

Sex Move

If you are known to have been alone with someone (or even a small group) recently the first of you to boast of this in front of an audience triggers the Avatar's sex move.

* All parties who were alone together at the incident being boasted of carry 1 Forward to their next roll in front of an audience

* Anyone else who has benefited from this move in this session or the last gains the condition "Easy".

Darkest Self

You need a triumph! You might lose their respect and they might seek a new Avatar to follow! You need success; either a notable triumph or to destroy any pretenders to your position. You need to show beyond doubt you are the greatest!

Escape your Darkest Self when you gain a triumph in front of an audience against odds that look almost impossible even for you.

Advancements

- o Add 1 to Hot
- o Add 1 to Cold
- o Add 1 to Volatile
- o Add 1 to Dark
- o Take another Avatar move
- o Take another Avatar move
- o Take a Move from any skin
- o Take a Move from any skin
- o You belong to a *Team of All-Stars*

Playing the Avatar

To put it bluntly, the Avatar is arrogant, brash, and in it for the glory. They are tough and physically adept - but their need for acclaim masks an insecurity. When on top of the world they can afford to be magnanimous - but are going to slip into and out of Darkest Self fairly often. Remember that a triumph need not be in your official thing - driving off a rampaging werewolf certainly counts (the first couple of times anyway)

Your backgrounds are designed to give you pull with adults. Others should be jealous.

There is no need for sex to trigger the sex move. "Let's not and say we did" is fine - as is one partner getting the other alone and then lying. And there are benefits to being the Avatar's Significant Other. There are, however, problems with being the Avatar's ex or bit on the side.

Second Place is First Loser is to help you win- and in both cases you encourage the NPCs to invest in the legend of the Avatar however different from the reality it is.

If you wanna be the man is for a brash upcoming Avatar who won't back down. Lashing out has consequences.

... *You gotta beat the man* just means you have to openly claim it and believe it. If you openly claim someone as yours they might object. Strongly. Claim footballs on the pitch. Claim trophies - you'll be seen as an arrogant jerk. But that's part of the point.

A Captive Audience is makes you hard to get away from when you're doing your thing. Related to the Vampire's *Inescapable*.

They should be grateful.

To be fair, some of them are.

*The coaches and the boosters,
the rabble who applaud as you
walk down the hall or on the
pitch. There to see you win*

You are God's Last Gift.

Forget what haters say.

*Thunder is just the
man upstairs
taking your
picture.*



Name

Choose a Name

Jim, Lew, Leslie, LeBron, Karl, Apollo, Kasey,
Tiger, Quinn, Marilyn

A regal name, an Olympic name, a name with a number after it

Origin:

A bargain made by your parents, The answer to the prayers of fans, Infused by a moment of glory, trained from birth, born better

Look

Circle one in each list

Butch, graceful, fluid, powerful, elegant, lean,
wiry, surprisingly average

Proud eyes, commanding eyes, haunted eyes,
darting eyes

Giant hands, long fingers, powerful hands, thick
hands, callused hands, elegant hands,
toughened and bruised hands, broken and
useless hands, ink-stained hands

Name:

Stats:

Add 1 to one of these:

Hot 1, Cold -1, Volatile 1, Dark -1

☐ ^o *Hot*
(Turn someone on, Manipulate an NPC)

☐ ^o *Cold*
(Shut someone down, Hold Steady)

☐ ^o *Volatile*
(Lash Out, Run Away)

☐ ^o *Dark*
(Gaze into the Abyss)

Experience:

○○○○○

Your Backstory:

You're the best and they all know it. Give everyone a string.

You have a *Coach* who will let you get away with anything as long as you perform well. Take two strings on them.

Give two adults the condition [Your name]'s Fan.

Carry Forward

Conditions

Notes

Harm

I am fine

I am slightly bruised or bloody

I will survive this

I need serious medical attention

Strings

Avatar Moves

You get this one then choose two more

*** Lonely at the Top**

When you have four or more conditions, enter Darkest Self. When you leave Darkest Self clear all conditions. If you have no conditions, leave Darkest Self

O Legends Live Forever

Once per scene when you would take damage, you may choose to ignore it and gain a relevant condition instead. When you have three conditions from this move enter Darkest Self.

O Second place is first loser

Mark XP when you cheat to win. "If you still lose, the winner gets a string on you.

O Only one "I" in "Win"

When others follow your plan instead of their own, they may take 1 forward and gain the condition "[Your name's] follower". NPCs act at advantage.

Other Moves

O To be the man...

When asked to *Hold Steady* you may instead choose to *Lash Out*. (If someone forces you to *Hold Steady* when they *Lash Out*, take +1 forward).

O ... You gotta beat the man

Gain +2 to *Shut Down* someone who is trying to take something you openly claim as yours.

O A Captive Audience

Choose a home arena. Anyone who tries to leave either your home arena when you are there or an event you are competing/performing in against your will must give you two strings.

O Raise The Jersey

When you go to an authority figure to save you from the consequences of your actions, roll +Hot . On a hit they cover for you. On a 10+ pick 2, on a 7-9 pick 1

*No one you care about takes the blame;

*They don't demand a difficult, twisted, or embarrassing price

*You don't make a new enemy.

