Sex Move

The person you have sex with smells like you afterward, and gains the Condition scented. If they face their peers before scrubbing it off, they mark experience.

Darkest Self

Now, right now, it's time to rain stones down upon the bullies and the excluders. It's time to wreck their precious stuff, to shove them back so hard that they'll never even dream of messing with you or anyone ever, ever again. You escape your Darkest Self when you hurt one of those people more than they've ever hurt anyone else... and more than you meant to.

Advancement

- Take another Sasquatch move.
- Take another Sasquatch move.
- Take a move from another Skin.
- Take a move from another Skin.
- You find a Secret Club.
- 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 Sasquatch

Shy, awkward, private, honest. The Sasquatch is all about watching from the sidelines and having a painfully hard time in social situations.

When you're right there, you can make others act first by using Musk and Icebreaker. When it hasn't been established that you're somewhere else right now, you can watch the scene unfold using Hidden In The Scenery. To transition from participating in the scene to observing it, use Disappear.

Pick Icebreaker or Understanding if you want to know people better than they know you. However, it's quite possible people won't want to be around you after you use these moves on them: that's part of the tension of having powers like these.

Pick The Long Fuse if you want to explore a kind of after-the-fact anger where, after you bottle it up, it comes bubbling out later as rage or self-harm. Oh, and “later” means the next reasonable opportunity. You'll see it.

Your given move, Musk, will kick in whenever you sweat around people: whether it's at basketball practice, outside on a hot day, or because a cute person is talking to you.

You can rid yourself of your backstory Condition just like any Condition.

The Sasquatch can sometimes be so good at making themselves scarce that they write themselves out of the story. To avoid this, keep your eye out for things you want to see come true, and then take a few steps in from the sideline to give those things a good, solid push.

Name

Choose a name:
Ainsley, Amanda, Bjorn, Cedar, Donavan, Gavin, Heather, Mouse, Orion, Shizu

Look

Circle one in each list:
awkward, sweet, tentative, more to love, hirsute
sparkling eyes, wide eyes, shallow eyes, sensitive eyes, forgettable eyes

Origin

Circle one:
abandoned, transfer student, walked out of the forest, was a quiet child, no family photos
Other Moves

Sasquatch Moves
You get this one, and choose two more:

- **Musk**
  You have a distinct smell, unpleasant to some, intriguing to others. When you sweat in the presence of other people, roll with volatile. On a 10 up, the MC gives you a String on someone there and they choose:
  - compliment you,
  - apologize to you,
  - give themselves to you.
- On a 7-9, the MC gives you a String on someone there, and that character gives you a Condition, delivered in the most appropriate way.

- **Icebreaker**
  You radiate awkwardness and people don't know how to talk around you. When someone speaks to break a silence or to start a new conversation, you may roll with dark. On a 10 up, choose two of these questions for them to blurt truthful answers to, whether or not you actually ask.
  - Who do you want to make out with?
  - What don't you want me to find out?
  - What do you intend to do?
  - What do you wish I'd do?
  - What are you scared of?
  - What are you ashamed of?
  - Do you like me?
- On a 7-9, choose one question and during this conversation you both blurt out truthful answers to it.

- **The Long Fuse**
  When you or someone wrapped in your arms would take harm, you may negate that harm. If you do so, name something that you hold dear - if you don't destroy that something later, do yourself the harm then.

- **Hidden In The Scenery**
  When it appears that you're not around, you may roll with dark. On a 10 up, you're there and you remain completely unnoticed. • On a 7-9, you're there, and somebody sees. If they don't draw attention to you, they gain a String on you at the end of the scene.

- **Negatives**
  When you really, really want specific evidence of yourself to disappear, be it a physical object or something from the memory of someone with no Strings on you, roll with dark. On a 10 up, it happens. Those tracks are gone. • On a 7-9 the evidence or memory is gone, but the pieces don't all add up: a mystery remains.

- **Disappear**
  When you run away, on a 10 up you may instead choose this result:
  - you slip from view and remain there, invisible.
  • On a 7-9, add this option to the list:
  - you disappear on the spot, causing wild confusion, and the witness who cares the most about you gets a String on you.

- **Understanding**
  When you hold someone close, gain a String on them.

Other Moves
Sex Move

When you have sex with someone, read them this: “Choose at least one thing from this list, and for each that you choose, describe something I learn about you from our intimacy:
- Give me a String on you, and take something from my collection.
- Give me a String on you, and take a String on me as well.
- Give me a String on you, and I’ll promise you anything you’d like.
- Give me a String on you, and then give me a Condition.”

Darkest Self

You’ve become too heady, too lax, too vague. You need to dominate one of the people-things that you treasure, let it know that it’s yours, that it doesn’t get to choose who owns it - you do. You escape your Darkest Self when your treasured thing proves that you don’t own it entirely, or when you see the difference between objects and people.

Advancement

- Take another Wyrm move.
- Take another Wyrm move.
- Take a move from another Skin.
- Take a move from another Skin.
- You find some willing Collection Curators.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

You can’t use Bargaining Ceremony to give away Strings that other people have collected on you. It’s great to speak as your characters while sliding trade offers back and forth on index cards. A bargain can of course include objects, promises, and especially things from your Bait collection. Give them a good deal, get what you want, and keep them coming back. Try to keep notes about everyone’s Strings on one another. A tip to keep the story rolling: after each offer or refusal, describe a detail about your poise or subtle movement - encourage your bargainer to do the same.

Condition examples in Broker are from moves from the Ghost, Queen, Ghouls, Selkie, Serpentines, Heir, and Firestarter. Take this when those or other Skins with moves that generate Conditions are in your group. Remember to give out those Conditions yourself, too!

With Where I Want You, the MC might have another scene occur first, but it won’t include you or your obsession. To frame a scene, say these five things: where it takes place, what time of day it is, how many minutes or hours have passed since the previous scene, who’s there, and what’s generally going on.

Playing The Wyrm

Controlling, manipulative, brooding, jealous. The Wyrm is a player of mind games and a dealer in social currency. It’s also a rather complicated Skin, perhaps best played by those who’ve played before.

During backstory, you’ll be asked to select some PCs to be “merely currency” and others to be “treasure.” Metaphorically speaking, you use one to get the other. Your opinions of them can change, of course.

You see what most miss, passing glances that tell tales of control. You’ve been transformed by your aching desire for power over people. They’re hard to acquire all at once, but you can win them bit by bit, piece by piece, string by string.

What you’ve changed into - you’re the kind of thing that runs the world. You don’t have to be liked to be obeyed, or understood to be feared. There’s nothing so excellent as the delicate flavor of power over others.

The Wyrm

Name
Choose a name:
Alister, Bellinda, Donna, Eustace, Midas, Ormr, Tatsuya, Uther, Veles, Vritra

Look
Circle one in each list:
sharp, dangerous, expensive, collected, quiet
burning eyes, sly eyes, greedy eyes, bored eyes, unblinking eyes

Origin
Circle one:
slept under a mountain, in your blood, awakened, enamored with objects, heart got so black

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Other Moves

Wyrm Moves
You get these two, then choose one:

- **Bargaining Ceremony**
  Drinking tea, sharing a cigarette, playing chess, or sitting back to back are all ceremonies.

  When negotiating a bargain during a ceremony, both of you can offer Strings as part of that bargain. This can include Strings you have on others, or new Strings that you generate on yourselves. When you're both satisfied, the exchange occurs.

- **The Bait**
  You have a collection of beautiful things – maybe zines, jazz records, or old jewelry. When you show it to someone, they inevitably find something they fancy. They will mark experience when it becomes theirs and is no longer yours. Also, choose one:
  - they see something someone else would like, and when you show that someone the something, carry one forward against them,
  - the time has flown by and it's hours later than you thought.

- **Broker**
  You're attuned to how people value and weaken one another. Whenever you gain a String on someone with any Conditions named in a Skin move, such as **blamed, one of them, morbid, dazed, snake food, like a sister to me, like a brother to me, or moth to the flame**, mark down 2 Strings on that person instead of 1.

- **Where I Want You**
  When you obsess about someone, you may spend 4 Strings on them; you'll frame the next scene either of your characters appear in. Frame a scene with just the two of you, and until you've made a move, no one else can enter and they can't leave.

- **Jealous Coils**
  When anyone gets close to someone you covet and you act territorial, roll with **dark**. On a 10 up, both: they lose a String on your coveted, and you gain a String on your coveted. • On a 7-9, gain a String on your coveted, and your coveted chooses:
  - they give you a Condition,
  - you say something you'll regret.

- **Scales**
  Once per session, you can transform into a terrifying beast of talons and coils. Give yourself the Condition **secretly vulnerable**. While transformed, you can roll to **lash out physically** with dark, except do as much harm as you like. When the scene ends, you collapse back into your human form.

Your Backstory
Judge each other PC as either “treasure” or “merely currency.”

If they're treasure, describe the moment they caught your eye, and give them a String.

If they're merely currency, take a String on them. Read them this:
"Describe something off-putting that I said to you."

Your Backstory
Judge each other PC as either “treasure” or “merely currency.”

If they're treasure, describe the moment they caught your eye, and give them a String.

If they're merely currency, take a String on them. Read them this:
"Describe something off-putting that I said to you."

Stats
Add 1 to one of these:

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

**Carry Forward**

**Conditions**

**Notes**

**Harm**

**Experience Points:**

**Strings**

**Advance**
Sex Move

Once you’ve had sex with someone, add 1 to your rolls for passing as them.

(List them here, and also add +1’s to your outfit list.)

People you’ve slept with:

Darkest Self

Somebody is a hack at playing themselves in their own life. It grates on you. It’s time for you, the understudy, to take that place in the spotlight; you portray them so much better than they do. It’s time to take them out of the picture, using whatever means necessary. Replace them. You escape your Darkest Self when something they do surprises you, or someone shows a genuine care for them, or you succeed.

Advancement

- Take another Cuckoo move.
- Take another Cuckoo move.
- Take a move from another Skin.
- Take a move from another Skin.
- You’ve got a Flock of Wannabes.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

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Playing The Cuckoo

Playful, jealous, magical, spiteful. The Cuckoo is a clothes-stealing magical shapeshifter. Play this Skin if you want to mess with other people's relationships and play with gender.

The magic of Feathers lets you be partially undressed passing as someone and have sexual organs like theirs instead of yours. You can only pass as one person at a time, and when you’re totally naked, you’re you.

Guarding the secret of your shapechanging might slow down the story. Shredding the Looking Glass provides a disincentive to uncover you; it also interacts with Close To The Sun.

If you have Strings that you got while passing as someone else, they can be explained as new things you’ve learned about that person rather than social power they’ve ceded to you.

With That Good, your impression is so polished that those interacting with you can learn something new about the actual person you’re passing as. Without it, Strings others gain on you might be fruitfully confusing. That’s ok!

Using A Little Bird Told Me is like shutting people down who aren’t even in the scene.

Facts about real cuckoos

Cuckoos parasitically lay their eggs in other species' nests. The host birds then raise the young cuckoos, often feeding them before their own young. If there isn’t enough to go around, the host’s own children starve. When the nestling cuckoos first hatch, many eliminate their nestmates by pushing them over the side.

Others’ lives are just so fascinating. That’s why you want to walk a mile in their shoes... and pants... and shirt. That’s why you want to look out through their eyes, make a few promises with their voice and maybe kiss someone via those sweet lips.

Look at that smile. You could be anyone.

The Cuckoo

Name

Choose a name:
Alex, Checha, Coby, Francis, Garnett, Jay, Jamie, Kealoha, Robin, Taylor

an androgynous name,
an unconventional name,
an artist’s name, a bird name,a name of replacement

Look

Circle one in each list:
sleek, flashy, comfortable, exuberant, eclectic
tempting eyes, knowing eyes, innocent eyes, flirty eyes, vibrant eyes

Origin

Circle one:

foster kid, left in a basket, miracle baby, from the stars, middle child
**Name:**

**Stats**

*Add 1 to one of these:*

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

**Conditions**

- Hot
  - (Turn Someone On, Manipulate an NPC)
- Cold
  - (Shut Someone Down, Hold Steady)
- Volatile
  - (Lash Out Physically, Run Away)
- Dark
  - (Gaze Into The Abyss)

**Outfits (Mark while passing as)**

- You can collect more than four, of course.

- Feathers
  - Your magic lets you pass as the person whose clothes you're wearing. When you're seen wearing someone else's clothes, but aren't yet passing, roll with hot. On a 10 up, you're passing as them - you'd fool their mother and their favorite hookup. Mark the outfit you're wearing below. • On a 7-9, same as above, but choose one:
    - the magic will dissipate if you kiss or get kissed,
    - the magic will dissipate if you lash out at anyone.

  While you're passing as someone, give social Conditions you receive to them instead. Physical Conditions still stick to you. Anyone who takes Feathers also gets *Shredding the Looking Glass*.

- Shredding the Looking Glass
  - When someone suspects that you're not who you appear to be, mark experience.

- That Good
  - While you're passing as someone, if anyone would gain a String on you, they instead gain it on the person you're passing as.

- Close To The Sun
  - When someone suspects that you're not who you appear to be, mark experience.

- Brood Parasite
  - When you can tell that someone wants what you have, or wants to be in your shoes, gain a String on them.

- Jumping Out Of Clocks
  - When you disrobe for someone, take 1 forward to rolling with volatile, and they choose:
    - offer you an experience point to do what they want,
    - trigger your Darkest Self.

- A Little Bird Told Me
  - When you blab vicious lies about someone behind their back, roll with cold. On a 10 up, give them a Condition. • On a 7-9, give them a Condition, but some people don't believe you, so gain the Condition liar.

**Your Backstory**

You've stolen an outfit from someone. Record it under *Outfits* and gain a String on that person.

Someone gave you an outfit so that you could impersonate them - discuss with them and decide why. Record it under *Outfits* and you each get a String on one another.
Sex Moves
You have three intimacy moves:

- When you lay your head in a virgin’s lap, gain a point of Integrity and choose:
  - give them 1 forward to protecting you,
  - roll to turn them on.

- When you kiss a non-virgin, take 1 harm.

- When you have sex, lose all your Integrity.

Darkest Self
This is it. Everything falls apart, and you can’t hold it together anymore. It’s not because everything is too much to bear – just that you aren’t good enough. So beg their forgivenesses, everyone you’ve wronged by being too weak to help; and show them how sorry you are, in whatever small ways you can muster before the final curtain falls. Don’t seek their acceptance. You don’t deserve it. You escape your Darkest Self when someone reflects to you a glimmer of your own self worth.

Advancement
- Take another Unicorn move.
- Take another Unicorn move.
- Take a move from another Skin.
- Take a move from another Skin.
- You’re accepted by a Circle of Friends.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

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Playing The Unicorn
Desperate, kind, helpful, good. The Unicorn tries to be a benevolent supporting force in the world, but they don’t believe in themselves.

The Unicorn looks at the concept of virginity as a binary thing. Before the game starts, tell the MC what universally “counts” and “doesn’t count” as losing your virginity, remembering to account for interactions between people with the same genitals. Before someone has done those things, they are a virgin. If your group fades to black instead of describing the sex acts, your MC will ask questions to clarify if characters have lost their virginity or not. Of course, players still say when their own Sex Moves occur. Speaking of, read your three intimacy moves!

You start off able to gain Integrity, but perhaps have nothing to spend it on. That’s ok. If your integrity stat is highlighted, you mark experience when you roll, not when you gain a point. You define what issues matter to you: start with People Should Never.

Both Lesser Beasts and Hunted externalize the Unicorn’s power, populating the world instead of giving them agency. If you take either of those moves, tell the MC right then what’s cool about it to you. Once play is under way, the MC will control the characters from these moves.

I Believe In You is for after they roll, whereas Prophecies is for before - maybe well before.

If you take Blessings, remind the other players that you have it. Ask about the things their characters long for using your character’s voice, too.

You try so hard to help, and to be good. But you feel like a foal out on the ice and the lake is ringed by wolves and your inner warmth makes the ice beneath you weaken.

One of the best things in this world and not long for it.

The Unicorn

Name
Choose a name:
Abdul-Rahman, Abilene, Acacia, Aedelwine, Aghavni, Aiko, Ajit, Akash, Andy, Astrid

a name beginning with A, a brave name, a selfless name, a nigh-forgotten name, a fortuitous name

Origin
Circle one:
magic is dying, hunted to extinction, survivor, blessed, our last hope

Look
Circle one in each list:
birthmark, mohawk, actual horn, hairstyle, trick of the light
translucent eyes, solitary eyes, stoic eyes, modest eyes, humble eyes

People Should Never
Circle some and make up your own:
eat meat, lie, talk back, be selfish, hurt the environment, break the law, support sweatshops, disobey elders, swear, dance, drive a car, do drugs, appropriate cultures, bully, gossip, misgender people, make someone cry
Name:

Stats
Add 1 to one of these four:
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)

- ○ Integrity

Your Backstory
Someone is thinking about taking something from you - discuss with them and decide what it is. You each get a String on one another.

Someone’s in love with you and has told you about their feelings. Gain 2 Strings on them.

Condition

- Experience Points: ○ ○ ○ ○ ○ advance

Unicorn Moves
You get this one, and choose two more:

- With Integrity
  You judge your own actions harshly, holding yourself to a high moral standard. You have a fifth stat to reflect this, which starts at zero and can climb to 3. Gain a point of Integrity when
  - you take the moral highground about an issue that matters,
  - you follow through on something important that you say you’ll do.

You can gain up to 1 Integrity per scene. When a move calls for you to roll with integrity, erase 1 Integrity after you roll.

- I Believe In You
  When you believe in someone who has just done less than their best, make eye contact with them and roll with integrity (& then erase 1). On a 10 up, the roll they just made counts as a 10.
  - On a 7-9, add 1 to the roll they just made. When time seems to stop and fate hangs in the balance, sometimes believing in somebody is enough.

- Prophecies
  When you predict the outcome of a PC’s intended action well before they undertake it, roll with integrity (& then erase 1). On a 10 up, the decisive move’s roll will succeed as a result of 10 up, or automatically miss, choose now.
  - On a 7-9, as above, but you’ll have to be there to help it along.

  On a successful roll, read this aloud:
  “A PC may defy this prediction by breaking their own heart.”

- A Good Person
  Spend an Integrity to offer someone an experience point to do what you say. If they undertake to do that thing, and you directed them towards making a third party happier at no one’s expense, mark experience.

- Speak From The Heart
  When you have someone else’s best interests at heart, add 2 to your rolls to manipulate an NPC.

- Lesser Beasts
  When you’re near them, animals can converse in human speech. Full sentences and broad concepts, with strange gaps of knowledge.

- Hunted
  There are things that hunt you, things you often catch out of the corner of your eye. When one of them comes out into the open, choose:
  - stand up to it and award yourself a point of Integrity,
  - call out for help and anyone who comes to your rescue marks experience,
  - look directly at it and ask the MC a question about your hunters.

- Blessings
  (If you pick this, read it aloud.)
  When other people seek your blessing and erase a String on you, tell them whether you approve of their intentions. If you approve, they carry 1 forward to realizing it. If you don’t, they take that String on you back.

Other Moves
Sex Move

After you have sex with someone, tell them about your secret weakness or a peaceful time you shared with one of your siblings. They tell you about their relationship with death.

Darkest Self

Treason. You’ve just this instant put the pieces together, and not a moment too soon. There are those who’ve feigned kindness to you, and you’ve even let your guard down a little - but they didn’t count on your survivor’s instinct. Quickly, cleverly, before they can retreat or mount their defenses, you must strike them down unerringly. You escape your Darkest Self when your paranoia is revealed to be unfounded, or when you push away everyone who cares about you.

Advancement

- Take another Heir move.
- Take another Heir move.
- Create a new Birthright (MC approval) and agree who it’s in.
- Take a move from another Skin.
- Take a move from another Skin.
- You’ve met your Extended Family.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

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Playing The Heir

Scared, conflicted, desperate, violent. The Heir is about terrible sibling rivalry and unreasonable parental expectations. They come freighted with some heavy issues, and require a mature outlook to play well - mechanically, it’s not a Skin for first-time players, and nor is it structured for single-session games.

To keep the age differences fresh in everyone’s minds, always say your siblings’ ages after their names. When you make your siblings at the start, don’t go into detail. Just give us their names and ages, and a glimpse of what one or two look like. The rest can be discovered later through play. For your sex move, feel free to make up new stuff about your siblings.

When you transfer death to one of your siblings using Old Family Friend, the MC chooses which sibling is taken by death in your stead. See the Player Reference Sheet for info about avoiding death - something you can’t do. Incidentally, you can never gain the Ghoul move Short Rest for the Wicked.

It’s your choice whether you tell the other players about your secret weakness or not. Either is fine. The Condition like a brother to me isn’t only for use on boys, and like a sister to me isn’t only for use on girls.

In Or Else, the flashback is a mini-scene between you and that blood sibling, just long enough for you to tell them what to do in this situation. Or Else can’t automatically interrupt other moves. The phrase “blood siblings” here means “can’t be used on PCs.”

Other PCs can’t get Birthrights. They’re yours alone.

The Heir

Name
Choose a name:
- Austin Saylor-Williams,
- Baqar al-Kabir,
- Bronwyn Joy “Betsy” Bainbridge,
- Cain Adams,
- Cézar Barbosa,
- Donald Buchanan,
- Hiroko Nakahara,
- Liesa Metzger,
- Lucille Robicheau,
- Ocella Caecilius

a strong name, a royal name, a warrior’s name, a biblical name, a name proclaiming ownership

Look
Circle one in each list:
- serious, on edge, tired, dirtpoor, confident
- spooky eyes, haunted eyes, cold eyes, soft eyes, bags under eyes

Origin
Circle one:
- hated, favorite, grew up too fast, born leader, consumer

Your family has strong traditions. You’ve heard stories about your aunts and uncles: some of the stories remind you of you and your siblings. You all have these little gifts.

Maybe your parents even have a speech about it. One’s gifts should be used, they say. And if one’s inheritance isn’t appreciated, it should be seized instead by someone more able to see the value. Someone more fit for success in the Real World.

They have an expectation that, by adulthood, you’ll be an only child. Either that or one of your siblings will be.
You've revenged yourself on someone. Agree why and how, and give them 2 Strings on you.

You're afraid of what someone can & will do. Give them 2 Strings on you.

You have six blood siblings, each with a gift that can become yours. In your Birthrights section, list their names and ages with at least one born each year after you. Gain a String on each.

---

**Birthrights**

*Begin with none:*

- **Echo in Here**

  When you want a sibling to parrot back something you told them to remember, roll with dark. On a 10 up, they say it verbatim. On a 7-9, as above, but they sound like you when they say it.

- **An Inclusive Family**

  Characters with either the *like a sister to me* or *like a brother to me* Conditions count as your siblings.

- **Brief Candles**

  When you kill someone, mark experience.

- **Pluralize**

  If a Condition that you're handing out could apply to two people present, give it to both of them.

- **Pull The Strings**

  Siblings that you specify move their bodies exactly as you move yours until you let them stop.

- **You're All The Same**

  You can spend Strings on siblings interchangeably.

---

**Heir Moves**

*You get these two, and choose one more:*

- **Old Family Friend**

  When you take your fourth harm, fall down dying. You can't avoid death, but you can transfer it to one of your remaining siblings. Death, be it as a robed figure or as a shadow in the door, comes for them instead of you. When you wake into life again, you're fully healed.

  That is, unless your fourth harm is dealt by your secret weakness. Choose one:

    - **Oxhorn**
    - **Applewood**
    - **Obsidian**

  In that case your next remaining sibling inherits your powers, and you just die.

- **Inheritance of the Eldest**

  When someone with one of your Birthrights dies, whether by your hand or not, fill in that Birthright's circle. Their gift is bestowed on you, and you've unlocked that power.

- **Family Portrait**

  When you remind your siblings that you're in charge, choose:

    - gain a String on one of those siblings,
    - carry 1 forward to confronting non-siblings.

- **Firstborn**

  When you get someone to attend to your needs, perhaps combing your hair or bringing you a glass of water, gain a String on them.

- **Or Else**

  Spend a String on a blood sibling, then flashback to having told them what to do in the situation at hand. If you told them to do something that kids can do, they're doing it. If it was out of their league, or something which might leave them worse off than what they think you'll do if they don't - they aren't.

---

**Other Moves**

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**Experience Points:**

- advance

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**Hot**

*Turn Someone On, Manipulate an NPC*

**Cold**

*Shut Someone Down, Hold Steady*

**Volatile**

*Lash Out Physically, Run Away*

**Dark**

*Gaze Into The Abyss*
Bronwyn Joy Bainbridge
aka "Betsy"

(New England Yankee)

Two given names, the family name, and an informal-use nickname.

Anthony Richard Bainbridge "Dickey"
Arthur Lindall Bainbridge "Finn"
Calvin Michael Bainbridge "Chip"
David Winthrop Bainbridge "Win"
Garrett Scott Bainbridge "Skip"
Henry Mason Bainbridge "Kip"
John Brooks Bainbridge "Brooks"
John Hubbard Bainbridge "Hub"
Theodore Ford Bainbridge "Tad"
William Tawe Bainbridge "Billy"

Kendall Quinn Bainbridge "Quinny"
Keaton Sloane Bainbridge "Keats"
Parker Morgan Bainbridge "Trip"

Anne Kimball Bainbridge "Posey"
Beatrice Margaret Bainbridge "Bea"
Bethany Louise Bainbridge "Beth"
Dorothy Bettina Bainbridge "Bunny"
Elizabeth Adeline Bainbridge "Poppy"
India Hastings Bainbridge "India"
Julia Beals Bainbridge "Topsy"
Martha Helen Bainbridge "Mimi"
Mary-Sara Wade Bainbridge "Sissy"
Sarah Peyton Bainbridge "Paige"

Caecilia Ocella

(Ancient Roman version)

Family name first, given name second.
The family name is modified for each sex.
Boys have an additional formal name used within the family.

(Marcus) Caecilius Ambustus
(Gaius) Caecilius Bestia
(Titus) Caecilius Bucco
(Gnaeus) Caecilius Canius
(Servius) Caecilius Catulus
(Decimus) Caecilius Malleolus
(Tiberius) Caecilius Proculus
(Aulus) Caecilius Quadratus
(Lucius) Caecilius Varro
(Vibius) Caecilius Vespillo

Caecilia Atella
Caecilia Avita
Caecilia Fullo
Caecilia Helva
Caecilia Laenas
Caecilia Lupa
Caecilia Merga
Caecilia Regula
Caecilia Strabo
Caecilia Taura

Naming The Heir's Siblings

A support document for
Monsterhearts Second Skins
photographsoflightning.com/mhss

This support written by Jackson Tegu with the help and works of
Eric J. Boyd,
Jason Morningstar,
Igor Toscano,
Gregor Hutton,
Christopher Stone-Bush & Tomoko Onishi,
Christian Griffen,
Élise Guérin-Bouchard,
and Jessica Hammer.
Naming The Heir's Siblings

To play the Heir, one must name their six siblings. To support the player who wishes to have their siblings named in the same culture as their own name, I offer this humble collection.

Lists are of boy names, unisex names where possible, and then girl names.

Each list is titled with a first-and-last name pairing from the Heir as well as the culture those names were taken from. I’ve sought names that read correctly with only an American understanding of English, and restricted myself to the acute accent.

Austin Saylor-Williams
(Suburban American)

Anthony, Bryce, Chase, Colton, Conner, Dylan, Jared, Kyle, Spencer, Zachary

Jade, Riley, Shelby

Brooke, Cassidy, Dallas, Haley, Jenna, Mackenzie, Makayla, Savannah, Sierra, Sydney

Bronwyn Joy Bainbridge
(New England Yankee)

See Reverse

Cain Adams
(Biblical American)

Abel, Abraham, Gideon, Hiram, Jonah, Levi, Mordecai, Noah, Saul, Seth

Abigail, Delilah, Dinah, Judith, Leah, Naomi, Rachel, Rebekah, Ruth, Sarah

Cézar Barbosa
(Brazilian)

Armando, Bonifacio, Fausto, Hugo, Leandro, Marco, Oscar, Silvio, Ulisses, Valerio

Ariel, Darci

Anabela, Beatriz, Bruna, Calixta, Emiliana, Frederica, Iolanda, Leonor, Madalena, Rosa

Donald Buchanan
(Scottish)

Alastair, Dougal, Finlay, Gregor, Graeme, James, Keith, Lachlan, Malcom, Rory

Cameron, Drew, Jo, Logan, Morgan

Ailsa, Faye, Fiona, Catriona, Elspeth, Irene, Isobel, Morag, Morven, Ruth

Hiroko Nakahara
(Westernized Japanese)

Hiroto, Isamu, Kenichiro, Koike, Mitsuo, Mukai, Noboru, Okada, Takahiro, Yujiro

Jun, Kohaku

Ayumi, Haruna, Hikaru, Hiromi, Kanon, Kaoru, Saori, Yukari, Yuuko, Miwa

Ocella Caecilius
(Westernized Ancient Roman)

Ambustus, Bestia, Bucco, Canius, Catulus, Malleolus, Proculus, Quadratus, Varro, Vespillo

Atella, Avita, Fullo, Helva, Laenas, Lupa, Merga, Regula, Strabo, Taura

Baqar al-Kabir
(Westernized Arabic)

Amr, Ghazi, Hamzah, Imran, Khalid, Mahmud, Rashid, Sharif, Yusuf, Zahir

Banuah, Chanda, Faiza, Jihan, Kashifah, Ramisa, Maira, Namyla, Suraya, Urshia

Lucille Robicheau
(Québécois)

Alain, Étienne, Francis, Louis, Mathieu, Olivier, Pascal, Remi, Serge, Yannick

Michel/Michèle, Samuel/Samuelle, Frédéric/Frédérique (all pronounced the same), Claude, Camille

Alice, Annie, Céleste, Chantal, Éliane, Éveline, Joséphine, Marianne, Mélissa, Véronique

Baqar al-Kabir
(Westernized Arabic)

Amr, Ghazi, Hamzah, Imran, Khalid, Mahmud, Rashid, Sharif, Yusuf, Zahir

Banuah, Chanda, Faiza, Jihan, Kashifah, Ramisa, Maira, Namyla, Suraya, Urshia

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Cameron, Drew, Jo, Logan, Morgan

Ailsa, Faye, Fiona, Catriona, Elspeth, Irene, Isobel, Morag, Morven, Ruth

Hiroko Nakahara
(Westernized Japanese)

Hiroto, Isamu, Kenichiro, Koike, Mitsuo, Mukai, Noboru, Okada, Takahiro, Yujiro

Jun, Kohaku

Ayumi, Haruna, Hikaru, Hiromi, Kanon, Kaoru, Saori, Yukari, Yuuko, Miwa

Ocella Caecilius
(Westernized Ancient Roman)

Ambustus, Bestia, Bucco, Canius, Catulus, Malleolus, Proculus, Quadratus, Varro, Vespillo

Atella, Avita, Fullo, Helva, Laenas, Lupa, Merga, Regula, Strabo, Taura

Liesa Metzger
(German)

Bastian, Boris, Dennis, Florian, Frank, Juergen, Johann, Nicolaus, Sven, Tobias

Sascha

Andrea, Annika, Brigitte, Fabienne, Ines, Inga, Kathrin, Melanie, Petra, Sabine

Lucille Robicheau
(Québécois)

Alain, Étienne, Francis, Louis, Mathieu, Olivier, Pascal, Remi, Serge, Yannick

Michel/Michèle, Samuel/Samuelle, Frédéric/Frédérique (all pronounced the same), Claude, Camille

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Austin Saylor-Williams
(Suburban American)

Anthony, Bryce, Chase, Colton, Conner, Dylan, Jared, Kyle, Spencer, Zachary

Jade, Riley, Shelby

Brooke, Cassidy, Dallas, Haley, Jenna, Mackenzie, Makayla, Savannah, Sierra, Sydney
Sex Move

When you scream out someone’s name during sex, gain a String on them.

Darkest Self

You feel... you feel like a monster. What kind of monster do you feel like? A werewolf, a vampire, a ghost, a queen... it can be anything you can think of. Tell the MC, and they’ll hand you that Skin or the closest thing to it. It can be different each time. Read their Darkest Self: you are drowning in metaphor. Choking on it. Your body isn’t supernatural, but you’re gonna take it right to the line. You become that Darkest Self.

Advancement

- Take another Neighbor move.
- Take another Neighbor move.
- Take a move from another Skin.
- Take a move from another Skin.
- You’ve started a Special Interest Club.
- 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 Neighbor

Uncertain, messy, helpless, undecided. The Neighbor is all about making choices, pushing others into making choices, and throwing themselves into situations that won’t necessarily end up in their favor. Play this Skin if you’re not too worried about having the game reward you mechanically, but you want interesting things to be happening all around you all the time.

Most of the Neighbor’s moves include something to choose, and lots of those choices might bite the Neighbor instead of assisting them - that’s what kind of a mess you are. The moves to the right of the page are the ones in which another player makes a choice.

Hints: make others decide everything for you, and never settle with their decisions. Remember to gaze into the abyss, even though you’re not a monster.

Whenever one of your moves trigger, read the whole thing aloud (except for the list in Nap Fan - it’s too long.)

Transparency is very important when playing the Neighbor. Show everyone how to push your buttons.

With Mixed Messages, the Neighbor is making assumptions about the other character’s intentions. The two parts of it aren’t symmetrical - if you fail to shut them down, that doesn’t mean they’re turned on.

If you choose Precarious, read the move aloud. Also, use your character’s voice to drop none-too-subtle hints about presents you’d like, and beg for another chance where appropriate. Be prepared to remind the other players about the move.

Sometimes when you watch scary movies you wonder if monsters and creatures and things from beyond the grave are really real. It freaks you out pretty bad. But then you just snuggle down onto the couch with all your friends and know that everything is going to be alright.

The Neighbor

Name
Choose a name:

Hamish, Luke, Margaret, Ming, Muhammad, Natalie, Sasha, Sofia, Vicente, Wei

Look
Circle one in each list:

boyish, hot mess, stilted, easy-going, femme

smiling eyes, confused eyes, hopeful eyes, sunny eyes, averted eyes

Origin
Circle one:

boy next door, girl next door, newly social, latchkey kid, divorce kid

This Skin written by Jackson Tegu for:
Monsterhearts Second Skins
photographsoflightning.com/mhss
Other Moves

Flush With the... (Turn Someone On, Manipulate an NPC)

Neighbor Moves

Choose three:

❖ Last One Picked
When someone special overlooks you, choose:
❖ publicize it and give them a Condition,
❖ let them see you crying and take a String on them.

❖ Mixed Messages
When you’re alone with someone, decide if you’re attracted to them or not.
❖ If you are, tell them why you can’t be together and roll to shut them down, adding 1 to the roll.
❖ If you’re not, tell them all the things they’ve got going for them (to let them down easy) and roll to turn them on, adding 1 to the roll.

❖ Two Eyes
When you take your glasses off, add 1 to your hot. You actually need your glasses, so subtract 1 from rolls where sight matters.

❖ Lucky I Guess
When you remain oblivious to troubling or supernatural occurrences, carry 1 forward.

❖ All the Wrong Places
When you help someone you’re sweet on look for love elsewhere, choose:
❖ they carry 1 forward to realizing that love,
❖ the two of you gain Strings on one another.

❖ Precarious
(if you pick this, read it aloud)
When someone gives you a gift or another chance, give them a String.

❖ Spooked
When you run into someone’s arms, they choose:
❖ you mark experience,
❖ they become their Darkest Self.
If it’s an NPC, MC chooses: you mark experience, or they make a hard move.

❖ Self-Deprecating
When you talk shit about yourself to someone, they choose:
❖ argue and give you a String,
❖ let it slide and shut you down.
If it’s an NPC, MC chooses: they argue and give you a String, or they mock you and the MC makes a hard move.

❖ Home Life
When a monster sees what a normal life you have, they choose:
❖ they gain the Condition monstrous,
❖ you gain the Condition delicious,
❖ you carry 1 forward to making them feel human.

❖ Nap Fan
As soon as you fall asleep somewhere, choose two below for the MC to detail. The MC will tell you when you wake up, and then tell you the details.
❖ something has been left for you,
❖ someone unexpected is nearby,
❖ someone’s been trying to contact you,
❖ something happened at home,
❖ something has been canceled,
❖ something has been broken,
❖ you had a nice dream.

Name:

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

Harm

Notes

Experience Points:

❖ advance

Carry Forward

Strings

Your Backstory

You live next to someone; your bedroom windows face. Choose:
❖ you watch them through the blinds and they’ve noticed, each gain 1 String on one another;
❖ you leave your blinds up while you change, each gain 2 Strings on one another.

You made out with someone a while ago. Gain a String on them and give them 2 Strings on you.
Sex Move
When you have sex with someone, it counts as submerging yourself in water. Since all oceans tell you their secrets, gain a String on someone else they’ve had sex with.

Darkest Self
People have mistreated you and made you an outcast here. It’s time to show them how it feels to be lost at sea, to be apart from the things you have loved, to have parts of your identity stolen from you. So you will flood the Earth. You will destroy what they cherish. And you will take their pelts. You escape your Darkest Self when this place reminds you of home, or when you recognize what you came here for.

Advancement
- Take another Selkie move.
- Take another Selkie move.
- Take a move from another skin.
- Take a move from another skin.
- You’ve enchanted a Group of Fishermen.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Revised Version
This Skin written by Jackson Tegu photographsoflightning.com/mhss

Playing The Selkie
Confused, homesick, beckoning. Their moves evoke homesickness and draw elemental power from bodies of water. Selkies have an inner yearning that other people instinctively respond to.

The Selkie is a creature caught between kingdoms. When she removes her pelt she appears human and can walk the land as humans do. When she dons her pelt she resembles a seal and can return to the ocean kingdom. Except, if she returns to that ocean kingdom, she can’t leave again.

When your seal pelt is missing, you are still able to enter the water and swim as well as a human can. Outer Skin doesn’t work, but all your other moves do.

Mechanically, it’s great for you when someone else has your pelt. If you throw yourself into doing the tasks they put before you, Their Word will provide Strings, bonuses, and plenty of interesting situations. It also gives you a reason to care about the same things other characters care about. Forcing them to return it might not be as fun.

Your sex move counts as submerging yourself in water for Body of Water, as being soaking wet for Siren Song, and would easily trigger Salt if you were crying.

Outer Skin states that if you return to your homeland, the character’s story is over and you need to create a new character. This only applies if The Selkie returns home to its family and its former life. Merely swimming around in the ocean won’t trigger this requirement.

The weight and crash of the water was your first home. There are times you miss it terribly, and raise your keening voice, and those that can hear are moved... closer. You have a removable pelt that you were born in beneath the waves. When you wear it, you look just like a seal. And when you remove it, you feel raw and beautiful.

You’re living on land now, far away from everything you’ve known; shocked by newness and possibility, burdened by longing and the tyranny of choice. The air moves fast over you.

What do they call it?
Ah, wind.

Name
Choose a name:
Bersh, Dominic, Fiona, Jasdeep, John, Louie, Mattieu, Nula, Phillipa, Rowan

Look
Circle one in each list:
mussed, bedraggled, damp, sleek, riveting, unforgettable
confused eyes, deep eyes, glistening eyes, oil-drop eyes, far away eyes

Origin
Circle one:
like grandmother, enticed from the sea by art, breaking the rules about land-dwelling, curious about the human form
**Your Backstory**
You've seen someone swimming, but they either didn't see or didn't recognize you. Gain a String on them.

Someone stole your pelt, withholding it from you to make you their errand boy. They said they'll give it back. Each gain a String on one another, and they say the first task they've given you.

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**Stats**
Add 1 to one of these:

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

**Conditions**

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</tr>
<tr>
<td>Dark</td>
<td>(Gaze Into The Abyss)</td>
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</table>

**Carry Forward**

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**Strings**

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**Selkie Moves**

*You get the first two, then choose one:*

- **Outer Skin**
  - When you wear your pelt you look like a seal. Without it, you can swim like a human, but with it you can breathe underwater and swim like the dickens, and, if you want to, return to The Deep Kingdom. If you do return there, it's for good, so make a new character.

- **Their Word**
  - People can steal your pelt, but never destroy it. When someone withholds your pelt and demands that you do something for them before they'll give it back, add 1 to rolls you make in pursuit of that task. If they don't return your pelt, take a String on them, and they'll give you another task.

**Pelt Held By:**

- **Body of Water**
  - When you go a day without submerging yourself in water, take 1 harm. Whenever you submerge yourself in water and can relax, heal 1 harm and 1 Condition.

- **Catch of the Day**
  - Whenever you don't understand what's going on or what someone means, and it gets you into trouble or leads you to make unwise choices, mark experience.

- **Siren Song**
  - When you're soaking wet, you can sing a haunting song and roll with cold. On a 10 up, all who hear it stumble entranced toward you, though a character that takes harm will stop suddenly and gain the Condition dazed.
  - On a 7-9, all who hear it stumble entranced toward you until they would face harm or physical danger, and then they choose:
    - press forward and take the harm,
    - or stop suddenly and gain the Condition dazed.

- **Salt**
  - Whenever your tears mix with water, roll with dark. On a 10 up, choose someone you want to see. They show up, with or without reason.
  - On a 7-9 they still do, but they have the Condition drained and they bring trouble with them.

- **Ocean’s Breath**
  - When you feel homesick, roll with cold. On a 10 up, choose one for the MC to detail:
    - the ocean brings forth something that it thinks will make you feel better,
    - the ocean takes away something that it thinks is bothering you.
  - On a 7-9, choose as above, but the ocean doesn't understand the human world very well and causes serious or unexplainable damage in the process.

**Other Moves**