HOW TO PLAY

TAKING ACTIONS

1. **Imagine** what your character is doing.

2. **Choose a move.** Moves determine the outcome of your character’s actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:
   - to seek answers to burning questions or gain information, you Investigate.
   - to talk, threaten, or seduce someone into doing something, you Convince.
   - to avoid a hit, endure harm, or resist an influence, you Face Danger.
   - to take a clear shot at someone at full power, you Hit with All You’ve Got.
   - to overcome someone or something in a struggle for control, you Go Toe to Toe.
   - to give you or your allies an advantage, you Change the Game.
   - to do something discreetly or deceptively, you Sneak Around.
   - to perform a feat of daring, you Take a Risk.

3. **Count tags.** Tags improve or impede your action. Count the power tags which directly support your action. Subtract weakness tags which directly interfere with your action (the MC can also name them). The result is your POWER.

4. **Apply statuses.** Statuses represent conditions currently affecting your character, each with a tag and a tier. They are listed on Status Spectrum cards. If you have any statuses that directly supports your action, add the highest tier among those to your Power. If you have any statuses that interfere with your action, subtract the highest tier among those from your Power.

5. **Roll** two six-sided dice (2d6) and add your Power. If the result is:
   - 10 or more (10+) (Hit) - It’s a great success!
   - 7–9 (Hit) - You succeed, but with complications.
   - 6 or less (Miss) - You fail and the MC makes a move.

Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS

When you mark three Attention on a theme, reset it to zero and choose one improvement for that theme:

- Choose a new power tag
- Remove a weakness tag
- Remove one Crack or Fade
- Rephrase the theme’s Identity or Mystery (within the theme)
- [In the full version:] Choose a special move from your Themebook
- [In the full version:] Gain Evolution points for more dramatic improvements
FLICKER

MOBILITY

TIME-SPACE warping

POWER TAGS
- Super speed
- Act just before it happens
- Good catcher

NEW POWER TAG OPTIONS
- Short-range teleportation
- Put someone into a time loop
- Tear the time-space apart

WEAKNESS TAGS
- Time-space overload

DIVINATION

EXPANDING SENSES

Mystery: "WHAT IS THE RIOT?"

Flicker is becoming aware of more and more parts of the City, past and present, and a monumental future event after which nothing will be the same.

POWER TAGS
- Flashes of what was here before
- Flashes of other parts of the City
- Perfect spatial sense

NEW POWER TAG OPTIONS
- Flashes of tomorrow
- Flashes of beyond
- More than just flashes

WEAKNESS TAGS
- Disturbing flashes of the coming horror

PERSONALITY

HIPSTER

Identity: "I WANT PEOPLE TO ACCEPT AND ADMIRE MY ECCENTRICITY."

Flicker is a young woman with a radical taste and a flare for the strange and the different. She prefers carving her own path in life to following the mainstream.

POWER TAGS
- Sarcastic remarks
- Free thinker
- Fashionable carry-all bag

NEW POWER TAG OPTIONS
- City nightlife
- Perfect pitch
- Inventor

WEAKNESS TAGS
- Tries too hard

TRAINING

MAD HACKER SKILLS

Identity: "I WANT TO BE FREE, RATHER THAN OBEY THE SYSTEM."

Flicker can manipulate computers just as well as she manipulates the time-space (no mojo here, just skill and experience).

POWER TAGS
- Computers
- Network communications
- Data mining

NEW POWER TAG OPTIONS
- Hacker connections
- Government database access
- Penetration software

WEAKNESS TAGS
- Can be traced