

MOMENT OF TRUTH

The moment that you show who you really are: your mentor, or something different. You can do whatever your mentor could do and more. You can do the incredible, even the things they always failed to accomplish. Of course, they're not going to see you the same way, no matter which path you choose...

TEAM MOVES

When you share a triumphant celebration with someone, ask them if you've been a good leader or effective teammate. If they say yes, your mentor loses Influence over you and you mark potential. If they say no, your mentor gains Influence over you, and you take +1 forward on using the Label your mentor embodies.

When you share a vulnerability or weakness with someone, tell them a secret about your mentor (including your feelings towards them). Give them Influence over you and add a Team to the pool.

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
- 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
- Add +2 to the Label your mentor embodies or denies
- Choose up to four more resources from your mentor

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 proved yourself to an experienced hero. They think you've got what it takes. They've been training you for a while, and now you have to decide...do you want to be them? Or will you find your own path?

THE PROTÉGÉ

HERO NAME _____

REAL NAME _____

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- athletic body, compact body, lean body, muscular body
- school uniform, casual clothes, fashionable clothes, loose clothes
- colorful costume, mentor's garb, protective wear, simple costume

ABILITIES

You are someone's protégé. Your powers largely mimic theirs, but each of you is in some way unique. Pick one ability you both share and one ability for each of you that is uniquely yours.

SHARED ABILITY: _____

YOUR OWN ABILITY: _____

YOUR MENTOR'S ABILITY: _____

Superhuman physique, weapons and gadgets, stealth, detective skills, hacking, power mimicry, body elasticity, powerful armor, telepathy/telekinesis, intimidation and fear, impossible fighting skills, elemental control

MENTOR

You have a mentor, someone who's taught you, trained you, given you aid, or raised you up. Someone who might have confined you a bit too rigidly to a single path. Which Label do they embody, and which do they deny? (circle one each)

EMBODIES	Savior	Danger	Freak	Superior	Mundane
DENIES	Savior	Danger	Freak	Superior	Mundane



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 first meet your mentor?
- When and why did you choose to train with them?
- Why did they agree to train you?
- Who else, outside of the team, knows about your training?
- 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 stuck together after all was said and done. Why? How'd we keep in contact?

RELATIONSHIPS

You and _____ teamed up a few times before the rest of you came together. Your mentor is cautious; they asked you to keep an eye on _____.

INFLUENCE

Choose your demeanor: playful or business. If you choose playful, give Influence to two teammates. If you choose business, give Influence to no teammates.

PROTÉGÉ MOVES

(Choose three)

- Been reading the files:** You've learned about the superhuman world through your mentor's resources. When you first encounter an important superpowered phenomenon (your call), roll + Superior. On a hit, tell the team one important detail you've learned from your studies. The GM will tell you what, if anything, seems different from what you remember. On a 10+, ask the GM a follow-up question; they will answer it honestly. On a miss, the situation is well outside your base of knowledge; the GM will tell you why.
- Captain:** When you enter battle as a team, add an extra Team to the pool and carry +1 forward if you are the leader.
- Venting frustration:** When you directly engage while you are Angry, you can roll + the Label your mentor denies and clear Angry.

- Fireside chat:** When you seek advice from your mentor, roll + the Label they embody. On a hit they will tell you what to do. On a 10+, mark potential if you follow their advice, and take +1 ongoing to follow through. On a 7-9, you get +1 forward to see it through if you do it their way. On a miss, they don't have time for you because something big has gone down; mark a condition, GM's choice.
- Be mindful of your surroundings:** When you assess the situation before entering into a fight, you may ask one additional question, even on a miss.
- Heroic tradition:** When you give someone the advice that you think your mentor would give, you can roll + the Label your mentor embodies to comfort or support someone, instead of rolling + Mundane.

MENTOR'S RESOURCES

Choose up to three resources that your mentor gave you and the team:

A hidden base, a vehicle, a supercomputer, communicators, surveillance equipment, false identities, badges of authority, a chem lab, a med lab, a teleportal, a weapon of last resort, security systems, simple robots