+2 +1 0 +1 +2

Goody Two Shoes — Delinquent

the performer

stress: ◇ ◇ ◇ ◇ (Starts at 2)

conditions:

attention: ◇

experience: ◇

cliques:

Teachers lead the School clique, which Students follow.

_____ lead the _____ clique, which _____ follow.

_____ lead the _____ clique, which _____ follow.

secrets:

Breakdown: My art isn't worth it, I'm not skilled enough to make anything of it. It doesn't mean anything, it's not worth it. You leave your Breakdown when someone shows you that your art has merit.

Promiscuous — Prude

+2 +1 0 +1 +2

+2 +1 0 +1 +2

Popular — Nobody

Performer Moves: (Take Perform and one other)

( ) **Perform:** When you put on a performance, choose an emotion and roll +Controlled. On a 10+, give the chosen emotion as a Condition to everyone who experiences your performance. On a 7-9, anyone who wants the Condition may take it, and carry 1 forward against someone who chose not to.

Background: You've been working on something special, and you don't want it to get out to get out yet. What is it? Pass the Secret to the MC and mark it.

( ) **Living Fast:** When you Freak Out in a self-destructive manner, you may choose 2 options from the list rather than 1. If you do, also gain 1 Attention.

Background: For some reason you avoid one of the keystones of the Rockstar lifestyle. Which one? Why? Pass the Secret to the MC and mark it.

( ) **Working Too Hard:** Whenever you injure yourself practicing your craft, push 1 Controlled.

Background: You keep the scars hidden, but someone knows about your injuries. Who is it? Pass the Secret to the MC. You both mark it.

( ) **Openly Political:** When you perform you may tout a cause instead of an emotion. You give people the Support/Oppose instead of the normal Condition.

Background: Your passion has made you enemies in unlikely places. Who are they? Pass the Secret to the MC and mark it.

Controlled — Wild

+2 +1 0 +1 +2