

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.

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.

Advancement

- Take another Chosen move.
- Take another Chosen move.
- Take a move from another Skin.
- Take a move from another Skin.
- You have **Unholy Allies**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Playing The Chosen

Powerful, vengeful, conflicted, masochistic. The Chosen is a monster slayer who finds themselves drawn to the darkness.

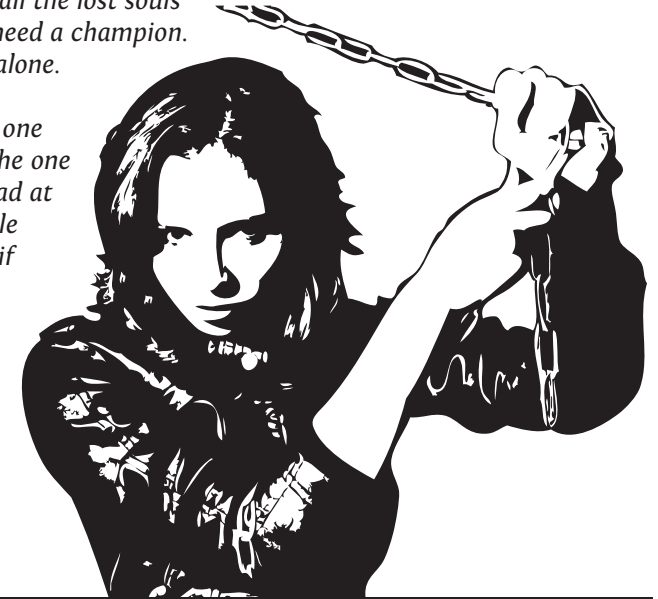
Introducing The Chosen into a game shifts the attention towards fighting a big bad villain, someone external to the PCs. While The Chosen still creates inter-PC turmoil, this shift can have a big impact on the tone of the game.

For *Mercy* to qualify, there must be at least the implied possibility that you were going to kill them. This could include uttering and then retracting a death threat in the lunchroom.

If you take *Final Showdown*, it signals to the MC that you want to see doomsday monsters and powerful underworld foes. Similarly, when you name a monster during "your backstory," use the opportunity to create a character that you're interested in exploring (and confronting) with your character.

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?



The Chosen

Name

Choose a name:

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

A common name, a strong-sounding name, a name implying victory, a name implying tribulation

Look

Circle one in each list:

strong, stubborn, average, bitter, outcast, anxious

unwavering eyes, disquieting eyes, radiant eyes, wounded eyes, blue eyes

Origin

Circle one:

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

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot 1, Cold -1, Volatile 1, Dark -1



Hot

(Turn Someone On, Manipulate an NPC)



Cold

(Shut Someone Down, Hold Steady)



Volatile

(Lash Out Physically, Run Away)



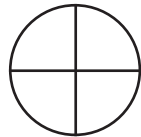
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

advance

Chosen Moves

Choose two:

Mercy

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

Growing Pains

When you fail to protect your friends, mark experience.

Final Showdown

Spend 4 Strings you have on an NPC to kill them. They are irrevocably dead. They can spend any Strings they have against you to deal you harm, 1-for-1, on the way out.

Come Prepared

You have an outlandishly large armory, complete with ancient artifacts. Just in case the need arises.

To The Books

When the chips are down, and the sinister villain seems unbeatable, you can turn to your friends for research help. Roll with the number of people assisting you. On a 10 up, choose two. On a 7-9, choose one:

ask the MC a question (MC must answer truthfully);

your enemy gains the Condition secret weakness;

gain a String on your enemy;

carry 1 forward.

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 through on your commands or your lead, they add 1 to their roll. (If your friends are NPCs, they instead act at an Advantage.)

Other Moves

Your Backstory

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

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

Strings

Sex Move

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

Darkest Self

Everything you say is a promise. Everything you hear is a promise. If a promise is broken, justice must be wrought in blood. To escape your Darkest Self, you must in some way re-balance the scales of justice.

Advancement

- Take another Fae move.
- Take another Fae move.
- Take a move from another Skin.
- Take a move from another Skin.
- You belong to a **Jury of Fae**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Playing The Fae

Alluring, exotic, fickle, vengeful. The Fae is all about extracting promises, and wielding faerie vengeance when those promises are broken.

The Fae are hot and hard to resist. They use those attributes to get promises from people, and those promises hold cosmic power. Their low Cold and Volatile stats make it hard to shut others down or keep them at bay. Instead, they excel at getting close to people.

Faery Contract gives mechanical weight to broken promises. You gain Strings and new powers. Those new String-spending options are assumed to be magical in some way. You can cause them to “fuck up something simple at a crucial moment” just by sitting on the bleachers and wishing that they would. Your will seems to manifest itself in the world.

Write down any promises you receive. There's no move that allows you to force a promise out of someone, but clever roleplaying and mechanical incentives can help you here.

Beyond The Veil introduces the idea of a Faery King. Choosing this move prompts a number of questions: what is faery society like? What forces do you owe fealty to?

Your Darkest Self has a very ambiguous “escape clause.” What is required to re-balance the scales of justice will be entirely situational. You and the MC should both be in agreement that things have been set right, before you can escape yourself.

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 faery vengeance.



The Fae

Name

Choose a name:

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

A name taken from nature, a new age name, a soft-sounding name, a mystical name

Look

Circle one in each list:

dainty, girlish, gaunt, mysterious, disheveled

quick eyes, lyrical eyes, mesmerizing eyes, laughing eyes, piercing eyes

Origin

Circle one:

fae born, fae blooded, adopted, touched with the gift, stole the gift

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot 1, Cold -1, Volatile -1, Dark 1

Hot

(Turn Someone On, Manipulate an NPC)

Cold

(Shut Someone Down, Hold Steady)

Volatile

(Lash Out Physically, Run Away)

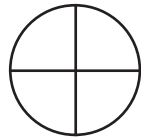
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

>> advance

Fae Moves

You get this one, 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:

- ☞ they fuck up something simple at a crucial moment;
- ☞ add 2 to your roll on an act of vengeance;
- ☞ they suffer 1 harm, whether the cause is obvious or not.

○ The Constant Bargain

When someone asks you to do something important for them, and you do it, roll with hot. On a 10 up, they lose a String on you, and you gain one on them. • On a 7-9, choose one or the other. • On a miss, you've shown that they can walk all over you, and they take a String on you.

○ 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*.

○ Beyond The Veil

When you attempt to commune with the Faery King, *gaze into the abyss*. On a 10 up, add this option to the list: find a hidden String against someone. • On a 7-9, add this option to the list: the visions are clear, but the Faery King demands a favor of you.

○ Lure

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

○ Guide

If you spend a String on someone willing, you can bring them across the veil, into the faery court. The spell doesn't last long, though, before you're both returned to the mundane world.

Promises:

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

Other Moves

Sex Move

When you have sex with someone, you both get to ask a question of one another's characters. This can be spoken by your character, or simply asked player-to-player. The other person must answer honestly and directly.

Darkest Self

You become invisible. 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.

Advancement

- Take another Ghost move.
- Take another Ghost move.
- Take a move from another Skin.
- Take a move from another Skin.
- You have a **House of Spooks**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Playing The Ghost

Tormented, insecure, intuitive, fickle. The ghost is all about channeling past trauma, seeing people's true selves, and having spooky powers.

There are several different directions to take The Ghost. The first is a callous and dangerous spirit, using *Unresolved Trauma* and *Vengeful* to vent your pain upon the next generation. The second is a voyeuristic and lonely spook, forever trapped in a state of pubescent tragedy. *Creep* and *Hungry Ghost* both contribute here. The third is someone trapped in a cycle of confused self-haunting, vacillating between *Unresolved Trauma* and *Forgive and Forget*. Certainly other interpretations are possible. The Ghost has a great deal of emotional range to explore.

Other characters can remove the *blamed* Condition in the same way that they would remove any other Condition.

When you use Dissipate to escape a scary or tense situation, it still counts as *running away*.

The 7-9 options for *Hungry Ghost* represent the dangerous side of being someone's shoulder-to-cry-on. They might use your support in order to regain their composure and wellness, or they might use your empathy as a tool to gain power over you.

The idea behind the **House of Spooks** gang is that you reside within a haunted house, or have somehow banded together with the spirit inhabitants of a haunted house. Discuss with the MC the physical limitations that your gang experiences, as well as the amount of power they have over those who enter the house.

*Ghosty ghost.
You're dead.*



The Ghost

Name

Choose a name:

Alastor, Avira, Catherine, Daniel, Kara, Lenora, Orville, Rufus, Spencer, Tien

An antiquated name, a mournful name, a stuffy-sounding name, a name from the old country

Look

Circle one in each list:

Forlorn, meek, distant, stuffy, out of place, brooding

Hollow eyes, dull eyes, unnerving eyes, piercing eyes, pained eyes

Origin

Circle one:

Murdered in cold blood, murdered in hot passion, left to die, tragic accident, a confused death

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot -1, Cold 1, Volatile -1, Dark 1

Hot

(Turn Someone On,
Manipulate an NPC)

Cold

(Shut Someone Down, Hold Steady)

Volatile

(Lash Out Physically, Run Away)

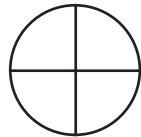
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

advance

Ghost Moves

You get this one, and choose one more:

● Unresolved Trauma

Whenever you project the blame and trauma of your death onto your current situation, roll with dark. On a 10 up, give two people the *blamed* condition. On a 7-9, give up to two people the *blamed* condition, but for each, choose one:

- ☞ You gain the *delusional* condition,
- ☞ You can't speak during this scene,
- ☞ You suffer one harm,
- ☞ You start re-enacting the scene of your death.

○ Creep

When you secretly witness someone in their most intimate moments, perhaps showering or sleeping, gain a String on them.

○ Dissipate

You can walk through walls.

People With the Blamed Condition:

○ Vengeful

Whenever you *lash out physically* at someone with the *blamed* condition, roll using Dark. Add 1 extra harm to whatever harm you deal.

○ Forgive and Forget

Whenever you accept that someone isn't responsible for your pain and suffering, and absolve them of their *blamed* condition, mark experience.

○ Hungry Ghost

You find sustenance in sadness. When others dump their emotional problems on you, roll with dark. On a 10 up, they lose all their conditions, and you choose one:

- ☞ Mark experience,
 - ☞ Carry one forward,
 - ☞ Gain a String on them
- On a 7-9, they choose one:
- ☞ They lose all their conditions,
 - ☞ They gain a String on you.

Your Backstory

Someone knows that you're dead, and how you died. They gain a String on you.

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

Strings

Other Moves

Sex Move

When you have sex with someone, add “having sex with [this person]” as an additional Hunger. If you already have this Hunger, mark experience.

Darkest Self

You will maim, kill and destroy anything in between you and the nearest object of your hunger. You will feed relentlessly. You escape your Darkest Self when someone restrains you or fends you off for long enough for you to regain your composure – at least thirty or forty minutes.

Advancement

- Take another Ghoul move.
- Take another Ghoul move.
- Take a move from another Skin.
- Take a move from another Skin.
- You have **Necromantic Caretakers**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Playing The Ghoul

Cold, unwavering, hungry. The ghoul died, and came back with dulled emotions and a hunger for human flesh. The ghoul benefits from being disaffected and malicious.

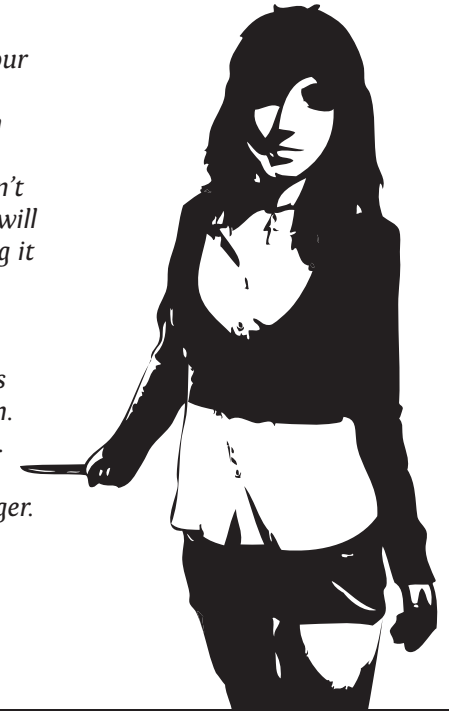
The Hunger gives you an option: you can crave human flesh, like a standard zombie, or you can crave something a little bit more subtle. It’s important that whatever your Hunger is, satiating it is scary and messy. Surprising someone and saying “boo!” won’t fulfil your Hunger for Fear. You need to terrorize people, and make them afraid to walk home alone at night. If your Hunger is for Flesh, then a steak from the supermarket won’t do. Or it’ll do, but you require pounds and pounds of steak every day. Whatever the specifics, Hungers should be a big and difficult struggle for your character to deal with.

Short Rest for the Wicked gives the MC a chance to frame you into freaky, unexpected situations. Choosing to die and then return to life is like saying, “Alright, MC, hit me. I can take it.” Savour the pandemonium.

Watchful Golem allows you to add a gentle side to your character without disrupting the unnerving sociopath image that The Ghoul readily cultivates.

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 seems exotic. But underneath that disaffected presentation - the hunger, the hunger.



The Ghoul

Name

Choose a name:

Akuji, Cage, Cole, Georgia, Horace, Iggy, Mara, Morrigan, Silas, Sharon, Victor, Zed

A cold-sounding name, a guttural name, a name that evokes death or rebirth, a sorrowful name

Look

Circle one in each list:

gaunt, striking, thin, stiff, disfigured

hollow eyes, quiet eyes, calculating eyes, harsh eyes, hungry eyes

Origin

Circle one:

resurrected, constructed, disturbed, rejected, sent

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot -1, Cold 1, Volatile 1, Dark -1

Hot

(Turn Someone On,
Manipulate an NPC)

Cold

(Shut Someone Down, Hold Steady)

Volatile

(Lash Out Physically, Run Away)

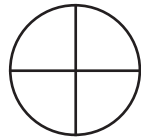
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

advance

Ghoul Moves

You get this one, and choose two more:

● The Hunger

You have a Hunger for (circle 1):
flesh, chaos, power, fear.

When you heedlessly pursue a Hunger,
add 1 to rolls. When you ignore a
feeding opportunity, roll to *hold steady*.

○ Disaffected

When you *turn someone on*, roll with
cold.

○ Short Rest for the Wicked

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

○ What the Right Hand Wants

Your body was stitched together in
parts and pieces. And those parts and
pieces echo different histories, want
different things. Create another Hunger.

Hungers:

Other Moves

○ Watchful Golem

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

○ Satiety

When you satiate a Hunger, choose
one:

- heal one harm;
- remove a Condition;
- mark experience;
- carry 1 forward.

○ Ending

You remember how you died. When
you tell someone about it, give them
the Condition *morbid*, and roll to *turn
them on*.

Your Backstory

Someone reminded you what love
was, when you thought that death
had stolen it away from you forever.
Give them 2 Strings.

Did anyone watch you die, or watch
you come back to life? If so, you both
gain 2 Strings on each other.

Strings

Sex Move

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

Darkest Self

You can't get what you need, anymore. The world has left you cold and alone, shivering in the wake of your own addictions. The dark power will make some open-ended demands of you, and it'll promise you some lucrative (and perhaps volatile) things in return. Every demand you fulfill brings you a little closer to feeling whole again, to rekindling the fire in your heart. Whenever you fulfill those demands, remove a String it holds on you. You escape your Darkest Self when the dark power has no more Strings on you, or when you agree to an even worse bargain with an even more dangerous dark power.

Advancement

- Take another Infernal move.
- Take the remaining Bargains.
- Create a new Bargain (MC approval).
- Take a move from another Skin.
- Take a move from another Skin.
- You supply for **Needy Fiends**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Playing The Infernal

Powerful, desperate, addicted. The infernal has a demonic sugar daddy - someone who gets them things they want. At a price.

The central mechanical game that The Infernal plays is choosing when to give the dark power Strings (via Bargains). The Infernal is extremely powerful when they're borrowing power heavily, but eventually they crash and become powerless for a while.

It's important to remember that the crashing part isn't a punishment, but part of a story arc. There's no need to avoid the crash, nor to stop using Bargains once the dark power has 4 Strings on you. Your character is interesting and powerful because they are compliant with this story arc of meteoric power and sudden withdrawal.

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 mean a sacrificial killing, it might mean physically presenting them before the dark power, or it might mean something different altogether.

With *Strings Attached*, you'll never get exactly the thing you're looking for. The MC is instructed to add an undesirable twist to the thing. If you want a car, it might be stolen, or possessed, or have a dead person in the trunk. You can always turn the thing down.

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.



The Infernal

Name

Choose a name:

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

An authoritative name, a cowardly name, a name implying doom, a fierce-sounding name

Look

Circle one in each list:

distant, quiet, anxious, tense, frantic, vicious

empty eyes, calculating eyes, burning eyes, flickering eyes, piercing eyes

Origin

Circle one:

bartered soul, last-chancer, returned, emissary, legion, lackey, chosen

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot -1, Cold -1, Volatile 1, Dark 1



Hot

(Turn Someone On, Manipulate an NPC)



Cold

(Shut Someone Down, Hold Steady)



Volatile

(Lash Out Physically, Run Away)



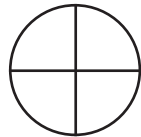
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

advance

Infernal Moves

You get this one, and choose one more:

● Soul Debt

Name a dark power that you owe a debt to. Choose two Bargains that it has made with you. It can hold Strings against you. Whenever it collects 5 Strings against you, trigger your Darkest Self.

○ Dark Recruiter

When you bring an innocent soul to the dark power, mark experience.

○ Unknowable

When you *lash out physically* against someone, on a 10 up, they lose 1 String on you. • On a 7-9, add to your list of options: they lose 1 String on you.

○ 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.

Dark Power

Come up with a name for your dark power, if you know its name. Choose a title from the list, to describe this entity that you've made your bargains with:

- The Poisoner
- The Trickster
- The Connoisseur
- The Fallen
- The Glutton
- The Emissary
- The Butcher
- The Tyrant

Or, if you prefer not to know what or who you have been making bargains with, that's fine - just let the MC know.

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 (choose before rolling).

○ 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 playbook.

○ 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.)

○ 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.

Other Moves

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

Sex Move

When you have sex with someone, trigger their Darkest Self.

Darkest Self

Nobody understands you, or even wants to. They'd rather you disappear. Well, you're not going to disappear. You're going to make life a living hell for them. You'll betray the wicked to the judges, the weak to the executioners. You'll pit humans and supernaturals against one another, until everyone looks like monsters. Only seeing the pain that you're causing your lover will let you escape your Darkest Self.

Advancement

- Take another Mortal move.
- Take another Mortal move.
- Take a move from another Skin.
- Take a move from another Skin.
- Take a move from another Skin.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Playing The Mortal

Vulnerable, codependent, magnetic, beautiful. The mortal is all about benefiting from codependency, and racking up experience.

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.

You don't necessarily need to be in a relationship with someone to declare them your *True Love*.

Mess With Me, Mess With Him allows you to escape your current problem by creating potential future problems for yourself (by giving more power to your *lover*). The hidden benefit here is that you're better equipped to deal with your *lover's* problems than you are anyone else's.

Entrenched gives you a concrete benefit for giving away Strings. So long as you and another character have 5 Strings between one another (perhaps you have 1 on them, and they have 4 on you), you prosper.

Your Sex Move might seem negative, but remember: The Mortal benefits from victim-hood. Their Darkest Self transition need not be immediate - it could take place an hour after you leave their place, for example.

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.



The Mortal

Name

Choose a name:

Anne, Carla, Deirdre, James, Jonathan, Leena, Patrick, Robin, Shen, Timothy, Wendy

A common name, a soft-sounding name, a pretty name, an unadorned name

Look

Circle one in each list:

quiet, desperate, awkward, beautiful, displaced

doe eyes, sad eyes, darting eyes, nervous eyes, human eyes

Origin

Circle one:

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

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot 1, Cold -1, Volatile -1, Dark 1

Hot

(Turn Someone On, Manipulate an NPC)

Cold

(Shut Someone Down, Hold Steady)

Volatile

(Lash Out Physically, Run Away)

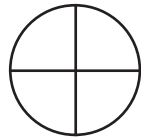
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

advance

Mortal Moves

You get this one, 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 you use your *lover's* name as a threat, add 2 to your roll to *shut someone down* or *hold steady*. Your *lover* gains a String on you.

○ Sympathy is My Weapon

Every time you forgive someone for hurting you, and excuse their base nature, take a String on them.

Lover:

Other Moves

○ 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.

○ Entrenched

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

Your Backstory

The Mortal always declares their backstory last. Declare one person to be your *lover*. Give them three Strings on you. Take one String on them.

Strings

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.

Darkest Self

They've failed you. This is all their fault, and there's no reason why you should 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 over to someone more deserving, or when you destroy an innocent person in order to prove your might.

Advancement

- Take another Queen move.
- Take another Queen move.
- Take a move from another Skin.
- Take a move from another Skin.
- Take *The Clique* again, detailing a second gang.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Playing The Queen

Commanding, irresistible, bitchy, sexy. The queen is about turning cliques and popularity into weapons.

The different strength options for *The Clique* don't have a specific mechanical effect. Rather, they help define what your gang is going to be able to help you with and what kind of power they will afford you.

The Shield works differently depending on whether the person approaching you is a PC or an NPC. If it's a PC, then that character suffers -1 toward acting against you. If it's an NPC, then tell the MC that "*The Shield* puts them at a Disadvantage." That's a specific MC mechanic that will make NPCs who act against you weaker and more vulnerable.

With *And Your Enemies Closer*, someone can only betray you if you were depending on them to help you out in some way. It's valid to count a screw-up as a betrayal.

Streaming is the only overtly supernatural ability that The Queen possesses (although *Many Bodies* does strongly imply some kind of supernatural bond at work). Avoid this move and you can make a mundane super-popular teen queen character.

The title "Queen" is used in a gender-nonspecific way. It's fine to make a male 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. Strong, beautiful, complete. They'd be nothing without you.



The Queen

Name

Choose a name:

Burton, Brittany, Cordelia, Drake, Jacqueline, Kimball, Raymond, Reyes, Varun, Veronica

A lordly name, a cold-sounding name, a harsh-sounding name, a name evoking leadership

Look

Circle one in each list:

stunning, domineering, icy, stuck up

calculating eyes, captivating eyes, brooding eyes, murky eyes, vacant eyes

Origin

Circle one:

most popular kid in school, most dangerous person around, occult leader, firstborn of the hive mind, source of the infection

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot 1, Cold 1, Volatile -1, Dark -1

Hot

(Turn Someone On, Manipulate an NPC)

Cold

(Shut Someone Down, Hold Steady)

Volatile

(Lash Out Physically, Run Away)

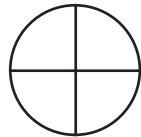
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

advance

Queen Moves

You get this one, 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. (NPCs act at a Disadvantage.)

○ Bought Loyalty

You can give an NPC a String against you to add 2 to your *manipulate an NPC* roll against them. (You can only choose to do so before rolling.)

○ 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 someone 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. When you try to hear specific thoughts, *gaze into the abyss* about it and add 1 to your roll.

Your Clique:

Other Moves

Your Backstory

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

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

Strings

Sex Move

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

Darkest Self

Everyone is your pawn, your plaything. You hurt them and make them vulnerable, for sport, like a cat does with a mouse. You feed to the point of death whenever you're alone with someone, though you take your time. You escape your Darkest Self when you're put in your rightful place, by someone more powerful than you.

Advancement

- Take another Vampire move.
- Take another Vampire move.
- Take a move from another Skin.
- Take a move from another Skin.
- You belong to a **Vampire Coterie**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Playing The Vampire

Icy, manipulative, pretty, hypnotic. The vampire is about emotional entrenchment and emotional dominance.

As The Vampire, you'll benefit from getting under people's skins without ever provoking them to physical confrontation. The Vampire is the master of hot-and-cold dynamics.

We all know a lot of vampire myths, some of them even contradictory. It's up to your playgroup to determine what holds true in your game. Are vampires allergic to garlic and crosses? If you don't take *Invited*, it's fine to disregard the myth about vampires needing permission to enter a private residence.

With *Marked For The Hunt*, it's assumed that you can track someone easily no matter how recently the feeding took place, unless there's some reason why their scent or blood would have changed.

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

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



The Vampire

Name

Choose a name:

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

A stately name, an antiquated name, a biblical name, a brooding name, a snobby name

Look

Circle one in each list:

intense, aloof, pale, predatory, smoldering, old-fashioned

dead eyes, hungry eyes, thirsty eyes, lusty eyes, pained eyes

Origin

Circle one:

newly reborn, old by human terms, taken this century, many ages old, maker, lord

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot 1, Cold 1, Volatile -1, Dark -1

Hot

(Turn Someone On, Manipulate an NPC)

Cold

(Shut Someone Down, Hold Steady)

Volatile

(Lash Out Physically, Run Away)

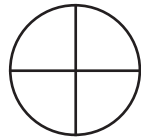
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

>> advance

Vampire Moves

Choose two:

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 you hypnotized them;

~ they fuck up your commands;

~ their sanity is unhinged.

Invited

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

Marked for the Hunt

When you feed on someone, you establish a close bond with them.

When you *gaze into the abyss* concerning their whereabouts or well-being, roll as if you had Dark 3.

Other Moves

The Feeding

You feed on hot blood. 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 previously suffered,

~ you carry 1 forward,

~ they don't die.

Cold as Ice

When you successfully *shut someone down* (7 up), you may choose an extra option from the 7-9 list.

Inescapable

You may spend a String on someone to demand that they not walk out on you. If they still do, gain 2 Strings on them.

Your Backstory

You're beautiful. Gain a String on everyone.

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

Strings

Sex Move

When you have sex with someone, you establish a spirit 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.

Spirit Connection:

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.

Advancement

- Take another Werewolf move.
- Take another Werewolf move.
- Take a move from another Skin.
- Take a move from another Skin.
- You belong to a **Wolf Pack**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Playing The Werewolf

Passionate, violent, muscular, fickle. The werewolf is all about using physical violence and transformation to get what it wants.

With both *Scent of Blood* and *Primal Dominance*, harm refers to causing physical damage to a character that's recorded on their harm track.

If you've played *Apocalypse World*, you'll note that *Heightened Senses* is the parallel to that game's *read a charged situation*.

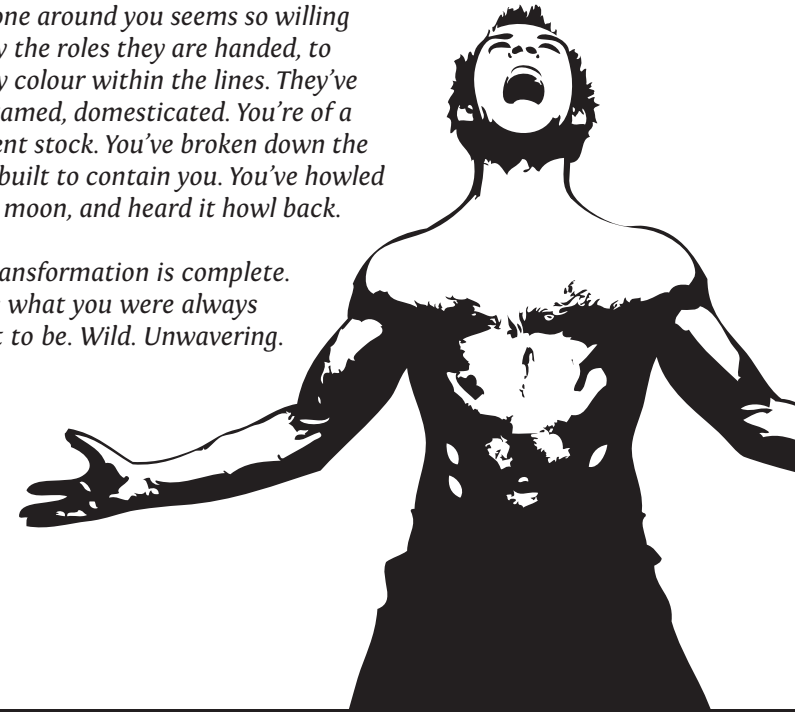
There are a number of different werewolf mythologies around the world, many of which contradict one another. In *Monsterhearts*, you can make decisions about which of those mythologies hold true.

Since someone could potentially become their Darkest Self at any time, we know that werewolves don't always need to wait until the full moon to transform. It's up to your playgroup to decide whether you can turn into a wolf without becoming your Darkest Self. If a Darkest Self transformation is required, you can provoke that transformation by putting yourself at four harm.

Your wolf self has the same stats as your human self. What changes is your role and place in the story - new actions and opportunities will make sense in this new context. Further, moves like *Unstable* and *Bare Your Fangs* take effect when you become your Darkest Self.

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.

The transformation is complete. This is what you were always meant to be. Wild. Unwavering. Alive.



The Werewolf

Name

Choose a name:

Cassidy, Candika, Flinch, Levi, Margot, Lorrie, Luna, Peter, Tucker, Zachary

A trailer park name, a tough name, a name that evokes the full moon, a primal name

Look

Circle one in each list:

Primal, unkempt, lunatic, wiry, rugged, feisty

Fierce eyes, savage eyes, cunning eyes, predatory eyes, wolf eyes

Origin

Circle one:

Born a wolf, raised by wolves, ancestral power, awoken, bitten, favoured by the moon

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot 1, Cold -1, Volatile 1, Dark -1

Hot

(Turn Someone On, Manipulate an NPC)

Cold

(Shut Someone Down, Hold Steady)

Volatile

(Lash Out Physically, Run Away)

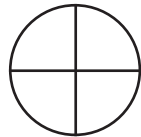
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

>> advance

Werewolf Moves

Choose two:

Scent of Blood

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

Unstable

When you become your Darkest Self, mark experience.

Primal Dominance

When you harm someone, take a String on them.

Uncontainable

When you attempt to escape any form of physical entrapment, roll with volatile. On a 10 up, you escape. • On a 7-9 the MC will offer you a hard bargain: agree if you want to escape.

Bare Your Fangs

While you are your Darkest Self, you may use Volatile instead of Cold to shut someone down or hold steady.

Other Moves

Howl at the Moon

When basked in moonlight, add 2 to your Dark score.

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. If you act on one of the MC's answers, add 1 to your first roll. • On a 7-9, ask one:

- ☞ 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?

Spirit Armour

When basked in moonlight, any harm that you suffer is reduced by 1, and you add 2 to hold steady rolls.

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. Take 2 Strings on them.

Strings

Sex Move

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

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.

Advancement

- Take another Witch move.
- Take the remaining hexes.
- Create a new hex (MC approval).
- Take a move from another Skin.
- Take a move from another Skin.
- You belong to a **Witch Coven**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Playing The Witch

Manipulative, secretive, judgemental, brooding. The witch is all about casting silent judgement, and powerful hexes, from the safety of her own bedroom.

Sympathetic Tokens can be anything personal - a lock of their hair, a note they penned, their journal, or lipstick that they lent you. These are things that you'll need to steal, borrow, or otherwise scheme to get your hands on.

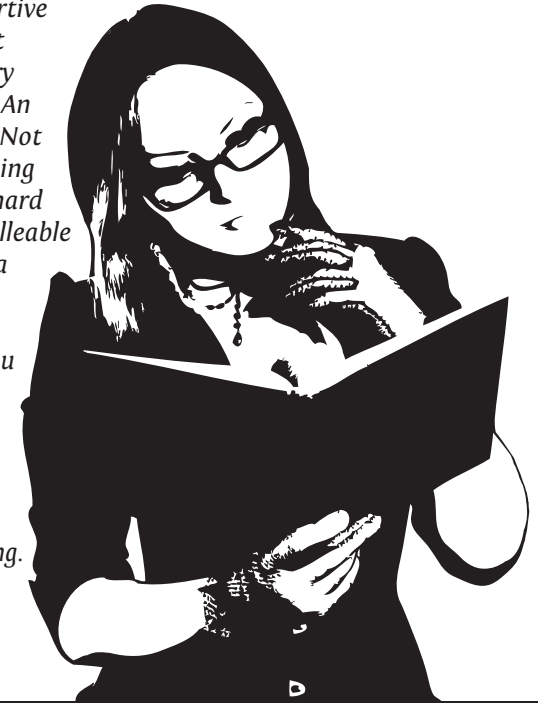
It's possible for someone to have access to *Hex-Casting* without *Sympathetic Tokens* (say, another Skin takes the move through advancement). In that case, the Hexes can only be cast by chanting in tongues.

If you chose "the Hex has unexpected side effects" from *Hex-Casting*, the MC gets to determine what those side effects are.

With the Hex *Illusions*, you chose which type of illusions the hexed sees, but the MC gets to describe the specific visions and the reactions of the hexed.

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.



The Witch

Name

Choose a name:

Abrielle, Annalee, Cordelia, Darius, Evelyn, Gerard, Lucca, Merrill, Sabrina, Vanessa

A pretty name, a pagan name, a cold-sounding name, a pretentious name

Look

Circle one in each list:

lithe, guarded, coy, edgy, brooding

calculating eyes, sinister eyes, playful eyes, smirking eyes, deep eyes

Origin

Circle one:

woodoun, wiccan, shamanic, dabbler, gifted, awoken

Name:

Carry Forward

Stats

Add 1 to one of these:

Hot -1, Cold 1, Volatile -1, Dark 1



Hot

(Turn Someone On, Manipulate an NPC)



Cold

(Shut Someone Down, Hold Steady)



Volatile

(Lash Out Physically, Run Away)



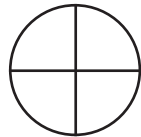
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

○ ○ ○ ○ >> advance

Witch Moves

You get these two, and choose one more:

● Sympathetic Tokens

You gain power from sympathetic tokens - items of personal significance that you take from others. Each sympathetic token counts as a String.

● 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 unexpected side effects;
- ~ trigger your Darkest Self.

○ Transgressive Magic

When your ritual transgresses the community's moral & sexual standards, add 1 to your *hex-casting* roll.

○ Bide My Time

If you've got a sympathetic token against someone, add 1 to all rolls to *hold steady* against their actions or to *run away* from them.

○ Sanctuary

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

Other Moves

Hexes

Choose two:

○ Wither

The person loses all of their hair, or their teeth start rotting and falling out, or their period comes and it comes by the bucketful, 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.

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 kept quiet. They get a String on you.

Strings

Sympathetic Tokens: