

THE BASIC MOVES

Act Covertly

When you **Act Covertly**, tell the GM what you are trying to accomplish, roll +Human, and mark your Human Track. On a hit, you do the thing you're trying to do. On a 7-9, choose 1. On a 10+, both.

- You stay entirely undetected
- You leave no incriminating evidence

Hold Back Your True Face

When you **Hold Back Your True Face**, roll +Human and mark your Human Track. On a hit no one sees the instability in your shifted form. On a 7-9 tell the GM what suspicious distraction you use to cover up your lapse in control.

Glimpse Someone's True Form

When you try to **Glimpse Someone's True Form**, roll +Alien and mark your Alien Track.

On a 7-9 choose one question to ask their player. On a 10+ choose two.

- How could I get them to ____?
- What do they want?
- What are they scared of?
- What do they think of me?

For an NPC: On a 7-9 the GM will tell you what you found out that you wish you hadn't.

For a PC: On a 7-9 their player gets to ask one question of you as well.

Call Out for Aid

When you **Call Out for Aid** from another alien, roll +Alien and mark your Alien Track. On a hit, you receive assistance from another alien, even if you thought you were alone. On a 7-9 choose 1; on a 10+, choose 2.

- Your assistance arrives immediately
- Your assistance does not come from a stranger
- You don't attract any unwanted or additional attention

Give into Violence

When you **Give into Violence**, roll with questions:

- ? *Are you protecting someone?*
- ? *Are you hidden from the public eye?*

On a hit you disable your foe. On a 7-9 choose 2. On a 10+ choose 3 or kill your opponent and take +Trauma:

- You injure your opponent, disabling them for a long time
- You create an opportunity to escape
- You do not suffer +Trauma
- You do not reveal a glimpse of your true form

Tune into Your Surroundings

When you **Tune into Your Surroundings** roll with questions:

- ? *Is this situation familiar to you?*
- ? *Is your position secure?*

On a 10+, ask two. On a 7-9, ask one. Take +1 forward when acting on the answers.

- What here poses the greatest threat to me?
- Where does the power lie?
- How can I keep my identity secret?
- What here can I use to _____?

Bend Someone to Your Will

When you **Bend Someone to Your Will** with manipulation, lies, shame, or intimidation, announce what it is that you're trying to get them to do and roll with questions:

- ? *To their knowledge, have you risked your safety for them?*
- ? *Are you using their guilt or obligations against them?*

For an NPC: On a hit, they'll do what you're trying to get them to do. On a 7-9 they will do it but their actions come at a cost for both of you.

For a PC: On a 7-9, choose 1. On a 10+, both.

- if they don't do it, they must reject your mutual alien bond and mark +Trauma
- if they do it, their senses reveal to them a useful weakness in you

Provide Solace

When you **Provide Solace** to someone, roll with questions:

- ? *Are you mostly honest with them?*
- ? *Are the two of you alone?*

For an NPC: On a hit, they are comforted and feel kindly towards you; they offer up something they believe could be of value to you. On a 7-9, they require you to prove your vulnerability to them before they are fully comforted.

For a PC: If they accept your comfort, both of you can clear a Trauma. On a 7-9, unfriendly eyes witnessed your intimacy without your noticing.

PERIPHERAL MOVES

Assist Another Alien

When you **Assist Another Alien PC** on a roll that has already been made, tell the GM what you do to help them and roll.

On a hit, they take +1 to the roll. On a 7-9, your assistance draws unwanted attention to both of you. Alternatively, mark your Alien Track to automatically add +1 to their roll.

Sabotage Another Alien

When you **Sabotage Another Alien PC** on a roll that has already been made, tell the GM what you do to interfere and roll.

On a hit, they take -2 to the roll. On a 7-9, your interference puts you in harm's way; take +Trauma. Alternatively, mark your Human Track to automatically take -2 from their roll.

Reveal Another Alien

When you **Reveal Another Alien** who you know is an alien, mark your Human Track and mark +Trauma to use your psychic connection to force another alien into their true form.

Make a Plan

When you **Make a Plan**, the alien who proposes the plan rolls with questions:

? *Does the plan take advantage of your alien capabilities?*

? *Is no one involved withholding crucial information?*

On a hit the plan is effectively set into motion. On a 7-9, an unexpected obstacle forces you to lose contact with each other at a dire moment. On a miss, you find yourselves in over your heads or under fire as your plan falls apart.

HUMAN AND ALIEN TRACKS

Human Adaptations

- △ Take +1 Human on your stats. Take another one of your playbook moves.
- △ Take a move from another playbook. Take +1 Human and -1 Alien.
- △ Take -1 Alien and the move **Too Slippery**: mark your Human Track to cause another PC's attempt to **glimpse your true form** to automatically miss.
- △ When you memory wipe someone, mark your Human Track and roll +Human. On a hit, you erase a memory. On a 10+, choose 2, on a 7-9, choose 1. On a miss, your tampering leaves a dangerous bit of your memory in place of theirs.
 - You erase only the memory you want
 - The memory will never return
 - The memory wipe will not have unforeseen side effects on those in the surrounding areaIn addition, you are permanently unable to **call out for aid**.
- △ Whenever you share stories with a human, mark your Human Track and roll +Human. On a hit, you see one of their memories that proves helpful to you. On a 10+, you gain access to one of their memories and it remains unaltered in both of your minds. On a 7-9, choose one:
 - Your intrusion tampers with their memory
 - The memory that you see is incompleteOn a miss, some of your memories become garbled with theirs. The GM will tell you which ones. In addition, you are now unable to **tune into your surroundings**.
- △ When you mark your sixth human adaptation, turn to page 31 of *Passing* to discover your final fate.

Alien Adaptations

- △ Take +1 Alien on your stats. Take another one of your playbook moves.
- △ Take a move from another playbook. Take +1 Alien and -1 Human.
- △ Take -1 Human and the move **Heal You**: mark your Alien Track and +Trauma to use your psychic energy to heal 2 Trauma of another alien.
- △ When you send a telepathic message to another alien, mark your Alien Track and roll +Alien. On a hit, you make contact. On a 10+, choose 2; on a 7-9, choose 1:
 - Your communication isn't intercepted
 - Your communication comes through when you send it
 - Your communication is completeOn a miss, improperly trying to establish a psychic connection causes you and the other alien to take +Trauma. In addition, you are now permanently unable to **act covertly**.
- △ When you telepathically imbue another alien with your strength, mark your Alien Track and roll +Alien. On a hit they can call upon you to act through them, controlling their body and making moves on their behalf, regardless of physical distance. On a 7-9 choose one:
 - When they take harm, you take harm
 - Your psychic waves attract unfriendly attention
 - You are unable to retract your strength until they are physically in your presenceOn a miss, your vulnerability leaves you unable to control your body and you shift into your true form. In addition, you are now permanently unable to **hold back your true face**.
- △ When you mark your sixth alien adaptation, turn to page 33 of *Passing* to discover your final fate.

THE MASTER OF CEREMONIES

Agendas

- Make the characters' lives tense
- Give Walnut Hills a secret underbelly
- Play to find out what happens

MC Principles

- Invoke the community
- Flesh out their alien and human lives
- Be a fan of the players' characters
- Make your move but misdirect
- Treat all humans as possible threats
- Treat all alien NPCs as possible allies
- Remind the aliens of their decisions
- Address yourself to the aliens, not the players
- Ground the story in a neighborhood divided by politics and identity
- Give everyone secrets and underlying motivations
- Ground alienness in being beautiful and strange

MC Moves

- Award +Alien or +Human
- Reveal someone's secret
- Remind the characters of their alien past
- Tempt them with intimacy
- Demonstrate how precarious their position is
- Put their identities in conflict with each other
- Separate or isolate someone
- Push painful secrets out into the open
- After every move: "What do you do?"

Walnut Hills

Current Year: 1956

Location: Walnut Hills

Metro Area: Washington D.C

Population:

87% White, 5% below the National Average
10% Black
3% Other
Middle-Upper Class
90% Protestant, 8% Catholic, 2% Other
30% Democrat, 65% Republican, 5% Other

Notable Landmarks:

Franklin Forest
E.T.R.A. (The C. R. Mitchell Extra-Terrestrial Research Area)
Lake Britteridge (after town founder)

Notable Organizations:

Walnut Hills Homeowner's Association
Walnut Hills Elementary P.T.A
P.A.E.T. (Parents Against Extraterrestrials)
The Britteridge Country Club
Walnut Hills Republican Association
The Democrats of Walnut Hills

Notes

The Intermingler

You came with the Second Wave. When your ship was attacked you tried to blend in with the humans to avoid drawing suspicion. What you didn't expect was to fall in love with one. You feel constantly torn between your life with your unsuspecting partner and your true alien identity.

STATS:

Human: +1 Alien: -1

TRAUMA:



ALIEN:



HUMAN:



ALIEN NAME

These names are best translated to human language by describing the thing that they mean. They are used with caution and only in moments of complete safety. Choose one:

- ◇ the color red (Red-Red)
- ◇ the other color red (Other-Red)
- ◇ leaves under tentacles (Leaf-Rustle)
- ◇ the feeling of being submerged in the 22nd of the planet's oceans (Ocean-Lost)
- ◇ wind swirling through blue dust (Dust-Wind)

ALIEN LOOK

When sun-searchers are first born, they shapeshift wildly through forms, but all of them eventually discover a form that is their truest self. Choose as many as apply.

- ⊕ blue skin, soft fur, translucent skin
- ⊕ small tentacles, many arms, mandibles
- ⊕ all black eyes, no eyes, human eyes
- ⊕ tails, antlers, a viscous membrane

HUMAN NAME

Choose one: Thea, Parker, Carmelita, Starla, Demetrius, Winona, Alec, Mateo, Cleo, Isabella

HUMAN LOOK

This is the form that the sun-searcher shapeshifts into in order to blend into their surroundings and evade dangerous attention. Choose at least one from each list.

- ⊕ artistic clothing, maternal clothing, practical clothing, domestic clothing
- ⊕ soft hands, rugged hands, nimble hands, manicured hands
- ⊕ dreamy eyes, tired eyes, hardened eyes, loving eyes
- ⊕ Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, Ambiguous, White
- ⊕ man, woman

Your Spouse's Name: _____

BACKSTORY

- ⊕ What occupation did you perform on Sun-Lost?
- ⊕ What excited you most about coming to Earth?
- ⊕ At what moment did you realize that you loved your spouse?
- ⊕ Why do you suspect that your spouse's family member is part of Erads?
- ⊕ Why does the neighborhood gossip about your marriage?

CELL HISTORY

- ⊕ What former Cell member did you abandon in the middle of a mission to save your spouse?

RELATIONSHIPS

- ⊕ It's hard to be around _____ because they were siblings with the sun-searcher whom you abandoned.
- ⊕ You used to be lovers with _____ and lately you catch yourself thinking about them.

DRIVING DESIRE

What change do you hope to achieve above all else (choose one)?

- ◇ To be able to tell your spouse the truth
- ◇ legal recognition of aliens
- ◇ communication established between all the alien Cells

The Intermingler

INTERMINGLER MOVES

.....
You take Livin' the Life and one more

◇ **Livin' the Life:** When you invoke your domestic life to turn suspicion away from you, roll +Human. On a 10+ you evade suspicion with no consequences, on a 7-9, choose two:

- You do not shift suspicion to your family
- You do not get waylaid in your goals
- Your family does not notice your lie

On a miss the GM will tell you how your inability to choose between the facets of your life resulted in damaging both of them.

◇ **Split in Two:** When you duplicate your body, roll +Alien and take +Trauma for the extreme stress being put on your body. On a 7-9 choose two, on a 10+ all three.

- You retain control over both versions of your body
- You are in control of the appearance of both bodies
- The shift is stable; neither of your halves can disintegrate before you rejoin

On a miss, you still duplicate, but the GM will tell you how your two halves display an inability to coexist.

◇ **Marital Bond:** When you Hold Back Your True Face from your spouse take +Trauma in order to act as if you had rolled at 10+ and mark your Human Track twice.

◇ **Make a Choice:** When you set out to avenge someone from your alien or human life, you decide who you blame. Take +Trauma right now and +1 ongoing towards all rolls in direct pursuit of your goal.

◇ **Traces of Trauma:** When you Tune into Your Surroundings at a scene of violence, your alien senses and acute human knowledge gives you access to information that others might not see. Add the following questions to your list of options and ask an additional question, even on a miss:

- What human violence happened here?
- What horrible thing went wrong?
- What aftermath remains?

FAMILY LIFE

.....
Choose three obligations involved in your marital life:

- ◇ job to support your family
- ◇ step-children
- ◇ school board
- ◇ supporting your spouse's career
- ◇ new marriage
- ◇ in-laws
- ◇ housing association
- ◇ managing the household
- ◇ needy spouse
- ◇ pregnancy

At the start of the first session and when time passes, roll to see how you are managing your responsibilities. On a 10+, you are working towards fulfilling your driving desire and managing your responsibilities, clear 2 Trauma. On a 7-9, managing one of your obligations overwhelms your ability to work towards one of your driving desire—the GM will tell you what hard choice you face. On a miss, your obligations and your desire endanger each other with disastrous results; tell the GM which obligation and the GM will tell you about the messy consequences.

The Poster Child

For you, fitting in with the humans feels so easy. You can mimic their patterns and live the sort of life that they lead. Most other members of the Second Wave learned to blend in to survive. But you? You've been excelling in your human life.

STATS:

Human: +1 Alien: -1

TRAUMA:



ALIEN:



HUMAN:



ALIEN NAME

These names are best translated to human language by describing the thing that they mean. They are used with caution and only in moments of complete safety. Choose one:

- ◇ the triumph of seeing the disappearance of Sun-Lost's five moons over the horizon to har-
ken a new day (Moon-New)
- ◇ the experience of tasting a new food for the
first time (Food-New)
- ◇ losing a memory (Mind-Lost)
- ◇ the moment in time when there is a possible
split in worldliness (Time-Lost)
- ◇ the moment of rising before others and believing for
a time that you are the only one in the universe
(Morning-Lost)

ALIEN LOOK

When sun-searchers are first born, they shapeshift wildly through forms, but all of them eventually discover a form that is their truest self. Choose as many as apply.

- red skin, scales, rosy skin
- large tentacles, crab legs, no legs
- pupil-less eyes, eyes outside the skull,
many eyes,
- claws, exoskeleton, antennae

HUMAN NAME

Choose one: Richard, Donald, Kenneth, Dennis,
Douglas, Bruce, Jerry, Raymond, Keith, Gerald

HUMAN LOOK

This is the form that the sun-searcher shapeshifts into in order to blend into their surroundings and evade dangerous attention. Since human form has much to do with how the alien is treated, *The Poster Child* has a very specific set of choices.

- meticulous clothing, fashionable clothing,
flashy clothing, garish clothing
- charming smile, tense smile, arrogant smile,
reserved smile
- naïve face, haughty face, friendly face,
unassuming face
- Eastern European, Western European, Northern
European
- rugged man, well-groomed man, unassuming
man, charming man

BACKSTORY

- Who from the First Wave did you follow to Earth
and fail to save? From what?
- When did you realize that you wouldn't want to
go back to Sun-Lost, even if that was a choice?
- Which friend of yours is the highest-ranking
in Erads?
- Which loved one did you lose pursuing
professional success?
- Why have you experienced so much more success
than the other sun-searchers?

CELL HISTORY

- Why do you blame the other sun-searchers for
the Erads' ambush of Life-Seeker?

RELATIONSHIPS

- You made a deal with Erads to keep
_____ safe; you keep this secret
from them.
- You shared the psychic sun-searcher intimacy
ritual One-Self with _____ and are now
hypersensitive to their emotions.

DRIVING DESIRE

What change do you hope to achieve above all else
(choose one)?

- ◇ Aliens in major political positions
- ◇ an interview with a major news source to spread
your narrative
- ◇ the creation of a clinic equipped to treat
alien medical needs

The Poster Child

POSTER CHILD MOVES

(you take *Outsourcing* and one more)

◇ **Outsourcing:** When you call upon your web of influence, say who you contact and roll +Human. On a hit, they will do what you ask. On a 7-9, choose two, on a 10+ choose one:

- you sour someone's feelings towards you
- you sacrifice a bit of your alien self to prove yourself, mark +Trauma
- you owe a favor that will be cashed in later

On a miss, you are taken for a traitor by both the aliens and the humans.

◇ **Be What is Needed:** when you turn your body into something other than flesh, roll +Alien and take +Trauma for the extreme stress being put on your body. On a 10+, all three. On a 7-9, choose two.

- you take the shape that you want to
- the shift is stable and you are able to control when you shift back
- the parts of your body that you want shifted are the ones that shift

On a miss, the GM tells you how your body has gone out of control.

◇ **Like I Said:** When you push a narrative about an alien incident through official channels, choose two questions off of the list and answer them how you see fit. Regardless of the actual truth, humans will broadly accept the established narrative.

- Why was this struggle necessary?
- Who benefited from this?
- Who is innocent?
- What future danger does this herald?

◇ **Forged Documents:** When you create false documentation, roll +Human. On a hit, the documents pass as valid. On a 7-9 you had to use your authority and influence to validate them; your human identity is linked to them. On a miss, you didn't understand human reputation as well as you thought you did and your reputation takes a hit. You lose one perk from your web of influence until you redeem yourself.

◇ **Stolen Power:** Once a session, you may use one of these playbook moves from another PC's playbook.

- Make a Choice (The Intermingler)
- Looking from the Inside Out (The Outsider)
- Master of Illusion (The Halfling)
- The Redirection (The Hidden)

Describe to the GM what you do to mimic them and take +Trauma for this falsehood.

WEB OF INFLUENCE

Choose one job you perform:

- ◇ Lawyer
- ◇ investor
- ◇ banker
- ◇ company manager
- ◇ politician
- ◇ government investigator

Choose two perks:

- ◇ Disposable income
- ◇ Access to confidential information
- ◇ Professional connections inside E.T.R.A.
- ◇ Employees who will follow your lead (list 3 employees: Donald, Dennis, Timothy, Deborah, Pamela, Kathleen, Margaret, Jeffrey, and take +1 ongoing against them)
- ◇ Access to people in charge of a mainstream media source
- ◇ A piece of blackmail over one influential figure (the blackmail is _____)

Choose two drawbacks:

- ◇ Long hours
- ◇ Strict higher-up
- ◇ Corrupt company policies
- ◇ Semi-regular health screenings
- ◇ Your company actively espouses anti-alien politics and acts upon them
- ◇ A coworker with dangerous information about you. Tell the GM what they saw that they shouldn't have.

When time passes, roll to see how your responsibilities are going. On a hit an opportunity comes your way through your network. On a 7-9, the opportunity comes at a cost. On a miss, there have been active attempts to usurp your power and they haven't been as unsuccessful as you might have hoped.

The Outsider

You belong to the Third Wave—you managed to escape the battle with Erads and ended up in Walnut Hills. Even among the other sun-searchers, you don't fit in. Sun-Lost put you on Life-Seeker to put distance between your radical ideas and the rest of the planet. You work alongside N.A.A.A. and the other aliens on Earth but feel at odds with humans and sun-searchers alike.

STATS:

Human: -1 Alien: +1

TRAUMA:



ALIEN:



HUMAN:



ALIEN NAME

These names are best translated to human language by describing the thing that they mean. They are used with caution and only in moments of complete safety. Choose one:

- ◇ settling into shadows that are deeper than shadows (Shadow-Deep)
- ◇ the process of coating oneself with foliage as a child to prepare for the long sleep before growth (Growth-Sleep)
- ◇ the satisfaction of oozing primordial goo onto your child for sustenance (Child-Happy)
- ◇ the pleasure-pain of shifting forms and shedding past iterations of the self (Pleasure-Pain)
- ◇ the crunch of the scuttling creatures that live in the morning-pools that form on the edge of the planet's big cities (Morning-Pool)

ALIEN LOOK

When sun-searchers are first born, they shapeshift wildly through forms, but all of them eventually discover a form that is their truest self. Choose as many as apply.

- green skin, glittering skin, leathery skin
- flippers, spindly legs, pincers
- snake eyes, rotating eyes, compound eyes
- horns, thorax, wings

HUMAN NAME

Choose one: Adam, Jebidiah, Zara, Hannah, Ada, Zadie, Maria, Ismael, Asher, Michael

HUMAN LOOK

This is the form that the sun-searcher shapeshifts into in order to blend into their surroundings and evade dangerous attention.

- colorful clothing, casual clothing, greaser's clothing, hippie clothing
- stooped posture, defiant posture, uneasy posture, precise posture
- scared eyes, questioning eyes, hungry eyes, smiling eyes
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, Ambiguous, White
- ambiguous, man, shifting, transgressing, woman

BACKSTORY

- What political agenda motivated you on Sun-Lost?
- What sentimental object that only bears meaning to you do you have in your home?
- What have you been doing to help N.A.A.A. regroup?
- Which of your loved ones has been sitting in E.T.R.A. for ten years?
- Which fringe of human society do you feel drawn to?

CELL HISTORY

- Since communication has been lost with Sun-Lost, no one has taken the position of leader. What have you done to ensure that the Cell's power vacuum hasn't been filled?

RELATIONSHIPS

- _____ was the only one to make a welcoming gesture towards you when you first arrived on Earth.
- You and _____ were childhood friends on Sun-Lost and you don't know if they don't remember you or are feigning ignorance.

DRIVING DESIRE

What change do you hope to achieve above all else (choose one)?

- ◇ All aliens out of hostile hands
- ◇ aliens holding equal power as humans in N.A.A.A.
- ◇ to feel intensely bonded with a Cell member

The Outsider

OUTSIDER MOVES:

(you take *Hiding in Plain Sight* and one more)

◇ **Hiding in Plain Sight:** when you become invisible, roll +Alien and take +Trauma for the extreme stress being put on your body. On a 10+, all three. On a 7-9, choose two:

- you become invisible immediately
- you are invisible for as long as you need to be
- when you become visible again, your form is not altered in way

On a miss the GM will tell you how you draw unwanted attention to yourself.

◇ **Self-sacrifice:** When you endanger yourself to aid a fellow alien, take +Trauma to give them +2 on a move, even after they've already rolled.

◇ **Looking from the Inside out:** When you **tune into your surroundings** and there are no other aliens around, ask three questions, even on a miss and mark your Alien Track, regardless of your roll.

◇ **Allied Forces:** When you call upon your allies in N.A.A.A. for assistance, roll +Human. On a 10+, they promptly come to your aid. On a 7-9, they require something of you first. On a miss, there is too much inner conflict for them to be able to assist you, and your contact with them alerts someone dangerous to their location.

◇ **Powers from the Home Planet:** You came from Sun-Lost recently and your psychic intuition still remains in the purest form. You can probe deep into the minds of those whom you meet. When you **glimpse someone's true form** while exposing a bit of your alien self, you may ask 1 additional question and also choose from the following list of questions:

- How will they react if I _____?
- What do they feel most guilty about right now?

ADDRESSING OUR DIFFERENCES

You work alongside 4 alien NPCs (at least) in the Cell: Evening-Sound, Sun-Weary, Sorrow-Happy, Death-Rest

- Who seems like they might share some of your ideology?

- Who did Sun-Lost send to keep an eye on you?

You also have close contact with 4 humans (at least) in N.A.A.A.: Denise, Joyce, Raymond, Keith

- Which one is your main contact in N.A.A.A.?

- Which one do you suspect of being a traitor?

The Halfling

Born to an alien and a human parent, you feel like you need to prove yourself to the aliens. You're just as alien as they are, aren't you? After all, you can shapeshift just like them. You were squirreled away as an infant until you were able to control your shape-shifting and were fully grown by alien standards, and then you re-entered the community in the form of a teenage human. You want so badly to be let in, but this human world is the only one that you know and you worry that the other aliens will never trust you. After all, they don't even trust you enough to tell you the identity of your human parent.

| | | | |
|---|-----------------------------|--------------------------|--------------------------|
| STATS: Human: 0 Alien: 0 | TRAUMA: △ △ △ △ △ | ALIEN: △ △ △ △ | HUMAN: △ △ △ △ |
|---|-----------------------------|--------------------------|--------------------------|

ALIEN NAME

These names are best translated to human language by describing the thing that they mean. They are used with caution and only in moments of complete safety. Choose one:

- ◇ the swirl in the air when the wind stirs up the different atmospheric layers (Wind-Lost)
- ◇ the innate desire to explore space and encounter the other beings in the galaxy (Space-Lost)
- ◇ the Pleasure of having found one's true form (Form-Peace)
- ◇ the feeling of aloneness that comes from being in a large group (Word-Lost)
- ◇ the position of the sun that brings unrest and change (Sun-Change)

ALIEN LOOK

When aliens are first born, they shapeshift wildly through forms, but all of them eventually discover a form that is their truest self. Choose as many as apply.

- vibrant warning colors, bristles, shadowy skin,
- a body covered with fingers, kangaroo-type legs, ornithological legs
- human eyes, dragon eyes, a singular giant eye
- gills, external organs, fangs

HUMAN NAME

Choose one: Luciana, Betty, Ricky, Jean, Bobby, Ellen, Cato, Rita, Daryl, Jennifer

HUMAN LOOK

This is the form that the alien shapeshifts into in order to blend into their surroundings and evade dangerous attention.

- colorful clothing, nerdy clothing, all-american clothing, delinquent clothing
- eager stare, innocent stare, angry stare, cool stare
- roomy backpack, sporty backpack, flashy backpack, practical backpack
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, Ambiguous, White
- boy, girl

BACKSTORY

- From the tales you've been told, what do you think the best thing about Sun-Lost is?
- Why do the other students bully you?
- Which anti-alien human role model do you suspect might be your human parent?
- Which of your human friends make you feel guilty for siding with the aliens?
- In which of your abilities do you feel inadequate as compared to the other aliens?

CELL HISTORY

- Why did the Cell have to change the HQ location after you were born?

RELATIONSHIPS

- _____ has been keeping the identity of your human parent from you.
- You stole a valued possession from _____ to feel a connection to Sun-Lost.

DRIVING DESIRE

What change do you hope to achieve above all else (choose one)?

- ◇ A group of accepting human friends who know your secret
- ◇ the establishment of an alien nation-state
- ◇ to meet your human parent and be embraced by them

PARENT

You have one alien parent. You may or may not know who they are, you may or may not live with them. Ask if any PCs are willing to play the role of your parent. If not, the GM will assign you an NPC.

The Halfling

HALFLING MOVES

(you get Stretched to your Limits and one more)

◇ **Stretched to your Limits:** when you pretend to be fully part of the alien or human world, you may swap your Human and Alien stats once per session. Regardless of result, take +Trauma for acting in a way that is against your nature.

◇ **Fingers in Several Pies:** When you detach your limbs, roll +Alien and take +Trauma for the extreme stress being put on your body. On a 10+, you detach the limb of your choice and retain control over it. On a 7-9, choose 2:

- You only detach the limb that you want
- You maintain control of the limb until you regenerate
- You are able to regenerate the limb when you choose

On a miss your body brings you shame in front of those who you most wanted to impress.

◇ **Totally Human:** If you mark +Trauman when you Hold Back Your True Face, you do not have to roll for control until the next time you shift or until the next session, whichever occurs first.

◇ **Master of Illusion:** When you use your powers to temporarily throw an illusion over a human's appearance, roll +Alien. On a hit, some part of their appearance will visually change for a scene. On a 7-9, more of their appearance changes than you intended. On a miss, the change that you're trying to enact takes place on a face that you did not intend.

◇ **Mad Scientist:** You are constantly searching for new ways to combine human and alien technology. When you test out an invention, declare what use you want out of it and roll either +Alien or +Human, based on whichever type of technology is more dominant in the invention, GM's choice. On a hit, you make what you intended, and get one use out of it. On a 7-9, the invention has unforeseen consequences. On a miss, your meddling brings dangerous and volatile power into the wrong hands.

TOO COOL FOR SCHOOL

Posing as a high school student, you have two of the following:

- ◇ Three human friends that are all too willing to follow your lead

Names: _____,
_____,
_____.

(take +1 to any actions to influence them)

- ◇ Copies of the janitor's keys to the building (when you search the lockers, roll and announce what your current scheme is. On a hit, you find something that could be useful for that scheme. On a 7-9, it requires that you betray a part of your identity to use it. On a miss, you find something that makes you realize that your situation is far worse than you imagined).

- ◇ Access to the secrets of the town-high schoolers talk (when time passes, tell the GM what salacious rumor you have heard and roll. On a hit, you witness something that supports the rumor. On a 10+, you have hard evidence. On a miss, you pass on the rumor to the wrong parties—tell the GM who they are.)

Choose two of the following:

- ◇ Overly concerned teachers
- ◇ Stringent attendance-keeping
- ◇ A high school rival with powerful parents

Name: _____
(take -1 to any actions to influence them)

The Hidden

Upset with the way things were being run on your home planet, you chose to be a stowaway on Ocean-Seeker. In all the confusion in the landing, no one noticed you slip away. You revealed one of your forms to the other aliens but have kept all the other ones hidden, masking your identity from the humans and the aliens, watching both of them, envying the ease with which they can interact within their own groups.

STATS:

Human: -1 Alien: +1

TRAUMA:



ALIEN:



HUMAN:



ALIEN NAME

These names are best translated to human language by describing the thing that they mean. They are used with caution and only in moments of complete safety. Choose one:

- ◇ the sound of the work-tired self closing the door to rest (Work-tired)
- ◇ the rivers that dry up when the two suns occupy the same place in the planet's sky (River-Dry)
- ◇ the sound of the slithering creatures when they make their yearly migration from one side of the planet to the other (Slither-Sound)
- ◇ the cleaning creatures that attach themselves to the skin of children and lick all of the dirt and grime off for their feeding-time (Clean-Fed)
- ◇ the burn in muscles after racing through the streets with companions (Together-Run)

ALIEN LOOK

When aliens are first born, they shapeshift wildly through forms, but all of them eventually discover a form that is their truest self. Choose as many as apply.

- spines, golden skin, amphibious skin
- paws, hooves, hooked legs
- red eyes, glowing eyes, detachable eyes
- whiskers, long neck, foliage

BACKSTORY

- What issues with Sun-Lost caused you to leave everything behind?
- What human has become your source of solace?
- What human has divulged a secret to you that might be useful to the other sun-searchers?
- What do you do to satisfy your alien nature?
- What important space does each identity grant you access to?

DRIVING DESIRE

What change do you hope to achieve above all else (choose one)?

- ◇ The destruction of the Erads
- ◇ to appear in public in your true form and be accepted
- ◇ an alien-human peace treaty

MANY FACES

(Choose one identity—or your true form—to interact with the other aliens. Only one is necessary, the others can be created at any point in time.)

HUMAN IDENTITY 1

Name: Rosa, Danielle, John, Claire, Tyler, Vu, Zoe

- simple clothing, nondescript clothing, preppy clothing, modest clothing
- argumentative jaw, tense jaw, stubborn jaw, strong jaw
- soft stance, aggressive stance, closed stance, yearning stance
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, Ambiguous, White
- man, woman

HUMAN IDENTITY 2

Name: Andrea, Leslie, Patricia, Juan, Jamie, Patrick

- simple clothing, nondescript clothing, preppy clothing, modest clothing
- argumentative jaw, tense jaw, stubborn jaw, strong jaw
- soft stance, aggressive stance, closed stance, yearning stance
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, Ambiguous, White
- man, woman

HUMAN IDENTITY 3

Name: Philip, John, Xiao, Sabrina, Emily, Steve

- simple clothing, nondescript clothing, preppy clothing, modest clothing
- argumentative jaw, tense jaw, stubborn jaw, strong jaw
- soft stance, aggressive stance, closed stance, yearning stance
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, Ambiguous, White
- man, woman

CELL HISTORY

- How did keeping your identities secret from the other sun-searchers inadvertently sabotage your Cell's first mission from Sun-Lost?

RELATIONSHIPS

- _____ alone knows who you were back on Sun-Lost.
- You have formed an intimate relationship with _____ in one of your identities but they don't know that it's you.

The Hidden

HIDDEN MOVES

(you get *Touch Me* and one more)

◇ **Touch Me:** When you ooze poison, roll +Alien and take +Trauma for the extreme stress being put on your body. On a hit, decide what type of poison it is. On a 10+, all three and mark your Alien Track. On a 7-9, choose two:

- The poison is not discernible to the naked eye
- You can control when you stop oozing poison
- The poison doesn't lose its potency once it is out of contact with your body

On a miss, your immune system is not properly equipped for the poison and the GM will tell you how the poison makes it impossible to be seen in public as a human for a period of time.

◇ **You're Being Watched:** When you reveal that you were hiding in the shadows while another alien was acting surreptitiously, roll. On a 10+, you saw or heard it all. On a 7-9, you missed an important detail; the GM will tell you what. On a miss the GM tells you how you have raised suspicion.

◇ **The Redirection:** When someone else attempts to glimpse your true form, you may influence the way that they perceive you and answer one of their questions with a lie.

◇ **You Were There:** When you explain why a key part of the Cell history is a lie, tell them the truth and why they got it wrong and change the Cell Sheet to match the truth. When you use this move, strike it from your sheet.

◇ **The Truth:** When you reveal one of your identities to another alien, you may heal a Trauma. If they accept you and your new identity without lashing out, they may heal one as well.

CELL SHEET

What has your Cell been trying to accomplish since communication was lost with Sun-Lost? (Choose one)

- ◇ rescue mission
- ◇ governmental infiltration
- ◇ underground network for alien safety
- ◇ public alien image control
- ◇ covert counterattacks on anti-alien groups

Pass this sheet around until all of the following questions are answered:

AFTER THE FIRST WAVE

What happened to the founding member of the Cell? (Choose one)

- ◇ disappearance
- ◇ infighting
- ◇ killed
- ◇ captured

What was the original location of HQ? (Choose one)

- ◇ In the home of a sympathetic human
- ◇ underneath the ground of the city hall
- ◇ underwater in the lake
- ◇ in heavily wooded areas

AFTER THE SECOND WAVE

Under what pretense did N.A.A.A. first reach out to your Cell? (Choose one)

- ◇ to ask for critical help
- ◇ to provide aid in a dire moment
- ◇ to form a strategy against Erad
- ◇ to trade secrets about earth for secrets about Sun-Lost

In what place has your Cell started to bury the members killed by Erads?

- ◇ a clearing in the forest
- ◇ someone's basement
- ◇ around the wreckage of Earth-Seeker
- ◇ as is Sun-Lost tradition: aflame on a body of water

AFTER THE THIRD WAVE

What alien technology was brought to Earth by the Third Wave? (Choose one)

- ◇ carnivorous pellet guns
- ◇ echolocation reconnaissance scanners
- ◇ thermoquantum generators
- ◇ root whisper networks

What happened to the N.A.A.A. member who betrayed you? (Choose one)

- ◇ protective custody of a human organization
- ◇ elevated through the political ranks
- ◇ killed in the battle
- ◇ disappeared

DRIVING DESIRES

.....
(For each player, write the answer from their playbook)

What change do you hope to achieve above all else?

⊕

⊕

⊕

⊕

⊕

Cell Members:

⊕ PC:

⊕ PC:

⊕ PC:

⊕ PC:

⊕ PC:

⊕

⊕

⊕

⊕