

ORIGIN

Draw your ■
Your ■ → all other ■ (NEW Relationships) Don't label them.
Your ■ → NEW ● (NEW Extra)

Rich

Start all Values at d4

↑ Value (Duty OR Power) #2

NEW Distinction

↑ Extra OR Location

↑ anything except a Value

Ordinary

Start all Values at d4

↑ Value (Love OR Justice) #2

NEW Distinction

↑ Relationship

↑ anything except a Value

Gifted

Start all Values at d4

↑ Value (Glory OR Truth) #2

NEW Distinction

NEW Distinction OR Ability

↑ anything except a Value

Strange

Start all Values at d4

↑ Value (Glory OR Power) #2

NEW Distinction

↑ Extra OR Location

↑ anything except a Value

Alien/Metahuman

Start all Values at d4

↑ Value (Duty OR Truth) #2

NEW Heritage

NEW Ability OR ↑ Heritage

NEW Distinction



Choose the next category from below or one to the left or right.
Pretend the page wraps around at the edges.



YOUTH

Your ■ → NEW ◆ (NEW Location)
Your ● or ◆ → any ● or ◆

Jock

NEW Distinction OR

↑ Distinction OR Heritage

↑ Extra OR Location

↑ anything except a Value

Average

NEW Distinction OR

↑ Distinction OR Heritage

↑ Relationship

↑ anything except a Value

Geek

NEW Distinction OR

↑ Distinction OR Heritage

↑ Distinction

↑ anything except a Value

Outsider

NEW Distinction OR

↑ Distinction OR Heritage

↑ Location

↑ anything except a Value

Paragon

NEW Distinction OR

↑ Distinction OR Heritage

↑ Ability, Distinction, OR Heritage, OR NEW Ability OR Distinction

↑ anything except a Value



FOCUS

Any ● or ◆ → any ● or ◆ or ■
Your ■ → NEW or existing ● or ◆ (NEW Resource or Relationship)

Money

NEW Distinction

↑ Extra OR Location

↑ Relationship

Life

↑ Relationship x2

↑ Extra OR Location

Status

↑ Distinction OR Heritage

↑ Extra OR Location

↑ Relationship

Technology

NEW Gear

NEW Distinction OR

↑ Distinction OR Heritage

↑ anything except a Value

Paranormal

NEW Ability OR Distinction OR

↑ Ability, Distinction, OR Heritage

↑ OR NEW Heritage OR Distinction

↑ anything except a Value



ROAD

Any ■ ← back from any ● or ◆ or ■

Risky

↑ Value (Glory OR Power)

NEW Distinction OR

↑ Distinction OR Heritage

↑ Extra OR Location

↑ anything except a Value

Straight & Narrow

↑ Value (Duty OR Love)

NEW Distinction OR

↑ Distinction OR Heritage

↑ Relationship

↑ anything except a Value

Lofty

↑ Value (Glory OR Truth)

NEW Distinction OR

↑ Distinction OR Heritage

↑ Extra OR Location

↑ anything except a Value

Underground

↑ Value (Justice OR Truth)

NEW Distinction OR

↑ Distinction OR Heritage

↑ Relationship

↑ anything except a Value

Ethical

↑ Value (Justice OR Love)

NEW Distinction OR

↑ Distinction OR Heritage

↑ Relationship

↑ anything except a Value



LIFE-CHANGING EVENT

Your ■ → NEW or existing ● or ◆ (NEW Resource or Relationship)
Any ■ ← back from any ● or ◆ or ■

Optional: Switch out any Extra, Location, or Relationship for a NEW Extra, Location, or Relationship at same die rating OR remove any d4 Extra or Location or 2d4 Relationship and step up an Extra or Location or Relationship OR both, redrawing arrows as appropriate.

Advancement

↑ Value (Glory OR Power) x2

↑ Value (any)

NEW Distinction OR

↑ Distinction OR Heritage

↑ Location

↑ Relationship x2

↑ anything except a Value

Tragedy

↑ Value (Justice OR Love) x2

↑ Value (any)

NEW Distinction OR

↑ Distinction OR Heritage

↑ Relationship x2

↑ Extra

↑ anything except a Value

Power Manifestation

↑ Value (Power)

↑ Value (any) x2

NEW Ability

↑ OR NEW Ability OR Distinction

↑ Distinction OR Heritage

↑ Location x2

First Contact

↑ Value (Duty OR Truth) x2

↑ Value (any)

↑ OR NEW Distinction, Gear, OR Heritage

↑ Relationship x3

↑ Extra OR Location

Destiny

↑ Value (Duty)

↑ Value (any) x2

↑ OR NEW Distinction, Ability, OR Heritage

↑ Extra OR Location

↑ Relationship x2

↑ anything except a Value



PRIORITY

Your ■ → NEW or existing ● or ◆ (NEW Resource or Relationship)
Any ● or ◆ → any ● or ◆ or ■

Friends & Family

↑ Value (Duty OR Love)

NEW Distinction or

↑ Distinction or Heritage

↑ Extra

Work

↑ Value (Power OR Truth)

NEW Distinction or

↑ Distinction or Heritage

↑ Location

Moving Forward

↑ Value (Glory OR Justice)

↑ or NEW Distinction

↑ Extra

Looking Back

↑ Value (Love OR Truth)

NEW Distinction or

↑ Distinction or Heritage

↑ Location

Performance

↑ Value (Duty OR Glory)

NEW Distinction or

↑ Distinction or Heritage

↑ Extra



MODUS OPERANDI

Any ● or ◆ → any ● or ◆ or ■
Your ■ → existing ● or ◆ (NEW Resource or Relationship)

Reliability/Loyalty

↑ Value (Duty OR Love)

↑ Relationship x2

Shady Business

↑ Value (Glory OR Power)

NEW Distinction or

↑ Distinction or Heritage

↑ Relationship OR Extra

Against the Grain

↑ Value (Justice OR Truth)

NEW Distinction or

↑ Distinction OR Heritage

↑ Relationship OR Extra

Outside Normal Channels

↑ Value (Justice OR Power)

↑ Distinction, Heritage,
Extra, OR Location

↑ Relationship OR Extra

Special Gifts

↑ Value (Duty OR Glory)

NEW Ability or Distinction or

↑ Ability, Distinction, or
Heritage

↑ Ability OR Relationship



MOTIVATION

Any ■ ← back from any ● or ◆ or ■

Others

↑ Value (Justice OR Love)

↑ anything except a Value

Self

↑ Value (Glory OR Power)

↑ anything except a Value

The Cause

↑ Value (Duty OR Justice)

↑ anything except a Value

The Job

↑ Value (Glory OR Truth)

↑ anything except a Value

The World

↑ Value (Duty OR Power)

↑ anything except a Value



IDENTITY

Any ● or ◆ → any ● or ◆ or ■
Label your ■ → ■

Optional: Switch out any Extra, Location, or Relationship for a NEW Extra, Location, or Relationship at same die rating OR remove any d4 Extra or Location or 2d4 Relationship and step up an Extra or Location or Relationship OR both

The Sidekick

↑ Relationship

↑ Relationship OR Extra

↑ anything except a Value

The Foil

↑ Distinction OR Heritage

↑ Relationship OR Extra

↑ anything except a Value

The Rebel

↑ Distinction OR Heritage

↑ Location

↑ anything except a Value

The Specialist

↑ OR NEW Gear

↑ Distinction OR Heritage

↑ anything except a Value

The Hero

↑ OR NEW Ability

↑ Ability

↑ Relationship

RECOMMENDED DISTINCTIONS

Origin

- Rich: **Cosmopolitan**, **Family Reputation**, or **Wealthy**
- Ordinary: **Likable**, **Not Born Yesterday**, or **Right Place, Right Time**
- Gifted: **Clever**, **Genius**, or **Mastermind**
- Strange: **Impulsive**, **In Over My Head**, or **Smartass**
- Alien/Metahuman: **Cosmopolitan**, **Extraterrestrial Knowledge**, or **Gearhead**

Youth

- Jock: **Agile**, **Athletic**, or **Martial Artist**
- Average: **Observant**, **Sneaky**, or **Willful**
- Geek: **Clever**, **Investigator**, or **Observant**
- Outsider: **Backhanded**, **Observant**, or **Sneaky**
- Paragon: **Daring**, **Genius**, or **On a Mission**

Focus

- Money: **Cosmopolitan**, **Connected**, or **Wealthy**

NOTES

- Ability includes Gear: You can NEW Gear anywhere you get to NEW Ability; you can ↑ Gear anywhere you get to ↑ Ability.
- You can use ↑ Extra to ↑ Relationship instead if you had that Relationship on your sheet when it was still an Extra.

See page 92 for full list of Distinctions.
Distinctions in bold have Earn triggers at d4 rank.

Life-Changing Event

- Advancement: **Connected**, **Manipulative**, or **Vicious**
- Tragedy: **Family Reputation**, **Guilty**, or **Vicious**
- First Contact: **Extraterrestrial Knowledge**, **On a Mission**, or **In Over My Head**
- Destiny: **Daring**, **On a Mission**, or **Willful**

Priority

- Friends & Family: **Connected**, **Family Reputation**, or **Wealthy**
- Work: **Backhanded**, **Manipulative**, or **Vicious**
- Moving Forward: **Connected**, **Daring**, or **Willful**
- Looking Back: **Guilty**, **Investigator**, or **Not Born Yesterday**
- Performance: **Athletic**, **On a Mission**, or **Willful**

Modus Operandi

- Special Gifts: **Extraterrestrial Knowledge**, **Genius**, or **Martial Arts**