

# Introducing the Daredevil

*Agile and fearless, leaping into danger, always willing to risk their own safety to save another.*

## Heroic Identity

Come up with a name for your Hero and describe their heroic appearance. Remember, all heroes need a mask to protect their secret identities.

## Secret Identity

Write down your hero's real name and appearance. Leave the occupation blank for now.

## Attributes

Choose one attribute to have a +2 and another to have +1. Then, either set the other two at 0 or, if you prefer, set one at +1 and one at -1.

Your Endurance is equal to your Mighty +4. Draw that many empty boxes on your character sheet and mark each of the final two with "-1".

## Moves

Choose two of the Daredevil Moves in your playbook. You have these in addition to all the basic and special moves.

## Gear

You have a two-way radio for communicating with the rest of your team.

You may also choose one of the following:

- ☐ A signature blunt weapon (+1 brawl)
- ☐ A signature thrown blunt weapon (inflict Endurance damage on heroic feat)

## Contact

Create one Contact and answer the following questions about them.

- Do they know you as a hero, as your secret identity, or both? If both, do they know that you are the same person?
- How do you know each other?
- Why do they trust you?

Write a +2 next to this contact. This is their *reliability*—your bonus to exhort them to act.

## Bonds

All players introduce their heroes by name and look. Write down each hero's name under Bonds in your playbook.

Then, go around again to establish initial Bonds.

On your turn, ask any of the following:

- *Which of you impressed me with your bravery?* For those characters, write Bond +2.
- *Which of you strikes me as unreliable?* For those characters, write Bond -1.

For everyone else, write Bond +1. They have seen what you can do, and they are impressed.

On others' turns, answer their questions as you like.

## Improvement

Whenever you fail a roll or reset your Bond with another hero, mark one Experience. When you mark your fifth Experience, do one of the following, but you can choose each only once.

- ☐ Add +1 Mighty
- ☐ Add +1 Focused
- ☐ Add +1 Intellectual
- ☐ Add +1 Savvy
- ☐ Add +1 Endurance
- ☐ Choose another Daredevil move

Name:

Real Name:

Heroic Appearance:

Occupation:

Unmasked Appearance:

Mighty	<input type="checkbox"/>	<i>Rumble, Heroic Feat</i>
Focused	<input type="checkbox"/>	<i>Prowl, Race/Chase</i>
Intellectual	<input type="checkbox"/>	<i>Investigate</i>
Savvy	<input type="checkbox"/>	<i>Exhort, Scrutinize</i>

Forward:

Hold:

Experience: ☐ ☐ ☐ ☐ ☐

Endurance:

Daredevil Moves:

Contacts:

○ **Precise strikes:** When you rumble, roll+Focused instead.

○ **Escape artist:** When you escape bondage, roll+Focused. On a 10+, you Silently escape from your bonds. On a 7–9, you escape from your bonds and choose one of the following.

- An ally is placed in danger.
- Your escape is detected.

On a miss, be prepared for the worst.

○ **Parkour:** When you run through otherwise impassable obstacles, roll+Focused. On a 10+, you successfully maneuver through. On a 7–9, you maneuver through but must choose one of the following.

- Lose Endurance.
- An ally is placed in danger.

On a miss, be prepared for the worst.

Bonds: *Help/Hinder*

Gear:

*DAREDEVIL*

# Introducing the Enigma

*A mystery even to their own allies.*

## Heroic Identity

Come up with a name for your Hero and describe their heroic appearance. Remember, all heroes need a mask to protect their secret identities.

## Secret Identity

Write down your hero's real name and appearance. Leave the occupation blank for now.

## Attributes

Choose one attribute to have a +2 and another to have +1. Then, either set the other two at 0 or, if you prefer, set one at +1 and one at -1.

Your Endurance is equal to your Mighty +4. Draw that many empty boxes on your character sheet and mark each of the final two with "-1".

## Moves

Choose two of the Enigma Moves in your playbook. You have these in addition to all the basic and special moves.

## Gear

Choose one of the following:

- ☐ A two-radio for communicating with the rest of the team.
- ☐ Smoke bombs: +1 to Appear Fortuitously and Disappear Mysteriously when used.
- ☐ Gas gun: Gain the option to knock out a lackey in a rumble.

## Secrets

Regardless of what was chosen for the Team sheet, you neither live with nor share a HQ with the rest of them, nor do any of them know your secret identity. Instead, your HQ is a hidden room in your home or apartment. Answer the following questions:

- Why is it important that you keep your identity secret?

- Who knows the location of your HQ, if anyone?

## Contact

Create one Contact and answer the following questions about them.

- Do they know you as a hero, as your secret identity, or both? If both, do they know that you are the same person?
- How do you know each other?
- Why do they trust you?

Write a +2 next to this contact. This is their *reliability*—your bonus to exhort them to act.

## Bonds

All players introduce their heroes by name and look. Write down each hero's name under Bonds in your playbook.

Then, go around again to establish initial Bonds.

On your turn, ask any of the following.

- *Whose secret identity do I know?* For those characters, write Bond +2.
- *Who attempted to discover my identity against my will?* for those characters, write Bond -2.

For everyone else, write Bond +1. Even though they do not know you, they have seen that they can trust you.

On others' turns, answer their questions as you like.

## Improvement

Whenever you fail a roll or reset your Bond with another hero, mark one Experience. When you mark your fifth Experience, do one of the following, but you can choose each only once.

- ☐ Add +1 Mighty
- ☐ Add +1 Focused
- ☐ Add +1 Intellectual
- ☐ Add +1 Savvy
- ☐ Add +1 Endurance
- ☐ Choose another Enigma move

Name:

Real Name:

Heroic Appearance:

Occupation:

Unmasked Appearance:

Mighty	<input type="checkbox"/>	<i>Rumble, Heroic Feat</i>
Focused	<input type="checkbox"/>	<i>Prowl, Race/Chase</i>
Intellectual	<input type="checkbox"/>	<i>Investigate</i>
Savvy	<input type="checkbox"/>	<i>Exhort, Scrutinize</i>

Forward:

Hold:

Experience: ☐ ☐ ☐ ☐ ☐

Endurance:

Enigma Moves:

Contacts:

- **Appear fortuitously:** When you enter a scene in progress, roll+Intellectual. On a 10+, take +2 forward. On a 7–9, choose one.

- The entrance is disorienting; take -1 forward.
- Place an ally or innocent in danger.

On a miss, be prepared for the worst.

- **Disappear mysteriously:** When you attempt to escape danger from a scene in progress, roll+focused. On a 10+, you leave the scene and dissipate any danger you were in. On a 7–9, you leave the scene, but a friendly character in the scene is endangered. On a miss, be prepared for the worst.

- **Power of the unknown:** When you exhort an NPC to do something, add Savvy.

Bonds: *Help/Hinder*

Gear:

*ENIGMA*

# Introducing the Face

*Front and center, leading the team in the fight for justice.*

## Heroic Identity

Come up with a name for your Hero and describe their heroic appearance. Remember, all heroes need a mask to protect their secret identities.

## Secret Identity

Write down your hero's real name and appearance. Leave the occupation blank for now.

## Attributes

Choose one attribute to have a +2 and another to have +1. Then, either set the other two at 0 or, if you prefer, set one at +1 and one at -1.

Your Endurance is equal to your Mighty +4. Draw that many empty boxes on your character sheet and mark each of the final two with "-1".

## Moves

Choose two of the Face Moves in your playbook. You have these in addition to all the basic and special moves.

## Gear

You have a two-way radio for communicating with the rest of your team. Additionally, choose one of the following.

- Team Symbol: +2 to exhort a friendly NPC when used.
- Shield: +2 to help allies in a rumble.

## Contact

Create one Contact and answer the following questions about them.

- Do they know you as a hero, as your secret identity, or both? If both, do they know that you are the same person?
- How do you know each other?
- Why do they trust you?

Write a +2 next to this contact. This is their *reliability*—your bonus to exhort them to act.

## Bonds

All players introduce their heroes by name and look. Write down each hero's name under Bonds in your playbook.

Then, go around again to establish initial Bonds.

On your turn, ask any of the following:

- *Who proved their loyalty to me in a stressful situation?* For those characters, write Bond +3.
- *Who served under my management or command in other circumstances?* For those characters, write Bond +2.

For everyone else, write Bond +1. The group knows you would not lead them astray.

On others' turns, answer their questions as you like.

## Improvement

Whenever you fail a roll or reset your Bond with another hero, mark one Experience. When you mark your fifth Experience, do one of the following, but you can choose each only once.

- Add +1 Mighty
- Add +1 Focused
- Add +1 Intellectual
- Add +1 Savvy
- Add +1 Endurance
- Choose another Face move

Name:

Real Name:

Heroic Appearance:

Occupation:

Unmasked Appearance:

Mighty	<input type="checkbox"/>	<i>Rumble, Heroic Feat</i>
Focused	<input type="checkbox"/>	<i>Prowl, Race/Chase</i>
Intellectual	<input type="checkbox"/>	<i>Investigate</i>
Savvy	<input type="checkbox"/>	<i>Exhort, Scrutinize</i>

Forward:

Hold:

Experience: ☐ ☐ ☐ ☐ ☐

Endurance:

Face Moves:

Bonds: *Help/Hinder*

- **Leadership:** When you **help** an ally, add Savvy and they take +1 forward.
- **Inspiring:** When you exhort, add +1.
- **Orator:** When you deliver a heroic monologue, roll+Savvy. On a 10+, all present allies take +2 forward. On a 7–9, all present allies take +1 forward. On a miss, be prepared for the worst.

Gear:

Contacts:

*FACE*

# Introducing the Sleuth

*Someone has a problem? You can find the answers.*

## Heroic Identity

Come up with a name for your Hero and describe their heroic appearance. Remember, all heroes need a mask to protect their secret identities.

## Secret Identity

Write down your hero's real name and appearance. Leave the occupation blank for now.

## Attributes

Choose one attribute to have a +2 and another to have +1. Then, either set the other two at 0 or, if you prefer, set one at +1 and one at -1.

Your Endurance is equal to your Mighty +4. Draw that many empty boxes on your character sheet and mark each of the final two with "-1".

## Moves

Choose two of the Sleuth Moves in your playbook. You have these in addition to all the basic and special moves.

## Gear

You have a two-way radio for communicating with the rest of your team. Additionally, choose one of the following.

- ☐ Concealing trenchcoat: +1 to prowl and stake out.
- ☐ Notebook: +1 to scrutinize.

## Contact

Create one Contact and answer the following questions about them.

- Do they know you as a hero, as your secret identity, or both? If both, do they know that you are the same person?
- How do you know each other?
- Why do they trust you?

Write a +2 next to this contact. This is their *reliability*—your bonus to exhort them to act.

## Bonds

All players introduce their heroes by name and look. Write down each hero's name under Bonds in your playbook.

Then, go around again to establish initial Bonds.

On your turn, ask any of the following:

- *Which of you do I know something secret about?*  
For those characters, write Bond +2.
- *Which of you know something secret about me?*  
For those characters, write Bond +1.

For everyone else, write Bond 0. Your uncanny insight into people and their motivations can sometimes put your teammates on edge.

On others' turns, answer their questions as you like.

## Improvement

Whenever you fail a roll or reset your Bond with another hero, mark one Experience. When you mark your fifth Experience, do one of the following, but you can choose each only once.

- ☐ Add +1 Mighty
- ☐ Add +1 Focused
- ☐ Add +1 Intellectual
- ☐ Add +1 Savvy
- ☐ Add +1 Endurance
- ☐ Choose another Sleuth move

Name:

Real Name:

Heroic Appearance:

Occupation:

Unmasked Appearance:

Mighty	<input type="checkbox"/>	<i>Rumble, Heroic Feat</i>
Focused	<input type="checkbox"/>	<i>Prowl, Race/Chase</i>
Intellectual	<input type="checkbox"/>	<i>Investigate</i>
Savvy	<input type="checkbox"/>	<i>Exhort, Scrutinize</i>

Forward:

Hold:

Experience: ☐ ☐ ☐ ☐ ☐

Endurance:

Sleuth Moves:

Contacts:

- **Stake Out:** When you stake out a location, roll+Focused. On a 10+, choose 3. On a 7–9, choose 1.

- Your target arrives at or is discovered at your stakeout.
- Discover a fact about the defenses of the location.
- Reveal a pattern that you can exploit later (hold, +2 when exploited)
- Prevent your stakeout from being discovered.

On a miss, be prepared for the worst.

- **Street Smarts:** When you investigate, add Savvy.

- **Not born yesterday:** When you scrutinize, add Intellectual.

Bonds: *Help/Hinder*

Gear:

*SLEUTH*



# Introducing the Technologist

*Has the tools and the know-how to get the job done.*

## Heroic Identity

Come up with a name for your Hero and describe their heroic appearance. Remember, all heroes need a mask to protect their secret identities.

## Secret Identity

Write down your hero's real name and appearance. Leave the occupation blank for now.

## Attributes

Choose one attribute to have a +2 and another to have +1. Then, either set the other two at 0 or, if you prefer, set one at +1 and one at -1.

Your Endurance is equal to your Mighty +4. Draw that many empty boxes on your character sheet and mark each of the final two with "-1".

## Moves

Choose two of the Technologist Moves in your playbook. You have these in addition to all the basic and special moves.

## Gear

You have a two-way radio for communicating with the rest of your team. You are known for carrying useful gear on your adventures; choose how you would carry such gear.

- ☐ Pocketed coat
- ☐ Utility belt
- ☐ Satchel
- ☐ Backpack

## Contact

Create one Contact and answer the following questions about them.

- Do they know you as a hero, as your secret identity, or both? If both, do they know that you are the same person?
- How do you know each other?
- Why do they trust you?

Write a +2 next to this contact. This is their *reliability*—your bonus to exhort them to act.

## Bonds

All players introduce their heroes by name and look. Write down each hero's name under Bonds in your playbook.

Then, go around again to establish initial Bonds.

On your turn, ask any of the following.

- *Which of you shares a passion for technology?* For those characters, write Bond +2
- *Which of you were endangered because of one of my gadgets?* For those characters, write Bond +1.

For everyone else, write Bond 0. You spend so much time with your gadgets and computers that your relationship with your teammates is not as strong as it could be.

On others' turns, answer their questions as you like.

## Improvement

Whenever you fail a roll or reset your Bond with another hero, mark one Experience. When you mark your fifth Experience, do one of the following, but you can choose each only once.

- ☐ Add +1 Mighty
- ☐ Add +1 Focused
- ☐ Add +1 Intellectual
- ☐ Add +1 Savvy
- ☐ Add +1 Endurance
- ☐ Choose another Technologist move

Name:

Real Name:

Heroic Appearance:

Occupation:

Unmasked Appearance:

Mighty	<input type="checkbox"/>	<i>Rumble, Heroic Feat</i>
Focused	<input type="checkbox"/>	<i>Prowl, Race/Chase</i>
Intellectual	<input type="checkbox"/>	<i>Investigate</i>
Savvy	<input type="checkbox"/>	<i>Exhort, Scrutinize</i>

Forward:

Hold:

Experience: ☐ ☐ ☐ ☐ ☐

Endurance:

Technologist Moves:

- **Gadgteer:** When you declare what gadget you have brought and how you wish to use it, then roll+Intellectual. On a 10+, the gadget proves useful toward your desired end. On a 7–9, choose one:

- Place an ally or innocent in danger
- Lose one Endurance

On a miss, be prepared for the worst.

Contacts:

- **Supercomputer:** Choose the location of your supercomputer:

- Your home
- Your HQ
- Your place of employment

Add to your Gear a remote terminal to your supercomputer. When you investigate and have access to your supercomputer, add +2.

Bonds: *Help/Hinder*

Gear:

- **Hacker:** When you hack a system, roll+Intellectual. On a 10+, choose 3. On a 7–9, choose 1.

- Disable a system or device.
- Observe or gather data on a distant or hidden area.
- Discover a fact about a threat, system, or organization.
- Prevent another character from accessing or using the system.
- Find the location of a person or thing.
- Prevent the hack from being discovered.

On a miss, be prepared for the worst.

*TECHNOLOGIST*

# Introducing the Tough

*When it gets down to brass tacks, the team is going to need some muscle.*

## Heroic Identity

Come up with a name for your Hero and describe their heroic appearance. Remember, all heroes need a mask to protect their secret identities.

## Secret Identity

Write down your hero's real name and appearance. Leave the occupation blank for now.

## Attributes

Choose one attribute to have a +2 and another to have +1. Then, either set the other two at 0 or, if you prefer, set one at +1 and one at -1.

Your Endurance is equal to your Mighty +4. Draw that many empty boxes on your character sheet and mark each of the final two with "-1".

## Moves

Choose two of the Tough Moves in your playbook. You have these in addition to all the basic and special moves.

## Gear

You have a two-way radio for communicating with the rest of your team. Additionally choose one of the following.

- ☐ Iconic weapon: +1 rumble when wielding.
- ☐ Armored suit: Automatically reduce Endurance loss by one when you take a hit.

## Training

Choose the training background.

- ☐ Martial arts
- ☐ Boxing
- ☐ Wrestling

Name your *Special Move* based on your selection.

## Contact

Create one Contact and answer the following questions about them.

- Do they know you as a hero, as your secret identity, or both? If both, do they know that you are the same person?
- How do you know each other?
- Why do they trust you?

Write a +2 next to this contact. This is their *reliability*—your bonus to exhort them to act.

## Bonds

All players introduce their heroes by name and look. Write down each hero's name under Bonds in your playbook.

Then, go around again to establish initial Bonds.

On your turn, ask any of the following:

- *Which of you saved me from danger when I got in over my head?* For those characters, write Bond +3.
- *Which of you are training to improve your physique and willpower?* For those characters, write Bond +2.

For everyone else, write Bond +1. You've got their backs.

On others' turns, answer their questions as you like.

## Improvement

Whenever you fail a roll or reset your Bond with another hero, mark one Experience. When you mark your fifth Experience, do one of the following, but you can choose each only once.

- ☐ Add +1 Mighty
- ☐ Add +1 Focused
- ☐ Add +1 Intellectual
- ☐ Add +1 Savvy
- ☐ Add +1 Endurance
- ☐ Choose another Tough move

Name:

Real Name:

Heroic Appearance:

Occupation:

Unmasked Appearance:

Mighty	<input type="checkbox"/>	<i>Rumble, Heroic Feat</i>
Focused	<input type="checkbox"/>	<i>Prowl, Race/Chase</i>
Intellectual	<input type="checkbox"/>	<i>Investigate</i>
Savvy	<input type="checkbox"/>	<i>Exhort, Scrutinize</i>

Forward:

Hold:

Experience: ☐ ☐ ☐ ☐ ☐

Endurance:

Tough Moves:

Contacts:

- **Endurance Training:** Add mighty to your Endurance again.
- **Second Wind:** When you get your second wind, roll+Mighty. On a 10+, recover all Endurance. On a 7–9, recover two Endurance, up to your maximum. On a miss, be prepared for the worst.
- **Iron Will:** You may ignore the penalties from being imperiled. Remove the “-1” markers from your Endurance boxes.
- **Special Move:** When you rumble, you have the following additional option.
  - Incapacitate your enemy with your special move.

Bonds: *Help/Hinder*

Gear:

*TOUGH*