

MOMENT OF TRUTH

Everything you do could affect the future. For all you know, the fact that you saved that one guy that one time means that now the future is full of pterodactyls. The connections, the ripples, they're always so hard to track, and you're still not sure if you've helped or hurt—not really. Until now. 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 here, now, to ensure the future outcome you want. You can reshape the future with perfect certainty. 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).

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 | ☐ Rearrange your Labels as you choose, and add +1 to a Label |
| ☐ Take another move from your playbook | ☐ Unlock your Moment of Truth |
| ☐ Take a move from another playbook | ☐ Someone permanently loses Influence over you; add +1 to a Label |
| ☐ Take a move from another playbook | ☐ 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 | choice |
| ☐ Change playbooks | ☐ Return to the future and accept its new form, or jump to a different point in the past to begin your mission anew |
| ☐ Take an adult move | |
| ☐ Take an adult move | |
| ☐ Lock a Label and add +1 to a Label of your | |

*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 WORLD THAT YOU'RE
IN BECOMES THE ONE YOU
REMEMBER FROM THE 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, average 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 don't you have perfect recollection of the future?
- 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 looked up to _____, 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 to 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: _____

Builder: _____

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, roll + Savior to find out how your investigations into the timeline have been going. On a 10+, you found a strong lead; choose one figure noted above or one aspect of the future world you can remember, and the GM will reveal to you clear detail on the path that leads to their future form. On a 7-9, you found a lead; choose one figure above or one aspect of the future world and the GM will tell you what lead you have to learn more about their path. 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.