

a Kid in the Sunlight

Name _____ Gang _____

Look _____

Family _____ Curiosity _____

Idle Hours

Midnight Hours

Cares

0 cares: 4 segments

1-2 cares: 6 segments

3 cares: 8 segments

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 mark 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.

Mind

Invent

create contraptions, plans

Research

find out information, Clues

Argue

make people understand

Sharp

your maturity helps a lot

Body

Scrap

tussle, rough-house

Scramble

run, jump, get into places

Sneak

Get around unnoticed

Strong

your maturity helps a lot

Heart

Express

share dreams, imagination

Dream

build something

Tantrum

let out the overload

Compassionate

your maturity helps a lot

Maturities

- Compassionate:** +1d to **Heart** resistance, and actions where you care for others
- Strong:** +1d to **Body** resistance, and actions where physical strength matters
- Sharp:** +1d to **Mind** resistance, and actions where quick 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**