

TAG

A.I.

The character possesses an artificial intelligence in a computerized mind. Their digital nature means that copies or backups can be made of their mind and can even be transferred into other compatible forms.

TAG

ALIEN HERITAGE

The character—or at least one of their ancestors—is not from Earth. Pick an alien race that they belong to. If they were not raised on Earth, they should consider taking the Outsider occupation.

TAG

ALTERNATE FORM

The character can change from their regular human form into another form and back. When in either form, the character can only access powers assigned to that form. In most cases, this means that the character can use powers only when in their alternate form.

This tag applies to characters that switch from one humanoid form to another, like Colossus, Emma Frost and many of the Hulks. It also applies to characters that have inhuman forms, like werewolves and vampires.

TAG

AMPHIBIOUS

The character can breathe just fine underwater and can see and hear well in it too.

TAG

AUDITORY ISSUES

The character has trouble hearing that can range from partial to full deafness.

TAG

AUTHORITY

The character has a legal authority of some kind. They might be a commissioned officer, privateer, bounty hunter, doctor, firearms dealer, lawyer, pharmacist, police officer, private investigator, mayor, governor and so on. This tag can be selected multiple times if appropriate.

TAG

BACKUP

The character is part of an organization—like a police force—that they can call for immediate backup at any time.

TAG

BLACK MARKET ACCESS

The character knows how and where they can buy and sell hard-to-find and potentially illegal things.

TAG

CHAOTIC

The character has been affected by the chaos lord Chthon.

TAG

CONVICT

The character has been convicted of a crime, which is reflected on their record.

TAG

CURSED

Willingly or not, the character is affiliated with Hell. This can open them up to all sorts of nefarious plots and plans.

TAG

DECEASED

The character is technically dead—although presumably still able to interact with the rest of the world in some way. They might be a vampire, a ghost, a zombie or even a brain floating in a jar.

TAG

DEPENDENTS

The character has young children, elderly relatives or others who rely on them. They can't just abandon these people and must check on them and help care for them on a regular basis.

TAG

ENEMY

There's someone out there who has sworn to defeat the character. The enemy is of at least the same rank as the character and is obsessed with bringing them down. This tag can be taken multiple times, but it should be reserved for truly obsessed foes.

TAG

ETERNALLY IMMORTAL

The character does not age and could theoretically live forever. If the character is killed, they can be brought back to life in the Activation Chamber found in the Exclusion, an Eternal base located beneath the South Pole. To make this happen, the Activation Chamber sacrifices the life of a random human anywhere on Earth.

Restriction: For Eternals only.

TAG

EXTREME APPEARANCE

The character looks very different than the average person (wherever they happen to be) and cannot easily hide their identity. When this tag appears in origins in this chapter, it may give other useful information, like whether an extreme appearance is common.

TAG

GREEN DOOR

After being killed, the character can come back to life by passing through the Green Door, a portal that connects a part of the afterlife to Earth. This makes them effectively immortal.

Restriction: For Gamma Mutates only.

TAG

HEADQUARTERS

The character has a base, cave or lair they can use to recover from wounds, repair or store equipment, work on inventions and so on. The location can be public or secret, and it can be as humble as a toolshed or as elaborate as an underground complex or a Manhattan skyscraper.

TAG

HEROIC

The character acts heroically. They help people in need, and they do their best not to kill—even with people who might deserve it. Characters with the Heroic tag can spend and earn Karma for doing heroic actions.

Restriction: The character cannot also be *Villainous*.

TAG

HOUNDED

The character is a member of a group of people who are persecuted for simply being themselves.

TAG

HUNTED

The character is hunted by the law for crimes they have supposedly (or actually) committed. If captured by the police, they may be arrested, tried for their crimes and potentially sent to jail.

TAG

IMAGELESS

The character casts no reflection, and their image cannot be captured by cameras.

TAG

IMMUNITY

The character is immune to the usual effects of something. This can be selected multiple times.

TAG

INHUMAN GENES

The character has latent Inhuman genes that cause them to develop super-powers when exposed to the Terrigen Mist.

Restriction: For Inhumans only.

TAG

KRAKOAN

As a mutant, the character is automatically a citizen of the island-nation of Krakoa and can travel to and from there freely. Also, if they are killed and the Five—a group of powerful mutants—are able to work together, the character can be resurrected into an identical new body with most of their memories intact.

If killed in Otherworld, the character can still be resurrected, but they will be changed in unpredictable ways. Just how this might affect the character is up to the Narrator.

Restriction: For Mutants only.

TAG

LAB ACCESS

The character either owns or has access to a laboratory filled with the technical equipment, supplies and tools they need for their work. This can be anything from a well-stocked high-school classroom to a forensics lab to an industrial site.

TAG

LINGUIST

The character is fluent in a language other than their native tongue. This tag can be selected multiple times, once for each language.

TAG

LUNAR TRANSFORMATION

On the three nights that the moon is at its fullest and while the moon is above the horizon, the character must transform into a werewolf and is ruled by their animal nature. They cannot help but hunt and attack any people or creatures they come across, no matter if they are friend or foe.

Restriction: For Werewolves only.

TAG

MAHD WY'RY

The character lives for so long that their accumulated memories have the potential to drive them insane. The only cure for this condition is to die and then be reborn with a restoration of their mind from a clean backup. This happens rarely, but the disease can progress quickly once it starts.

Restriction: For Eternals only.

TAG

MENTOR

The character knows an older person they can ask for advice, even when it comes to having super-powers. This tag can be selected multiple times.

TAG

MUTE

The character cannot speak. Unless otherwise specified, they can use other means to communicate.

TAG

MYSTERIOUS

The character does not entirely understand how or why they have powers. This can prove unsettling and perhaps even dangerous, or they can just take it in stride.

TAG

OBLIGATION

The character is responsible to certain people, places or organizations who rely on them. This tag can be selected multiple times, using many different categories. These include family, school, society, sports, work and so on.

TAG

POOR

The character has little access to money and struggles to make ends meet. This can cause them all sorts of problems.

TAG

POWERFUL

The character has access to the resources of their entire community. In most cases, they must be careful about how they use such resources so that they don't lose that access.

TAG

PUBLIC IDENTITY

The character's real identity is known to the public. This can make it easier for them to ask their friends and family—and even strangers—for help. Unfortunately, it also makes it easier for their enemies to find them and even to threaten those same friends and family.

TAG

RADIOACTIVE

The character constantly emits low levels of some sort of radiation. This can be picked up by a Geiger counter.

TAG

RICH

The character has access to plenty of money. If they want something normally and legally available to people, they can simply buy it.

TAG

SECRET IDENTITY

The character's real identity is a secret to the public, and they must take precautions to maintain this status. This might help keep the people they care about safe from their enemies, but it can also cause strain in those same relationships.

TAG

SIGNATURE WEAPON

The character is known for owning and using a specific type of weapon, like Hawkeye's bow or Elektra's sai.

This tag can be taken more than once, but each time must be with a different weapon.

TAG

SORCEROUS

The character has dedicated themselves to the study of traditional magic, also known as sorcery.

TAG

STREETWISE

The character knows how things are handled on the street, who's in charge of various criminal enterprises and how to avoid issues with them.

TAG

SUPERNATURAL

The character has powers that are magical or based on something magical.

TAG

VILLAINOUS

The character is a villain, someone who cares little for the rights of others, up to and including their right to live. A character with the Villainous tag can earn and spend Karma for doing villainous acts.

Restriction: *The character cannot also be Heroic.*

TAG

VISION ISSUES

The character has trouble seeing that can range from partial to full blindness. This can also include color blindness, astigmatisms and being nearsighted or farsighted.

TAG

WORSHIPPED

The character is worshipped by others as a god.

TAG

X-GENE

The character has mutant genes that cause them to develop super-powers.

Restriction: For Mutants only.

TAG

YOUNG

The character is a minor, under 18 years old. If possible, they must report in to their parents or guardians on a regular basis.