

ADAPT TO A CHANGING WORLD

Book available to open when: Your inability to cope with an aspect of modern society gets you into trouble.

Another Day, Another Armageddon: When things look dire, tell the group about a time when things were really bad and how you made it through (feel free to exaggerate) and roll+Influence. **On a 10+**, consult the list below; you may raise your Bond with one person of your choosing by 1 and they can choose to do so as well. **On a 7-9**, consult the list.

- *If they stay silent, they may remove one Minor or Moderate Condition.*
- *If they laugh or snort or show disbelief they may remove one Critical Condition.*
- *If they get excited, pumped up or inspired, they may remove one of each Condition.*

Move available to open when: You prove to someone that doing something the old-fashioned way gets better or quicker results.

Whiskey and Cigarettes: When you try to deal with your injuries in the heat of battle, justify the removal of a Condition with unorthodox methods or materials and roll+Protect. **On a 10+**, remove the Condition. **On a 7-9**, remove the Condition but choose one:

- *If the Condition was Critical or Moderate then it is still a Minor Condition called "In Bad Shape" that could get worse with any strenuous movement.*
- *You do what you can but they'll have a wicked, noticeable scar or other cosmetic damage (ask the player what it looks like)*

Move available to open when: You either flashback to, or experience a time when you were unable, or failed, to help a comrade in the heat of battle.

BECOME AN ICON

Book available to open when: Your name, and what you represent, becomes important and sparks discussion in the city you live in.

Eye For Danger: When your gut says you're in danger, roll+Investigate. **On a 10+**, ask 2 questions. **On a 7-9**, ask 1. The EiC will answer truthfully.

- *Where is the danger going to come from?*
- *Who is in the most danger?*
- *How long before the danger manifests? If the answer is "RIGHT NOW", then you've got just enough time to prepare an action.*

Move available to open when: You are the victim of an ambush or surprise and you establish it affects you on a personal level.

I am the Law: When you give a citizen of the city an order or ask a favor, roll+Influence. **On a 10+**, choose one. **On a 7-9**, choose one, but they may lack enthusiasm, caution, or skill—the EiC will let you know. They:

- *Do what you say.*
- *Back away cautiously.*
- *Flee.*
- *Attack you.*

Move available to open when: You save the city from certain peril and the majority of people recognize your efforts.

CREATE

Book available to open when: You build or repurpose a space to work in and acquire the three types of components your workspace needs to get started.

Workspace: Choose which of the following your workspace includes. Choose 3: portal to another dimension, biology lab, a junkyard of raw materials, hi-tech vehicles, weird electronics, machining tools, transmitters & receivers, a proving range, relics of the golden age, booby traps, hi-tech machinery and parts, cosmic artifacts, unknown relics or unknown technology.

When you go into your workspace and dedicate yourself to making a thing, or to getting to the bottom of something, decide what you're trying to make and tell the EIC. The EIC will tell you "sure, no problem, but..." and then 1 to 4 of the following:

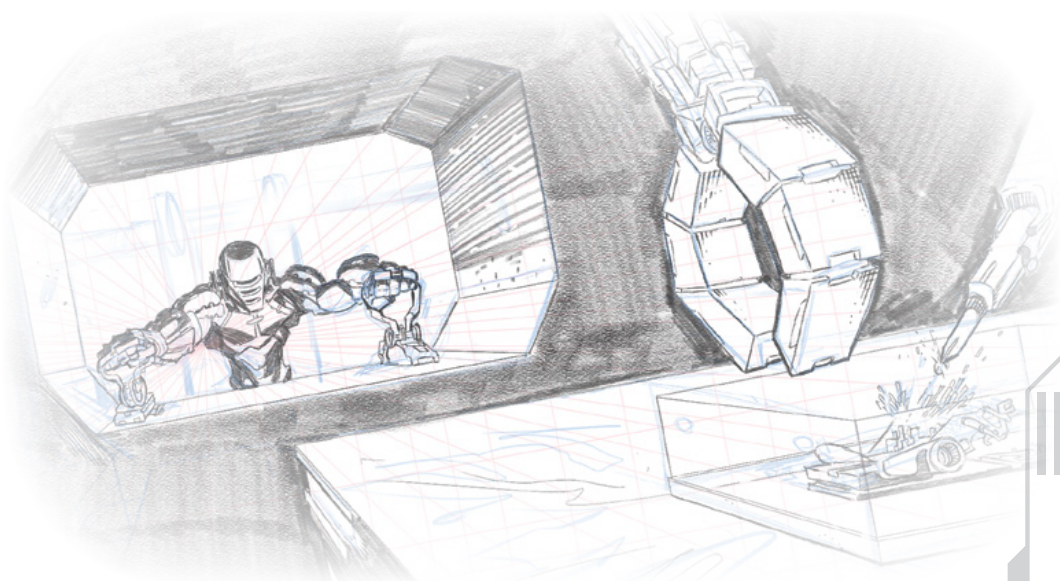
- *It's going to take hours/days/weeks/months of work;*
- *First you'll have to get/build/fix/figure out...;*
- *You're going to need someone to help you with it;*
- *The best you'll be able to do is an inferior version, weak and unreliable;*
- *It's going to mean exposing yourself (plus colleagues) to serious danger;*
- *You're going to have to add to your workspace first;*
- *It's going to take several/dozens/hundreds of tries;*
- *You're going to have to take something else apart to do it.*

The EIC might connect them all with "and," or might throw in a merciful "or." Once you've accomplished the necessities, you can go ahead and accomplish the thing itself. Work together with the EIC to come up with what it does and how it works.

Move available to open when: You acquire a component that seems innocuous to your character, but that foreshadows future danger or causes tension with someone you care about. Tell the EIC what you have in mind.

Deep Pockets: When you need something either relatively common or not too hi-tech (proposition the EIC), roll+Investigate. It has to be something small enough to be on your person. **On a 10+**, you happen to have just the thing, or close enough. **On a 7-9**, you happen to have something pretty close but there's a catch, the EIC will tell you what it is. **On a 6-**, you used to have just the thing, but it looks like an enemy stole it from you or perhaps you lost it somewhere, the EIC will tell you where you last saw it.

Move available to open when: The creation you value the most is taken from you.



DIE TRYING

Book available to open when: You reveal and indulge in a serious, self-destructive vice. Write down what your self-destructive vice is.

Reputation: When you meet someone important (your call), roll+Influence. On a 7+, they've heard of you and you say what they've heard, the EIC will have them respond accordingly. **On a 10+**, take +1 forward on the next action that involves them as well. **On a 6-**, they've heard of you, but the EIC will decide what they've heard.

Move available to open when: Your fame or vice put all those close to you in danger because of your neglect of those around you and your indulgence in your vice.

The In: When you indulge in your self-destructive vice, there will be consequences and someone will probably get leverage over you, but for now, you may Hold 1. Spend 1 Hold to:

- *Acquire an asset.*
- *Gain access to someone or some place.*
- *Get attention.*
- *Get leverage over someone.*
- *Take +1 forward.*

Move available to open when: You reveal the reason for your self-destructive nature and what it is you have to prove to someone you have a terrible relationship with.

DO WHAT OTHERS CANNOT

Book available to open when: You hit rock bottom and compromise your morals.

Not to be Trifled With: When you try to intimidate someone by doing something scary or shocking, roll+Smash. **On a 10+**, choose 1. **On a 7-9**, choose one, but the EIC might have you Burn a Bond depending on your actions.

- *They spill their guts to you, ask them a question and they will answer truthfully.*
- *They live in terror of you, take +1 forward next time you make a move involving them.*
- *They carry out a single task you send them on, within reason.*

Move available to open when: Your actions get you in trouble with law enforcement, other superheroes, or both.

Marked: Whenever you come off of a 12+ result on an attack, turn to your next opponent, let them know what's coming and roll+Influence. **On a 10+**, choose two. **On a 7-9**, choose one:

- *The enemy sees you in a new light and makes all possible efforts to avoid you for as long as they can.*
- *The enemy now sees you as the main threat.*
- *Take +1 forward against them.*

If they run they may tell others about what they saw you do and a reputation may begin to form.

Move available to open when: You bring up and seriously discuss the idea of using lethal force with another character you have a strong Bond with.

INSPIRE

Book available to open when: Someone looks to you for hope and support and you give up something personal and important to be the voice of change.

Read a Person: When you read a person in a charged interaction, roll+Influence. **On a 10+**, Hold 3. **On a 7-9**, Hold 1. While you're interacting with them, spend 1 Hold to ask the EIC, or the player of the character, 1 question:

- 🔗 *Is your character telling the truth?*
- 🔗 *What's your character really feeling?*
- 🔗 *What does your character intend to do?*
- 🔗 *What does your character wish I'd do?*
- 🔗 *How could I get your character to...?*
- 🔗 *What does your character need right now?*

Move available to open when: You are betrayed by someone close to you and it changes how you look at people.

Voice of Reason: When you speak the truth to a mob, roll+Influence. **On a 10+**, Hold 3. **On a 7-9**, Hold 1. Spend 1 Hold to make the mob:

- *Carry out a single action according to your wishes, within reason.*
- *Unite and fight for you.*
- *Go quietly back to their lives.*

Move available to open when: You recall a time where someone was an inspiration to you and the words they said that helped shape an inspire you to become what you are.

Often right: When you give another advice, whether they ask for it or not, tell them what you honestly think the best course is. If they act on your advice, they take +1 to any rolls they make in the doing.

Move available to open when: Your advice is ignored and something bad happens as a result.



FIGURE OUT WHO I AM

Book available to open when: You have a crisis of identity or have an experience that transforms you. Fill in the following blanks as they are revealed in play, blanks can be filled in multiple times or erased and rewritten when necessary.

- *Something I had no idea about the world I live in is...*
- *I am not comfortable with...*
- *I draw the line at...*
- *I am most afraid of becoming...*
- *I aspire to become...*
- *The values I care most about are...*
- *A flaw that is holding me back is...*

Hero's Journey: When you learn something new about yourself and fill in a blank in a moment that defines you, you may roll 3d6 and drop the lowest result on your next roll when you back up your new-found revelation with action.

Move available to open when: You make a drastic change in your life that shakes up either the relationships in your life and the place you live, or how you view the world and your approach to dealing with people and problems.

Dare to be Different: Whenever your perception of who you are doesn't jive with something being asked of you, and you care about what that person thinks of you, put a Bond on the line and tell them why you can't do what's being asked of you, and what you can do instead. If they are understanding and accepting, take +1 forward in the doing. If they are not, Burn a Bond with them. If you make up with them later and they respect you for who you are, increase your Bond with them by 2.

Move available to open when: You do something asked of you, even though it does not sit well with you and makes you want to change.

Transformation: When you are in need and hear rumors of a way to get help, special training or insight, tell the EiC what the rumors are and roll+Influence. **On a 10+**, choose one. **On a 7-9**, choose one but there will be a price to pay upon completion, the EiC will tell you what it is. They offer you special training so that you can:

- *Resolve a special Condition or problem that is facing you.*
- *Glean the special insight or knowledge you seek.*
- *Add something to your Powers Summary, move one thing you can do in your Powers Profile one step easier (as long as it's not Impossible), move a power from Lost to where it originally was.*

Move available to open when: a failed undertaking leaves you broken and even more unsure of who you are.

KEEP THE PAST AT BAY

Book available to open when: Elements of your past or backstory begin rearing their ugly head and disrupt your life for the worse.

But He Deserved It: Whenever another character is trying to talk or be civil with someone and you interrupt them with an attack, take +1 forward.

Move available to open when: Your love of violence and drive to fight makes an enemy of a friend.

Checked Past: When you encounter an enemy for the first time, you may detail the last time you saw them and the grudge between you. If you do, roll+Influence. **On a 10+**, choose one and say how you know what you know. **On a 7-9**, choose one, and the EIC chooses one for them as well. The EIC will ask you how they know what they know.

- *You remember a weakness or Advantage they have.*
- *You remember the way or method they usually fight.*
- *You remember what they care about or their motivation.*

Move available to open when: Part of your everyday routine changes to looking for trouble, picking or fishing for fights.

LEAD

Book available to open when: You find a cause to fight for. Write down your mission statement about what change you want to see realized in the world.

Boy Scout: Whenever you engage in reason or try to appeal to a villain, try to show them the error of their ways and roll+Influence. **On a 10+**, Hold 3. **On a 7-9**, Hold 1. Spend 1 Hold to ask the villain a question from the list or to point out a contradiction in their answer or logic; the villain must respond as long as you do not show them violence; spend an additional Hold to force them to hesitate or pause mid-action.

- 🦋 *What set you down this path?*
- 🦋 *What do you hope to accomplish with your plan?*
- 🦋 *How can you justify doing this?*
- 🦋 *What do you care about, besides yourself?*

Move available to open when: You encounter a villain you sympathize with and want to learn more about.

Take Stock: When you read a charged situation, roll+Investigate. On a 7+, you can ask the EIC questions. Whenever you act on one of the EIC's answers, take +1 forward. **On a 10+**, ask 2. **On a 7-9**, ask 1:

- 🦋 *Where's my best escape route / way in / way past?*
- 🦋 *Which enemy is most vulnerable to me?*
- 🦋 *Which enemy is the biggest threat?*
- 🦋 *What's my enemy's true position?*
- 🦋 *If I had to make a stand here, where would be best?*
- 🦋 *How can I gain the undivided attention of all those present?*

Move available to open when: You lead a group of people you feel responsible for on a mission to accomplish a specific goal.

OBSERVE AND LEARN

Book available to open when: You become a part of at least two different worlds, with one of them being Earth, and are in a position to cast judgment on one or both for their failings. Take a Bond with Humanity; whenever you judge the merits and flaws of the human race, consult your Bond score. If an act shows you the merits of the human race, raise the Bond by 1. If a moment makes you doubt, question or showcases its flaws, lower the Bond by 1. Bond Points with Humanity cannot be spent and does not affect your Bond Threshold, but if the Bond is raised above 10, you may shrug off a single Condition when humanity is threatened for every point above 10 you have. If it drops below -5, take a permanent Moderate Condition where you take a -1 anytime you wish to protect or save a human or humanity. If it falls below -10 you must spend time away from human beings, retreat to your fortress of solitude, or go back to your people until you can be convinced to come back or until you witness something to renew your faith in humanity.

Fortress of Solitude: You have one. Tell the EIC where it is—it must be far away and hidden from civilization. Whoever remains in the fortress for a reasonable time (EIC's call) can rid themselves of one Condition for every question they ask (and you answer) about your past, alien heritage, outlook on humanity and life, or anything else that sets you apart from humanity (maximum 2).

Move available to open when: You establish your Fortress of Solitude—where it is, why you need it. Also, after at least one Bond is Burned because of your fortress.

Role Model: When you learn or are inspired by watching and learning about how someone or a group of people conduct themselves, write down one quality you wish to emulate. Once per session you may Burn a Bond for free when you strive to be better and emulate your role model.

Move available to open when: You find or choose a mentor and role model to look up to and learn from.

PROTECT

Book available to open when: You establish that you grew up, are accepted or know a particular area or community of the city very well.

Back of my Hand: When you need to be somewhere, right now, in your city, say how you get there in an unorthodox way or via a route only known to you and roll+Maneuver. **On a 10+**, you get there just in time. **On a 7-9**, you can get there, but there's an obstacle to get past first, and it's wasting your precious time; the EIC will tell you what it is.

Move available to open when: You spend your time looking for, or resources making a unique mode or method of transportation in your city.

Hold The Line!: Whenever you draw a figurative line in the sand, roll+Protect. **On a 10+**, Hold 3. **On a 7-9**, Hold 1. As long as you are keeping the enemy from advancing past your position, spend 1 Hold to:

- *Inflict a Minor Condition on an enemy as a toll for crossing the line; say how.*
- *Keep an enemy from advancing past; say how.*

Move available to open when: You are the only one left standing or that can help and protect innocents from being harmed.

Foxhole: Whenever another character shares something private about themselves with you in the heat of battle that makes you want to fight for and protect them, roll+Protect. **On a 10+**, reduce the severity of the next Condition you take, and increase a Bond with the person you shared a moment with. **On a 7-9**, increase a Bond with the person you shared a moment with.

Move available to open when: You recall a time you tried to protect someone important to you but failed.

PROVE MYSELF

Book available to open when: Another character goes out on a limb for you, knowing all the while they'll suffer fallout because of it.

We Will Hold: When you face overwhelming odds, make an inspirational speech to motivate your team and lead the charge. Anyone that charges with you may shrug off the first Condition they take.

Move available to open when: You fight and win despite impossible odds.

Leading Strike: When you are the first to hit an enemy at the beginning of an encounter, choose two. **On a 7-9**, choose one.

- *The next person to attack the same target takes +1 forward.*
- *You take away an Advantage.*
- *You demand all of their attention so that they focus on you.*
- *You deal a Minor Condition.*

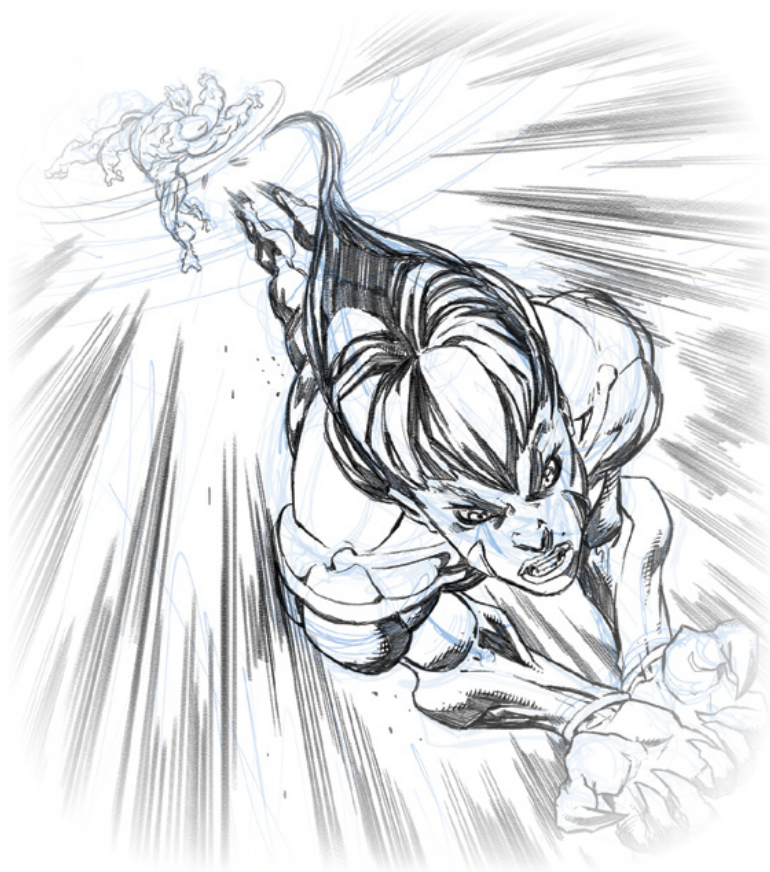
Move available to open when: You fall in battle as a result of protecting a teammate.

Coordinate: When your team needs to be organized and get somewhere in the heat of battle, roll+Maneuver. **On a 10+**, Hold 3. **On a 7-9**, Hold 1. Over the course of the fight, spend 1 Hold to have your team:

- *Make an advance on a position.*
- *Stand strong against an advance.*
- *Make an organized retreat.*

On a miss your orders put someone in danger.

Move available to open when: You stand up to and butt heads with another, more powerful or influential leader than yourself.



PUSH THE BOUNDARIES OF SCIENCE

Book available to open when: You begin work on a project to change the world. Discuss it with the EIC first and then write it down and take a Bond with Science. Bonds with science cannot be Burned and do not affect your Bond Threshold. For every Bond you Burn due to being lost in the project's creation, raise your Bond with Science by 2. When your Bond with Science exceeds all of your other Bonds combined, your machine or technology is completed.

Not on My Watch: Whenever someone suffers an injury and you throw together a crazy scheme of science to deal with it, roll+Investigate. **On a 10+**, you pull it off and your patient may remove one Condition. **On a 7-9**, there is a complication or obstacle that must be dealt with first in order for it to succeed and for a Condition to be removed, the EIC will tell you what it is.

Move available to open when: You speak of a time when, despite all your intelligence and wit, you felt powerless and could not help or save someone.

Overload: When you push an item you have at your disposal to go beyond its limits, roll+Investigate. **On a 10+**, choose one. **On a 7-9**, you can do it and may choose one, but there's something you need to do or get first, ask the EIC what it is.

- *You use it to apply a Condition to everyone around you (Minor, Moderate or Critical—you choose).*
- *You use it to apply a Condition to both your enemy and yourself. (Minor, Moderate or Critical—you choose).*
- *You use it to defy the laws of time, space or other sciency laws for enough time for you or someone you coach to perform a single action.*

Move available to open when: Your desire to learn about something endangers your physical or mental health or your identity.

REBEL

Book available to open when: You realize or establish a belief or doctrine that goes against the social norms and popular opinion. Write down what your belief or doctrine is, how it differs from the norm and how it gets you into trouble.

Dissent: Whenever you go against or stand up to someone and are stubborn enough not to listen to anyone else's opinion, tell them what you think of them and take +1 forward on your next roll when you do something about it.

Move available to open when: Your views gets you and those associated with you in hot water with an organization that has a great deal of power and influence.

Eye on the Door: Name your escape route and roll+Maneuver. **On a 10+**, you're gone. **On a 7-9**, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the EIC will tell you what. On a miss, you're caught vulnerable, half in and half out.

Move available to open when: You leave someone feeling betrayed or you recall a time when you were.

I Know a Guy: When you need something hard to find, roll+Influence. **On a 10+**, you know someone you can get it from. On a 7-9 you know a guy but...

- *Your relationship with them is not on good terms; explain why.*
- *You owe them a favor; explain what.*
- *Talking to them could put them in danger; explain how.*

This move can be used in lieu of, or in chain with, the Gather Intel move.

Move available to open when: When you compromise your morals or doctrine in order to help someone important to you.

RECONCILE MY PAST

Book available to open when: Something happens that changes who you are and haunts you or you detail what already happened that haunts you.

Coping Mechanism: Whenever you berate or heckle your opponent to hide your true feelings, roll+Influence. **On a 10+**, choose one. **On a 7-9**, the EIC chooses one.

- *They stumble, hesitate or flinch.*
- *They reveal something about their backstory.*
- *They reveal a portion of their diabolical plan.*
- *You earn their full attention and ire.*

Move available to open when: You give the table a glimpse of the vulnerability you cover up with violence, wise cracks, or both.

Painful Catharsis: When an enemy does something to you to trigger a memory in your past (your call), tell the table the memory and roll+Influence. **On a 10+**, Hold 3. **On a 7-9**, Hold 1. Spend 1 Hold to:

- *Ignore your Conditions for a single move.*
- *Take +1 forward.*

Move available to open when: You do something to place yourself or the group in danger by acting irrationally because of something that happened in your past.

REDEEM MYSELF

Book available to open when: Your actions, or an outside force, destroys a Bond you hold dear and you blame yourself for it. What happened to your reputation? What do people think of you and what do you think of yourself? If you do not have a negative Bond associated with your reputation, be sure to write one in to have it represented on your sheet.

A New Light: When you prove yourself to someone who had doubts and thought poorly of you, or to a teammate you have a Bond score of 1 or less with, roll+Bond. **On a 10+**, strengthen your Bond with them by 2 and recover from an additional Condition when you make the Fit In move. **On a 7-9**, strengthen your Bond with them by 1.

Move available to open when: Your desire to prove yourself results in you taking a Critical Condition.

Against the Current: When you contradict the popular opinion with strong words and actions, say how you try to change that opinion and roll+Influence. **On a 10+**, you win the majority who hear your words over and may raise a Bond score by 1, or write in a new one—the EIC will tell you which. **On a 7-9**, you change the opinion of a few, but doing so puts you in harm's way.

Move available to open when: You stumble, hesitate or flinch in the face of hatred or fierce opposition to a course of action that would be welcomed by any other hero.

SEE JUSTICE DONE

Book available to open when: You take on or reveal the trauma that makes you believe that evil can only be truly dealt with by stepping outside the law.

Hunter: You have a guilty target that has escaped the lax justice system in place, detail who they are, what they did, and what the next step in your plan is to take them out (update your plan as you progress). You may not use the Fit In move until you've brought your target to justice (what that looks like is up to you), but when you do, you recover from any and all Conditions.

Move available to open when: You decide the ends justify the means and you cross the line by depriving someone of their due process.

A Way to Live: Whenever you forgo making the Fit In move and the chance to raise a Bond in favor of hunting your prey you may recover from one Condition if you feel you are closer to finding them by the end of your downtime. Recover from two Conditions if you take the law into your own hands while doing so and there are consequences for it.

Move available to open when: You Burn a Bond with a friend or teammate in order to see justice done instead.

START ANEW

Book available to open when: You build, discover, or occupy a new location worth fighting for.

Home Turf: When you face an opponent in an environment that no one knows better than you, roll+Investigate. **On a 10+**, both. **On a 7-9**, choose 1:

- *Name one of your opponent's advantages that can't be used against you here, and say why.*
- *You ignore penalties from Conditions you suffer here, until either of you leave.*

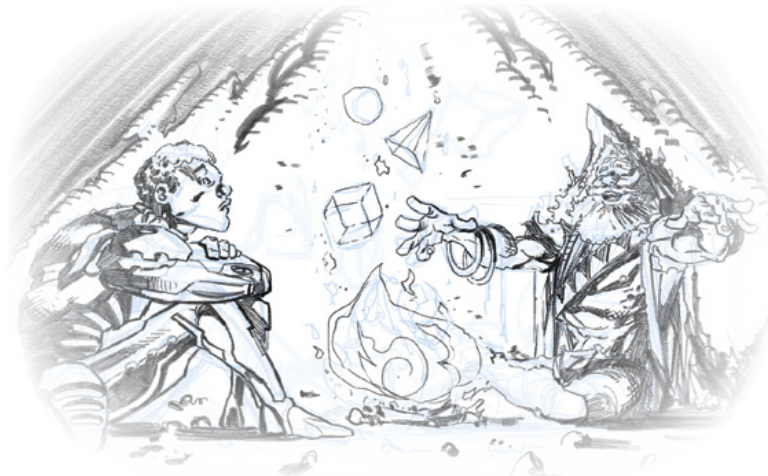
On a miss, neither, and your enemy has found a weakness that can be used against you!

Move available to open when: You defend a place worth fighting for and taste defeat.

One of Us: When you participate in daily life of your people, helping out and giving back, roll+Influence. **On a 10+**, you glean insight into a problem you are having, or find a safe place to hide out, plan, or recover (your choice). **On a 7-9**, however, also choose one:

- *They require a demonstration of your obedience to, and reverence for, the community's traditions.*
- *You put them in danger, after you receive their help.*

Move available to open when: The people accept you as one of their own and you feel and think of the place as your true home.



UNDERSTAND

Book available to open when: Your greatest failure and what allowed you to get past it comes up in play.

Technobabble: When you explain a process or concept that deals with the sciences or an area of your expertise in such a way that it goes way over the heads' of those around you (it doesn't have to actually make sense), roll+Investigate. **On a 10+**, you may use a piece of technology to do something it would normally have no business doing. **On a 7-9**, you do it, but it will also produce an unintended result (the EIC will tell you what).

- *If you can restate your technobabble again so that it is very simple (analogy recommended), take +1 forward on the roll.*

Move available to open when: Doing something to a piece of technology recklessly results in an entire city, at the very least, being put in danger.

Hypothesize: Whenever you handle or examine an interesting object (your call), roll+Investigate. On a hit, you can ask the EIC questions. **On a 10+**, ask 3. **On a 7-9**, ask 1:

- *Who handled this last before me?*
- *Who made this?*
- *What has been done most recently with this, or to this?*
- *How might I fix or break this?*
- *What was this made to do?*

Move available to open when: You regain your sanity after you snap and go mad learning of something no regular human has the capacity to understand.

Fascinating: Whenever you pick an opponent apart or prattle on incessantly about your fascination with them (from a scientific point of view), roll+Investigate. On 10+, Hold 3.

On a 7-9, Hold 1. Spend 1 Hold to:

- *Make them stumble, hesitate or flinch.*
- *Redirect an attack meant for an ally to yourself.*
- *Have them give up a piece of their back story.*
- *Have them reveal a part of their diabolical plan.*

Move available to open when: Someone uses the same strategy on you and analyzes you and all your weaknesses to great effect.

