

# Seasons

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

Season Advances can be bought just like regular advances. In each Season, each character can only take one Season Advance. Once they've been unlocked, every character has access to them, regardless of whether or not they've earned their 5th advance yet.

*For more information on Seasons, turn to pages 36-37.*

# Season Advances

The Season Advances are:

- ☞ 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 a description of each of these Season Advances, turn to pages 37-41.*

# Growing Up Moves

## Make Others Feel Beautiful

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 an experience point to do what you want.

## Call People On Their Shit

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, break down, or bail.
- On a 7-9, choose one, and they give you a Condition.

## Intervene Against an Act of Violence

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

- ☞ they take -2 to their roll (NPCs either act at a Disadvantage or fail entirely);
- ☞ deal harm to them;
- ☞ give them a Condition.

On a 7-9, they choose

- ☞ take -2 to their roll (NPCs either act at a Disadvantage or fail entirely);
- ☞ target you with the violence instead.

## Share Your Pain

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.

# Player Reference Sheet

## Basic Moves

### Turn Someone On

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.

### Manipulate an NPC

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.

### Shut Someone Down

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.

### Hold Steady

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*.

### Lash Out Physically

When you **lash out physically**, roll with volatile. On a 10 up, you deal them harm 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.

### Run Away

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.

### Gaze Into The Abyss

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

*For a more detailed explanation of these basic moves, turn to pages 20-24.*

# Strings

You can spend a String on another PC to:

- ☞ Add 1 to your roll against them (choose after rolling).
- ☞ Subtract 1 from their roll against you (choose after rolling).
- ☞ Offer them an experience point 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.

You can spend a String on an NPC to:

- ☞ Add 1 to your roll against them (choose after rolling).
- ☞ Add 3 to your *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.

For details on what it means to gain or spend a String, turn to pages 25-27.

# Forward

Forward is a +1 bonus that you add to your next applicable roll. Sometimes this bonus can be used on any roll, but sometimes it's specific to a certain situation. Sometimes, Forward has a time limit attached to it. Forward bonuses can only apply to a single roll, which uses up the advantage they represent.

For more on how Forward works and what it applies to, turn to pages 28-29.

# Conditions

Characters can gain Conditions over the course of play. If you take advantage of a Condition that someone has, while making a move against them, add 1 to your roll. In order to take advantage of a Condition mechanically, though, you need to take advantage of the Condition fictionally as well.

A Condition goes away when the character suffering it takes appropriate action to alleviate it.

For more on Conditions, turn to page 28.

# 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.

For more on harm and death, turn to pages 30-31.

# Healing

Harm never heals on its own. There are however a few ways to heal harm, other than driving your character to the brink of death:

- ☞ Once per session, when you have time to rest and tend to your wounds, you may heal 1 harm.
- ☞ If someone else attends to your wounds, delicately and intimately, possibly with erotic subtext, you may heal an additional 1 harm.

# 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. Each Darkest Self has an escape clause that, when completed, returns you to normal.

For details and an example of how Darkest Self works, turn to pages 32-33.

# Sex Moves

Each character has a sex move. Most are triggered by having sex with someone, though a few have alternate triggers. When your sex move is triggered, read it aloud and follow its instructions.

# Gangs

Most Skins can join a gang through an advancement option. On Skin advancement lists, gangs are bolded.

Every gang makes demands on its members. Every gang also has something that will trigger it into blind action. When that trigger occurs, they will pursue retaliation or dedicated response whether you want them to or not. Finally, a gang can be *manipulated* into helping you. When they help you with any task, add 1 to your rolls. When they join you in any act of violence, inflict an additional 1 harm.

For more on gangs, turn to page 35.

# Advancement

Characters can gain experience in a number of ways over the course of play. Two of each PC's stats are highlighted, and whenever those stats are rolled, the player marks experience. Certain Skin-specific moves will provide other opportunities for PCs to gain experience. Finally, someone can spend a String to offer a tempting deal to another PC: do something in exchange for an experience point.

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

For more on advancement, turn to page 36.

# Rolling Dice

When asked to roll with something, roll two (six-sided) dice and add their sum to the stat in question.

A result of 10 or higher (10 up) will present you with favorable options. A result of 7-9 will often present you with hard choices or partially-favorable options. A 6 or lower will give the MC a golden opportunity to take some action of her own.

The highest bonus you can have on any given roll is 5.

For more on rolling dice, turn to page 19.

# 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.

*For more information, turn to page 119.*

# 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.

*For more on teaching the game, turn to pages 131-133.*

# 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 NPCs.
- ☞ Hell, have a fight.
- ☞ Create a homeroom 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.

*For more on running a first session (and creating a seating chart), turn to pages 134-137.*

# MC Reference Sheet

## Agendas

- ☞ 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.

*For more on Agendas and things to Always Say, turn to page 103.*

## 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.

*For full descriptions of each of these Principles, turn to pages 104-110.*

## 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?"

*For full descriptions of each of these Hard Moves, turn to pages 111-114.*

## NPC Strings

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.

*For more on using NPC Strings, turn to page 117.*

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

# Stakes

## First Threat

- ☞ Describe NPCs involved
- ☞ List Craving/Offering/Capacity
- ☞ List any custom moves

## Second Threat

- ☞ Describe NPCs involved
- ☞ List Craving/Offering/Capacity
- ☞ List any custom moves

# Menace

# Stakes

## First Threat

- ☞ Describe NPCs involved
- ☞ List Craving/Offering/Capacity
- ☞ List any custom moves

## Second Threat

- ☞ Describe NPCs involved
- ☞ List Craving/Offering/Capacity
- ☞ List any custom moves

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### 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)

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Each Threat can optionally come with a custom move attached to it. Custom moves let you highlight the weird or unique within a Threat. They're new moves for the PCs, not for you. They should generally follow the same format as the other moves in the game.

Those formats are:

- ☞ When you [do something], roll with [a stat]. On a 10 up, [a good result]. • On a 7-9, [a mixed result or hard choice].
- ☞ When you [do something], [an effect is triggered].
- ☞ You have the ability to [do something]. When you do so, [a certain effect is triggered.]

*For more on playing villains and designing Menaces, turn to pages 139-144.*