

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
- ferrokinesis
- fear manipulation
- weapons and martial expertise
- vitality absorption
- 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 yourselfOn a miss, they dismiss you; mark a condition (their choice), shift Danger up, Savior down.
- Wrong side of the tracks:** You always get to ask an additional question when you **pierce the mask** of a villain, even on a miss. When you **pierce the mask** of a hero (your call), add this question to the list:
 - what was your darkest moment?
- Not so different:** When you provoke someone to criminal or villainous action, you can use Danger instead of Superior.
- 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
- Create a second character
- Look 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.
- Damage:** You get an additional condition called Damaged. While marked, take +1 to **take a powerful blow**.

To clear the Damaged condition, you need time, external help, or special equipment or abilities.
- Regeneration:** When you're taken out, you can trigger an emergency regeneration process. If you do, your body undergoes an unpredictable transformation, and in mere moments, you're back on your feet and ready to fight. Clear three conditions and choose three from the list below:
 - Change your gender identity or presentation
 - Change your physical appearance
 - Forget all your lessons
 - Lose an important memory of a teammate; they lose Influence over you
 - Swap an ability with another one from the Newborn playbook

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
- access to instruments, weapons, or resources
- a way to temporarily boost or expand your powers
- 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 **defend someone** with the following: When you **aggressively defend a large group or area**, roll + Savior. On a hit, you create an opportunity for yourself to press the attack, and take +1 forward to pursue it. On a 10+, the collateral damage is minimal.
- Replace **provoke someone** with the following: When you **threaten someone**, say what you want them to do and roll + Superior. On a hit, they either do it or they are put at a significant disadvantage against you, their choice. On a 10+, either way they mark a condition, your choice.
- 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

Choose one.

- sonic control
- electrodynamic control
- light control
- strange wings
- body plasticity and stretching
- 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 a 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.

- Take one new bond
- Take one new distinction
- Take a move from another playbook
- Gain two new abilities from any playbook
- Take an advancement from our other half's 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'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.

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 going your own way. 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.