

Sex Move

When you have sex with someone, ask them to go steady. If they refuse, take two strings on them. If someone sees you in the act, gain the condition *humiliated* and the observer gains a String on you.

Darkest Self

When you become your Darkest Self, you unleash your deadly gaze. Take the condition *humiliated*. Anyone who looks upon you must *hold steady* or suffer +1 harm. You can leave your Darkest Self when those who have harmed you in the past repent. The condition *humiliated* remains when you leave your Darkest Self.

Advancement

- Take another Medusa move.
- Take another Medusa move.
- Take another Medusa move.
- Take a move from another Skin.
- Take a move from another Skin.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Skin Designed by:

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Models:

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Playing The Medusa

You have an axe to grind. A hard goal in mind. Your conviction in your own purity is strong, and the important part is that you're honestly clean. Your betrayal has made you hardened, and you block people out. When you do let someone in, you want them to stay forever.

The first thing you need to do is make your choice between *Sisters* and *Gaze Upon Me*. With *Sisters*, you have a gang, and you are never alone. From the beginning, you have people to watch your back and act as backup. *Gaze Upon Me* allows you to have the upper hand especially when you are threatened. Feel free to go into situations that are dangerous, because you have the strength to take charge.

Stone Cold plays into your strong suit. Whenever you shut someone down it ensures you'll have a noticeable result. It pairs nicely with *Whispers*, because it gives people the hard choice between sharing their secrets or bending to your will.

Entering your Darkest Self is worth the exposure. Use any excuse to enter it, like the *Shamed* move that is triggered by *humiliation*, a condition that is easily gained by being caught in the act of your Sex Move. When you are your Darkest Self, you can use *Pure of Heart* to embrace your true identity and target those who have wronged you.

Finally, don't forget your own vanity. *You're So Vain* allows you to steady yourself when you gaze into the abyss, letting your dark side guide you in the middle of conflicts and tense situations.

Someone wronged you once, and you took the punishment instead. You're innocent. Pure of heart, but everyone sees you as tainted by lies. It's no wonder you have a heart of stone.

Gaze upon the unwashed masses and see only your own conviction. Things would be better for everyone if they would just see your truth.

You have the moral high ground. Maybe you're head of the chastity club. Maybe you are just plain good. Use others' cruelty to prove your own innocence and further your cause. They might reveal you or lie, but when your true face shows you're the one in charge.



The Medusa

Name

Choose a name:

Alexandra, Ceto, Faith, Cassandra, Esther, Virgil, Peter, Christian, Nikolos, Theo.

A holy name, a mythic name, a name with history, a forgotten name.

Look

Circle one in each list:

pious, innocent, faded, cold, snake-like, stony

haunted eyes, hard eyes, troubled eyes, dead eyes, suspicious eyes

Origin

cursed, betrayed by a friend, born again, inherited darkness, unjustly scorned

Name:

Carry Forward

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)

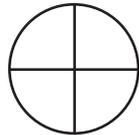
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:



Medusa Moves

Take Gaze Upon Me or Sisters and choose two more:

Gaze Upon Me

When someone tries to lash out physically at you, you can try to make them hold steady. Roll +Cold. On a 10+ they must hold steady. On a 7-9, they must hold steady but you lose something. The GM will tell you what you've lost from the list below.

~ The GM will tell you to take a condition.

~ You lose a string on someone.

~ You must expose a secret.

or

Sisters

You have sisters just like you, by blood or by bond, cursed just like you. They count as a gang. Your gang requires that any time one of them is at risk of harm or social ruin, you must step in to defend them.

Stone Cold

You've got a stone-cold stare. When you shut someone down you may spend a String to gain +2 to your roll. If you succeed, your target gains the condition *petrified* in addition to the other affects of being shut down.

Shamed

When you are humiliated, you may choose to enter your Darkest Self.

You're So Vain

When you keep your cool in a tense situation, gaze into the abyss. When you do so, roll with Cold.

Whispers

At any time, someone else can tell you a secret about their character to make you lose a string on them.

Pure of Heart

When you are *humiliated*, you must protect your innocence. When you lash out physically, roll +Dark instead of +Volatile.

Other Moves

Your Backstory

Choose two people who have violated your moral cause. Take a string on each of them.

Everyone else believes you've done something immoral. They each get a string on you.

Strings