

## MOMENT OF TRUTH

This is the moment when you show them exactly why you belong here. You do any one thing, take out any one enemy, no matter how insane, no matter how ridiculous, because that's you. Their jaws are gonna drop when you're done. Of course, pulling off a stunt like this tends to bring unwanted attention and a dangerous reputation...

## TEAM MOVES

When you share a triumphant celebration with someone, tell them how they're awesome and add a Team to the pool. If they tell you how you're awesome in return, add another Team to the pool.

When you share a vulnerability or weakness with someone, ask them to confirm or deny that you should be here. If they confirm it, mark potential and give them Influence over you. If they deny it, mark Angry and shift one Label up and one Label down, your choice.

## 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
- 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

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 don't have to do this. You could probably have a safe, decent, simple life. It'd be nice, but... come on. Superpowers! Aliens! Wizards! Time travel! You're out of your depth, but who cares? This is awesome. Everybody should try it.

## THE BEACON

HERO NAME

REAL NAME

## LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- smiling face, naive face, average face, pretty face
- stylish clothing, comfortable clothing, simple clothing, casual clothing
- flashy costume, stylish costume, gaudy costume, iconic costume

## ABILITIES

If you have superpowers, they're pretty minor or not noticeable. If you have skills, you carry the necessary equipment. Choose two.

- bow and trick arrows
- camouflage and stealth
- swords
- martial arts
- phasing
- acrobatics



## 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

- How did you gain your skills?
- When did you first put on your costume?
- Who, outside of the team, thinks you shouldn't be a superhero?
- 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 found signs that this incident was just the start of something bigger. What were the signs?

## RELATIONSHIPS

\_\_\_\_\_ is awesome, and you take every chance you get to hang out with them. You've got to prove yourself to \_\_\_\_\_ before you feel like a real hero.

## INFLUENCE

You are so excited to be here. Give Influence over you to three of your teammates.

## BEACON MOVES

(Choose two)

- Straight Up. Creepin'.**: When you scope out a person or place, roll + Mundane. On a 10+, ask two. On a 7-9, ask one.
  - *what's my best way in/out?*
  - *what happened here recently?*
  - *what here is worth grabbing?*
  - *who or what here is not what they seem?*
  - *whose place is this?*
- On a miss, you find yourself in over your head. The GM will tell you why this is a bad spot.
- No powers and not nearly enough training:** You're always picking up new gear to keep yourself in the game. Whenever you pick up a new piece of gear, you can write it in as a new ability if this line is empty.

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The first time you use each piece of gear to directly engage a threat, unleash your powers, or defend someone, you can roll + Mundane instead of the normal Label.
- Won't let you down:** When you help a teammate, you can spend 2 out of the Team pool to add +2 to their roll.
- Pretty much a superhero:** When you bring up your superhero name to someone important (your call) for the first time, roll + Savior. On a hit, they've heard of you; say which of your exploits they've heard about and which Label they think applies. On a 7-9, the GM will tell you something else they've heard, and pick a second Label they assign to you. On a miss, they don't take you seriously or mistrust your moving forward.
- C'mon, Lucky:** You have a pet of some kind, a smaller companion that helps you out. Detail it. Choose three basic moves and tell the GM how it helps you with those moves. Whenever your pet could help you, take +1 to that move. If your pet ever gets hurt, treat it as taking a powerful blow.
- Suck it, Domitian:** When you stand strong while dramatically under fire, roll + Savior instead of + Danger to **directly engage a threat**.

## DRIVES

Choose four drives to mark at the start of play. When you fulfill a marked drive, strike it out, and choose one: mark potential, clear a condition, take Influence over someone involved.

When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks, retire from the life, or become a paragon of the city.

- lead the team successfully in battle
- kiss someone dangerous
- punch someone you probably shouldn't
- help a teammate when they most need you
- take down a threat all on your own
- outperform an adult hero
- pull off a ridiculous stunt
- save a teammate's life
- get drunk or high with a teammate
- drive a fantastical vehicle
- get a new costume
- get a new hero name
- earn the respect of a hero you admire
- make out with a teammate
- punch out a teammate
- break up with someone
- stop a fight with calm words
- tell someone your true feelings for them
- travel to an incredible place (or time)
- reject someone who tells you "you shouldn't be here"