+2 +1 0 +1 +2

Goody Two Shoes — Delinquent

the enigma

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: The lie is all that matters. I have to keep up the illusion. No one will want to be me with, just the figure that I present. You leave your Breakdown when someone likes you for your real self.

Promiscuous — Prude

+2 +1 0 +1 +2

+2 +1 0 +1 +2

Popular — Nobody

Enigma Moves: (choose 2)

( ) **Tall Tales:** You may Spread Rumors about yourself.
Background: You underplay what really happened in one of your tales, what actually happened? Pass the Secret to the MC and mark it.

( ) **Convincing Actor:** When you play towards a Condition, push 2 instead of 1.
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.

( ) **Web of Lies:** Whenever you reference one of your lies in Common Knowledge while Spreading a Rumor, get +1 to that roll.
Background: You've created a lot of interesting stories about yourself in your time. Create 2 Secrets. Pass the Secrets to the MC and mark them.

( ) **Drowning the Signal:** Add the option "replace the rumor with a bigger lie" to the 7-9 list on Change The Message.
Background: There is a Secret that you will tell any story you have to in order to bury it. What is that Secret? Pass the Secret to the MC and mark it.

Controlled — Wild

+2 +1 0 +1 +2