

# Little Lies

by Topher White

VERSION 0.11

“Being catty and having secrets in high school, The Game”

This is a Powered by the Apocalypse game meant to evoke the feeling of media such as Pretty Little Liars, Riverdale, and Gossip Girl. The central theme is trying to win high school, possibly by being the best you you can be, but much more likely by crushing all of the rest of those petty asshole high schoolers because obviously they all deserve it. All while being **STYLISH**.

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Layout by Max Hervieux ([logbook-project.com](http://logbook-project.com))  
Fonts are Meybi, Moving Skate, Sparkly Hearts, and Californian FB.

# THE BASIC MOVES

**Coalesce Information:** When you coalesce information on someone, roll +Goody Two Shoes. On a 7+, learn a Secret at random from the Whispers. On a 10+, you can draw again if you already knew the Secret you learned.

**Spread a Rumor:** When you spread a rumor, create a Secret about another character, then roll +Delinquent. On a 10+, put it in the Rumor Mill. On a 7-9, that character chooses 1 from below and then adjusts the rumor::

- they know who created it,
- some people don't believe it,
- they exaggerate the rumor in some way.

**Turn On:** When you turn someone on, roll +Promiscuous. On a 10+, relieve 1 Stress and they choose 1 of the below.. On a 7-9, they choose 1 of the below::

- I give myself to you,
- I promise something I think you want,
- I reveal a Secret to you.

**Shut Down:** When you shut someone down, roll +Prude. On a 10+, choose one from below. On a 7-9, choose one from below, but you leave a sour impression and so they give you a Condition in return.

- They gain a Condition.
- They lose a Secret involving you.
- You carry 1 forward.

**Change the Message:** When you try to change the message about a rumor, roll +Popular. On a 10+, carry one forward and do one of the below or disprove the rumor. On a 7-9, do one of the below:

- change who the rumor is talking about.
- exaggerate or underplay the rumor.

**Avoid Attention:** When you avoid attention, roll +Nobody. On a 10+, you are not considered part of the scene. On a 7-9, choose 1:

- you avoid attention but you leave something behind.
- you are noticed but not implicated in what's going on.

**Defy Order:** When you defy an order, roll +Controlled. On a 10+, you did it, you're good. On a 7-9, choose 1 from the list below:

- take 1 Stress.
- reveal a Secret to your leader.
- your leader gives you a worse alternative.

**Freak Out:** When you freak out, roll +Wild. On a 10+, push 1 towards a stat of your choice and choose 1 from below. On a 7-9, choose 1 from below:

- you cause a big scene.
- you give a Condition to another character.
- Relieve 1 Stress

**Failing The Part:** When you fail a roll, you may either mark experience, or push 1 away from what you were rolling with.

**Helping Others:** When you help someone on a Shift Blame, Spread Rumor, Shut Down, Defy Order, or Freak Out, get +1. If they are a member of your Clique, get +2 instead.

**Cliques:** Cliques have a leader and followers. Being the leader of a clique does not exclude you from being a member of another Clique. Leaders can give orders to the followers of the Clique. If a follower carries out those orders, they mark experience. (Note: School is a Clique where all the players are followers and the teachers are leaders.)

**Conditions:** Conditions can be accrued many different ways, but once someone has one, there are two ways that it affects play. When someone else has a Condition and you take advantage or play off of that Condition, you get +1 to rolls against that character. If you have a Condition, once per scene, when you play towards that Condition, you may push 1 towards a Stat which you reacted with when playing towards the Condition.

**Attention:** When Secrets come out, it generates Attention for whoever it's about. The more Attention, the bigger the consequences. The Attention track indicates how big and important the people who are keeping an eye on you are.

# SECRETS

Everyone has secrets. You'll start the game by creating some Secrets, and will accumulate more as the game goes on. Secrets will sit in The Whispers after they are created. When put into The Whispers, they will be given a value they will adjust a Stat by, but it will not affect you while in The Whispers. Any Secret you have marked on your sheet, you can reveal, putting it into the Rumor Mill, where the details of it can be distorted. When it enters the Rumor Mill, the MC will add a timer to it. When the timer runs out, the Secret moves into Common Knowledge, and the Stat change will happen.

## THE WHISPERS

Secrets in The Whispers are known only to the MC. Reveal a Secret to move it into the Rumor Mill. All Whispers have an associated Stat change that will happen when the Secret eventually becomes Common Knowledge.

## THE RUMOR MILL

Secrets in the Rumor Mill are public, but not solidified. They can be changed and manipulated and spread by moves. When a Whisper becomes a Rumor, the MC gives it a timer. When the timer runs out, the Rumor solidifies and becomes Common Knowledge, and the Stat change happens.

## COMMON KNOWLEDGE

Everything in Common Knowledge is known to all characters, and NPCs generally will believe all Common Knowledge to be true.









