

## 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 mask's Label; add +1 to your mask's new Label
- 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

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
- Lock a Label, and add +1 to a Label of your choice
- Change playbooks
- Retire from the life or become a paragon of the city
- Take an adult move
- Take an adult move

## 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
- energy absorption
- impossible mobility
- bone generation, venom, or webs
- supernatural senses
- substance mimicry



## LABELS

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

<b>DANGER</b>	-2	-1	0	+1	+2	+3
<b>FREAK</b>	-2	-1	0	+1	+2	+3
<b>SAVIOR</b>	-2	-1	0	+1	+2	+3
<b>SUPERIOR</b>	-2	-1	0	+1	+2	+3
<b>MUNDANE</b>	-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  Superior
- Once 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.