

/MOMENT OF TRUTH

Your mind's eye opens, and you can see the world around you like never before. You can control it, at will, with ease. Of course, warping reality tends to have ramifications down the line, but in your moment of godhood...how could you possibly be worried?

/TEAM MOVES

When you share a triumphant celebration with someone, ask them if there is any fear in their eyes when they look at you. If they say no, take +1 forward and mark potential. If they say yes, immediately shift your Danger up and Savior down.

When you share a vulnerability or weakness with someone, tell them how they could stop you, if it came down to it. Give them Influence over you and clear a condition.

/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 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
- Unlock three new flares
- Unlock three new flares
- Take The Bull's Heart from the Bull 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 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're a font of power. Channel it, and you can remake the world into exactly what you want. Unleash it, and you can do miracles. It's wonderful... and terrifying. Lose control for even a second, and other people get hurt.

THE NOVA

HERO NAME

REAL NAME (IF DIFFERENT)

/LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- glowing skin, inorganic skin, marked skin, normal skin
- fashionable clothing, casual clothing, formal clothing, dark clothing
- colorful costume, uniform costume, mythological costume, fantastical costume, no costume

/ABILITIES

You can fundamentally control the world around you. Choose one option from the list as the broad base of your control.

- telekinesis and telepathy
- biokinesis
- gravity manipulation
- sorcery
- elemental control
- cosmic energies



/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 first use your powers?
- Who was the first person you accidentally hurt with your powers?
- Who, outside the team, helps you control your powers?
- Why do you continue to use your powers?
- 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 destroyed our surroundings in the fight. Where was it? What did we destroy?

/RELATIONSHIPS

You hang out all the time with _____ to blow off steam.

You once hurt _____ when you lost control of your powers.

/INFLUENCE

Choose your demeanor: happy facade or locked down.

If you choose happy facade, give Influence to three teammates.

If you choose locked down, give Influence to one teammate.

/BURN

When you charge up your powers, roll + conditions you currently have marked. On a hit, hold 3 burn. On a 7-9, mark a condition. On a miss, hold 2 burn and mark three conditions.

Spend your burn on your flares. You lose all burn at the end of the scene.

Choose four flares.

- Reality storm:** You channel a destructive burst with your powers. Spend 1 burn to **directly engage a threat** using your powers, rolling + Freak instead of + Danger. If you do, you will cause unwanted collateral damage unless you spend another burn.
- Shielding:** You call up a fast protective field to stop a danger. Spend 1 burn to **defend someone** else from an immediate threat, rolling + Freak instead of + Savior.
- Constructs:** Spend 1 burn to create any object with your powers, up to the size of a person. Spend an additional burn to animate it independently of yourself. The construct dissolves at the end of the scene.
- Moat:** Spend 1 burn to create a barrier that will hold back threats as long as you keep your attention on it. The GM may call for you to spend another burn if the barrier is threatened by particularly powerful enemies.
- Worship:** You put out a tremendous display of your might. Spend 1 burn to awe an audience into silence, respect, and attention when you **unleash your powers**.
- Move:** Spend 1 burn to move to any place you choose within the scene, breaking through or slipping past any barriers or restraints in your way. Spend a second burn to move to any place you've previously been.
- Boost:** Spend 1 burn to supercharge a teammate's efforts with your powers, giving them a +1 bonus to their roll as if you had spent Team from the pool.
- Overcharge:** You channel the full capacity of your incredible powers to overcome an obstacle, reshape your environment, or extend your senses. Spend 2 burn to take a 10+ when you unleash your powers.
- Elemental awareness:** Spend 1 burn and mark a condition to open your mind up to the world around you with your powers. You can ask any one question about the world around you, and the GM will answer honestly.
- Snatch:** Spend 1 burn to use your powers to seize any one object up to the size of a person from someone within view.