

## **/MOMENT OF TRUTH**

You embrace your home and call them for aid. They will answer your call—in force!—arriving exactly when you need them to turn the tide. They fight and serve you for the rest of the battle. Of course, when all is said and done...they'd probably like to take you home with them. You did, after all, just prove yourself worthy.

## **/TEAM MOVES**

When you share a triumphant celebration with someone, take Influence over them if you show them meaningful affection, physical or emotional. They decide if it's meaningful.

When you share a vulnerability or weakness with someone, they tell you what you should do to fit in more. Take +1 forward to do it, and mark potential if you do.

## **/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
- Someone permanently loses Influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Choose two new abilities from any playbook as you come into your own
- You adopt a human life; take Secret Identity and The Mask 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 you've used it once
- Lock a Label, and add +1 to a Label of your choice
- Change playbooks
- Take an adult move
- Take an adult move
- Retire from the life or become a paragon of the city

## **/OTHER MOVES**

You're not from here.

Your home is an

amazing place, full of beauty and wonder.

But there's something to this place, something special that you're

missing back home something...human.

So yeah, you'll be hanging around.

At least for now.

# THE OUTSIDER

HERO NAME

REAL NAME (IF DIFFERENT)

## **/LOOK**

- ambiguous, man, shifting, transgressing, woman
- strange body, animalistic body, neon body, human body
- glowing eyes, animalistic eyes, metallic eyes, bizarre eyes
- flashy clothing, mismatched clothing, average clothing, no human clothing
- your people's uniform, your station's costume, practical costume, humanizing costume, no costume

## **/ABILITIES**

You can fly, and you're pretty tough. Choose any two of the following:

- density control
- stunning beauty or pheromones
- alien weaponry
- heliokinesis
- radical shapeshifting
- telepathy and mind blasts



## 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

- Where do you come from?
- Why did you come to Earth?
- Why do you want to stay here (for now at least)?
- Why do your people want you to come home?
- 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 didn't trust each other at first, but that changed. How? Why?

## RELATIONSHIPS

You've been learning about Earth by spending time with \_\_\_\_\_.

You have a crush on \_\_\_\_\_ but you keep it under wraps.

## INFLUENCE

Choose your demeanor: haughty or cheerful.

If you're haughty, you think you're better than them. Give no one Influence.

If you're cheerful, you're thrilled to be here. Give everyone Influence over you.

## OUTSIDER MOVES

(Choose three)

- Belong in two worlds:** You have the resources that come with your station. Whenever you contact your people, roll + Superior. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1, but your people make an uncomfortable demand of you. Spend your hold 1 for 1 to:

- receive a useful piece of alien technology that will allow you to use any ability from another playbook once (choose the ability when you spend the hold)
- consult your people's knowledge to ask the GM a question about the current situation
- clear a condition through the comfort of contact with your home

- Alien tech:** When you alter a human device with your alien technology, roll + Freak. On a hit, you create a device that can do something impossible once and then fizzle. When you roll a 10+, choose one:

- it works exceptionally well
- you get an additional use out of it

On a miss, the device works, but it has a completely unintended side effect that the GM will reveal when you use it.

- Alien ways:** Whenever you openly disregard or undermine an important Earth custom in favor of one of your own people's customs, shift Superior up and any other Label down.

- Kirby-craft:** You have a vehicle, something from your home. Detail its look, and choose two strengths and two weaknesses. When you are flying your ship, you can use it to **unleash your powers, directly engage a threat, or defend someone** using Superior.

**Strengths:** Fast & maneuverable, chameleon plating, powerful weaponry, regenerating, dimension-shifting, size-shifting, telepathic

**Weaknesses:** Bizarre fuel source, susceptible to \_\_\_\_\_, easily detectable, slow and clumsy, unarmed, difficult to repair

- The best of them:** When you **comfort or support someone** by telling them how they exemplify the best parts of Earth, roll + Freak instead of + Mundane.

- Not so different after all:** When you talk about your home, roll + Freak. On a 10+, choose two. On a 7-9, choose one. During the conversation, you:

- confess a flaw of your home; add 1 Team to the pool
- mislead them about your home; take Influence over them
- describe the glories of your home; clear a condition

On a miss, you inadvertently reveal more about yourself than you planned; tell them a secret or vulnerability you haven't shared with Earthlings before now.