

/MOMENT OF TRUTH

This is the moment when you prove how much the mantle belongs to you. You seize control of all your powers, and you defeat even impossible odds to prove you are worthy of the name you carry. You accomplish feats even your predecessors couldn't do. Of course, after you prove something like that, you can expect still more responsibilities to be placed on your shoulders...

/TEAM MOVES

When you share a triumphant celebration with someone, tell them whether you see them as an equal. If you do, give them Influence over you and mark potential. If you don't, shift Superior up and any other Label down.

When you share a vulnerability or weakness with someone, tell them a secret about your legacy (including your own true feelings about it) to clear a condition and give them Influence over you.

/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
- 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 a Sanctuary from the Doomed playbook
- Unlock the remaining two powers of your suite

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
- Take an adult move
- Take an adult move
- Retire from the life or become a paragon of the city

/OTHER MOVES

You're the latest in a storied heroic lineage, a family that shares a name and a cause. Now, everybody is watching and waiting to see if you've got what it takes to uphold that tradition. No pressure, right?

THE LEGACY

LEGACY NAME

REAL NAME

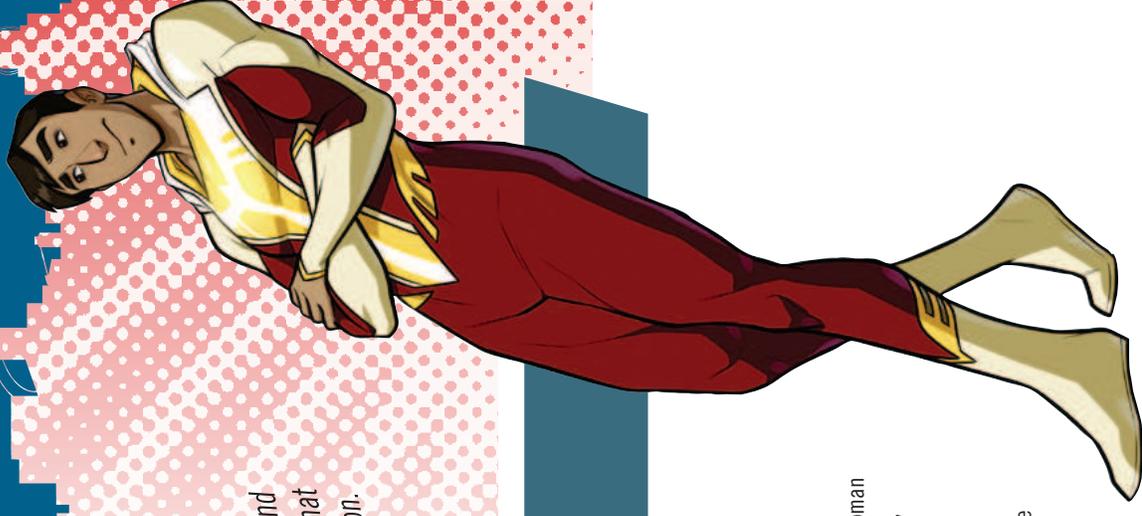
/LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- comfortable clothing, school uniform, traditional clothing, trendy clothing
- modern costume, traditional costume, unique costume, predecessor's costume
- animal insignia, letter insignia, simple symbol insignia, no insignia

/ABILITIES

You have powers that match your general line. Choose one suite of powers, but pick two powers that you don't have from your suite:

- super strength, invincibility, eye beams, flight, super senses
- super speed, regeneration, phasing, speed-reading/learning, air manipulation
- athletic perfection, Holmesian deduction, gadgetry, intimidation, fearsome reputation
- divine armor, magic weaponry, mythic might, legendary speed, god-like beauty
- shadow control, shadow portals, mind-clouding, shadow cloak stealth, shadow senses



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

- When did you officially become a part of your legacy?
- What's the greatest accomplishment of your legacy?
- How does the public perceive your legacy?
- How does your legacy tie into your reasons for being 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...

All things considered, we did well and impressed an established hero. Who was it?

RELATIONSHIPS

You once got caught doing something that shames your legacy with _____.

You trust _____ and told them an important secret of your legacy.

INFLUENCE

You're a part of this team, for better or worse, and you care what they think. Give Influence to all of your teammates.

LEGACY MOVES

(Choose two)

- Fight the good fight:** When you pull your punches while **directly engaging a threat**, you can roll + Savior instead of + Danger. If you do, you cannot choose to impress, surprise, or frighten your foe.
 - I know what I am:** Once per scene, when you **defend** a teammate you can shift Savior up and another Label down in addition to any other benefits from the move, even on a miss. If you do, add 1 Team to the pool.
 - Words of the past:** When you seek the guidance of one of your elders or a member of your legacy, tell them a problem you face, and ask them a question about the problem. They will answer it honestly, and tell you what to do. Take +1 ongoing if you listen. If you go your own way, mark potential.
 - The legacy matters:** When you take Influence over someone from your legacy (or give them Influence over you), mark potential and take +1 forward. When someone from your legacy causes your Labels to shift, mark potential and take +1 forward.
 - Never give up, never surrender:** When you **take a powerful blow** from someone with far greater power than you, use this move instead of the basic move. Roll + Savior. On a hit, you stand strong and choose one. On a 7-9, mark a condition.
 - you get an opportunity or opening against your attacker
 - you rally from the hit, and it inspires the team; add 1 Team to the pool
 - you keep your attacker's attention
 - On a miss, you go down hard but leave your opponent off balance and vulnerable.
 - Symbol of authority:** When you give an NPC an order based on authority they recognize, roll + Savior. On a hit, they choose one:
 - do what you say
 - get out of your way
 - attack you at a disadvantage
 - freeze
- On a 10+, you also take +1 forward against them. On a miss, they do as they please and you take -1 forward against them.

LEGACY

Your legacy is an important part of Halcyon City.

Name the different members of your legacy (at least two):

- _____ is still active and prominent in the city.
- _____ is retired and quite judgmental.
- _____ is the next possible member of your legacy.
- _____ is the greatest opponent your legacy ever faced...and is still at large.

Whenever time passes, roll + Savior to see how the members of your legacy feel or react to your most recent exploits. Before rolling, ask the other players to answer these questions about your performance. Take -1 to the roll for each "no" answer:

- have you been upholding the traditions of your legacy?
- have you maintained the image of your legacy?
- have you made the other members of your legacy proud?

On a hit, one of them offers you meaningful encouragement, an opportunity, or an advantage. On a 7-9, another is upset with your most recent actions, and will make their displeasure known. On a miss, something you did stirred up the hornet's nest—expect several members of your legacy to meddle with your life.