

CODENAME

MANEUVER

INVESTIGATE

PROTECT

INFLUENCE

SMASH

WORKING TOWARDS

ACHIEVEMENTS

ORIGIN

NEMESIS

CONDITIONS

MINOR

Could be dangerous if ignored

MODERATE

Take a -1 if I do anything involving this

CRITICAL

Take a -1 to everything (Maximum -4)

POWER PROFILE

SIMPLE

DIFFICULT

BORDERLINE

POSSIBLE

IMPOSSIBLE

BONDS

THRESHOLD

CITY

LAW ENFORCEMENT

BONDS TO BE RESOLVED

Burn a bond to ensure success on a roll. **6** : 7-9, **7-9** : 10+, **10+** : 12+

HERO PROFILE

TEAM PROFILE

POWERS

LIMITATIONS

ADVANTAGES

PSYCHOLOGICAL PROFILE

DRIVE 1

DRIVE 2

EDITOR IN CHIEF

MASTERMIND

ORGANIZATIONS

- | | |
|---|----------|
| 1 | INSTINCT |
| 2 | INSTINCT |
| 3 | INSTINCT |
| 4 | INSTINCT |

MASTER PLAN END GOAL

STEP 1

FAILURE

SUCCESS

STEP 2

FAILURE

MOB 1

INSTINCT

SIZE

MOTIVATIONS/TIES

MOVES/POWERS:

MOB 1

INSTINCT

SIZE

MOTIVATIONS/TIES

MOVES/POWERS:

PUNCHING BAG

INSTINCT

CONDITION THRESHOLD

MOTIVATIONS/TIES

MOVES/POWERS:

PUNCHING BAG

INSTINCT

CONDITION THRESHOLD

MOTIVATIONS/TIES

MOVES/POWERS: