

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)



TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE



ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

GEAR

WEAPON. You use Improvised Weapons. When in danger, you usually use your powers. In dire cases, what do you reach for? Choose one:

- Flashlight (use *Improvise*)
- Scalpel (use *Aim*)
- Pipe (use *Force*)
- Screwdriver (use *Aim*)

HISTORY

THE DARK WITHIN. What's the source of your powers?

Choose one or defer this choice until narratively appropriate:

- An eldritch or daemonic entity is incubating within me.
- I was a science experiment, raised in a series of laboratories.
- I am fated to destroy the world.
- I touched an alien or ancient object, and its power surged into me.
- _____

HISTORY

CONNECTION. Choose one for another player.

- They're like a parent to me. How do they feel about your powers?
- I nearly killed them. What did I do?
- I totally freak them out. How do they act around me?
- _____

I CAN'T CONTROL IT.

Gain +3 to a Powers roll. These dice can exceed the maximum of five. (1/Session)

LEAVE THEM ALONE.

When an ally suffers Trauma, gain Advantage until the end of the scene.

THE ONLY PLACE I FEEL AT HOME. Where is it?

BLOOD ON THE LENS

PRODIGY

You wield power beyond your control. Maybe it's a burden you've been suddenly given, a dread power growing inside you, or gift you don't understand. But can you keep it from running rampant?

MOTIVE

FEAR

NOTES

PRONOUNS: /

MY POWERS.

Choose: Telekinesis, Electrokinetics, or Pyrokinesis. Sacrifice the others.

ACTION

Move things with your mind.

Typical Effects:

- Carefully lift and move up to 100 lb.
- Violently shove up to 500 lb.
- Slowly levitate yourself

NEW ACTION: TELEKINESIS

Big Effects (You MUST use a Big Effect when you roll two or more 5s or 6s):

- Crush or rip apart a target
- Launch up to 2,000 lb. out to 300 ft.

ACTION

Manipulate electricity.

Typical Effects:

- Create taser-like arcs between your fingers
- Short out electronics
- Generate enough electricity for a house

NEW ACTION: ELECTROKINESIS

Big Effects (You MUST use a Big Effect when you roll two or more 5s or 6s):

- Call down a bolt of lightning
- Attract or repel all metal objects within 100 ft.

ACTION

Burn things with your mind.

Typical Effects:

- Light a campfire or a torch
- Produce a blinding flash
- Extinguish a small fire

NEW ACTION: PYROKINESIS

Big Effects (You MUST use a Big Effect when you roll two or more 5s or 6s):

- Engulf a target in flames
- Burn a building to the ground

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

POWERS

CREATING A PRODIGY

Choose a Personality. Sum up your personality in a word or two.

Pick a Quirk. Come up with something unique, funny, or special about yourself.

Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

LEVELING UP

Level: ●●●●●●●●

At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.

When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.

