

## **/MOMENT OF TRUTH**

This is when you show them what you really are. Whether you're the hero underneath the rebel facade...or the one who can make the hard choices heroes can't make. You do whatever it takes to show that truth, whether it's saving the day from a terrible villain or stopping a bad guy once and for all. Of course, once you've shown what you really are, there's no going back to playing the clown...

## **/TEAM MOVES**

When you share a triumphant celebration with someone, ask them if they think you're cool. If they say yes, give them Influence and take Influence over them. If they say no, mark a condition or spurn them immediately. If they're a teammate, then either way, add a Team to the pool.

When you share a vulnerability or weakness with someone, give them Influence over you, and ask them who they'd like you to be. Mark potential if you show them that person. If they're a teammate, add a Team to the pool no matter what.

## **/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 +1 to a Label
- 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**

You've got these cool powers. But everyone keeps telling you how to use 'em. You know what they need? Someone to give them trouble, to make sure they don't always get their way. And hey! You're the perfect hero to do it.



## **THE DELINQUENT**

**HERO NAME**

**REAL NAME (IF DIFFERENT)**

## **/LOOK**

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- laughing eyes, jaded eyes, untrusting eyes, hateful eyes
- casual clothing, ragged clothing, rebellious clothing, garish clothing
- skimpy costume, showy costume, ridiculous costume, cheap costume, no costume

## **/ABILITIES**

Your powers are messy, deceiving, or frustrating. Choose two.

- teleportation
- gadgetry and hacking
- tricks illusions
- psychic weapons
- emotion control
- power negation

## 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

- How did you get your powers?
- What do you do for fun?
- Who, outside the team, thinks better of you than you do?
- 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 totally broke some major rules to win the fight. What rules did we break? Whose rules were they?

## RELATIONSHIPS

You keep trying to impress \_\_\_\_\_ with your antics.

You and \_\_\_\_\_ pulled an awesome (if illegal) stunt together.

## INFLUENCE

You care way more than you let on. Give three teammates Influence over you.

## DELINQUENT MOVES

(Choose three)

- Many Contrary:** When someone tries to pierce your mask, comfort or support you, or provoke you, you can interfere. Roll + Superior. On a hit, they take a -2 on their roll. On a 10+, you also take Influence over them or clear a condition. On a miss, they get a 10+ no matter what they rolled and you mark a condition of their choice.
- I don't care what you think!** Whenever you reject others' Influence, add +2 to your roll.
- Team? What team?:** When you use Team selfishly, clear a condition or mark potential. The first time in a session that you use Team to help a teammate, take +1 forward.
- Criminal mind:** When you assess the situation, you can always ask one of the following questions, even on a miss:
  - *what here is useful or valuable to me?*
  - *how could I best infuriate or provoke \_\_\_\_\_?*
  - *what's the best way in/way past?*

**Troublemaker:** When you help a teammate through destructive, criminal, or rule-breaking actions, you can give them a +2 instead of a +1 when you spend a Team from the pool.

**Are you watching closely?:** When you mislead, distract, or trick someone, roll + Superior. On a hit, they are fooled, at least for a moment. On a 10+, choose three. On a 7-9, choose two.

- you get an opportunity

- you expose a weakness or flaw

- you confuse them for some time

- you avoid further entanglement

On a miss, you're hopelessly embroiled in it and under pressure; mark a condition.