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.
- they exaggerate the rumor in some way.

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.