

## ADULT MOVES

### WIELD YOUR POWERS

When you **wield your powers** with precision or grace, roll + Freak. On a hit, choose one. On a 10+, choose two.

- take hold of something vulnerable to you
- create something useful from your environment
- neutralize an opponent or threat, at least for now

### OVERWHELM A VULNERABLE FOE

When you **overwhelm a vulnerable foe**, roll + Danger. On a hit, the fight's over. They're done. On a 10+, choose one. On a 7-9, choose two.

- you take a powerful blow in turn
- you hurt your foe more than you intended
- you cause serious collateral damage

### PERSUADE WITH BEST INTERESTS

When you **persuade someone with their best interests**, roll + Superior. If they're an NPC, on a 10+, they buy it and act accordingly. On a 7-9, they need concrete assurance, right now.

If they're a PC, on a hit, they can mark potential or shift their own Labels if they do what you want. On a 10+, take Influence over them as well.

### EMPATHIZE

When you openly empathize with someone, roll + Mundane. On a hit, they must reveal a vulnerability or mark a condition. On a 10+, take Influence over them as well.

### STAND UP FOR SOMETHING

When you **stand up for something**, roll + Savior. On a 10+, choose two. On a 7-9, choose one.

- listeners can't keep doing what they're doing
- listeners can't flee without addressing you
- listeners can't attack you without losing status or position

## BASIC MOVES

### DIRECTLY ENGAGE A THREAT

When you **directly engage a threat**, roll + Danger. On a hit, trade blows. On a 10+, pick two. On a 7-9, pick one.

- resist or avoid their blows
- take something from them
- create an opportunity for your allies
- impress, surprise, or frighten the opposition

### UNLEASH YOUR POWERS

When you **unleash your powers** to overcome an obstacle, reshape your environment, or extend your senses, roll + Freak. On a hit, you do it. On a 7-9, mark a condition or the GM will tell you how the effect is unstable or temporary.

### COMFORT OR SUPPORT

When you **comfort or support someone**, roll + Mundane. On a hit, they hear you: they mark potential, clear a condition, or shift Labels if they open up to you. On a 10+, you can also add a Team to the pool or clear a condition yourself.

### PIERCE THE MASK

When you **pierce someone's mask** to see the person beneath, roll + Mundane. On a 10+, ask three. On a 7-9, ask one.

- what are you really planning?
- what do you want me to do?
- what do you intend to do?
- how could I get your character to \_\_\_?
- how could I gain Influence over you?

### DEFEND

When you **defend someone or something** from an immediate threat, roll + Savior. For NPC threats: on a hit, you keep them safe and choose one. On a 7-9, it costs you: expose yourself to danger or escalate the situation.

- add a Team to the pool
- take Influence over someone you protect
- clear a condition

For PC threats: on a hit, give them -2 to their roll. On a 7-9, you expose yourself to cost, retribution, or judgment.

### ASSESS THE SITUATION

When you **assess the situation**, roll + Superior. On a 10+, ask two. On a 7-9, ask one. Take +1 while acting on the answers.

- what here can I use to \_\_\_\_\_?
- what here is the biggest threat?
- what here is in the greatest danger?
- who here is most vulnerable to me?
- how could we best end this quickly?

### PROVOKE SOMEONE

When you **provoke someone** susceptible to your words, say what you're trying to get them to do and roll + Superior. For NPCs: on a 10+, they rise to the bait and do what you want. On a 7-9, they can instead choose one.

- they stumble: you take +1 forward against them
  - they err: you gain a critical opportunity
  - they overreact: you gain Influence over them
- For PCs: On a 10+, both. On a 7-9, choose one.
- if they do it, add a Team to the pool
  - if they don't do it, they mark a condition

### TAKE A POWERFUL BLOW

When you **take a powerful blow**, roll + conditions marked. On a 10+, choose one.

- you must remove yourself from the situation: flee, pass out, etc.
- you lose control of yourself or your powers in a terrible way
- two options from the 7-9 list

On a 7-9, choose one.

- you lash out verbally: provoke a teammate to foolhardy action or take advantage of your Influence to inflict a condition
- you give ground; your opposition gets an opportunity
- you struggle past the pain; mark two conditions

On a miss, you stand strong. Mark potential as normal, and say how you weather the blow.

## PERIPHERAL MOVES

### START OF SESSION

At the start of every session, the GM adds a Team to the pool.

### END OF SESSION

At the end of every session, choose one:

- **Grow closer to the team.** Explain who made you feel welcome; give Influence to that character and clear a condition or mark potential.
- **Grow into your own image of yourself.** Explain how you see yourself and why; shift one Label up and another down.
- **Grow away from the team.** Explain why you feel detached. Take Influence over you away from another character.

### TEAM MECHANICS

When you **enter battle against a dangerous foe as a team**, add two to the Team pool.

- If the leader has Influence over every teammate, add another Team.
- If everyone has the same purpose in the fight, add another Team.
- If any team member mistrusts the leader or the team, remove a Team.
- If your team is ill-prepared or off-balance, remove a Team.

The leader of the team can mark a condition to avoid removing a Team from the pool.

Anyone working with the team can spend Team one for one to help a teammate; give them +1 to their roll.

Team members can also spend Team to act selfishly. When you act selfishly, say how your actions ignore or insult your teammates, remove one Team from the pool, and shift one Label up and one Label down, your choice. You can use this option after rolling to alter the Label you're rolling with.

Whenever time passes, the GM will empty the Team pool and restore it to one Team.

### CONDITIONS

When a move tells you to mark a condition, mark any condition you choose. Sometimes the GM may tell you a specific condition to mark, especially after a hard move.

If you need to mark a condition and have no more conditions to mark, you are taken out. You lose consciousness or flee. The GM will tell you when you come back into another scene. You may clear one condition.

Once a condition is marked, take -2 to certain moves (max -3).

- If you're Angry, take -2 to **comfort or support someone** or **pierce the mask**.
- If you're Afraid, take -2 to **directly engage**.
- If you're Guilty, take -2 to **provoke someone** or **assess the situation**.
- If you're Hopeless, take -2 to **unleash your powers**.
- If you're Insecure, take -2 to stand in defense or **reject what others say about you or the world**.

### CLEARING CONDITIONS

You can always clear a condition by taking a certain action. At the end of any scene in which you take the corresponding action, clear that condition.

- **To clear Angry**, hurt someone or break something important.
- **To clear Afraid**, run from something difficult.
- **To clear Guilty**, make a sacrifice to absolve your guilt.
- **To clear Hopeless**, fling yourself into easy relief.
- **To clear Insecure**, take foolhardy action without talking to your team.

You can also clear a condition when someone else comforts or supports you, or when you defend someone.

### SHIFTING LABELS

When you shift a Label, it means that your view of yourself is changing. You see yourself more as the Label you shift up, less as the Label you shift down. If you ever need to shift a Label above +3 or below -2 mark a condition instead, GM's choice.

### INFLUENCE

When someone has Influence over you, it means you care about what they do, say, or think. At any time you can give Influence to any character who doesn't have Influence over you. All adults have Influence over you when first introduced.

When you **have Influence over someone**, take +1 to all moves targeting them, including rejecting their Influence.

When you **take advantage of your Influence over someone**, surrender the Influence you hold over them to choose one:

- give them -2 on a move they just made (after the roll)
- inflict a condition on them
- take an additional +1 on a move targeting them (after the roll)

When **someone with Influence over you tells you who you are or how the world works**, accept what they say or reject their Influence. If you accept what they say, the GM will adjust your Labels accordingly; if you want to keep your Labels as they are, you must reject their Influence.

When you **reject someone's Influence**, roll. On a hit, you successfully hold to yourself and tune them out. On a 10+, choose two. On a 7-9, choose one.

- clear a condition or mark potential by immediately acting to prove them wrong
- shift one Label up and one Label down, your choice
- cancel their Influence and take +1 forward against them

On a miss, their words hit you hard. Mark a condition, and the GM will adjust your Labels.

If you **have Influence over a teammate and you would gain Influence over them again**, immediately shift one of their Labels up and one of their Labels down, your choice.

If you **have Influence over an NPC and you would gain Influence over them again**, take +1 forward against them.

### MOMENT OF TRUTH

When you **unlock your Moment of Truth**, you can activate it at any time: read your Moment of Truth out loud from the back of your playbook and follow that script. In essence, you (the player) take full control of the narrative in this moment. The GM will let you know what consequences arise...

**After you use your Moment of Truth**, permanently lock one Label. You have changed, and some part of you has become set in stone. You can unlock your Moment of Truth a second time through advancements.

### ADVANCEMENTS

When someone permanently loses Influence over you, it means that character can never hold Influence over you again. This is almost always best used on an NPC, to indicate that you have moved past them and won't be affected by what you think of them again.

When you **retire from the life**, it means you're not part of the superpowered world anymore, and that character should be considered safe and off-limits to the GM's moves.

When you **lock a Label**, it means that Label can never shift up or down again—that part of yourself is set in stone.

When you **become a paragon of the city**, it means you're no longer a "young" hero—you're a peer of the biggest heroes in the city, and you aren't a Masks character anymore. The GM should treat your character as one of the biggest heroes in the city, but play them as an NPC.