**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 NC which move to use for this action. When you use your abilities:
   - to seek answers by asking questions or gather information, you Investigate.
   - to talk, threaten, or solve someone into doing something, you Persuade.
   - to avoid a hit, endure harm, or reduce an influence, you take Damage.
   - to take a clear shot at someone at full power, you Hit With All You’ve Got.
   - to protect someone or something in a struggle for control, you Go Toe to Toe.
   - to give yourself or your allies an advantage, you Change the Game.
   - to do something discreetly or deceptively, you Sneak Around.
   - to perform a feat of dashing, 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 these). The result is your **POWER**.

   (For every advantage tag you take & a move, mark Attention on the theme under which it is listed. This helps you improve.

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

5. **Roll**. Roll one six-sided die (1d6) and add your Power. If the result is:
   - 1 or 2 (1/6) - You fail.
   - 3 or 4 (1/3) - It’s a great success!
   - 5 or 6 (1/6) - You succeed, but with complications.

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 one weakness tag.
- Reertext the theme’s Identity or Mystery (within the theme).
- (In the full version) Choose a special move from your Themed Deck.

“**Assassin**

**Identity:**

*Once I mark a target, there is no turning back.*

As she emerged into the world, Post-Mortem discovered that she is trained in all the techniques she needs to track and take down her enemies.

**Power Tags**

- Martial arts
- Stealth
- Climbing

**New Power Tag Options**

- Marksmanship
- Eye on the door
- Improvised weapons

**Weakness Tags**

- Underworld reputation

**Angel of Vengeance**

**Identity:**

*No shadow is deep enough to hide what you have done.*

Post-Mortem is dedicated to hunting down interlopers who operate in the shadows. Specifically, anyone whose methods remind her of Helix Labs.

**Power Tags**

- Tracking
- Interrogation
- Aliases

**New Power Tag Options**

- Bottled tactics
- Follower
- Safe house

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**Post-Mortem**

**Mystery:**

*“Who was I before I died?”*

Post-Mortem is a dead woman walking. More accurately, she is a being interchanged with “ion-9”, an energy that somehow allows her to think, walk, and act.

**Power Tags**

- Can’t feel pain
- Immune to toxins
- Immune to disease

**Weakness Tags**

- Corpse-like appearance

**Helix Labs Gadgets**

**Mystery:**

*“Who did this to me?”*

When Post-Mortem woke up in an abandoned Helix Labs facility, she found special gear laying beside her. It is powered by her own “ion-9” energy.

**Power Tags**

- “ion-9” blast sniper rifle
- Power-field generator
- Tracking device

**New Power Tag Options**

- Paralysing shot
- Structural scanner
- Disarming device

**Weakness Tags**

- Devices depend on “ion-9”