

PLAYING THE ARTIST

Whether actor, dancer, poet, sculptor, or painter, the Artist is at the bloody tip of the avant garde. Although committed to the cause, her art comes first, meaning some consider her a dilettante or even a fraud. It is up to you to decide if they're right or wrong.

Use her moves to support your comrades and her medium to unleash the full power of her art on the world.

NOTES



THE ARTIST

YOUR ART MAY BE DERIVATIVE, BUT YOUR POLITICS ARE REVOLUTIONARY

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

Choose one, or write your own. Something creative, classical, or refined. Aloïse, Rosewater, Lili, Tawaraya, Mai-Thu, Vincent, Lisbeth, Georges.

APPEARANCE:

Choose one, or write your own. Paint-encrusted smock, moth-eaten sweater, haute couture, skintight black everything.

PERSONALITY:

Choose one, or write your own. Outrageous, sullen, provocative, romantic.

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

BODY
(Get Rough)

MIND
(What's Going on Here?)

SPIRIT
(Take a Risk, Start Something)

GUILE
(Sway, Sneak)

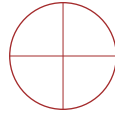
EXPERIENCE

○○○○○

Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Form a Gang of Artists
- Take Another Artist Move
- Take Another Artist Move
- Take Another Artist Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

HARM



BOND

(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

To establish starting bond, ask as many of these questions as you like:

- Which of you supported my work from the beginning?
For that comrade, write Bond+3
- Which of you finds artists irresistibly romantic?
For that comrade, write Bond+2
- Which of you hates my work?
For that comrade, write Bond-2

For all other comrades, write Bond-1. They don't understand your art.

ARTIST MOVES

Choose 1, in addition to Medium.

● MEDIUM

Choose your medium. When taking a risk, add 1 to the roll if the situation calls for...

- Theater: Deception
- Dance: Dexterity
- Poetry: Grace
- Sculpture: Strength
- Painting: Perception

○ FIGHT SONG

When you use your art to inspire a comrade in a dangerous situation, roll with bond. On a 10+, they pick two from this list and carry the bonuses until the danger is done. On a 7-9, they pick one.

- They deal more harm
- They take less harm
- They gain speed

○ ART THERAPY

Roll with spirit to soothe an injured comrade. On a 10+, they heal 1 harm. On a 7-9, they heal 1 harm, but you expose yourself to danger.

○ ARTISTIC LICENSE

When asking, "what's going on here?", you may make up your own questions instead of choosing from the list.

○ NEVER PLAY IT SAFE

Before making a move, you may ask the GM what you could do to make the situation more risky. If you do what they say, add 1 to the roll.

○ MIXED MEDIA

Expand your oeuvre. Take another of the medium moves.

○ LIKE ONE OF YOUR FRENCH GIRLS

When you lean on your artistic sensibility while attempting to seduce, charm or **sway**, carry 1 forward.

OTHER MOVES

PLAYING THE BRUTE

Don't overthink the Brute. She loves to fight and, if you stop there, you'll have a wonderful time. If you'd like a Brute with a bit more shading, of course, fill her in as much as you like. Take moves like **brutally honest** and **a dangerous reputation** to give her things to do outside of a brawl and lean on her bonds with her fellow comrades to ensure she's always close to the action.

Or just fight. That's enough for her.

NOTES



THE BRUTE

YOU CAME TO FIGHT

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

Choose one, or write your own. Something muscular, terrifying, or sweet. Celia, Oscar, Jackie, Vasyl, Duda, Bernard, Chance, Brick.

APPEARANCE:

Choose one, or write your own. Studded leather, stained sweats, a dead man's coat, something your mother made.

PERSONALITY:

Choose one, or write your own. Menacing, gregarious, silent, punchdrunk.

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

BODY
(Get Rough)

MIND
(What's Going on Here?)

SPIRIT
(Take a Risk, Start Something)

GUILE
(Sway, Sneak)



BOND
(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

EXPERIENCE

○○○○○

Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Form a Gang of Brutes
- Take Another Brute Move
- Take Another Brute Move
- Take Another Brute Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

To establish starting bond, ask as many of these questions as you like:

- Which of you bested me in a fight?
For that comrade, write Bond+3
- Which of you believes violence never solved anything?
For that comrade, write Bond-2
- Which of you bailed me out when I got in over my head?
For that comrade, write Bond+2

For all other comrades, write Bond-1. You're a fighter, not a lover.

BRUTE MOVES

Choose two.

BRAWL
When you want to push a tense situation over the edge, throw a punch and roll with spirit. On a 10+, everyone starts fighting everyone, and you can slip away. On a 7-9, everyone starts fighting and you're right in the middle.

ENOUGH TALK
When you tire of a debate, roll with body to force the issue. On a 10+, your opponent must **get rough** or do what you say. On a 7-9, they call your bluff, and you must **get rough** or back down.

TRAINED FIGHTER
When you roll to **get rough**, on a 10+ you may choose all three options.

A DANGEROUS REPUTATION
You scare the hell out of people. When attempting to **sway** someone using the threat of force, add 1 to the roll.

BRUTALLY HONEST
When you say something painfully honest to a fellow comrade, it counts as **sharing a quiet moment**. Add 1 to the roll.

BIG, DUMB, AND MEAN
Add 1 to body. Subtract 1 from mind.

OTHER MOVES

PLAYING THE DEMAGOGUE

The Demagogue is all about manipulation—of friends and enemies, NPCs and comrades alike. It is a role for a player who thrives in the spotlight, and likes encouraging others to act against their own best interest.

The Demagogue should either put his skills fully at the service of the party—drawing new recruits, turning mobs against their rivals—or should try to make the party work for him.

NOTES



THE DEMAGOGUE

YOU'RE SO POPULAR, IT'S SCARY

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

Choose one, or write your own. Something benign, intimidating, or bold. John, Anna, Victor, Margrethe, Bukola, Marielle, Ernesto, Stiehl.

APPEARANCE:

Choose one, or write your own. Starched uniform, stained overalls, off the rack suit, whatever's lying around.

PERSONALITY:

Choose one, or write your own. Violent, charming, seductive, piercing.

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

BODY
(Get Rough)

MIND
(What's Going on Here?)

SPIRIT
(Take a Risk, Start Something)

GUILE
(Sway, Sneak)



BOND
(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

EXPERIENCE



Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Take Another Demagogue Move
- Take Another Demagogue Move
- Take Another Demagogue Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

To establish starting bond, ask as many of these questions as you like:

- Which of you has hurt people on my command?
For that comrade, write Bond+3.
- Which of you sees the face I do not show the public?
For that comrade, write Bond+2
- Which of you fears my ego will destroy the movement?
For that comrade, write Bond-2.

For all other comrades, write Bond+1. You adore your public.

DEMAGOGUE MOVES

Choose two.

○ TROUBLE WITH A CAPITAL T

When you attempt to **start something** by playing on prejudice, small-mindedness, or fear, add 1 to the roll.

○ JOIN THE PARTY!

When you invite NPCs to join your movement, roll with spirit. On a 10+, they join. Pick two from the list. On a 7-9, they join. Pick one.

- They are competent
- They are loyal
- They bring their friends

○ BODYGUARD

When you ask a comrade to risk their life to protect yours, they carry 1 ongoing as long as you are in danger.

○ ST. CRISPIN'S DAY

Before your comrades plunge into danger, make a rousing speech and roll with mind. On a 10+, each comrade can disregard 1 harm taken in the coming encounter. On a 7-9, choose one comrade to receive this bonus.

○ AVENGE ME!

When you take 2 or more harm, roll with bond for the nearest comrade. On a 10+, pick two from this list. On a 7-9, pick one.

- They get you to safety
- They get a free attack on the one who hurt you
- Increase your bond with them by 1

○ WEASEL

You are slippery. Add 1 to guile (max +3) and subtract 1 from body.

OTHER MOVES

PLAYING THE MYSTIC

Inspired by eccentric socialists like Alexander Bogdanov, the Mystic walks the line between cult leader and revolutionary. He has the ability to look through people, to heal them, and to commune with an utterly mysterious deity.

Your Mystic can be guarded or open, generous or cruel. He can be an asset to the movement or a bizarre inconvenience. Is he a fraud, or is his faith authentic? That is between you and your god.

NOTES



THE MYSTIC

WHAT IS REVOLUTION WITHOUT FAITH?

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

Choose one, or write your own. Something spiritual, humble, or hypnotic. Maria Theresa, Enoch, Rachel, Keenan, Robina, Porfiry, Sarada, Alejandro.

APPEARANCE:

Choose one, or write your own. Flowing robes, borderline rags, spotless habit, hairshirt.

PERSONALITY:

Choose one, or write your own. Serene, fiery, accepting, joyful.

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

BODY
(Get Rough)

MIND
(What's Going on Here?)

SPIRIT
(Take a Risk, Start Something)

GUILE
(Sway, Sneak)

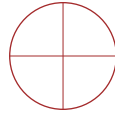
EXPERIENCE

○○○○○

Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Take Another Mystic Move
- Take Another Mystic Move
- Take Another Mystic Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

HARM



BOND

(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

To establish starting bond, ask as many of these questions as you like:

- Which of you is my most trusted disciple?
For that comrade, write Bond+3
- Which of you detests my rejection of traditional faith?
For that comrade, write Bond-2
- Which of you has helped me see god?
For that comrade, write Bond+2

For all other comrades, write Bond+1. You see the beauty in their souls.

MYSTIC MOVES

Choose two.

● RADICAL FAITH

You are the founder of your own religion. Name it, describe it, and choose its central tenet:

- Beauty
- Blood
- Mystery
- Poverty
- Nature
- Toil

When you take a moment to meditate on a question related to this tenet, your deity will provide an answer through the GM.

○ TERRIBLE SWIFT SWORD

Name a weapon related to your religion's central tenet. When you carry it into battle, roll with body. On a 10+, pick two from the list. On a 7-9, pick one.

- You inspire a comrade. They carry 1 forward.
- You inspire yourself. You carry 1 forward.
- You terrify an enemy. The GM decides how.

○ HEALING TOUCH

When you convince a comrade you can heal their wounds by laying on hands, roll with bond. On a 10+, they heal 1 harm and it appears miraculous. On a 7-9, they heal, but choose one:

- They think you're a fraud. Decrease bond by 1.
- You exhaust yourself. Take 1 harm.

○ FORGIVE ME FATHER

When you make an NPC who is frightened, hopeless, or foolish feel at ease, they tell you a secret.

○ CATECHISM

When you ask "**what's going on here?**", roll with spirit instead of with mind.

○ FLAGELLANT

Pain brings you closer to god. When you take harm, add 1 to your next roll.

○ LAST RITES

When you **cradle a dying comrade**, add 1 to the roll.

OTHER MOVES

PLAYING THE PATRON

A toff in a room full of revolutionaries, the Patron can either be burdened with upper class guilt or blissfully unaware that she doesn't fit in.

More than with the other characters, establishing the Patron's background is crucial. Is she at odds with her family? In danger of being cut off? Is her life in the underground a secret? Whatever her problems, she may simply be too rich to care.

NOTES



THE PATRON

YOU PUT THE CLASS IN CLASS STRUGGLE

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

Choose one, or write your own. Something gilded, luxe, untouchable. Collis, Victoria, Liliane, Excilia, Cleveland, Lord Burlington, Princess Leonilla, Count Strovsky.

APPEARANCE:

Choose one, or write your own. Impeccable evening wear, pristine sporting clothes, conspicuously well-cut rags, a hideous mess of last year's fashions.

PERSONALITY:

Choose one, or write your own. Eccentric, urbane, spoiled, outrageous, weary.

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

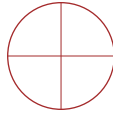
BODY
(Get Rough)

MIND
(What's Going on Here?)

SPIRIT
(Take a Risk, Start Something)

GUILE
(Sway, Sneak)

HARM



BOND

(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

PATRON MOVES

Choose two.

RED SHEEP

Name the source of your family's wealth. Whenever you advance the revolution in direct opposition to it, carry 1 forward.

FRIENDS IN HIGH PLACES

When the party needs help from someone in power, roll with mind. On a 10+, you are old friends. On a 7-9, you know them well, but they're not happy to see you.

BANKROLL

When you throw money at a problem, roll with spirit. On a 10+, the problem goes away, more or less. On a 7-9, pick one:

- They want more cash than you have on you
- They want something besides money
- They're horribly insulted

CODE SWITCHER

You blend seamlessly with the rich, the poor, and everyone in between. When you take advantage of this, add 1 to **sneak**.

I BELIEVE IN YOU

When you convince a comrade to attempt something they've never done before, roll with bond. On a 10+, they can do it, just this once. On a 7-9, they can do it, but not quite as well as you had hoped.

UPPER CLASS TWIT

You have no idea what's going on, but it doesn't bother you at all. Add 1 to spirit (max +3) and subtract 1 from guile.

EXPERIENCE



Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Take Another Patron Move
- Take Another Patron Move
- Take Another Patron Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

To establish starting bond, ask as many of these questions as you like:

- Which of you is constantly begging money from me?
For that comrade, write Bond-2
- Which of you lets me forget that I am rich?
For that comrade, write Bond+2
- Which of you believes money corrupts everything it touches?
For that comrade, write Bond-2

For all other comrades, write Bond+1. It is a wonderful thing to feel needed.

OTHER MOVES

PLAYING THE PROFESSIONAL

An archetype drawn from art and history, the Professional combines the talents of spy, assassin, and thief, all in service of the revolution.

He may be an angel of death or a suave jet-setter, depending on how you distribute his stats. Whether he is here for the cause or simply for a paycheck will make a big difference in how he is played and how he is received, but as long as he shoots straight, no one should complain.

NOTES



THE PROFESSIONAL

REVOLUTION IS NOT FOR AMATEURS

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

Choose one, or write your own. Something mysterious, international, or deceptively bland. Elsa, Pryce, Sasha, Clément, Violette, Tor, Arthur, Jane.

APPEARANCE:

Choose one, or write your own. Ragged fatigues, skin-tight turtleneck, ill-fitting businesswear, whatever your comrades provide.

PERSONALITY:

Choose one, or write your own. Swashbuckling, stylish, invisible, cruel.

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

BODY
(Get Rough)

MIND
(What's Going on Here?)

SPIRIT
(Take a Risk, Start Something)

GUILE
(Sway, Sneak)

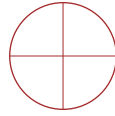
EXPERIENCE

○○○○○

Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Form a Gang of Professionals
- Take Another Professional Move
- Take Another Professional Move
- Take Another Professional Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

HARM



BOND

(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

To establish starting bond, ask as many of these questions as you like:

- Which of you called me here?
For that comrade, write Bond+1.
- Which of you did I meet during a far-away revolution?
For that comrade, write Bond+1.
- Which of you fears me?
For that comrade, write Bond-2.

For all other comrades, write Bond-1. They are amateurs.

PROFESSIONAL MOVES

Choose two.

○ GHOST

When it gets too hairy, roll with guile to disappear. On a 10+, if it's even remotely possible to escape, you're gone. On a 7-9, pick one:

- You have to **get rough** to get out
- You're followed
- Reduce bond by 1 with a comrade you leave behind

○ WEAPON OF CHOICE

Name a particular weapon: a gun, a knife, an explosive, a martial art. Describe it. When you use it to **get rough**, add 1 to the roll.

○ MACGUYVER

To build a bomb, improvise a weapon, or set a trap, roll with mind. On a 10+, pick two from the list. On a 7+, pick one:

- You make it quickly
- You make it predictable
- You make it extremely dangerous

○ LONG RESUME

When there's a language to speak, a machine to operate, or a specialized task to perform, start doing it and roll with spirit. On a 10+, you've done it before. On a 7-9, you've done it before, but that doesn't mean you've done it well.

○ WELL-BRIEFED

You have files on everyone. When you meet a prominent NPC, roll with mind. On a 10+, the GM will tell you a secret about them. On a 7-9, the GM will tell you a secret, but pick one:

- The information is old
- The information is fragmentary
- They know a secret about you

○ QUITE THE MERCENARY

You didn't come here to make friends. Reduce bond with all comrades by 2 and add 1 to body.

OTHER MOVES

PLAYING THE PROPAGANDIST

While the Demagogue plays to the crowd, the Propagandist prefers to work behind the scenes, spreading disinformation and fear to promote the revolution.

It is up to you if he drops the act when alone with his comrades, or if he continues lying even among friends. Some of his moves, particularly **bully**, point toward a sadistic streak. Look for ways to temper that, or lean in, knives out.

NOTES



THE PROPAGANDIST

YOU DO THE TALKING – LET THE OTHERS GET HURT

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

Choose one, or write your own. Something sinister, inviting, or posh. Sonia, Michael, P.T., Rahul, Lidia, Lars, Anjali, Caster.

APPEARANCE:

Choose one, or write your own. Tailored suit, anonymous business wear, worker's clothes, whatever everyone else is wearing.

PERSONALITY:

Choose one, or write your own. Contemptuous, charming, sarcastic, cruel.

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

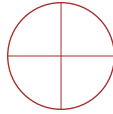
BODY
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GUILE
(Sway, Sneak)

HARM



BOND

(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

EXPERIENCE

○○○○○

Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Take Another Propagandist Move
- Take Another Propagandist Move
- Take Another Propagandist Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

To establish starting bond, ask as many of these questions as you like:

- Which of you taught me to manipulate fools?
For that comrade, write Bond+2
- Which of you hires me to write your speeches?
For that comrade, write Bond+1
- Which of you believes my lies cheapen the movement?
For that comrade, write Bond-3

For all other comrades, write Bond-1. You think idealists are fools.

PROPAGANDIST MOVES

Choose two.

○ THE BIG LIE

When you tell an utterly outrageous lie, roll with guile. On a 10+, what you said—or a version of it—becomes true. The GM will say how. On a 7-9, what you said is a lie, but some of the people who heard it believe you.

○ HOUSE ORGAN

You oversee a small newspaper, pirate radio station, or blog. When you use it to tell the big lie, add 1 to the roll.

○ WHAT ARE YOU AFRAID OF?

When you stare into someone's eyes and look for weakness, roll with mind. On a 10+, the GM will tell you what they fear most and how to take advantage of it. On a 7-9, the GM will tell you what they fear and let you figure out the rest.

○ TROUBLEMAKER

When attempting to **sway** NPCs to act against their best interests, add 1 to the roll.

○ BULLY

When you pick on someone who is weak, different, or defenseless, roll with spirit. On a 10+, pick two from the list. On a 7-9, pick one.

- Nearby NPCs believe whatever you say about your target
- Nearby NPCs attack your target
- Your target does not immediately fight back

○ HOT SPOTLIGHT

When you seize the attention of a hostile crowd, carry 1 ongoing as long as their eyes are on you.

OTHER MOVES

PLAYING THE SOLDIER

The Soldier may be a veteran; she may be a raw recruit. She may be a conscript; she may have volunteered. She is probably comfortable with violence, even if she hates it, and she is not afraid to wield a weapon.

Most of her moves relate to combat, so find ways—perhaps using **tactician** or **share a quiet moment**—to keep her busy when the guns fall silent.

NOTES



THE SOLDIER

YOU WILL BRING THE WAR HOME

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

Choose one, or write your own. Something martial, rural, old-fashioned, or informal. Valentina, Khabib, Rose, Daniel, Karolina, Dogface, Joker, Meat.

APPEARANCE:

Choose one, or write your own. Well-worn fatigues, unfamiliar civvies, starched t-shirt, your favorite outfit from before.

PERSONALITY:

Choose one, or write your own. Distant, eager, aggressive, wise.

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

BODY
(Get Rough)

MIND
(What's Going on Here?)

SPIRIT
(Take a Risk, Start Something)

GUILE
(Sway, Sneak)



BOND
(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

EXPERIENCE



Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Form a Gang of Soldiers
- Take Another Soldier Move
- Take Another Soldier Move
- Take Another Soldier Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

To establish starting bond, ask as many of these questions as you like:

- Which of you cannot forgive what I did in the war?
For that comrade, write Bond-2
- Which of you saved my life?
For that comrade, write Bond+3
- Which of you loves anyone in uniform?
For that comrade, write Bond+1

For all other comrades, write Bond-1. They weren't there. They don't understand.

SOLDIER MOVES

Choose two.

MARKSMAN

When you use a projectile weapon to **get rough**, on a 10+ you hit the target wherever you want, including the head.

I'VE SEEN THINGS

If you mention the horrors of war while attempting to **sway** an NPC, add 1 to your roll.

TACTICIAN

When you draw a map and hash out a plan, roll with mind. On a 10+, carry 1 ongoing as long as you act according to the plan, and pick two from the list. On a 7-9, carry 1 ongoing and pick one:

- Your map is accurate
- Your timing is good
- You meet no more resistance than expected

RAID THE ARMORY

When you need weapons or explosives, roll with mind to get them from your military connections. On a 10+, pick two. On a 7-9, pick one:

- You get plenty of guns
- You get plenty of ammunition
- Nobody knows you got them

ESPRIT DE CORPS

When under fire, add 1 to all rolls with bond.

TO THE BARRICADES!

When you build a defensive structure, it holds up to almost anything.

OTHER MOVES

PLAYING THE STUDENT

The Student could be a cocky high schooler, a first-year philosophy student, or a veteran Ph.D. candidate whose academic bubble is about to pop. Over-educated and under-prepared, he makes up for inexperience with raw enthusiasm. It's your choice whether he's utterly clueless or somewhat self-aware.

His moves—particularly **library card**, **extra credit**, and **elective**—give him the chance to do extraordinary things, although he might have to do some growing up first.

NOTES



THE STUDENT

DON'T TRUST ANYONE OVER 30

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

Choose one, or write your own. Something youthful, spoiled, or intellectual. Sydney, Andries, Toni, Mulugeta, Shalini, Percy, Athena, Marcus.

APPEARANCE:

Choose one, or write your own. Patchy cardigan, letterman jacket, your oldest t-shirt, whatever the seniors are wearing.

PERSONALITY:

Choose one, or write your own. Cheerful, arch, humorless, incoherent.

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

BODY
(Get Rough)

MIND
(What's Going on Here?)

SPIRIT
(Take a Risk, Start Something)

GUILE
(Sway, Sneak)



BOND
(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

EXPERIENCE



Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Form a Gang of Students
- Take Another Student Move
- Take Another Student Move
- Take Another Student Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

To establish starting bond, ask as many of these questions as you like:

- Which of you did I teach to love learning?
For that comrade, write Bond+3
- Which of you resents anyone with an education?
For that comrade, write Bond-2
- Which of you showed me there was more to life than books?
For that comrade, write Bond+2

For all other comrades, write Bond+1. You're too naive to notice when people dislike you.

STUDENT MOVES

Choose two.

HOPELESSLY NAIVE

When you charge into danger for the sake of your beautiful ideals, carry 1 forward.

LIBRARY CARD

When you spout esoteric knowledge, roll with mind. On a 10+, whatever you said was true. On a 7-9, it's halfway true. The GM will decide which half.

EXTRA CREDIT

When you ask **"what's going on here?"**, the GM will whisper you a secret about the current situation. Whether you share it with your comrades is up to you.

ELECTIVE

When you attempt to do something far outside your comfort zone, roll with spirit. On a 10+, you're a natural. On a 7-9, you manage it, but pick one:

- You attract unwanted attention
- You endanger yourself
- You endanger someone else

CLASS OF '68

Add 1 to the roll when attempting to **start something** if the crowd is youthful.

IVORY TOWER

You don't understand your comrades, but you still want to help. When rolling to **help or hinder a comrade**, you may roll with mind instead of with bond.

OTHER MOVES

PLAYING THE WORKER

Theoretically the key figure in any revolution, the Worker has traditionally been shoved aside by intellectuals and professional revolutionaries who stage insurrections in the name of the proletariat without ever consulting the working classes about what they want. It's your job to stop that.

The Worker is blunt, useful, and wise. Don't wait for the eggheads to give you permission to act. Just do it, and let *them* waste time figuring out what it all means.

NOTES



THE WORKER

YOU'VE GOT A JOB, DAMMIT

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

Choose one, or write your own. Something blue collar, traditional, or familiar. Babs, Joe, Carlos, Elsa, Rod, Liz, Kyuichi, Spike.

APPEARANCE:

Choose one, or write your own. Grease-stained overalls, faded flannels, starched uniform, Sunday best.

PERSONALITY:

Choose one, or write your own. Impatient, earthy, witty, tired.

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

BODY
(Get Rough)

MIND
(What's Going on Here?)

SPIRIT
(Take a Risk, Start Something)

GUILE
(Sway, Sneak)



BOND
(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

EXPERIENCE



Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Take Another Worker Move
- Take Another Worker Move
- Take Another Worker Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

To establish starting bond, ask as many of these questions as you like:

- Which of you worked alongside me?
For that comrade, write Bond+2
- Which of you has never done an honest day's work?
For that comrade, write Bond-3
- Which of you stinks of management?
For that comrade, write Bond-1

For all other comrades, write Bond+1. You are the backbone of the revolution.

WORKER MOVES

Choose two.

○ TOOLBOX

When you need something that could conceivably be in your bag, roll with guile. On a 10+, you find just what you were looking for. On a 7-9, it's almost right, but (pick one):

- It's a little broken
- It's a little dangerous
- It's a little weird

○ GOOD WITH YOUR HANDS

To build something, fix something, or alter something far beyond the maker's intent, roll with mind. On a 10+, it works just like you expected. On a 7-9, pick one:

- It's too powerful
- It's too dangerous
- It can't be trusted

○ PLAIN SPOKEN

When you strike up a conversation with an NPC who's just doing their damn job, skip the formalities. Ask them an honest question and they'll give an honest answer.

○ PROFESSIONAL OPINION

Give a comrade unsolicited advice. When they act on it, they carry 1 forward and you mark experience.

○ UNION BROTHERS

When you **share a quiet moment** with another working class comrade, on a 10+ take all three options on the list.

○ WORLD WEARY

Work has made you wise and worn you down. Add 1 to mind and subtract 1 from spirit.

OTHER MOVES

NOTES

PLAYBOOK:

Name your playbook. If you wish, draw a picture above.

HISTORY OF REVOLUTIONARY ACTIVITY

NAME:

APPEARANCE:

PERSONALITY:

PLAYER NAME:

NAME:

STATS

Distribute these however you like:
+2, +1, -1, -1

BODY
(Get Rough)

MIND
(What's Going on Here?)

SPIRIT
(Take a Risk, Start Something)

GUILE
(Sway, Sneak)

HARM 

BOND
(Help or Hinder a Comrade, Share a Quiet Moment, Cradle a Dying Comrade)

SPECIAL MOVES

Write six. Choose two.

EXPERIENCE

○○○○○

Mark experience after each failed roll, or when otherwise indicated. When you reach 5, erase all marks and take one of the advances below.

- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- +1 to Any Stat (max +3)
- Take Another Special Move
- Take Another Special Move
- Take Another Special Move
- Take a Move From Another Playbook
- Take a Move From Another Playbook
- Depart

To establish starting bond, ask up to three questions related to your past and assign a bond ranging from -2 to +3 for each. Only one question may yield a +3 bond.

For all other comrades, write Bond+1.

OTHER MOVES