



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**.

(!) For every weakness tag you use in a move, mark Attention on the theme under which it is listed. This helps you improve!

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

Mobility 

TIME-SPACE WARPING

 
ATTENTION FADE

Mystery:
"WHAT SHOULD I DO WITH ALL THIS POWER?"

Flicker can affect time and space around her, which appears to others as very fast motion, sometimes even as if she knows the future and acts in advance.

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

 
ATTENTION FADE

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 

HIP-STER

 
ATTENTION CRACK

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

 
ATTENTION CRACK




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