

## 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. PEOPLE WHO TOOK CARE OF YOU. BUT IF YOU DID, THAT WAS AGES AGO. YOU'VE BEEN ON YOUR OWN, BOUNCING AROUND SPACE, TIME, AND EVERYTHING IN BETWEEN, FOR YEARS NOW. YOU'VE SEEN THINGS THAT EVEN THE ADULTS COULD NEVER IMAGINE.*

*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 deeply incomplete; the GM will tell you what mistake your flawed understanding leads you to.
- 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're here, but not, and it shows. Over time, you may be able to commit to this place, and find out why it is that some people choose to invest in others.

**Adults do not have Influence over you by default.** No one does. **You can only give out a total of 6 Influence.** During play, you can only give out 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 can mark potential or inflict a condition on you, their choice. **You reject Influence at -2 by default, instead of +0.** When someone **takes advantage of their Influence over you**, they can choose two options from the list. **At the end of every session**, you can take back 1 Influence from someone of your choice.

**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. 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.