

Name: Indigo

Real Name: Darren Malthis

THE NOVA

LOOK

Masculine, white, normal skin, casual clothing, mythological costume

ABILITIES

Telekinesis and telepathy

LABELS

Danger +1

Freak +2

Savior +1

Superior 0

Mundane -1

CONDITIONS

☐ Afraid (-2 to directly engage a threat)

☐ Angry (-2 to comfort or support or pierce the mask)

☐ Guilty (-2 to provoke someone or assess the situation)

☐ Hopeless (-2 to unleash your powers)

☐ Insecure (-2 to defend someone or reject others' influence)

BURN

When you charge up your powers, roll + conditions you currently have marked. On a hit, hold 3 burn. On a 7-9, mark a condition. On a miss, hold 2 burn and mark three conditions.

Spend your burn on your flares. You lose all burn at the end of the scene.

Choose four flares.

[X] Reality storm: You channel a destructive burst with your powers. Spend 1 burn to directly engage a threat using your powers, rolling + Freak instead of + Danger. If you do, you will cause unwanted collateral damage unless you spend another burn.

[X] Constructs: Spend 1 burn to create any object with your powers, up to the size of a person. Spend an additional burn to animate it independently of yourself. The construct dissolves at the end of the scene.

[X] Worship: You put out a tremendous display of your might. Spend 1 burn to awe an audience into silence, respect, and attention when you unleash your powers.

[X] Overcharge: You channel the full capacity of your incredible powers to overcome an obstacle, reshape your environment, or extend your senses. Spend 2 burn to take a 10+ when you unleash your powers.

BACKSTORY

- When did you first use your powers?

It isn't a thing I like to talk about. My parents say it isn't good for me to think about it too much. Something about even kids having post-traumatic stress disorder. But... okay. My friend and I were walking home from middle school. Bullies jumped us. I had a bloody nose from how hard they shoved me down, and saw them punch Andy. I felt so helpless. I couldn't do anything to help, and they'd been getting more aggressive for months because they knew we were just geeks who'd quietly take the abuse. All that anger just... came out. I screamed at them, there was a flash of light, and they all just hit the ground at once. I guess I screamed right into their heads, or something. It was bad.

- Who was the first person you accidentally hurt with your powers?

Brad, Steve, and Mark were hurt too, but the only one that really bothered me was Andy. I think he still hasn't woken up, but his parents won't talk to me anymore so I don't even know.

- Who, outside the team, helps you control your powers?

My parents hired a therapist, Mrs. Kaplan. She helps me cope with my non-powered parents and anxiety issues and... y'know. Guilt. She's good. Has personal experience with my kind of situation.

- Why do you continue to use your powers?

Because there's no magic wand that can just take them away and let me be normal again. I'm stuck with them. Besides, I wouldn't even really know how to be normal anyway. You heard how I handled life before. It wasn't good. At least now, if I'm careful, I can make something of myself and help people. It's just the being careful part that scares me.

- Why do you care about the team?

They help me, and I can help them. We aren't really that different. The world sees us as dangerous, like kids with guns. But together we can make sure things are better than they would be if we all just gave up and hid.

WHEN OUR TEAM FIRST CAME TOGETHER...

We destroyed our surroundings in the fight. Where was it? What did we destroy?

RELATIONSHIPS

You hang out all the time with _____ to blow off steam.

You once hurt _____ when you lost control of your powers.

INFLUENCE

Happy facade, give Influence to three teammates.

MOMENT OF TRUTH

Your mind's eye opens, and you can see the world around you like never before. You can control it, at will, with ease. Of course, warping reality tends to have ramifications down the line, but in your moment of godhood...how could you possibly be worried?

TEAM MOVES

When you share a triumphant celebration with someone, ask them if there is any fear in their eyes when they look at you. If they say no, take +1 forward and mark potential. If they say yes, immediately shift your Danger up and Savior down.

When you share a vulnerability or weakness with someone, tell them how they could stop you, if it came down to it. Give them Influence over you and clear a condition.

POTENTIAL

☐ ☐ ☐ ☐ ☐

Every time you roll a miss on a move, mark potential.

ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- ☐ Take a move from another playbook
- ☐ Take a move from another playbook
- ☐ Someone permanently loses Influence over you; add +1 to a Label
- ☐ Rearrange your Labels as you choose, and add +1 to a Label
- ☐ Unlock your Moment of Truth
- ☐ Unlock three new flares
- ☐ Unlock three new flares
- ☐ Take the Bull's Heart from the Bull playbook

When you've taken five advances from the top list, you can take advances from the list below.

- ☐ Unlock your Moment of Truth after it's been used once
- ☐ Change playbooks
- ☐ Take an adult move
- ☐ Take an adult move
- ☐ Lock a Label, and add +1 to a Label of your choice
- ☐ Retire from the life or become a paragon of the city