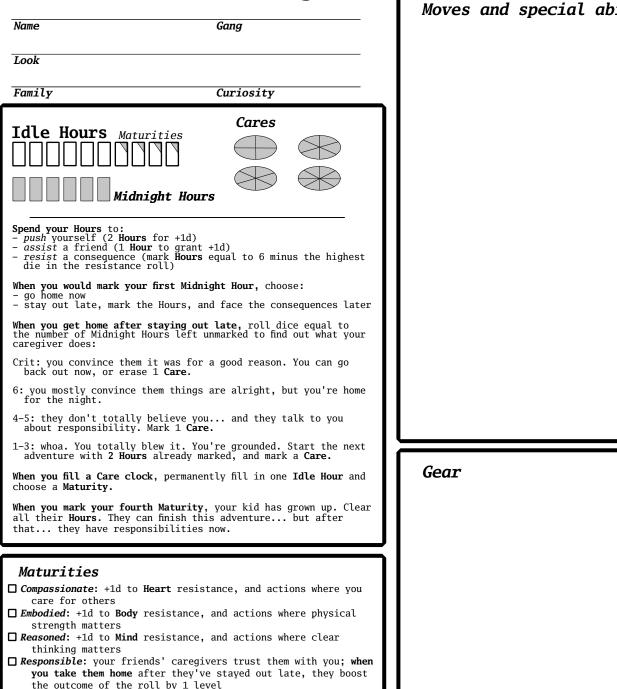
a Kid in the Sunlight



- □ Part-time job: permanently fill in another Idle Hour. You get 5 Bucks at the beginning of every adventure
- □ Lost in books: permanently fill in another Idle Hour. You start each adventure with 2 Clues

ilities	Mind	Invent create contraptions, plans Research find out information, Clues Argue make people understand Reasoned your maturity helps a lot	
	Body	Scrap tussle, rough-house Scramble run, jump, get into places Sneak Get around unnoticed Embodied your maturity helps a lot	
	Heart	Express share dreams, imagination Dream build something Tantrum let out the overload Compassionate your maturity helps a lot	
	Advo	incement	
	Mark XP in an Attribute when you make a <i>gutsy</i> roll in one of its actions. If you used a maturity adjective from one attribute with an action from another, choose which attribute you mark XP for.		
	At th playb list	End of session At the end of each session, mark 1 XP in your playbook or an attribute for each item on the list below. If that thing happened multiple times, mark 2 XP.	
	 you created or shared something amazing fro your imagination with a friend you made an exciting discovery about your curiosity your chores caused you difficulty you showed off your family life in play [playbook specific trigger] [playbook specific trigger] [playbook specific trigger]v 		
	Playb]pick a

new move!