Playing the Muse

Misunderstood genius, passionate, and obsessed. The Muse is a savant who can elevate their skill to truly be called a master, or they could if something wasn't holding them back. A terrible injury, disfigurement, or other obstacle prevented them from truly reaching the heights they were destined for. Both those who cannot do, teach. So the Muse takes on a *Prodigy*, someone to pass down their art. The Muse is crazed brilliance manifested directed at their one chosen student. They'll do anything - no matter how vile - to see them succeed.

The two stat choices for the Muse both contain Cold because they are indifferent and hardened to most of the outside world. Whether you approach furthering your *Prodigy* as something increasingly violent (Dark 2 & Cold 1) or perhaps you prefer to ensure to keep your *Prodigy* under your thumb as long as possible (Cold 2 & Volatile 1), your moves and your actions revolve around your Prodigy.

If you wish to eliminate the obstacles around your Prodigy choose *Punjab Lasso* in order to give the upper hand as your targets become embroiled within your schemes and traps. Taking *Grasshopper or Scorpion* and *Don Juan Triumphant* allows you to focus on grooming your *Prodigy* to become your eternal love. When your Darkest Self strikes it's now the time to enact that plan and whisk them away to the land of your fantasies.

Credits

This is a Skin for Monsterhearts 2, available at buriedwithoutceremony.com
This skin was designed by Topher Gerkey and updated by Nicholas Francia

Sample file



The Muse

You've always had an amazing talent, something that could set you beyond the rest. But the others never could see past your flaws, whether it was your past, or your own appearance and so you remained scorned that is until you met them. They got your attention whether it was their own skill, beauty, or just passion. You knew in an instant that you needed them, you wanted them, and their success became your own.

You'll do anything to make sure they get ahead in life, taking out the oppositon, teaching them personally, or leaving a trail of bodies and bribery. You will become their guardian angel, the phantom behind their genius, the man behind the curtain.

Identity

Names: Abner, Erika, Etta, Jason, Karla, Petrie, Santini, Shawna, Song, Winslow

Look: Fidgety, scarred, pale and sickly, disabled, well-dressed

Eyes: Broken eyes, hopless eyes, fanatical eyes, inspired eyes, jealous eyes

Origin: Born disfigured, faustian bargain, terrible accident, targeted by a rival, crippling insecurity

Your Backstory

Choose one person to be your Prodigy. Take three Strings on them. Give them one String on you.

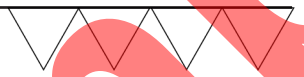
Somebody spins tales of your masked alter ego, and is one of your biggest fans. Take one String on them.

Strings

Darkest Self

There is only one person in the world who truly understands your genius and torment, and you will do anything to make them yours forever. It's time to enact your plan. Kidnap them, eliminate anyone who interferes and bound them to you for eternity. Only when your *Prodigy* takes harm as a result of your actions can you escape your Darkest Self.

Harm



Experience

O O O O O

- Add +1 to one of your stats.
- Take another Muse move.
- Take another Muse move.
- Take a move from any Skin.
- Take a move from any Skin.
- You recruit **Benefactors** to your cause.

Conditions

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

Muse Moves

You get **Masked Phantom**, *and* **Prodigy**, *choose one more:*

- ***Masked Phantom***

When you wear a mask, no one can perceive your true identity. Other players who roll a hit to *lash out physically* towards you can choose to forgo all other effects and rip your mask off instead.

- ***Prodigy***

You always have exactly one *Prodigy*. The first is chosen during your backstory. If you deny and scorn your *Prodigy,* lose all strings on them and choose a new one.

When you choose a new *Prodigy,* give them a String. You always carry 1 forward to furthering the career or fame of your *Prodigy*.

o The Lair

Your school or setting contains your secret lair, accessed through a variety of hidden passages and ways only you know and have made your own. When you're nearby your lair and you *run away,* you can treat a miss as a 7-9, or a 7-9 as a 10, but the person chasing you is now aware that your lair exists.

o Don Juan Triumphant

When you are wearing your mask, you can roll with Cold instead of Hot to turn someone on. Add 1 to your roll if your target is your Prodigy.

o Punjab Lasso

When you spend time planning and observing someone, you can roll *Dark* instead of *Volatile* to lash out physically. When you *lash out physically* at someone within your lair, you may this move regardless if you have time to plan or not.

o Grasshopper or Scorpion?

When you force your Prodigy to make a choice between you and someone else, they choose one:

+They stay with you, you take a String on them, and they add 1 on their next roll against you.

+They leave you, they lose a String on you if they have any, and you add 1 on their next roll towards interfering with or harming their other interest.

o Toccata & Fugue

When someone unmasks you for the first time, give them a String and mark experience. If this was done willingly, you gain a String on them and they may clear a Condition. If they did this against your will, give them a Condition and add 1 forward toward harming them for this scene.

Sex Move

When you have sex with your *Prodigy*, they can act as if they had *The Lair* move until either of you has had sex with another. If you are intimate with someone other than your Prodigy, you can treat them as your second Prodigy until either of you is intimate with someone else.

Sample file

Playing the Proxy

Victim, villain, slaver, and slave. The Proxy is under the eye of a cruel entity, forcing them to choose between their own survival or the survival on others. Aware of their actions some times and other times not, the Proxy dawns the mask in order to serve it's master. Their task, to torment the target that *It* gives them and bring these poor unfortunate souls closer to *It's* grasp. When their target's spirit is broken and consumed, the Proxy can rest easy if only for a bit. Another one in it's ranks.

The two stat choices for the Proxy allow you to choose a path of a violent and dangerous being (Volatile 2 & Dark 1) or the silent watcher who waits among the tree (Dark 2 & Cold 1). With a consistenly low Hot stat, they are unhinged and the feeling of something being off is ever present. From their masked alter ego to their increasing paranoia and prey mentality; the theme of desperation and survival are big for the Proxy.

While you play the Proxy, your information gathering is your greatest toll. Use the Proxy's ability to quickly gain strings in order to entice your targets into the grasp of *It*. Entice and over experience for investigating your clues, taking trips into the woods or abandoned houses at night, or convincing them to poke around in things they probably shouldn't; then use *The Sickness* to slowly corrupt them with *It's* prescence.

If you take *Cryptic Bullshit*, try to describe your notes, videos, or voicemails as disturbingly and puzzlingly as possible. Inflicting the right conditions is how you can gain leverage against your target and force them deeper into *It's* control. Make them vunerable, your goal is not to break them instantly but rather wear them down and when they are at their weakest, *It* will come for them.

Credits

This is a Skin for Monsterhearts 2, available at buriedwithoutceremony.com
This skin was designed by Topher Gerkey and updated by Nicholas Francia

Sample file



The Proxy

It has chosen it's champion, it's slave, it's hunter. It doesn't have a known origin, and cannot be comprehended but one thing for sure: It is dangerous. Ever swelling darkness, and living in our deepest and darkest of imaginations. The Proxy is a plaything of It. The Proxy may not understand why the Sickness has been passed onto them, but it knows that if it does not play the game It is presenting to them, than a fate worse than death awaits them.

But the Proxy has a way out, pass the Sickness on and hunt for It's favor. Every victim the Proxy stalks and hunt is another few years, days, or perhaps only hours added onto the Proxy's lifespan. As long as they continue to be useful to It they can survive.

Identity

Names: Aimee, Alex, Emi, Evan, Jessie, Kevin, Noreen, Tim, Tyler, Zack

Look: Baby face, carrying a camera, clinging briars, gangly, sickly, shifty

Eyes: Angry eyes, dead eyes, paranoid eyes, sorrowful eyes, veiled eyes

Origin: Stalked since childhood, delved too far, created a hoax that became true, student flmmaker,

Your Backstory

You've been spying on everyone for a while now. Gain one string on everyone. Gain two extra strings on your *subject*.

You've also been obsessively recording yourself, and someone has discovered and watched some of your footage. That person takes a string on you.

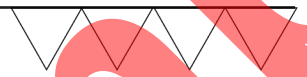
It starts with five strings on you.

Strings

Darkest Self

You've become desperate now - It is closing in, and your time is running out. You'll do anything to save yourself, and you know what It wants. Find someone close to your subject and offer them up - either kill them yourself in Its name, or offer them up to It directly. You escape your Darkest Self when you have sacrificed someone else in your place or you face the music yourself.

Harm



Experience

O O O O O

- Add +1 to one of your stats.
- Take another Proxy move.
- Take another Proxy move.
- Take a move from any Skin.
- Take a move from any Skin.
- You're in a **Secret Cult**.

Conditions

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

Proxy Moves

You get **The Sickness**, *and choose one more:*

- ***The Sickness***

Choose one character to be your *subject*. You may change which character is your *subject* at any time, but you must have least three strings on your new *subject*. Everytime you spend a string on your subject, *It* takes a string on them.

o Cryptic Bullshit

When you *Shut Someone Down* indirectly, through sending them a written or video message, roll Dark instead of Cold. Add +1 to the roll if it's against your subject.

o Play With Your Food

When a character attempts to *run away* from you, you may spend a string. If you spent a string, unless you allow it, you cannot be *run away* from. You will always be around the next corner, hiding behind a nearby tree. Gain a string on your subject if you allow them to escape, instead of spending a string.

o Am I Interrupting?

When infiltrating an area you do not trigger security, or leave accidental traces of your prescence. If you are infiltrating an area your subject is present at gain a string on them.

o Stalk

When you gaze into the abyss about your subject, On a 10 up, gain a string on them and you know exactly where they are and what they're doing. On a 7-9 choose one:

+ You can see what they're doing, but *It* gains a string on you.
+ You can see what they're doing, but take 1 harm.

o Masked and Dangerous

When you are masked, others must *Keep Their Cool* before they can attempt to *Turn You On*, *Shut You Down*, or *Lash Out Physically* at you. If you successfully *Run Away* while masked, people will only have vauge and hazy recollections of you.

o Rabbit Hole

When you successfully entice a character to willingly investigate *It*, mark experience.

Sex Move

When you have sex with someone, make them your new *subject* (even if they don't meet the criteria), and both of you mark experience. This counts as spending a string on them.

Sample file

Playing the Reaper

Legendary, sought after, burdened, and inadequate. The Reaper has a great deal of power, but it comes with responsibility and using it to benefit themselves personally is problematic. Others suck up to the Reaper, but the Reaper wonders if anyone cares about them, personally, or just their job. They often live in the shadow of their predecessor. It's hard to live up to the name.

The two stat choices for the Reaper present two very different sides of the same coin. A character who is cruel and very much in touch with their position as the ferrymen of the dead (Dark 2 & Cold 1) or a Reaper who is much more in touch with their emotions and very much here to stop to punch a timecard (Volatile 2 & Hot 1). Your powers of death make you leaps and bound stronger than most people and other skins, however just keep in mind the code of the reaper, which is a guillotine that hangs over your neck at all times.

All in a Day's Work and *Don't Fear the Reaper* allow you to play to the duality of your nature, rewarding you for just following orders if you choose to simply stick to the protocol or encouraging you to go off-book and aid in whatever problems you deem fit. Are you a Reaper because you are fulfilling a debt or an obligation, or perhaps you see yourself as a dark avenger ready to strike at those that would bring the realm of the Underworld into play.

Your powers of death make you ever so versatile for every situation, choose *The Reaping* and *Gate of the Underworld* if you wish to play as something more akin to the Chosen. Choosing to go with *Convene*, and *License to Depart* puts you more on the role of a spiritual medium than your typical loose cannon Reaper.

Using your Sex Move not only brings them into the messy business of reaping but may also aid them at their darkest hour. When Darkest Self is in effect, you are "fired" from guiding, ferrying, and executing, those powers should be lost as well. It is important that, without the mantle of Reaper, you are just a normal person.

Credits

This is a Skin for Monsterhearts 2, available at buriedwithoutceremony.com
This skin was designed by Jadanol and updated by Nicholas Francia

Sample file



The Reaper

They are the teens with the strange jobs they are always going to, always cancelling at the last minute because they got "called in". They might not want this job but deep down they know it's what makes them special. The Reaper is a defender, a salary man, and most of the time it's errand boy. The Reaper is called in to face the threats to the sanctity of life and death, the Ghoul that lives forever, he's on the list. That Ghost that keeps attacking the students after dark, they're another name for the reaping.

The Reaper is an ally to all things living and scourge to everything undead or immortal. Armed with great power, and even greater responsibility.
But sometimes you just need to let loose and break a few rules.

Identity

Names: Alexander, Chandra, Clarice, Delphine, Edward, Hannibal, Isis, Rex, Somchai, Yukio

Look: Concealed, pale, average, lanky, nervous

Eyes: Hollow Eyes, Normal Eyes, Ashamed Eyes, Judgmental Eyes, Sarcastic Eyes, Nurturing Eyes

Origin: stumbled on to the power, the replacement, heir to the scythe, it's just my day job

Your Backstory

Someone knows your secret, and how to reach your superiors. They take a String on you.

You know someone who is terrified of death and all it's friends, take a String on them.

Strings

Darkest Self

You've abused your powers too long and are now fired. Losing the title and the perks that come with being a Reaper. You have thrown away what makes you special, and now no one will care about you. You will do anything to get it back. To escape your Darkest Self, you must resolve and repent for your violations of the code to the satisfaction of your superiors, or when you take on an even greater mission.

Harm

Experience ooooo

- Add +1 to one of your stats.
- Gain the remaining *Powers of Death*.
- Take another *Reaper* move.
- Take a move from any Skin.
- Take a move from any Skin.
- You are apart of a **Reaper Squad.**

Conditions

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

Reaper Moves

You get **Code of the Reaper** *and choose one more move.*

- ***Code of the Reaper***

When you call upon your *Powers of Death* for official Reaper business, you use your powers normally. When you use them for any other reason, roll *Dark*. On a 10+, your powers work normally. On a 7-9, choose one:

+ Your superiors take notice of your violation.
+ Someone learns a secret of your trade, they gain a String.
+ You pay the blood price, take 1 Harm.

On a miss enter your Darkest Self.

o All in a Day's Work

When you successfully complete a task assigned by your superiors or when you risk your job for someone, mark experience.

o Don't Fear the Reaper

When someone flirts with you, bribes you, or attempts to *Turn You On* successfully into using your power for personal gains, take a string on them.

o Not Their Time

When you intercede and attempt to save someone from a deadly fate, take 1 Forward to save them.

Powers of Death

Choose two **Powers of Death** *to begin with.*

o The Reaping

You have a specially made reaper weapon. When using this weapon, treat rolling a 7-9 on lash out physically checks against your targets as if you have rolled a 10+.

o Convene

You can call for the spirits of the deceased and speak with them as long as you possess a personal item of theirs.

o License to Depart

With a short prayer, you may instantly send any spirit, demon, or otherworldly power back to whence they came. The entity must be willing or defeated to do so.

o Alter Fate

When you spend a string on a person, you may heal 1 Harm or remove a condition from them.

o Gates of the Underworld

You can bring yourself and anyone you are touching to the underworld and your headquarters. Beware many things call the underworld it's home.

Sex Move

When you have sex with someone, they gain the condition *A Friend on the Otherside*. The next time they would mark their fourth Harm Box, they instead remove this condition.

Sample file

Playing the Succubus

Lonely, heartless, public, dangerous. The Succubus is temptation in the literal flesh: always there to give everyone what they want, to make up for their weaknesses, to save them the trouble of becoming a better person. All they have to do is ask. But deep down they know, everytime they ask, the Succubus takes something from them and eventually they'll be nothing left to take.

The two stat choices for the Succubus both have Hot 2, because turning people on and enticing them with your assets is exactly what you were born to do. If your looking to play a mega bitch who isn't afraid to be a tease and put down those lesser than them (Hot 2 & Cold 1) or perhaps maybe your more in touch with your infernal side and want to better emulate the true legend of the Succubus (Hot 2 & Dark 1), the Succubus has got you covered. The Succubus relies on buying their friends rather than making them. Horde all the strings you can, and keep them under your spell.

Your *Infernal Gifts* allow you turn the whole tide of the game, the trade off is you never decide how they get used. Don't get directly involved with conflicts, instead play the role of the arms dealer and fuel both sides with your infernal delight. Take *Addictive* to help better keep NPCs and other players under your thumb. Take advantage of the fact it doesn't require a full sexual act to activate. *Wet Dreams* is a powerful tool that allow you to better manipulate and position for your agenda, but note that while powerful you'll need to be cunning in order to be in someone's prescence while they sleep.

Your Sex Move is going to be going off alot, netting alot of Strings on everyone you take a turn with and giving you more leverage for your other actions. When you Darkest Self finally comes to light, your not worrying about playing a sensitive game anymore. You want to mess with enough relationships until the whole social order of the school comes down.

Credits

This is a Skin for Monsterhearts 2, available at buriedwithoutceremony.com
This skin was designed by Ernesto Pavan and updated by Nicholas Francia

Sample file



The Succubus

Everybody wants them. Hell, you can't deny that you want them to. They are lust incarnate. People come to them begging for a moment of pleasure in the school's toilet, or to help seduce the object of their desire. Everyone wants something and the Succubus is there to give to them. They understand that their relationships are based off a system of give and take, and that the people who claim to love them are nothing more than junkies of their flesh.

The Succubus feeds of people desire and hidden kinks that make them feel a bit better about their own jostled existence. When their partners get what they want, ultimately they do as well. Mama always said your body was a temple, she never said it couldn't be open for a priced admission.

Identity

Names: Bastien, Damon, Eve, Georgina, Judith, Lilith, Salem, Salome, Saoul, Vincent.

Look: Boy/Girl next door, chase and pure, jailbait, dark and sexy, just a bit too nice

Eyes: Amazing eyes, "a bit off" eyes, otherworldly eyes, piercing eyes

Origin: demonblood, from Hell, genie out of the bottle, possessed, sold your soul

Your Backstory

Somebody asked you for a Gift, and did something horrible with it. Ask them what they did and take 3 Strings on them.

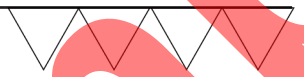
Someone caught you by surprise, by doing something for you without expecting anything in return. You don't understand but you're going to discover why, ask them what they did for you and give them 2 Strings.

Strings

Darkest Self

You thought you were using others, but they are really using you. You are their whore, their harlot, their toy, and you always have been. Why not be exactly what they all want? You give yourself to everybody and anybody. You don't react when mistreated, because you believe you deserve it. You escape your Darkest Self when someone shows you unconditioned kindness.

Harm



Experience ○○○○○

- Add +1 to one of your stats.
- Gain the remaining *Infernal Gifts*.
- Take another *Succubus* move.
- Take a move from any Skin.
- Take a move from any Skin.
- You have the help of an **Incubus.**

Conditions

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

Succubus Moves

You get **Infernal Gifts** *and choose one more move.*

- ***Infernal Gifts***

When you have time and intimacy with someone, you can bestow upon them an infernal gift. They must be willing. If they accept, you take a string on them and they gain the gift until it is spent. When your gift is spent, you mark experience. You can bestow as many Gifts as you want, but nobody can have more than one gift bestowed upon them at once.

o Addictive

When you give physical pleasure to somebody else, they gain the condition *addicted to [your name].*

o Taboo

When you spend a string to offer someone experience to do something against the community's moral and sexual standards and they accept mark experience.

o Wet Dreams

When in the presence of someone who is sleeping, roll with Dark. On a hit, you can see their dreams. Ask 2 on a 10+, 1 on a 7-9:

+What is this person's heart's desire?
+Who does this person hate the most?
+What does this person desperately need?

Infernal Gifts

Choose two **Infernal Gifts** *to begin with.*

o Gift of Beauty

Anyone bestowed with this gift may spend it to get an automatic 10 when *Turning Someone On.*

o Gift of Might

Anyone bestowed with this gift may spend it to get an automatic 10 when *Lashing Out Physically.*

o Gift of Prescence

Anyone bestowed with this gift may spend it to get an automatic 10 when *Shutting Someone Down.*

o Gift of Knowledge

Anyone bestowed with this gift may spend it to get an automatic 10 when *Gazing into the Abyss.*

o Gift of Protection

Anyone bestowed with this gift may spend it to counter the effect of any skin move.

Sex Move

When you have sex with someone, you always bring them to climax and take a String. If you reach it too, give them a String; if not, inflict them with an appropriate condition.

Sample file