

<div>When time passes / End of session</div> <div></div>	<div>When time passes / End of session</div> <div>#N/A</div>	<div>When time passes / End of session</div> <div>When time passes / End of session</div>	<div>When time passes / End of session</div> <div></div>	<div>When time passes / End of session</div> <div></div>	<div>When time passes / End of session</div> <div>When time passes / End of session</div>
<div>Moment of Truth</div> <div>This is when you show them what you really are. Whether you're the hero underneath the rebel mask, or the one who can make the hard choices heroes can't make. You do whatever it takes to show that truth, whether it's saving the day from a terrible villain or stopping a bad guy once and for all. Of course, once you've shown what you really are, there's no going back to playing the clown...</div>	<div>Moment of Truth</div> <div>You aren't who the higher ups say you should be, and you aren't just another ordinary person wielding powers that don't really belong to them either. Not anymore. You take them both, the power you carry and the human behind it, and you fulfill your mission to exceptionally that the powers that be can't even care that you broke all of their rules doing it. But, for better or for worse, you've just completed your training. And Earth is only one planet in a whole universe of new opportunities. Opportunities that the higher ups want you to take, even if it means leaving everything you came about behind.</div>	<div>Moment of Truth</div> <div>Moment of Truth</div>	<div>Moment of Truth</div> <div>This is what you do best. You let loose, all the pent up strength and rage and glee, and you break whatever stands in your way. You are a walking demolition crew. What can stand up to you? Nothing. Not buildings. Not structures. Not enemies. Nothing. Of course, now the people who changed you know exactly where to find you...</div>	<div>Moment of Truth</div> <div>This is what you do best. You let loose, all the pent up strength and rage and glee, and you break whatever stands in your way. You are a walking demolition crew. What can stand up to you? Nothing. Not buildings. Not structures. Not enemies. Nothing. Of course, now the people who changed you know exactly where to find you...</div>	<div>Moment of Truth</div> <div>When time passes, roll + your Mundane to see how you're managing your obligations. On a hit, things are going pretty well—you have an opportunity or advantage thanks to one of your obligations. On a 7-9, you've lapsed on one obligation, your choice. On a miss, you haven't given your normal life anywhere near the attention it deserves; the GM chooses two obligations that are going to bite you in the butt.</div>
<div>Team Moves</div> <div>When you share a triumphant celebration with someone, ask them if they think you're cool. If they say yes, give them Influence and take Influence over them. If they say no, mark a condition or spurn them immediately. If they're a teammate, then either way, add a Team to the pool.</div>	<div>Team Moves</div> <div>When you share a triumphant celebration with someone, ask them if they see you as a member of the Legion or as a regular person. If they see you as a member of the Legion, mark a condition and shift Freak up and Mundane down. If they see you as a regular person, give them influence over you to shift Freak down and Mundane up.</div>	<div>Team Moves</div> <div>Team Move 1</div>	<div>Team Moves</div> <div>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.</div>	<div>Team Moves</div> <div>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.</div>	<div>Team Moves</div> <div>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 clear a condition. If the latter, take Influence over them if you reveal yourself.</div>
<div>Relationships</div> <div>You keep trying to impress X with your antics</div> <div>You and X pulled an awesome (if illegal) stunt together</div>	<div>Relationships</div> <div>You went to <u>Karma</u> about your frustrations with the Legion.</div> <div>You knew <u>Bla</u> from before you inducted into the Legion.</div>	<div>Relationships</div> <div>Relationship 1</div> <div>Relationship 2</div>	<div>Relationships</div> <div>X is your love. You've opened up to them about the worst parts of your past.</div> <div>X is your rival. They tried to control you at a crucial moment.</div>	<div>Relationships</div> <div>X knew you from your civilian life first</div> <div>You refused to tell X your secret identity when they asked</div>	<div>Relationships</div> <div>Karma</div> <div>Volkan</div>
<div>I have influence over...</div> <div>Volkan</div> <div>Carbine</div>	<div>NPC teens with influence...</div> <div>Heron</div> <div>Carbine</div> <div>Mars</div>	<div>I have influence over...</div> <div>Heron</div> <div>Carbine</div> <div>Mars</div>	<div>I have influence over...</div> <div>karma</div> <div>vulcan</div> <div>heron</div>	<div>I have influence over...</div> <div>karma</div> <div>vulcan</div> <div>heron</div>	<div>I have influence over...</div> <div>Dad</div> <div>Pinstripe man</div> <div>Carbine</div> <div>Vulcan</div> <div>Mars</div>
<div>Adults with no influence.</div>	<div>Adults with no influence.</div>	<div>Adults with no influence.</div>	<div>Adults with no influence.</div>	<div>Adults with no influence.</div>	<div>Adults with no influence.</div>
<div>Backstory</div> <div>How did you get your powers?</div> <div>Born with them</div>	<div>Backstory</div> <div>How did you attract the attention of your Legion?</div> <div>My father is was a high ranking legionnaire that recruited me for the legion. I am now trying to live up to his reputation.</div>	<div>Backstory</div> <div>Question 1</div>	<div>Backstory</div> <div>Who changed you?</div> <div>turned into vampire by an unknown doctor</div>	<div>Backstory</div> <div>Who changed you?</div> <div>turned into vampire by an unknown doctor</div>	<div>Backstory</div> <div>When did you first put on the mask? Why?</div> <div>His (estranged) father works in some sketchy business (organized crime) and wanted to keep him from hurting others in the long run. At first was just doing small things to help out but has now started to take on bigger operations like stopping weapon deals.</div>
<div>What do you do for fun?</div> <div>Adventure, anything that involves risk (like graffiti or stealing from a corner store)</div>	<div>What do you do for fun?</div> <div>Why was your first mission a failure, and why did you still choose to stay?</div> <div>I was overzealous and endangered my team. I chose to stay to redeem myself.</div>	<div>What do you do for fun?</div> <div>Question 2</div>	<div>What do you do for fun?</div> <div>How did you escape from them?</div> <div>woke up in a dark lab/operating room with no memories and escaped via an unlocked window</div>	<div>What do you do for fun?</div> <div>How did you escape from them?</div> <div>woke up in a dark lab/operating room with no memories and escaped via an unlocked window</div>	<div>What do you do for fun?</div> <div>Why do you keep a secret identity?</div> <div>To keep people in his life from knowing what he does during his nightshade his identity from his dad.</div>
<div>Who, outside the team, thinks better of you than you do?</div> <div>My dad. He knows that I can be better than what I usually think. He always tries to get me 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.</div>	<div>Who, outside the team, thinks better of you than you do?</div> <div>Who gives you your orders, and how do they want you to be more like them?</div> <div>My Centurion who commands me and my fellow legionnaires in order to keep peace within the galaxy. My Centurion is a kind hearted individual although stern still cares about everyone who serves them and works with them. They may be a higher rank yet still treat all peers with respect.</div>	<div>Who, outside the team, thinks better of you than you do?</div> <div>Question 3</div>	<div>Who, outside the team, tries to take care of you now?</div> <div>for the most part they take care of themselves-getting paid under the table by convenience stores and other small stores in the area, they live in a small house family pays for</div>	<div>Who, outside the team, tries to take care of you now?</div> <div>for the most part they take care of themselves-getting paid under the table by convenience stores and other small stores in the area, they live in a small house family pays for</div>	<div>Who, outside the team, knows about your dual identity?</div> <div>He is really good with keeping his identity and has never told anyone. One, because he is good at keeping secrets, two because he doesn't have many friends in his outside life to tell because of how quiet he is normally. Hes kind of that weird smart kid in class who sits in the back and reads</div>
<div>Why do you try to be a hero?</div> <div>To prove to myself that I'm a better person than what people usually tell me I'm like. (Kind of a selfish reason almost, but they want to prove that even though they seem like the edgy emo kid who hates everyone and everything, they can actually be someone who is willing to do something for the good of the people.)</div>	<div>Why do you try to be a hero?</div> <div>Who's the person you care the most about on Earth and why?</div> <div>My brother because he is my only remaining family member and one of the few people I feel I can trust.</div>	<div>Why do you try to be a hero?</div> <div>Question 4</div>	<div>Why do you try to be a hero?</div> <div>they want to look out for the less fortunate and make sure bad people get what they deserve</div>	<div>Why do you try to be a hero?</div> <div>they want to look out for the less fortunate and make sure bad people get what they deserve</div>	<div>Why do you try to be a hero?</div> <div>Who thinks the worst of your masked identity?</div> <div>His father (but he has no idea who it is under the mask)</div>
<div>Why do you care about the team?</div> <div>They like and accept me, though I don't show it. I appreciate it.</div>	<div>Why do you care about the team?</div> <div>Why do you care about the team?</div> <div>I care about the team because they feel like my true family since my mother and fathers passing. The team and my brother are the only family I have left.</div>	<div>Why do you care about the team?</div> <div>Question 5</div>	<div>Why do you care about the team?</div> <div>they are my friends and they care about me.</div>	<div>Why do you care about the team?</div> <div>they are my friends and they care about me.</div>	<div>Why do you care about the team?</div> <div>Like previously stated he does not have many friends so when people do get close he becomes on pretty tighty despite seeming cold.</div>
<div>When our team first came together...</div> <div>We totally broke some major rules to win the fight. What rules did we break? Whose rules were they?</div>	<div>When our team first came together...</div> <div>We had to go against the Legion's orders in order to save people. How did we disobey them?</div>	<div>When our team first came together...</div> <div>When our team first came together...</div>	<div>When our team first came together...</div> <div>We defeated a dangerous enemy. Who or what was it?</div>	<div>When our team first came together...</div> <div>We defeated a dangerous enemy. Who or what was it?</div>	<div>When our team first came together...</div> <div>We saved the life of someone important, either to the city or to us. Who was it? Why are they important?</div>
<div>Abilities/Powers/Other/Notes</div>	<div>Abilities/Powers/Other/Notes</div>	<div>Abilities/Powers/Other/Notes</div>	<div>Abilities/Powers/Other/Notes</div> <div>sharp teeth</div> <div>2 team but for heron only...</div>	<div>Abilities/Powers/Other/Notes</div> <div>sharp teeth</div> <div>2 team but for heron only...</div>	<div>Abilities/Powers/Other/Notes</div>
<div>Advancement:</div> <div>Take another move from your playbook</div> <div>Take another move from your playbook</div> <div>Take a move from another playbook</div> <div>Take a move from another playbook</div> <div>Someone permanently loses influence over you; add +1 to a Label</div> <div>Rearrange your Labels as you choose, and add +1 to a Label</div> <div>Add +1 to any two Labels</div> <div>Unlock your Moment of Truth</div> <div>Unlock your Moment of Truth after it's been used once</div> <div>Change Playbooks</div> <div>Take an adult move</div>	<div>Advancement:</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div> <div>#N/A</div>	<div>Advancement:</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div> <div>Advancement</div>	<div>Advancement:</div> <div>Take another move from your playbook</div> <div>Take another move from your playbook</div> <div>Take a move from another playbook</div> <div>Take a move from another playbook</div> <div>Someone permanently loses influence over you; add +1 to a Label</div> <div>Rearrange your Labels as you choose, and add +1 to a Label</div> <div>Choose another two Roles for The Bull's Heart</div> <div>Unlock your Moment of Truth</div> <div>Unlock your Moment of Truth after it's been used once</div> <div>Change Playbooks</div> <div>Take an adult move</div>	<div>Advancement:</div> <div>Take another move from your playbook</div> <div>Take another move from your playbook</div> <div>Take a move from another playbook</div> <div>Take a move from another playbook</div> <div>Someone permanently loses influence over you; add +1 to a Label</div> <div>Rearrange your Labels as you choose, and add +1 to a Label</div> <div>Take drives from the Beacon's playbook</div> <div>Unlock your Moment of Truth</div> <div>Unlock your Moment of Truth after it's been used once</div> <div>Change Playbooks</div> <div>Take an adult move</div>	<div>Advancement:</div>

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