

BASIC MOVES

These are the moves that any player will trigger the most. They are the situations that characters will find themselves in the most often and represent the kinds of things characters will be doing in the game.

TAKE DOWN

Whenever you attempt to subdue an immediate threat, say how you do it and roll. The EIC will tell you which stat to add to the roll. **On a 10+**, choose 3. **On a 7-9**, choose 2:

- Impose a Condition (choose once for Minor, twice for Moderate, three times for Critical)
- Take away an Advantage (choose twice)
- Force a change of location (choose once and the EIC picks where they go, choose twice and you do)
- Reduce the size of a mob by 1
- Take no harm in the doing

SEIZE CONTROL

Whenever you and another character struggle over a contested goal or objective, say how you outsmart, overpower, outmaneuver, or otherwise try to overcome them. The EIC will tell you which stat to add to your roll. **On a 10+**, choose two. **On a 7-9**, choose one:

- You seize control over what was contested
- You prevent yourself from ending up at a disadvantage or in harm's way
- You put your opponent at a disadvantage

PUSH

When you push your powers and concentrate to do something that is not on your Powers Profile sheet, first determine if the power falls under Simple, Difficult or Borderline, then roll. **On a 10+**, you do it and can add it to your powers profile if it's not there already. **On a 7-9**, you can do it, but the EIC will offer you an ugly choice or hard bargain in order to do so; you also take a Minor Condition if it was Simple, a Moderate Condition if it was Difficult, or a Critical Condition if it was Borderline; and you cannot add it to your Powers Profile sheet. **On a 6-**, you take a Condition as per a 7-9 and the EIC also makes a move.

SERVE AND PROTECT

When you stand in defense of someone or something when an imminent threat or danger befalls them, roll+Protect. **On a 10+**, Hold 3. **On a 7-9**, Hold 1. As long as you continue to defend, spend Hold to ...

- Redirect an attack to yourself
- Reduce the effectiveness of an attack or Condition (Reduce the level of severity for every Hold spent)
- Open up the attacker to an ally, giving that ally a bonus to take forward against the attacker (+1 for every Hold spent)
- Create or advance a Bond with the person you are protecting by one

USE ENVIRONMENT

When you use something from the environment to suit your purposes, the EIC will tell you one or more:

- It'll break quickly; use it while you can
- It's dangerous; the EIC will say how
- It's particularly effective; the EIC will say how
- You can use it, but there will be a side effect; the EIC will tell you what it is.

DEFY DANGER

When you act despite an imminent threat or dig in to endure a danger that has befallen you, say how you deal with it and roll. The EIC will tell you which stat to add to the roll. **On a 10+**, you do what you set out to do and the threat doesn't come to bear or you endure it. **On a 7-9**, you can do it, but to do so the EIC will offer you a worse outcome, hard bargain, or ugly choice.



AID OR INTERFERE

When you help or hinder someone you have a Bond with, roll+Bond. **On a 10+**, choose two. **On a 7-9**, choose one, but there's an obstacle to overcome first. You also expose yourself to danger, retribution, or the EIC will offer you an ugly choice. Choose one:

- You make an untenable position or course secure
- You avoid taking harm in the doing
- They take a +1 or 2 forward, your choice

EXAMINE

When you closely study a situation or person, roll+Investigate. **On a 10+**, ask the EIC three questions from the list below. **On a 7-9**, ask one. Either way, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What danger should I be on the lookout for?
- What here is useful or important?
- Who's really in control here?
- What here is not what it appears to be?



Special Moves are moves that are only special in that they aren't used as often as the basic ones. They are more specific and focused. They are mainly used during downtime, after the adventure and fights have finished and the heroes have to deal with the consequences and get back to their regular lives.

BURNOUT

When the situation is desperate and you put all you have into one last attempt to save another when they are about to die and let your powers loose because of it, roll+Bond with that person. **On a 10+**, you do something you've never done, but possible with your powers, tell the table what it is and add it to your Powers Profile. After doing so, you're hanging on by a thread and can do nothing but move and mumble a few words until you rest and recover (and now have 3 Critical Conditions); you may raise your Bond with them by 1 (if you Bond with them was negative, you may reset it to zero). **On a 7-9**, as a 10+, but make the Last Chance move upon completion. **On a 6-**, you do it, but you're Dead for Now (make the Dead for Now move).

GATHER INTEL

When your leads dry up, take to whatever avenues are open to you and roll. If you do it ...

- ... by shaking people down, roughing people up or with direct force, roll+Smash
- ... by going places you shouldn't be, gaining access or being stealthy, roll+Maneuver
- ... by doing research, gathering your thoughts, debate or analysis, roll+Investigate
- ... by using your charm and social grace, roll+Influence ... by calling in favors and relying on Bonds, roll+Bond

On a 10+, ask one. **On a 7-9**, your first-choice method comes up dry, you must enlist the aid of another PC or choose a different method. **On a 6-**, you don't find trouble, trouble finds you. The EIC will ask you questions about what you were up to and then tell you what trouble arises.

- Who can tell me what I want to know?
- Where can I find?
- What are the rumors about?
- Who is the most upset about...?
- Who stands the most to gain from...?

FIT IN

Whenever you have downtime and try to get back to your "normal" life in order to mend or create one of your Bonds, decide which Bond you want to focus on and roll+Bond. **On a 10+**, remove a number of Conditions equal to your Bond with that person and then raise your Bond with them by 1 after doing so. **On a 7-9**, as a 10+ result but you have to deal with a danger threatening your mundane life with the Bond involved. Begin framing and playing out the scene as usual, the EIC will jump in and add danger when they so choose.

LAST CHANCE

When you try to keep on going despite taking a fourth Critical Condition and someone close to you is in peril, roll. **On a 10+**, you do it, you're in a bad spot but you're still alive and conscious with three Critical Conditions. **On a 7-9**, you do it, but you can only get up if you can keep your enemy talking (you must get them to reveal an answer to one question from the list) or if someone close to you is in peril. On 6-, your fate is sealed and you have no control over what your enemies do to you and those you failed to protect. The EIC will tell you what happens as the darkness takes you ... you are Dead For Now.

- What started them on their road to becoming a villain, what is their defining trauma?
- How is their world view distorted and different from the norm?
- Why are they upset with the status quo?
- What will the status quo look like after they succeed, in their mind?
- What connection do they have to you or any of the heroes?

DEAD FOR NOW

When you take a fourth Permanent Condition and die, roll. **On a 10+**, you will return next issue, having survived or been brought back somehow; **on a 7-9**, you will return a few issues later, but choose a complication from the list below. On a miss, you are dead until the EIC chooses to bring you back, with complications of their choosing. A complication might be something like:

- You've brought trouble with you
- You've lost all your powers
- Your powers are rather different than before
- Your powers have grown stronger or weaker
- You manifest a previously unknown power
- You're not who you thought you were
- The secrets you've been keeping are revealed
- Your history or origin is retconned, choose a new Origin book.
- You're from an alternate timeline or reality
- You are brought back for a reason, a mission
- You don't remember anything
- You are indebted to someone you hate
- Your body has permanent modifications made to it
- Everyone you know has moved on without you (reset all Bonds)
- You have trouble controlling your powers and emotions





PRINCIPLES

- Address the characters, not the players.
- Embrace the weird, outlandish, alien and fantastic.
- Make a move that follows from and makes sense for the fiction.
- Never speak the name of your move.
- Give every enemy life.
- Name every person.
- Ask questions and use the answers.
- Be a fan of the characters.
- Think like a villain.
- Begin and end with the fiction.
- Think offscreen, too.
- Give the characters hard choices to make.
- Know your villain's motivations.

WHEN TO MAKE A MOVE

You make a move:

- When everyone looks at you to find out what happens
- When the players give you a golden opportunity in the fiction
- When they roll a 6

CHOOSING A MOVE

To choose a move, think of the obvious consequences of the action that triggered it in the fiction. If you've already got an idea for something to happen, roll with it as long as it fits with your agenda and principles for the game. Let your moves snowball and build off one another like when warning the use of a hard move by first making a soft one. Build on the success or failure of the characters' moves and your own previous ones.

If your first instinct is that it won't hurt them now, but it'll come back to bite them later, great! That's part of your principals (think off-screen, too). Make a note of it and reveal it when the time is right.

ELEMENTS OF AN ENEMY

NAME	TYPE
MOTIVE	
APPEARANCE	
CONDITION THRESHOLD	(or Size Rating if mob)
POWERS	

MAKING YOUR MOVE

When making a move, keep your principals in mind—never speak the name of the move and address the characters, not the players.

Remember to cater the fiction and each move, each panel to each character—play to their strengths and weaknesses and keep the unique qualities they have in mind at all times. It's important to know who the characters are and what powers that have because it all affects the fiction—you know it'll take a lot more to knock down a hero with a healing factor compared to a hero with no protection or defense.

After every move you make, always ask "What do you do?"

USE AN ENEMY MOVE

Every enemy the heroes encounter throughout the course of their adventures has at least one move they make, and so might some locations. An enemy or location move is just a description of what that location or enemy does, like "keep anyone from getting to the boss" for a minion or "summon aide from the subterranean depths" for a cultist or monster that is part of a horde.

- Reveal an unwelcome truth
- Show signs of an approaching threat, advance the Plan
- Inflict an Appropriate Condition
- Use up their resources or take away their stuff
- Reveal or Restore an Advantage
- Turn their move back on them
- Separate them
- Give an opportunity that fits a character's abilities
- Show a downside to their character, appearance, equipment or power
- Offer an opportunity, with or without a cost
- Put someone in a spot

- Tell them the requirements or consequences and ask
- Threaten a Bond
- Take advantage of a Limitations
- Threaten a secret
- Encourage creative use of powers, showcase an Advantage
- Take advantage of a Condition
- Change the environment
- Point to a looming threat
- Introduce a new faction or type of enemy
- Use a threat from an existing faction or enemy type
- Make them backtrack
- Present a challenge to one of the players

CHECKLIST FOR CREATING ENEMIES

Here are some questions to ask yourself to help you when creating some enemies.

- What is their main offensive power?
- What is their main defensive power?
- Are they immune to something?
- Are they resistant to something?
- Do they get stronger the more punishment they take?
- Do their powers/immunities/resistances come from technology?
- Do they have powers that protect themselves or hinder others?
- What is their state of mind and do they have a weakness?
- How do they fight?
- What is their motivation?
- At what scale do they operate?
- Where are they set up and based?
- How much do the characters know about them?
- What do they look like?

