

A DEATH IN THE FAMILY

Haunted: In your past you were heavily influenced by the loss of a person that defines the core of why you became the hero you are today. You now live by a set of tenets and ideals that can be almost impossible to live by at times. Write down a sentence or two describing these ideals you live by. When you are pushed to your limit and are faced with a difficult decision, think of the person you lost. Have a conversation with them (what form or background it takes place in is up to you) and ignore the effects of all Conditions until you succeed at a single action.

Evil Never Sleeps: When you feel like you can't stop and go back to your normal, mundane life because of the weight of the burden you feel, Gather Intel instead of trying to Fit In and recover from one Condition after any trouble is resolved.

Cracks in the Same Places: When someone shares their own tragedy or deeply personal experience with you, or you share yours with them, you may increase your Bond with that person by one if you so choose and they may do the same.

SUGGESTED FOES

The Killer: Is there a person or organization behind the death of your loved one? Who are they? What are their abilities? Are they still at large or have they been brought to justice?

The Other Side of the Coin: Is there someone out there that represents everything you fight against? Who are they? What are their abilities? Why do they do the things they do?

THE ACCIDENT

Changes: You got your powers as a result of a mistake, freak accident or experiment on yourself you hadn't seen coming. It was a traumatic experience and your memories of it are confusing and disorienting. Your powers might change or your body itself might change over time as a result of the incident. Write down how the experiment changed you, how it still might change you in the future and who else was affected by it.

- *The accident changed me by...*
- *The future effects on my body is still unknown but what could happen is...*
- *An enemy I made because of the accident is...*

Looking for Answers: When you look for answers to the questions you have about that fateful day in order to learn more about what happened or your feelings about it, ask a question about it and roll+Investigate. **On a 10+**, the EIC will give you a clear and detailed answer to your question and you take +1 forward to acting on the information. **On a 7-9**, the EIC will answer your question but the information may be confusing, alarming or suggest a hard choice.

SUGGESTED FOES

The Grudge: Is there someone that was affected by the accident and who holds you accountable for it? What happened to them and what do they plan on doing about it?

The Mastermind: Is there someone who was pulling the strings behind the scenes the whole time? What was your first clue that not all was as it appeared to be?

I'M A FREAK

Feared: People hate and fear that which they don't understand and, unfortunately for you, you fall into that category. People know you are different just by looking at you, write down what makes you noticeably different from others such that it produces a negative reaction most places you go.

- *I am feared and feel like I don't belong because...*
- *My everyday, mundane life consists of...*

That's right, I'm a Monster: When you use their fear and hatred of you to intimidate and get something you want from someone, use your differences to strike fear in their hearts and roll+Influence. **On a 10+**, you scare them and get what you want, if they have it. **On a 7-9**, you scare them and get what you want but there's fallout (that maybe justifies their fear of you), the EIC will tell you what it is.

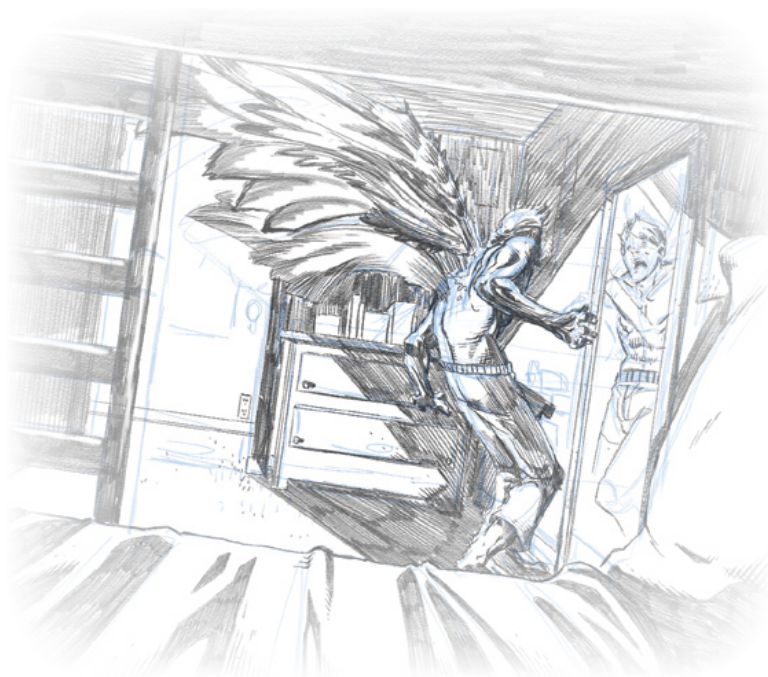
Takes One to Know One: When you engage in conversation with someone who is like you, you may ask them a question from the list below. If you want them to answer it truthfully, then they get to ask you a question as well in return. If they suspect you or catch you in a lie, you cannot use this move on them ever again.

- 👁 *How are you most vulnerable?*
- 👁 *What are your present intentions?*
- 👁 *What do you want me to know?*
- 👁 *What do you want from me?*
- 👁 *What secret pain do you carry with you?*

SUGGESTED FOES

The Haters: Is there a person, group or organization that hates and fears you and your kind? What is their agenda and how do you view and deal with them? What have been your experiences with them so far?

The Obsessed: Is there a person, group or organization that can't get enough of you? What do they think they can get from you and how will it better them?



I'M BACK FROM THE DEAD

You died. You've been to the Other Side, and you didn't come back whole. Or maybe you never quite came back at all. You've always got at least one foot in the grave. Your special relationship with Death gives you insights and capabilities beyond those of normal women and men but when you came back you left a part of yourself behind. It could be something like a memory or a hole in your mind you crave to fill. It could be an emotion or a piece of what you think made you human. It could be that something you had or used to strive for that is now unattainable.

► *I lost... after coming back from the other side so I to cope with it. If I can't cope with it, I lose control of myself by...*

Been There, Done That: Whenever you head straight into danger without hedging your bets and end up having to make the Last Chance move as a result, roll 3d6 instead of 2d6 and discard the lowest die result.

From Beyond The Grave: Whenever your loss hinders or prevents you from accomplishing a task that brings you closer to getting back what you lost, cope with it right away. If you cannot, roll+Protect. **On a 10+**, you control the manner in which you lose control, say what happens. **On a 7-9**, you control the manner in which you lose control but the EiC will give you a complication to deal with as a result of it.

Seeing a ghost: Whenever you use your experience with death and the beyond to learn more about or intimidate someone for the first time, roll+Influence. **On a 10+**, ask 1. **On a 7-9**, ask 1, but you must tell them your answer to the question first to make them tell you theirs.

☞ *What is your greatest fear?*

☞ *What is your greatest regret?*

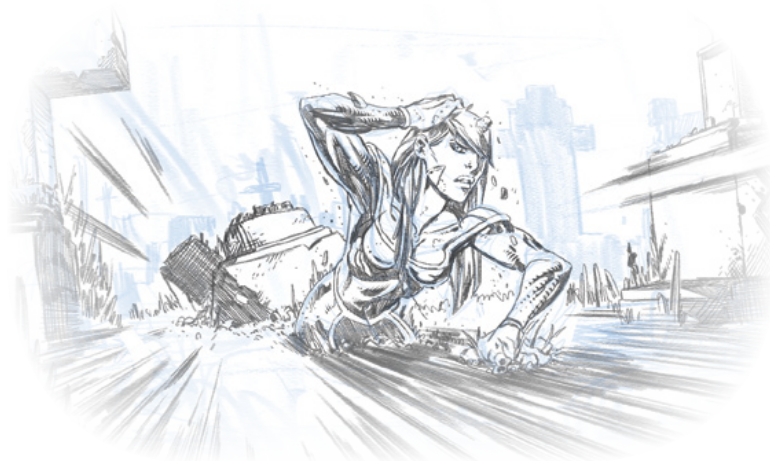
☞ *What is your weakness?*

☞ *What is a secret you would never tell anyone else?*

SUGGESTED FOES

The Believer: Someone out there knows that you've cheated Death, and it has shaken them. They need to restore the natural order—an order that doesn't include a thing like you.

The Desperate One: Someone wants you to help them reach beyond life and death to get something from the other side. They can't do it themselves—Death's a one-way trip for everyone else, after all—but you might just be the Orpheus they need to send into Hell. And they'll do anything to you, and to those you care about, to get you to cooperate.



THE BEAST INSIDE ME

You have a beast living inside of you that takes over whenever an emotional state is triggered. Define what triggers your beast taking over and how you change when it does. Your beast also has goals that do not match your own and when your beast is unleashed, they pursue those goals until the conditions or state that unleashed your beast are done away with.

- *My beast takes over when...*
- *The goals or instincts of my beast are to...*

I Am Not a Monster: Whenever you struggle to prevent the beast from taking over, roll+Influence. **On a 10+**, you wrest control away from the beast and your fate is in your own hands. **On a 7-9**, you gain control, but only after sating the beast by acting on or advancing one of its goals in some way.

Soft on the Inside: When you open up and share a secret about your past about your beast and the burden it is in order to ask for help and the listener is receptive, roll+Influence. **On a 10+**, choose two. **On a 7-9**, choose one:

- *Remove a Condition (from yourself or the listener).*
- *Take +1 forward to helping yourself.*
- *The listener takes +1 forward to helping you.*

SUGGESTED FOES

The Reflection: Is there one like you that has completely given in to their beast? Who are they? How close were you? Do they hunt you? Do you hunt them? Are you scared of becoming like them?

The Wronged: Is there someone or some organization that thinks you don't deserve to live? Who are they? How powerful are they? Why do they want to kill you? Do you deserve it?

THE DEAL

Deal with the Devil: You traded something extremely important away to someone who requires something from you for your powers.

- *I traded... for...*
- *I can only get it back by...*

Need More, Give More: You can push your powers harder by giving up more. Explain what you are sacrificing and how in order to do something you haven't done yet with your powers. How much you have to give up depends on if it's Simple, Difficult or Borderline to do; the more powerful or difficult to do, the more you have to give up. Proposition the EIC.

Confession: Confide in someone by confessing your sins to someone. Increase a Bond with them by 1, but know that the knowledge you are imparting to them will put them in harm's way. When you Burn this Bond double its effects.

SUGGESTED FOES

The Benefactor: Do you now fight against the one who gave you power? How powerful are they? Do they have minions? What do they want? Are you scared you might end up like them?

The Demon Hunter: Is there a person or organization out there that seeks to kill people like you? Who are they? Why do they hunt you? Are they reasonable? Do you hope they succeed?

THE FUTURE

You're back from the future, but why? What does the future you come from look like and how was it that you were able to come back?

- *I came back from the future to...*
- *The future I come from is...*

Grim Portents: When you tell someone what the future is like take 1 Hold. When you see something that reminds you of events in the future that you've already spoken about, spend your Hold to take +1 forward to either resisting or bringing about said future events.

Call It: Once per session you may claim an event or item to be of relevance to the future. State what that element foreshadows about the future and the EIC will do their best to incorporate your foreshadowing into the game, at a point of their choosing. When it does come up, roll+Influence. **On a 10+**, choose one. **On a 7-9**, choose one, but predicting and affecting the future has consequences, the EIC will tell you what they are at a time of their choosing.

- *Impose -2 on another.*
- *Burn a Bond for free on a relevant action*
- *Increase a Bond with someone you shared your foreshadowing with.*

SUGGESTED FOES

The Terminator: Is there someone that followed you back in time to try and stop you? How much do they know about you and what is their mission?

The Successor: Is there someone who has everything to gain in the future and knows it? What is it they stand to gain? How did they learn of their future and how far will they go to protect the vision of the future they believe to be real?

THE WAKE-UP CALL

Not That Person Anymore: You used to operate in a world that any do-gooder would not care to be associated with. State what your life was like and what turned you around.

- *I was previously involved in...*
- *I changed my ways because...*

Courage Under Fire: When you receive hostility in return for trying to genuinely do what you think is right, and you mitigate it without the use of force, roll+Influence. **On a 10+**, both. **On a 7-9**, choose one.

- *You sway those that witness your heroism, the EIC will offer you a chance to write in or increase a Bond.*
- *You receive aid, the EIC will tell you in what form it arrives.*

Double Take: When you try to gain someone's trust, you may choose to Burn a Bond with a teammate and roll+Influence. **On a 10+**, you gain their trust and confidence, you may write a Bond in with the new person. **On a 7-9**, they still have suspicions or doubt and will require assurances at some time or another, the EIC will tell you when.

SUGGESTED FOES

The Owed: Is there a person or organization from your criminal past that feels you owe them something? Who are they? What do you owe them? How powerful are they? What do they know about you?

The Betrayed: Did you have a partner in your criminal days? Do they feel you betrayed them? Do you feel you betrayed them? Who are they? What are their abilities? Are they still at large?

MY ALIEN HERITAGE

One of a Kind: You are different from the people of Earth, answer the questions to set some guidelines about how different you are from humans. Whenever you get yourself into trouble owing to your differences with normal people (whether it be personality, appearance, genetic or base instincts), you may recover from one Condition when you consult a team member about the difficulties and differences you experienced.

- 👉 *Do you thrive in an environment that a human cannot survive in?*
- 👉 *Do you dream?*
- 👉 *What is your purpose?*
- 👉 *What do you need in order to survive?*

Take a moment to draw or write down what you look like on your character sheet.

Alien Mind: Whenever someone tries to invade your mind or harm you mentally, roll+Protect. **On a 10+**, you push them out and their attempted invasion disorients them.

On a 7-9, choose one; you push them out and:

- *You Impose any Condition on the invader you wish, but you take the same severity as well.*
- *You glean something useful from them, but they learn something personal about you as well.*

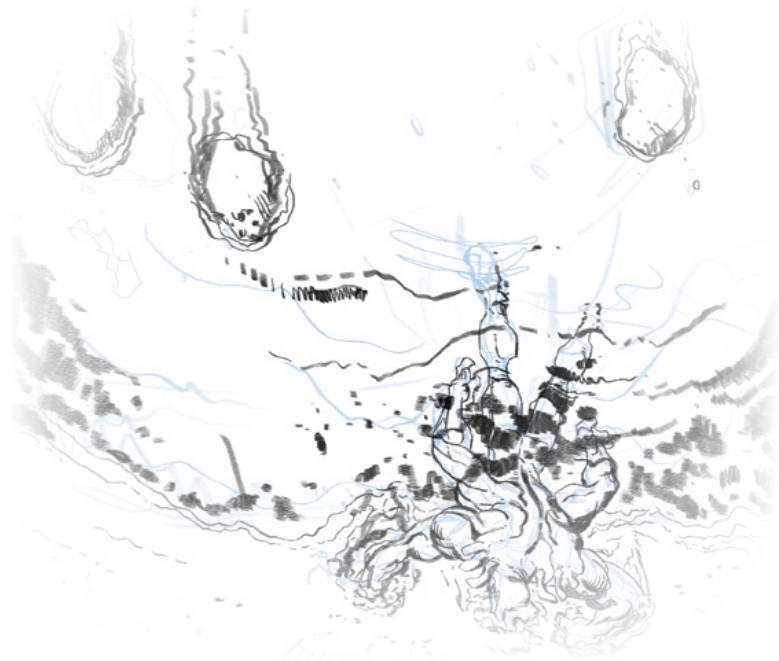
Weight of the World: Whenever you use your alien heritage or appearance to influence someone who is not familiar with you, roll+Influence. **On a 10+**, Hold 2. **On a 7-9**, Hold 1. Spend 1 Hold to:

- *Use your words or presence to make someone hesitate and listen.*
- *Unite a group in a common action.*

SUGGESTED FOES

The Xenophobe: Is there a person or organization that feels you or your people should stay out of human affairs and off the planet? Who are they? How powerful are they? Why do they hate you? Do your people deserve to be feared?

The Purist: Is there someone from your home that doesn't think you should be associating with the people of Earth? Who are they? What are their abilities? What do they have against Earth?



MY LEGACY

You're not the first hero to use this name. Perhaps you're the inheritor of a sacred cause, or the best available candidate to receive a powerful artifact after the previous owner died. Or maybe you're the previous heroine's sidekick, ready to bust out on her own now that the old gal is ready to retire the cape. No matter the story, one thing remains true: your name, your powers, your mission...they come with a history. Take a Bond with "The Past" and define what your history and legacy is and what symbol that past represents. You may spend time establishing and fleshing the Bond out if you so choose but your Bond with "The Past" may never go above 4, which is what it starts out at, and will lower every time you use the move "Like No Other". Since it's a public persona, the Bond can also be affected by what you do and what takes place in the fiction.

- *I took up the mantle of...*
- *Because they...*

Roots Run Deep: Whenever a person, place or thing comes up in play for the first time and it feels familiar to you, tell the EIC the connection you think it has to your legacy and roll+Investigate. **On a 10+**, the EIC will tell you something useful about the subject, and may ask for more detail about how you learned of said connection. **On a 7-9**, the EIC will tell you something interesting about the subject, it's on you to make it useful. The EIC may ask for more detail about it and what role you think it plays in your past.

Sins of the Father: Whenever you face a foe or challenge your predecessor had to deal with before, roll+Influence. **On a 10+**, Hold 2. **On a 7-9**, Hold 1. Spend 1 Hold to recount something from your past or predecessors in order to:

- *Take away an Advantage or find a weak point.*
- *Recover from a Minor or Moderate Condition.*
- *Take +1 forward.*

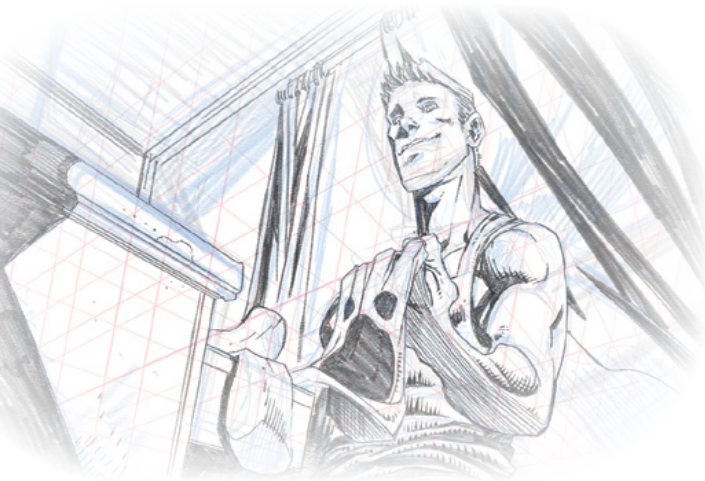
Like No Other: When you do something to distinguish yourself from your predecessor that no one saw coming, say what you do and how it's different. Then, choose one:

- *Gain the benefit of surprise, throw them off guard, or draw attention to yourself to take +2 forward*
- *Burn a Bond with the past to place 2 Bond Points elsewhere*
- *Burn a Bond with the past in order to initiate an immediate effect from the Dead for Now move to retcon your character, and be born anew.*

SUGGESTED FOES

Dark Legacy: Heroes aren't the only ones to inherit their powers from those who came before. An old enemy resurfaces with an upgrade and a new agenda. And you're the number one hero on his blacklist.

The Pretender: Someone else was in line to be the next hero, and it wasn't you. Far as they're concerned, you stole their birthright, and they aim to get it back.



MY MISSION

Directive: Write down at least one mission directive assigned to you along with who or what is doing the directing (or don't and leave it open) and answer the following:

- *My current mission directive is...*
- *If I try to disobey my directive...*
- *The agency I believe to be behind the directive is...*
- *I can get out from under them by...*

Benefactor: When you invoke the agency setting your directives in order to gain access to a specific piece of information, item or location, roll+Influence. **On a 10+**, you gain both access and authority. **On a 7-9**, you gain a degree of access, but there is an obstacle that presents itself before you can acquire your target, the EIC will tell you what it is.

Rage Against the Machine: When you go against your directive and lie, misdirect or otherwise cover up your indiscretions, roll+Influence. **On a 10+**, you cover it up and are believed or deflect attention for now. If you risked going against your directive to help someone else, you may raise your Bond with them by 1. **On a 7-9**, you cover it up, but have to confide in or end up beholden to someone you don't know you can trust in order to do so. Say who it is, and write a Bond in with them at zero.

SUGGESTED FOES

The Rival: Do you have a rival from inside your organization or from another organization? Why do they hate you? Do you hate them back? How far will they go to make you look bad? How powerful are they?

The Defector: Is there someone who used to be part of your organization that has defected? Who are they? Were you close to them? Why did they defect? Do you worry that they were right?

WHAT I CARRY

Wanted: Whatever you've got, everybody else wants it. Whether you did it to yourself or had it done to you, whatever gave you your powers is something that can, or at least could be theoretically, replicated again. There are a number of agencies, organizations or people after you so they can do just that.

- *The thing I've got that everybody else wants is...*
- *To the best of my knowledge, the people that want it are...*

Evade, Outwit, Outmaneuver: Whenever you are hunted, or are cornered with no way out and are alone, describe how you evade capture. On 10+, you slip out of their clutches, say how. **On a 7-9**, you do it but leave some sort of clue or connection that puts you or someone close to you in danger. Tell the EIC what you leave behind.

Don't Kid a Kidder: Whenever you think someone is trying to pull something over on you say how you judge their honesty and roll+Influence. **On a 10+**, The EIC will tell you if you are right. If you are, you see through their deception; if you aren't, you're slick enough that there is no fallout. On 7-9, the EIC will tell you if you're right. However, if you're right, they know you know; if you are wrong, there is fallout; the EIC will tell you what it is.

SUGGESTED FOES

The Hunter: Is there a specific person or organization hunting you? Do they work for themselves or have they been hired by someone else? Who are they? How powerful are they? What do they know about you?

The Twin: Is there another with your abilities? Who are they? Do you know them? Do they know you well?

WHAT I KNOW

A Dedicated Life: Through years of study and dedication you have acquired secret knowledge known only to a few. This knowledge grants you power but is also your responsibility as it means you are one of the few that can protect and guard the world against a specific threat known to you only through your knowledge. What do you know? How did you learn it? Who else knows and what is the threat you guard against?

- *The powers my knowledge grants me are...*
- *The burden of my powers is to guard against...*

Expert in the Field: When you first encounter an important creature, location, or item (your call) tied to your secret knowledge, roll+Investigate. **On a 10+**, tell the group what it is, the EIC will tell you something interesting and relevant about it. **On a 7-9**, the EIC will tell you something interesting about it, but it's up to you to make it relevant.

Do, Teach: When you impart your knowledge to another character, play out a scene of you teaching or training a specific technique to them. The next time they recall what you taught them and put it into practice for the first time, they may turn a 6- result into a 7-9.

SUGGESTED FOES

The Adversary: Are the threats you guard against living (or undead) beings? Do they have shape and form? Can they be killed? Do they have an avatar? How powerful are they?

The Fallen: Is there one who used to possess your knowledge and position but has now fallen from grace? Who are they? How did they fall? Do they hate you? Do they want their position back?

