

## 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 4<sup>th</sup> 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 5<sup>th</sup> 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.