

Sex Move

When you have sex with someone, it counts as submerging yourself in water. Since all oceans tell you their secrets, gain a String on someone else they've had sex with.

Darkest Self

People have mistreated you and made you an outcast here. It's time to show them how it feels to be lost at sea, to be apart from the things you have loved, to have parts of your identity stolen from you. So you will flood the Earth. You will destroy what they cherish. And you will take their pelts. You escape your Darkest Self when this place reminds you of home, or when you recognize what you came here for.

Advancement

- Take another Selkie move.
- Take another Selkie move.
- Take a move from another skin.
- Take a move from another skin.
- You've enchanted a **Group of Fishermen**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

Revised Version

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Playing The Selkie

Confused, homesick, beckoning. Their moves evoke homesickness and draw elemental power from bodies of water. Selkies have an inner yearning that other people instinctively respond to.

The Selkie is a creature caught between kingdoms. When she removes her pelt she appears human and can walk the land as humans do. When she dons her pelt she resembles a seal and can return to the ocean kingdom. Except, if she returns to that ocean kingdom, she can't leave again.

When your seal pelt is missing, you are still able to enter the water and swim as well as a human can. *Outer Skin* doesn't work, but all your other moves do.

Mechanically, it's great for you when someone else has your pelt. If you throw yourself into doing the tasks they put before you, *Their Word* will provide Strings, bonuses, and plenty of interesting situations. It also gives you a reason to care about the same things other characters care about. Forcing them to return it might not be as fun.

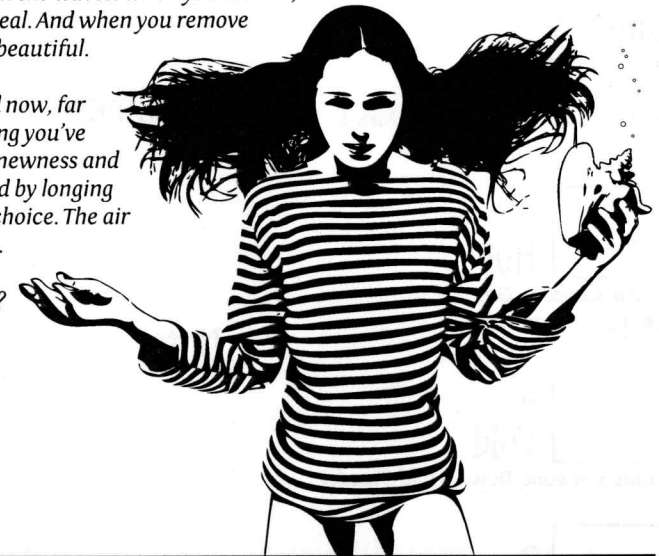
Your sex move counts as submerging yourself in water for *Body of Water*, as being soaking wet for *Siren Song*, and would easily trigger *Salt* if you were crying.

Outer Skin states that if you return to your homeland, the character's story is over and you need to create a new character. This only applies if The Selkie returns home to its family and its former life. Merely swimming around in the ocean won't trigger this requirement.

The weight and crash of the water was your first home. There are times you miss it terribly, and raise your keening voice, and those that can hear are moved... closer. You have a removable pelt that you were born in beneath the waves. When you wear it, you look just like a seal. And when you remove it, you feel raw and beautiful.

You're living on land now, far away from everything you've known; shocked by newness and possibility, burdened by longing and the tyranny of choice. The air moves fast over you.

*What do they call it?
Ah, wind.*



The Selkie

Name

Choose a name:

Bersh, Dominic, Fiona, Jasdeep, John, Louie, Mattieu, Nula, Phillipa, Rowan

a distant name, a watery name,
a name that implies change,
a name that has undergone translation

Grandma from Ireland
Fiona lives in Maine near coast.
Bad at math, good at biology,
tolerates humanities.

Look

Circle one in each list:

mussed, bedraggled, damp, sleek,
riveting, unforgettable

confused eyes, deep eyes,
glistening eyes, oil-drop eyes,
far away eyes

Origin

Circle one:

like grandmother,
enticed from the sea by art,
breaking the rules about land-dwelling,
curious about the human form

Name: Fiona Dunnigan Carry Forward

Stats

Add 1 to one of these:

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

-1

Hot

(Turn Someone On, Manipulate an NPC)

2

Cold

(Shut Someone Down, Hold Steady)

-1

Volatile

(Lash Out Physically, Run Away)

1

Dark

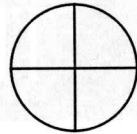
(Gaze Into The Abyss)

Conditions

Drained

Notes

Harm



Experience Points:

○ ○ ○ ○ >> advance

Your Backstory

You've seen someone swimming, but they either didn't see or didn't recognize you. Gain a String on them.

Someone stole your pelt, withholding it from you to make you their errand boy. They said they'll give it back. Each gain a String on one another, and they say the first task they've given you.

Strings

Zed: 1 string "saw him come back"

Anders: has my swim goggles is sympathetic

Utter: sees me as currency, has string

Daniel: have string

- Sasha: has pelt from sleepover: 2 string

Selkie Moves

You get the first two, then choose one:

● Outer Skin

When you wear your pelt you look like a seal. Without it, you can swim like a human, but with it you can breathe underwater and swim like the dickens, and, if you want to, return to The Deep Kingdom. If you do return there, it's for good, so make a new character.

● Their Word

People can steal your pelt, but never destroy it. When someone withholds your pelt and demands that you do something for them before they'll give it back, add 1 to rolls you make in pursuit of that task. If they don't return your pelt, take a String on them, and they'll give you another task.

Pelt Held By:

● Body of Water

When you go a day without submerging yourself in water, take 1 harm. Whenever you submerge yourself in water and can relax, heal 1 harm and 1 Condition.

○ Catch of the Day

Whenever you don't understand what's going on or what someone means, and it gets you into trouble or leads you to make unwise choices, mark experience.

Other Moves

● Siren Song

When you're soaking wet, you can sing a haunting song and roll with cold. On a 10 up, all who hear it stumble entranced toward you, though a character that takes harm will stop suddenly and gain the Condition *dazed*.

• On a 7-9, all who hear it stumble entranced toward you until they would face harm or physical danger, and then they choose:

- ∞ press forward and take the harm,
- ∞ or stop suddenly and gain the Condition *dazed*.

● Salt

Whenever your tears mix with water, roll with dark. On a 10 up, choose someone you want to see. They show up, with or without reason. • On a 7-9 they still do, but they have the Condition *drained* and they bring trouble with them.

○ Ocean's Breath

When you feel homesick, roll with cold. On a 10 up, choose one for the MC to detail:

- ∞ the ocean brings forth something that it thinks will make you feel better,
- ∞ the ocean takes away something that it thinks is bothering you.

On a 7-9, choose as above, but the ocean doesn't understand the human world very well and causes serious or unexplainable damage in the process.

Seasons

After someone buys their 5th advance, the Season Advances are unlocked, and there's one more session left after this one before the season ends.

Season Advances can be bought just like regular advances. In each Season, each character can only take one Season Advance. Once they've been unlocked, every character has access to them, regardless of whether or not they've earned their 5th advance yet.

For more information on Seasons, turn to pages 36-37.

Season Advances

The Season Advances are:

- ~ Change your character's Skin.
- ~ Rewrite your Sex Move.
- ~ Rewrite your Darkest Self.
- ~ Retire your character and start a new one.
- ~ Gain 2 of the Growing Up moves.

For a description of each of these Season Advances, turn to pages 37-41.

Growing Up Moves

Make Others Feel Beautiful

When you **make others feel beautiful**, roll with hot. On a 10 up, choose two:

- ~ they carry 1 forward;
- ~ they remove a Condition;
- ~ they mark experience;
- ~ you carry 1 forward.

On a 7-9, you can offer them an experience point to do what you want.

Call People On Their Shit

When you **call people on their shit**, roll with cold. On a 10 up, choose one:

- ~ they lose a String against someone else;
- ~ they freeze up, break down, or bail.

On a 7-9, choose one, and they give you a Condition.

Intervene Against an Act of Violence

When you **intervene against an act of violence**, roll with volatile. On a 10 up, choose one:

- ~ they take -2 to their roll (NPCs either act at a Disadvantage or fail entirely);
 - ~ deal harm to them;
 - ~ give them a Condition.
- On a 7-9, they choose
- ~ take -2 to their roll (NPCs either act at a Disadvantage or fail entirely);
 - ~ target you with the violence instead.

Share Your Pain

When you **share your pain**, roll with dark. On a 10 up, choose two. On a 7-9, choose one:

- ~ remove a Condition (from yourself or someone who listened);
- ~ carry 1 forward toward helping yourself;
- ~ those who listened carry 1 forward toward helping you.

Player Reference Sheet

Basic Moves

Turn Someone On

When you **turn someone on**, roll with hot. On a 10 up, take a String against them. • On a 7-9, they choose one: give themselves to you, promise something they think you want, give you a String against them.

Manipulate an NPC

When you **manipulate an NPC**, roll with hot. On a 10 up, they'll do what you want if you give them a bribe, a threat, or a motive. • On a 7-9, the MC will tell you what it'll take to get the NPC to do what you want. Do it and they will.

Shut Someone Down

When you **shut someone down**, roll with cold. On a 10 up, choose one: give them a Condition; they lose a String against you; if they held no Strings on you, gain a String on them. • On a 7-9, choose one: you each give a Condition to one another; you each lose a String on one another.

Hold Steady

When you **hold steady**, in a scary or tense situation, roll with cold. On a 10 up, you keep your cool, and choose one: ask the MC a question about the situation; remove a Condition; carry 1 forward during this scene. • On a 7-9, choose: you keep your cool; pick an option from the 10 up list but also gain the Condition *terrified*.

Lash Out Physically

When you **lash out physically**, roll with volatile. On a 10 up, you deal them harm and choose one: the harm is great (add 1); you gain 1 String on them; they need to *hold steady* before they can retaliate (during this scene). • On a 7-9, you harm them but choose 1: they gain 1 String on you; they can deal 1 harm to you for free, if they want to; you become your Darkest Self.

Run Away

When you **run away**, roll with volatile. On a 10 up, you get away, and end up in a safe place. On a 7-9, you get away, but choose one: you cause a big scene; you run directly into something worse; the scariest person there gets a String on you.

Gaze Into The Abyss

When you **gaze into the abyss**, roll with dark. On a successful roll, it answers your questions and shows you visions. On a 10 up, choose two: the visions are lucid and detailed; the visions show you what you must do, and you carry 1 forward to doing it; the visions cure you, removing a Condition. • On a 7-9, choose one: the visions are confusing and alarming; the visions are lucid and detailed but they leave you with the Condition *drained*.

For a more detailed explanation of these basic moves, turn to pages 20-24.

Strings

You can spend a String on another PC to:

- ~ Add 1 to your roll against them (choose after rolling).
- ~ Subtract 1 from their roll against you (choose after rolling).
- ~ Offer them an experience point to do what you want.
- ~ Force them to *hold steady* in order to carry out a certain action.
- ~ Add an extra harm to whatever harm you're dealing them.
- ~ Place a Condition on them.

You can spend a String on an NPC to:

- ~ Add 1 to your roll against them (choose after rolling).
- ~ Add 3 to your *manipulate an NPC* roll against them (choose after rolling).
- ~ Cause them to falter, hesitate, or freeze up momentarily.
- ~ Add an extra harm to whatever harm you're dealing them.
- ~ Place a Condition on them.

For details on what it means to gain or spend a String, turn to pages 25-27.

Forward

Forward is a +1 bonus that you add to your next applicable roll. Sometimes this bonus can be used on any roll, but sometimes it's specific to a certain situation. Sometimes, Forward has a time limit attached to it. Forward bonuses can only apply to a single roll, which uses up the advantage they represent.

For more on how Forward works and what it applies to, turn to pages 28-29.

Conditions

Characters can gain Conditions over the course of play. If you take advantage of a Condition that someone has, while making a move against them, add 1 to your roll. In order to take advantage of a Condition mechanically, though, you need to take advantage of the Condition fictionally as well.

A Condition goes away when the character suffering it takes appropriate action to alleviate it.

For more on Conditions, turn to page 28.

Death

When you take your fourth harm, die.

To avoid death, erase all harm, then:

- ~ Become your Darkest Self, or
- ~ Lose all Strings you have on everybody.

Whenever you choose either of these options, gain the Condition *drained* as a result.

For more on harm and death, turn to pages 30-31.

Healing

Harm never heals on its own. There are however a few ways to heal harm, other than driving your character to the brink of death:

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

Darkest Self

When you become your Darkest Self, there's a script to follow. That script is described on your Skin sheet. Play that script as hard as you can. This is the moment where you are supposed to lose sight of your humanity, whatever amount you had in the first place. It's the point at which you forsake the world. You'll be able to escape your Darkest Self eventually. Each Darkest Self has an escape clause that, when completed, returns you to normal.

For details and an example of how Darkest Self works, turn to pages 32-33.

Sex Moves

Each character has a sex move. Most are triggered by having sex with someone, though a few have alternate triggers. When your sex move is triggered, read it aloud and follow its instructions.

Gangs

Most Skins can join a gang through an advancement option. On Skin advancement lists, gangs are bolded.

Every gang makes demands on its members. Every gang also has something that will trigger it into blind action. When that trigger occurs, they will pursue retaliation or dedicated response whether you want them to or not. Finally, a gang can be *manipulated* into helping you. When they help you with any task, add 1 to your rolls. When they join you in any act of violence, inflict an additional 1 harm.

For more on gangs, turn to page 35.

Advancement

Characters can gain experience in a number of ways over the course of play. Two of each PC's stats are highlighted, and whenever those stats are rolled, the player marks experience. Certain Skin-specific moves will provide other opportunities for PCs to gain experience. Finally, someone can spend a String to offer a tempting deal to another PC: do something in exchange for an experience point.

Experience is marked on the character sheet by filling in dots. Whenever a character reaches 5 experience, they are able to buy an advancement. The advancement options are listed on the character sheet.

You may only earn experience from each highlighted stat and each move once per scene. Similarly, you may only earn a String from any one move once per scene.

For more on advancement, turn to page 36.

Rolling Dice

When asked to roll with something, roll two (six-sided) dice and add their sum to the stat in question.

A result of 10 or higher (10 up) will present you with favorable options. A result of 7-9 will often present you with hard choices or partially-favorable options. A 6 or lower will give the MC a golden opportunity to take some action of her own.

The highest bonus you can have on any given roll is 5.

For more on rolling dice, turn to page 19.