

ORIGIN |

DRAW YOUR

→ ALL (NEW Relationships)

→ NEW (NEW Extra)

PRIVILEGED

Start all Values at d4

↑ Value (Duty OR Power)

NEW Distinction

ORDINARY

Start all Values at d4

↑ Value (Love OR Belonging)

NEW Distinction

FREAK

Start all Values at d4

↑ Value (Fun OR Justice)

NEW Distinction

UPBRINGING |

→ NEW (NEW Location)

OR → EXISTING OR

NURTURED

↑ Value (Duty OR Love)

↑ or NEW Distinction

↑ Relationship or Extra

NEGLECTED

↑ Value (Fun OR Belonging)

↑ or NEW Distinction

↑ Location

TOXIC

↑ Value (Power OR Justice)

↑ or NEW Distinction

↑ Distinction

SCHOOL |

OR → EXISTING OR OR

→ NEW OR EXISTING OR (NEW Resource)

JOCK

↑ Value (Duty OR Fun)

↑ or NEW Distinction

↑ Distinction

↑ Extra or Relationship

↑ Relationship, Asset, or Resource

HIGH ACHIEVER

↑ Value (Love OR Power)

↑ or NEW Distinction

↑ Resource

↑ Extra or Relationship

↑ Relationship, Asset, or Resource

AVERAGE

↑ Value (Fun OR Love)

↑ Resource

↑ Extra or Relationship

↑ Relationship

↑ Relationship, Asset, or Resource

GEEK

↑ Value (Justice OR Belonging)

↑ or NEW Distinction

↑ Distinction

↑ Resource

↑ Relationship, Asset, or Resource

OUTSIDER

↑ Value (Belonging OR Power)

↑ or NEW Distinction

↑ Location

↑ Resource

↑ Relationship, Asset, or Resource

LIFE-CHANGING EVENT |

→ NEW OR EXISTING OR (NEW Resource)

OR →

POWER MANIFESTATION

↑ Value (Any) ×2

NEW Ability

↑ or NEW Ability or Distinction

↑ or NEW Ability or Distinction

↑ Relationship, Asset, or Resource

EXPOSURE

○ OR ◇ → □

OPTIONAL: Switch out any Resource or Relationship for a new Resource or Relationship at same die rating OR remove any 2d4 Resource or d4 Relationship and step up a Resource or Relationship OR both

HOSTILITY

- ↑ or *NEW* Distinction
- ↑ Ability or Distinction
- ↑ Relationship, Asset, or Resource

FEAR

- ↑ or *NEW* Distinction
- ↑ Location or Extra
- ↑ Relationship, Asset, or Resource

REJECTION

- ↑ or *NEW* Distinction
- ↑ Location or Distinction
- ↑ Relationship, Asset, or Resource

ACCEPTANCE

- ↑ or *NEW* Distinction
- ↑ Extra or Relationship
- ↑ Relationship, Asset, or Resource

AWE

- ↑ or *NEW* Distinction
- ↑ Ability or Relationship
- ↑ Relationship, Asset, or Resource

RECOURSE

□ → *NEW* OR *EXISTING* ○ OR ◇ (*NEW*Resource)
○ OR ◇ → *EXISTING* ○ OR ◇ OR □

COMMUNITY

- ↑ Value (Duty OR Justice) *2
- ↑ or *NEW* Distinction
- ↑ Relationship
- ↑ Relationship or Extra

SOLITUDE

- ↑ Value (Power OR Justice) *2
- ↑ or *NEW* Distinction
- ↑ Distinction or Resource
- ↑ Location

CREATIVITY

- ↑ Value (Fun OR Belonging) *2
- ↑ or *NEW* Distinction
- ↑ Relationship or *NEW* Gear
- ↑ Extra

LEARNING/DISCOVERY

- ↑ Value (Love OR Duty) *2
- ↑ or *NEW* Distinction
- ↑ Relationship or Ability
- ↑ Location

DESTRUCTION

- ↑ Value (Power OR Fun) *2
- ↑ or *NEW* Distinction
- ↑ Distinction or Ability
- ↑ Extra

MOTIVATION

○ OR ◇ → *EXISTING* ○ OR ◇ OR □
□ → *EXISTING* ○ OR ◇ (*NEW*Resource)

THE HELPLESS

- ↑ Value (Belonging OR Love) *2
- ↑ Relationship
- ↑ Relationship, Asset, or Resource

MUTANTKIND

- ↑ Value (Duty OR Belonging) *2
- ↑ Ability
- ↑ Relationship, Asset, or Resource

SELF

- ↑ Value (Fun OR Power) *2
- ↑ Resource
- ↑ Relationship, Asset, or Resource

THE FUTURE

- ↑ Value (Justice OR Power) *2
- ↑ Distinction
- ↑ Relationship, Asset, or Resource

IDENTITY

○ OR ◇ → □
○ OR ◇ → *EXISTING* ○ OR ◇ OR □

OPTIONAL: Switch out any Resource or Relationship for a new Resource or Relationship at same die rating OR remove any 2d4 Resource or d4 Relationship and step up a Resource or Relationship OR both

THE HEART

- ↑ Relationship
- ↑ Relationship or Extra
- ↑ Relationship, Asset, or Resource

THE LEADER

- ↑ Distinction
- ↑ Relationship or Extra
- ↑ Relationship, Asset, or Resource

THE REBEL

- ↑ Distinction
- ↑ Location
- ↑ Relationship, Asset, or Resource

THE SPECIALIST

- ↑ or *NEW* Gear
- ↑ Distinction
- ↑ Relationship, Asset, or Resource

THE HAMMER

- ↑ or *NEW* Ability or Gear
- ↑ Ability or Gear
- ↑ Relationship