

MOMENT OF TRUTH

People have always tried to define you by your lineage. As if from the moment you were born, you were meant to be some villain to be defeated. But...they're right, aren't they? That darkness is in you. So right here, right now, you're not fighting it—you're embracing it. Both hero and villain, and greater besides. You're overcoming impossible odds in ways no hero would approve of, and no villain could comprehend. Of course, after seeing what you can really do when you embrace the whole of yourself, the rest of the world isn't going to forget who you really are...

TEAM MOVES

When you share a triumphant celebration with someone, ask them if you have earned their respect. If you have, take Influence over them and mark potential. If you have not, give them Influence over you and mark potential.

When you share a vulnerability or weakness with someone, ask them if they would defend you against those who mistrust you. If they say yes, clear a condition and shift Savior up and any other Label down. If they say no, mark a condition and shift Danger up and any other Label down.

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 | ☐ Someone permanently loses Influence over you; add +1 to a Label |
| ☐ Take another move from your playbook | ☐ Rearrange your Labels as you choose, and add +1 to a Label |
| ☐ Take a move from another playbook | ☐ Take The Mask and a secret identity from the Janus playbook |
| ☐ Take a move from another playbook | |
| ☐ 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 | ☐ Lock a Label, and add +1 to a Label of your choice |
| ☐ Change playbooks | ☐ Retire from the life or become a paragon of the city |
| ☐ Take an adult move | |
| ☐ Take an adult move | |

OTHER MOVES

YOU'RE THE CHILD OF A TRUE VILLAIN. NOT A CREATION, NOT AN ACOLYTE—JUST THEIR FRIGGIN' KID. AND WHEN ANYONE WHO KNOWS LOOKS AT YOU, ALL THEY CAN SEE IS YOUR PARENT. LIKE YOU DON'T EVEN MATTER. WELL, SCREW THAT. YOU'RE OUT TO PROVE YOURSELF AS SOMEONE DIFFERENT FROM THEM, AND HOW BETTER TO DO THAT THAN TO BE A SUPERHERO?

THE SCION

HERO NAME

REAL NAME

LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- stocky body, slender body, scrawny body, statuesque body, taut body
- hand-me-down clothing, expensive clothing, uniform clothing, rebellious clothing, casual clothing
- bright costume, parent's costume, understated costume, makeshift costume, no costume

YOUR LINEAGE

You are the child of a true supervillain, someone with power and the will to use that power to cause harm. Even though you strive to be different than them, you are what you are because of them, in one way or another. **Circle at least one option for each question below.**

What kind of villain are they?

deadly mercenary, master thief, fearsome destroyer, crusader, puppetmaster, grandiose tyrant

What is your relationship with them like?

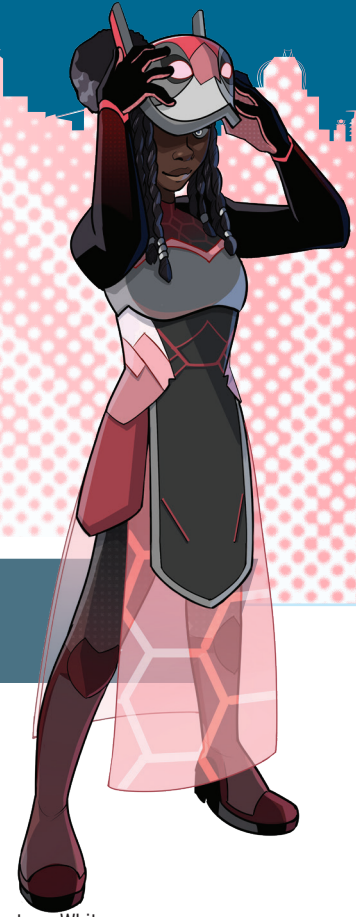
mostly strangers, actively adversarial, sadly opposed, ever-shifting, redemption/corruption, full of denial

They have an array of abilities, assets, and strengths; what are some of them? (up to 3)

superhuman martial prowess, dark sorcery, cosmic might, diabolical machines, endless minions, unrivaled genius, powerful allies, arsenal of weapons and gadgets, supremely honed skills

What abilities do you use to fight them? (up to 2)

impressive martial prowess, magical aptitude, cosmic energies, machine control, regeneration, electrokinesis, seismic waves, a powerful weapon or gadget, mastery of a single skillset



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

- Who is your supervillain parent?
- Who told you about your parent's true nature?
- Why did you turn from your lineage to be a hero?
- Who, outside of the team, helps you on your chosen path?
- 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...

Someone important learned about my lineage and condemned us all. Who? Why?

RELATIONSHIPS

_____ is the only one who understands what I'm going through; I told them which part of me I wished was more like my parent.

My parent once fought and thrashed _____; I've got to find a way to make it up to them.

INFLUENCE

This team may be the key to proving you're different from your parent, but you don't want to be defined by your peers, either. Give Influence to 2 teammates.

SCION MOVES

(You start with two)

- ☐ **I'll show them:** When you **defend someone** who doesn't believe in you, you can always take Influence over them, even on a miss.
- ☐ **Changed sides:** When you mislead or trick an enemy by pretending to be on their side, roll + Danger. On a hit, they buy your charade for now. On a 7-9, choose 1. On a 10+, choose 2.
 - You avoid having to provide concrete evidence
 - You create an opportunity
 - You expose a weakness or flawOn a miss, someone else watching comes to the worst possible conclusion.
- ☐ **They don't deserve forgiveness:** When you accuse an enemy of being irredeemable, you can mark two conditions to take Influence over you away from them. When you **directly engage** someone who has no Influence over you, you can always choose 1 additional option, even on a miss.
- ☐ **Moldable:** When you **pierce the mask** of someone whose respect you crave, you can always ask "How could I gain Influence over you?", even on a miss. Take +1 ongoing to acting on the answer.
- ☐ **All the best stuff:** You've compiled access to caches of equipment and weaponry other supers have hidden in the city. When you access a cache, say whose cache it is. If it's a hero's, roll + Savior. If it's a villain's, roll + Danger. On a hit, you find a tool or intel useful to your situation; the GM will detail. On a 7-9, you leave evidence that you've been here. On a miss, you tripped an alarm and they're coming; prepare to explain yourself.
- ☐ **White lies:** When you **comfort or support** someone by telling them how they are your role model as a hero, roll + Savior instead of + Mundane. On any hit, if they open up to you, take Influence over them.

RESPECT

Write down the names of at least two other characters whose respect you need to earn in order to differentiate yourself from your parent. You may fill in new names whenever appropriate.

Your parent's greatest enemy: _____

The city's greatest leader: _____

Respect: ☐ ☐ ☐ ☐ Advancement: ☐

Respect: ☐ ☐ ☐ ☐ Advancement: ☐

Your parent's greatest victim: _____

The city's greatest hero: _____

Respect: ☐ ☐ ☐ ☐ Advancement: ☐

Respect: ☐ ☐ ☐ ☐ Advancement: ☐

Your personal idol: _____

The city's biggest celebrity: _____

Respect: ☐ ☐ ☐ ☐ Advancement: ☐

Respect: ☐ ☐ ☐ ☐ Advancement: ☐

When you seek out one of the characters named above, roll + Savior. On a hit, you find them where you expected to. On a 7-9, they're juggling their own problems, and may not have time for you. On a miss, when you find them, the situation is dire; the GM will tell you how.

If you earn Influence over the characters listed above, instead you mark 1 Respect. If you lose Influence over the characters listed above, you lose 1 Respect. If you lose 1 Respect and you have none marked, you immediately mark a condition, GM's choice.

The first time you reach 4 Respect on an individual, take an advancement.

While you have 4 Respect on an individual:

- You can reject their Influence at a +3 (does not stack with the above).
 - You take +1 to a Label of their choice. (record it next to their name)
- If you dip below 4 Respect on an individual**, you lose those benefits.