# a Kid in the Sunlight

Name	Gang	
Look		
LOOK		
Family	Curiosity	
	Campa	

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Idle Hours Maturities 





Spend vour 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.

Moves and special abilities

# **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	
	Scrap	
Body	tussle, rough-house	
	Scramble run, jump, get into places	
	<b>Sneak</b> Get around unnoticed	
	Embodied your maturity helps a lot	$\square$
Heart	Express share dreams, imagination	
	<b>Dream</b> build something	
	Tantrum let out the overload	
	Compassionate your maturity helps a lot	

### 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
- vou made an exciting discovery about vour curiosity
- your chores caused you difficulty
- you showed off your family life in play
- [playbook specific trigger]
- [playbook specific trigger]
- [playbook specific trigger]v

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XP	1 11			]pick a
***			 	new move!