

a Kid in the Sunlight

Name

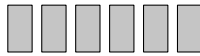
Gang

Look

Family

Curiosity

Idle Hours *Maturities*



Midnight Hours

Cares



Spend your Hours to:

- *push* yourself (2 **Hours** for +1d)
- *assist* a friend (1 **Hour** to grant +1d)
- *resist* a consequence (mark **Hours** equal to 6 minus the highest die in the resistance roll)

When you would mark your first Midnight Hour, choose:

- go home now
- stay out late, mark the Hours, and face the consequences later

When you get home after staying out late, roll dice equal to the number of Midnight Hours left unmarked to find out what your caregiver does:

Crit: you convince them it was for a good reason. You can go back out now, or erase 1 **Care**.

6: you mostly convince them things are alright, but you're home for the night.

4-5: they don't totally believe you... and they talk to you about responsibility. Mark 1 **Care**.

1-3: whoa. You totally blew it. You're grounded. Start the next adventure with 2 **Hours** already marked, and mark a **Care**.

When you fill a **Care** clock, permanently fill in one **Idle Hour** and choose a **Maturity**.

When you mark your fourth **Maturity**, your kid has grown up. Clear all their **Hours**. They can finish this adventure... but after that... they have responsibilities now.

Maturities

Compassionate: +1d to **Heart** resistance, and actions where you care for others

Embodied: +1d to **Body** resistance, and actions where physical strength matters

Reasoned: +1d to **Mind** resistance, and actions where clear thinking matters

Responsible: your friends' caregivers trust them with you; **when you take them home** after they've stayed out late, they boost the outcome of the roll by 1 level

Part-time job: permanently fill in another **Idle Hour**.

You get 5 **Bucks** at the beginning of every adventure

Lost in books: permanently fill in another **Idle Hour**.

You start each adventure with 2 **Clues**

Mind

Invent
create contraptions, plans



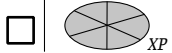
Research
find out information, Clues



Argue
make people understand



Reasoned
your maturity helps a lot



XP

Body

Scrap
tussle, rough-house



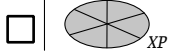
Scramble
run, jump, get into places



Sneak
Get around unnoticed



Embodied
your maturity helps a lot



XP

Heart

Express
share dreams, imagination



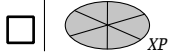
Dream
build something



Tantrum
let out the overload



Compassionate
your maturity helps a lot



XP

Advancement

Mark XP in an Attribute when you make a *desperate* roll in one of its actions. If you used a **maturity adjective** from one attribute with an action from another, choose which attribute you mark XP for.

End of session

At the end of each session, mark 1 XP in your playbook or an attribute for each item on the list below. If that thing happened multiple times, mark 2 XP.

- you created or shared something amazing in your imagination with a friend
- you made an exciting discovery about your curiosity
- your chores caused you difficulty
- you showed off your family life in play
- [playbook specific trigger]
- [playbook specific trigger]
- [playbook specific trigger]

Playbook XP ...pick a new move!