

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 your 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
- 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

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.
- **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 strafe:** When you snipe about your other half behind their back, remove one Team from the pool and clear a condition.