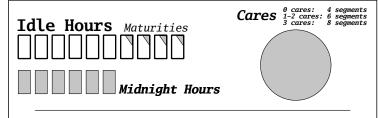
a Kid in the Sunlight

Name	Gang	
Look		
Family	Curiosity	
Family	Curiosity	



Spend your Hours to:

- push yourself
- assist a friend
- resist consequences

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 you marked 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.