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 one: 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.

For more 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.

For more on gangs, turn to page 35.

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.

For more on sex moves, turn to pages 32-33.

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 pages 25-27.

Rolling Dice

When asked to roll with something, roll two (six-sided) dice an 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:
arma They're able to take advantage of an NPC's Condition while acting against that NPC.
arma You spend one of their Strings on a PC to put them at an Advantage against that NPC.
arma Something would grant the NPC +1 to their action.
arma A custom move or special rule makes them do so.

NPCs act at a Disadvantage whenever:
arma They have a Condition that would interfere with their action.
arma Something would grant the NPC -1 to their action.
arma 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:
arma The action gains the NPC new followers or support.
arma The action leave the NPC better protected in some way.
arma 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:
arma The action alienates the NPC's friends and allies.
arma The action leaves the NPC exposed to danger.
arma 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:
arma Teach the mechanics in a concentric way.
arma Teach the context as you teach the mechanics.
arma Use examples and demonstrations.
arma Teach as you go.
arma Teach what they need in order to make informed decisions.

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

The First Session

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

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

Always Say

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

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

Principles

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

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

Hard Moves

arma Separate them.
arma Put them together.
arma Announce off-screen badness.
arma Announce future badness.
arma Inflict harm (as established).
arma Make them pay a price.
arma Tell them the possible consequences and ask.
arma Leap to the worst possible conclusion.
arma Turn their move back on them.
arma Expose a dangerous secret to the wrong person.
arma Take a String on someone.
arma Trigger their Darkest Self.
arma Herald the abyss.
arma 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:
arma Put the NPC’s action against them at an Advantage.
arma Put an extra harm to whatever harm the NPC is dealing to them.
arma Place a Condition on them.
arma Offer them experience to do what you want.
arma Put them at an Advantage against that PC.
arma Add an extra harm to whatever harm the NPC is dealing to them.
arma Place a Condition on them.
arma Offer them experience to do what you want.
arma Take a String on someone.
arma Trigger their Darkest Self.
arma Herald the abyss.
arma After every move: “What do you do?”

For more on using NPC Strings, turn to page 117.
<table>
<thead>
<tr>
<th>NPCs</th>
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The Community
(Sketch a map of the town and surrounding area)

Home Room
(Sketch a class seating chart)
### 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)
- Transcendance (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)

---

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.