

PERSONAL GROWTH

You have to stay busy; putting the bad folks away is what allows you to sleep at night. Whenever you solve a mystery, you get 1XP. When you get 5 XP, you can choose one from the following list.

○○○ Gain +1 EYES (Max +3)

○○○ Gain +1 RASH (Max +3)

○○○ Gain +1 HARD (Max +3)

○○○ Gain +1 SOFT (Max +3)

○○○ Gain +1 BODY (Max +3)

○○○ Gain a Hard Boiled Move

○○ Gain a Move from Another Case File

○○ Switch the Traits you have associated with two basic Moves

○○ Add a friendship slot

OTHER PEOPLE

Enemy Move

Whenever you **interact with your enemy**, Roll+Enemy.

Rival Move

When you **interact with your Rival**, Roll+Rival.

Acquaintance Move

When you **interact with your Acquaintance**, Roll+Acquaintance

Good Friend Move

When you **interact with your Good Friend**, Roll+Good Friend.

Enemy

.....

Enemy

.....

Enemy

Rival

.....

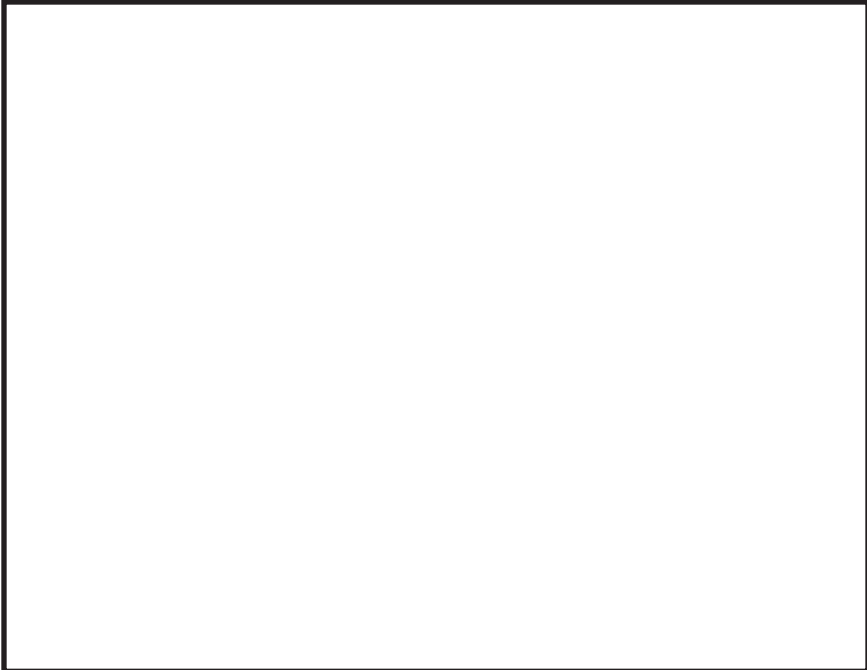
Rival

Acquaintance

.....

Acquaintance

Good Friend



we used to be
FRIENDS

THE HARD BOILED

You've been on the receiving end of bad news one too many times that it's made you tough, strong, and a bit vengeful. You find solace in making those that have hurt others pay. Your motto is get tough; get even.

PERSONAL MYSTERIES

My Best Friend vanished, and no one else seems to care. I'm going to find them.

Is my [parent] really my biological [parent]?

MYSTERY RESPONSIBILITIES

Primary: People. You're going to be in charge of the human element of a mystery. You'll help come up with who the Victim is, who the Client is going to be, and who the first Suspect is going to be.

Secondary: Problems. Crime and danger are what you get to play with. When coming up with mysteries, what the Crime is falls in your hands. If there's a situation where you need to come up with a danger, then it's going to fall to you.

TRAITS

EYES	RASH	HARD	SOFT	BODY

Choose one set of Traits

EYES: +1	RASH: -1	HARD: +2	SOFT: 0	BODY: +1
EYES: +2	RASH: +1	HARD: +1	SOFT: -1	BODY: 0

HARD BOILED MOVES

These are all the moves you get as the **Hard Boiled**. You get to choose one (1).

Q HIT 'EM FAST, MAKE 'EM UNCOMFORTABLE

When you **fast talk your way into some information, a place, or past someone**, Roll+EYES.

On a 10+ choose 1. You get through and bank a Clue, or you get the info you need and bank 2 Clues.

On a 7-9, choose 1 and get a Cliffhanger. You get through, or you bank a Clue.

Q GET MAD, GET EVEN

You can use HARD with any basic Move. However, you have to choose 1: you make a Friendship Worse, you take a Condition, or you get a cliffhanger.

Q 3RD DEGREE

When **you talk to a suspect about the mystery**, Roll+EYES.

On a 10+ you bank 2 Clues that you must immediately place on 2 different Suspects.

On a 7-9, you bank 1 Clue that you must immediately place on a new Suspect if possible, or a current Suspect if not possible.

INTIMACY MOVE

Intimacy is kind of a big deal for you, you get vulnerable in ways that you aren't completely comfortable with. It's a touching moment, and you can both make your Relationship Better. However, this doesn't mean you can't do some sleuthing. Bank 1 Clue; 2 Clues if the person you were intimate with is a Suspect.

FRIENDSHIPS

Best Friend

Your Best Friend is _____. If they do you a favor, they get +1 forward when doing anything in regard to fulfilling favor. If they complete the favor you gain 1 XP.

Other Friendships

Enemies	3	Someone ruined someone's life, how?
Rivals	2
Acquaintances	2	There was some help in a sticky situation, what was it?
Good Friends	1

BASIC MOVES

Gumshoe

Whenever **you're looking for information**, Roll+_____.

Putting It All Together

Whenever you want to **use a clue to help solve a mystery**, Roll+_____.

Open Up

When you **connect with someone by revealing something personal**, Roll+_____.

And Action

Whenever you **act where there's any immediate danger**, Roll+_____.

Fight! Fight! Fight! Fight!

When you want to **hurt someone physically, emotionally, or socially**, Roll+_____.

CONDITIONS

When a Condition gets attached, it falls into one of three distinct categories: Physical, Emotional, or Social. There are only so many Conditions your character can take before they get Taken Out: take 3 of a single type or have 1 Condition in all three types. Once that happens, she's Taken Out.

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- Gain +1 HARD (Max +3)
- Gain +1 SOFT (Max +3)
- Gain +1 BODY (Max +3)
- Gain a Hard Boiled Move
- Gain a Move from Another Case File
- Switch the Traits you have associated with two basic Moves
- Add a friendship slot

OTHER PEOPLE

Enemy Move

Whenever you **interact with your enemy**, Roll+Enemy.

Rival Move

When you **interact with your Rival**, Roll+Rival.

Acquaintance Move

When you **interact with your Acquaintance**, Roll+Acquaintance

Good Friend Move

When you **interact with your Good Friend**, Roll+Good Friend.

Enemy

Rival

Rival

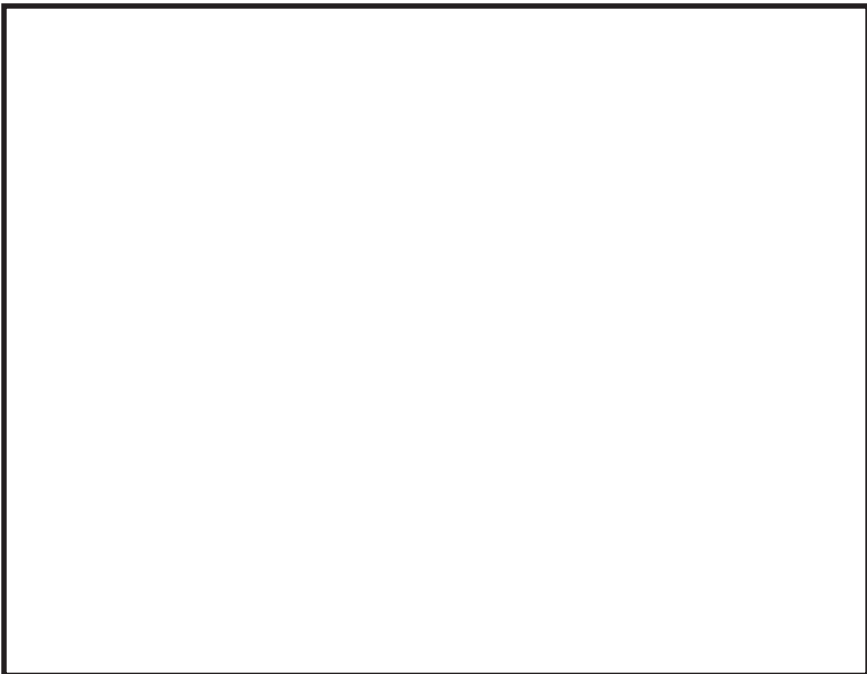
Acquaintance

Acquaintance

Good Friend

Good Friend

Good Friend



we used to be
FRIENDS

THE SIDEKICK

You're that nice person that's always there. The one people rely on when they need a favor. You smile, and you do it knowing that this could lead to trouble. But they've been there for you when you really needed it. Besides, you can always learn a thing or two.

PERSONAL MYSTERIES

You moved recently, and your parent is secretive as to why.

Someone is trying to hurt a sibling of yours, but they won't say who or why.

MYSTERY RESPONSIBILITIES

Primary: People. You're going to be in charge of the human element of a mystery. You'll help come up with who the Victim is, who the Client is going to be, and who the first Suspect is going to be.

Secondary: Places. Not only the where, but what obstacles that might be present in the mystery, or in the scene.

TRAITS

EYES	RASH	HARD	SOFT	BODY

Choose one set of Traits

EYES: +1	RASH: 0	HARD: -1	SOFT: +2	BODY: +1
EYES: 0	RASH: 0	HARD: -1	SOFT: +2	BODY: +2

SIDEKICK MOVES

These are all the moves you get as the Sidekick. You get to choose one of them.

☐ THOSE ARE CALLED DIMES

When you **help someone investigate their personal mystery**, Roll+SOFT.

On a 10+ pick two: you let them bank a Clue, you let them place a Clue, or they get +1 forward on their next scene.

On a 7-9, pick one and either take a Condition, or get a cliffhanger.

☐ THE BEDROCK UPON WHICH OUR FRIENDSHIP IS FOUNDED

When you do a favor for your Best Friend, gain 1 XP. You can gain XP once per episode.

☐ YOU CAN'T TAKE THE COOL OUT OF ME

When you want **to fit in**, Roll+SOFT.

On a 10+ you fit in and no one will bother you, and you can add someone as an Acquaintance.

On a 7-9 you fit in, but either someone will bother you, or you create a problem for someone.

INTIMACY MOVE

You're such a nice person, everyone likes you so much. When you are intimate with someone any characters who like this person loses a Condition. The people who hate this person gain a Condition. You included.

FRIENDSHIPS

Best Friend

Your Best Friend is _____. You can remove all Conditions of a single type from your bff if they change the nature of a relationship of your choosing to the level of your choosing.

Other Friendships

Enemies	1	
Rivals	2	Someone resents a friendship you have.
Acquaintances	2	
Good Friends	3	What secret do you know from your good friend?

BASIC MOVES

Gumshoe

Whenever you're looking for information, Roll+_____.

Putting It All Together

Whenever you want to **use a clue to help solve a mystery**, Roll+_____.

Open Up

When you **connect with someone by revealing something personal**, Roll+_____.

And Action

Whenever you **act where there's any immediate danger**, Roll+_____.

Fight! Fight! Fight! Fight!

When you want to **hurt someone physically, emotionally, or socially**, Roll+_____.

CONDITIONS

When a Condition gets attached, it falls into one of three distinct categories: Physical, Emotional, or Social. There are only so many Conditions your character can take before they get Taken Out: take 3 of a single type or have 1 Condition in all three types. Once that happens, she's Taken Out.

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- Gain +1 BODY (Max +3)
- Gain a Hard Boiled Move
- Gain a Move from Another Case File
- Switch the Traits you have associated with two basic Moves
- Add a friendship slot

OTHER PEOPLE

Enemy Move

Whenever you **interact with your enemy**, Roll+Enemy.

Rival Move

When you **interact with your Rival**, Roll+Rival.

Acquaintance Move

When you **interact with your Acquaintance**, Roll+Acquaintance

Good Friend Move

When you **interact with your Good Friend**, Roll+Good Friend.

Enemy
.....

Enemy
.....

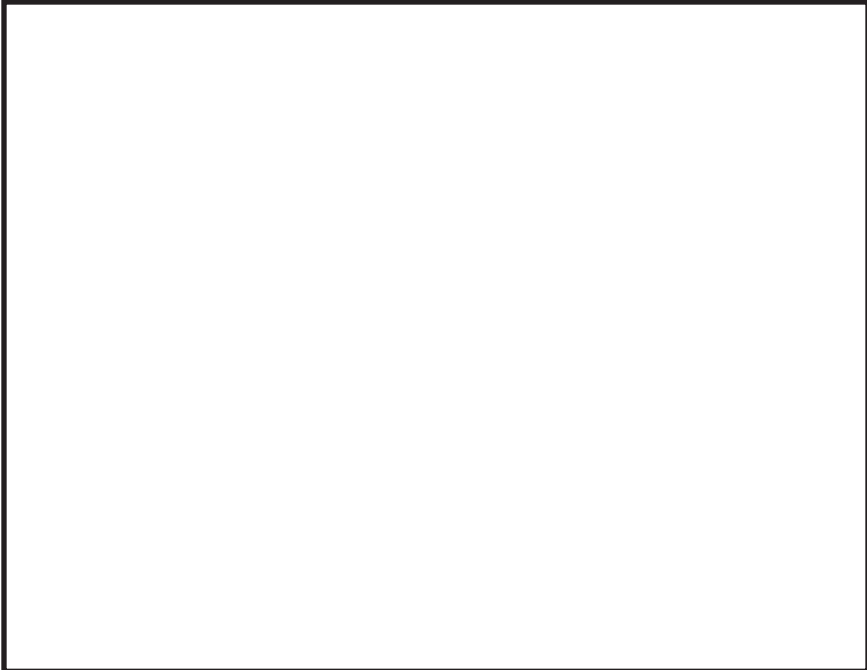
Enemy
.....

Rival
.....

Acquaintance
.....

Acquaintance
.....

Good Friend
.....



we used to be
FRIENDS

THE DELINQUENT

Your life hasn't been the kindest, despite any advantages you may have. It looks like you're acting out but really, you're just running until you hit the thing that stops you, and if it kills you then so be it. It's better than falling backwards into oblivion.

PERSONAL MYSTERIES

One of your parents died, but you think that there is a chance that they might still be alive.

You've been framed for a crime, who is doing it and why?

MYSTERY RESPONSIBILITIES

Primary: Problems. Crime and danger are what you get to play with. When coming up with mysteries, what the Crime is falls in your hands. If there's a situation where you need to come up with a danger, then it's going to fall to you.

Secondary: People. You're going to be in charge of the human element of a mystery. You'll help come up with who the Victim is, who the Client is going to be, and who the first Suspect is going to be.

TRAITS

EYES	RASH	HARD	SOFT	BODY

Choose one set of Traits

EYES: +1	RASH: +2	HARD: 0	SOFT: -1	BODY: +1
EYES: -1	RASH: +1	HARD: +1	SOFT: 0	BODY: +2

DELINQUENT MOVES

Here are all the moves that come with being a Delinquent, you start with one of them.

☐ WHAT'S SO GREAT ABOUT LIVING?

When **you get a Condition**, you may gain another Condition to bank 1 Clue or gain 1 XP. You can only gain XP like this once per episode.

☐ LOOK, THERE WAS A STRING ATTACHED...

When **someone tries to make you do something**, Roll+RASH.

On a 10+ You may say no, and they'll back down. Bank 1 Clue.

On a 7-9, You can say no, and they'll back down, but you get a Condition or they become a Worse Friend.

☐ I'M UP ALL NIGHT, JUST THINKING ABOUT MYSELF

If you want **to turn someone on by doing something dangerous**, Roll+BODY.

On a 10+, They choose to give themselves to you, or promise something they think you want, and you choose one from the list

On 7-9, They choose to give themselves to you, or promise something they think you want, or they let you choose one from the list:

- Carry +1 forward against them
- Change your friendship with them
- A Clue

INTIMACY MOVE

Woof. Your code word is endurance. If you are intimate with someone, and you're a Suspect in a mystery you can remove a Clue token attached to your name and give it to the person you just slept with..

FRIENDSHIPS

Best Friend

Your Best Friend is _____. If your Best Friend gets in trouble or gains a Condition, you can take that trouble or Condition on yourself and gain 1 XP. You gain XP like this once per episode.

Other Friendships

Enemies 3 You hate someone for past wrongs. Have you told them why?
.....

Rivals 1
.....

Acquaintances 2
.....

Good Friends 1 Someone looks up to you, why?

BASIC MOVES

Gumshoe

Whenever **you're looking for information**, Roll+_____.

Putting It All Together

Whenever you want to **use a clue to help solve a mystery**, Roll+_____.

Open Up

When you **connect with someone by revealing something personal**, Roll+_____.

And Action

Whenever you **act where there's any immediate danger**, Roll+_____.

Fight! Fight! Fight! Fight!

When you want to **hurt someone physically, emotionally, or socially**, Roll+_____.

CONDITIONS

When a Condition gets attached, it falls into one of three distinct categories: Physical, Emotional, or Social. There are only so many Conditions your character can take before they get Taken Out: take 3 of a single type or have 1 Condition in all three types. Once that happens, she's Taken Out.

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- Gain +1 BODY (Max +3)
- Gain a Hard Boiled Move
- Gain a Move from Another Case File
- Switch the Traits you have associated with two basic Moves
- Add a friendship slot

OTHER PEOPLE

Enemy Move

Whenever you **interact with your enemy**, Roll+Enemy.

Rival Move

When you **interact with your Rival**, Roll+Rival.

Acquaintance Move

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Good Friend Move

When you **interact with your Good Friend**, Roll+Good Friend.

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Acquaintance

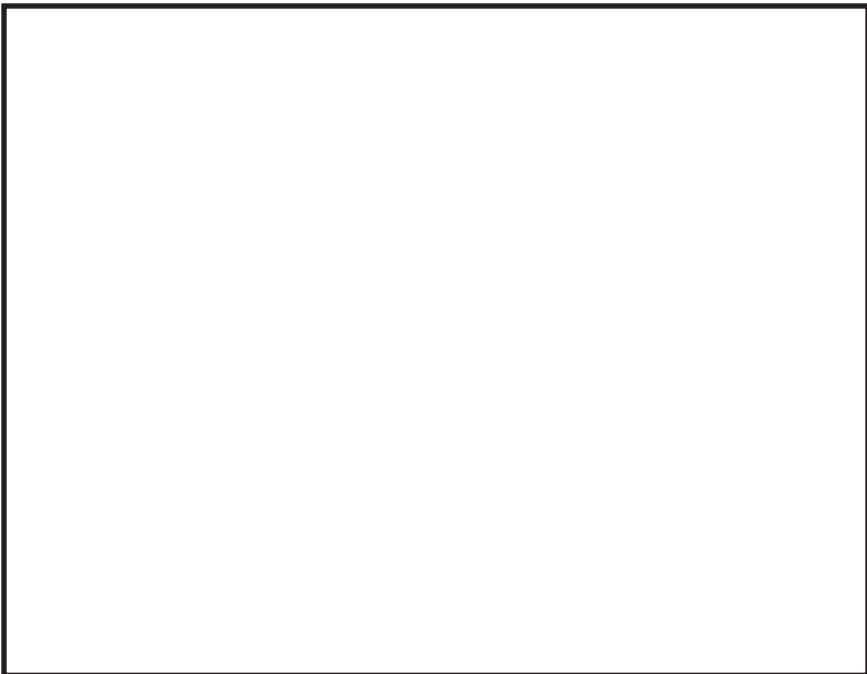
Acquaintance

Acquaintance

Good Friend

Good Friend

Good Friend



we used to be
FRIENDS

THE SOCIALITE

Everything has been handed to you because of your status. Friends, money, opportunity has never been too far from your grasp. How do you plan to use it? For the benefit of others? Or to hide your sins? Or both, as the need strikes you.

PERSONAL MYSTERIES

Your parents are keeping a secret from you, and you need to know what it is.

One of your exes kept trying to call child services, and you don't know why, but you want to help.

MYSTERY RESPONSIBILITIES

Primary: Place. You're all about where things are taking place. Not only the where, but what obstacles that might be present in the mystery, or in the scene.

Secondary: People. You're going to be in charge of the human element of a mystery. You'll help come up with who the Victim is, who the Client is going to be, and who the first Suspect is going to be.

TRAITS

EYES	RASH	HARD	SOFT	BODY

Choose one set of Traits

EYES: -1	RASH: +1	HARD: +1	SOFT: +2	BODY: 0
EYES: 0	RASH: -1	HARD: +1	SOFT: +2	BODY: +1

SOCIALITE MOVES

Here are all the moves that come with being a Socialite, you start with one of them.

❑ STUDENT BODY PRESIDENT

You ignore aNy -1 forward penalties from Social Conditions. You're amazing, and everyone loves you. However, Social Conditions still count for you being Taken Out.

❑ BIGGEST NAME IN TOWN

When someone tries to make a Move against you, you may give them -1 forward to the Move because your family is that important. If you do, give them 1XP.

❑ YOU'VE BEEN LISTENING TO RADIOHEAD, HAVEN'T YOU?

Whenever you want **get intimate with someone by lowering your emotional barriers**, Roll+SOFT.

On a 10+, choose one from the list, and they either choose to either give themselves to you, or promise something they think you want.

On 7-9, They choose to give themselves to you, or promise something they think you want, or they let you choose one from the list:

- Carry +1 forward against them
- Change your friendship with them
- A Clue

INTIMACY MOVE

Intimacy with you is great, but really complicated. It's very nice, but things tend happen to the people you are intimate with. When you are intimate with someone, remove a Physical Condition, but you give them a Social or Emotional Condition.

FRIENDSHIPS

Best Friend

Your Best Friend is _____. If you're in a scene with them, you can gain a Condition to stop them from getting Taken Out. If you get Taken Out this way, gain 1XP.

Other Friendships

Enemies	1	Someone hates you for your family.
Rivals	1	
Acquaintances	3	You're friends with an ex, is it really over?
Good Friends	3	

BASIC MOVES

Gumshoe

Whenever **you're looking for information**, Roll+_____.

Putting It All Together

Whenever you want to **use a clue to help solve a mystery**, Roll+_____.

Open Up

When you **connect with someone by revealing something personal**, Roll+_____.

And Action

Whenever you **act where there's any immediate danger**, Roll+_____.

Fight! Fight! Fight! Fight!

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CONDITIONS

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- Add a friendship slot

OTHER PEOPLE

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Rival Move

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Acquaintance Move

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Good Friend Move

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Rival

Acquaintance

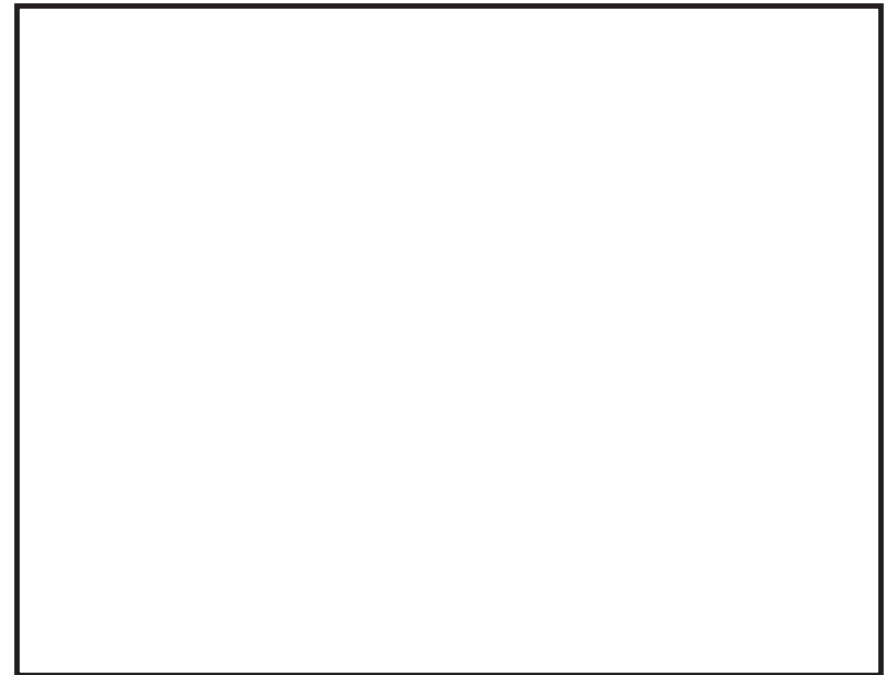
Acquaintance

Acquaintance

Acquaintance

Acquaintance

Good Friend



THE TECH GEEK

we used to be
FRIENDS

You know the difference between variations of Linux because you think it's fun. You love poking around and making things, because that's your ticket out of here. People might make fun of you, but they'll come running when they need anything fixed.

PERSONAL MYSTERIES

Your family is weird. Clearly you have to have been a changeling. Find the truth about your real parents.

Someone has been hacking into some sensitive websites you've set up; you're going to find out who.

MYSTERY RESPONSIBILITIES

Primary: Problem. Crime and danger are what you get to play with. When coming up with mysteries, what the Crime is falls in your hands. If there's a situation where you need to come up with a danger, then it's going to fall to you.

Secondary: Place. You're all about where things are taking place. Not only the where, but what obstacles that might be present in the mystery, or in the scene.

TRAITS

EYES	RASH	HARD	SOFT	BODY

Choose one set of Traits

EYES: -1	RASH: +1	HARD: +1	SOFT: +2	BODY: 0
EYES: 0	RASH: -1	HARD: +1	SOFT: +2	BODY: +1

TECH GEEK MOVES

Here are all the moves that come with being a Tech Geek, you start with two of them.

RESPECT THE PROCESS

When you **provide a piece of tech**, Roll+EYES.

On a 10+ you've got the thing you need. You can either use it or give it to someone else to make them a Better Friend.

On a 7-9 you can get it, but it's going to cost you something. You can pay the cost and use it, or you can make someone a Worse Friend and make them pay for it.

ONLINE TEST RESULTS

When you **use a computer to get information**, Roll+EYES.

On a 10+ choose two: you get a Clue, you can change a relationship, you place a Clue.

On a 7-9, choose one, and get a cliffhanger.

'SLUTTY' IS YOUR WORD CHOICE. MINE WAS 'WORLDLY'

When you **ask someone for help**, Roll+SOFT.

On a 10+ they will help you, and you choose two: you get 1 Clue, you improve your relationship with them, you recover 1 Condition.

On a 7-9 they will help you, choose one and the other person can change their relationship with you.

INTIMACY MOVE

You're unlucky in love. The first time you use this move, you gain 1XP. The second time you use this move, you get an Emotional Condition but you get a Clue for it... if that's a fair exchange. Then you switch back and forth between these two results.

FRIENDSHIPS

Best Friend

Your Best Friend is _____. When you want to give your BF a clue, Roll+EYES. On a 10+ you give them the Clue they need, and they get to place it where they want. On a 7-9, you just give them a Clue or let them place a private Clue.

Other Friendships

Enemies	1	Who was the person who picked on you a lot?
Rivals	1	
Acquaintances	5	Name someone who comes to you for IT work.
Good Friends	1	

BASIC MOVES

Gumshoe

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Putting It All Together

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Open Up

When you **connect with someone by revealing something personal**, Roll+_____.

And Action

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