

/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
- weapons and martial expertise
- ferrokinesis
- vitality absorption
- fear manipulation
- 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 yourself
- On 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:

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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.