



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

Relic

THE ULTIMATE WEAPON



Mystery:

"DOES JUSTICE
CALL FOR VIOLENCE?"

While searching for old documents in her family's mansion, Excalibur uncovered an elaborate silver bracelet that could transform into any weapon she imagined.

POWER TAGS*

*These tags refer to the bracelet, not Excalibur herself.

Can transform into any weapon
Inconspicuous in bracelet form
Indestructible

NEW POWER TAG OPTIONS

- ☐ Destructive
- ☐ Bigger explosions
- ☐ Transform into armor

WEAKNESS TAGS

Very conspicuous in weapon form

Mission

ACTIVIST FOR SOCIAL CHANGE



Identity:

"I CANNOT TOLERATE
INJUSTICE"

Excalibur heads a charitable foundation, working to bring better opportunities to the downtrodden populations of the City. She often goes out in disguise to witness life on the street in person.

POWER TAGS

Seasoned negotiator
Contacts in every neighborhood
Disguise

NEW POWER TAG OPTIONS

- ☐ Street cred
- ☐ Ring of operatives
- ☐ Widely supported public figure

WEAKNESS TAGS

Unreliable allies

Defining Relationship

WEALTHY AND DYSFUNCTIONAL FAMILY



Identity:

"WITHOUT MY FAMILY,
I HAVE NO POWER"

Excalibur comes from old money. She is a member of one of the City's oldest and most renowned families, whose wealth is only matched by its internal drama and strife.

POWER TAGS

Cushy bank account
Family 'friends' in high places
Certified accountant

NEW POWER TAG OPTIONS

- ☐ Business acumen
- ☐ Access to family assets
- ☐ Wealthier than ever before

WEAKNESS TAGS

"The old wo/man will find out..."

Personality

RICH OLD BITCH



Identity:

"NEVER SHOW
WEAKNESS."

Excalibur isn't a spring chicken anymore and she prefers it this way. Life has taught her a lesson or two about how to stay ahead of the game.

POWER TAGS

Tough as a nail
Bullshit detector
Glamorous

NEW POWER TAG OPTIONS

- ☐ Determined
- ☐ Seductive
- ☐ Emotionally impervious

WEAKNESS TAGS

Sore joints