



# Monsterhearts Skin Deep



# Thank Yous

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# Playing The Bakeneko

Awkward, counterculture, confusing, and idiosyncratic. The Bakeneko is about not fitting into the mold and not really trying to. They have their own interests and perspectives, and won't abandon them even if it ostracizes them from their supposed peers. It could be the kid who learned another language to better keep up with their shows or games, the goth who can quote Nietzsche by heart, the freshman who reads at a college senior level. Whoever they are, they follow their own path and prefer to walk it alone if others aren't going to respect them.

Both stats support an individualistic streak. With a high Cold and a high Volatile, they're good at staying above it all, convincing people to leave them alone or just walking out if they have to. Some Bakeneko have an especially feisty, unpredictable nature, (Cold 1 & Volatile 2), while others dabble in quiet observation and figuring out what makes others tick (Cold 1, Volatile 1, Dark 0). Either way, their oddball natures tend to hinder their social skills (Hot -1).

Just because the Bakeneko has odd tastes doesn't mean they have to be completely alien, or a total loner. Your quirky behavior shines the brightest in contrast to the "ordinary" teens around you, so while it can be fun to wander off on your own like an aloof stray, make sure you build up a few solid reasons to keep sauntering back to the rest of the main characters. Maybe you were friends before everyone became so obsessed with being normal, or maybe you just love to tease them for their drama and bad taste in music.

## Credits

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## The Bakeneko

*They think it's an insult when they call you a weirdo, but it sustains you. What's the alternative? Being like them? Trying to be popular, spending more time trying to look happy than finding out what actually makes you happy? You have no energy for that, or at least not enough to compete with what everyone wants. You have your niches, your obscure joys that empower you. Let the rest of them mistake your clever in-jokes for awkward nonsense. You know who the real fools are, who's really missing out.*

## Identity

**Name:** Bettie, Chang, Esmeralda, Fisher, Gogo, Jiro, Mamoru, Percy, Rachel, Sophie, Travis

**Look:** immaculate, fringe style, covered in cat hair, humidity struck, adorkable

**Eyes:** golden eyes, cat eyes, devious eyes, half-lidded eyes, darting eyes

**Origin:** hipster, raised by relatives, adopted, martial artist, oddball

## Your Backstory

Choose whether each character is a boring or fun:

If they are boring, take a String on them—you have them all figured out.

If they are fun, give them a String—you want their attention.

## Strings

## Darkest Self

Everyone's always getting on your case about how weird you are. It's time to push back, turn the tables. Tear down and mock the popular trends and the zombies who follow them. Expose them for the soulless arbitrary trash that they are. You escape your Darkest Self when you discover someone who appreciates your interests, or when you make someone feel like more of a freak than you are.

## Harm



## Experience



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

## Conditions

Hot -1	Cold 1	Volatile 2	Dark -1
Hot -1	Cold 1	Volatile 1	Dark 0

## Bakeneko Moves

Choose three:

### ○ **At No One's Beck and Call**

When you blow someone off to just hang out and relax clear a Condition.

### ○ **Prowler**

You can see perfectly in the dark.

### ○ **Cat and Mouse**

When you roll a 7-9 to *Lash Out Physically* and the MC decides how bad it is, the Harm cannot be greater than your Volatile stat.

### ○ **Cross My Path**

You can spend a String to subtract 1 from a main character's roll against you.

### ○ **Claws Out**

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

### ○ **Lap Cat**

When you make a big show about choosing one person over another, the person you favor marks experience and you gain a String on them.

### ○ **On Your Feet**

You can leap your height from a standing position and take no Harm from falls.

## Sex Move

Your partner gains one re-roll for the Session.

# Playing The Bedlam

Cunning, dreamy, heroic, and novel. The Bedlam is a creature of curiosity and wild aspirations, someone who's more afraid of growing up to wear business casual every day than being eaten by a giant spider. They have the intuition and sometimes the pure dumb luck to survive in a dangerous otherworld, but the people in their wake might not be so lucky.

One stat line marks you as enticing and unpredictable (Hot 2 & Dark 1) while the other has you as a misunderstood protagonist with power brimming just beneath the surface (Volatile 1 & Dark 2). Either way, the Bedlam has a poor Cold stat; they're anything but aloof and jaded.

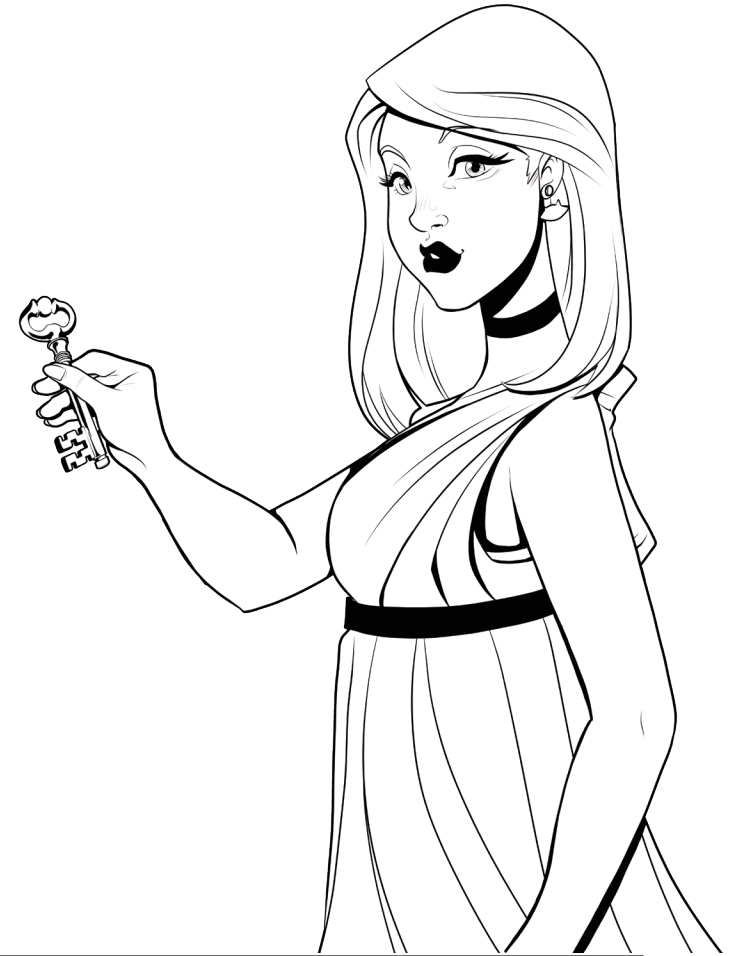
Moves like *Cheshire Path*, *Fascination Street* and *Tea in Innsmouth* let you insert yourself into strange happenings already under way with impunity, while *Good Omens* and *Through the Looking Glass* let you bring the party yourself if it won't come to you. Moves like *Terabithia* encourage you to bring others along for the ride, whether or not they're ready for it. And remember, you can bring people *Through the Looking Glass* (as long as they agree to take your hand), but not down the *Cheshire Path*. You're a lot better at getting your friends into trouble than back out again.

*Through the Looking Glass* asks you to imagine secret worlds for you to explore; talk to the MC and to the group as a whole about where you'd like to go. This may be an intriguing back door into another character's home turf, like the Fairy Court or the domain of a reclusive Dark Power, but it also gives you a chance to add your own crazy flavor to the mix.

## Credits

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## The Bedlam

*There's more to this world. You've seen it yourself and you have a secret you can share with the world. Just most people don't seem to believe you. There are beautiful creatures hidden in dark nooks and crannies, locked away behind chains of myth and legend. Lucky for you, you've been given a skeleton key.*

## Identity

**Name:** Alice, Billy, Claudia, Donald, Ellie, Norris, Rayanne, Selena, Thomas, Wanda, Xander

**Look:** fairy tale chic, pretty boy/girl, like a doll, nonplussed, Harajuku punk

**Eyes:** violet eyes, wondrous eyes, eager eyes, curious eyes, dreamy eyes

**Origin:** fairy tale prince/ess, stepchild, neophile, conspiracy theorist, folk hero

## Your Backstory

You know someone is more than they seem. Gain 2 Strings on them.

You are strange. Either give everyone 1 String on you or give one person 2 Strings.

## Strings

## Darkest Self

You're sick of mortal life. You want to be more, better, just different. Take every chance to hang with the freaks, geeks, and uniques at the expense of every other concern. Road trips to hell, spiral staircases to the gods, it's all in your grasp. Let your boring, mundane duties rot, and encourage your friends to leave theirs behind too. Escape your Darkest Self when you are put in life-threatening danger by your pursuits or you realize the harm you've dealt by ignoring your problems.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Bedlam move.
- Take another Bedlam move.
- Take a move from any Skin.
- Take a move from any Skin.
- Attract the attention of a Tumultuous Tea Party.

## Conditions

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

## Bedlam Moves

Choose two:

### ○ Cheshire Path

You may *Run Away* with Dark instead of Volatile but on a 7-9 you must always leave something behind.

### ○ Good Omens

When you roll a 10 up to *Gaze into the Abyss* you can choose to get confusing and alarming visions but share them with anyone else in the scene you choose.

### ○ Terabithia

When you purposefully lead another main character into a supernatural situation they mark experience and you gain a String on them.

### ○ Fascination Street

When another character *Gazes into the Abyss* about you they subtract 1 from their roll unless looking directly into your eyes.

### ○ Through the Looking Glass

To slip into a supernatural world, such as an afterlife, a fairy court, or a parallel dimension, roll with Dark. On a 10 up, you can get by reasonably well there and can make your way back easily. On a 7-9, choose 1:

- ✦ You'll need to find another way back.
- ✦ Something escapes into the mundane world.
- ✦ You enter your Darkest Self.

### ○ Tea In Innsmouth

Add 2 to rolls to *Keep Your Cool* in dangerous supernatural situations.

## Sex Move

When you have sex with someone see their world in all its terror and wonder. Add 1 to your next roll to travel there or gaze into it.



# Playing The Devil

Devious, enthralling, giving, and dependent. The Devil is about having favors to call in at the right moment - whether they were favors the other person knowingly accepted or emotional blackmail from “that one time..” that may be impolite to ignore. When all else fails, you can always trade a favor for another favor. Greed can often trump loyalty after all.

The Devil is always enticing with a Hot stat of 2, but they may be more stoic and controlled (Cold 1) or weird and perceptive (Dark 1). With a low Volatile score, the Devil relies heavily on the kindness of strangers to deal with problems they can't misdirect or flirt their way out of. Remember to barter for that juicy leverage that keeps the Devil on solid ground.

When creating the Devil they need not be literally infernal or demonic in nature. You could just be someone with a mercenary outlook or even just profane. However it works the Devil needs to be able to get things, be they physical or intangible. Working as a mediator or some kind of emotional dealer will get you surprisingly far, but start to think about what else your character might leverage to get people things they can't get for themselves. Are you the rich kid in town, or one with real criminal talents? Is one of your parents influential? Do you have friends in high or low places?



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## The Devil

*You know what they want. You know it almost as intimately as they do. Their desires pour down upon you like acid rain. Everyone always wants something, and it's exhausting sometimes, opening all the doors, trying to fill that endless need for whatever it is they can't have. But it's all worth it in the end.*

*Just never let them forget who got it for them. Debts are made to be called in after all.*

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## Identity

**Name:** Aleister, Candy, Cole, Estelle, Frank, Honey, John, Lucy, Naysha, Ophelia, Samuel, Viola, Yuri

**Look:** bad boy/girl, irresistible, glowing, precious cinnamon bun, innocent

**Eyes:** gleaming eyes, winking eyes, knowing eyes, haggling eyes, perceptive eyes

**Origin:** demonic daddy issues, merchant king/queen, rumpelstiltskin, nephilim, coven birth

## Your Backstory

You regularly supply someone. Take 2 Strings on them.

Someone rebuked your offers. They get 1 String on you.

## Strings

## Darkest Self

You've spent too long worrying about what they want. Call in every debt, and make sure they all remember exactly how little they'd have without you. Turn them against each other for your amusement, and especially the ones that refused your offers or defaulted on their debts. Escape your Darkest Self when you get called out by someone who owes you a lot less than you owe them or until someone shows they like you for more than what you can give them.

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

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Devil move.
- Take another Devil move.
- Take a move from any Skin.
- Take a move from any Skin.
- Attract some **Gossipy Imps**.

## Conditions

## Devil Moves

You get Give to Get and two more:

### ● Give to Get

If you supply someone with something they desire (physical or other) gain a String on them. If they asked you for it they mark experience when you do.

### ○ Infamous

When you have 3 or more Strings on a character they gain +1 to doing your bidding.

### ○ Master of the Inferno

When a main or side character fights for you they inflict a minimum Harm equal to your Hot stat.

### ○ Mammon's Plaything

You can spend a String you have on a main character to add 1 to their roll. If the roll becomes a 10 up you choose the results for them.

### ○ Gift Horse

When you tempt a character and they refuse mark experience.

### ○ Center of the Sabbath

When you enter your Darkest Self clear all Conditions you have.

### ○ Abyss Born

If you get a 10 up on a roll to Gaze into the Abyss about a desire you can procure you take 2 Forward instead of 1 Forward.

## Sex Move

When you have sex with someone they may remove any number of conditions they have. For every condition removed you gain a String on them.

# Playing The Dragon

Tempting, seductive, and popular. The Dragon demands attention wherever it goes, good or bad. They have the ability to thrive in most social situations through either full force of personality or some kind of second sense telling them what should be done. Most people like and trust them innately, but they do have to keep a close eye on their conditions, as their power comes from their reputation.

The two stat choices available give the Dragon two ways to handle all the attention. Their prowess lies either in being charming and attentive (Hot 1 & Dark 2) or beautiful and strong (Hot 2 & Volatile 1). With low Cold scores regardless of stat choice, Dragons tend to be easily swayed by others and are not used to having to stand up to scrutiny.

Few of the Dragon's moves are overtly supernatural and even *I Am Wrath* could be re-imagined as a war cry before you hit someone. *Coin Polisher* makes you the ultimate wingman.

Resurgence is a beautiful lure to get the other main characters invested in preserving your *Draconic Splendor*. With *Chameleon Cousin* you might surround yourself with side characters to better deal with threats or just to emphasize your social power.

*Bring Me the Princess* does have its limitations, which you will need to negotiate with your MC. You cannot ask for an instant-win button but certainly an easy button is within your grasp.

## Credits

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# The Dragon

*People shower you with attention. People want to be you. They want you to want them, want you to date them, just want to be seen with you. You collect friends like compound interest, more and more all the time, it's all so easy. But it does make you wonder. How much is it really worth if they're all so eager to throw it at you? When will the bottom drop out?*

*After all, the more you have, the more you have to lose. The more jealously you have to guard your hoard from the fair-weather flatterers, the liars and the thieves.*

## Identity

**Name:** Aiko, Celia, Daiki, Juli, Kei, Merov, Minako, Ruee, Sisko, Umiko

**Look:** heady, friendly, gorgeous yet approachable, cutting edge, well fed

## Your Backstory

You have a best friend or a crush. Give them 2 Strings on you.

People want to be seen with you. Gain 1 String on every main character.

**Eyes:** pearl eyes, emerald eyes, alluring eyes, intense eyes, sensual eyes

**Origin:** 2 kool 4 school, found a magic pearl, hatched, everyone's bestie, ancient lineage

## Strings

## Darkest Self

They don't like you. Not the real you. So push them away, push everyone away because you have to test them to see if they truly need you. Those that fall away weren't worth it anyway! Keep grinding away at relationships until you permanently wreck one that really mattered to you or someone admits they like something about you in a heartfelt way.

## Harm

## Experience

- Add +1 to one of your stats.
- Take another Dragon move.
- Take another Dragon move.
- Take a move from any Skin.
- Take a move from any Skin.
- Gain a **Clutch of Personality**.

## Conditions

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

## Dragon Moves

You *get* Draconic Splendor and one more:

### ● **Draconic Splendor**

Until you are given a Condition that makes you unfashionable or unpopular main characters subtract 1 from rolls to Harm you and side characters cannot Harm you through Reactions.

### ○ **Resurgence**

When a main character helps to rid you of a Condition you gain a String on them and they mark experience.

### ○ **Coin Polisher**

When you introduce a character to someone important roll Dark. On a 10 up you gain a String on the character you introduced and they gain a String on the important person. On a 7-9 the character you introduced gains a String on the important person.

### ○ **I Am Wrath**

You can *lash out* by breathing a deadly substance like fire or acid or roar with really terrible force. If you do so, deal 1 extra Harm.

### ○ **Bring Me the Princess**

You speak and people listen. Make a reasonable request for an item or someone's attention and you get it by the next scene at the latest.

### ○ **Chameleon Cousin**

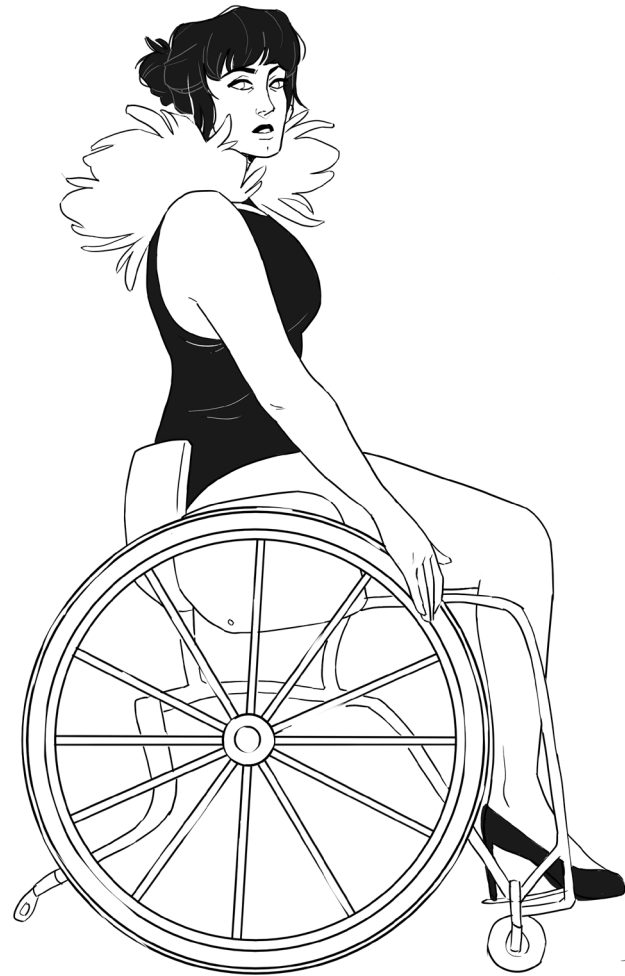
The first time in a scene you successfully tempt a side character, mark experience.

## Sex Move

When you have sex the person you were with gains a String on you. If they tell someone else, you mark experience.

# Playing The Fomorian

Alienated, terrifying, powerful, and unyielding. The Fomorian knows they would have ruled in a fairer world, but they've been passed over. Whether they were born an outsider or fate happened to throw them a curve ball, they are unable to perfectly blend in with society. Perhaps it's something about their physical appearance or their supernatural aura unsettles the ignorant masses. But every Fomorian carries something that changes the way the world sees them, and living with that reaction has changed how they see the world. Their stats rely as much on how the world views differences (Hot -1) as their own outlooks. They may have reacted by pushing back, self-assured and commanding (Cold 2 & Volatile 1) or by turning inwards and embracing the shadows on the edge of society (Cold & Volatile 1, Dark 0). Either way, their stats and moves revolve around making themselves forces to be reckoned with.



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## The Fomorian

*Differences. Do they only see differences? You're like them, mostly. Close enough it should count. But it seems like they have nothing to offer but rejection. And they must not realize who they're offering it to. If they won't accept you perhaps they can fear you. You've stared into the abyss long enough, it is time to let it stare back and quake in fear at what it sees.*

## Credits

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## Identity

**Name:** Bertrand, Dante, Erin, Eunice, Grace, Jakob, Lugh, Mallory, Orpheus, Scott, Tytos, Ursula

**Look:** classical, moth eaten finery, obvious birth defect, scarred, seething

**Eyes:** engorged eyes, cloudy eyes, myopic eyes, blind eyes, bloodshot eyes

**Origin:** bloodline whelp, history maker, cursed, primordial scion, infected with greatness

## Your Backstory

A friend laughs with you, not at you. Give them 2 Strings on you and take 2 Strings on them.

Someone has criticized you. Give them 2 Strings on you.

## Strings

## Darkest Self

Hate is what you know best. Unleash all of Dante's hells upon people; crush the weak before you and force the strong to bow. Any slight is met with the grandest show of force you can muster. Stay in your Darkest Self until you drive someone to seriously doubt themselves or a person you hate admits they fear you.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Fomorian move.
- Take another Fomorian move.
- Take a move from any Skin.
- Take a move from any Skin.
- You inherit some **Baleful Servants**.

## Conditions

Hot -1	Cold 2	Volatile 1	Dark -1
Hot -1	Cold 1	Volatile 1	Dark 0

## Fomorian Moves

Choose two:

### ○ Eye of Balor

You can levy curses on people—choose bad weather, blight, or illness, then roll Volatile. On a 10 up, your curse strikes at the worst time for your target. On a 7-9 it strikes immediately, and you are obviously the source. On a miss it doesn't happen and you gain the Condition **enraged**.

### ○ Malformed Morals

When you spend a String to enhance a roll to *Shut Someone Down* add 2 instead of 1.

### ○ Cinder Child

You are immune to Harm from fire or smoke.

### ○ Dragons Don't Scare Me

When you get a 7-9 on a roll to *Keep Your Cool* and you don't back down, someone else in the scene gets the Condition **terrified**.

### ○ Ruling Over Ashes

When you retaliate with unnecessary force or overkill, gain the Condition **enraged** and either deal 1 extra Harm or gain a String on a character, whichever is most appropriate.

### ○ Whelped Before Promises

If you have the Condition **enraged** you can tag it yourself when you *Shut Someone Down* or *Lash Out Physically*.

## Sex Move

When you share intimacy with someone mark experience if they love you. They mark experience if you love them.

# Playing The Immortal

Wise, lonely, and sophomoric. The Immortal likes to think they've seen it all, that they know enough, that they're grown up. It's patently untrue. They may have some wisdom but that will always be tempered with their own outlooks and prejudices. They may insist that they're above it all, but they crave human connection as much as much as anyone. Their detached, mysterious style is an effort to convince themselves that they can go it alone—and also a lure, designed to peak curiosity and get others to cross the distance for them.

Throughout their long life, the Immortal often flickers between the wounded isolationist (Hot O, Volatile & Dark 1) and the charming observer dipping their toe back into humanity (Hot & Cold 1, Volatile O). Either way, their bets are hedged, their skills and horizons broad. The Immortal can be decent at any stat but never exceptional without stopping to really commit.

When you play the Immortal, remember to balance your air of detached mystery with enough motivations to keep you in the game and tied to the unfolding drama. If want to *Cheat Death*, consider coming up with a geas (a magical vow or compulsion) that pushes you to interact with the other main characters, or put your soul-bound object in the path of a character you think you can trust. In order to keep pushing people away with *Enthralled by Eternity*, you need a reason, like your *Heart of Gold*, for people to keep seeking you out.

## Credits

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# The Immortal

*You're familiar enough with infinity to know that you haven't seen it all. No, not by a long shot. You will though, given time. You'll see more empires crumble and more generations vanish while you stay put, forever static.*

*You keep yourself at arm's length and watch the mayflies flicker by. You do love seeing them live out their lives, and every now and then you get lonely enough to intervene. They live with such a beautiful, naïve desperation, like every moment matters. You wish it were infectious, but you still have your doubts. If everything is so fleeting, does any of it matter?*

*You have all the time in the world to find out...*



## Identity

**Name:** Allie, Benjamin, Cassidy, Jacqueline, Kahurangi, Leon, Norman, Raquel, Tien, Zachariah

**Look:** ten years behind, vintage, too perfect, try hard, apathetic

**Eyes:** sorrowful eyes, dying eyes, old eyes, curious eyes, vibrant eyes

**Origin:** old soul, blood bather, ate ambrosia, decided not to die, respawn point

## Your Backstory

You come off as just a bit too weird, give everyone a String on you.

Who do you wish could walk with you through eternity? Take 2 Strings on them.

## Strings

## Darkest Self

The world is slipping through your fingers too quickly, you need to cling to something beautiful and as permanent as you. Harden your heart against ephemeral things. Prove to the world and yourself that you never needed them; let them burn. Seize control of what matters and make sure it never leaves you. Escape your Darkest Self when you've condemned someone to a lasting fate they didn't deserve, or when you brush against your own mortality.

## Harm

## Experience

- Add +1 to one of your stats.
- Take another Immortal move.
- Take another Immortal move.
- Take a move from any Skin.
- Take a move from any Skin.
- Hire some **Generational Guardians**.

## Conditions

Hot 0	Cold -1	Volatile 1	Dark 1
Hot 1	Cold 1	Volatile 0	Dark -1

## Immortal Moves

Choose two:

### ○ *Cheating Death*

When you take 4 Harm, you come back to life after a few hours unless your Weakness is triggered. Work with the MC to determine what your weakness is, or circle one: being beheaded, breaking a geas, hearing your True Name, having an object bound to your soul destroyed.

### ○ *Been There, Seen That*

When you get a 10 up to *Keep Your Cool* ask two questions instead of one.

### ○ *Repeated History*

When you dismiss your current troubles by alluding to your storied past, roll with Cold. On a hit, erase one condition. On a 7-9 someone listening carries 1 forward to discover the truth about you

### ○ *Heart of Gold*

When you help someone clear a condition by putting their problems into perspective, gain a string on them.

### ○ *Value of Life*

When you *Lash Out Physically* you can choose to take 1 Harm instead of spending a String to add 1 to the roll or add 1 to the Harm.

### ○ *Enthralled by Eternity*

When you ignore someone's interest in you or push them away, you mark experience and they gain a String on you.

## Sex Move

After you have sex with someone you may tempt them to do something for you without spending a String.



# Playing The Leshy

Noble, wild, arrogant, and insecure. The Leshy rules over a world that most people overlook or take for granted on a daily basis. They have raw power but their place in the world is shifting, maybe even vanishing. They can't let people forget or ignore the power of nature; without nature they would rule over nothing.

The Leshy's stats can show the types of leadership they favor, be it enticing and crushing (Hot 1 & Volatile 2) or dictatorial and ruthless (Cold 2 & Volatile 1). The Leshy isn't much for Dark introspection or navel gazing – They tend towards direct action to cement their authority over what they consider theirs. Be it erotic or controlling, the Leshy puts on an air of power and is prepared to back it up.

You start with a throne room which can be designed however you wish, whether it be a tableau straight from a European monarchy, a more egalitarian complex, or even a cultist's hide out. *City Slicker* drastically opens up what and where your throne room might be.

Moves like *Skin of Oak* and *Club of Authority* means the Leshy is good in a scrape, so long as they are challenged on their own terms. *I Am Lord* helps make the terms more open. Yet the Leshy is not all selfishness and control. *Nature's Bounty* can show the softer side of the Leshy and their sex move applies an extra layer of protection to their partners.

## Credits

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## The Leshy

*What is nature but the representation of power, beauty, and dynamism? Nature's come back in fashion like some cyclical fad. People like to tout things that are natural as better, more luxurious. They take great pride in sourcing them. You are the source though.*

*Primal and pristine you speak for the Mother Earth herself. And baby, she's a stone cold bitch.*

## Identity

**Name:** Alexi, Bradley, Drusila, Grigori, Ivan, Josh, Karen, Livia, Nicholas, Randall, Shawn

**Look:** regal, savage, noble, threatening, peaceful

**Eyes:** stolid eyes, violent eyes, green eyes, thoughtful eyes, healing eyes

**Origin:** adopted into nature, raised by animals, urban guerrilla, apocalypse prepper, flower child

## Your Backstory

You have been speaking to a pet or pets. Gain 2 Strings on one character or 1 String on two characters.

Someone found your throne room. They gain 2 Strings on you.

## Strings

## Darkest Self

You are the rule of the land, the wrath of the world. Bring it down upon all your servants and subjugate them mercilessly. Let them know not one moment of peace. Every minor complaint of yours is theirs to deal with. Grate on their nerves and make the dramatic look normal. You escape your Darkest Self when you have perfectly subjugated a servant, exerted your authority over an innocent, or gained a new subject.

## Harm

## Experience

- Add +1 to one of your stats.
- Take another Leshy move.
- Take another Leshy move.
- Take a move from any Skin.
- Take a move from any Skin.
- You have a **Horticultural Harem**.

## Conditions

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

## Leshy Moves

*You get Gaea's Authority and two more:*

### ● Gaea's Authority

You can commune with all animals and nature spirits, and hold court over them from a throne room in a natural environment. Inside your throne room add 1 to rolls against anyone who disrespects it or you.

### ○ City Slicker

You can commune with man-made items and spirits such as computers, glass, tv, and electricity. Your moves that rely on natural terrain now work in urban environments.

### ○ Tree Tyrant

You may roll Volatile to give life to a tree or an equal amount of vegetation. On a 10 up this creation acts as a gang for the rest of the scene and listens to everything you say. On a 7-9 you also choose one from below:

- ✦ The spirits gossip about you in your throne room.
- ✦ It has its own agenda.
- ✦ The vegetation doesn't go back to where it originally was.

### ○ Club of Authority

You have a weapon that symbolizes your right to rule. Add 1 to rolls to *Lash Out Physically* with it.

### ○ Skin of Oak

If you go barefoot on natural terrain, subtract 1 from all Harm dealt to you.

### ○ Nature's Bounty

When you erotically tend to someone's injuries in natural terrain or with homeopathic remedies, they heal 1 extra Harm.

### ○ I Am Lord

Add +1 to Volatile (Max Volatile +3)

## Sex Move

Your subjects know better than to strike your consorts. The next time your partner would take harm from a creature or substance you could commune with, they don't.

# Playing The Prometheus

Smart, weird, focused, and a little bit on edge. The Prometheus knows just enough to be dangerous and not enough to be safe. Brilliance comes with prices, and whether your ideas are greeted with blank stares or pitchforks it can be isolating. Sacrifice is necessary for growth, and the Prometheus is intellectual fecundity personified.

Whether they're keeping their cool or gazing into the abyss, a Prometheus sees further than most. Your stat choice shows whether you prefer to use cold logic and sharp wit to cut through your critics (Cold 2 & Dark 1), or whether you tend to turn inward (Cold 1 & Dark 2). Either way, convincing people to support your ideas or escaping when things go wrong aren't your strong suits. Like your namesake, expect to be stuck with some backlash and consequences for your innovation.

Taking the move *Da Vinci Science* can make you a classic mad scientist, but remember that your projects don't necessarily have to be technology-based. You could be making new art, campaigning for an ideology, or starting a new business, so long as your ideas are on the bleeding edge of innovation and liable to backfire.



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## The Prometheus

*There is no turning back now. You've come way too far to even think about that. Twitching under your hands is what you've been dreaming of for what feels like eons, now it is complete. Now it is yours.*

*Now they will understand.*

## Credits

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*This skin designed by Sawyer Rankin*

## Identity

**Name:** Brianna, Catherine, Daniel, Ethan, Helena, Ian, Jorge, Lily, Lou, Tyson, Wallace

**Look:** unconcerned with style, tweed covered, outcast, button ups, hand me downs

**Eyes:** gray eyes, hectic eyes, smart eyes, sinister eyes, deep eyes

**Origin:** spark, demigod, on the edge of madness, precocious, MENSA candidate

## Your Backstory

You have been watching the right people. Take 1 String on two people or 2 Strings on one person.

You're super weird. Everyone gains a String on you.

## Strings

## Darkest Self

They don't appreciate what you do, who you are, anything. They're too stupid to know what's good for them. You'll guide them to the truth. Even if it takes a hefty dose of tyranny and violence. Your Projects teach through misery and pain. Weapons, mind control, psychological warfare, it's all fair game and kind of fun. Escape your Darkest Self when you see people accept your ideas or when they recognize and praise your work.

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

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Prometheus move.
- Take another Prometheus move.
- Take a move from any Skin.
- Take a move from any Skin.
- Join a **Power Think Tank**

## Conditions

## Prometheus Moves

You get *Firebringer* and one more:

### ● *Firebringer*

You may create grand projects or explore revolutionary ideas. Roll Dark and on a 10 up choose 3, on a 7-9 choose 2:

- ✦ Your project has no weird side effects.
- ✦ Your project is cheap and easy to make and maintain.
- ✦ Your project is accepted or admired by the masses.
- ✦ Your project never randomly fails or backfires.

### ○ *Da Vinci Science!*

Your projects no longer are limited by physics or modern science.

### ○ *Before Your Time*

When someone rejects your ideas out of hand, mark experience.

### ○ *Solipsism Exercise*

Once per session you may tempt any character by spending a String you possess on a different character. If the temptation is rejected you gain the Condition **confused**.

### ○ *Maniacal Laughter*

When you get a 10 up to *Shut Someone Down* you may always gain a String on them even if they have Strings on you.

### ○ *Fine Line*

Add +1 to Dark (Max Dark +3).

## Sex Move

Intimacy sparks creativity. Create your next *Firebringer* project as if you rolled a 10 up, and give your partner a String on you.

# Playing The Siren

Seductive, charming, spoiled, and needy. The Siren is a diva-in-training with a voice that can't be ignored. The Siren's source of power need not be limited to singing, or even music. Oratory, debate, radio dramas, voice acting, or even remixes all work just as well. The voice is important to a Siren who uses it to convey the emotions building up inside them and the confusion or wonder at the world around them.

Their stat choices are the different sides of the same coin. Are they exotic and enticing (Hot 2 & Cold 1) or dramatic and difficult (Hot 1 & Cold 2)? With consistently low Volatile and Dark the Siren struggles when it comes to figuring out their problems directly. They generally have people to handle that, be they friends or groupies.



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## The Siren

*Their love inspires you, their fanaticism fuels you, your dreams empower you. Controlling what other people feel with just a few words is intoxicating and you are frankly quite the addict. From passing whispers to blasting melodies, the power behind your words amazes you. Hopefully the whole world will agree.*

## Credits

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*This skin designed by Sawyer Rankin*

## Identity

**Name:** Aurelia, Brian, David, Fatima, India, Jerry, Latrice, Melora, Reina, Toki, Zola

**Look:** artsy, charismatic, silks and glamour, masterful, painted for the gods

**Eyes:** clear eyes, soft eyes, tough eyes, watery eyes, soulful eyes

**Origin:** talented, endless training, soul of a songbird, mermaid come to land, musical nexus

## Your Backstory

Someone is your diehard fan. Take 2 Strings on them.

Who inspires your performances? Give them 2 Strings on you.

## Strings

## Darkest Self

Drag them to the depths of their souls, rip them to pieces and let them suffer. You want to sink everyone and do so by finding what they feel most vulnerable about and making crude and horrific art out of it. You slander and defame, sending their lives into a tailspin as you bully the person relentlessly. This lasts until you either cause them to harm themselves or they stand up to you.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Siren move.
- Take another Siren move.
- Take a move from any Skin.
- Take a move from any Skin.
- Your backup **Cacophony Choir** is here.

## Conditions

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

## Siren Moves

You get *Haunting Melody* and choose two more:

### ● *Haunting Melody*

When you perform for a crowd roll Hot. On a 10 up choose 3, on a 7-9 choose 1.

- ✦ Someone in the crowd gives you a gift.
- ✦ The crowd brings someone you name to you.
- ✦ The crowd goes to where you tell them to afterward.
- ✦ Someone in the crowd gives you a String.
- ✦ The crowd goes back to their normal, boring lives afterward.

### ○ *Rocky Coast*

When you convince someone to destroy something (physical or intangible) mark experience.

### ○ *Imma Let You Finish But...*

When you *Shut Someone Down* they take -1 on rolls against you until they *Keep Their Cool*.

### ○ *Diva Tantrum*

When you *Shut Someone Down* you get a new option: The character marks experience if they give you what you want.

### ○ *Catcher in the Rye*

When you successfully tempt a side character, they will think it was their own idea once the current scene ends.

### ○ *Copper Wire Fire*

Add +1 to your rolls when using your *Haunting Melody* through a recording or broadcast.

### ○ *Stage Presence*

Add +1 to Hot (Max Hot +3).

## Sex Move

Declare whether your partner is a groupie or an equal. If they are a groupie they gain a String on you, if they are an equal you gain a String on them.



# Playing The Veela

Dramatic, haughty, sultry, and manipulative. The Veela is a wannabe TV star with enough clout to back up their views. In a world that manufactures fame for the sake of fame the Veela wants nothing more to be a consumable product even if that means they reach the top over the broken relationships and bodies of their friends and rivals. While not the nicest person out there they do realize that if they alienate everyone no one will enjoy them once they make it big. Not if, but when. It's never a choice for a Veela.

With Cold 2 no matter which stat line is picked, you are primed and ready for to dominate with bitter words or selfishness. You might temper this stick with a carrot (Hot 1) or just double down when you need to back up your words or storm off dramatically (Volatile 1).

There should be a disclaimer made: The Veela is the dramatic one, the player should not be. Be sure to respect the other players boundaries and right to a chance to speak. The Veela will want to be the center of every scene, but there are other main characters, so you may have to conspire with the MC and the other players to ensure that they don't always succeed. Everyone should have an opportunity to make horrible decisions after all.



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## The Veela

*The world is a big, wonderful place. A place that needs to know how special you truly are compared to it. The people inhabiting the land might as well be puppets in a play or an audience to your needs.*

*Every performer needs a stage, after all.*

## Credits

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*This skin designed by Sawyer Rankin*



## Identity

**Name:** Abelard, Beata, Cordelia, David, Henry, Lene, Maximilian, Olivia, Persephone, Sanjay, Veruca, Yvonne

**Look:** high fashion, resting bitch face, imperious, just better, perfect makeup

**Eyes:** rolling eyes, hawkish eyes, cruel eyes, selfish eyes, envious eyes

**Origin:** trapped in limbo, drama queen, trust fund charlatan, blowhard, bitter millennial

## Your Backstory

You threw a drink in someone's face. Take 1 String on them and give them 1 String on you.

Someone feeds your drama. Take 1 String on them and give them 1 String on you.

## Strings

## Darkest Self

They want drama? Well, baby, you are Shakespeare! Master of the four letter words and tossing drinks. The Real Housewives have nothing on you. Reality TV is your life and you are a star! Crush anyone who stands against you and voice your opinions with megaphone. No one has it worse than you and you want a full house at your pity party. Escape your Darkest Self when you see a tragedy that doesn't involve your drama or when you willingly listen to someone else's problems.

## Harm



## Experience



- ☐ Add +1 to one of your stats.
- ☐ Take another Veela move.
- ☐ Take another Veela move.
- ☐ Take a move from any Skin.
- ☐ Take a move from any Skin.
- ☐ You've gathered a **Swarm of Sycophants**

## Conditions

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

## Veela Moves

Choose three:

### ☐ **YOU PIG!**

When someone successfully *Turns You On* take 1 Forward to *Shut Them Down* or *Run Away* from them.

### ☐ **Trauma Bomb!**

While you are in your Darkest Self you cannot gain new Conditions.

### ☐ **Unfriended?**

Add 1 to your rolls to *Shut Someone Down* using social media or technology.

### ☐ **This Yours?**

Deal 1 extra Harm with objects that are not made for violence or objects that another character treasures.

### ☐ **I'm A Star!**

The first time you miss a roll in a scene, clear a Condition.

### ☐ **I'M the Victim Here!**

If another character tries to tempt you and you refuse, you each give the other a Condition.

### ☐ **All T All Shade!**

Add +1 to your Cold (Max Cold +3).

## Sex Move

When you have sex with someone they write down whether you are a Beauty or a Beast and you guess what they wrote. If you're correct mark experience, if you're wrong they gain 2 Strings on you.

## Background

Cedar Ridge has a long history of torn politics, of both intolerance and pockets of progressive resistance, going back to safe houses for several members of the civil rights movement. The local institutions are famous for making fools of themselves with some flailing, ill-informed effort to appeal to one side while appeasing the other. They partnered with sister city Napier, New Zealand in 1955 and in response they changed their school mascot to the platypus. The platypus is not native to New Zealand.

This history came to another head with 2015 Obergefell vs Hodges case. A gay-straight alliance popped up last year, while the school had separate proms for LGBTQ and heterosexual couples. Social media exploded and the town became something of a joke for #HeteroProm and #HomoProm. The scandal, along with parents complaining about paying twice for kids who went to both proms, means there will be a single, inclusive prom this year.

Churches are taking stands for or against this prom with nary a one staying neutral. Businesses are pulling funding on moral grounds—or to try and capitalize on the outrage. The mayor of the small town is trying her best to stay out of it while the vice principal of the school is taking a stand against inclusion. Ticket sales have never been higher, due to people who feel like they can finally go with their friends and those who just want to see the drama explode.

The school GSA is finally feeling heard after last year's debacle and winning their first battle against school policy. This strengthens their standing even as students who are against the GSA plot revenge against those who reside in it. People are on edge as elders are trying to force them to take moral stands when most people just want to hook up and tune out.

Progress has made an Evel Knievel jump into town and has caused a stir. The only question is how it is all going to end up.

## Setup

Instead of deciding home room seats decide who sits where in the classroom where the GSA meets after school.

## Scene Locations

- ✦ The local chicken fast food place, owned by close minded bigots.
- ✦ The oldest buffet in town, owned by descendants of Freedom Riders
- ✦ Cedar Ridge High, be it the vice principal's office or any classroom
- ✦ Napier Cafe, where picketers for and against must meet for coffee
- ✦ Juarez Gas, where they don't card for single cigarettes

## Skins To Include

**The Immortal** has seen change come and go but has never been so invigorated by such a small place trying so hard. Sure you see the slip ups they make but with how much you've been through this should be easy. Right?

**The Bakeneko**, who joined the GSA out of boredom but found a group of people who enjoy them for who they are and now are fiercely loyal to the lot of geeks and uniques they have surrounding them. Gooble Gobble!

**The Hollow** created so your partner could hide behind a veneer of a distant boy/girlfriend. The power of their imagination and stress over the upcoming prom gave you form, but not quite a place in the world.

**The Leshy**, tired of all these arguments that homosexuality is against nature. You are nature and speak for it better than anyone who uses rhetoric they don't even understand to preach hate. Maybe if people strike too hard you'll strike back. Yet will this help or hurt your cause?

**The Devil**, wondering how to play every angle to get what they want. Do you help the haters or those who want change? Do you act like a double agent or double down with those who are so desperate they have taken to action. Whatever choice you make you'll live in exciting times.

# Nightshade Shores

written by Sawyer Rankin

*A resort spot appealing to small-town charm and greed.*

Southern California / comfort food and casino / racially diverse / population 6,193

## Background

Comprised of rich people, natives of the Island Chumash tribe, and those just trying to make a living by supporting this tourist trap, Nightshade Shores carefully maintains its quaint little town. Film crews come from Hollywood to shoot beach scenes on the cheap, and the three main families who own the beach front property get richer. It houses one of the few pay-for-pleasure beaches in the nation that states the price of admission is what keeps it in such pristine condition.

There are several different classes of people, including a few fishers who go out for crabs and spiny lobster when the laws permit and tend to live off their catches. Close to the docks is a low class neighborhood the townspeople like to ignore. The town is heavily racially diverse. Bed and breakfasts for all types of people can be found, be they LGBT, faux Chinatown, or even the new Polynesian style one. Most residences lie beneath or above businesses that go through family after family until someone buys the property to live their dream.

The town has only one high school; parties are hard to keep secret and social class is evident in dress and attitude. Rumors spin around school while talk of what shows and movies being filmed in town allow those seeking fame to try and get in extra or consultant status whenever they can.

Off the mainland lies an island known as the Appeasement given to the natives of the area by one of the eldest families who traced their lineage back to some of the oldest pioneers. The Appeasement houses 95% of the local native population as well as a casino. Vast swaths of island are still left untouched, and rumors run rampant of sea beasts coming to land to go inland to mate. Cryptozoologist and TV crews show up at least once a year since many scholars say the Leviathan's resting place should be below the shores.

The shores hold mysteries, class warfare, and racial awkwardness as everyone tries to get along. And that's just the mortal side of things...

## Scene Locations

- ✦ Coral Mainland High School
- ✦ Not Your Mother's Basement, video game cafe
- ✦ The Appeasement island and casino
- ✦ Perry's Ferry, boat and cigarette seller
- ✦ Crystal Sands Beach, pay to play beach
- ✦ Genesis, mysterious corporation

## Skins To Include

Nightshade Shores is about the combining of classes, racial diversity, and trying to discover what is true from rumors and gossip.

**The Infernal**, who heard the whispers from the cove and is now certain something lurks beneath the waves. Will you send others to join it?

**The Dragon**, child of the first native mayor of the tiny town. You have people clamoring to be your friend now and heavy scrutiny being sent your way. Will you embrace the local political spotlight, or run from it?

**The Fomorian**, one of the rich kids from a founding family. You can walk on the beach for free and have waterfront property. You get plenty of suck-ups and moochers, but not the respect you really deserve. What are you willing to do to get it?

**The Bedlam**, whose parents run a local tourist trap. You watch all these people come and go on their way to bigger and better places, while your folks try to guilt you into staying here forever. If you can't leave perhaps you can find something cool here.

**The Veela**, who keeps their beach crafts Etsy store afloat with sob stories about having to pay to hunt shells to survive and the unfair treatment that people in town get. What happens when someone calls you on your exaggerated tales?

# Lodestone

written by Duncan Usher-McGee

*You have ten days to prevent or cause the destruction of Lodestone*

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## Scene Setting

*Part of a transcript of a BBC broadcast of the 6 o'clock news from 7th November*

**Newsroom:** Can you describe what you are seeing Kate?

**Reporter:** Yes Fiona. Our copter is hovering over the remains of Lodestone. It's hard to comprehend the devastation that struck this small rural town. The fracking operation which began...wait, what is that? Turn the fucking helicopter now!

**Newsroom:** Kate, what is happening?

**Reporter:** Oh God! It's coming straight for us...

**Newsroom:** Kate? KATE!...

## Background

Lodestone is a town nestled deep within the hills and woodlands of the Lancashire countryside. For all its quaint terraced houses and picturesque landscape, it is a town at odds with itself and its place in the world.

The murderous witches, black-hearted demon worshipers and child-stealing faeries of local legend have secretly fought for control of the town for centuries.

The environmentalists and protesters are gathering to fight the Petarax Drilling Company – who are due to start their fracking operation on the Overlooked Hill in the next ten days. In the middle of it all, the townspeople deciding which side will best serves their interests. Today it's 28th October...

## Scene Locations

- ✦ Lodestone College: where little and everything is learnt
- ✦ Lodestone Council Hall: the local seat of government
- ✦ Lodestone Library: an archive of local history and artefacts
- ✦ The Black Dragon: Ye Olde Local Pub
- ✦ The Stone Sisters: the contested ancient stone circle
- ✦ Bricklebrack Woods: the scene of a thousand childhood adventures
- ✦ The Overlooked Hill: Petarax Drilling Company fracking operation site

Lancashire, UK / population approx. 3000 / its future is not written in stone

## Timeline of Trigger Events

- ✦ 28th October: The Birthday Party, where friends and enemies are made
- ✦ 29th October: The Town Meeting, we learn which sides to choose from
- ✦ 30th October: The Bad Trip, bad dreams push dark deeds to the fore
- ✦ 31st October: Halloween, where we trick and treat ourselves and others
- ✦ 1st November: The Day of the Dead, not all the dead are restful
- ✦ 2nd November: The Break-Ins, trespasses uncover secrets best left buried
- ✦ 3rd November: The Rituals, the binding and freeing of darkness begins
- ✦ 4th November: The Meteor Shower, our fates are written in the stars
- ✦ 5th November: Bonfire Night, plots are revealed as effigies burn
- ✦ 6th November: The Final Fight, the first and last days of Lodestone

## Skins To Include

**The Bedlam**— you are having the time of your life. The town is abuzz and you are at center of it all— the spark to ignite the powder keg. You just have to choose which fire to start first.

**The Fae**— you have been sent across time and dimensions to bear witness to events as they unfold. Will you stand by and observe, or will new friendships compel you to act?

**The Fomorian**— you and your kin are treated as outcasts by the townspeople. This is your chance to deal them a blow they will never forget...or to redeem your family name once and for all.

**The Infernal**— you called out to the darkness when you were at your lowest point and it answered you. Now it's time to pay the price. Are you willing to sacrifice your friends, your family, your hometown? Are you willing to see what happens to you if you don't?

**The Witch**—For 500 years your bloodline has been charged with protecting the ley line convergence that holds the darkness safely under the hill. Your family fell one by one to their quest. Now orphaned and alone, will you fight against the coming darkness, or let the town to burn for its thankless smear campaign against your kin?

# Death and Taxes



## *New Ways to Handle Death and Dying*

As a Powered by the Apocalypse system game, *Monsterhearts* has very squishy characters that may end up starring in an episode of *Deadbeat* before they realize they're in trouble. The Ghoul and the Immortal have a way around this, but most other characters don't have the luxury of waiting around before coming back just as good as new.

These new tracks can be added to any game of *Monsterhearts*:

- ☐ Scarred (Subtract 1 from any Stat, minimum -3)
- ☐ Weird (Add +1 to Dark, max +3)
- ☐ FUBAR (Change your Skin)
- ☐ Gone (Create a brand new character; can be the same Skin)
- ☐ URK! (Die)

You can add any or all of these options to the Cheating Death options built into *Monsterhearts 2*: losing your Strings or entering your Darkest Self. Those two should be allowed to be taken whenever appropriate for those who do not want to fill in their Death and Taxes tracks.

Taking a page from the second edition of *Apocalypse World*, these options give the characters new ways to handle dying. They may be useful for games with a combat-driven premise, more along the lines of *Buffy the Vampire Slayer* and *Shin Megami Tensei: Persona*—or for games with combat driven players!





## Scarred

Ask the player to describe how the Scar manifests for their character. A Hot penalty could be literal scars or a loss of self-esteem. Cold could be a phobia or a new stutter. Volatile could be a lasting limp, or a freeze response in the face of danger. A Dark penalty could mean you're turning away from the supernatural, struggling to regain a sense of normal.

## Weird

Be prepared to justify this choice, rather than just looking for the free bonus. Show how they becomes unmoored from reality, or tangled up in some new complications. Be prepared for more disturbing Gazes or new threats to appear in your character's life.

## FUBAR

Your character has changed on a fundamental level. A dying Mortal may become a Ghost while a Dragon could turn on their siblings and become an Heir. Leave everything but your stats and Strings behind, and take on the new Skin like a new character.

## Gone

You've gone beyond what you thought was your Darkest Self, past the point of no return. Hand your character over to the MC to use as a side character, maybe even a Villain. You then create a new character.





# Non-Stacking Harm



## *Avoiding Death-by-Untimely-Paper-Cut*

1 + 1 + 2 doesn't always have to equal 4.

A black eye or a split lip might equal 1 Harm, a broken wrist might equal 2. But two black eyes are not as bad as a broken bone, and a punch that would give a healthy person a black eye wouldn't necessarily kill someone with a 2-Harm cast on their arm and a 1-Harm road rash.

Harm in Monsterhearts can be reinterpreted as orders of magnitude, rather than points to be added together. If you are using the **Non-Stacking Harm** house rule, and someone *Lashes Out* at an already-injured character, ask these questions to help decide what happens:

- ✦ Is the attacker looking to do maximum Harm?
- ✦ [How] are they taking advantage of the Harm the victim's already taken?
- ✦ Does it make sense that one injury would complicate the other?
- ✦ Is it more dramatically satisfying if the Harm is greater?

If it doesn't make sense for the Harm to stack, or if it simply isn't narratively satisfying for a character to die from being shoved into a locker, follow these steps.

- ✦ Compare the new Harm and the existing Harm.
- ✦ Then, go with the higher number instead of adding them together.
- ✦ Finally, add a Condition that reflects the lesser injury.







*Trevor, the Chosen, and Connie, a Werewolf, both survived a vampire attack the other night, and they both blame each other for Laura ending up in the hospital as a result. When Connie makes a snide remark about Trevor being too weak to protect his friends, Trevor Lashes Out at her and she hits back harder.*

*Connie was already at 2 Harm after her leg got caught in a bear trap, but the group decides that doesn't have much to do with being punched in the face for 1 Harm—and Trevor's just trying to make a point. She stays at 2 Harm and takes the Condition bloody nose.*

*Trevor took 1 Harm last night and has a bad bruise on his ribs, but Connie's too angry to take advantage of it. She wails on him hard, but stops herself before sending another friend of hers to the hospital. Connie's hit is worth 2 Harm, but instead of going to 3, Trevor moves up to a total of 2 Harm. He also gets the condition sore spot to reflect his older, less-important injury—and his short temper right now.*

*Meanwhile, in the hospital, Laura is still at 3 Harm when she gets a visit from Monique, a Vampire who's desperate to keep her clan a secret. Monique decides to try and hold a pillow over Laura's face, an attack that would only be worth 1 Harm at best against someone in a position to defend themselves, but Monique is definitely taking advantage of Laura's injuries.*

*Laura's player Andy is excited to see where this goes, takes the fourth Harm, and decides to enter Laura's Darkest Self...*

