

## SECRETS

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- You earn an advancement point every time your **+1 advancement point** text is triggered. Triggers with other numbers work the same way.
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## Blackmail



*You were a Citizen in good standing until la Résistance blackmailed you into helping them. What do they have on you? What would happen to you if it got out? How far are you willing to go to keep it covered up?*

**+1 advancement point** whenever a Resistance goal is completed.

**Immediately advance** when you reveal your blackmail to the group, the general public, or both.

## Mole Hunter



*La Résistance has tasked you with rooting out traitors. How do you feel about that? Why did they choose you?*

**+1 advancement point** whenever you pass la Résistance secret information about your teammates (by passing a note to the GM).

**Immediately advance** when you correctly accuse someone of being a spy during a debrief. Note: you'll get your new secret during *this* debrief.

## Hostage



*Your loyalty to la Résistance is constantly tested by the fact that it puts someone close to you—someone who's still a loyal Citizen—in danger. Who is it? Do they know that the government is watching them? What will happen to them if you step out of line? Has the government made threats to that effect?*

**+1 advancement point** when you take someone out without generating blowback for the GM.

**Immediately advance** when you either convince the hostage to defect to la Résistance, or they turn against you or die.

## Secret Attraction



*You're drawn to someone else on the team. Who is it? Why can't you let them know? What would you do for them?*

**+1 advancement point** whenever you give the object of your affection a boost, defend them, attack someone who's attacking them, or back them up on a decision.

**Immediately advance** when you declare your attraction to them, consequences be damned.

## Troublemaker



*You just want to tear things down and mess things up. Why? Are you following an ideology, or do you just like chaos? What's the worst thing you've ever done? What thing do you most want to do?*

**+1 advancement point** whenever you take an action that gives the GM blowback.

**Immediately advance** when you do something incredibly stupid and destructive, regardless of the consequences.

## Rival



*You have an intense rivalry with someone else on the team. Why do you have it in for them? What real or imagined slight are you avenging? What would you do to them, given the chance?*

**+1 advancement point** when you hinder your rival, or call them out publicly.

**Immediately advance** When you declare your rivalry publicly.

## Killer



*You have a taste for killing, though it troubles you deeply. What made you this way? How many people have you killed? How many of them didn't deserve it? How does killing make you feel?*

**+1 advancement point** when you kill a named NPC.

**Immediately advance** when you confess your sins to someone and ask them to help you stop.

## Agitator



*You are a spy. Your job is to sow chaos within la Résistance. Why are you loyal to the government? What have they promised you? What would you do to pursue their goals?*

**+3 advancement points** whenever you falsely accuse someone else of being a spy.

**+1 advancement point** whenever the government earns any number of advancement points at once.

**Immediately advance** when you reveal yourself as a traitor. At the next debrief (if you survive), you'll have the choice of committing to la Résistance or remaining a traitor (and becoming an NPC).

## Sleeper



*You are a spy. Your job is to lie low, make la Résistance trust you, and strike at an opportune moment. Why are you loyal to the government? What have they promised you? What would you do to pursue their goals?*

**+1 advancement point** whenever a member of la Résistance asks for your help or gives you information in confidence.

**+1 advancement point** whenever the government earns any number of advancement points at once.

**Immediately advance** when you reveal yourself as a traitor. At the next debrief (if you survive), you'll have the choice of committing to la Résistance or remaining a traitor (and becoming an NPC).

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## Informant



*You are a spy. You've been tasked with feeding information back to the government. Why are you loyal to the government? What have they promised you? What would you do to pursue their goals?*

**+1 advancement point** when you pass sensitive information to the government (by passing a note to the GM).

**+1 advancement point** whenever the government earns any number of advancement points at once.

**Immediately advance** when you reveal yourself as a traitor. At the next debrief (if you survive), you'll have the choice of committing to la Résistance or remaining a traitor (and becoming an NPC).

## Saboteur



*You are a spy. You've been told to undermine la Résistance's efforts whenever possible. Why are you loyal to the government? What have they promised you? What would you do to pursue their goals?*

**+1 advancement point** whenever you take an action that gives the GM blowback, or convince someone else to.

**+1 advancement point** whenever the government earns any number of advancement points at once.

**Immediately advance** when you reveal yourself as a traitor. At the next debrief (if you survive), you'll have the choice of committing to la Résistance or remaining a traitor (and becoming an NPC).

## Embezzler



*You are a spy. The government would like you to waste la Résistance's resources and funnel money to the corporations. Why are you loyal to the government? What have they promised you? What would you do to pursue their goals?*

**+1 advancement point** whenever you spend a fate point from the Cache, or whenever a fate point goes to the Bank.

**+1 advancement point** whenever the government earns any number of advancement points at once.

**Immediately advance** when you reveal yourself as a traitor. At the next debrief (if you survive), you'll have the choice of committing to la Résistance or remaining a traitor (and becoming an NPC).