

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

- 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.