# The Basic Moves

## Turn Someone On [+HOT]

**10+** take a string

**7-9** they choose:

* give you a string
* promise something they think you want
* give themselves to you

## Manipulate an NPC [+HOT]

They do what you want if:

**10+** you give them a bribe, threat, or motive

**7-9** you do what the MC tells you

## Shut Someone Down [+COLD]

**10+** you choose:

* give them a condition
* they lose a string on you; if they have none, take one on them

**7-9** you choose:

* you give each other conditions
* you each lose a string on the other

## Hold Steady [+COLD]

**10+** keep your cool and choose:

* ask the MC a question about the situation
* remove a condition
* carry 1 forward during this scene

**7-9** choose:

* keep your cool
* pick an option above but gain the condition *Terrified*

## Lash Out Physically [+VOLATILE]

Deal them harm and:

**10+** you choose:

* add 1 harm
* take a string on them
* they must *hold steady* before they can retaliate this scene

**7-9** you choose:

* give them a string
* they may deal 1 harm to you
* you become your *darkest self*

## Run Away [+VOLATILE]

**10+** you get away to a safe place

**7-9** you choose:

* cause a scene
* run directly into something worse
* the scariest person there takes a string on you

## Gaze Into the Abyss [+DARK]

**10+** you choose two:

* the visions are lucid and details
* the visions show you what you must do (carry 1 forward to do it)
* the visions let you remove a condition

**7-9** you choose:

* the visions are confusing and alarming
* the visions are lucid and detailed but leave you with the *Drained* condition

# Other Rules

## Strings

Spend a string on a PC to:

* Add 1 to your roll against them
* Add 3 to *manipulate an NPC* against them
* Subtract 1 from their roll against you
* Offer them XP to do something
* Force a PC to *hold steady*
* Force an NPC to falter or hesitate
* Add 1 harm
* Put a condition on them

## Conditions

* When you take advantage of a condition someone else has, add 1 to your roll against them.
* Conditions go away when you do something appropriate to alleviate them.

## Gangs

* Every gang makes demands on its members.
* Every gang has something that will trigger it into blind action, whether you want them to or not.
* A gang can be manipulated into helping you. When they help you, add 1 to your rolls.
* When a gang joins you in an act of violence, add 1 harm.

# Other Rules (cont.)

## Healing

* Once per session when you have time to rest and tend your wounds, heal 1 harm.
* If someone else attends to your wounds delicately and intimately (possibly with an erotic subtext), heal an additional 1 harm.

## Death

When you take your 4th harm, choose:

* you die
* you become your *darkest self*; your harm resets to zero
* you lose all strings on everyone; your harm resets to zero

# Season Advances

When someone reaches their 5th advance of the season, the season advances are unlocked for everyone. You can only take one per season:

* Change your skin
* Rewrite your sex move
* Rewrite your darkest self
* Retire your character and start a new one
* Gain 2 of the *growing up moves*

# Growing Up Moves

## Make Someone Feel Beautiful [+HOT]

**10+** you choose two:

* they carry 1 forward
* you carry 1 forward
* they remove a condition
* they mark XP

**7-9** offer them an XP to do what you want

## Call Someone on Their Shit [+COLD]

**10+** you choose:

* they lose a string against someone else
* they freeze up, break down, or bail

**7-9** you choose one of the above and they give you a condition.

## Intervene Against an Act of Violence [+VOLATILE]

**10+** you choose:

* they take -2 to their roll/act at a disadvantage
* deal harm to them
* give them a condition

**7-9** they choose:

* take -2 to their roll
* target you instead

## Share Your Pain [+DARK]

**10+** you choose two:

* remove a condition from you or them
* you carry 1 forward to help yourself
* they carry 1 forward to help you

**7-9** you choose one of the above.