little lies

by topher white

version 0.1

"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*.

Contact me with comments or feedback by email at jirobo.acomichi@live.com or on twitter @ggyppt.

Layout by Max Hervieux (logbook-project.com)
Fonts are Shorelines Script Bold and The Brooklyn.

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.

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.

+2 +1 0 +1 +2

Goody Two Shoes — Delinquent

the academic

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: I'm an idiot. I Can't even get the simple things right. I've put all this work into it, and it's going nowhere, and that's my fault. None of this is good enough, I'm not good enough. I'm useless. You leave your Breakdown when someone manages to prove to you that you are intelligent.

Promiscuous — Prude

+2 +1 0 +1 +2

+2 +1 0 +1 +2

Popular — Nobody

Academic Moves: (choose 2)

( ) **Illicit Stress Relief:** You take an illicit substance of your choice to manage the stress of your class load. Your Starting Stress is 1 instead of 2. You can use the substance to relieve 1 Stress. If you get caught, push 1 Delinquent and gain 1 Attention.
Background: Someone in the school supplies you with your fix, who is it? Pass this Secret to the MC. You both mark it.

( ) **Observant:** When you take in the scene around you, ask the MC a question and roll +Controlled. On a 7-9, get an honest answer from the MC. On a 10+, carry 1 forward when dealing with the situation.
Background: You saw something that you shouldn't have. What was it, and who does it implicate? Pass this Secret to the MC. Everyone involved marks it.

( ) **Better Under Pressure:** Before any roll when not in Breakdown, you may gain 1 Stress, then roll +Stress instead of the usual stat. If this move gives you your last Stress, Breakdown immediately after the move resolves.
Background: You put too much pressure on yourself before, and buckled when someone needed you, hurting them. Who? Pass this Secret to the MC. You both mark it.

( ) **Quick Learner:** When you take time to learn about a new subject, you may give yourself the "Knowledgeable about _____" Condition.
Background: You have extensive knowledge in a subject that will surprise anyone who knows you. What subject is it? Pass this Secret to the MC and mark it.

( ) **Certified Genius:** Being a genius gets bigger eyes on you than a normal high schooler. Your maximum Attention is 12.
Background: Something drove your towards books, rather than people. What was it? Pass this Secret to the MC and mark it.

Controlled — Wild

+2 +1 0 +1 +2

+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

+2 +1 0 +1 +2

Goody Two Shoes — Delinquent

the cutthroat

stress: ◇ ◇ ◇ ◇ (Starts at 3)

conditions:

attention: ◇

experience: ◇

cliques:

Teachers lead the School clique, which Students follow.

_____ lead the _____ clique, which _____ follow.

_____ lead the _____ clique, which _____ follow.

secrets:

Breakdown: It's all their fault, if they would just listen, you wouldn't have to play the villain. I know what's best for them, they should just listen. They all need to be punished for their insubordination. You leave your Breakdown when someone makes you realize that it was your fault.

Promiscuous — Prude

+2 +1 0 +1 +2

+2 +1 0 +1 +2

Popular — Nobody

Cutthroat Moves: (choose 2)

( ) **Backstabber:** When you expose someone else's Secret, carry 1 forward in regards to that character.
Background: You hurt someone a long time ago, and while everyone else has forgotten, they haven't. Pass this Secret to the MC. You both mark it.

( ) **Iron Fist:** When you give an order, if someone tries to Defy you, they take 1 Stress.
Background: You have a soft spot for someone, and they get off light when they should be punished. Who is it? Pass this Secret to the MC. You both mark it.

( ) **Humiliate:** When you try to humiliate someone while Shutting Them Down, on a 10+ choose 2 options instead of just 1.
Background: Someone knows how to push your buttons right back. Who is it? Pass this Secret to the MC. You both mark it.

( ) **Your Highness:** When you make someone grovel before you, relieve 2 Stress.
Background: Someone bows to you only in private. Who is it? Pass this Secret to the MC. You both mark it.

Controlled — Wild

+2 +1 0 +1 +2

+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: 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

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+2 +1 0 +1 +2

Popular — Nobody

Anarch Moves: (choose 2)

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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.

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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.

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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

+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