

a Kid in the Sunlight

Name _____ Gang _____

Look _____

Family _____ Curiosity _____

Idle Hours

Maturities

Cares

0 cares: 4 segments

1-2 cares: 6 segments

3 cares: 8 segments

Midnight Hours

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 <i>create contraptions, plans</i> | <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | Research <i>find out information, Clues</i> | <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | Argue <i>make people understand</i> | <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | Reasoned <i>your maturity helps a lot</i> | <input type="checkbox"/> | |
| Body | Scrap <i>tussle, rough-house</i> | <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | Scramble <i>run, jump, get into places</i> | <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | Sneak <i>Get around unnoticed</i> | <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | Embodied <i>your maturity helps a lot</i> | <input type="checkbox"/> | |
| Heart | Express <i>share dreams, imagination</i> | <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | Dream <i>build something</i> | <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | Tantrum <i>let out the overload</i> | <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | Compassionate <i>your maturity helps a lot</i> | <input type="checkbox"/> | |

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**