



Basic Moves

call someone out

When you call someone out, roll +muscles. On a hit, you prove how bad you are by messing them up and choose 1. On a 10+, add 1 rep.

- * you force them to book it
- * you don't mark angst

On a 7-9, they choose 1 as well.

- * they fight back hard
- * they suffer little harm

use the goods

When you use the goods, tell the MC what you want from someone and roll +pussy. On a 10+, you can get by on promises alone; clear 1 angst. On a 7-9, they'll only do it if you give them a taste right now.

help or interfere

When you help or interfere with someone who's making a roll, roll +ties. On a hit, they take +1 (help) or -2 (interfere) now. On a 7-9, you also expose yourself to danger, retribution, or cost.



get the skinny

When you get the skinny on someone, roll +heart. On a hit, choose 2. On a 7-9, their player gets to ask 1 of you as well.

- * what do they really think of me?
- * what is their biggest weakness?
- * what secrets are they hiding?
- * how could I get them to _____?

tell a man to cool it

When you tell a man to cool it, roll +pussy. On a 10+, he'll leave you alone—for now. On a 7-9 take +1 forward against him, but he can choose to get in your face, come on even stronger, or escalate to violence.

get hurt real bad

If you get hurt real bad, roll. Add one for each true statement:

- * they weren't really trying to hurt you
- * you didn't get shot or knifed
- * your girls were there to bail you out

On a hit, you'll live. On a 10+, you have a cool scar and the story to go with it. On a 7-9, you choose one and the assailant chooses one:

- * It's nearly fatal; you'll die without some kind of medical aid.
- * it's totally disfiguring; this is more than a cool scar; it's going to get you attention.
- * it's fucking painful; -1 ongoing until you get some good drugs or medical help.

On a miss, you're pretty much done for. The MC will tell you how you go out.

get the lowdown

When you get the lowdown on a situation, roll +brains. On a hit, ask 2 from the list below. On a 7-9, ask 1. Take +1 when you act on the answers.

- * which cat is really in charge?
- * what's the best way to peel out in a hurry?
- * who here is gunning for me?
- * what here is useful or valuable to me?

keep on truckin'

When you keep on truckin' in a bad sitch, tell the MC what you want to avoid and roll +heart. On a hit, everything's groovy; clear 1 angst. On a 7-9, you cause collateral damage, lose something important, or face an ugly choice.





Gang Moves



Angst & Harm



rumble with another gang

When you rumble with another gang, add 2 to the gang pool.

- * if someone has stepped up to be in charge, add another gang.
- * if everyone has the same goal in the rumble, add another gang.
- * if the rumble isn't on your turf, remove a gang.
- * if they outnumber you, remove a gang.

help out another gang member

When you help out another gang member in a tight spot, say what you do to help and spend a gang out of the pool to give them a +1 on their roll, after they've rolled. Multiple gang members can help at the same time, but each can only spend one gang out of the pool.

do something heavy

When you do something heavy, say what you're after and roll +gang you're spending. On a hit, you get it. On a 10+, choose 2. On a 7-9, choose 1.

- * you get away clean
- * you leave no evidence
- * you get a little extra
- * you gain 1 rep

make someone back down

When you make someone back down without a beatdown, roll +gang you're spending. On a hit, you cow them into submission. On a 10+, choose 2. On a 7-9, choose 1.

- * they'll go along with what you want
- * they'll keep their mouth shut
- * they'll let you take what you want
- * they'll lie to another gang for you

angst

When your angst track fills, you've reached the end of the road. Choose 1:

- * You pull a crazy or insane stunt, and it lands you in juvie
- * You explode at a parent/guardian, and you are sent away for "help"
- * You piss off a bigger gang than yours, and you pay for it with your life

When a move tells you to clear angst, erase a box you've previously marked. If you don't have any boxes marked, take +1 forward.



rep

You gain rep by:

- * getting a 10+ when you call someone out
- * putting your tag up in another gang's territory
- * beating down someone in another gang in a public fashion
- * stealing something important from another gang and brandishing it in public
- * getting in a brawl with the fuzz or other heavy authority figure

When you spend rep (1 for 1), choose 1:

- * make another gang back off—for a time
- * discover an opportunity to do something heavy
- * take over a local shop for a few hours to conduct business
- * force another gang to parley in a neutral location



Advancing



When you roll a miss, mark a box on your XP track. When your track fills, choose 1 of the following:

- * take a new Move from your playbook
- * take a Move from another playbook
- * add +1 to a stat (max +3)

Every time you advance, add a new box to the end of your XP track—you now require one additional XP to gain another advancement. So if you are are 5 boxes when you advance, you'll clear the track—and then draw in another box. Next time you'll have to fill 6 to advance.

Character Creation

Name (choose 1):

Discordia, Banji, Zamora, Gulshan, Thao, or Ruby

Age (between 14 - 18):

Look (choose 1 from each line):

- * Girl, Woman, or Ambiguous
- * Eclectic clothes, dirty clothes, or functional clothes
- * No makeup, heavy makeup, or mechanic's makeup
- * Long straight hair, ponytails, cornrows, or shaved
- * Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____

Gear (choose 2):

Switchblade, toolbox, beat up hatchback, portable 8 track player, unending pack of smokes

Stats (Add +1 to one stat):

Brains +1, Heart +1, Muscles +0, Pussy -1

Ties:

You and _____ don't like each other, but you have each other's backs.

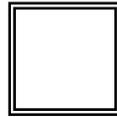
What do they do that reminds you of this feud?

_____ has known you since you were tiny. What embarrassing thing are you praying they don't let slip?

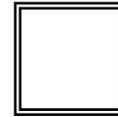
_____ is pretty in a way you're not. When do you let her "fix you up"?



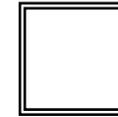
The Gearhead



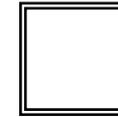
Brains



Heart



Muscles



Pussy

Girl Moves (choose 2):

Got a gig: When you go into your workspace and dedicate yourself to making or repairing a thing, tell the MC what you want. They'll tell you "sure, no problem, but..." and then tell you 1 to 4 of the following:

- * first, you're going to have to build _____.
- * you're going to need _____ to help you with it;
- * it's going to cost you a ton of bread;
- * the best you'll be able to do is a crap version, weak and unreliable;
- * it's going to mean exposing yourself (plus other gang members) to serious danger.

Shaggin' Wagon: When you're in a car when you use the goods, roll +Heart instead of +Pussy.

Candy, baby: When you hotwire a ride, roll +heart. On a hit, you're cruising. On a 10+, you didn't scratch a thing; you can return the car without the owner knowing a thing. On a 7-9, you botched it a little, but at least it runs - for now. On a miss, it's a hack job. The MC will tell you how bad you're in for it now.

Which of the following describes your workspace? (choose 1): school's workshop, family's garage, friendly shop owner, or eccentric neighbor's basement

It also has (choose 2): helpful labor with a crush (Donna, Freedom, or Tyler), easy access with no oversight, electronic junk, scrap metal, dangerous chemicals, high-end tools, still, or lab

Angst Move:

When you show off your greater knowledge of cars to a man, roll +angst. On a hit, clear 1 angst. On a 10+, the dude is so impressed he gives you something useful: information, tools, etc. On a miss, he smirks and points out a serious mistake you made in your work.

Angst

XP

Character Creation

Name (choose 1):

Antigone, Angel, Ramona, Fairuza, Linh, or Toby

Age (between 14 - 18):

Look (choose 1 from each line):

- * Girl, Woman, or Ambiguous
- * Punk clothes, butch clothes, or practical clothes
- * No makeup, heavy makeup, or punk makeup
- * Long straight hair, wedge haircut, braids, or spiked
- * Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____

Gear (choose 2):

Switchblade, chain, brass knuckles, rollerskates, bandages (counts as medical help)

Stats (Add +1 to one stat):

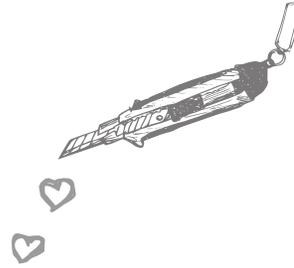
Brains +0, Heart +1, Muscles +1, Pussy -1

Ties:

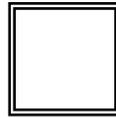
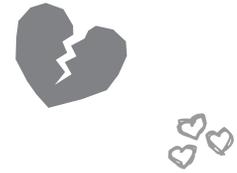
You hurt _____ the first time you met. Did you try to make up for that?

_____ and you pulled off an epic job. What went wrong right after?

_____ has seen your softer side. What do you do when they bring it up?



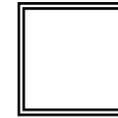
The Maniac



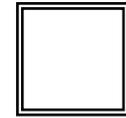
Brains



Heart



Muscles



Pussy

Girl Moves (choose 2):

Hard core: When you call someone out, they can't choose to suffer little harm on a 7-9. On a miss, you're not taken out of commission, no matter how badly they hurt you.

Scary baby: When you use the goods by showing off how wacked out and sexy dangerous you are, roll +muscles instead of +pussy.

A.F.A.: When you step in to defend one of your sisters against an NPC, roll +heart. On a hit, you get between them and the attacker. On a 10+, you redirect the violence to another target. On a 7-9, that violence is directed towards you. On a miss, you make the situation much, much worse.

Angst Move:

When you beat down a man who previously hurt you, roll +angst. On a hit, clear 1 angst. On a 10+, they apologise for their past offences. On a miss, they turn the tables on you.

Angst

XP

Character Creation



The Newbie



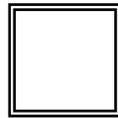
Name (choose 1):

Evie, Makalya, Ariana, Bahar, Hao,
or Annabelle

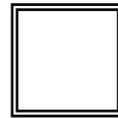
Age (between 14 - 18):

Look (choose 1 from each line):

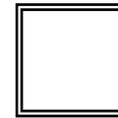
- * Girl, Woman, or Ambiguous
- * Hippie clothes, witchy clothes, or hard-as-nails clothes
- * No makeup, natural makeup, or goth makeup
- * Long straight hair, stack perm, straightened, or leopard print
- * Asian or South Asian, Black, Hispanic/ Latinx, Indigenous, Middle Eastern, White, _____



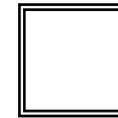
Brains



Heart



Muscles



Pussy

Gear (choose 2):

Switchblade, spraypaint, snacks, bicycle.
polaroid camera

Stats (Add +1 to one stat):

Brains +1, Heart +0, Muscles -1, Pussy +1

Ties:

_____ brought you into the gang. How did they help initiate you?

_____ shows you how to navigate the rules of this world. What do you know that they don't?

_____ and you have a side project going on. Where is it likely to bring trouble?

Girl Moves (choose 2):

Such a bunny: When you *get the lowdown* on a situation by acting dumb, you can always ask an additional question, even on a miss.

It's around here somewhere: When you *check for something* the gang needs in one of your secret stashes, roll +brains. On a hit, you have something. On a 10+, it's perfect. On a 7-9, it will do, but it might draw attention or fail at a bad time. On a miss, you had the thing but someone stole it.

Brick house: Get a +1 to pussy (max +3)

Angst Move:

When you *make a man admit to his real feelings*, roll +angst. On a hit, clear 1 angst. On a 10+, he reveals a vulnerability you can use against him later. On a miss, he gets angry at his own weakness and takes it out on you.

Angst

XP

Character Creation

Name (choose 1):

Lolly, Diamond, Rosalyn, Anh Dao, Shahrzad, or January

Age (between 14 - 18):

Look (choose 1 from each line):

- * Girl, Woman, or Ambiguous
 - * Revealing clothes, baggy clothes, or eccentric clothes
 - * No makeup, natural makeup, or heavy makeup
 - * Long straight hair, shag haircut, afro, or mohawk
 - * Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White,
-

Gear (choose 2):

Switchblade, motorcycle, thigh holster with three custom knives, college ID (fake), pamphlets & other propaganda

Stats (Add +1 to one stat):

Brains +0, Heart +1, Muscles -1, Pussy +1

Ties:

You got _____ out of a bad situation with a man once. Why haven't you told the other girls about it?

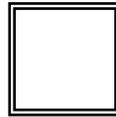
_____blew you off to spend time with a boy instead. Who else does this to you?

_____helped you out of a tight jam. How do you let her know you remember you owe her?

~ Velvet Glove ~



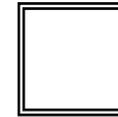
The Radical



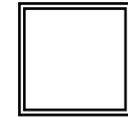
Brains



Heart



Muscles



Pussy

Girl Moves (choose 2):

Feminine intuition: when you tell a man to cool it, on a 7-9 he can't choose to escalate to violence. On a miss, you get in a final word, no matter what happens.

Rise Up: When you stick it to the Man, roll +heart. On a hit, you cause trouble for an authority figure. On a 10+, you cause your choice of collateral damage, loss of something important, or a hard choice for the Man. On a 7-9, things go bad for the Man, but they know you're the trouble-maker. On a miss, you're exposed and vulnerable. Mark 1 angst.

Pussy Power!: Get a +1 to pussy (max +3)

Angst Move:

When you lecture a man about the patriarchy, roll +angst. On a hit, clear 1 angst. On a 10+, he accepts your truth and is moved to action. On a miss, he'll spread rumors that discredit your commitment to the cause.

Angst

XP

Character Creation

Name (choose 1):

Liberty, Jordan, Santana, Roksana, Tuyet, or Mae



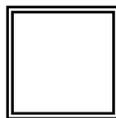
The Stoner



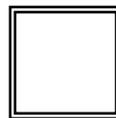
Age (between 14 - 18):

Look (choose 1 from each line):

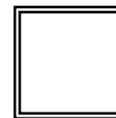
- * Girl, Woman, or Ambiguous
- * Glam clothes, tomboy clothes, or casual clothes
- * No makeup, glam makeup, or weird makeup
- * Long straight hair, feathered haircut, natural, or messy
- * Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White, _____



Brains



Heart



Muscles



Pussy

Gear (choose 2):

Switchblade, bong (wizard or skull), 2 doses of a drug, skateboard, lighter (for tricks)

Stats (Add +1 to one stat):

Brains -1, Heart +1, Muscles +0, Pussy +1

Ties:

_____ has taken care of you when you had a little too much fun. What annoying thing does she do afterward?

You kissed _____ once. How long are you going to keep that a secret from the other girls?

_____ can party almost as hard as you, but she has a meaner edge. What do you do when she gets out of hand?

Girl Moves (choose 2):

Head change: When you *smoke it up*, roll +heart. On a hit, the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7-9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that. On a miss, be prepared for a bad trip.

Best buds: When you *get the skinny* on someone by packing a bowl with them, you get to ask an additional question, even on a miss.

That's the joint: When you set up a party, you *know the cat to call*; name them and roll +pussy. On a hit, they show up with quality product, take +1 ongoing on any moves you make during the party. On a 7-9, the party is rockin', but it will either get out of hand, attract unwanted attention, or get busted eventually. On a miss, they're out of goods and your party is a bust. Mark 1 angst.

Angst Move:

When you *indulge in your vices at a bad time with a man*, roll +angst. On a hit, clear 1 angst. On a 10+, a golden opportunity to delve deeper presents itself. On a miss, the drugs are harder than you thought, and you wake up next to the wrong person.

Angst

XP

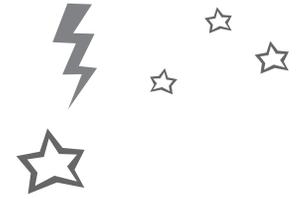
Character Creation

Name (choose 1):

Hannah, Zula, Carmela, Trinh, Anahita, or Harper



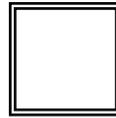
The Valkyrie



Age (between 14 - 18):

Look (choose 1 from each line):

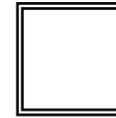
- * Girl, Woman, or Ambiguous
 - * Bookish clothes, metal clothes, or camouflaged clothes
 - * No makeup, heavy makeup, or metal makeup
 - * Long straight hair, perm, afro, or short spikes
 - * Asian or South Asian, Black, Hispanic/Latinx, Indigenous, Middle Eastern, White,
-



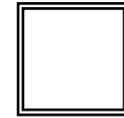
Brains



Heart



Muscles



Pussy

Gear (choose 2):

Switchblade, bicycle, safe crash space, hookup for alcohol, birth control pills

Stats (Add +1 to one stat):

Brains +1, Heart +1, Muscles -1, Pussy +0

Ties:

_____ is too impulsive. What are you worried they will do?

_____ got in a bad sitch she didn't even understand. How did you get through to her?

You took _____ for an abortion. How did their mom find out anyway?

Girl Moves (choose 2):

Girl Scout: When you *keep on truckin'*, you never lose something important on a 7-9. On a miss, you can't be separated from your girls.

Got your back: When you're trying to get your gang out of a fight you should avoid, take +1 ongoing to get yourself and the rest of your gang to safety.

Hairy eyeball: Get a +1 to brains (max +3)

Angst Move:

When you *push aside a man in order to make your voice heard*, roll +angst. On a hit, clear 1 angst. On a 10+, he'll hush anyone who tries to quiet you. On a miss, he'll put you back in your place.

Angst

XP