

Seasons

After someone buys their 5th advance, the Season Advances are unlocked, and there's one more session left before the season ends.

Season Advances can be bought just like regular advances. In each Season, each character can only take one Season Advance.

Season Advances are a big deal. They allow a character to rewrite their nature, to become a different kind of monster, or to grow up. They allow a player to change characters altogether, or to take on a second character.

Season Advances

- ~ Change your character's Skin.
- ~ Rewrite your Sex Move.
- ~ Rewrite your Darkest Self.
- ~ Retire your character and start a new one.
- ~ Gain 2 of the Growing Up moves.

For detailed explanations of these advances, see page XX.

The Growing Up Moves

When you make others feel beautiful,

roll with hot. On a 10 up, choose two:

- ~ they carry 1 forward;
- ~ they remove a Condition;
- ~ they mark experience;
- ~ you carry 1 forward.

On a 7-9, you can offer them experience to do what you want.

When you call people on their shit,

roll with cold. On a 10 up, choose one:

- ~ they lose a String against someone else;
- ~ they freeze up.

On a 7-9, choose one, and they give you a Condition.

When you intervene against an act of violence, roll with volatile. On a 10 up, choose one:

- ~ they take -2 to their roll;
- ~ deal harm to them; give them a Condition.

On a 7-9, they choose

- ~ take -2 to their roll;
- ~ target you with the violence instead.

When you share your pain, roll with dark. On a 10 up, choose two. On a 7-9, choose one:

- ~ remove a Condition (from yourself or someone who listened);
- ~ carry 1 forward toward helping yourself;
- ~ those who listened carry 1 forward toward helping you.

Basic Moves

Hot

When you turn someone on, roll with hot. On a 10 up, take a String against them. • On a 7-9, they choose one:

- ~ give themselves to you,
- ~ promise something they think you want,
- ~ give you a String against them.

When you manipulate an NPC, roll with hot. On a 10 up, they'll do what you want if you give them a bribe, a threat, or a motive. • On a 7-9, the MC will tell you what it'll take to get the NPC to do what you want. Do it and they will.

Cold

When you shut someone down, roll with cold. On a 10 up, choose one:

- ~ give them a Condition;
- ~ they lose a String against you;
- ~ if they held no Strings on you, gain a String on them.

On a 7-9, choose one:

- ~ you each give a Condition to one another;
- ~ you each lose a String on one another.

When you hold steady, in a scary or tense situation, roll with cold. On a 10 up, you keep your cool, and choose one:

- ~ ask the MC a question about the situation;
- ~ remove a Condition;
- ~ carry 1 forward during this scene.

On a 7-9, choose:

- ~ you keep your cool;
- ~ pick an option from the 10 up list but also gain the Condition terrified.

Volatile

When you lash out physically, roll with volatile. On a 10 up, you harm them and choose one:

- ~ the harm is great (add 1);
- ~ you gain 1 String on them;
- ~ they need to *hold steady* before they can retaliate (during this scene).

On a 7-9, you harm them but choose 1:

- ~ they gain 1 String on you;
- ~ they can deal 1 harm to you for free, if they want to;
- ~ you become your Darkest Self.

When you run away, roll with volatile. On a 10 up, you get away, and end up in a safe place. • On a 7-9, you get away, but choose one:

- ~ you cause a big scene;
- ~ you run directly into something worse;
- ~ the scariest person there gets a String on you.

Dark

When you gaze into the abyss, roll with dark. On a 10 up, it answers your questions and shows you visions. Choose two:

- ~ the visions are lucid and detailed;
- ~ the visions show you what you must do, and you carry 1 forward to doing it;
- ~ the visions cure you, removing a Condition.

On a 7-9, choose one:

- ~ the visions are confusing and alarming;
- ~ the visions are lucid and detailed but they leave you with the Condition *drained*.

Strings

You can spend a String on another player character (PC) to:

- ☞ Add 1 to your roll against them (choose after rolling).
- ☞ Subtract 1 from their roll against you (choose after rolling).
- ☞ Offer them experience to do what you want.
- ☞ Force them to hold steady in order to carry out a certain action.
- ☞ Add an extra harm to whatever harm you're dealing them.
- ☞ Place a Condition on them.

If the character you're spending Strings on is an NPC:

- ☞ Add 1 to your roll against them (choose after rolling).
- ☞ Add 3 to you manipulate an NPC roll against them (choose after rolling).
- ☞ Cause them to falter, hesitate, or freeze up momentarily.
- ☞ Add an extra harm to whatever harm you're dealing them.
- ☞ Place a Condition on them.

Mitigating Death

When you **take your fourth harm**, die.

To **avoid death**, erase all harm, then:

- ☞ Become your Darkest Self, or
- ☞ Lose all Strings you have on everybody.

Whenever you choose either of these options, gain the Condition *drained* as a result.

Forward

Forward is a +1 bonus that you add to your next applicable roll. Sometimes, Forward is specific to a situation. Sometimes, it has an expiry point. Once used, cross it out.

Condition

When told to give a Condition to a character, and no specific Condition is listed, make up what that Condition is. It can be anything: *wounded, ashamed, drenched in pig's blood, disoriented, terrified, drained, marked as prey, deemed a slut, or untrusted*. It's best if a Condition doesn't dictate a specific emotion for the character, and instead dictates a physical circumstance or a public perception.

If you take advantage of a Condition that someone has, while making a move against them, add 1 to your roll. A Condition goes away when the character suffering it takes appropriate action to alleviate it.

Healing

When you have time to rest and nurture your wounds, once per session, you may heal 1. If someone else attends to your wounds, delicately and intimately, perhaps with erotic subtext, heal 1 more.

Gangs

Most Skins have the option to belong to a gang (as an advancement option). You can try to control gang members using *manipulate an NPC*, but there's no guarantee that they'll listen to you otherwise.

Every gang makes demands on its members. Every gang has something that will trigger it into blind action.

When your gang helps you, add 1 to your rolls. When they join you in any act of violence, inflict an additional 1 harm.

Darkest Self

Certain instances in the game will demand that a character become their Darkest Self. When you become your Darkest Self, there's a script to follow. That script is described on your Skin sheet. Play that script as hard as you can. This is the moment where you are supposed to lose sight of your humanity, whatever amount you had in the first place. It's the point at which you forsake the world. You'll be able to escape your Darkest Self eventually. Until that point, revel in the darkness.

When at your Darkest Self, your priorities as a player should shift. Aim to do damage, to live up to a certain dark vision for the character, and to set up some awful precedents that you'll struggle against once you're back to your normal self.

Sex Moves

Each character has a Sex Move. Most are triggered by having sex, but others are triggered by slightly different actions.

Advancement

Experience points are marked on the character sheet by filling in dots. Whenever a character reaches 5 experience, they are able to buy an advancement. The options are listed on the character sheet.

You may only earn experience from each highlighted stat and each move once per scene. Similarly, you may only earn a String from any one move once per scene.

Advantages & Disadvantages

NPCs act at an Advantage whenever:

- ☞ They're able to take advantage of a PC's Condition while acting against that PC.
- ☞ You spend one of their Strings on a PC to put them at an Advantage against that PC.
- ☞ Something would grant the NPC +1 to their action.
- ☞ A custom move or special rule makes them do so.

NPCs act at a Disadvantage whenever:

- ☞ They have a Condition that would interfere with their action.
- ☞ Something would grant the NPC -1 to their action.
- ☞ A custom move or special rule makes them do so.

Advantages and Disadvantages cancel one another out.

When at an Advantage, an NPC's actions have one of these added effects:

- ☞ The action gains the NPC new followers or support;
- ☞ The action leave the NPC better protected in some way;
- ☞ The action set the NPC up perfectly for a follow-up action of some sort.

When at a Disadvantage, an NPC's actions have one of these added effects:

- ☞ The action alienates the NPC's friends and allies;
- ☞ The action leaves the NPC exposed to danger;
- ☞ The action leaves the NPC exhausted or without an escape plan.

Teaching the Game

The key considerations to have in mind when teaching are:

- ☞ Teach the mechanics in a concentric way.
- ☞ Teach the context as you teach the mechanics.
- ☞ Use examples and demonstrations.
- ☞ Teach as you go.
- ☞ Teach what they need in order to make informed decisions.

The First Session

- ☞ Blanket the world in darkness.
- ☞ Springboard off character creation.
- ☞ Ask questions like crazy.
- ☞ Leave yourself things to wonder about.
- ☞ Look for where they're not in control.
- ☞ Push there.
- ☞ Nudge the players to have their characters make moves.
- ☞ Give every character good screen time with other characters.
- ☞ Leap forward with named, human NPCs.
- ☞ Hell, have a fight.
- ☞ Create a seating chart.
- ☞ Follow the characters around.
- ☞ Learn what they want and what they're afraid of.
- ☞ Wonder what kind of Menace might be dwelling within this town.

The MC

Agenda

Make the PCs' lives not boring.
Make the PCs feel unaccepted.
Keep the story feral.

Always Say

What the principles demand.
What the rules demand.
What honesty demands.

The Principles

Blanket the world in darkness.
Address yourself to the characters, not the players.
Make your move, but misdirect.
Make your move, but never speak its name.
Make monsters seem human.
Make humans seem monstrous.
Give everyone a life.
Accept people, but only conditionally.
Happiness always comes at someone else's expense.
Ask provocative questions and build on the answers.
Be a fan of the PCs.
Treat your NPCs like stolen cars.
Give your NPCs simple motivations that divide the PCs.
Sometimes, disclaim decision making.

Hard Moves

Separate them.
Put them together.
Announce off-screen badness.
Announce future badness.
Inflict harm (as established).
Make them pay a price.
Tell them the possible consequences and ask.
Leap to the worst possible conclusion.
Turn their move back on them.
Expose a dangerous secret to the wrong person.
Take a String on someone.
Trigger their Darkest Self.
Herald the abyss.
After every move: "What do you do?"

Spend NPC Strings to...

The MC can spend NPC Strings on someone to:

- ☞ Put the NPC's action against them at an Advantage.
- ☞ Add an extra harm to whatever harm the NPC is dealing to them.
- ☞ Place a Condition on them.
- ☞ Offer them experience to do what you want.
- ☞ Come out of nowhere with a hard move.

NPCs

Descriptions

Strings On...

Other Information

NPCs	Descriptions	Strings On...	Other Information

The Community

(Sketch a map of the town and surrounding area)

Home Room

(Sketch a class seating chart)

Menace

(describe the nature of the menace)

Second Threat

(list NPCs involved, their Craving/Offering/Capability, and any custom moves)

Stakes

(list a few questions about what might happen)

Third Threat

(list NPCs involved, their Craving/Offering/Capability, and any custom moves)

First Threat

(list NPCs involved, their Craving/Offering/Capability, and any custom moves)

Cravings

- ☞ Intimacy (isolate them)
- ☞ Notoriety (lash out and provoke reaction)
- ☞ Ownership (viciously protect coveted things)
- ☞ Transcendence (enlist others to do unethical bidding)

Offerings

- ☞ Sex (seclude them and seek promises)
- ☞ Power (shower them with outlandish gifts)
- ☞ Inclusion (show them what they're missing)
- ☞ Support (save their skin at a vital moment)

Capacity

- ☞ Sudden Violence (outright kill someone they love)
- ☞ Cold Betrayal (turn their friends against them)
- ☞ Calculated Sacrifice (lose an eye to gouge an eye)