



## 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

# NIMBUS OF PRIMORDIAL PLASMA



### Mystery:

"HOW CAN FIRE AND WATER BE ONE?"

Salamander's skin can produce a nimbus of a burning substance that is neither fire nor water, but has something of both.

### POWER TAGS

Burning nimbus whips  
Plasma barrier  
Better in damp conditions

### NEW POWER TAG OPTIONS

- ☒ Bright flare
- ☒ Underwater propulsion
- ☒ Heat resistance

### WEAKNESS TAGS

Weaker in dry conditions

## Mission

# UP-AND-COMING CRIME-FIGHTER



### Identity:

"I MUST BATTLE CRIME IN ALL ITS FORMS"

Salamander has been battling gangs and petty criminals for a while now. He can handle himself on the streets.

### POWER TAGS

Brawl  
Dodge  
Snooping around

### NEW POWER TAG OPTIONS

- ☐ Athletic
- ☐ Streetwise
- ☐ Crime scene investigation

### WEAKNESS TAGS

Known vigilante

## Personality

# HEART-THROB



### Identity:

"I WANT TO HELP THOSE IN NEED."

Handsome, bold, and kind-hearted, Salamander has a heroic charm that few can resist.

### POWER TAGS

Charming  
Handsome  
Truly wants to do good

### NEW POWER TAG OPTIONS

- ☐ Brave
- ☐ Celebrity
- ☐ Incorruptible

### WEAKNESS TAGS

Memorable face

## Occupation

# CITY WATER WORKER



### Identity:

"I NEED MY JOB TO SURVIVE."

In his everyday life, Salamander is a hard-working blue-collar employee of the City Water Works Department.

### POWER TAGS

Knows every street  
City waterways access  
City official

### NEW POWER TAG OPTIONS

- ☐ Secret underwater hideout
- ☐ Understands how water moves (fluid dynamics)
- ☐ Emergency services radio

### WEAKNESS TAGS

"You have no authority here!"