

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.

- | | |
|--|--|
| <input type="checkbox"/> Take another move from your playbook | <input type="checkbox"/> Someone permanently loses Influence over you; add +1 to a Label |
| <input type="checkbox"/> Take another move from your playbook | <input type="checkbox"/> Rearrange your Labels as you choose, and add +1 to a Label |
| <input type="checkbox"/> Take another move from your playbook | <input type="checkbox"/> Unlock your Moment of Truth |
| <input type="checkbox"/> Take a Sanctuary from the Doomed playbook | |
| <input type="checkbox"/> Take Drives from the Beacon playbook | |

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

- | | |
|--|--|
| <input type="checkbox"/> Unlock your Moment of Truth after it's been used once | <input type="checkbox"/> Take an adult move |
| <input type="checkbox"/> Confront your Shame on your terms; if you survive, change playbooks | <input type="checkbox"/> Lock a Label, and add +1 to a Label of your choice |
| <input type="checkbox"/> Take an adult move | <input type="checkbox"/> 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. 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.

- | | | |
|---|---|---|
| <input type="checkbox"/> prosthetic self-altering limbs | <input type="checkbox"/> size-change device | <input type="checkbox"/> force field belt |
| <input type="checkbox"/> power armor or cyborg body | <input type="checkbox"/> robotic sidekick | <input type="checkbox"/> 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.

- ☐ **Always prepared:** When you have a chance to restock your supplies, hold up to 2-gadgets. When you **unleash your powers** by producing a brand new minor invention or gadget from your supply, spend 1-gadget and roll + Superior. When you reach 0-gadgets, mark a condition.
- ☐ **Tactical genius:** When you point out the obvious flaw in a known foe's plan, roll + Savior. On a hit, you're right, and another teammate (your choice) can take advantage; they get +1 ongoing to act on your information. On a 7-9, pick one:
 - You missed something important. The GM will tell you what.
 - You look like a showoff. Your chosen teammate takes Influence over you, and you lose Influence over them.
 - You make your teammates feel like little more than pawns. Your chosen teammate marks a condition.

On a miss, you've played into your enemy's hands; watch the trap spring.

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.