**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 support 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
Nimbus of Primordial Plasma

Mystery:
“How can fire and water be one?”

Salamander’s skin can produce a nimbus of a burning substance that is neither fire nor water, but has something of both.

Power Tags
- Burning nimbus whips
- Plasma barrier
- Better in damp conditions

New Power Tag Options
- Bright flare
- Underwater propulsion
- Heat resistance

Weakness Tags
- Weaker in dry conditions

Expression

Mission

Up-and-Coming Crime-Fighter

Identity:
“I must battle crime in all its forms.”

Salamander has been battling gangs and petty criminals for a while now. He can handle himself on the streets.

Power Tags
- Brawl
- Dodge
- Snooping around

New Power Tag Options
- Athletic
- Streetwise
- Crime scene investigation

Weakness Tags
- Known vigilante

Occupation

City Water Worker

Identity:
“I need my job to survive.”

In his everyday life, Salamander is a hard-working blue-collar employee of the City Water Works Department.

Power Tags
- Knows every street
- City waterways access
- City official

New Power Tag Options
- Secret underwater hideout
- Understands how water moves (fluid dynamics)
- Emergency services radio

Weakness Tags
- “You have no authority here!”

Personality

Heart-Throb

Identity:
“I want to help those in need.”

Handsome, bold, and kind-hearted, Salamander has a heroic charm that few can resist.

Power Tags
- Charming
- Handsome
- Truly wants to do good

New Power Tag Options
- Brave
- Celebrity
- Incorruptible

Weakness Tags
- Memorable face

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