

## MOMENT OF TRUTH

Everything you do could affect the future. For all you know, saving that one guy means that now the future is full of pterodactyls. The ripples are always so hard to track, and you're not sure if you've helped or hurt—not really. Until now. In this moment, it's all clear. You can see the course of events laid out before you like a river, and you know exactly what you have to do to ensure the future outcome you want. Of course, after this, you've changed enough of the timeline to invalidate your prior research—reset all the names in your “Connecting the dots” section.

## TEAM MOVES

When you **confess to a teammate the difference between what you thought they would be and what they really are**, add a Team to the pool, and ask them if you represent a future they'd want. If they say yes, mark potential. If they say no, mark a condition.

When you **share a tale of future loss with someone**, ask them if they think you have the ability to avert that loss. If they believe you do, mark potential and give them Influence over you. If they don't, mark Guilty and shift one Label up and one Label down (your choice). If Guilty is already marked mark another condition, GM's choice.

## POTENTIAL



Every time you roll a miss on a move, mark potential.

## ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after you've used it once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label and add +1 to a Label of your choice
- Return to the future and accept its new form, or jump to a different point in the past to begin your mission anew

## OTHER MOVES

You're from the future, and you know how things turn out. You came back with a mission - to make sure that history changes for the better.

*But things are scrambled. Your memories, not quite right. You're not sure how this present becomes your future. So until you can figure it out, you might as well do what good you can, where you can, all the while trying to connect the dots between your world and this one.*



## THE HARBINGER

**HERO NAME**

**REAL NAME (IF APPLICABLE)**

## LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- haunted face, optimistic face, ordinary face, “hyper-evolved human” face
- streamlined clothing, “fashion-forward” clothing, simple clothing, casual clothing
- high-tech costume, impossible costume, sleek costume, dramatic costume

## ABILITIES

You're from the future, and that has its benefits, like future knowledge (even though your memories are scrambled). Plus, your powers may have had something to do with how you got back to the past—er, the present day, that is. “Now,” as the locals call it. Choose one option from the list below.

- super speed
- telepathy & telekinesis
- futuristic gadgets & implants
- optimized biology
- teleportation & portals
- energy absorption/redirection

## LABELS

(at character creation, add +1 wherever you choose)

DANGER	-2	-1	0	+1	+2	+3
FREAK	-2	-1	0	+1	+2	+3
SAVIOR	-2	-1	0	+1	+2	+3
SUPERIOR	-2	-1	0	+1	+2	+3
MUNDANE	-2	-1	0	+1	+2	+3

## CONDITIONS

- Afraid** (-2 to directly engage a threat)
- Angry** (-2 to comfort or support or pierce the mask)
- Guilty** (-2 to provoke someone or assess the situation)
- Hopeless** (-2 to unleash your powers)
- Insecure** (-2 to defend someone or reject others' influence)

## BACKSTORY

- How did you travel from the future to the present day?
- What keeps you from returning to the future?
- Why are your memories and knowledge of the future scrambled?
- What is the most important part of your future that you want to avert?
- Why must you join this team specifically to achieve your mission's goals?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

## WHEN OUR TEAM FIRST CAME TOGETHER...

We averted a disaster from the future's history books. What was the disaster? What effect do we hope it had on the timeline?

## RELATIONSHIPS

\_\_\_\_\_ turns away from the hero's path, according to your history books. You have to prevent that from happening.

You've always idolized \_\_\_\_\_, but it's too awkward to admit it to them now that you've met them in real life. Keep it cool, keep it cool.

## INFLUENCE

Every member of your team has the power to change the future—your future. Give everyone influence over you.

## HARBINGER MOVES

(Choose two)

- Stick to the mission:** When you **defend someone** or something critically important to the future (tell us why), you may mark a condition to shift down one Label and shift up Savior before the roll. If you do, you cannot choose the option 'clear a condition' for the **defend** move.
- Tomorrow's golden promise:** When you **comfort or support someone** with tales of what you think their future will be, you may roll + Savior instead of + Mundane. Mark a condition unless you are confident the stories are true.
- Applied history:** When you **pierce the mask** of someone you believe will shape the future, roll + Savior instead of + Mundane.
- You haven't learned you can do that yet:** When you tell a teammate about a new, never-before-performed trick that they've never considered, spend a Team from the pool to allow them to **unleash their powers, directly engage a threat, or defend someone** using your Superior as if it was their Label. Any costs or complications from their move affect you, as well.
- I learned the solution in grade school:** When you **unleash your powers** to extend your senses or overcome an intellectual obstacle, you may roll + Superior instead of + Freak.
- 21st century studies:** When you **assess the situation**, you may always ask "what does the future know about this moment?", even on a miss. You take +1 ongoing to act on the answers.

## CONNECTING THE DOTS

You're from the future, but your knowledge of the past is spotty, intermittent, confused, jumbled. You're doing your best to put together the clues and your broken memories, though, so you can figure out how this world and its people become the ones you know.

**When you push yourself to remember the version of someone that exists in your future**, mark a condition and roll + Memories. On a hit, you connect who they are now to who they are in the future; choose the role that they fulfill in the future, and the GM will tell you about their future self. On a 10+, ask a follow-up question. On a miss, they're not at all who you thought they would be; the GM will choose their role, or tell you that as far as you know, they don't exist in the future.

Monster: \_\_\_\_\_

Martyr: \_\_\_\_\_

Traitor: \_\_\_\_\_

Architect: \_\_\_\_\_

Corruptor: \_\_\_\_\_

Leader: \_\_\_\_\_

Your Memories score starts at -1, and goes up by 1 (to a maximum of +3) for each name above.

**When you write a name above**, they gain Influence over you if they did not already have it.

**At the start of each session or when time passes**, roll + Savior to find out how your investigations into the timeline have been going. On a hit, choose one figure noted above or one aspect of the future world you can remember. You've found a lead to follow to learn more about how the present version of that figure or aspect became the future version. On a 10+, the lead is particularly strong; right now, you can ask the GM one question about the figure or aspect, and they will answer honestly. On a miss, you're lost in the present; the GM will tell you how things are so different here, and shift your Labels according to how it makes you feel.

## MOMENT OF TRUTH

You basically exist with one foot out the door, ready to leave this place, to go back out into the wide expanse of the universe. You've never fully committed. That is, until today. Until right now. Now, you pour everything you have and everything you are into this moment. You pull off tricks no one from this planet has ever seen before. You use your tools in ways no one here could have ever imagined. You devote yourself, here and now, to a cause, and you achieve your goal in ways that you never could've if you'd only stayed home. Of course, now you've proved to everyone that you really don't belong here, and the very skills that let you succeed are the ones you earned from out there...

## TEAM MOVES

When you share a triumphant celebration with someone, ask them what they admire about you. The GM will shift one of your Labels up and one down based on what they say.

When you share a vulnerability or weakness with someone, mark a condition, give them Influence over you, and mark potential.

## POTENTIAL



Every time you roll a miss on a move, mark potential.

## ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- |   |   |
|---|---|
| <input type="checkbox"/> Take another move from your playbook | <input type="checkbox"/> Unlock your Moment of Truth                                |
| <input type="checkbox"/> Take another move from your playbook | <input type="checkbox"/> Rearrange your Labels as you choose, and add +1 to a Label |
| <input type="checkbox"/> Take another move from your playbook | <input type="checkbox"/> Rearrange your Labels as you choose, and add +1 to a Label |
| <input type="checkbox"/> Take a move from another playbook    |   |
| <input type="checkbox"/> Take a move from another playbook    |   |

When you've taken five advances from the top list, you can take advances from the list below.

- |  |  |
|--|--|
| <input type="checkbox"/> Unlock your Moment of Truth after you've used it once | <input type="checkbox"/> Take an adult move                                |
| <input type="checkbox"/> Change playbooks                                      | <input type="checkbox"/> Lock a Label and add +1 to a Label of your choice |
| <input type="checkbox"/> Take an adult move                                    | <input type="checkbox"/> Depart for reaches unknown, never to return       |

## OTHER MOVES

Maybe one time you had a home. A life with a schedule. But if you did, that was ages ago. You've been on your own, bouncing around space, time, and everything in between, for years.

Except now, you've left those farscapes and come back to Earth. And letting other people into your life is way harder than traveling to other dimensions ever was.



## THE NOMAD

ALIAS

REAL NAME (IF DIFFERENT)

## LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- average body, compact body, modified body, sculpted body, wiry body
- traveling clothing, garish clothing, extraterrestrial clothing, unassuming clothing
- weird jewelry, strange greatcoat, eccentric boots, unusual gloves, uncanny belt

## ABILITIES

You've seen space, time, and everything in between. One might say you've seen it all. Besides your tremendous knowledge, experience, and haphazard on-the-job training, you picked up some neat toys on your travels. Pick two of your most important.

- |   |  |  |
|---|--|--|
| <input type="checkbox"/> rift generator | <input type="checkbox"/> forcefield projectors | <input type="checkbox"/> modular blaster         |
| <input type="checkbox"/> anti-grav pack | <input type="checkbox"/> cloaking rig          | <input type="checkbox"/> wearable ultraprocessor |

## LABELS

(at character creation, add +1 wherever you choose)

**DANGER**   -2   -1   0   +1   +2   +3

**FREAK**   -2   -1   0   +1   +2   +3

**SAVIOR**   -2   -1   0   +1   +2   +3

**SUPERIOR**   -2   -1   0   +1   +2   +3

**MUNDANE**   -2   -1   0   +1   +2   +3

## CONDITIONS

- Afraid** (-2 to directly engage a threat)
- Angry** (-2 to comfort or support or pierce the mask)
- Guilty** (-2 to provoke someone or assess the situation)
- Hopeless** (-2 to unleash your powers)
- Insecure** (-2 to defend someone or reject others' influence)

## BACKSTORY

- Who took you from the Earth when you were younger?
- What farscapes did you explore?
- Who was your favorite traveling companion?
- What brought you back to stay (for now)?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

## WHEN OUR TEAM FIRST CAME TOGETHER...

We had to deal with a danger I'd met while traveling the farscapes. What was it, and how did we send it away?

## RELATIONSHIPS

\_\_\_\_\_ knows plenty that I don't about this world, its people, and how to deal with them; I should follow their lead while I'm here.

\_\_\_\_\_ is...well...boring. But that's okay! I'm going to make them more interesting.

## INFLUENCE

You're here, but not, and it's going to take some time before you really commit. Give no one Influence over you.

## NOMAD MOVES

(Choose two)

- No good at being a kid:** When you clear a condition, you can shift Labels, your choice.
- Watched C-beams glitter:** When you make a claim about a strange situation or phenomenon based on your experience, roll + Freak. On a hit, you were right; the GM will tell you what opportunity your knowledge grants to you. On a 7-9, your claim is incomplete, flawed, or tangential; the GM will tell you how. On a miss, your experiences are incomplete; the GM will tell you what mistake your flawed understanding leads you to make.
- I hate calling the cavalry:** When you call the allies you made beyond this world to ask them for help, mark a condition and roll + Superior. On a hit, someone shows up to lend you a hand. On a 7-9, they're dragging their own problems. On a miss, your call reaches someone you wish it hadn't.
- The littlest space bandit:** When you **directly engage a threat** that underestimates you, roll + Superior instead of + Danger.
- Out of this world:** When you plug into the cosmic aether and tune out of this world, roll + Freak. On a hit, you come to a new, interesting insight about your current problems and situation; the GM will tell you what. On a 10+, you can also shift your own Labels according to match your new understanding. On a miss, you realize something dangerous or terrible; the GM will tell you what, and shift your Labels accordingly.
- Sharpened eyes** When you **assess the situation**, you may always ask one of the following questions, even on a miss:
  - *What's my best way out/way in/way past?*
  - *What here would be handy to grab?*
  - *Who here is susceptible to my words?*

## PUTTING DOWN ROOTS

You have one foot out the door, and it shows. Over time, you may be able to commit to this place.

- **Adults do not have Influence over you by default.** No one does.
- You can only give a total of **6 Influence**.
- During play, you can only give Influence by **revealing a vulnerability or weakness** to someone. You can still give out Influence through the end of session move. You cannot give Influence to somebody who already has Influence over you.
- **Others cannot take Influence over you;** if they would, instead they choose: mark potential or inflict a condition on you.
- **You reject Influence at -2 by default, instead of +0.**
- When someone **takes advantage of their Influence over you**, they can choose two options.
- **At the end of a session**, you can take back 1 Influence from someone you choose.
- **If you have given out 0-Influence**, you cannot **comfort or support** anyone. If you would trigger that move, instead mark a condition as you say exactly the wrong thing. If you have given out 0-Influence and someone tries to **comfort or support** you, you cannot open up to them.
- **You gain benefits based on how much Influence you have given out.** See below. These benefits stack.
- 1-2 Influence:** When you **defend someone** who has Influence over you, you can ignore the Insecure condition. When you **directly engage** someone who has Influence over you, you can ignore the Afraid condition.
- 3 Influence:** When you **take a powerful blow** from someone with Influence over you, take -2 to the roll.
- 4 Influence:** When you **pierce the mask** of someone who has Influence over you, you can always ask them one question, even on a miss.
- 5 Influence:** When you spend a Team to help someone who has Influence over you, it gives them +2.
- 6 Influence:** When you accept the words of someone who has Influence over you, mark potential, clear a condition, or take +1 forward.

## MOMENT OF TRUTH

People have always tried to define you by your lineage. As if from the moment you were born, you were meant to be some villain to be defeated. But...they're right, aren't they? That darkness is in you. So right here, right now, you're not fighting it—you're embracing it. Both hero and villain, and greater besides. You're overcoming impossible odds in ways no hero would approve of, and no villain could comprehend. Of course, after seeing what you can really do when you embrace the whole of yourself, the rest of the world isn't going to forget who you really are...

## TEAM MOVES

When you share a triumphant celebration with someone, ask them if you have earned their respect. If you have, take Influence over them and mark potential. If you have not, give them Influence over you and mark potential.

When you share a vulnerability or weakness with someone, ask them if they would defend you against those who mistrust you. If they say yes, clear a condition and shift Savior up and any other Label down. If they say no, mark a condition and shift Danger up and any other Label down.

## POTENTIAL



Every time you roll a miss on a move, mark potential.

## ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Unlock your Moment of Truth
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Take **The Mask** and a secret identity from the Janus playbook

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after it's been used once
- Change playbooks
- Take an adult move
- Take an adult move
- Lock a Label, and add +1 to a Label of your choice
- Retire from the life or become a paragon of the city

## OTHER MOVES

You're the child—not an acolyte, not a creation, just the friggin' kid—of a true villain. And when anyone who knows looks at you, all they can see is your parent. Like you don't even matter. Well, forget that. You're out to prove yourself as someone different from them, and how better to do that than to be a superhero?

## THE SCION

HERO NAME

REAL NAME

## LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- stocky body, slender body, scrawny body, statuesque body, taut body
- hand-me-down clothing, expensive clothing, uniform clothing, rebellious clothing, casual clothing
- bright costume, parent's costume, understated costume, makeshift costume, no costume

## YOUR LINEAGE

You are the child of a true supervillain. You strive to be different than them, but they are a part of you. Circle at least one option for each question below.

**What kind of villain are they?**

*deadly mercenary, master thief, hateful destroyer, zealous crusader, cruel mastermind, grand tyrant*

**What is your relationship with them like?**

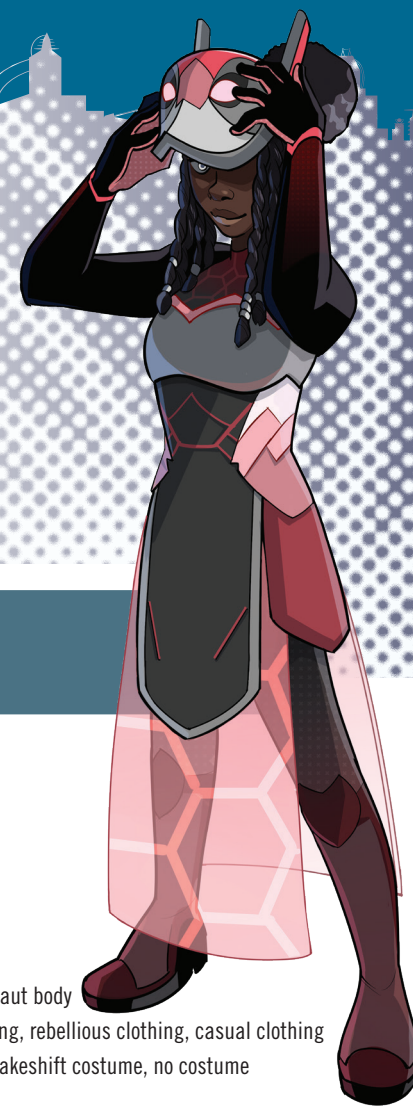
*mostly strangers, actively adversarial, sadly opposed, ever-shifting, redemption/corruption, full of denial*

**They have an array of abilities, assets, and strengths; what are some of them? (up to 3)**

*superhuman martial prowess, dark sorcery, cosmic might, diabolical machines, endless minions, unrivaled genius, powerful allies, arsenal of weapons and gadgets, supremely honed skills*

**What abilities do you use to fight them? (up to 2)**

*impressive martial prowess, magical aptitude, cosmic energies, machine control, regeneration, electrokinesis, seismic waves, a powerful weapon or gadget, mastery of a single skillset*



## LABELS

(at character creation, add +1 wherever you choose)

**DANGER** -2 -1 0 +1 +2 +3

**FREAK** -2 -1 0 +1 +2 +3

**SAVIOR** -2 -1 0 +1 +2 +3

**SUPERIOR** -2 -1 0 +1 +2 +3

**MUNDANE** -2 -1 0 +1 +2 +3

## CONDITIONS

- Afraid** (-2 to directly engage a threat)
- Angry** (-2 to comfort or support or pierce the mask)
- Guilty** (-2 to provoke someone or assess the situation)
- Hopeless** (-2 to unleash your powers)
- Insecure** (-2 to defend someone or reject others' influence)

## BACKSTORY

- Who is your supervillain parent?
- Who told you about your parent's true nature?
- Why did you turn from your lineage to become a hero?
- Who, outside of the team, helps you on your chosen path?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

## WHEN OUR TEAM FIRST CAME TOGETHER...

Someone important learned about my lineage and condemned us all. Who? Why?

## RELATIONSHIPS

\_\_\_\_\_ is the only one who understands what I'm going through; I told them which part of me I wished was more like my parent.

My parent once fought and thrashed \_\_\_\_\_; I've got to find a way to make it up to them.

## INFLUENCE

This team may be the key to proving you're different from your parent, but you don't want to be defined by your peers, either. Give Influence to 2 teammates.

## SCION MOVES

(Choose two)

- I'll show them:** When you **defend someone** who doesn't believe in you, you can always take Influence over them, even on a miss.
- Changed sides:** When you mislead or trick an enemy by pretending to be on their side, roll + Danger. On a hit, they buy your charade for now. On a 7-9, choose 1. On a 10+, choose 2.
  - You avoid having to provide concrete evidence
  - You create an opportunity
  - You expose a weakness or flawOn a miss, someone else watching comes to the worst possible conclusion and acts on it.
- They don't deserve forgiveness:** When you accuse an enemy of being irredeemable, you can mark two conditions to take Influence over you away from them. When you **directly engage** someone who has no Influence over you, you can always choose 1 additional option, even on a miss.
- Moldable:** When you **pierce the mask** of someone whose respect you crave, you can always ask "How could I gain Influence over you?", even on a miss. Take +1 ongoing to acting on the answer.
- All the best stuff:** You've compiled access to caches of equipment and weaponry other supers have hidden in the city. When you access a cache, say whose cache it is. If it's a hero's, roll + Savior. If it's a villain's, roll + Danger. On a hit, you find a tool or intel useful to your situation; the GM will detail. On a 7-9, you leave evidence that you've been here. On a miss, you tripped an alarm and they're coming; prepare to explain yourself.
- White lies:** When you **comfort or support** someone by telling them lies they want to hear, roll + Savior instead of + Mundane. On a hit, if they open up to you, take Influence over them.

## RESPECT

Write down the names of at least two other characters whose respect you need to earn in order to differentiate yourself from your parent. You may fill in new names whenever appropriate.

Your parent's greatest enemy: \_\_\_\_\_

Respect:     Advancement:

Your parent's greatest victim: \_\_\_\_\_

Respect:     Advancement:

Your personal idol: \_\_\_\_\_

Respect:     Advancement:

The city's greatest leader: \_\_\_\_\_

Respect:     Advancement:

The city's greatest hero: \_\_\_\_\_

Respect:     Advancement:

The city's biggest celebrity: \_\_\_\_\_

Respect:     Advancement:

When you seek out one of the characters named above, roll + Savior. On a hit, you track them down. On a 7-9, they're juggling their own problems, and may not have time for you. On a miss, when you find them, the situation is dire; the GM will tell you how.

If you earn Influence over the characters listed above, instead you mark 1 Respect. If you lose Influence over the characters listed above, you lose 1 Respect. If you lose 1 Respect and you have none marked, you immediately mark a condition, GM's choice.

The first time you reach 4 Respect on an individual, take an advancement.

While you have 4 Respect on an individual:

- You can reject their Influence at a +3 (does not stack with the above).
- You take +1 to a Label of their choice (record it next to their name).

If you dip below 4 Respect on an individual, you lose those benefits.