

*Make each main character's life not boring.  
Keep the story feral.  
Say what the rules demand.  
Say what honesty demands.*

# Player Sheet

## for Monsterhearts 2

### Turn Someone On

**When you turn someone on**, roll with Hot. On a 10 up, gain a String on them and they choose a reaction from below. • On a 7-9, they can either give you a String or choose one of the reactions.

- ✦ I give myself to you,
- ✦ I promise something I think you want, or
- ✦ I get embarrassed and act awkward.

*For rules on asexuality and non-attraction, turn to page 49.*

### Shut Someone Down

**When you shut someone down**, roll with Cold. On a 10 up, choose one from below. • On a 7-9, choose one from below, but you come across poorly, and they give you a Condition in return.

- ✦ They lose a String on you,
- ✦ If they have no Strings on you, gain one on them,
- ✦ They gain a Condition, or
- ✦ You take 1 Forward.

### Keep Your Cool

**When you keep your cool and act despite fear**, name what you're afraid of and roll with Cold. On a 10 up, you keep your cool and gain insight: ask the MC a question about the situation and take 1 Forward to acting on that information. • On a 7-9, the MC will tell you how your actions would leave you vulnerable, and you can choose to back down or go through with it.

### Lash Out Physically

**When you lash out physically**, roll with Volatile. On a 10 up, you deal them harm, and they choke up momentarily before they can react. • On a 7-9, you harm them but choose one:

- ✦ They learn something about your true nature and gain a String on you,
- ✦ The MC decides how bad the harm turns out,
- ✦ You become your Darkest Self.

### Run Away

**When you run away**, roll with Volatile. On a 10 up, you get away to a safe place. On a 7-9, you get away but choose one:

- ✦ You run into something worse,
- ✦ You cause a big scene, or
- ✦ You leave something behind.

### Gaze Into the Abyss

**When you gaze into the abyss**, name what you're looking for and roll with Dark. On a 10 up, the abyss shows you lucid visions, and you take 1 Forward to addressing them. On a 7-9, the abyss shows you confusing and alarming visions, but you get your answer nonetheless.

### Experience

**Whenever you fail a roll**, mark experience.

### Pulling Strings

**When you spend a String on someone**, choose one:

- ✦ Tempt them to do what you want,
- ✦ Give them a Condition,
- ✦ Add 1 to your roll against them, or
- ✦ Add 1 to the harm you deal them.

*To learn about tempting someone, turn to page 26.*

### Healing

**When you take time to tend to your wounds**, once per session you may heal 1 Harm. If someone else is there with you, tending to your wounds delicately and intimately - and perhaps with erotic subtext - you may heal an additional 1 Harm.

### Skirting Death

**To avoid death**, erase all harm and choose one:

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

### Conditions

If you take advantage of someone's Condition 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.

### Gangs

Gangs add +1 to your rolls and harm as applicable.

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# MC Sheet

## for Monsterhearts 2

## Preparing to Play

As the MC, teaching the game often falls to you. This is an outline for how to teach the game, with page references to help you look up anything you want guidance on. Feel free to modify this process and teach in whatever way works best for you.

- ✦ Gather Supplies (58)
- ✦ Explain Premise and Roles (59)
- ✦ Introduce Safety Tools (60)
- ✦ Option: Small Town (60)
- ✦ Pick Skins (61)
- ✦ Choose Identities (62)
- ✦ Establish Setting (63)
- ✦ Discuss Roleplaying (65)
- ✦ Discuss Moves and Strings (66)
- ✦ Choose Stats and Moves (67)
- ✦ Teach Reactively (68)
- ✦ Establish Backstories (69)
- ✦ Set Up Seating Chart (70)
- ✦ Start Playing!

## The First Scene

Start the first scene in homeroom, and use your principles to help uncover tensions.

If you're antsy to get the story rolling, here are three reliable options:

- ✦ Stage a disappearance.
- ✦ Plan a party.
- ✦ Demand a fight.

## Principles

- ✦ Embrace melodrama.
- ✦ Address yourself to the characters, not the players.
- ✦ Make monsters seem human, and vice versa.
- ✦ Make labels matter.
- ✦ Give everyone a messy life.
- ✦ Find the catch.
- ✦ Ask provocative questions and build on the answers.
- ✦ Be a fan of the main characters.
- ✦ Treat side characters like stolen cars.
- ✦ Give side characters simple, divisive motivations.
- ✦ Sometimes, disclaim decision making.

## Reactions

- ✦ Put them together.
- ✦ Separate them.
- ✦ Tell them the possible consequences and ask.
- ✦ Inflict harm (as established).
- ✦ Enact drastic measures.
- ✦ Turn their move back on them.
- ✦ Leap to the worst possible conclusion.
- ✦ Expose a dangerous secret to the wrong person.
- ✦ Take a String on someone.
- ✦ Herald the abyss.
- ✦ Trigger their Darkest Self.
- ✦ At every turn: "What do you do?"

## Side Character Strings

You can spend a side character's Strings on a main character in four ways:

- ✦ Offer them an experience point to do what you want.
- ✦ Place a Condition on them.
- ✦ Add 1 to the harm you're dealing them.
- ✦ Ambush them with a Reaction, setting it up and knocking it down in one fell swoop.

## Villains

If a villain becomes meaningfully involved in the story, you can do the following two things to give yourself a bit of extra structure and inspiration for playing them:

- ✦ Write a custom Principle for playing them.
- ✦ Write a custom Reaction for them.

# Playing The Fae

Alluring, otherworldly, fickle, and vengeful. The Fae entices people into making promises, and wields faerie vengeance when those promises are broken. They also have the ability to commune with ethereal forces, just beyond the veil.

The two stat choices for the Fae allow you to slant toward being either beautiful and mysterious (Hot 2 & Dark 1) or audacious and alien (Volatile 2 & Hot 1). With a consistently-low Cold stat, they aren't prone to being very chill, cynical, or wry. From their forward sensuality to their unwavering sense of justice, sincerity is a big theme for the Fae.

When you play the Fae, promises matter. Use the Fae's allure and wit to tease those promises out of other characters. You can add mechanical incentive for others to make promises to you by spending Strings to *tempt them to do what you want*, or through the move *Lure*. Keep track of the promises that others make to you, in the margins of your character sheet or on scrap paper.

*Beyond the Veil, Guide*, the option to join a **Jury of Fae**, and talk of faery justice all invite you to collaboratively imagine the world of faery. To do so, ask questions of the MC, anticipate questions being asked of you in return, and brace yourself for surprise.

## Credits

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This skin designed by Avery Alder



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## The Fae

*At the edges of this world, just beyond the veil, there are colours that few mortals even dream of. Beauty enough to shatter any heart. The Fae live and breathe at the edges of this world. They keep a dusting of that magic tucked behind their ears, just in case.*

*And the Fae are willing to share. They're nothing if not generous, asking for only one thing in return. A promise. Keep it, and the true beauty of the world will be revealed. Break it, and feel the wrath of faerie vengeance.*

## Identity

**Name:** Anders, Aurora, Crow, Gail, Harmony, Iris, Lilith, Ping, Selene, Sienna, Walthus

**Look:** dainty, girlish, gaunt, mysterious, dishevelled

**Eyes:** quick eyes, lyrical eyes, mesmerizing eyes, laughing eyes, piercing eyes

**Origin:** fae born, fae blooded, swapped at birth, stole the gift, touched with the gift

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## Your Backstory

You wear your heart on your sleeve. Give everyone one String.

You've captured someone's fancy. Gain 2 Strings on them.

## Strings

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## Darkest Self

Everything you say seems a promise. Everything you hear seems a promise. If a promise is broken, justice must be wrought in trickery or blood. You aren't subject to the human rules of mercy. To escape your Darkest Self, you must in some way re-balance the scales of justice.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Fae move.
- Take another Fae move.
- Take a move from any Skin.
- Take a move from any Skin.
- You belong to a **Jury of Fae**.

## Conditions

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Hot 2	Cold -1	Volatile -1	Dark 1
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Hot 1	Cold -1	Volatile 2	Dark -1
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## Fae Moves

You get *Faery Contract*, and choose one more:

### ● *Faery Contract*

If someone breaks a promise or contract made to you, take a String on them. When spending a String to even out the score and get justice on a broken promise, add these options to *Pulling Strings*:

- ✦ they fuck up something simple at a crucial moment, suffering 1 Harm if appropriate,
- ✦ add 2 to your roll on an act of vengeance.

### ○ *Unashamed*

You can give someone a String on you to add 3 to your attempt to *Turn Them On*.

### ○ *The Wild Hunt*

When you draw upon your most feral manner, echoing the lithe movements of a cat or the voracity of a wolf, add 1 to your roll to *Turn Someone On*.

### ○ *Lure*

Whenever someone makes a promise to you, they mark experience. Whenever someone breaks a promise to you, you mark experience.

### ○ *Guide*

If you spend a String on someone willing, you can bring them across the veil, into the faery realm. The spell lasts for a scene or two, before you're both returned to the mundane world.

### ○ *Beyond The Veil*

To seek audience with the Faery King, *Gaze Into the Abyss*. On a 10 up, in addition to other results, the Faery King reveals to you a hidden String on someone. Gain it. • On a 7 to 9, in addition to other results, the Faery King demands a favour of you.

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## Sex Move

When you lie naked with another, you can ask them for a promise. If they refuse, take 2 Strings on them.

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# Playing the Ghost

Lonely, wounded, caring, and creepy. The Ghost has experienced intense trauma, and now seeks validation and intimacy. They have the potential to provide care and healing for others, but also tend to ignore personal and physical boundaries.

The two stat choices for the Ghost let you steer toward being either icy and distant (Cold 2 & Dark 1), or scary and moody (Dark 2 & Volatile 1). Your ghost might end up crying out for help, pushing away the very people they care about, or burning themselves out trying to take care of others.

At the start of the game, the Ghost's low Hot stat means that they aren't good at *Turning Someone On*. This plays into their core dilemma - without social power, how does the Ghost get the attention and emotional support that they need? Maybe they're endlessly giving, hoping for reciprocation. *Helpful Spirit* and *Transference* both point in that direction. Maybe they're mean and spiteful, assuming from the outset that they aren't worthy of affection. *Unresolved Trauma* and *Projected Blame* provide a different dynamic, suggesting a mean and spiteful Ghost who lashes out at those who remind them of what they've lost. Creep and Limitless add a voyeuristic element, encouraging the Ghost to ignore others' boundaries. Lots of other possibilities exist in the interactions between these moves, too.



## The Ghost

*You used to have a future. Growing up was a painful tumult at times, but at least you were growing. Now you only have a past - unfinished business to take care of before you can leave this world behind.*

*Life is precious. You understand that, now that you've lost yours. You just want to help. You just want to be seen. But sometimes even the simplest desires feel so difficult to grasp.*

*Ghosty ghost, you're dead.*

## Credits

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This skin designed by Avery Alder*

## Identity

**Name:** Alastor, Avira, Catherine, Daniel, Kara, Lenora, Orville, Rufus, Spencer, Tien

**Look:** forlorn, scared, stuffy, out of place, brooding

**Eyes:** hollow eyes, pained eyes, dull eyes, unnerving eyes, piercing eyes

**Origin:** left to die, murdered in cold blood, murdered in hot passion, a tragic accident, a confused death

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## Your Backstory

Someone knows that you're dead and how you died. They gain 2 Strings on you.

You've been inside someone's bedroom while they were sleeping. Take a String on them.

## Strings

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## Darkest Self

You become invisible, unnoticeable. No one can see you, feel you, or hear your voice. You can still affect inanimate objects, but this is your only avenue of communication. You escape your Darkest Self when someone acknowledges your presence, and demonstrates how much they want you around.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Ghost move.
- Take another Ghost move.
- Take a move from any Skin.
- Take a move from any Skin.
- You reside in a **Haunted House**.

## Conditions

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Hot -1	Cold 2	Volatile -1	Dark 1
Hot -1	Cold -1	Volatile 1	Dark 2

---

## Ghost Moves

You get *Unresolved Trauma*, and choose two more:

### ● *Unresolved Trauma*

Whenever something brings to mind your death, you choke up and gain the Condition **traumatized** if you don't have it already. Whenever someone helps you resolve this Condition, you both mark experience.

### ○ *Helpful Spirit*

When you help someone resolve a Condition, gain a String on them.

### ○ *Transference*

Whenever you spend time truly listening to someone else's struggles, they heal 1 Harm, and then transfer their remaining harm to you.

### ○ *Projected Blame*

While you've got the Condition **traumatized**, you may act as though others had the Condition **at fault for my death**.

### ○ *Creep*

When you silently witness someone in one of their most private moments, perhaps sleeping or putting on makeup, gain a String on them.

### ○ *Limitless*

You can walk through walls and fly.

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## Sex Move

When you have sex with someone, you both get to ask a question of one another. This can be asked in character or player-to-player. They must answer honestly and directly.

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# Playing the Ghoul

Obsessive, dangerous, morbid, and quiet. The Ghoul is constantly contending with voracious Hunger, and the emotional distance brought on by death makes it easier to do bad things in pursuit of feeding. They might be a flesh-eating zombie, or something a little more subtle and strange.

The two stat choices for the Ghoul paint a portrait of the character as either cruel and erratic (Volatile 2 & Cold 1) or disaffected and portentous (Cold 2 & Dark 1). Since *The Hunger* forces you to *Keep Your Cool* to avoid a feeding opportunity, your Cold stat plays a pivotal role in maintaining self-control.

*Watchful Golem* and *Esprit de Corpse* both present the ability to steer the Ghoul in a couple different directions. Are you watching over others out of a deep-rooted but unexpressed sense of care? Or are you skulking around serving them because death took away your sense of independence?

*Short Rest For the Wicked* is a recipe for pandemonium. It's also an invitation to the MC to frame you into a new, dramatic situation. A lot can happen in a few hours.

Your Sex Move prompts you to create a new Hunger. It can be anything you like, and it's added to your character alongside their existing Hungers. If you have sex often, you'll find your appetite growing wider and weirder all the time.

## Credits

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# The Ghoul

*Death changed you. It took away your contemplative joy, it dulled your senses, and it left you impossibly hungry. That hunger is always with you, like a hum in your ears that swells and crescendos until you can't hear anything else. Unattended, it will come to dominate you - but feeding it may be just as bad.*

*There is a certain beauty to what you've become. Your gaunt body, its unnatural form - it draws people in. Your stark disinterest is beguiling. But underneath that disaffected presentation - the hunger, the hunger.*

## Identity

**Name:** Akuji, Cage, Cole, Georgia, Horace, Iggy, Mara, Morrigan, Silas, Sharona, Victor, Zed

**Look:** gaunt, stiff, disfigured, detached, wrecked

**Eyes:** hollow eyes, quiet eyes, calculating eyes, harsh eyes, hungry eyes

**Origin:** resurrected, constructed, disturbed, rejected, sent

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## Your Backstory

Someone reminded you what love was, when you thought that death had stolen it away from you forever. Give them a String.

Did anyone watch you die? If so, you gain 2 Strings on each other.

## Strings

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## Darkest Self

Your dull hunger sharpens. You can't focus on anything else but feeding. And in addition to your peculiar cravings, you recognize something else. That primordial hunger which connects all hungers. Flesh, blood, meat. You escape your Darkest Self once you've overindulged, or you've been locked out for long enough to regain composure.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Ghoul move.
- Take another Ghoul move.
- Take a move from any Skin.
- Take a move from any Skin.
- You're part of a **Reckless Crew**.

## Conditions

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Hot -1	Cold 1	Volatile 2	Dark -1
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Hot -1	Cold 2	Volatile -1	Dark 1
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## Ghoul Moves

You get *The Hunger*, and choose two more:

### ● *The Hunger*

You have a Hunger for (circle 1): fear, power, plunder, thrills.

When you heedlessly pursue a Hunger, add 1 to rolls. When you ignore a promising feeding opportunity, roll to *Keep Your Cool*.

### ○ *What the Right Hand Wants*

Your body contains many histories, and it desires many things. Create another Hunger.

### ○ *Satiety*

When you satiate a Hunger, choose one:

- + heal 1 Harm;
- + mark experience;
- + take 1 Forward.

### ○ *Short Rest for the Wicked*

When you die, wait it out. A few hours later, you wake up fully healed.

### ○ *Watchful Golem*

When you defend someone without them ever knowing about it, mark experience.

### ○ *Ending*

You remember every detail of your death. When you tell someone about it, give them the Condition **morbid** and roll to *Turn Them On* with Cold.

### ○ *Esprit de Corpse*

When you *Gaze Into the Abyss*, the abyss will share with you its Hunger. Treat that Hunger as one of your own until you satiate it, and mark experience when you do so.

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## Sex Move

When you have sex with someone, create a new Hunger.

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# Playing the Hollow

Uncertain, unstable, impressionable, and lost. The Hollow doesn't have a past, and is struggling to imagine their future. They're in the midst of an existential crisis, and being not-quite-real they can only look to those around them for the answers.

The Hollow's two stat options slant toward being either beautiful enigma (Hot 1 & Dark 2) or an erratic misfit (Volatile 2 & Dark 1). Their Cold stat is low, making it hard for them to confront their fears or stand up to others.

The Hollow is yearning for a sense of self, and clinging to any labels which seem like they might help cobble together an identity, which is why so many of their moves revolve around Conditions.

When you use *Strange Impressions*, you can gain any of the Skin Moves on the relevant sheet. You aren't limited only to the ones which have been selected for that character. When you temporarily gain a move in this way, it doesn't affect the other character's access to it.

If the Hollow has sex with more than one person at once, everyone does the writing and revealing simultaneously. If the Hollow shared an answer with one or more characters, that's the set of characters who mark experience.



## The Hollow

*They set out to make something from nothing. It's not clear whether they succeeded or not. See, it turns out there's a lot of grey area between something and nothing.*

*You're alive, but you're not real. You don't have a soul. You don't have childhood memories, because you don't have a childhood. You don't have parents; you have makers. And those makers forgot to give you a place in the world.*

## Credits

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## Identity

**Name:** Adam, Baby, Bryce, Dorothy, Eva, Franklin, January, Max, Nix, Raymond, Summer

**Look:** immaculate, disheveled, haunted, inexperienced, earnest

**Eyes:** shifty eyes, soulless eyes, wide eyes, vacant eyes, desperate eyes

**Origin:** born of a wish, a failed experiment, once a toy, amnesiac, machine

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## Your Backstory

You've been taking your social cues from someone, and doing so has taught you a lot about them. Gain 2 Strings on them.

Someone's seen through your invented past, and realized it's all lies. They gain 2 Strings on you.

## Strings

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## Darkest Self

Your body is a prison. You don't belong inside of it. You need to put it in harm's way, and make it suffer, just like it's made you suffer. There's got to be a way to cut yourself out of it. You need to meet your makers, and hold them accountable for what they've done to you. To escape your Darkest Self, you must come to see how someone else feels more trapped than you do.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Hollow move.
- Take another Hollow move.
- Take a move from any Skin.
- Take a move from any Skin.
- You've found **Hollow Siblings**.

## Conditions

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Hot 1	Cold -1	Volatile -1	Dark 2
Hot -1	Cold -1	Volatile 2	Dark 1

---

## Hollow Moves

Choose two:

- Better Than Nothing**  
When you gain a Condition, mark experience.
- A Blank Canvas**  
When you take an action that embodies one of your Conditions, allowing that Condition to alter your sense of self, cross it off and add 1 to your roll.
- Try Harder Next Time**  
When you screw up, give yourself an appropriate Condition and take 1 Forward.

- Fake**

Add 1 to any rolls you make while lying.

- Metamorphosis**

When you *Gaze Into the Abyss*, on a 7 or higher the abyss will also show you what you must become, and you can permanently swap two of your stats.

- Strange Impressions**

When a main character either harms you or helps you heal, you can respond by studying them with wide eyes. If you do, temporarily gain one of their Skin Moves and add it to your character sheet. It disappears once you use it.

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## Sex Move

When you have sex with someone, both players secretly write down whether the sex was confusing or soothing for their character. If you reveal the same answer, both characters mark experience.

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# Playing the Infernal

Tempted, impulsive, and in over their head. The Infernal has a demonic patron – someone who gets them things they want, at an unspecified price. The Infernal plays with themes of temptation, addiction, and dependency.

The Infernal is extremely powerful while sinking into debt with their Dark Power, though that pushes them toward an inevitable crash. The crash isn't a punishment to be avoided, but rather a dramatic height in the character arc. When you play the Infernal, don't stop just shy of that fifth String of debt or try to play it safe. The Infernal is most interesting when they are swinging chaotically between power and powerlessness.

With Dark Recruiter, the specifics of what it means to bring someone to the Dark Power is left up to interpretation and context. It might involve ritual sacrifice, or a simple introduction at the cafe.

The *Strings Attached* Bargain plays with the “be careful what you wish for” trope from stories of witches and genies. Taking this Bargain communicates to the MC that you want to be punched in the gut by tragic irony every now and again.

## Credits

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# The Infernal

*At first, it seemed innocent. It gave you things, made you feel good about yourself. You came to it with your problems, and it fixed them. When you asked how you could return the favour, it told you to be patient - that all debts would be settled in due time. That was the first time you heard it mention debts.*

*You've got Satan as your cornerman, or a demon in your brain. Or maybe the stars glow just for you. Regardless, you owe a debt to something much bigger and scarier than you'll ever be.*

## Identity

**Name:** Baron, Cain, Chloe, Damien, Logan, Mark, Mika, Omar, Ophelia, Poe, Yoanna

**Look:** quiet, frantic, venomous, spoiled, spooked

**Eyes:** empty eyes, calculating eyes, burning eyes, flickering eyes, piercing eyes

**Origin:** bartered soul, emissary, last-chancer, legion, lackey, chosen

## Your Backstory

You owe debts. Give away 3 Strings, divided any way you like between the Dark Power and the other characters.

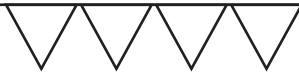
Someone thinks they can save you. Gain a String on them.

## Strings

## Darkest Self

You find yourself shivering, needy, and alone. The Dark Power will make some daunting, open-ended demands. Every demand fulfilled brings you closer to feeling whole again, and removes one of the Dark Power's Strings on you. You escape your Darkest Self when the Dark Power is out of Strings, or you make a bargain with an even more dangerous entity.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Infernal move.
- Take the remaining Bargains.
- Take a move from any Skin.
- Take a move from any Skin.
- You supply for **Needy Fiends**.

## Conditions

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Hot -1	Cold -1	Volatile 2	Dark 1
Hot 1	Cold -1	Volatile -1	Dark 2

---

## Infernal Moves

You get *Soul Debt*, and choose one more:

### ● *Soul Debt*

You owe a debt to a Dark Power. Name it, and choose two Bargains it has made with you.

The Dark Power can gain Strings. If ever it has 5 Strings on you, trigger your Darkest Self.

### ○ *Dark Recruiter*

When you bring an innocent soul to the Dark Power, mark experience.

### ○ *Under Pressure*

If someone has 3 or more Strings on you, add 1 to your rolls to carry out their bidding.

### ○ *Can't Save Myself*

When somebody saves you from forces too powerful for you to reckon with, they mark experience, and you gain a String on them.

## Bargains

Choose two Bargains that the Dark Power has made with you:

### ○ *The Power Flows Through You*

You can give the Dark Power a String in order to add 2 to your next roll.

### ○ *Numbing It Out*

You can give the Dark Power a String in order to remove a Condition or up to two harm.

### ○ *Elsewise Power*

You can give the Dark Power a String to use a move you don't have, just this once. This move can come from any Skin.

### ○ *Uncanny Voices*

You can give the Dark Power a String in order to realize a secret about someone you're talking to. The owner of that character will reveal one of their secret fears, secret desires, or secret strengths (they choose which.)

### ○ *Strings Attached*

You can ask the Dark Power for something that you really, really want. The MC will attach a price to the thing you want, and hint at an undesired twist in its nature. If you pay the price, you'll get what you're after.

## Sex Move

When you have sex, the Dark Power loses a String on you and gains a String on whoever you had sex with.

# Playing the Mortal

Vulnerable, magnetic, and beautiful. For anybody else, giving away a String would represent a loss of control. For you, it's more symbiotic - you get power by giving it away. The Mortal explores co-dependency, power imbalances, and wide-eyed eagerness.

The two stat choices for the Mortal both have Hot 2, because the Mortal is desirable and special. They differ depending on whether the Mortal is more impulsive and panicky (Volatile 1) or brooding and lonely (Dark 1).

*True Love* is about who you've currently placed at the center of your universe. You don't necessarily need to be in a relationship with someone to declare them your Lover.

Your Sex Move might seem like a major drawback, but remember that the Mortal can gain a lot of leverage from victimhood. Having lovers suddenly get weird, scary, or hostile after a moment of intimacy gives you a perfect opportunity to take advantage of moves like *Sympathy Is My Weapon*, *Excuses Are My Armour*, and *Down the Rabbit Hole*.



## The Mortal

*None of them would understand. What you have here, in this dark and secret place, it's beautiful. They'd warn you that this sort of beauty is dangerous, like a raging fire. Well some things are worth getting burned for.*

*Love has eclipsed all hope, and the dark has left you feeling beautiful.*

## Credits

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This skin designed by Avery Alder*

## Identity

**Name:** Anne, Carla, Deirdre, James, Jonathan, Laeli, Patrick, Robin, Shen, Timothy, Wendy

**Look:** quiet, desperate, awkward, beautiful, displaced

**Eyes:** doe eyes, sad eyes, darting eyes, nervous eyes, human eyes

**Origin:** new kid in town, kid next door, your barista, someone's girlfriend, someone's boyfriend, nobody

## Your Backstory

Declare your backstory last.

Choose one person to be your Lover. Give them three Strings on you. Take one String on them.

## Strings

## Darkest Self

Nobody understands you. Nobody even tries. You do so much for the people you love, and they walk all over you. Enough is enough! Betray them. Show them what its like to be uncared for. Reveal their monstrosity and yours. Only seeing the pain that you're causing your Lover will let you escape your Darkest Self.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Mortal move.
- Take another Mortal move.
- Take a move from any Skin.
- Take a move from any Skin.
- Take a move from any Skin.

## Conditions

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Hot 2	Cold -1	Volatile -1	Dark 1
Hot 2	Cold -1	Volatile 1	Dark -1

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## Mortal Moves

*You gain True Love, and choose two more:*

### ● True Love

You always have exactly one Lover. The first is chosen during Your Backstory. If you ever fall in love with someone else instead, give them a String and they become your new Lover. You always carry 1 forward to earning your Lover's heart or fancy.

### ○ Mess With Me, Mess With Him

When using your Lover's name as a threat, add 2 to your roll to *Shut Someone Down* or *Keep Your Cool*. Your Lover gains a String on you.

### ○ Entrenched

If you and another character have a combined total of 5 or more Strings on one another, gain 1 to all rolls against them.

○ **Sympathy is My Weapon**  
Every time you forgive someone for hurting you, and excuse their base nature, gain a String on them.

○ **Excuses Are My Armour**  
When you ignore some blatant problem with your Lover or how they treat you, mark experience.

○ **Downward Spiral**  
When you *Gaze Into the Abyss*, you may cause yourself 1 Harm. If you do, add 2 to your roll.

○ **Down the Rabbit Hole**  
When you go poking your nose in affairs not meant for your kind, someone involved in the situation gains a String on you, and you mark experience.

## Sex Move

When you have sex with someone, it awakens something sinister within. The next time you take your eyes off them, they become their Darkest Self.

## Playing the Queen

Popular, dangerous, bitchy, and commanding. The Queen has a powerful clique who serves as their gang. Loyalty and control are crucial if the Queen is to retain their power, but everyone in the clique has their own set of needs and desires to contend with.

The two stat choices for the Queen allow you to slant toward being either desirable and commanding (Hot 2 & Cold 1) or cutthroat and secretive (Cold 2 & Dark 1). Either way, you're not very good at getting your own hands dirty - with a low Volatile stat, you depend on others to fight your battles and keep you safe.

Depending on the origin you pick and your moves, the Queen can range from being a mundane human teen all the way to weird cosmic horror. More than any other Skin, you're in control of just how supernatural to make them. Are you a bossy cheerleading captain, or a brooding alien swarm queen here to repopulate the earth?



## The Queen

*You're one of the special ones. A sovereign beauty. You deserve more than the rest of this wretched world does. You deserve the will and worship of those around you.*

*And it's not only because you're better than them. It's because you make them better. Stronger, more beautiful, complete. They'd be nothing without you.*

## Credits

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## Identity

**Name:** Burton, Brittany, Cordelia, Drake, Jacqueline, Kimball, Raymond, Reyes, Varun, Veronica

**Look:** stunning, domineering, icy, neurotic, talkative

**Eyes:** calculating eyes, captivating eyes, murky eyes, vacant eyes, pretty eyes

**Origin:** most popular, most dangerous, cult leader, source of the infection, firstborn of the hive mind

## Your Backstory

Name three side characters who are members of your gang. Gain a String on each.

You find someone threatening. Give them a String on you, and take a String on them.

## Strings

## Darkest Self

They've failed you. Again. This whole mess is their fault, and why should you have to suffer the consequences of their idiocy? You need to make an example out of each of them -- a cruel and unwavering example. You escape your Darkest Self when you relinquish part of your power to someone more deserving, or when you destroy an innocent person in order to prove your might.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Queen move.
- Take another Queen move.
- Take a move from any Skin.
- Take a move from any Skin.
- Take *The Clique* again and detail another gang.

## Conditions

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Hot 2	Cold 1	Volatile -1	Dark -1
Hot -1	Cold 2	Volatile -1	Dark 1

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## Queen Moves

You get *The Clique*, and choose one more:

### ● *The Clique*

You're at the head of the toughest, coolest, most powerful clique around. They count as a gang. Choose one of the following strengths for your gang:

- ✦ they're armed (with guns and real dangerous stuff),
- ✦ they're connected (with money and designer drugs),
- ✦ they're talented (in a band or sports team),
- ✦ they're cultists (with dark oaths and willingness to die).

### ○ *The Shield*

When you're surrounded by your gang, subtract 1 from any rolls against you.

### ○ *Bought Loyalty*

You can give a side character a String on you to tempt them to do your bidding. The MC will tell you what sort of bribe, threat, or coaxing it'll take to get that character to do what you want right now.

### ○ *And Your Enemies Closer*

When someone betrays you, gain a String on them.

### ○ *Many Bodies*

When you promise one of your gang members to someone, add 2 to your roll to *Turn Them On*. When one of your gang members has sex with someone, it triggers your Sex Move.

### ○ *Streaming*

You have a telepathic connection with your gang members. You can always hear their emotions and fears. If you try to hear specific thoughts, *Gaze Into the Abyss* about it and add 1 to your roll.

## Sex Move

When you have sex with someone, they gain the Condition **one of them**. While the Condition remains, they count as part of your gang.

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# Playing the Vampire

Icy, manipulative, hypnotic, and cruel. The Vampire thrives on emotional entrenchment and control. The Vampire knows how to undermine the will of others, and often possesses an unsettling attitude toward consent.

Both stat options showcase the Vampire's Hot and Cold nature, passionately romantic one minute and downright mean the next. Your choice is about which way the scale tends to lean: sexy or disdainful.

The Vampire has some moves that are downright scary, not because of anything supernatural, but because they are calculatingly and intimately violent. Playing a Vampire means contending with being a person who wilfully causes harm. Do you work toward redemption? Do you give in to dark temptation? Remember that you're a main character in this story, and that means having a character arc beyond simply hurting others. Or, if not, be prepared to have your role change from protagonist to villain, as the other characters start sharpening up their stakes.



## The Vampire

*You are beauty eternal. You are the darkness that everyone wants to taste, but no one dares understand. It's there in your eyes, your carefully chosen words, and your every gesture: you no longer have a soul.*

*Some vampires revel in that fact, their afterlife a tapestry of hedonism and exsanguination. Others hate the evil in their skin, solemnly vowing to a chaste and lonely existence. Either way, someone suffers. The choice is yours.*

## Credits

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## Identity

**Name:** Amanda, Cassius, Clayton, Helene, Isaiah, Jessamine, Jong, Lucian, Marcell, Morana, Serina

**Look:** intense, aloof, predatory, smoldering, old-fashioned

**Eyes:** dead eyes, lusty eyes, pained eyes, hungry eyes, thirsty eyes

**Origin:** newly reborn, taken this century, many ages old, lord, cursed blood

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## Your Backstory

You're beautiful. Gain a String on everyone.

Someone once saved your unlife. They gain 2 Strings on you.

## Strings

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## Darkest Self

Everyone is your pawn, your plaything. You hurt them and make them vulnerable, for sport -- like a cat does with a mouse. Maybe you'll even drain them dry, though you'll certainly take your time first. You escape your Darkest Self when you're put in your rightful place, by someone more powerful than you.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Vampire move.
- Take another Vampire move.
- Take a move from any Skin.
- Take a move from any Skin.
- You're in a **Vampiric Coterie**.

## Conditions

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Hot 2	Cold 1	Volatile -1	Dark -1
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Hot 1	Cold 2	Volatile -1	Dark -1
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## Vampire Moves

Choose two:

### *Invited*

You cannot enter a home without being invited. Whenever someone invites you in, gain a String on them.

### *Hypnotic*

You can hypnotize people who have no Strings on you. Roll with Hot. On a 10 up, they do exactly what you wish and have no idea that anything is wrong. • On a 7-9, the hypnosis works, but choose one:

- ✦ they realize exactly what you've done to them,
- ✦ they fuck up your commands,
- ✦ their sanity is unhinged.

### *Cold as Ice*

When you *Shut Someone Down* and roll a 7 or higher, you may choose an extra option from the list.

### *The Feeding*

You feed on hot blood, direct from the source. If this is the first time they've ever been fed upon, you both mark experience. When you feed, choose two:

- ✦ you heal 1 Harm,
- ✦ you take 1 Forward,
- ✦ they definitely don't die.

### *Marked for the Hunt*

Feeding on someone establishes a preternatural bond. From that point forward, whenever you Gaze Into the Abyss concerning their whereabouts or well-being, roll as if you had Dark 3.

### *Inescapable*

You may spend a String on someone to demand that they remain in your presence. If they still walk out on you, gain 2 Strings on them.

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## Sex Move

When you deny someone sexually, gain a String on them.  
When you have sex with someone, lose all Strings on them.

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# Playing the Werewolf

Aggressive, domineering, primal, and amorous. The Werewolf is primed for violence, and knows that physical dominance is the root of social power. They are territorial and dangerous, but they draw people in with their rough, lusty gorgeousness. Rounding out the Werewolf is a mystical, animal side: they are strongest when basked in moonlight and guided by primal instincts.

Both stat options highlight the Werewolf's sexy, dangerous nature. Your choice is about whether they lean more toward a heart-breaker with a mean streak (Hot 2 & Volatile 1), or an unpredictable loose-cannon who it's dangerous to get too close to (Hot 1 & Volatile 2).

The question of whether you can transform into the form of a wolf when not your Darkest Self is left up to individual groups to decide. You have the same stats and moves regardless of your current form.



## The Werewolf

*Everyone around you seems so willing to play the roles they are handed, to quietly colour within the lines. They've been tamed, domesticated. You're of a different stock: you've broken down the fence built to contain you. You've howled at the moon, and heard it howl back.*

*Now, the transformation is complete. This is what you were always meant to be. Wild. Unwavering. Alive.*

## Credits

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## Identity

**Name:** Cassidy, Candika, Flinch, Levi, Margot, Lorrie, Luna, Peter, Tucker, Zachary

**Look:** primal, unkempt, wiry, rugged, feisty

**Eyes:** cunning eyes, predatory eyes, fierce eyes, savage eyes, wolf eyes

**Origin:** born a wolf, bitten, raised by wolves, ancestral power, awoken, favoured by the moon

## Your Backstory

You lack subtlety. Give a String to everyone.

You've spent weeks watching someone from a distance. Their scent and mannerisms are unmistakable to you now. Gain two Strings on them.

## Strings

## Darkest Self

You transform into a terrifying wolf-creature. You crave power and dominance, and those are earned through bloodshed. If anyone attempts to stand in your way, they must be brought down and made to bleed. You escape your Darkest Self when you wound someone you really care about or the sun rises, whichever happens first.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Werewolf move.
- Take another Werewolf move.
- Take a move from any Skin.
- Take a move from any Skin.
- You belong to a **Wolf Pack**.

## Conditions

Hot 1	Cold -1	Volatile 2	Dark -1
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Hot 2	Cold -1	Volatile 1	Dark -1
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## Werewolf Moves

Choose two:

### Primal Dominance

When you harm someone, take a String on them.

### Scent of Blood

Add 1 to all rolls against those who have been harmed in this scene already.

### Howl at the Moon

When basked in moonlight, you may act as if you had Dark 3.

### Spirit Armour

When basked in moonlight, any harm that you suffer is reduced by 1, and you add 2 to all rolls to *Keep Your Cool*.

### Heightened Senses

When you rely on your animal instincts to make sense of a charged situation, roll with Dark. On a 10 up, ask the MC three questions from below and take 1 Forward. • On a 7-9, ask one question from below and take 1 Forward:

- ✦ Where's my best escape route or way in?
- ✦ Which enemy is the most vulnerable to me?
- ✦ What's their secret weakness?
- ✦ What poses the biggest threat to me?
- ✦ Who's in control here?

### Unstable

When you become your Darkest Self, mark experience.

## Sex Move

When you have sex with someone, you establish a deep spiritual connection with them. Until either of you breaks that spirit connection (by having sex with someone else) add 1 to all rolls made to defend them. You can tell when that connection has been broken.

# Playing the Witch

Brooding, vengeful, secretive, and occult. The Witch bides their time, silently judging others until an opportunity for magical retribution and mischief presents itself.

The two stat options for the Witch slant toward being either calculating and venomous (Cold 2 & Dark 1) or seductive and spooky (Hot 1 & Dark 2). Either way, the Witch relies on patience to be at the height of their power. Unless they're willing to chant in tongues, eyes swirling a cloudy crimson, their low Volatile stat means they're not very good at reacting to unexpected threats.

The best way to keep track of both Strings and Sympathetic Tokens is to use a different symbol for each. Since circles are already suggested for Strings, little stars or triangles would work well for the tokens. You can keep track of what the physical objects are on a scrap piece of paper or in the margins of the sheet.

If a character of another Skin takes the **Hex-Casting** move without also taking *Sympathetic Tokens*, the only way they can cast a Hex is by meeting their target's gaze and chanting in tongues – not exactly a subtle approach.



## The Witch

*In every lock of hair, every furtive glance, every secret note that transfers hands during history class – there is an invitation. An invitation to be fucked with. Not that witchcraft is about fucking with others, exactly, but it's hard not to notice how utterly malleable the world is, once you know a thing or two about magic.*

*Of course, a good witch like you knows restraint. A good witch turns a blind eye to all those invitations, and doesn't think about how sweet vengeance and control might be. A good witch is above that sort of thing. At least, most of the time.*

## Credits

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## Identity

**Name:** Abrielle, Annalee, Cordelia, Darius, Evelyn, Gerard, Lucca, Merrill, Sabrina, Vanessa

**Look:** lithe, guarded, coy, edgy, meticulous

**Eyes:** calculating eyes, smirking eyes, playful eyes, wicked eyes, deep eyes

**Origin:** taught by grandma, awoken, pagan initiate, tumblr, avid reader

## Your Backstory

You start the game with two Sympathetic Tokens. Decide whose and what they are.

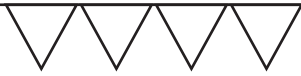
One of the others caught you rummaging through their friend's stuff, but hasn't said anything. They get a String on you.

## Strings + Tokens

## Darkest Self

The time for subtlety and patience is over. You're too powerful to put up with their garbage any longer. You hex anyone who slights you. All of your hexes have unexpected side effects, and are more effective than you are comfortable with. To escape your Darkest Self, you must offer peace to the one you have hurt the most.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Witch move.
- Take all the remaining Hexes.
- Create a new Hex.
- Take a move from any Skin.
- Take a move from any Skin.
- You belong to a **Coven**.

## Conditions

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Hot -1	Cold 2	Volatile -1	Dark 1
Hot 1	Cold -1	Volatile -1	Dark 2

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## Witch Moves

You start with *Sympathetic Tokens* and *Hex-Casting*:

### ● *Sympathetic Tokens*

You gain power from Sympathetic Tokens - items of personal significance taken from others. Sympathetic Tokens count as Strings.

### ● *Hex-Casting*

You can cast Hexes. Choose two that you know. To cast them, either expend a Sympathetic Token during a secret ritual, or meet the target's gaze and chant at them in tongues. Then roll with Dark. On a 10 up, the Hex works, and can easily be reversed. On a 7-9, it works but choose one:

- ✦ the casting does you 1 Harm;
- ✦ the Hex has weird side effects;
- ✦ trigger your Darkest Self.

### ○ *Transgressive Magic*

If your ritual transgresses the community's moral or sexual standards, add 1 to your *Hex-Casting* roll.

### ○ *Sanctuary*

You have a secret place for practicing witchcraft. Add 1 to all rolls you make within this space.

## Hexes

Choose two:

### ○ *Wither*

The hexed loses all of their hair, or their teeth start falling out, or their period arrives unexpected and heavy, or their skin gets all sickly yellow and spotty. Whatever the specifics, it's bad.

### ○ *Binding*

The person cannot physically harm others.

### ○ *Ring of Lies*

Whenever the person attempts to lie, they hear a piercing ringing noise. Big lies will often make their knees buckle and disorient them. Severe lies can cause harm or even brain damage.

### ○ *Watching*

You enter a deep sleep, and begin to see the world through the eyes of the hexed. You can feel their reactions to and impressions of what they are seeing.

### ○ *Illusions*

Pick one: snakes and bugs, demonic visages, false prophecies, non-existent subtext. The hexed sees that thing everywhere. You have no control over the exact images or manifestations.

## Sex Move

After sex, you can take a Sympathetic Token from them. They know about it, and it's cool.

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