



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



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



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



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