

## BE VULNERABLE

Put yourself on the line with an action that could end badly for you.

### COMMON ACTIONS

REACH OUT • PROTECT SOMEONE  
• HEART ON SLEEVE • FANTASTIC FEAT

### NAME YOUR TAGS AND ROLL+POWER

On a 10+, you do it and it's wonderful.  
On a 7-9, you do it, but the MC chooses a complication.

### COMPLICATIONS

- **SIDE EFFECTS:** You take a negative status (*sweaty-2*, *laughing-stock-1*, etc.). You cannot **Resist**.
- **BURNOUT:** One of your tags is burnt.
- **DRAMA:** A dramatic story complication (e.g., you're seen by your love interest).

## CARE

Remove an existing negative status or story tag from you, an ally, or around you.

### COMMON ACTIONS

SELF CARE / BE THERE FOR THEM •  
CREATE A SAFE SPACE • REPAIR •  
CALM THE INNER SPACE

### NAME YOUR TAGS AND ROLL+POWER

On a hit, you remove a number of story tags or status tiers equal to your Power.  
On a 7-9, the MC gives you a tier-1 negative status as a side effect, such as *concerned-1*, *tired-1*, *saddened-1*, or *dirty-1* (you cannot **Resist**).

## GET A CLUE

Learn new information.

### COMMON ACTIONS

WHAT'S UP? • HOW ARE YOU? •  
WHAT'S BEST? • WHO STARTED  
THIS DRAMA?

### NAME YOUR TAGS AND ROLL+POWER

On a hit, you get a number of Clues equal to your Power. Spend each Clue to ask the MC a question or ask another player a question about their character.  
The answers must be honest, but they don't need to be direct.  
On a 7-9, they can also choose one complication.

### COMPLICATIONS

- **COUNTER QUESTION:** They can ask you a question for each Clue you spend. Your answers must be honest, but may not be direct.
- **SIDE EFFECTS:** You take a tier-1 relevant status (*muddy-1*, *infatuated-1*). You cannot **Resist**.
- **DRAMA:** Any dramatic story complication (e.g., your bestie sees you spying).

## RESIST

Avoid a status someone is trying to impose on you.

### COMMON ACTIONS

RAINBOW BLOCK! • RAINBOW  
DODGE! • TALK TO THE HAND •  
SURVIVE

### NAME YOUR TAGS AND ROLL+POWER

On a 10+, you fend off the effect and take no status.  
On a 7-9, you take the status but with one less tier.  
On a miss, you take the full status.

## MAKE A MEANINGFUL CHOICE

When you **forsake a Runway for one of your Identities**, mark one Shade on one of your Rainbow themes.

When you **forsake an Identity to pursue your Runway**, mark one Crack on that Identity's theme.

If you do so to uphold one of your other themes, mark Growth on it.



## SLAY

*Impress or kick someone's butt, giving them a status even if they don't want it.*

### COMMON ACTIONS

**RAINBOW BLAST • RAINBOW WORD**  
**• WOW AUDIENCE • DRAW THE LINE**

### NAME YOUR TAGS AND ROLL+POWER

On a hit, you may give them a status of your choice with tier=Power.

On a 7-9, choose one upgrade.

On a 10+, choose two upgrades.

### UPGRADES

- **Killing it!** In a fight or an argument, they can't counterattack. If you're threatening them, they get no concessions.
- **More power** (+1 status tier)
- **More coverage** (affect a small group)
- **You take something from them** (remove and/or get a story tag if relevant)
- **You keep them focused on you**
- **You make a comeback** (reduce a negative status by 1)

## STRIKE A POSE

*Prepare for action and boost yourself or an ally with a positive status or story tag.*

### COMMON ACTIONS

**Q-FACTOR, ACTIVATE! • FIGHTING STANCE • STYLE & EQUIP • CONFIDENCE BOOST**

### NAME YOUR TAGS AND ROLL+POWER

On a hit, you get a number of Juice equal to the Power. Spend your Juice to create:

- A story tag, one per Juice
- A status with one tier per Juice

Your effects are topical, temporary, and forgettable.

On a 10+, you get a minimum of 2 Juice and can spend Juice on upgrades, one per point.

### UPGRADES

- **Prolong the effect** (make it ongoing)
- **Scale up the effect** (affecting a larger group or area)
- **Make the effect flashier** (keeping the focus on you)

## TALK IT OUT

*Resolve a problem by talking about it.*

### COMMON ACTIONS

**HEART-TO-HEART • NEGOTIATE • LEND AN EAR • SPARKLY EYES**

### NAME YOUR TAGS AND ROLL+POWER

On a hit, choose one:

- You make progress; they see things more your way.
- You strike a deal or agree to a trade.
- You bond. Give them a relationship status with tier=Power.

On 7-9, the MC or the target PC also chooses a complication.

### COMPLICATIONS

- They have a condition or a price you won't like.
- They want you to show them you understand their perspective.
- You get attached. They give you a relationship status with tier=Power.

## DOWNTIME

When you get some time for yourself, choose one way you spend it from the list below. The MC can choose to have you play out the scene in question, or the table can treat it as a montage.

- **Train your Rainbow powers or pursue your Runway.** Tell the table how you do so and mark one Growth or remove one Shade from one of your Rainbow themes.
- **Give attention to your personal relationships, pursuits, and interests.** Tell the table how you do so and mark one Growth or remove one Crack from one of your Realness themes.
- **Take some time for self care, or to care for another.** Tell the table how you do so. The MC will decide which statuses you can reduce/remove and by how much, as they see fit, according to the situation.
- **Deepen your relationship with a PC or NPC.**  
Tell the table how you do so. Divide 3 points between Clues (as in **Get a Clue**) and Juice (as in **Strike a Pose**) to learn new things about them or to bolster your friendship with (e.g., **besties-1**).
- **Prepare for action.** Gain 3 Juice (as in **Strike a Pose**) to create something awesome for your next activity (**striking ducky costume**, **Rainbow raygun**, etc.)
- **Recover from action.** Restore all your burnt tags.