

CHARACTER CARD

.....

PLAYER

.....

MYTHOS

.....

LOGOS

.....

CREW **HELP** **HURT**

.....
.....
.....
.....
.....
.....
.....

STORY TAGS

.....

.....

.....

CHARACTER CARD

BUILD-UP

MOMENTS OF EVOLUTION

- Choose another broad power tag
- Gain an extra theme: Ally
- Gain an extra theme: Base of Operations
- Gain an extra theme: Ride
- Get closure from your Nemeses
- Go through a transformation
- Leave the City
- Make one Core Move permanently *Dynamite!*
- Make one Core Move permanently *Dynamite!*
- Make one Core Move permanently *Dynamite!*
- See through the Mist

NEMESSES

.....

.....

.....

TYPE **NONE**

.....

ATTENTION **FADE/CRACK**

.....

MYSTERY / IDENTITY

.....

.....

POWER TAGS **BURN**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS **INVOKE**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

CREW OR EXTRA THEME CARD

IMPROVEMENTS

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

TRACKING CARD **CLUE**

.....

1 **2** **3** **4** **5** **6**

OUT **MC**

TAG

TRACKING CARD **CLUE**

.....

1 **2** **3** **4** **5** **6**

OUT **MC**

TAG

TRACKING CARD **CLUE**

.....

1 **2** **3** **4** **5** **6**

OUT **MC**

TAG

TYPE **DEFINING RELATIONSHIP**

.....

ATTENTION **CRACK**

IDENTITY

.....

POWER TAGS **BURN**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS **INVOKE**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

.....

TYPE **ROUTINE**

.....

ATTENTION **CRACK**

IDENTITY

.....

POWER TAGS **BURN**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS **INVOKE**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

.....

TYPE **ADAPTATION**

.....

ATTENTION **FADE**

MYSTERY

.....

POWER TAGS **BURN**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS **INVOKE**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

.....

TYPE **BASTION**

.....

ATTENTION **FADE**

MYSTERY

.....

POWER TAGS **BURN**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS **INVOKE**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

.....

TRACKING CARD **CLUE**

.....

1 **2** **3** **4** **5** **6**

OUT **MC**

TAG

TRACKING CARD **CLUE**

.....

1 **2** **3** **4** **5** **6**

OUT **MC**

TAG

TRACKING CARD **CLUE**

.....

1 **2** **3** **4** **5** **6**

OUT **MC**

TAG

CHARACTER CARD
.....
PLAYER
.....
MYTHOS
.....
LOGOS
.....
CREW HELP HURT
.....
.....
STORY TAGS
.....

CHARACTER CARD
BUILD-UP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
MOMENTS OF EVOLUTION
<input type="checkbox"/> Choose another broad power tag
<input type="checkbox"/> Gain an extra theme: Ally
<input type="checkbox"/> Gain an extra theme: Base of Operations
<input type="checkbox"/> Gain an extra theme: Ride
<input type="checkbox"/> Get closure from your Nemeses
<input type="checkbox"/> Go through a transformation
<input type="checkbox"/> Leave the City
<input type="checkbox"/> Make one Core Move permanently <i>Dynamite!</i>
<input type="checkbox"/> Make one Core Move permanently <i>Dynamite!</i>
<input type="checkbox"/> Make one Core Move permanently <i>Dynamite!</i>
<input type="checkbox"/> See through the Mist
NEMESSES
.....

TYPE NONE
.....
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTENTION FADE/CRACK
MYSTERY / IDENTITY
.....
POWER TAGS BURN
.....
WEAKNESS TAGS INVOKE
.....

CREW OR EXTRA THEME CARD
IMPROVEMENTS
.....

TRACKING CARD CLUE
.....
OUT MC
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1 2 3 4 5 6
TAG

TRACKING CARD CLUE
.....
OUT MC
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1 2 3 4 5 6
TAG

TRACKING CARD CLUE
.....
OUT MC
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1 2 3 4 5 6
TAG

TYPE DEFINING RELATIONSHIP
.....
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTENTION CRACK
IDENTITY
.....
POWER TAGS BURN
.....
WEAKNESS TAGS INVOKE
.....
IMPROVEMENTS
.....

TYPE ROUTINE
.....
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTENTION CRACK
IDENTITY
.....
POWER TAGS BURN
.....
WEAKNESS TAGS INVOKE
.....
IMPROVEMENTS
.....

TYPE ADAPTATION
.....
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTENTION FADE
MYSTERY
.....
POWER TAGS BURN
.....
WEAKNESS TAGS INVOKE
.....
IMPROVEMENTS
.....

TYPE BASTION
.....
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTENTION FADE
MYSTERY
.....
POWER TAGS BURN
.....
WEAKNESS TAGS INVOKE
.....
IMPROVEMENTS
.....

TRACKING CARD CLUE
.....
OUT MC
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1 2 3 4 5 6
TAG

TRACKING CARD CLUE
.....
OUT MC
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1 2 3 4 5 6
TAG

TRACKING CARD CLUE
.....
OUT MC
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1 2 3 4 5 6
TAG

CHARACTER CARD

.....

PLAYER

.....

MYTHOS

.....

LOGOS

.....

.....

CREW **HELP** **HURT**

.....
.....
.....
.....
.....

STORY TAGS

.....

.....

CHARACTER CARD

BUILD-UP

MOMENTS OF EVOLUTION

Choose another broad power tag
 Gain an extra theme: Ally
 Gain an extra theme: Base of Operations
 Gain an extra theme: Ride
 Get closure from your Nemeses
 Go through a transformation
 Leave the City
 Make one Core Move permanently *Dynamite!*
 Make one Core Move permanently *Dynamite!*
 Make one Core Move permanently *Dynamite!*
 See through the Mist

NEMESSES

.....

TYPE **NONE**

.....

ATTENTION **FADE/CRACK**

MYSTERY / IDENTITY

.....

POWER TAGS **BURN**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS **INVOKE**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

CREW OR EXTRA THEME CARD

IMPROVEMENTS

.....

.....

.....

.....

.....

.....

.....

.....

TRACKING CARD **CLUE**

.....

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6								

OUT **MC**

TAG

TRACKING CARD **CLUE**

.....

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6								

OUT **MC**

TAG

TRACKING CARD **CLUE**

.....

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6								

OUT **MC**

TAG

TYPE **DEFINING RELATIONSHIP**

.....

ATTENTION **CRACK**

IDENTITY

.....

POWER TAGS **BURN**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS **INVOKE**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

TYPE **ROUTINE**

.....

ATTENTION **CRACK**

IDENTITY

.....

POWER TAGS **BURN**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS **INVOKE**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

TYPE **ADAPTATION**

.....

ATTENTION **FADE**

MYSTERY

.....

POWER TAGS **BURN**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS **INVOKE**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

TYPE **BASTION**

.....

ATTENTION **FADE**

MYSTERY

.....

POWER TAGS **BURN**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS **INVOKE**

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

TRACKING CARD **CLUE**

.....

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6								

OUT **MC**

TAG

TRACKING CARD **CLUE**

.....

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6								

OUT **MC**

TAG

TRACKING CARD **CLUE**

.....

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6								

OUT **MC**

TAG

CHARACTER CARD

.....

PLAYER

.....

MYTHOS

.....

LOGOS

.....

.....

CREW	HELP	HURT
.....
.....
.....
.....
.....

STORY TAGS

.....

.....

.....

CHARACTER CARD

BUILD-UP

MOMENTS OF EVOLUTION

- Choose another broad power tag
- Gain an extra theme: Ally
- Gain an extra theme: Base of Operations
- Gain an extra theme: Ride
- Get closure from your Nemeses
- Go through a transformation
- Leave the City
- Make one Core Move permanently *Dynamite!*
- Make one Core Move permanently *Dynamite!*
- Make one Core Move permanently *Dynamite!*
- See through the Mist

NEMESSES

.....

.....

TYPE NONE

.....

ATTENTION FADE/CRACK

MYSTERY / IDENTITY

.....

.....

POWER TAGS BURN

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS INVOKE

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

CREW OR EXTRA THEME CARD

IMPROVEMENTS

.....

.....

.....

.....

.....

TRACKING CARD CLUE

OUT					MC	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6	6

TAG

TRACKING CARD CLUE

OUT					MC	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6	6

TAG

TRACKING CARD CLUE

OUT					MC	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6	6

TAG

TYPE DEFINING RELATIONSHIP

.....

ATTENTION CRACK

IDENTITY

.....

.....

POWER TAGS BURN

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS INVOKE

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

TYPE ROUTINE

.....

ATTENTION CRACK

IDENTITY

.....

.....

POWER TAGS BURN

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS INVOKE

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

TYPE ADAPTATION

.....

ATTENTION FADE

MYSTERY

.....

.....

POWER TAGS BURN

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS INVOKE

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

TYPE BASTION

.....

ATTENTION FADE

MYSTERY

.....

.....

POWER TAGS BURN

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

WEAKNESS TAGS INVOKE

.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>
.....	<input type="checkbox"/>

IMPROVEMENTS

.....

.....

TRACKING CARD CLUE

OUT					MC	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6	6

TAG

TRACKING CARD CLUE

OUT					MC	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6	6

TAG

TRACKING CARD CLUE

OUT					MC	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6	6

TAG

CHARACTER CARD
.....
PLAYER
.....
MYTHOS
.....
LOGOS
.....
CREW **HELP** **HURT**
.....
STORY TAGS
.....

CHARACTER CARD
BUILD-UP

MOMENTS OF EVOLUTION
 Choose another broad power tag
 Gain an extra theme: Ally
 Gain an extra theme: Base of Operations
 Gain an extra theme: Ride
 Get closure from your Nemeses
 Go through a transformation
 Leave the City
 Make one Core Move permanently *Dynamite!*
 Make one Core Move permanently *Dynamite!*
 Make one Core Move permanently *Dynamite!*
 See through the Mist

NEMESSES
.....

TYPE **NONE**
.....

ATTENTION **FADE/CRACK**

MYSTERY / IDENTITY
.....

POWER TAGS **BURN**
.....
.....
.....
.....
.....
.....
.....
.....

WEAKNESS TAGS **INVOKE**
.....
.....
.....

CREW OR EXTRA THEME CARD
IMPROVEMENTS
.....
.....
.....
.....
.....
.....
.....
.....
.....

TRACKING CARD **CLUE**

OUT	MC
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

1 **2** **3** **4** **5** **6**

TAG

TRACKING CARD **CLUE**

OUT	MC
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

1 **2** **3** **4** **5** **6**

TAG

TRACKING CARD **CLUE**

OUT	MC
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

1 **2** **3** **4** **5** **6**

TAG

TYPE **DEFINING RELATIONSHIP**
.....

ATTENTION **CRACK**

IDENTITY
.....

POWER TAGS **BURN**
.....
.....
.....
.....
.....

WEAKNESS TAGS **INVOKE**
.....
.....
.....

IMPROVEMENTS
.....

TYPE **ROUTINE**
.....

ATTENTION **CRACK**

IDENTITY
.....

POWER TAGS **BURN**
.....
.....
.....
.....
.....

WEAKNESS TAGS **INVOKE**
.....
.....
.....

IMPROVEMENTS
.....

TYPE **ADAPTATION**
.....

ATTENTION **FADE**

MYSTERY
.....

POWER TAGS **BURN**
.....
.....
.....
.....
.....

WEAKNESS TAGS **INVOKE**
.....
.....
.....

IMPROVEMENTS
.....

TYPE **BASTION**
.....

ATTENTION **FADE**

MYSTERY
.....

POWER TAGS **BURN**
.....
.....
.....
.....
.....

WEAKNESS TAGS **INVOKE**
.....
.....
.....

IMPROVEMENTS
.....

TRACKING CARD **CLUE**

OUT	MC
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

1 **2** **3** **4** **5** **6**

TAG

TRACKING CARD **CLUE**

OUT	MC
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

1 **2** **3** **4** **5** **6**

TAG

TRACKING CARD **CLUE**

OUT	MC
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

1 **2** **3** **4** **5** **6**

TAG