



HOW TO PLAY

TAKING ACTIONS

1. Imagine what your character is doing.

2. Choose a move. Moves determine the outcome of your character's actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:

- to seek answers to burning questions or gain information, you **Investigate**.
- to talk, threaten, or seduce someone into doing something, you **Convince**.
- to avoid a hit, endure harm, or resist an influence, you **Face Danger**.
- to take a clear shot at someone at full power, you **Hit with All You've Got**.
- to overcome someone or something in a struggle for control, you **Go Toe to Toe**.
- to give you or your allies an advantage, you **Change the Game**.
- to do something discreetly or deceptively, you **Sneak Around**.
- to perform a feat of daring, you **Take a Risk**.

3. Count tags. Tags improve or impede your action. Count the power tags which **directly support** your action. Subtract weakness tags which **directly interfere** with your action (the MC can also name them). The result is your **POWER**.

(!) For every weakness tag you use in a move, mark Attention on the theme under which it is listed. This helps you improve!

4. Apply statuses. Statuses represent conditions currently affecting your character, each with a tag and a tier. They are listed on Status Spectrum cards. If you have any statuses that directly supports your action, add the highest tier among those to your Power. If you have any statuses that interfere with your action, subtract the highest tier among those from your Power.

5. Roll two six-sided dice (2d6) and add your Power. If the result is:

- 10 or more (10+) (Hit) · **It's a great success!**
- 7-9 (Hit) · **You succeed, but with complications.**
- 6 or less (Miss) · **You fail and the MC makes a move.**

Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS

When you mark three Attention on a theme, reset it to zero and choose one improvement for that theme:

- Choose a new power tag
- Remove a weakness tag
- Remove one Crack or Fade
- Rephrase the theme's Identity or Mystery (within the theme)
- [In the full version:] Choose a special move from your Themebook
- [In the full version:] Gain Evolution points for more dramatic improvements

Expression

MESSENGER OF GOOD FORTUNE



Mystery:

"HOW CAN I RELIEVE THE
SUFFERING OF MANKIND?"

Kitsune is a messenger from another world, sent to the City to help anyone who has suffered from misfortune. Either that or that's what Kitsune says to themselves.

POWER TAGS

Bless with good fortune
Take away good fortune
Healing touch

NEW POWER TAG OPTIONS

- ☐ Make gold
- ☐ The more the merrier
- ☐ Sense lucky opportunity

WEAKNESS TAGS

Powers do not work on gods or spirits

Mobility

NINJA, AFTER A FASHION



Mystery:

"HOW CAN I RETURN TO
THE REALM OF THE GODS?"

The City streets are like a forest to Kitsune. Kit can quickly and quietly get anywhere they wish and if needs be cut through anything in their way.

POWER TAGS

Parkour artist
Nimble as a fox
Makeshift katana

NEW POWER TAG OPTIONS

- ☐ Move in the shadows
- ☐ Darts with numbing ointment
- ☐ Katana whirlwind attack

WEAKNESS TAGS

Fragile

Subversion

TRICKSTER FOX SPIRIT



Mystery:

"WHICH IS BETTER,
REALITY OR FANTASY?"

As with all fox spirits, Kitsune's colorful aura has a mesmerizing effect on mortals who can mistake it for Kit's real appearance or stare at it endlessly.

POWER TAGS

Illusory appearance
Induce hypnotic trance
Make hypnotic suggestion

NEW POWER TAG OPTIONS

- ☐ Mind reading
- ☐ Stronger against the simple minded
- ☐ Summon fox helpers

WEAKNESS TAGS

Elaborate trickery is easier to expose

Defining Relationship

KAITO



Identity:

"I LOVE KAITO MORE
THAN ANYTHING ELSE!"

Kitsune loves a mortal called Kaito. To be closer to him, Kitsune goes to high-school every day and pretends to be a student, but rarely ever speaks.

POWER TAGS

High-school rumors
Daring

_____, best friend

NEW POWER TAG OPTIONS

- ☐ Better excuses
- ☐ Popular
- ☐ Face always hidden

WEAKNESS TAGS

Freezes up when sees Kaito