

Manipulate an NPC

When you convince an NPC to do what you want,

roll 2d6 + HOT.

On a 10+,
they'll do what you want if you give them a bribe, a threat, or a motive.

On a 7-9,
the MC will tell you what it'll take to get the NPC to do what you want.
Do it and they will.

On a 6 or lower,
MC plays a Hard Move.

Shut Someone Down

When you emotionally, mentally, or socially harm someone,

roll 2d6 + COLD.

On a 10+,
you choose one:

- ☞ give them a Condition;
- ☞ they lose a String against you;
- ☞ if they held no Strings on you, gain a String on them.

On a 7-9,
you choose one:

- ☞ you each give a Condition to each other;
- ☞ you each lose a String on each other.

On a 6 or lower,
MC plays a Hard Move.

Hold Steady

When you keep your cool in a scary or tense situation,

roll 2d6 + COLD.

On a 10+
you keep your cool, and you choose one:

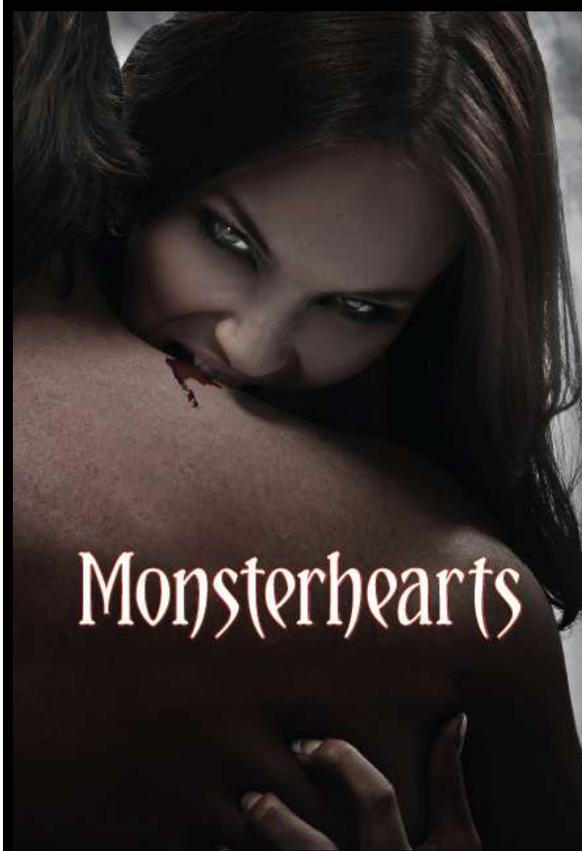
- ☞ ask the MC a question about the scene;
- ☞ carry 1 forward during this scene;
- ☞ remove a Condition.

On a 7-9,
you choose one:

- ☞ you keep your cool;
- ☞ pick an option from the 10 up list but also gain the Condition terrified.

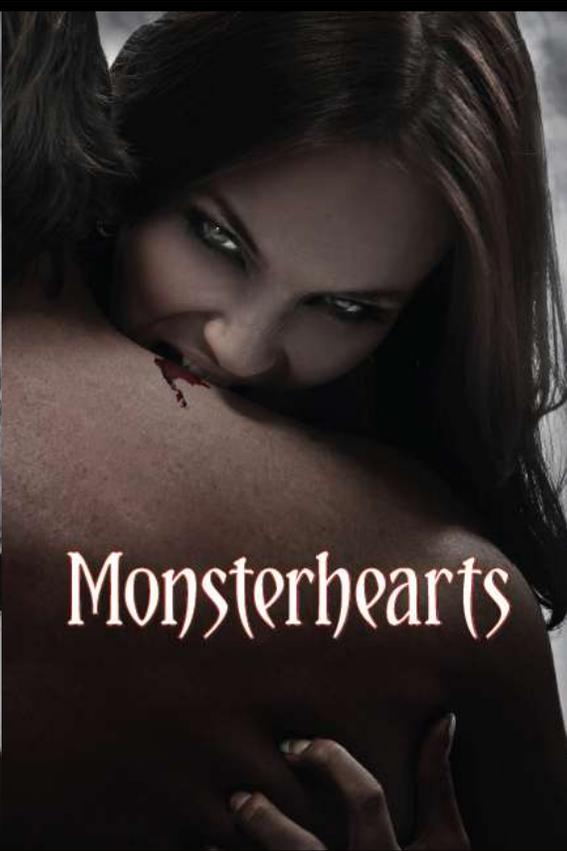
On a 6 or lower,
MC plays a Hard Move.

Does not work on PCs



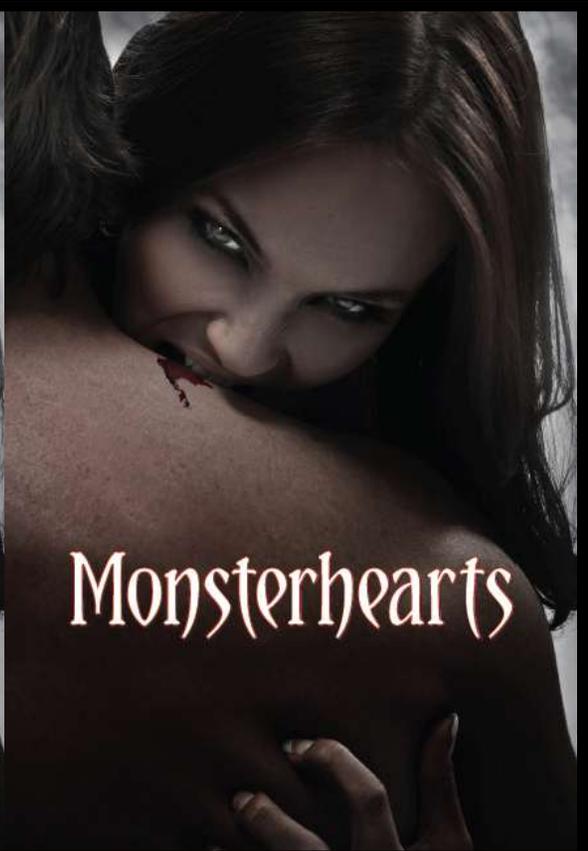
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Basic Moves



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Gaze Into The Abyss

When you ask the abyss questions,
roll 2d6 + DARK.

On a successful roll (7+),
it answers your questions with visions.

On a 10+,
you choose two:

- ☞ visions are lucid and detailed;
- ☞ visions show you what you must do,
and you carry 1 forward to doing it;
- ☞ visions cure you, removing a Condition.

On a 7-9,
you choose one:

- ☞ visions are confusing and alarming;
- ☞ visions are lucid and detailed but
they give you the Condition drained.

On a 6 or lower,
MC plays a **Hard Move**.

Turn Someone On

When you sexually arouse someone,
roll 2d6 + HOT.

On a 10+,
take a String against them.

On a 7-9,
they choose one:

- ☞ give themselves to you;
- ☞ promise something they think you want;
- ☞ give you a String against them.

On a 6 or lower,
MC plays a **Hard Move**.

Lash Out Physically

When you physically harm someone,
roll 2d6 + VOLATILE.

On a 10+
you deal them harm and you choose one:

- ☞ the harm is great (add 1);
- ☞ you gain 1 String on them;
- ☞ they need to hold steady before they
can retaliate (during this scene).

On a 7-9,
you harm them but you choose one:

- ☞ they gain 1 String on you;
- ☞ they can deal 1 harm to you for free;
- ☞ if they want to, you become your
Darkest Self.

On a 6 or lower,
MC plays a **Hard Move**.



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Run Away

When you run away,
roll 2d6 + VOLATILE.

On a 10+,
you get away, and end up in a safe place.

On a 7-9,
you get away, but you choose one:

- ~ you cause a big scene;
- ~ you run directly into something worse;
- ~ the scariest person there gets a String on you.

On a 6 or lower,
MC plays a Hard Move.

Rolling

When asked to roll:

- ~ Roll 2d6 + Stat.
- ~ 10+ you get what you want.
- ~ 7-9 you get what you want at a cost, part of what you want, or you have to make a hard choice.
- ~ 6 or less you don't get what you want and something worse happens.
- ~ Conditions, Strings, Forwards, and Moves may adjust your roll.
- ~ Forwards are a +1 bonus to your next applicable roll. Some Forwards can be used on any roll, some on specific rolls. A Forward only lasts for 1 roll.
- ~ If a gang helps you, gain a +1 bonus.
- ~ No bonus to your roll (including Stats) may be more than +5.

Strings

Spend a String on another PC to:

- ~ Add 1 to your roll against them.*
- ~ Subtract 1 from their roll against you.*
- ~ Offer them an experience point to do what you want.
- ~ Force them to hold steady in order to carry out a certain action.
- ~ Add an extra harm to whatever harm **you're dealing them.**
- ~ Place a Condition on them.

Spend a String on an NPC to:

- ~ Add 1 to your roll against them.*
- ~ Add 3 to your manipulate an NPC roll against them.*
- ~ Cause them to falter, hesitate, or freeze up momentarily.
- ~ Add an extra harm to whatever harm **you're dealing them.**
- ~ Place a Condition on them.

* = choose after rolling



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Rules

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Basic Moves

HARM

When PC & NPCs get hurt, they take Harm:

- ~ When a PC takes 4 Harm, they die.
- ~ **NPCs take whatever Harm makes sense.**
- ~ A PC may avoid death by 1 of 2 ways:
 1. Become their Darkest Self and gain the Condition drained.
 2. Lose all Strings on all other characters and gain the Condition drained.

Inflict Harm:

- ~ 2 Harm, if it requires medical treatment.
- ~ 1 Harm, if it doesn't.
- ~ 3 Harm, if it's much worse.
- ~ +1 Harm, if you spend a String.
- ~ +1 Harm, if a gang helps you.

Heal Harm:

- ~ Once per session, **if you** rest and tend your wounds, **heal 1 Harm**.
- ~ If someone tends your wounds, intimately and perhaps with erotic subtext, heal an additional 1 Harm.

XP (Experience)

Characters gain experience when:

- ~ They roll a highlighted stat.
- ~ Someone spends a String to get them to do something and they agree.

Characters may only earn experience from each highlighted stat and each move once per scene. Similarly, they may only earn a String from any one move once per scene.

Spending Experience:

- ~ Whenever a character reaches 5 XP, they may buy an advancement.
- ~ The advancement options are listed on the character sheet.
- ~ After anyone buys their 5th advance, the Season Advances become unlocked for everyone.
- ~ Season Advances can be bought just like regular advances but each character can only buy one Season Advance per Season.

Conditions

- ~ Characters can gain Conditions over the course of play.
- ~ If you take advantage of a Condition that someone has, while making a move against them, add 1 to your roll.
- ~ In order to take advantage of a Condition mechanically, though, you need to take advantage of the Condition fictionally as well.
- ~ A Condition goes away when the character suffering it takes appropriate action to alleviate it.



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Rules

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Setup

When you first play, do the following:

- ~ Choose skins.
- ~ Choose Name, Look, and Origin.
- ~ Adjust and assign Stats.
- ~ Choose Moves.
- ~ Read Darker Self.
- ~ Read Sex Moves.
- ~ Introduce Characters.
- ~ Follow the Backstory instructions (when assigning Strings, explain why).
- ~ Whomever has the most Strings with another character highlights one of their Stats.
- ~ The MC then highlights an additional Stat for every PC.
- ~ Read and follow the First Session card.
- ~ Read and follow the Teaching Rules card.

Teaching Rules

- ~ Teach the rules as you play.
- ~ Use examples and demonstrations.
- ~ Teach what they need in order to make informed decisions.
- ~ Teach Rolling. See Rolling card.
- ~ Teach Strings. See Strings card.
- ~ Teach Conditions. See Conditions card.
- ~ Teach Basic Moves. See Basic Moves cards.
- ~ Teach XP (Experience). See XP Card.

First Session

- ~ Blanket the world in darkness.
- ~ Springboard off character creation.
- ~ Ask questions like crazy.
- ~ Leave yourself things to wonder about.
- ~ **Look for where they're not in control.**
- ~ Push there.
- ~ Nudge the players to have their characters make moves.
- ~ Give every character good screen time with other characters.
- ~ Leap forward with named NPCs.
- ~ Create a homeroom seating chart.
- ~ Follow the characters around.
- ~ Learn what they want and are afraid of.
- ~ Wonder what kind of Menace might be dwelling within this town.
- ~ Don't know what to do? Start a fight, have someone disappear, throw a dance.



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NPC Strings

MC can spend NPC Strings on someone to:

- ☞ Put the NPC's action against them at an Advantage.
- ☞ Add an extra harm to whatever harm the NPC is dealing to them.
- ☞ Place a Condition on them.
- ☞ Offer experience to do what you want.
- ☞ Come out of nowhere with a hard move.

NPC Advantages

NPCs act at an Advantage whenever:

- ☞ They're able to take advantage of a PC's Condition while acting against that PC.
- ☞ You spend one of their Strings on a PC to put them at an Advantage against that PC.
- ☞ Something would grant the NPC +1 to their action.
- ☞ A custom move or special rule makes them do so.

When at an Advantage, an NPC's actions have one of these added effects:

- ☞ The action gains the NPC new followers or support;
- ☞ The action leave the NPC better protected in some way;
- ☞ The action set the NPC up perfectly for a follow-up action of some sort.

NPC Disadvantages

NPCs act at a Disadvantage whenever:

- ☞ They have a Condition that would interfere with their action.
- ☞ Something would grant the NPC -1 to their action.
- ☞ A custom move or special rule makes them do so.

When at a Disadvantage, an NPC's actions have one of these added effects:

- ☞ The action alienates the NPC's friends and allies;
- ☞ The action leaves the NPC exposed to danger;
- ☞ The action leaves the NPC exhausted or without an escape plan.



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Hard Moves

- ~ Separate them.
- ~ Put them together.
- ~ Announce off-screen badness.
- ~ Announce future badness.
- ~ Inflict harm (as established).
- ~ Make them pay a price.
- ~ Tell them possible consequences and ask.
- ~ Leap to the worst possible conclusion.
- ~ Turn their move back on them.
- ~ Expose a dangerous secret to the wrong person.
- ~ Take a String on someone.
- ~ Trigger their Darkest Self.
- ~ Herald the abyss.
- ~ **After every move: "What do you do?"**

Agendas

- ~ **Make the PCs' lives not boring.**
- ~ Make the PCs feel unaccepted.
- ~ Keep the story feral.

Principles

- ~ Blanket the world in darkness.
- ~ Address yourself to the characters, not the players.
- ~ Make your move, but misdirect.
- ~ Make your move, but never speak its name.
- ~ Make monsters seem human.
- ~ Make humans seem monstrous.
- ~ Give everyone a life.
- ~ Accept people, but only conditionally.
- ~ Happiness always comes at someone **else's expense.**
- ~ Ask provocative questions and build on the answers.
- ~ Be a fan of the PCs.
- ~ Treat your NPCs like stolen cars.
- ~ Give your NPCs simple motivations that divide the PCs.
- ~ Sometimes, disclaim decision making.



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