Team	: 0 MASK	S TEAM SUPERSHEET					
Kichi "Karma" Ito (They/Them)		First "Volkan" Last (He/Him)	First "supername" Last (pronouns)	mars " " Last (they/them)	Ryder "Heron" Ivanov (He/Him)		
Plaver:	Hambone	Player: Xaxirs	Player:	Player: rio	Player: Matches		
1	The Delinquent	Playbook: The Legionaire	Playbook: Playbook	Playbook: The Bull	Playbook: The Janus		
Look:	Shifting, white, hateful eyes, rebellious clothes, no costume	Look: Man, White, friendly face, imposing Uniform	Look:	Look: ambigous, white passing mixed, dirty hands, ragged clothing, no costume	Look: Man, Russian/white, Formal clothing, cold stare,concealing clothing, domino mask+cape		
Image /Desc:	Pretty edgy looking, "coslume" consists of black hoode and ripped jeans, covered in perceips, short black have that's dyed green and burvulose in the present of the present state of the present state of the present state of the control-eyes glow bright crange, nothing dele physically changes. Teleportation-disintegration (like the people in Avengers who disintegrated from Thende's anap)	Image //Desc:	Image /Desc:	Image goth - clunky combat boots, messy dark eye makeup	Image (Men in continue wears a full black sult with white accents, black cape to conceal himself with crange inside, crange belt, white boots, and domino conceal himself with crange inside, crange belt, white boots, and domino suppliesses. Has dark black his payable size, and ember eyes that come of as yellow in some lightfactatilise in a way. Hes looks really skinny but has a moderate amount of muscle, hes average height but stands like hes taller		
Abilities:	Emotion Control and Teleportation	Abilities: Flight, Hard light Constructs, Technopathy	Abilities:	Abilities: super strength, does not feel wounds but is impaired the same as regular people by them, (ex: if am breaks they cannot use that arm as usual) and moves super fast	Abilities: Enhanced Abilities, Supernatural senses, Enhanced mobility +secret identity		
Labels:	Locked: +/-	Labels: Locked: +/-	Labels: Locked: +/-	Labels: Locked: +/-	Labels: Locked: +/-		
Danger	1	Danger -1	Danger 0	Danger 3	Danger 0		
Freak Savior	1 -1	Freak 3 Savior 0	Freak 0 Savior 0	Freak	Freak		
Superior	3	Superior -2	Superior 0	Superior 0	Superior1		
Mundane	-1	Mundane 3	Mundane 0	Mundane -1	Mundane 3		
Conditions	3 Potential: 4/5 Effect To clear	3 Potential: 2/5 Conditions ✓ Effect To clear	0 Potential: 0/5 Conditions ✓ Effect To clear	3 Potential: 0/5 Conditions ✓ Effect To clear	3 Potential: 0/5 Conditions ✓ Effect To clear		
Angry	-2 Comfort Support/Pierce Hurt someone/break something	Angry	Angry	Angry	Angry -2 Comfort Support/Pierce Hurt someone/break		
Afraid Guilty Hopeless Insecure	-2 Directly Engage Run Away -2 Unleash Fling into Easy Relief	Afraid Guity Hopeless Insecure Other	Afraid Guilty Hopeless Insecure Other	Afraid Guilty -2 Provoke/Assess Make a Sacrifice Hopeless -2 Unleash Fing into Easy Relief Insecure -2 Defend/Reject Foolhardy Action Other	Afraid Guity 2 -2 Provkel/Assess Make a Sportice Hopeless 2 -2 Unleash Fing into Easy Relef Insecure 2 -2 Defend/Reject Foolhardy Action Other		
Other		Other	Culei	Cities	Cuter		
Moves	Delinquent - Are you watching closely?	Moves Legionnaire - in the name of the moon!	Moves Playbook Move	Moves Bull - You've got a head you don't need	Moves		
When you mislead, distract, or trick someone, roll +Superior. On a hit, they are fooled, at least for a moment. On a 10+, choose trive. On a 7-9, choose two. - you get an opportunity - you expose a weaklensoon flew or you expose a weaklensoon flew or you expose a weaklensoon flew or weaklensoon flew or you expose a weaklensoon flew or you avoid further ertaglement. - you avoid further ertaglement. On a miss, you're hopelessily embroiled in it and under press; mark a condition		demonstrate the power and authority of your Legion to confront somebody, roll of Frenck Cn a hit, choose one. On a 10+, you strike the fear of your Legion tho the heart of your trapet, if your target fears the Legion's authority and power, you choose one more option. On a miss, the situation should be a supported to the state of the choose one more option. On a miss, the situation and give your target Influence over you. "You make them stundte. Take +1 forward against them. - You momentarily stundten."		Instead of *Superior	wearing your mask. Freed/Langer/Savior/Superior (Witte it in the empty box in the Labels saction of the Character Sheet). Once per session, you can affirm either your heroic or secret identity to switch your Mundaine with your mask's Label. When you reveal your secret identity to someone who didn't know it already, mark potential. Janus - Milld-mannered		
Delinquent - Troublemaker When you help a teammate through destructive, criminal, or rule-breaking actions, you can give them a +2 instead of a +1 when you spend a Team from the pool.		herc: When you eschew your powers herc: When you eschew your powers and rely on your inhalition and human senses to assess a situation, you can roll + Mundane rather than + Superior.	Playbook Move Description	Bull - Punch everyone Whenever you charge into a fight without hedging your bets, you can shift your Danger up and any other Label down	When you by to use your civilian identity to deceive, trick, or alip past someone, roll evilurations. On a 7-9, choose one: -you're still under observation -you leve something incriminating behind -you leve something incrimination behind -you leve something increments -you leve something inc		
When you a	Delinquent - Criminal mind seess the situation, you can always ask one of the following questions, even	Playbook Move Description	Playbook Move Description	Bull - In a china shop When you directly engage a threat, you can cause significant collateral damage to your environment to choose an additional collion, even on a miss.	Janus - I'll save you! You're willing to pay high costs to keep your loved ones safe. Reveal your secret identity		
on a miss: - what here is useful or valuable to me?				environment to choose an additional option, even on a miss.	You're willing to pay high costs to keep your loved ones safe. Reveal your secret identity to someone watching or mark a condition to defend a loved one as if you rolled a 12+.		
- how could I best infuriate or provoke? - what's the best way in/way past?							
Playbook Move Description Playbook Move		Playbook Move Description Playbook Move	Playbook Move Description Playbook Move	Playbook Move Description Playbook Move	Janus - Game face When you commit yourself to save someone or defeat a terrible enemy, mark a condition and false +1 ongoing to all rolls in direct pursuit of that goal. At the end of any scene in which you don't make progress towards that goal, mark a condition. When you fulfill your goal, mark potential. Janus - Dangerous web		
Playdook move Description		Description	Description	Description	When you reveal a trap you've left for someone using your powers, roll +your mask's Label. On a hit, your opponent trips into it, and you get an opening or opportunity against them. On a 10+, take +1 forward to pursuing it. On a miss, the trap inadvertently leads to a dangerous escalation.		
	Playbook Move	Playbook Move	Playbook Move	Playbook Move	Playbook Move		
Description	Playbook Move	Description Playbook Move	Description Playbook Move	Description Playbook Move	Description Playbook Move		
Description	,	Description Description	Description Description	Description	Description		
	Playbook Extra	Playbook Extra You Legion has assigned you to defend fails and the surrounding planets. When time passes, the Legion takes liftlement over you. At the start of each session, you receive a mession from you rehipted ups, a releight by your GM. White you make the your extra the strain planets of the planets	Playbook Extra Playbook extra	Playbook Extra The Bull's Heart Too always have eachly one love and one rivel. You can change your love or rival at any time; give the new subject by or effections of reddent influence over you. Tate +1 ongoing to any action that Love: The Bull's purple of the property of the prope	Playbook Extra Secret Identity Your mundare life cones with a series of obligations. Choose a total of three obligations. Acids. Barista, Intent. hotaless, salesperson, delivery person, hashlood worker, babyeiter, dishwasher, Sidnoid Schoolwork, atthetic Iseam, chess oldu, photography club, student government Home: Carrier for enouse, household lookes, purply allist, arringer perenting Boost. Significant other, best firend, populating, cause residive, coachiteatober		
		Investigate the disappearances around the city			School, home, social		

	ses / End of session		When time passes / End of sess		VIII	es / End of session	Million Consumer	es / End of session	When time passes / End of session	
- When time passe	Ses / Ellu of Session	#N/A	When time passes / End of sess	ion	When time passes / End of session	95 / Elid Ol Sessioli	- Wilen time passe	S / Elld Of Session	When time passes and + your Mundane to see how you're managing your obligation	
					passas . End of decodors				a hit, things are going pretty well—you have a your obligations. On a 7-9, you've lapsed on o haven't given your normal life anywhere near t	opportunity or advantage thanks to one of
									haven't given your normal life anywhere near t	he attention it deserves; the GM chooses
									two obligations that are going to bite you in the	butt.
Momen	nt of Truth		Moment of Truth		Momen	t of Truth	Moment	t of Truth	Moment of	of Truth
This is when you show them what you really are.	. Whether you're the hero underneath the rel	You aren't who the higher up	os say you should be, and you aren't just a sally belong to them either. Not anymore, man behind it, and you fulfill your mission are that you broke all of their rules doing it d your training. And Earth is only one plan titles that the higher ups want you to take, ethind.	nother ordinary person	Moment of Truth		This is what you do best. You let loose, all the pen	t up strength and rage and glee, and you break	The mask is a lie, and some piece of you has alway You're the one that can do the impossible. Mask off.	
This is when you show them what you really are. I facadeor the one who can make the hard choice show that truth, whether it's saving the day from a all. Of course, once you've shown what you really	ces heroes can't make. You do whatever it ta a terrible villain or stopping a bad guy once	to wielding powers that don't re for power you carry and the hu	eally belong to them either. Not anymore. ' man behind it, and you fulfill your mission	ou take them both, the co exceptionally that the			This is what you do best. You let loose, all the pen whatever stands in your way. You are a walking de Not buildings. Not structures. Not enemies. Nothin know exactly where to find you	emolition crew. What can stand up to you? Nothing. ig. Of course, now the people who changed you	You're the one that can do the impossible. Mask off. day. Of course, you better hope nobody nasty is wat	Costume on. And you're going to save the damn ching
all. Of course, once you've shown what you really	ly are, there's no going back to playing the cl	powers that be can't even c worse, you've just complete	are that you broke all of their rules doing it d your training. And Earth is only one plan	But, for better or for et in a whole universe of			know exactly where to find you			
		new opportunities. Opportunities opportuniti	nities that the higher ups want you to take, ehind.	even if it means leaving						
	n Moves		Team Moves When you share a triumphant celebration with someone, ask them if they see you as a			Moves	Team Moves When you share a triumphant celebration with someone, make them your love or rival immediately to mark potential. If they are already your love or rival, take Influence over them and mark potential.		Team Moves When you share a triumphant celebration with someone, ask them if they see you as the person wearing the mask or the person underneath. If the former, mark potential and clea a condition. If the latter, take influence over them if you reveal yourself.	
When you share a triumphant celebration will cool. If they say yes, give them Influence an mark a condition or spurn them immediately.	with someone, ask them if they think you nd take Influence over them. If they say	When you share a triump member of			Team Move 1					
mark a condition or spurn them immediately. Team to the pool	y. If they're a teammate, then either way	dd a the Legion or as a regula	the Legion or as a regular person. If they see you as a member of the Legion, mark a condition and				them and mark potential		a condition. If the latter, take Influence over them if you reveal yourself .	
realities are poor		shift Freak up and Mund	ane down. If they see you as a regula	r person, give them						
When you share a vulnerability or weakness with someone, give them Influence over you, and ask them who they'd like you to be. Mark potential if you show them that person. If		you to shift Freak down a	you to shift Freak down and Mundane up. When you share a vulnerability or weakness with someone, confess how the Legion							
		you, When you share a vulne frustrates or			Team Move 2		When you share a vulnerability or weakness with someone, give them Influence and hold 2. Spend that hold to help them as if it were Team in the pool		When you share a vulnerability or weakness with someone, tell them a secret about who you really are. Give them Influence, and shift your Mundane up and your mask's Label	
they're a teammate, add a Team to the pool	no matter what	confuses you. Give them	Influence over you, and shift your ow	n Labels.			2. Opena that had to help them as it it were	real in the poor	down.	our mandanc up and your mask's case.
					Relationships				Relationships	
You keep trying to impress X with your antice	cs Heror	Verrorette Verrorette	Relationships your frustrations with the Legion.			onships	Relationships		X knew you from your civilian life first	ships Karma
Tou keep trying to impress X with your antics	cs neror	Tou vent to Karma about	your mustrations with the Legion.		Relationship 1		X is your love. You've opened up to them about the worst parts of your past (HOMIES!!!!)		A knew you from your divilian life lifst	Karna
You and X pulled an awesome (if illegal) stu	unt together Volka	You knew Rio from befor	e you inducted into the Legion.		Relationship 2		X is your rival. They tried to control you at a	crucial moment.	You refused to tell X your secret identity when	they asked Volkan
I have influence over	NPC teens with influence	I have influen	ce over NPC tee	ns with influence	I have influence over	NPC teens with influence	I have influence over	NPC teens with influence	I have influence over	NPC teens with influence
Volkan		Heron Carbine					vulcan		Dad	
- Committee		Mars					heron		Pinstripe man	
							11		Carbine	
									Vulcan	
									Mars	
						L				
Adults with	no influence.		Adults with no influence.		Adults with	no influence.	Adults with	no influence.	Adults with n	influence.
						1		1		
Bac	ckstory		Backstory		Baci	kstory	Back	kstory	Backs	tory
How did you get your powers?			How did you attract the attention of your Legion?		Question 1		Who changed you?		When did you first put on the mask? Why?	
Born with them		My father is was a high r to live up to his reputaion	anking leginnaire that recruited me fo	the legion. I am now trying			turned into vampire by an unknown doctor		His (estranged) father works in some sketchy keep him from hurting others in the long run.	ousiness (organized crime) and wanted to
									out but has now started to take on bigger oper	ations like stopping weapon deals.
What do you do for fun?			Why was your frst mission a failure, and why did you still choose to stay?		Question 2		How did you escape from them?		Why do you keep a secret identity? To keep people in his life from knowing what he does during his nights/hide his identity	
Adventure, anything that involves risk (like graffiti or stealing from a corner store)		I was overzelous and en	I was overzelous and endangered my team. I chose to stay to redeem myself.				woke up in a dark lab/operating room with no memories and escaped via an unlocked window		from his dad.	
Who, outside the team, thinks better of you than you do?			ers, and how do they want you to be n		Question 3		Who, outside the team, tries to take care of you now?		Who, outside the team, knows about your of	
My dad. He knows that I can be better than what I usually think. He always tries to get me		me My Centurion who comm	My Centurion who commands me and my fellow legionnaires in order to keep peace within the galaxy. My Centurion is a kind hearted indivudual although stern still cares				for the most part they take care of themselves-getting paid under the table by convience stores and other small stores in the area, they live in a small house family pays for		He is really good with keeping his identity and good a keeping secrets, two because he does	has never told anyone. One, because he in
stop me risk-taking adventures so I can start showing my "true potential." I sometimes take that to heart though and need a small break from him.		l labout everyone who ser	about everyone who serves them and works with them. They may be a higher rank yet still treat all peers with respect.				stores and other small stores in the area, they live in a small node family pays for		tell because of how quiet he is normally. Hes k	ind of that weird smart kid in class who sits
Why do you try to be a hero?			Who's the person you care the most about on Earth and why?		Question 4		Why do you try to be a hero?		Who thinks the worst of your masked ident	itv?
To prove to myself that I'm a better person the	than what people usually tell me I'm like	and My brother becuase he is	My brother becuase he is my only remaining family memeber and one of the few people I				they want to look out for the less fortunate and make sure bad people get what they		His father (but he has no idea who it is under t	
of a calfich reason almost, but they want to r	nrove that even though they seem like	feel I can trust					deseve			
edgy, emo kid who hates everyone and ever willing to do something for the good of the pi	people.)						<u> </u>			
Why do you care about the team? They like and accept me, though I don't show	1. 1	Why do you care about t			Question 5		Why do you care about the team? they are my friends and they care about me.		Why do you care about the team? Like previously stated he does not have many friends so when people do get close he	
They like and accept the, though I don't shou	ow it, i appreciate it.	passing. The team and n	I care about the team becuase they feel like my true family since my mother and fathers passing. The team and my brother are the only family I have left.						latches on pretty tightly despite seeming cold.	
	first came together		When our team first came together		When our team first came together		When our team first came together		When our team first came together	
We totally broke some major rules to win the were they?	ne fght. What rules did we break? Whos	lles We had to go against the them?	We had to go against the Legion's orders in order to save people. How did we disobey them?		When our team first came together		We defeated a dangerous enemy. Who or what was it?		We saved the life of someone important, either to the city or to us. Who was it? Why as they important?	
Abilities/Powe	vers/Other/Notes		Abilities/Powers/Other/Notes		Abilities/Powe	ers/Other/Notes		ers/Other/Notes	Abilities/Power	s/Other/Notes
Abilities/Pow	vers/Other/Notes		Abilities/Powers/Other/Notes		Abilities/Powe	ers/Other/Notes	sharp teef	ers/Other/Notes	Abilities/Power	s/Other/Notes
Abilities/Pow	vers/Other/Notes		Abilities/Powers/Other/Notes		Abilities/Powe	ers/Other/Notes		ers/Other/Notes	Abilities/Power	s/Other/Notes
Abilities/Pow	vers/Other/Notes		Abilities/Powers/Other/Notes		Abilities/Powe	ers/Other/Notes	sharp teef	ers/Other/Notes	Abilities/Power	s/Other/Notes
Abilities/Pow	vers/Other/Notes		Abilities/Powers/Other/Notes		Abilities/Powe	ers/Other/Notes	sharp teef	ers/Other/Notes	Abilities/Power	/Other/Notes
Abilities/Pow	vers/Other/Notes		Abilities/Powers/Other/Notes		Abilities/Powe	ers/Other/Notes	sharp teef	ers/Other/Notes	AbilitiesPower	//Other/Notes
Abilities/Pow	vers/Other/Notes		Abilities/Powers/Other/Notes		Abilities/Powe	ars/Other/Notes	sharp teef	ors/Other/Notes	Abilities/Power	(Application of the Control of the C
Abilities/Pow	vers/Other/Notes		Abilities/Powers/Other/Notes		Abilities/Pow	ers/Other/Notes	sharp teef	rs/Other/Notes	Abilities/Power	//Other/Notes
Abilities/Pow	vers/Other/Notes		Abilities/Powers/Other/Notes		Abilities/Powe	ers/Other/Notes	sharp teef	ors/Other/Notes	Abilities/Power	Other/Notes
Abilities/Pow	vers/Other/Notes		Abilities/Powers/Other/Notes		Abilities/Pow	ers/Other/Notes	sharp teef	ors/Other/Notes	Abilities/Power	VictoriNotes
	vers/Other/Notes	0.5					sharp teef 2 team but for heron only			
Abilities/Powe	vers/Other/Notes	0/5	Abilities/Powers/Other/Notes Advancement:	0/5	Abilities/Powe		sharp teef		Abilities/Power Advancement: Take another move from your playbook	
Advancemen	nt:	05	Advancement:	0/5	Advancemen	rt: OX	sharp teef 2 team but for heron only	t: 1//	Advancement	0
Advancemen Take another move from your playbook	nt:	05	Advancement:	0.5	Advancement Advancement	rt: OF	sharp teef 2 teem but for heron only 2 teem but for heron only Advancemen Take another move from your playbook	t: 1/5	Advancement: Take another move from your playbook	0
Advancemen Take another move from your playbook Take another move from your playbook Take a move from another playbook Take a move from another playbook	nt	0.05	Advancement: SN/A SN/A SN/A SN/A	0/5	Advancement Advancement Advancement Advancement Advancement	ut: 0/	sharp teef 2 team but for heron only Advancement Take another move from your playbook Take another move from your playbook Take another move from your playbook Take another move from another playbook Take another move from another playbook	t: 1/5	Advancement: Take another move from your playbook Take another move from your playbook Take a move from another playbook Take a move from another playbook	
Take another move from your playbook Take another move from your playbook Take another move from your playbook Take a move from another playbook Someone permanently loses influence over	nt:	05	Advancement: #N/A #N/A #N/A #N/A #N/A	0.5	Advancement Advancement Advancement Advancement Advancement Advancement Advancement	it: 0.0	sharp teef 2 teem but for heron only Someone perment of my purples ook Take another move from your playbook Take another move from nother playbook Take an move from another playbook Someone permently loses influence over;	tt 1/6	Take another move from your playbook Take another move from your playbook Take another playbook Take a move from another playbook Take a move from another playbook Someone permanently loses influence over yo	0.0
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Advancemen Take another move from your playbook Take another move from your playbook Take a move from another playbook Take a move from another playbook Take a move from another playbook Someone permanently loses influence over Rearrange your Labels as you choose, and Add +1 to any two Labels Unlock your Moment of Truth	nt: r you; add +1 to a Label l add +1 to a Label	0.5	Advancement: shua shua shua shua shua shua shua shu	05	Advancement	nt: 04	sharp teef 2 team but for heron only 5 Advancemen Take another move from your playbook Take another move from your playbook Take another move from your playbook Take an ender playbook Take a move from another playbook Take a move from another playbook Cake a move from an	t: 1/6	Advancement: Take another move from your playbook Take another move from your playbook Take a move from another playbook Take a move from another playbook Take a move from another playbook Someone permanently loses influence over yo Change your mask's Label, add +1 to your ma Take drives from the Beacor's playbook Unlock your Moment of Truth	III. add +1 to a Label
Advancemen Take another move from your playbook Take another move from your playbook Take a move from another playbook Someone permanently loses influence over Rearrange your Labels as you choose, and i Add +1 to any two Labels	nt: r you; add +1 to a Label add +1 to a Label	0.05	Advancement: SNIA SNIA SNIA SNIA SNIA SNIA SNIA SNI	05	Advancement	it: 04	sharp teef 2 team but for heron only Advancemen Take another move from your playbook Take another move from your playbook Take another move from another playbook Somonon permanently loses influence over; Rearrange your Labels as you choses, and of Choose another two Roles for The Buffs Her	tt: 1/7.2	Advancement: Take another move from your playbook Take another move from your playbook Take an move from another playbook Take a move from another playbook Someone permanently loses influence over your Change your mask's Label; add +1 to your ma Take drives from the Beacon's playbook	it: add +1 to a Label

Take an adult move	#N/A	Advancement	Take an adult move	Take an adult move	
Lock a Label, and add +1 to a Label of your choice	#N/A	Advancement	Lock a Label, and add +1 to a Label of your choice	Lock a Label, and add +1 to a Label of your choice	
Retire from the life or become a paragon of the city	#N/A	Advancement	Retire from the life or become a paragon of the city	Retire from the life or become a paragon of the city	