

Playing the Chosen

Powerful, embattled, masochistic, and unsafe. The Chosen is stuck in a battle that they can't win alone, and must decide when to put their friends at risk by asking for help. Their life is full of ideological quandaries and high-stakes showdowns.

The two stat choices for the Chosen let you choose between being a brooding leader (Cold 2 & Volatile 1) or an impassioned warrior (Volatile 2 & Hot 1). Either way, risk and responsibility are common themes.

Introducing the Chosen into a game changes the scope of the story, asking the MC to step forward with a big, bad villain before Backstories are even over. While the Chosen still feeds into turmoil between main characters, they shift some of the game's focus toward more external plots.

If you're the MC, introduce big, bad villains for the Chosen to pit themselves against. Ask interesting questions about these foes, and build on the answers that the players give you. Look for opportunities to create foes who are woven into the rest of the story: maybe the high school principal is a demon, or the Infernal's dark power is out for the Chosen's blood.



The Chosen

The world needs you. It needs someone brave enough to walk blindly into the darkness, and to shine a light for all the lost souls out there. They need a champion. They can't do it alone.

There's just that one nagging worry, the one that rears its head at the worst possible moments: what if you're not good enough?

Credits

*This is a Skin for Monsterhearts 2, available at buriedwithoutceremony.com
This skin designed by Avery Alder*

Identity

Name: Ajani, Ariel, Caleb, Dominic, Gabriel, Jackson, Morgan, Raidah, Susie, Victoria

Look: buff, popular, normal, outcast, haunted

Eyes: unwavering eyes, disquieting eyes, radiant eyes, wounded eyes, blue eyes

Origin: destined, soul survivor, marked by trauma, marked by the supernatural, doing what's necessary

Your Backstory

You have two friends who you rely on for monster-slaying or crime-fighting support. Take a String on each.

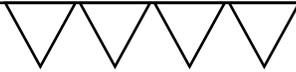
There's someone who knows that you're the Chosen one, and wants you dead. Describe them. The MC will give them a name and two Strings on you.

Strings

Darkest Self

None of your friends can help. They're not strong like you are. You need to chase down the biggest threat imaginable, immediately and alone. Any challenges or dangers that you encounter must be faced head on, even if they might kill you. You escape your Darkest Self when someone comes to your rescue or you wake up in the hospital, whichever comes first.

Harm



Experience



- Add +1 to one of your stats.
- Take another Chosen move.
- Take another Chosen move.
- Take a move from any Skin.
- Take a move from any Skin.
- You have **Unholy Allies**.

Conditions

Hot -1 Cold 2 Volatile 1 Dark -1

Hot 1 Cold -1 Volatile 2 Dark -1

Chosen Moves

Choose Two:

Growing Pains

When you fail to protect your friends, mark experience.

Mercy

When you decide to spare someone you have reason to kill, take a String on them.

Final Showdown

Spend 4 Strings on a side character to kill them. They are totally and irrevocably dead.

To The Books

When the chips are down and your enemies seem unbeatable, you can turn to your friends for research help. Doing so counts as *Gazing Into the Abyss*. Add 1 to your roll for each friend who really dives into the work, even when it gets monotonous. On a 10 up, in addition to other results, the visions show you your enemy's secret weakness and you gain a String on them.

Take the Blow

When you leap into the way and take the blow instead of someone else, roll with Volatile. On a 10 up, you take the harm instead of them, but reduce it by 1. • On a 7-9, you take the harm instead of them.

Light the Way

Whenever your friends follow your commands or your lead, they add 1 to their rolls.

Sex Move

When you have sex, heal all of your wounds, and cure all of your Conditions. If they disgust you, give them a String. If you disgust yourself, give them a String.