHIPS

_____ is helping me understand this weirdo future. I follow their lead.
I saved someone important to _____; they're now my biggest defender.

INFLUENCE

These people are your guides, your friends, and the ones helping you find a better way. But you are careful about whose guidance you follow. Give Influence over you to two teammates.

INNOCENT MOVES

(Choose two)

- Making amends:** When you make yourself vulnerable while **comforting or supporting** someone you (or your future self) has fought or hurt, take +2 to the roll. If you miss or they refuse to open up, mark a condition and take a powerful blow.
- Growing into power:** When you **unleash your powers** to do something your future self can do, mark a condition to roll + Savior instead of + Freak.
- See it their way:** When you **reject someone's Influence** when they equate you with your future self, roll + Savior instead of + nothing. When you accept someone's Influence when they equate you with your future self, mark potential.
- What's this thing?:** When you ask for someone else's guidance on the modern world, they must tell you what they think you should do or how you should act. If you act that way, clear a condition and shift Mundane up and any other Label down. If you act that way and it goes poorly, mark potential.
- White knight:** When you give a speech on morality and heroism, you can **provoke someone** with Savior instead of Superior.
- Martyr:** When you **take a powerful blow** while defending someone or something, you may shift Savior up and any other Label down.

YOUR FUTURE SELF

Your future self is out there, an important figure in Halcyon City and the world beyond—and everything you'd hoped you'd never be. But finding out how they became who they are may be all it takes to push you along a similar path. Pick one step of your future self's path that you already know about, and circle it.

- They lost someone they cared about deeply
- They failed horrifically in a noble pursuit or cause
- They committed a major crime
- They betrayed a close friend or ally
- They won a victory at enormous cost to the world around them
- They killed someone
- They publicly battled another hero
- They injured an innocent

When you **learn of another step of your future self's path**, circle it. You can have at most 5 steps circled. When you undergo an experience that echoes one of the above (your call), strike it out.

When you **strike out a circled step, or circle a struck out step**, choose one of the following:

- Replace **comfort or support** with the following: When you **coldly dismiss someone**, roll + Mundane. On a hit, they mark a condition or leave you alone, their choice. On a 7-9, they can also choose to inflict a condition on you.
- Replace **reject someone's Influence** with the following: When you **spit in the face of guidance or Influence**, roll + 2. On a hit, take away their Influence over you or clear a condition, your choice. On a 7-9, you both take a powerful blow from the intensity of your words.
- Become an NPC antagonist—your path is irreconcilably set along the same course that your future self followed.



MOMENT OF TRUTH

Sometimes it can be hard to tell where the show stops and where you begin—but not today. Not now. Because right now, there is no show. Right now, you are the thing you pretend to be—bold and bright and beautiful and amazing and powerful and confident. Right now, you draw strength from your audience, comfort from their belief in you, and you can do anything they think you can. Of course, after such an impassioned performance, your audience will just have even more demands...

TEAM MOVES

When you **share a triumphant celebration with someone**, say whether it's part of the show or not. If it is, then you can shift your Labels as you choose. If it is not, then they shift your Labels, and you can clear a condition or mark potential.

When you **share a vulnerability or weakness with someone**, ask them if they will tell anyone the truth about you. If they agree to keep it a secret, clear a condition or mark potential. If they don't agree, the GM shifts your Labels.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Become part of a larger superhero tradition and take a legacy (from the Legacy playbook)

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after it's been used once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

Being a hero isn't just about doing right.

It's about being seen doing right. Let them think you're shallow for loving the spotlight and the cameras, for making speeches, for smiling so much. You'll be a hero in all the ways that matter.

THE STAR

HERO NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- charming smile, coy smile, broad smile, warm smile, teasing smile
- designer clothing, formal wear, beautiful outfits, preppy clothing, casual clothing
- branded costume, flashy costume, focus-tested costume, stylish costume, ridiculous costume

ABILITIES

Your powers are flashy and impressive. Choose one.

- | | | |
|---|--|---|
| <input type="checkbox"/> sonic control | <input type="checkbox"/> light control | <input type="checkbox"/> body plasticity and stretching |
| <input type="checkbox"/> electrodynamic control | <input type="checkbox"/> strange wings | <input type="checkbox"/> flame control |

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- When did you first appear onscreen?
- What do you tell people about how you got your powers?
- Who, outside of the team, supports your burgeoning star in every way possible?
- Who, outside of the team, loathes what you represent?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We, as a team, attracted the attention of a major media outlet within the city, thanks to our efforts. Who are they? Why do they support us?

RELATIONSHIPS

_____ might wind up being more of a star than me some day.
_____ would be a great sidekick; I try to keep them around.

INFLUENCE

Choose how you see the team: as a means to an end, or as something worthwhile on its own.

If you see the team as a means to an end, give no one Influence. If you see the team as something worthwhile, give three teammates Influence.

STAR MOVES

(Choose two)

- The gossip mags:** When you tap into the gossip and rumor of the celebrity industry for information on an important city figure, roll + Superior. On a hit, you can ask the GM questions. On a 10+, ask three. On a 7-9, ask one:
 - What are they up to?
 - What or who do they most care about?
 - What allies do they have? Enemies?
 - Where and when can I find them?
 - How could I make them vulnerable to me?On a miss, ask one anyway, but they hear about your interest in them.
- Stage-fighting:** When you directly engage a threat with an audience watching, mark a condition to roll + Superior instead of Danger.
- Time for the show:** When you put on a flamboyant display of your powers, roll + Superior. On a 7-9, name one NPC present. On a 10+, name two NPCs present. The named NPCs must either volunteer help or information, express admiration, or ask for your help, GM's choice. On a miss, your display catches someone watching in the wrong way.
- Take it from me:** When you comfort or support someone who openly admires your celebrity persona, roll + Superior instead of Mundane.
- Cold and Cruel:** When you shut someone down, roll + Superior. On a 10+, you either inflict a condition on them, make them lose Influence over you, or take Influence over them, your choice. On a 7-9, you either each inflict a condition on the other, or both lose Influence over each other, your choice. On a miss, they gain Influence over you.

AUDIENCE

You are a celebrity in the city. By default, your audience is a limited group of interested fans, and you speak to them through after-action interviews and infrequent press conferences. Why does your audience love you? Mark all that apply.

- You're just like them
- You're a dangerous person, a bad seed
- You're noble warrior for justice
- You're stunning, unique, and beautiful
- You're charming, well-spoken, and smart
- You're a firebrand, a rabble rouser

Choose two advantages:

- Your audience is utterly devoted to you
- You can easily speak to them at any time
- You have a PR agent to handle your audience
- You earn a lot of money from their interest
- You have a major hero's endorsement
- You have a much wider audience

Choose two demands your audience makes on you:

- They require constant stimulation
- They require perfection—no mistakes
- They require frequent bouts of drama
- They require major acts of heroism
- They require novelty and brand new action
- They require chemistry with your allies

When you accept what your audience tells you about yourself, clear a condition. When you reject what your audience tells you about yourself, on a hit mark potential and expect retribution.

When you seek help from your audience, roll + Superior. On a hit, someone in your audience can hook you up. On a 10+, they only make a small demand. On a 7-9, their demands are a lot higher. On a miss, you've made a mistake, and your audience won't help you until you've redeemed yourself in their eyes.



MOMENT OF TRUTH

When you trigger your Moment of Truth, choose—are you working with your other half, or are you on your own?

If you're working with your other half, use the text of their Moment of Truth and treat it as if it applies to both of you. Remember to lock your Label and switch a bond to a distinction because you'll probably never reach these heights of perfect connection, of being one, ever again...

If you're on your own, use the following text:

You're on your own. It's like missing an arm. Like fighting naked. Like holding your breath. You're missing something vital...but you're moving faster than ever, thinking faster than ever, doing things you couldn't even do while relying on both of your strength combined. And it's hitting you, hard—you can do this. Without them. And you can win. It's going to be hard to come down off this high and rejoin with them afterwards, isn't it?

Remember to lock a Label and switch a bond to a distinction, afterward.

TEAM MOVES

When one of you **shares moment of vulnerability** or **shares a triumphant celebration** without the other one present, mark a condition to mark a potential.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- | | |
|--|--|
| <input type="checkbox"/> Take one new bond | <input type="checkbox"/> Someone permanently loses Influence over you; add +1 to a Label |
| <input type="checkbox"/> Take one new distinction | <input type="checkbox"/> Rearrange your Labels as you choose, and add +1 to a Label |
| <input type="checkbox"/> Take a move from another playbook | <input type="checkbox"/> Unlock your Moment of Truth |
| <input type="checkbox"/> Gain two new abilities from any playbook | |
| <input type="checkbox"/> Take an advancement from your other half's playbook | |

When you've taken five advances from the top list, you can take advances from the list below.

- | | |
|--|---|
| <input type="checkbox"/> Unlock your Moment of Truth after it's been used once | <input type="checkbox"/> Lock a Label, and add +1 to a Label of your choice |
| <input type="checkbox"/> Change playbooks | <input type="checkbox"/> Retire from the life or become a paragon of the city |
| <input type="checkbox"/> Take an adult move | |
| <input type="checkbox"/> Take an adult move | |

OTHER MOVES

You'd be nothing without them—your partner, your sibling, your friend, your rival, your other half. You're tied to their powers and to them, through and through. The rest of the world only ever sees you two as halves of a whole—not as two separate people. And the two of you aren't sure if they're right.

THE JOINED

YOUR OTHER HALF

(CHOOSE ANOTHER PC TO BE YOUR OTHER HALF; CREATE YOUR CHARACTER WITH THEM)

HERO NAME

(CHOOSE YOUR HERO NAME AFTER YOU KNOW THE HERO NAME OF YOUR OTHER HALF)

REAL NAME

LOOK

You look similar to your other half, and your costume choice is always the same as theirs. Choose two other options they have selected that you share; then, choose two options from the lists below.

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- brooding face, curious face, judging face, unreadable face
- casual clothing, eccentric clothing, dark clothing, light clothing

ABILITIES

Your powers complement your other half's. You have the same abilities they have. At least for now.

LABELS

Your Labels start off the same as your other half's, but you may shift up any one Label, and shift down any one Label.

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- How did you and your other half become connected?
- Who or what did you have to give up because of your connection?
- Apart from your powers, what keeps you together?
- Someone outside the team thinks you'd be better off on your own. Who are they and why do they think that?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

The connection between our two halves was threatened by the crisis. How? By what?

RELATIONSHIPS

When you have problems with your other half, you talk to _____.

You are jealous of the relationship between your other half and _____, and you keep trying to interject yourself.

INFLUENCE

Are you more or less trusting than your other half? If more trusting, give out one more Influence than they did. If less, then give out one less Influence than they did.

If you didn't get Influence over your other half, then take it now. If you didn't give Influence to your other half, then give it now.

YOUR OTHER HALF

You share a deep bond with your other half. You are stronger together than you are apart, for now. If your other half is a Delinquent, Outsider, or Transformed, take two moves from their playbook: one they have and one they don't. Remember that you share much beyond your moves; i.e., if your other half is an Outsider, you both hail from the same dimension/planet/etc. For all other playbooks, you share in the core extras of your other half.

- **Beacon:** Take drives and mark four of your choice. When your other half strikes out a drive, strike it out as well.
- **Bull:** Take **The Bull's Heart** with the same love and rival as your other half. Choose a different role that you commonly fulfill.
- **Janus:** Take **The Mask** and a secret identity. Choose a different Label for your Mask. Take two obligations: one shared, one unique to you.
- **Legacy:** Take a legacy. Your other half fills in as many names in the initial list as they choose; you fill in the rest. You can never answer the questions for your other half's Legacy move.
- **Protégé:** You share a mentor with your other half. When they finish defining your mentor and resources, choose an additional resource.
- **Doomed:** Take a sanctuary, a doom, and a doom track: You and your other half share the conditions that bring your doom closer and a doom track; when it fills, you both choose a new doomsign. You start with the doomsign your other half chose. Your other half picks the initial features and downsides of your shared sanctuary. You choose one more of each.
- **Nova:** Take burn and four flares, two shared and two unique to you.

BONDS AND DISTINCTIONS

At character creation you start with **Two of a kind**, and choose one other bond. When either you or your other half locks a Label, cross off one of your chosen bonds and choose a distinction.

BONDS:

- Two of a kind:** When time passes, you and your other half gain Influence over each other. When you or your other half **pierces the other's mask**, mark a condition to take a 10+.
- Fastball special:** When you perform a coordinated fighting maneuver with your other half, say who takes the lead and who assists. The leader rolls the adult move **overwhelm a vulnerable foe**. The assistant marks a condition.
- Powers, activate!**: When you and your other half pool your powers, say who takes the lead and who assists. The leader **unleashes their powers** with your combined Freak (max+4). The assistant shifts Savior down, Mundane up.
- Four eyes are better:** When you and your other half **assess the situation** from two different vantage points, one of you makes the move, and the other may either clear a condition or ask an additional question. You both get +1 when following the answers.

DISTINCTIONS:

- Mirror, mirror:** When you **pierce someone's mask**, you can ask them "What are you really feeling right now?", even on a miss. If you do, they can ask you the same question.
- Shouldering the burden:** When you push yourself to do something your other half failed at or can't do, mark a condition to use the adult move **wield your powers**.
- Going solo:** When you **directly engage a threat** entirely on your own, you can roll + Superior instead of + Danger.
- Internal strife:** When you snipe about your other half behind their back, remove one Team from the pool and clear a condition.



MOMENT OF TRUTH

Sooner or later, all the super powers, elite training, and world-class training are helpless in the face of evil or disaster. That's when somebody like you, gifted as you are with a peerless intellect, can rise to the occasion. Your plan, your invention, or your lightning-fast thought processes save the day, in a way no one else could have foreseen. Of course, after you've shown how different you are from them, that distance between you and the others is now that much greater. And the world is only going to pull you farther apart...

TEAM MOVES

When you share a triumphant celebration with someone, ask them if they felt they could have done it without you. If they say yes, give Influence to them and mark a condition. If they say no, they give Influence to you.

When you share a vulnerability or weakness with someone, hold 2. Spend the hold 1-for-1 to clear a condition or add 1 Team to the pool when you are with them.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take another move from your playbook
- Take a Sanctuary from the Doomed playbook
- Take Drives from the Beacon playbook
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after it's been used once
- Confront your Shame on your terms; if you survive, change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Become a paragon of the city for however long you have left

OTHER MOVES

You've always been the smartest kid in the room. Your inventions are world-class, your tactical plans are flawless, and your mind is a steel-trap memory palace of extraordinary ideas. If only the others knew how sometimes, none of that seems to matter. None of that keeps the shadows at bay. None of that can make up for what you did... or might do.

THE BRAIN

HERO NAME

REAL NAME (IF DIFFERENT)

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- tall and skinny body, short and round body, tight and trim body, artificial body
- vintage clothing, scientific clothing, geeky clothing, futuristic clothing
- no costume, colorful costume, adaptive costume, robotic exo-suit, sleek costume

ABILITIES

You don't have any powers of your own, besides your incredible intellect. All of your amazing abilities come from inventions that you have created. You're best known for one particular invention that you use regularly; choose one.

- prosthetic self-altering limbs
- size-change device
- power armor or cyborg body
- robotic sidekick
- force field belt
- hi-tech vehicle

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- How did you first reveal your genius to your friends or family?
- Why did you decide to use your intellect for the benefit of others?
- What accident or misfire taught you some sense of humility or responsibility?
- Who helped you realize you need other people?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

I created something lasting and beneficial for the whole team. What was it?

RELATIONSHIPS

You told _____ about your shame and asked them for their confidence.

You wish you could be a better hero, more like _____.

INFLUENCE

You need these people as much as they need you. Give Influence to two of your teammates.

BRAIN MOVES

(Choose three)

- Above the fray:** When you enter battle as a Team against a dangerous foe, if you have Influence over the leader and provide tactical input, add 1 Team to the pool. When you contradict the leader during the battle, you may return Influence over the leader to add an additional 1 Team to the pool.
- Mission debrief:** During a debrief, when you downplay your role in helping a teammate during the mission, mark potential and shift Superior down and any other Label up. When you exaggerate your role in helping a teammate during the mission, clear a condition and either give them Influence or lose Influence over them.
- Logical angle:** When you comfort or support someone by rationally pointing out their mistakes so they can do better next time, roll + Superior instead of + Mundane. If they do not open up to you, mark a condition.
- Scientific insight:** You have achieved mastery over a field of science and technology. Name it:

Whenever you assess the situation and your field of study is directly relevant, you may ask a single follow up question.

YOUR SHAME

You have a deep and abiding sense of guilt for something you have created or had a hand in creating. It could have been something you invented when you first came into your genius, or something you set into motion that you no longer have the power to stop. It may even be something beyond your ability to achieve again, this once-in-a-lifetime creation. Just as you are a world-class intellect, your shame is a world-class problem. Whatever the case may be, your role in its creation is not publicly known...yet.

What is your shame?

- A prototype AI
- A catastrophic weapon
- A living monstrosity
- A cosmic phenomenon
- A dangerous chemical
- An altered former ally

Whenever you are confronted with your shame, either mark a condition or shift Superior down and Danger up. If your shame is an NPC, they can never lose Influence over you.

At the end of every session, answer the question:

- Did you take steps to make amends for your shame?

If the answer is yes, mark potential. If the answer is no, give Influence to one of your teammates.



MOMENT OF TRUTH

Freedom isn't free. But not every mission ends in tragedy. When things look bleakest, when your back is against the wall, when it seems like the dawn will never come...you find a way forward *without violence*. Your enemies lay down their arms and surrender; your allies step back from the brink of chaos. Of course, the people you've saved aren't going to forget what you've done here today; they may even come to see you as a symbol of the higher cause you claim to serve...

TEAM MOVES

When you share a triumphant celebration with someone, tell them what they need to do achieve their full potential. If they accept your advice, take Influence over them and add two Team to the pool. If they reject what you have to say, mark a condition.

When you share a vulnerability or weakness with someone, ask them what cause they serve. If you find it to be a worthy cause, tell them how you will fight for it, clear a condition, and add a Team to the pool. If they don't have a cause (or you find it unworthy), mark a condition.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Unlock your Moment of Truth
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Undergo enhancement: take two new abilities

When you've taken five advances from the top list, you can take advances from the list below.

- Lock Soldier, and add +1 to a Label of your choice
- Take a Mentor and any move from the Protégé
- A.E.G.I.S. permanently loses Influence over you; change playbooks
- Take an adult move
- Take an adult move
- Retire from A.E.G.I.S to a civilian life or join the upper echelons of A.E.G.I.S as a Senior Director

OTHER MOVES

You're an agent of something greater than you—a real force fighting to make the world a better place. Through them, you stand for something important. You just hope that, when push comes to shove, you stand for the right thing.

THE SOLDIER

CALL SIGN

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- average body, bulky body, lean body, trained body, surprising body
- stylish clothing, comfortable clothing, simple clothing, casual clothing
- modern costume, iconic costume, military uniform, no costume

ABILITIES

A.E.G.I.S. found you before you got full control of your abilities. They helped you master your gifts, maybe even augmented them with some new tech. Now you have an opportunity to do some good, using your powers to protect and serve humanity. Choose any two of the following.

- superstrength and durability
- enhanced senses
- augmented/mechanical limbs
- energy blasts
- a signature weapon
- an alternate/monstrous form

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- What tragedy or disaster led to you gaining your abilities?
- What inspired you to officially join A.E.G.I.S.?
- What does A.E.G.I.S. do for the world that no one else can?
- Who, outside of A.E.G.I.S. and the team, connects you to the civilian world?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

Our victory secured an important resource for A.E.G.I.S. What was it?

RELATIONSHIPS

_____ is crucial to the long-term success of A.E.G.I.S. I must protect them.

_____ isn't always thrilled with the way A.E.G.I.S. handles things. I've come to value their critiques, even if I don't agree with them.

INFLUENCE

Respect is earned, soldier. Tell two of your teammates what they did to earn your esteem and give them Influence. Everyone else will have to match their efforts.

SOLDIER MOVES

(You start with Before we get started and one more)

- Before we get started:** When you have time to closely observe your opposition before a fight, roll + Savior. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 and mark a condition. During the fight, you can spend your hold to name a character you observed and...
 - ...redirect their attack to another character or nowhere—into a wall or the sky.
 - ...cross a distance between them and you.
 - ...stun them, close up or from a distance.
 - ...ignore all harm from one of their attacks.
 - ...escape any bindings or impediments they attempt to place on you.
- No, you move:** When you demand that an NPC live up to a higher moral code, roll + Savior. On a hit, they have to meet your standard or mark a Condition. On a 10+, take Influence over them as well. On a miss, they reveal that the conflict in question is more complicated than it seems; give them Influence over you.
- I can do this all day:** When something causes you to remove yourself from a fight, you can shift Savior down (and another Label up) instead. If shifting Savior down would move it below -2, you have to leave the fight instead of shifting Labels.
- It kinda feels personal:** When you discover that someone has misled you or betrayed your cause, mark a condition to take +1 ongoing against them until they are brought to justice.
- Mission first:** When you secure a valuable resource by defeating a powerful foe, you can shift your Savior up and any other Label down. If you (and your team) managed to avoid causing any collateral damage, clear a condition as well.
- More than a shield:** When you directly engage a threat by heading directly into danger without regard for your own safety, roll with Savior instead of Danger. On a miss, your focused attack leaves someone in grave danger; the GM will tell you what it takes to keep them safe.

A HIGHER CALLING...

You work for a metahuman law enforcement agency (A.E.G.I.S.) that keeps the world safe from all manner of superhuman, supernatural, and extraterrestrial threats. You volunteered to work with a team of young superheroes as part of a new A.E.G.I.S. program designed to keep Halcyon City safe. You have an additional Label:

SOLDIER -2 -1 0 +1 +2 +3

Soldier functions like any other Label. Characters with Influence over you can shift it, and you mark a condition if it would ever shift above +3 or below -2. You can only cancel the influence A.E.G.I.S. holds over you with the appropriate advancement. You cannot lock Soldier with a Moment of Truth.

When you're acting on orders and relying on your training, give A.E.G.I.S. influence to use Soldier instead of any other Label when you make a basic or playbook move.

When you invoke your authority over civilians, Halcyon City personnel, or A.E.G.I.S. staff, roll + Soldier. On a hit, your words carry weight. On a 7-9, someone will push back against your instructions or orders...sooner rather than later. On a miss, your attempts to control the situation create an opportunity for your enemies within A.E.G.I.S. to act against you.

When you ask A.E.G.I.S. for additional resources, equipment, or information during a mission, roll + Soldier. On a hit, they'll resupply you as best they can. On a 10+, the resources are highly classified or experimental; take +1 ongoing to deploying them throughout the mission. On a miss, A.E.G.I.S. sends what they think you need, regardless of what you actually requested.



MOMENT OF TRUTH

People have always tried to define you by your lineage. As if from the moment you were born, you were meant to be some villain to be defeated. But...they're right, aren't they? That darkness is in you. So right here, right now, you're not fighting it—you're embracing it. Both hero and villain, and greater besides. You're overcoming impossible odds in ways no hero would approve of, and no villain could comprehend. Of course, after seeing what you can really do when you embrace the whole of yourself, the rest of the world isn't going to forget who you really are...

TEAM MOVES

When you share a triumphant celebration with someone, ask them if you have earned their respect. If you have, take Influence over them and mark potential. If you have not, give them Influence over you and mark potential.

When you share a vulnerability or weakness with someone, ask them if they would defend you against those who mistrust you. If they say yes, clear a condition and shift Savior up and any other Label down. If they say no, mark a condition and shift Danger up and any other Label down.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Unlock your Moment of Truth
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Take **The Mask** and a secret identity from the Janus playbook

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after it's been used once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

OTHER MOVES

YOU'RE THE CHILD OF A TRUE VILLAIN. NOT A CREATION, NOT AN ACOLYTE—JUST THEIR FRIGGIN' KID. AND WHEN ANYONE WHO KNOWS LOOKS AT YOU, ALL THEY CAN SEE IS YOUR PARENT. LIKE YOU DON'T EVEN MATTER. WELL, SCREW THAT. YOU'RE OUT TO PROVE YOURSELF AS SOMEONE DIFFERENT FROM THEM, AND HOW BETTER TO DO THAT THAN TO BE A SUPERHERO?

THE SCION

HERO NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- stocky body, slender body, scrawny body, statuesque body, taut body
- hand-me-down clothing, expensive clothing, uniform clothing, rebellious clothing, casual clothing
- bright costume, parent's costume, understated costume, makeshift costume, no costume

YOUR LINEAGE

You are the child of a true supervillain, someone with power and the will to use that power to cause harm. Even though you strive to be different than them, you are what you are because of them, in one way or another. **Circle at least one option for each question below.**

What kind of villain are they?

deadly mercenary, master thief, fearsome destroyer, crusader, puppetmaster, grandiose tyrant

What is your relationship with them like?

mostly strangers, actively adversarial, sadly opposed, ever-shifting, redemption/corruption, full of denial

They have an array of abilities, assets, and strengths; what are some of them? (up to 3)
superhuman martial prowess, dark sorcery, cosmic might, diabolical machines, endless minions, unrivaled genius, powerful allies, arsenal of weapons and gadgets, supremely honed skills

What abilities do you use to fight them? (up to 2)

impressive martial prowess, magical aptitude, cosmic energies, machine control, regeneration, electrokinesis, seismic waves, a powerful weapon or gadget, mastery of a single skillset

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- Who is your supervillain parent?
- Who told you about your parent's true nature?
- Why did you turn from your lineage to be a hero?
- Who, outside of the team, helps you on your chosen path?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

Someone important learned about my lineage and condemned us all. Who? Why?

RELATIONSHIPS

_____ is the only one who understands what I'm going through; I told them which part of me I wished was more like my parent.

My parent once fought and thrashed _____; I've got to find a way to make it up to them.

INFLUENCE

This team may be the key to proving you're different from your parent, but you don't want to be defined by your peers, either. Give Influence to 2 teammates.

SCION MOVES

(You start with two)

- I'll show them:** When you **defend someone** who doesn't believe in you, you can always take Influence over them, even on a miss.
- Changed sides:** When you mislead or trick an enemy by pretending to be on their side, roll + Danger. On a hit, they buy your charade for now. On a 7-9, choose 1. On a 10+, choose 2.
 - You avoid having to provide concrete evidence
 - You create an opportunity
 - You expose a weakness or flawOn a miss, someone else watching comes to the worst possible conclusion.
- They don't deserve forgiveness:** When you accuse an enemy of being irredeemable, you can mark two conditions to take Influence over you away from them. When you **directly engage** someone who has no Influence over you, you can always choose 1 additional option, even on a miss.
- Moldable:** When you **pierce the mask** of someone whose respect you crave, you can always ask "How could I gain Influence over you?", even on a miss. Take +1 ongoing to acting on the answer.
- All the best stuff:** You've compiled access to caches of equipment and weaponry other supers have hidden in the city. When you access a cache, say whose cache it is. If it's a hero's, roll + Savior. If it's a villain's, roll + Danger. On a hit, you find a tool or intel useful to your situation; the GM will detail. On a 7-9, you leave evidence that you've been here. On a miss, you tripped an alarm and they're coming; prepare to explain yourself.
- White lies:** When you **comfort or support** someone by telling them how they are your role model as a hero, roll + Savior instead of + Mundane. On any hit, if they open up to you, take Influence over them.

RESPECT

Write down the names of at least two other characters whose respect you need to earn in order to differentiate yourself from your parent. You may fill in new names whenever appropriate.

Your parent's greatest enemy: _____

Respect: Advancement:

Your parent's greatest victim: _____

Respect: Advancement:

Your personal idol: _____

Respect: Advancement:

The city's greatest leader: _____

Respect: Advancement:

The city's greatest hero: _____

Respect: Advancement:

The city's biggest celebrity: _____

Respect: Advancement:

When you seek out one of the characters named above, roll + Savior. On a hit, you find them where you expected to. On a 7-9, they're juggling their own problems, and may not have time for you. On a miss, when you find them, the situation is dire; the GM will tell you how.

If you earn Influence over the characters listed above, instead you mark 1 Respect. If you lose Influence over the characters listed above, you lose 1 Respect. If you lose 1 Respect and you have none marked, you immediately mark a condition, GM's choice.

The first time you reach 4 Respect on an individual, take an advancement.

While you have 4 Respect on an individual:

- You can reject their Influence at a +3 (does not stack with the above).
- You take +1 to a Label of their choice. (record it next to their name)

If you dip below 4 Respect on an individual, you lose those benefits.



MOMENT OF TRUTH

You basically exist with one foot out the door, ready to leave this place, to go back out into the wide expanse of the universe. You've never fully committed. That is, until today. Until right now. Now, you pour everything you have and everything you are into this moment. You pull off tricks no one from this planet has ever seen before. You use your tools in ways no one here could have ever imagined. You devote yourself, here and now, to a cause, and you achieve your goal in ways that you never could've if you'd only stayed home. Of course, now you've proved to everyone that you really don't belong here, and the very skills that let you succeed are the ones you earned from out there...

TEAM MOVES

When you share a triumphant celebration with someone, ask them what they admire about you. The GM will shift one of your Labels up and one down based on what they say.

When you share a vulnerability or weakness with someone, mark a condition, give them Influence over you, and mark potential.

POTENTIAL



Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Unlock your Moment of Truth
- Rearrange your Labels as you choose, and add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after you've used it once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label and add +1 to a Label of your choice
- Depart for reaches unknown, never to return

OTHER MOVES

MAYBE ONE TIME YOU HAD A HOME. A LIFE WITH A SCHEDULE. PEOPLE WHO TOOK CARE OF YOU. BUT IF YOU DID, THAT WAS AGES AGO. YOU'VE BEEN ON YOUR OWN, BOUNCING AROUND SPACE, TIME, AND EVERYTHING IN BETWEEN, FOR YEARS NOW. YOU'VE SEEN THINGS THAT EVEN THE ADULTS COULD NEVER IMAGINE.

EXCEPT NOW, YOU'VE LEFT THOSE FARSCAPES AND COME BACK TO EARTH. AND LETTING OTHER PEOPLE INTO YOUR LIFE IS WAY HARDER THAN TRAVELING TO OTHER DIMENSIONS EVER WAS.

THE NOMAD

ALIAS

REAL NAME (IF DIFFERENT)

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- average body, compact body, modified body, sculpted body, wiry body
- traveling clothing, garish clothing, extraterrestrial clothing, unassuming clothing
- weird jewelry, strange greatcoat, eccentric boots, unusual gloves, uncanny belt

ABILITIES

You've seen space, time, and everything in between. One might say you've seen it all. Besides your tremendous knowledge, experience, and haphazard on-the-job training, you picked up some neat toys on your travels. Pick two of your most important.

- rift generator
- forcefield projectors
- modular blaster
- anti-grav pack
- cloaking rig
- wearable ultraprocessor

LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

CONDITIONS

- Afraid (-2 to directly engage a threat)
- Angry (-2 to comfort or support or pierce the mask)
- Guilty (-2 to provoke someone or assess the situation)
- Hopeless (-2 to unleash your powers)
- Insecure (-2 to defend someone or reject others' influence)

BACKSTORY

- Who took you from the Earth when you were younger?
- What farscapes did you explore?
- Who was your favorite traveling companion?
- What brought you back to stay (for now)?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

WHEN OUR TEAM FIRST CAME TOGETHER...

We had to deal with a danger I'd met while traveling the farscapes. What was it, and how did we send it away?

RELATIONSHIPS

_____ knows plenty that I don't about this world, its people, and how to deal with them; I should follow their lead while I'm here.

_____ is...well...boring. But that's okay! I'm going to make them more interesting.

INFLUENCE

You're here, but not, and it's going to take some time before you really commit. Give no one Influence over you.

NOMAD MOVES

(Choose two)

- No good at being a kid:** When you clear a condition, you can shift Labels, your choice.
- Watched C-beams glitter:** When you make a claim about a strange situation or phenomenon based on your experience, roll + Freak. On a hit, you were right; the GM will tell you what opportunity your knowledge grants to you. On a 7-9, your claim is incomplete, flawed, or tangential; the GM will tell you how. On a miss, your experiences are deeply incomplete; the GM will tell you what mistake your flawed understanding leads you to.
- I hate calling the cavalry:** When you call the allies you made beyond this world to ask them for help, mark a condition and roll + Superior. On a hit, someone shows up to lend you a hand. On a 7-9, they're dragging their own problems. On a miss, your call reaches someone you wish it hadn't.
- Out of this world:** When you plug into the cosmic aether and tune out of this world, roll + Freak. On a hit, you come to a new, interesting insight about your current problems and situation; the GM will tell you what. On a 10+, you can also shift your own Labels according to match your new understanding. On a miss, you realize something dangerous or terrible; the GM will tell you what, and shift your Labels accordingly.
- Sharpened eyes** When you **assess the situation**, you may always ask one of the following questions, even on a miss:
 - *What's my best way out/way in/way past?*
 - *What here would be handy to grab?*
 - *Who here is susceptible to my words?*

PUTTING DOWN ROOTS

You're here, but not, and it shows. Over time, you may be able to commit to this place, and find out why it is that some people choose to invest in others.

Adults do not have Influence over you by default. No one does. **You can only give out a total of 6 Influence.** During play, you can only give out Influence by **revealing a vulnerability or weakness** to someone. You can still give out Influence through the end of session move. You cannot give Influence to somebody who already has Influence over you.

Others cannot take Influence over you; if they would, instead they can mark potential or inflict a condition on you, their choice. **You reject Influence at -2 by default, instead of +0.** When someone **takes advantage of their Influence over you**, they can choose two options from the list. **At the end of every session,** you can take back 1 Influence from someone of your choice.

If you have given out 0-Influence, you cannot **comfort or support** anyone. If you would trigger that move, instead mark a condition as you say exactly the wrong thing. If you have given out 0-Influence and someone tries to **comfort or support** you, you cannot open up to them.

You gain benefits based on how much Influence you have given out. These benefits stack.

- 1-2 Influence:** When you **defend someone** who has Influence over you, you can ignore the Insecure condition. When you **directly engage** someone who has Influence over you, you can ignore the Afraid condition.
- 3 Influence:** When you **take a powerful blow** from someone with Influence over you, take -2 to the roll.
- 4 Influence:** When you **pierce the mask** of someone who has Influence over you, you can always ask them one question, even on a miss.
- 5 Influence:** When you spend a Team to help someone who has Influence over you, it gives them +2.
- 6 Influence:** When you accept the words of someone who has Influence over you, mark potential, clear a condition, or take +1 forward.