

# THE PRODIGY



You're not just a kid, they say. They watch your evolution with awe... and hope. You are a treasure of the next world, something new and beautiful. And you're still just a kid.

## STATS

Choose one:

Force -2, Lore 1, Steel 0, Sway 2

Force -2, Lore 1, Steel -1, Sway 2

Force -2, Lore 0, Steel 1, Sway 1

## LOOKS

Masculine, feminine, ambiguous, concealed

Serious face, pixie face, serene face, painted face

Large glasses, playful eyes, mysterious eyes, kind eyes

Chubby body, stout body, skinny body, awkward body

## BACKSTORY

Read these out and ask for volunteers:

\_\_\_\_\_ knows more about my origins than I do!

\_\_\_\_\_ is my foster parent.

My best friend is \_\_\_\_\_'s child.

NAME: \_\_\_\_\_

FORCE  LORE  STEEL  SWAY

## PRODIGY MOVES Pick one:

### ■ UNNATURALLY BRIGHT

Decide if your intellect shines through your mistimed high-spirits, unflappable severity, intense empathy, or something else. **When you have a moment to study a foe**, tell your allies what you are ready to sacrifice:

- The best thing about this place.
- Precious time.
- Some of your innocence.
- An important alliance.

And what you are set to control:

- The harm the foe can inflict.
- When the foe will strike.
- Where the foe will strike.

Roll **+Lore**. On a hit the plan comes through. On a 7-9, your allies chose another thing you must sacrifice.

### THE NEXT STEP

**When you unleash your psychic powers**, roll **+Sway**. Say what you are trying to do:

- Save your loved one.
- Banish a monster.
- Soothe a wound of the world.

Also pick what you're ready to sacrifice to get it done. On a hit, you do it. On a 7-9, the GM picks something else you must sacrifice.

### A SIGN OF THE NEXT WORLD

You can see flashes of the future. **When another character marks a new Role**, you can provide the story details normally contributed by the GM. **When you first witness a Wonder being built**, you can forbid everyone from picking one of its Trials, or pick a Fortune that will come to pass, and a Family who will gain the Fortune in addition to the results of their roll.

## ROLES

Trigger one at character creation.

**Leader:** Mark when you gather other children of the next world. The GM will give you two options of where your fate must lead, pick one.

**Agent:** Mark when you accept a test of the limits of your powers. The GM will pit you against two terrifying foes; pick one.

**Rebel:** Mark when you have a vision of the next world. Say if it's your people or your leaders that aren't ready for the transition. The GM says what it'll take to prepare them.

**Outsider:** Mark when you run away from home. Name a treasure of the next world fate will lead you to. The GM will tell us about the dark forces that are hunting you both.

*When you change roles, add 1 to a stat or pick a new move. If you mark all roles, retire to safety and trigger as much of your Death move as you wish.*

## A TREASURED ICON

Choose who believes you can save the future:

Your parents or older siblings.	An order sworn to protect the next world.
Friends you grew up with.	Another treasure, inhuman but beautiful.

They are 2 Quality Followers, with 5-loyalty. **When you would take harm or reduce their quality**, you can spend 1-loyalty instead. **When you spend some quality time with them**, recover 1-loyalty. **If they reach 0 loyalty**, they have sacrificed themselves so you may live - you'll have to find new companions from the list above.

## HEIR TO THE FUTURE

**When you open your mind in a place of power**, burn 1-Data to add one of the following in the scene:

- A hidden treasure from the past
- A key to the future
- A sign of the next world, source of solace and beauty.

## A SWIFTLY TILTING PAST

**When you peer into the past of a historical site**, say where you and your companions are transported:

- The moment its denizens met their end.
- The moment its power's terrible price was paid.
- The origin of a menace.

Each of you inhabits a Quick Character who was there at the moment. The vision ends when one of you triggers their Death move. When you return you each gain 1-Data, but take 1-Harm for each character who died. You pick a Surplus that you now know how to find in the ruins.

## INHERITANCE

Get an Inheritance move from your Family:

## HARM

**Flustered**

**Wrung by the neck**  
(-1 to Steel and Force)

**Out of your league**  
(-1 to Sway and Lore)

**Dead**

**When you mark off your Dead box**, everyone who has a backstory with you gains lasting Advantage to destroy or overcome whatever killed you.

## GEAR AND NOTES

Add 1 to the Quality of a group of Followers when you Zoom In.