



## MOMENT OF TRUTH

Sooner or later, all the super powers, elite training, and experience are helpless in the face of evil or disaster. That's when somebody like you, gifted as you are with a peerless intellect, can rise to the occasion. Your plan, your invention, or your lightning-fast thought processes save the day, in a way no one else could have foreseen. Of course, after you've shown how different you are from them, that distance between you and the others is now that much greater. And the world is only going to pull you farther apart...

## TEAM MOVES

When you share a triumphant celebration with someone, ask them if they felt they could have done it without you. If they say yes, give Influence to them and mark a condition. If they say no, they give Influence to you.

When you share a vulnerability or weakness with someone, hold 2. Spend the hold 1-for-1 to clear a condition or add 1 Team to the pool when you are with them.

## 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 another move from your playbook
- Take a Sanctuary from the Doomed playbook
- Take Drives from the Beacon 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

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
- Confront your Shame on your terms; if you survive, change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Become a paragon of the city for however long you have left

## OTHER MOVES

You've always been the smartest kid in the room. Your inventions are world-class, your tactical plans are flawless, and your mind is a steel-trap memory palace of extraordinary ideas. If only the others knew how sometimes, none of that seems to matter. None of that keeps the shadows at bay. None of that can make up for what you did...or might do.



## THE BRAIN

HERO NAME

REAL NAME (IF DIFFERENT)

## LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- tall and skinny body, short and round body, tight and trim body, artificial body
- vintage clothing, scientific clothing, geeky clothing, futuristic clothing
- no costume, colorful costume, adaptive costume, robotic exo-suit, sleek costume

## ABILITIES

You don't have any powers of your own, besides your incredible intellect. All of your amazing abilities come from inventions that you have created. You're best known for one particular invention that you use regularly; choose one.

- prosthetic self-altering limbs
- size-change device
- power armor or cyborg body
- robotic sidekick
- force field belt
- hi-tech vehicle

## 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 reveal your genius to your friends or family?
- Why did you decide to use your intellect for the benefit of others?
- What accident or misfire taught you some sense of humility or responsibility?
- Who helped you realize you need other people?
- 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...

I created something lasting and beneficial for the whole team. What was it?

## RELATIONSHIPS

You told \_\_\_\_\_ about your shame and asked them for their confidence.

You wish you could be a better hero, more like \_\_\_\_\_.

## INFLUENCE

You need these people as much as they need you. Give Influence to two of your teammates.

## BRAIN MOVES

(Choose three)

- Above the fray:** When you enter battle as a Team against a dangerous foe, if you have Influence over the leader and provide tactical input, add 1 Team to the pool. When you contradict the leader during the battle, you may return Influence over the leader to add an additional 1 Team to the pool.
- Mission debrief:** During a debrief, when you downplay your role in helping a teammate during the mission, mark potential and shift Superior down and any other Label up. When you exaggerate your role in helping a teammate during the mission, clear a condition and either give them Influence or lose Influence over them.
- Logical angle:** When you comfort or support someone by rationally pointing out their mistakes so they can do better next time, roll + Superior instead of + Mundane. If they do not open up to you, mark a condition.
- Scientific insight:** You have achieved mastery over a field of science and technology. Name it:

Whenever you assess the situation and your field of study is directly relevant, you may ask a single follow-up question.

## YOUR SHAME

You have a deep and abiding sense of guilt for something you have created or had a hand in creating. It could have been something you invented when you first came into your genius, or something you set into motion that you no longer have the power to stop. It may even be something beyond your ability to achieve again, this once-in-a-lifetime creation. Just as you are a world-class intellect, your shame is a world-class problem. Whatever the case may be, your role in its creation is not publicly known...yet.

### What is your shame?

- A prototype AI
- A catastrophic weapon
- A living monstrosity
- A cosmic phenomenon
- A dangerous chemical
- An altered former ally

Whenever you are confronted with your shame, either mark a condition or shift Superior down and Danger up. If your shame is an NPC, they can never lose Influence over you.

At the end of every session, answer the question:

- Did you take steps to make amends for your shame?

If the answer is yes, mark potential. If the answer is no, give Influence to one of your teammates.



## MOMENT OF TRUTH

Freedom isn't free. But not every mission ends in tragedy. When things look bleakest, when your back is against the wall, when it seems like the dawn will never come...you find a way forward *without violence*. Your enemies lay down their arms and surrender; your allies step back from the brink of chaos. Of course, the people you've saved aren't going to forget what you've done here today; they may even come to see you as a symbol of the higher cause you claim to serve...

## TEAM MOVES

When you share a triumphant celebration with someone, tell them what they need to do to achieve their full potential. If they accept your advice, take Influence over them and add two Team to the pool. If they reject what you have to say, mark a condition.

When you share a vulnerability or weakness with someone, ask them what cause they serve. If you find it to be a worthy cause, tell them how you will fight for it, clear a condition, and add a Team to the pool. If they don't have a cause (or you find it unworthy), mark 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 another move from your playbook
- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Unlock your Moment of Truth
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Undergo enhancement: take two new abilities

When you've taken five advances from the top list, you can take advances from the list below.

- Lock Soldier, and add +1 to a Label of your choice
- Take a Mentor and any move from the Protégé playbook
- A.E.G.I.S. permanently loses Influence over you; change playbooks
- Take an adult move
- Take an adult move
- Retire from A.E.G.I.S. to a civilian life or join the upper echelons of A.E.G.I.S. as a Senior Director

## OTHER MOVES

You're an agent of something greater than you—a real force fighting to make the world a better place. Through them, you stand for something important. You just hope that, when push comes to shove, you stand for the right thing.



## THE SOLDIER

### CALL SIGN

### REAL NAME

## LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- average body, bulky body, lean body, trained body, surprising body
- stylish clothing, comfortable clothing, simple clothing, casual clothing
- modern costume, iconic costume, military uniform, no costume

## ABILITIES

A.E.G.I.S. found you before you got full control of your abilities. They helped you master your gifts, maybe even augmented them with some new tech. Now you have an opportunity to do some good, using your powers to protect and serve humanity. Choose any two of the following.

- superstrength and durability
- enhanced senses
- augmented/mechanical limbs
- energy blasts
- a signature weapon
- an alternate/monstrous form

## 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

- What tragedy or disaster led to you gaining your abilities?
- What inspired you to officially join A.E.G.I.S.?
- What does A.E.G.I.S. do for the world that no one else can?
- Who, outside of A.E.G.I.S. and the team, connects you to the civilian world?
- 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...

Our victory secured an important resource for A.E.G.I.S. What was it?

## RELATIONSHIPS

\_\_\_\_\_ is crucial to the long-term success of A.E.G.I.S. I must protect them.

\_\_\_\_\_ isn't always thrilled with the way A.E.G.I.S. handles things. I've come to value their critiques, even if I don't agree with them.

## INFLUENCE

Respect is earned, soldier. Tell two of your teammates what they did to earn your esteem and give them Influence. Everyone else will have to match their efforts.

## SOLDIER MOVES

(You start with Before we get started and one more)

- Before we get started:** When you have time to closely observe your opposition before a fight, roll + Savior. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 and mark a condition. During the fight, you can spend your hold to name a character you observed and...
  - ...redirect their attack to another character or nowhere—into a wall or the sky.
  - ...cross a distance between them and you.
  - ...stun them, close up or from a distance.
  - ...ignore all harm from one of their attacks.
  - ...escape any bindings or impediments they attempt to place on you.
- No, you move:** When you demand that an NPC live up to a higher moral code, roll + Savior. On a hit, they have to meet your standard or mark a Condition. On a 10+, take Influence over them as well. On a miss, they reveal that the conflict in question is more complicated than it seems; give them Influence over you.
- I can do this all day:** When something causes you to remove yourself from a fight, you can shift Savior down (and another Label up) instead. If shifting Savior down would move it below -2, you have to leave the fight instead of shifting Labels.
- It kinda feels personal:** When you discover that someone has misled you or betrayed your cause, mark a condition to take +1 ongoing against them until they are brought to justice.
- Mission first:** When you secure a valuable resource by defeating a powerful foe, you can shift your Savior up and any other Label down. If you (and your team) managed to avoid causing any collateral damage, clear a condition as well.
- More than a shield:** When you **directly engage a threat** by heading directly into danger without regard for your own safety, roll with Savior instead of Danger. On a miss, your focused attack leaves someone in grave danger; the GM will tell you what it takes to keep them safe.

## A HIGHER CALLING...

You work for a metahuman law enforcement agency (A.E.G.I.S.) that keeps the world safe from all manner of superhuman, supernatural, and extraterrestrial threats. You volunteered to work with a team of young superheroes as part of a new A.E.G.I.S. program designed to keep Halcyon City safe. You have an additional Label:

**SOLDIER** -2 -1 0 +1 +2 +3

Soldier functions like any other Label. Characters with Influence over you can shift it, and you mark a condition if it would ever shift above +3 or below -2. You can only cancel the influence A.E.G.I.S. holds over you with the appropriate advancement. You cannot lock Soldier with a Moment of Truth.

When you're **acting on orders and relying on your training**, give A.E.G.I.S. influence to use Soldier instead of any other Label when you make a basic or playbook move.

When you **invoke your authority over civilians, Halcyon City personnel, or A.E.G.I.S. staff**, roll + Soldier. On a hit, your words carry weight. On a 7-9, someone will push back against your instructions or orders...sooner rather than later. On a miss, your attempts to control the situation create an opportunity for your enemies within A.E.G.I.S. to act against you.

When you **ask A.E.G.I.S. for additional resources, equipment, or information during a mission**, roll + Soldier. On a hit, they'll resupply you as best they can. On a 10+, the resources are highly classified or experimental; take +1 ongoing to deploying them throughout the mission. On a miss, A.E.G.I.S. sends what they think you need, regardless of what you actually requested.