

## /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

## /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.



## THE BULL

## /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.
- Physics? What physics?: When you unleash your powers to barrel through an insurmountable barrier, roll + Danger instead of + Freak.
- 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.
- 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.
- 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.
- Enabler: When you provoke your love or rival, roll + Danger if you are trying to provoke them to rash or poorly thought out action.

## /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:

- 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.
- Physics? What physics?: When you unleash your powers to barrel through an insurmountable barrier, roll + Danger instead of + Freak.
- 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.
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