

COMRADES

CORE CONCEPTS

THE GAME

Comrades is a tabletop roleplaying game about the dangerous lives of leftist revolutionaries. Players create characters and imagine a story together. Sometimes they roll dice, but mostly they talk. The gamemaster, or GM, helps keep them on track, but the players are the stars.

OUR MANIFESTO

Like any revolutionary party, the heroes of *Comrades* have certain principles they must uphold. Keep these in mind as you create your comrades and play the game.

1. FIGHT

Respond to injustice not with silence, not with disapproval, but with fury. Sprint into battle, head high and heart open, proud that this day could be your last.

2. REFUSE COMPROMISE

Forget being civilized. Fight for what you want and don't let anyone—even your comrades—get in the way.

3. DON'T LET THE BASTARDS GET AWAY WITH IT

In real life, no matter how wrong they are, the bastards usually win. Here, they don't. Name them, find them, and show them what the people can do.

STATS

A comrade's attributes are represented by five stats: modifiers that range from -3 to +3. When a move asks a player to "roll with" a particular stat, they roll two six-sided dice (2d6) and add or subtract the relevant stat from the result.

- **Body** represents physical strength, toughness, constitution, and fighting ability. Roll with body to **get rough**.
- **Mind** represents intelligence, book learning, critical thinking, and organizational skill. Roll with mind to ask, "**what's going on here?**"
- **Spirit** represents energy, passion, daring, and devotion to the revolutionary cause. Roll with spirit to **take a risk** or **start something**.
- **Guile** represents trickery, deception, charisma, and all things underhanded. Roll with guile to **sway** or **sneak**.
- **Bond** represents your connection to another comrade. Your bond with them need not match their bond with you. Roll with bond to **help or hinder a comrade**, **share a quiet moment**, or **cradle a dying comrade**.

The total modifier applied to a roll can never exceed +4.

MOVES

There are two types of player moves: the basic moves and the special moves listed on each playbook. The GM will tell players when their narration triggers a move. If the move asks them to roll dice, the results are as follows:

- 10+: It's a strong hit. Things go the player's way.
- 7-9: It's a weak hit. Things go the player's way, sort of.
- 6-: It's a miss. The GM will say what happens. It won't be good.

HARM

When a comrade gets hurt, they take harm. What constitutes 1 harm is up to the GM and can be adjusted depending on the situation. Some guidelines:

- If you get hit with a fist, take 1 harm.
- If you get hit with a brick, take 2.
- If you get shot from distance, take 3.
- If you get shot at close range, take 4.

At 1-2 harm, injuries heal with time. At 3 harm, injuries get worse. Harm can be healed using moves like **share a quiet moment**. In-game first aid can usually be counted on to heal 1 harm.

EXPERIENCE

- When a comrade rolls a 6 or less, they mark experience.
- When one comrade's bond with another reaches +4, they mark experience and reset the bond to +1.
- When one comrade's bond with another reaches -3, they mark experience and reset the bond to 0.
- When a comrade rolls a 7-9 on a pathway move, all comrades in the party mark experience.

After marking 5 experience, a player erases all their experience checks and takes an advance.

GANGS

When a comrade acts in concert with their gang, they may add 1 to any relevant rolls while in conflict with a group of equal or lesser size.

THE X-CARD

Comrades is supposed to be fun. If the material in the game ever becomes upsetting or un-fun, raise or tap the card marked with an **X** in the middle of the table. The unwelcome content will be edited out, and the game will proceed without question or judgment.

COMRADES

BASIC MOVES

GET ROUGH

When you try to hurt someone, roll with body. On a 10+, deal harm and pick two from this list. On a 7-9, deal harm and pick one.

- You deal great harm
- You take no harm
- You disengage

“WHAT’S GOING ON HERE?”

When you take a moment to assess a person or situation, roll with mind. On a 10+, ask the GM three questions from this list. On a 7-9, ask 1 question. On a miss, ask 1 question and brace for the worst.

- What’s the best way in / out / past?
- What should I watch out for?
- Who is most vulnerable?
- Who is the biggest threat?
- What do they want?
- Who’s in control?
- Are they lying?
- How do I get them to do _____?
- What am I missing?

TAKE A RISK

When you take a mad risk for the revolution, roll with spirit. On a 10+, your gamble succeeds. On a 7-9, your risk pays off—kind of. The GM will tell you what went wrong.

START SOMETHING

When you try to provoke a crowd to strike, demonstrate, riot, or brawl, roll with spirit. On a 10+, it goes the way you want—at first, anyway. On a 7-9, pick one:

- The mob is large
- The mob is peaceful
- The mob heeds your instructions

SWAY

When you try to convince an NPC to do what you want, roll with guile. On a 10+, they ask something small in return. On a 7-9, they ask something big.

SNEAK

When you try to smuggle a message, an object, a person—even yourself—right under the nose of your enemy, roll with guile. On a 10+, it works, no problem. On a 7-9, pick one:

- You waste no time
- You incur no costs
- You draw no suspicion

HELP OR HINDER A COMRADE

When you try to help or hinder a comrade before they make a move, roll with bond. On a 10+, adjust their roll by +2 or -2—your choice. On a 7-9, it’s +1 or -1.

SHARE A QUIET MOMENT

When you and a comrade share a moment of affection, honesty, or peace, roll with bond. If the moment is romantic, add 1 to the roll. On a 10+, pick two from the list. On a 7-9, pick one:

- Carry 1 ongoing while acting as a team
- Add 1 to bond
- Heal 1 harm

CRADLE A DYING COMRADE

When you comfort a comrade who has taken 4 harm, but could conceivably survive, roll with bond. On a 10+, they live, barely. Add 1 to bond. On a 7-9, they die, but you hear their last words. Carry 1 forward while acting in their name, and add 1 to any pathways to revolution roll.

ADJUST BOND

At the end of each session, name a comrade to whom you feel closer and increase your bond by 1. If this raises your bond to +4, mark experience and reset your bond to +1. If there is no comrade to whom you feel closer, choose one from whom you feel alienated and reduce your bond by 1. If this brings your bond to -3, mark experience and reset your bond to 0.



COMRADES

THE GM

YOUR ROLE

Your players tell the story, but you give it shape. Though it is your duty as GM to make life hell for the comrades, you must be kind to your players. You are playing this game with them, not against them. Treat the material with respect and strive to ensure that everyone at the table has an unforgettable time.

YOUR MANIFESTO

A Comrades GM must:

1. PLAY TO FIND OUT WHAT HAPPENS

If you knew how the game was going to end before you sat down at the table, there would be no reason to play. Put the comrades in trouble and give them a chance to fight their way out.

2. OPPRESS THE COMRADES

Not the players. Make their enemies capricious and cruel. Play dirty. Take every opportunity to make them hurt in ways they never thought possible.

3. MAKE THEM HEROES

Give them the chance to be larger than life—to right wrongs, fell tyrants, and die gloriously for the cause. Make them worthy of legend.

YOUR PRINCIPLES

To satisfy your manifesto, always remember to:

- Make the pain real
- Talk to the comrades, not the players
- Lead with the fiction
- Ask questions and use the answers.
- Show consequences
- Make NPCs human
- Keep the revolution moving
- Let the world crumble
- Share power freely

YOUR MOVES

Make moves when your players fail rolls, when the action drags, or when they give you a golden opportunity by wasting time or making a mistake. Never roll the dice and never say the name of the move you're making. Your moves are:

- Promise trouble
- Deliver trouble
- Deal harm
- Put them in a spot
- Offer a nasty choice
- Tell them the consequences and let them choose
- Test their weaknesses
- Separate them
- Test their principles
- Turn their move back on them

SMALL TROUBLE

What happens when...

- There's a roadblock
- They get searched
- Supplies run short
- The heat fails
- Food runs out
- Someone smells smoke
- A rival infiltrates a meeting
- Their enemies listen in
- Their mail is opened
- They are followed everywhere
- An ex-lover reappears
- A sibling needs help
- Ideology gets in the way

BIG TROUBLE

What happens when...

- An ally turns traitor
- The party newspaper folds
- Headquarters is burglarized
- One of them disappears
- A foreign power takes an interest
- Allied parties dissolve
- Their neighbors turn against them
- A vanquished enemy reappears
- A party contact doesn't show
- An assassin targets them
- They are threatened with exile
- Their passports are taken
- They lose their day jobs

NPCs

Introduce them to...

- A fixer
- An academic
- A drifter
- A mentor
- A merchant
- A bartender
- A chef
- An architect
- An engineer
- A nemesis
- A colleague
- A killer
- A thief

LOCATIONS

Set a scene at...

- City Hall
- The post office
- The morgue
- A boxing gym
- A century-old restaurant
- A run-down theater
- An overflowing apartment house
- The old fort
- The state museum
- The fish market
- A house party
- A scrapyard
- A nightclub

COMRADES

DATE:

THE GM

SESSION PREP

KEY NPCs

FRONT ACTIVITY

NOTES

SESSION RECORD

INCIDENTS

PATHWAY MOVES RESULTS

COMRADES

PATHWAYS TO REVOLUTION

USING THE PATHWAYS

To better understand what's happening "off-screen," and to keep the campaign moving to its inevitable climax, each party may progress along one or more pathways to revolution.

Each pathway consists of five levels. When the final level is reached, the revolution is at hand, and the next session will probably be the last.

Advancing a level reshapes the world, for good and bad. Be unsparing about the ugliness and pain that comes with your party's march to power, particularly if your players embrace Force or Mayhem. Murder may be effective, but it's still evil.

At the end of each session, ask your players to choose a comrade whose efforts best embodied the spirit of the revolution. This may be a comrade who fought bravely or who rescued others from harm. It may be one who died.

Let this comrade make rolls for the pathway moves whose criteria have been met during the session. Roll with the stats indicated for each move. For bond, use the

bond altered during the end of session **adjust bond** process.

If any player rolled 7-9 while **cradling a dying comrade**, the dead comrade may choose which party move to influence. They must make their choice before the roll is made. If more than one comrade was able to pass on dying words, these bonuses may stack. As always, the total modifier to any roll cannot exceed +4.

For a faster campaign, give the comrades the option to advance a pathway level on a 7-9 result in exchange for starting the next session in serious trouble. What trouble that form takes is up to you. This option replaces the experience bonus that normally comes with a 7-9 result, and can only be taken once per session.

PATHWAY MOVES

FORCE

When your party uses its strength to crush the opposition, roll with body. On a 10+, increase your party's rank in Force. On a 7-9, the public approves of what you have done. Every comrade gains 1 experience.

ORGANIZATION

When your party executes a daring plan with precision, roll with mind. On a 10+, increase your party's rank in Organization. On a 7-9, the public approves of what you have done. Every comrade gains 1 experience.

ZEALOTRY

When your party does something high-profile to inspire the oppressed masses, roll with spirit. On a 10+, increase your party's rank in Zealotry. On a 7-9, the public approves of what you have done. Every comrade gains 1 experience.

MAYHEM

When your party plants bombs, sets fires, attempts assassinations, or otherwise uses violence indiscriminately, roll with guile. On a 10+, increase your party's rank in Mayhem. On a 7-9, the public approves of what you have done. Every comrade gains 1 experience.

FELLOWSHIP

When your party members risk their lives for each other, roll with bond. On a 10+, increase your party's rank in Fellowship. On a 7-9, the public approves of what you have done. Every comrade gains 1 experience.

COMRADES

PATHWAYS TO REVOLUTION

FORCE

1. Your party institutes weapons training. All comrades become proficient in small arms and basic hand-to-hand combat.
2. Your party establishes a corps of highly-drilled street fighters, around 10 of which are available at a time, who are a match for similar numbers of police.
3. Your party adopts uniforms or armbands. When these are worn, most people are frightened by your appearance, while your enemies attack on sight.
4. During an election, your party may increase its turnout through voter intimidation, violence, and fraud.
5. Your organized shock troops may take to the streets and attempt to seize power in a pitched battle with government forces.

ORGANIZATION

1. Your party is tightly structured. When you need help from party headquarters, you can usually get it. When they give you orders, they expect them to be followed to the letter.
2. Your party plans ahead. When you need a safe house, a covert route, or a person on the inside, you have one.
3. Your infrastructure is state of the art. When you require supplies, you get them as rapidly as the era's technology allows.
4. Your party is respectable. Unless your behavior is blatantly illegal, the police tend to leave you alone.
5. You may call for an election and attempt to seize power through legal channels.

ZEALTORY

1. You have supporters everywhere. In any setting in which NPCs are not clearly aligned with another faction, a good number support you.
2. If your party has a media organ, it becomes hugely popular, allowing you to bring your message to the masses.
3. Demonstrations in support of your party happen regularly and with great fanfare.
4. You become a sympathetic cause among the rich, who fill your coffers with money.
5. You may call for a popular uprising and attempt to seize power by flooding the streets with your supporters.

MAYHEM

1. Your party institutes explosives training, allowing comrades to handle a bomb without blowing themselves up.
2. When you require explosives or other weapons of indiscriminate destruction, you can get them that day.
3. Your party knows how to use weapons for maximum effect. When you plant a bomb or rake a sidewalk with machine gun fire, the casualties are horrifying.
4. If you wish to assassinate someone important—but who is not the head of state—you can get close enough to plant a bomb or take a shot at them.
5. You may mount a massive campaign of chaos across the capital and attempt to seize power by driving the populace mad with fear.

FELLOWSHIP

1. Your party recruits friends. Each new comrade starts with an additional +2 bond with someone in the party.
2. Your party recruits talented people. Each new comrade starts with an advance.
3. Your love for your comrades is powerful. Add 1 to all rolls to **cradle a dying comrade**.
4. Your bonds transcend all barriers. A dead comrade returns from imprisonment, exile, or death.
5. The bond of trust between your comrades is so great that you may organize a tightly-planned plot to assassinate the head of state and be reasonably sure that none of your comrades will inform the authorities.

COMRADES

KHRESHT: 1915

FEBRUARY, 1915

You are in the city Khresht, on the river Khresht, in the empire Khresht. After 300 years' rule, the Makharov dynasty is on its last legs. The army has been broken by the Great War; the economy is in shambles, and no matter how forcefully the police clamp down, political parties, secret societies, and revolutionary cells spring up like weeds.

You are a member of one of these cells. You have a chance to topple an empire and drag your country into the future. But what future will you choose?

THE EMPIRE

For 300 years, the Makharovs have used military power, regal pomp, great caches of gold, and strategic terror to hold together the empire they call Khresht. Countless languages, nationalities, ethnicities, and factions have been bound beneath the one-eyed eagle, forgetting their own ambitions and laying down their lives—willingly or not—in service of the crown. But the spell is breaking and the empire is falling apart.

Since the Empress Rachel's disastrous entry into the Great War, the Germans have

shattered the blue-uniformed army that was the pride of Khresht. Food runs short. Communications falter. For the moment, the Empress holds on.

THE CITY

Khresht is a compact city on a sluggish river, the center of an empire that has been dying for more than a century. Lit by gaslight and spotty electricity, it is a warren of narrow streets, winding alleys, forgotten tunnels, and toxic canals. Its citizens toil in tanneries, distilleries, gun works, and the docks. Its upper crust relaxes in ballrooms, cafés, restaurants and the opera. Its small, but vocal, intelligentsia lives in the coffee houses, debating the future over and over again.

Above it all sits the Turquoise Palace, perched on the cliffs above the river, where an Empress struggles to tune out the whisperings below.

YOUR PARTY

You are a member of a small revolutionary cell affiliated with a larger political party or movement. Where you fall on the spectrum, and how tightly you are aligned with your larger party, is up to you. Your membership will be drawn

from across Khreshti society; your activities will range from simply illegal to outright violent.

You will fight the army, the secret police, revolutionary factions on the left and right, and dissenters and traitors within your own ranks. Above all, you will risk your life for your comrades and the revolutionary dream you hold dear.

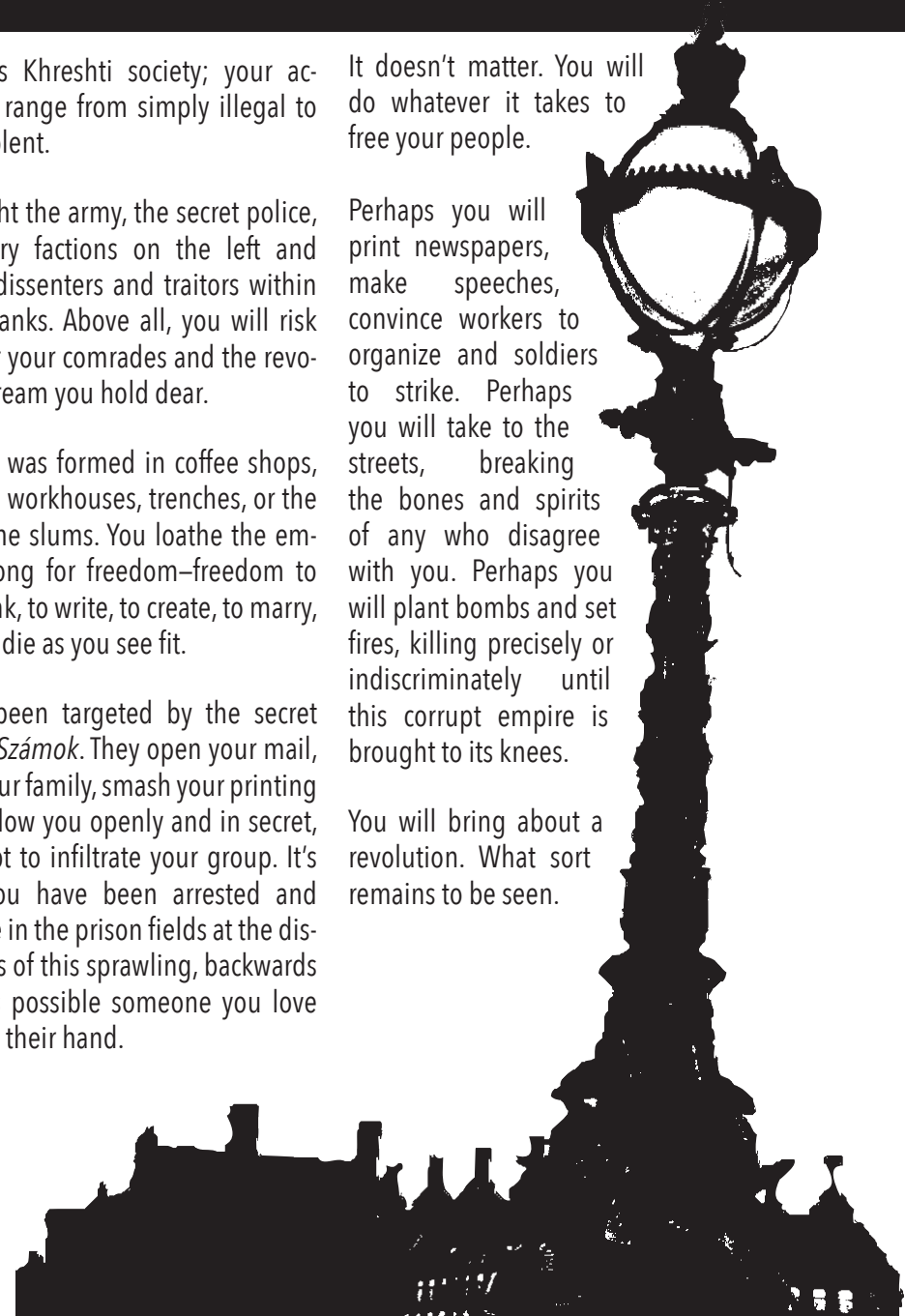
Your group was formed in coffee shops, classrooms, workhouses, trenches, or the streets of the slums. You loathe the empire. You long for freedom—freedom to vote, to think, to write, to create, to marry, to travel, to die as you see fit.

You have been targeted by the secret police, the *Számok*. They open your mail, threaten your family, smash your printing presses, follow you openly and in secret, and attempt to infiltrate your group. It's possible you have been arrested and served time in the prison fields at the distant reaches of this sprawling, backwards empire. It's possible someone you love has died by their hand.

It doesn't matter. You will do whatever it takes to free your people.

Perhaps you will print newspapers, make speeches, convince workers to organize and soldiers to strike. Perhaps you will take to the streets, breaking the bones and spirits of any who disagree with you. Perhaps you will plant bombs and set fires, killing precisely or indiscriminately until this corrupt empire is brought to its knees.

You will bring about a revolution. What sort remains to be seen.



COMRADES

KHRESHT: 1915

CITIES

- Ajak: A mining town.
- Bata: A forest village where ancient superstitions hold fast.
- Dubienka: The second city, where the air is cold and the people are hard.
- Grodek: A mountain resort.
- Halbturn: A city on the German border, conquered the day the war began.
- Hevyn: A monastic retreat in the mountains, far above the clouds.
- Kladniv: A market town, center of the grain belt, where the peasants are hungry and enraged.
- Koshiv: The river city famous for producing the Koshiv Dragoons, backbone of the Khreshti army.
- Ludin: A seaside resort whose best days ended a century ago.
- Matz: A pinprick hamlet that has found unwanted fame as the war's front line.
- Olari: The winter port, frozen for nine months of the year.
- Peresika: Birthplace of the Makharovs, a city turned into a shrine.
- Poromiv: Favorite city of poets, dreamers, and thieves.
- Radna: A farming village home to a radical agrarian sect.
- Tadten: Oldest city in Khresht and the empire's spiritual center.

THE CAPITAL

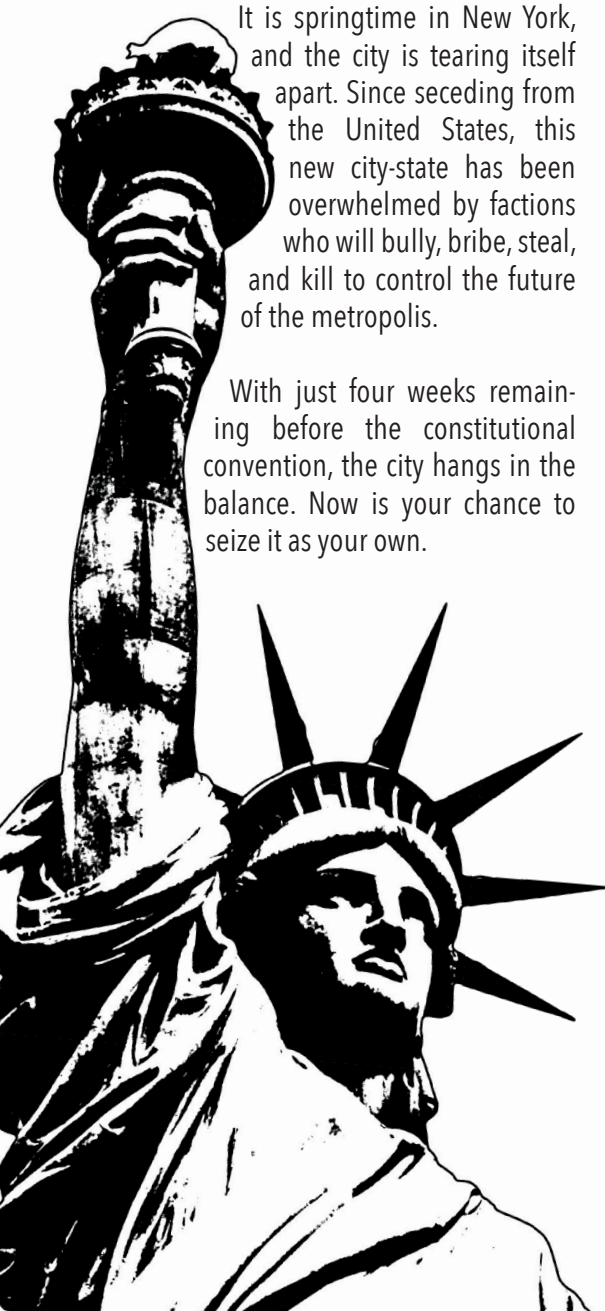
- Arkady Station: A grand old train station far past its prime, not unlike the empire it serves.
- Fiedler's Brewery: A defunct beer works on the banks of the river, seized by the Sons of Khresht as an unofficial headquarters.
- Lembersky's Café: Across the boulevard from the opera, the beating heart of cosmopolitan Khresht.
- The Bluffs: Where the nobility built their mansions in order to stare down at the city they loathe.
- The Great Bridge: Built and rebuilt over the centuries, it connects the two halves of a city about to crack.
- The Mire: Vilest slum in a city of slums, where the revolution might be born.
- The New Palace: Home to the extended royal family, built a safe distance outside of town.
- The Turkish Quarter: Home to merchants, artists, and the finest theaters in the city.
- The Turquoise Palace: Lately reoccupied by the Empress, it is one of the wonders of Europe.
- The Zulawski Works: The towering factory that casts the army's guns, whose workers are always near revolt.

NPCs

- Alicia Rhodopolis: A Greek expatriate and expert in hand-to-hand combat.
- Anton Vladimirovich Mikhailov: An AWOL conscript and barracks radical.
- Bogdan Kavka: An undercover *Számok* operative who favors the left.
- Brock Barber: An underground fighter with a love for fighting dirty.
- Brother Jacek Kobro: A religious socialist whose followers like to get rough.
- Carmilla Holstein: Khresht's most brilliant philosopher, a leading queer theorist.
- D.B. Babin: The ruthless overlord of Khresht's burgeoning film industry.
- Erin Holmes: A brilliant, newly homeless English student.
- Eugene Jovanović: An elderly carpenter whose fingers dance on wood.
- Ilanavsky Petrodov: A warrior for indigenous land rights in colonial Khresht.
- Ilse Petrov: A former sniper with a deep facial scar and radical politics.
- Ilya Shmakov: A young soldier with a keen sense of humor.
- Iokab Soslov: A hard-line Marxist with a sideline in bank robbery.
- Jackson Magnus: A radical restaurant veteran whose kitchen is open to all.
- James Ward: A union organizer turned cynical after years in Khresht.
- Jan deGrom: An Olympic shot putter and unwilling symbol of the regime.
- Jennifer Power: A proudly crooked American newspaper correspondent.
- Katharina Moroshkin: A classicist and rhetorician with a love for jewelry.
- Konstantin Bartov: A hard-drinking party loyalist.
- Kris Herzog: An academic with encyclopedic knowledge of Khreshti history.
- Kristoff Paul Lin: A disabled veteran and bodyguard to the elite.
- Magda Findle: A legend of the Khresti stage and champion for feminism.
- Mikhail Sarno: The universally beloved star of Dinamo Khresht.
- Milan Golubović: A chain-smoking revolutionary who never does anything.
- Nikita Novak: A banker secretly undermining Copper Alley from the inside.
- Kolya Orlov: An Anarcho-Syndicalist pacifist who sings songs of revolution.
- Pavel Mikhonsky: A cellist, chain smoker, and hopeless amateur sculptor.
- Svetlana Yurin: Owner of a soup kitchen that gives shelter to all.
- Vasily Eisenstein: An expert organizer who spills secrets when drunk.
- Vaska Jakovlev: A radical Bolshoi Ballet star stranded in Khresht.

COMRADES

NEW YORK: 2025



It is springtime in New York, and the city is tearing itself apart. Since seceding from the United States, this new city-state has been overwhelmed by factions who will bully, bribe, steal, and kill to control the future of the metropolis.

With just four weeks remaining before the constitutional convention, the city hangs in the balance. Now is your chance to seize it as your own.

FACTIONS

Every block in every borough is home to one or more bespoke political groups. Some are loyal to a larger philosophy or movement; some are strictly independent. Here are just a few:

SQUATTERS

A spontaneous movement to reclaim the vacant luxury housing that has choked the city like an invasive species, the squatters behave like anarchists, free-gans, or crust punks, but are fluent in the oldest language New York ever spoke: real estate.

THE COOP

An increasingly popular radical socialist sect that intends to convert every corner of the city into a worker's cooperative, and which isn't afraid to use violence to ensure that everyone does their part.

NEW TAMMANY

The Democratic splinter group in charge of the Provisional government, these neo-liberals dream of a modern super city: clean, efficient, blandly progressive, and tightly controlled by a benevolent triumvirate of forward-thinking billionaires.

STRAPHANGERS UNION

A public transit advocacy group turned into an all-around crusader for the forgotten people of New York: the commuters, the nannies, the teachers, and everyone else without whom this city would die.

LOYALISTS

A reactionary sect nostalgic for the imaginary paradise once called America, these conservatives demand a return to the union, and have openly invited the old U.S. Army to invade and subjugate the city beneath the stars and stripes.

MASTERS OF THE UNIVERSE

Based in Wall Street, these ultra-libertarians call for a return to a happier time, when the city was ruled by robber barons, and no taxes, labor laws, or financial regulation impeded their freedom to profit off the blood of the weak.

HARDHATS

A loose coalition of construction workers, sandhogs, cops, and wannabe tough guys who believe the city requires a dictator's iron fist to survive. Who that dictator will be remains undecided.

SMALL TROUBLE

What happens when...

- The bodega closes
- Their rent spikes
- Their jobs disappear
- Their stuff gets stolen
- Family comes to stay
- A lover vanishes
- A pet gets sick
- A neighbor needs help
- The wifi goes out
- There's no booze/drugs/water
- The ceiling caves in
- The cops knock on the door
- Bedbugs are everywhere

BIG TROUBLE

What happens when...

- The subways fail
- The museums go broke
- The power goes out
- A gas line explodes
- Guns flood the streets
- A hurricane hits
- The cops go on strike
- The Brooklyn Bridge begins to crack
- The United States starts a blockade
- The park becomes a warzone
- The public turns against the party
- A hero is shot dead

COMRADES

NEW YORK: 2025

MANHATTAN

A beautiful corpse whose grand avenues are infested by needle-thin high rises owned by mysterious billionaires whose feet never touch sidewalk. The heart of the city, it hasn't beat in years.

BROOKLYN

A jumble of neighborhoods where gentrification's wounds never healed. Home to violent radicals, intellectually paralyzed academics, and stubborn old-timers who will never let go of their block.

QUEENS

A magnificent, sprawling melting pot. Each group has its own agenda, and nobody's speaking the same language.

THE BRONX

Birthplace of Uptown 2020: a mixed media artistic movement whose style is unmistakably New York, and whose leaders grow more radical by the day.

STATEN ISLAND

The epicenter of reactionary New York. Aside from the anarchist collective at the ferry terminal and the traveler community beneath the Narrows bridge, utterly overrun with loyalists, fascists, and worse.

THE BLOCK

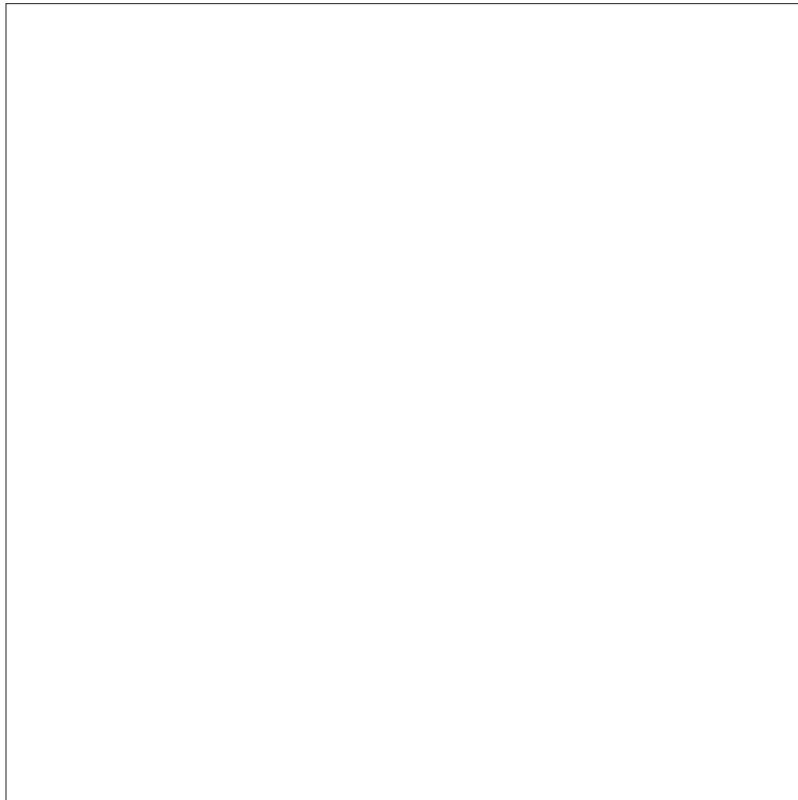
- Barb's Busy Corner: A deli offering bad produce, okay coffee, and killer heroes
- Porky's Suds: A cavernous laundromat whose staff is friendly but whose dryers can't be trusted
- Gin 'n Stuff: A liquor store where dusty bottles cower behind bulletproof glass
- Blarney Cove: A narrow dive bar where teenagers chug whiskey sours and old-timers sleep in the booths
- Ronnie's: A fix-it shop run by a gravel-voiced Brooklyn legend
- Abby's Kitchen: A soup kitchen and shelter with hot food and warm beds
- The Shed: A performance space in the back yard of a burnt-out brownstone
- The Abbatoir: An underground gym home to the best fight nights in the city
- Notoma: A Trinidadian bakery famous for roti, doubles, and sweet rolls
- Mariel's Hair & Nails: A suspiciously-affordable second-floor salon
- The Playground: Dogs, basketball, babies, and gossip
- Shanghai Garden: A Chinese-Caribbean takeout spot that delivers anything you want in 15 minutes or less
- Vincenzo's Hardware: A labyrinthine hardware store that's been in the neighborhood longer than anyone

NPCs

- Alex Lucero: A guerilla pointillist who uses skyscrapers as her canvas
- Amelia Hill: An expert smuggler who operates out of her family's diner
- Anthony Westcott: The rapidly balding heir to Westcott phamraceuticals
- Birdie: A street fighter with a high tolerance for gin, screamo, and pain
- Charlie: The local bodega cat: wise, hungry, and utterly untrustworthy
- Clyde Fitzgerald: A third-rate vlogger who stumbles onto the odd scoop
- Danae Persaki: A red hot trumpet player and occasional contract killer
- Douglas Ward: A disgruntled ex-drone pilot not yet used to civilian life
- Elliot Brooks: Caretaker of an empty church, owner of thousands of pigeons
- Faser Six: A graffiti artist who can paint your message anywhere in town
- Fatou Cissé: A sadistic parks commissioner with far too much power
- Grit-DMZ: Pirate radio broadcaster sharing new politics and classic beats
- Harold Buchanan: A global developer with the power to topple governments
- Huang Shanfu: A gay architecture student who fled persecution in China
- Ivan Reyes: A Cuban immigrant, indie journalist, and master of deepfakes
- Jack Wolfhand: An eco-fascist obsessed with the purity of early Norse culture
- James Corlin: A perennial Broadway standby who runs with high society
- Jean Tamborini: A retired seamstress and dog-walker to the stars
- Jeremy Vu Le: A Chinatown native redeveloping his old neighborhood
- Josh Kaufman: An accordionist busker who knows everybody in town
- Kelix Sabo-tabby: A trans Wobbly with a deep background in Marxist history
- Little Sinatra: An old school crooner who reworks standards to serve the left
- Louise Kelly: An immigration officer disillusioned with her country's policy
- Mary Wright: A statistician and spin doctor who molds numbers like clay
- Neja Ruwanpathirana: A crooked private detective and ace blackmailer
- Pilar Verdugo: A cheerful enforcer for the upstart Chilean mob
- Salima Bey: An ambitious food truck chef who mistreats her staff
- Shepherd: A radical street preacher with a rap sheet as long as his beard
- Sibyl: A trans New Age priestess who ministers to the wayward and queer
- Yazmin Williamson: A shockingly corrupt social media influencer

COMRADES

THE PARTY



SIGIL

PARTY NAME:

IDEOLOGY:

PURPOSE:

LEADER:

SLOGAN:

PREFERRED APPROACH

- ☐ Force +1
- ☐ Organization +1
- ☐ Zealotry +1
- ☐ Mayhem +1
- ☐ Fellowship +1

PATHWAYS TO REVOLUTION

- Force: ① ② ③ ④ ⑤
- Organization: ① ② ③ ④ ⑤
- Zealotry: ① ② ③ ④ ⑤
- Mayhem: ① ② ③ ④ ⑤
- Fellowship: ① ② ③ ④ ⑤

COMRADES

THE PARTY

RIVALS

AFFILIATED NPCs

NOTES

HISTORY OF REVOLUTIONARY ACTIVITY