

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 a 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
- memory manipulation
- psychic constructs
- body transmutation
- superhuman strength and speed
- 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.
- Bolestered:** Mark your doom track to use an Adult Move one time.
- Infinite Powers:** Mark your doom track to use an ability from any playbook, 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 and your team will risk danger from _____
- You'll need to mark one box on your doom track
- You'll have to obtain _____