+2 +1 0 +1 +2

Goody Two Shoes — Delinquent

the anarch

stress: ◇ ◇ ◇ ◇ (Starts at 1)

conditions:

attention: ◇

experience: ◇

cliques:

Teachers lead the School clique, which Students follow.

_____ lead the _____ clique, which _____ follow.

_____ lead the _____ clique, which _____ follow.

secrets:

Breakdown: If they think I'm the villain, then I guess I'll be the villain. I'll give them what they want, and I will make a statement doing it. You leave your Breakdown when someone shows you that you can be someone other than the school's villain.

Promiscuous — Prude

+2 +1 0 +1 +2

+2 +1 0 +1 +2

Popular — Nobody

Anarch Moves: (choose 2)

( ) **Create Device:** When you attempt to create a device, roll +Delinquent. On a 10+, it's crafted well. On a 7-9, give the MC one of the following hard moves: The device goes off unexpectedly, the device attracts the attention of an authority figure, the device has some difficulty activating.
Background: You have created something that might actually benefit the world. What is it, and why haven't you shared it? Pass the Secret to the MC and mark it.

( ) **Vengeful Target:** When you take the blame for something another character did, carry one forward against them.
Background: You willingly took the blame for something someone else did. What and who did you take the blame for? Pass the Secret to the MC. You both mark it.

( ) **Bad Influence:** When you convince someone else to defy an order from School, mark Experience.
Background: Someone else started you on this path, but they've kept up their veneer. Who is it? Pass the Secret to the MC. You both mark it.

( ) **Loud Rebel:** Whenever you get a 10+ on a Freak Out or Defy Order roll, push 1 in either direction on that axis.
Background: There is someone you submit to without question. Who is it? Pass the Secret to the MC. You both mark it.

Controlled — Wild

+2 +1 0 +1 +2