

Team:

Setting

Collaboratively decide upon the setting of the game.

- ☐ A campy version of the late 1960s
- ☐ A campy version of the 1980s
- ☐ A campy version of the present

Background

Choose one of the following backgrounds for your heroic association.

- ☐ You are a group of friends who formed a pact years ago to fight crime together. You know each others' identities and backgrounds.
- ☐ You are an alliance of independent heroes who work together to fight for justice. You have a deep respect for each others' privacy and secrets.
- ☐ You are a rag-tag group of youth who fight crime.

HQ

Choose one of the following locations for your headquarters.

- ☐ A normally-inaccessible portion of a mansion.
- ☐ A secure floor of a downtown skyscraper.
- ☐ An underground bunker hidden in a remote or run-down area.

Heroes

Each player chooses a playbook and follows the instructions to create their hero. Work separately up through the *Bonds* section, at which point you go around the table to introduce yourselves, then go around the table again to determine initial Bonds.

Team Identity

Finally, work together to name your team and write it above.
Now you are ready for adventure!