

/MOMENT OF TRUTH

Sometimes it can be hard to tell where the show stops and where you begin—but not today. Not now. Because right now, there is no show. Right now, you are the thing you pretend to be—bold and bright and beautiful and amazing and powerful and confident. Right now, you draw strength from your audience, comfort from their belief in you, and you can do anything they think you can. Of course, after such an impassioned performance, your audience will just have even more demands...

/TEAM MOVES

When you **share a triumphant celebration with someone**, say whether it's part of the show or not. If it is, then you can shift your Labels as you choose. If it is not, then they shift your Labels, and you can clear a condition or mark potential.

When you **share a vulnerability or weakness with someone**, ask them if they will tell anyone the truth about you. If they agree to keep it a secret, clear a condition or mark potential. If they don't agree, the GM shifts your Labels.

/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
- 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
- Become part of a larger superhero tradition and take a legacy (from the Legacy 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 it's been used once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

/OTHER MOVES

Being a hero isn't just about doing right. It's about being seen doing right. Let them think you're shallow for loving the spotlight and the cameras, for making speeches, for smiling so much. You'll be a hero in all the ways that matter.

THE STAR

HERO NAME

REAL NAME

/LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- charming smile, coy smile, broad smile, warm smile, teasing smile
- designer clothing, formal wear, beautiful outfits, preppy clothing, casual clothing
- branded costume, flashy costume, focus-tested costume, stylish costume, ridiculous costume

/ABILITIES

Your powers are flashy and impressive. Choose one.

- sonic control
- electrodynamic control
- light control
- strange wings
- body plasticity and stretching
- flame control



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 appear onscreen?
- What do you tell people about how you got your powers?
- Who, outside of the team, supports your burgeoning star in every way possible?
- Who, outside of the team, loathes what you represent?
- 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, as a team, attracted the attention of a major media outlet within the city, thanks to our efforts. Who are they? Why do they support us?

RELATIONSHIPS

_____ might wind up being more of a star than me some day.
_____ would be a great sidekick; I try to keep them around.

INFLUENCE

Choose how you see the team: as a means to an end, or as something worthwhile on its own.

If you see the team as a means to an end, give no one Influence. If you see the team as something worthwhile, give three teammates Influence.

STAR MOVES

(Choose two)

- The gossip mags:** When you tap into the gossip and rumor of the celebrity industry for information on an important city figure, roll + Superior. On a hit, you can ask the GM questions. On a 10+, ask three. On a 7-9, ask one:
 - What are they up to?
 - What or who do they most care about?
 - What allies do they have? Enemies?
 - Where and when can I find them?
 - How could I make them vulnerable to me?
- On a miss, ask one anyway, but they hear about your interest in them.
- Stage-fighting:** When you **directly engage a threat** with an audience watching, mark a condition to roll + Superior instead of Danger.

AUDIENCE

You are a celebrity in the city. By default, your audience is a limited group of interested fans, and you speak to them through after-action interviews and infrequent press conferences. Why does your audience love you? Mark all that apply.

- You're just like them
- You're a dangerous person, a bad seed
- You're noble warrior for justice
- Choose two advantages:
 - Your audience is utterly devoted to you
 - You can easily speak to them at any time
 - You have a PR agent to handle your audience

Choose two demands your audience makes on you:

- They require constant stimulation
- They require perfection—no mistakes
- They require frequent bouts of drama
- They require major acts of heroism
- They require novelty and brand new action
- They require chemistry with your allies

When you **accept what your audience tells you about yourself**, clear a condition. When you **reject what your audience tells you about yourself**, on a hit mark potential and expect retribution.

When you **seek help from your audience**, roll + Superior. On a hit, someone in your audience can hook you up. On a 10+, they only make a small demand. On a 7-9, their demands are a lot higher. On a miss, you've made a mistake, and your audience won't help you until you've redeemed yourself in their eyes.

- Time for the show:** When you put on a flamboyant display of your powers, roll + Superior. On a 7-9, name one NPC present. On a 10+, name two NPCs present. The named NPCs must either volunteer help or information, express admiration, or ask for your help, GM's choice. On a miss, your display catches someone watching in the wrong way.
- Take it from me:** When you **comfort or support** someone who openly admires your celebrity persona, roll + Superior instead of Mundane.

- Cold and Cruel:** When you shut someone down, roll + Superior. On a 10+, you either inflict a condition on them, make them lose Influence over you, or take Influence over them, your choice. On a 7-9, you either each inflict a condition on the other, or both lose Influence over each other, your choice. On a miss, they gain Influence over you.

- You're stunning, unique, and beautiful
- You're charming, well-spoken, and smart
- You're a firebrand, a rabble rouser

- You earn a lot of money from their interest
- You have a major hero's endorsement
- You have a much wider audience