**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).

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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 noticable 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.

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**Name**

Choose a name:


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

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**Skin Designed by:**

Brie Sheldon

**Models:**

Julia Ellingboe

Tristan Tarwater
Name:

Stats

Add 1 to one of these:

Hot -1, Cold +1, Volatile -1, Dark +1

Carry Forward

Conditions

Notes

Harm

Experience Points:

Other Moves

Your Backstory

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

Strings

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

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.

- **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.