

Playing The Doppelganger

The Doppelganger is about jealousy and hating yourself and wishing you were more like your heroes. Transform gets done by abandoning yourself to try to take on their form, but they often find the flaws in the people they take on, resolving to find a new, perfect person to copy.

Ultimately though, The Doppelganger wants to become the person they think is perfect, the person who has the most that they think they are lacking. They aren't likely malicious at first. As they discover the flaws of the new body, however, they may desire revenge over being "deceived."

It can be very hard to strike back at The Doppelganger; continued picking on a single PC could annoy the other player, so bear that in mind.

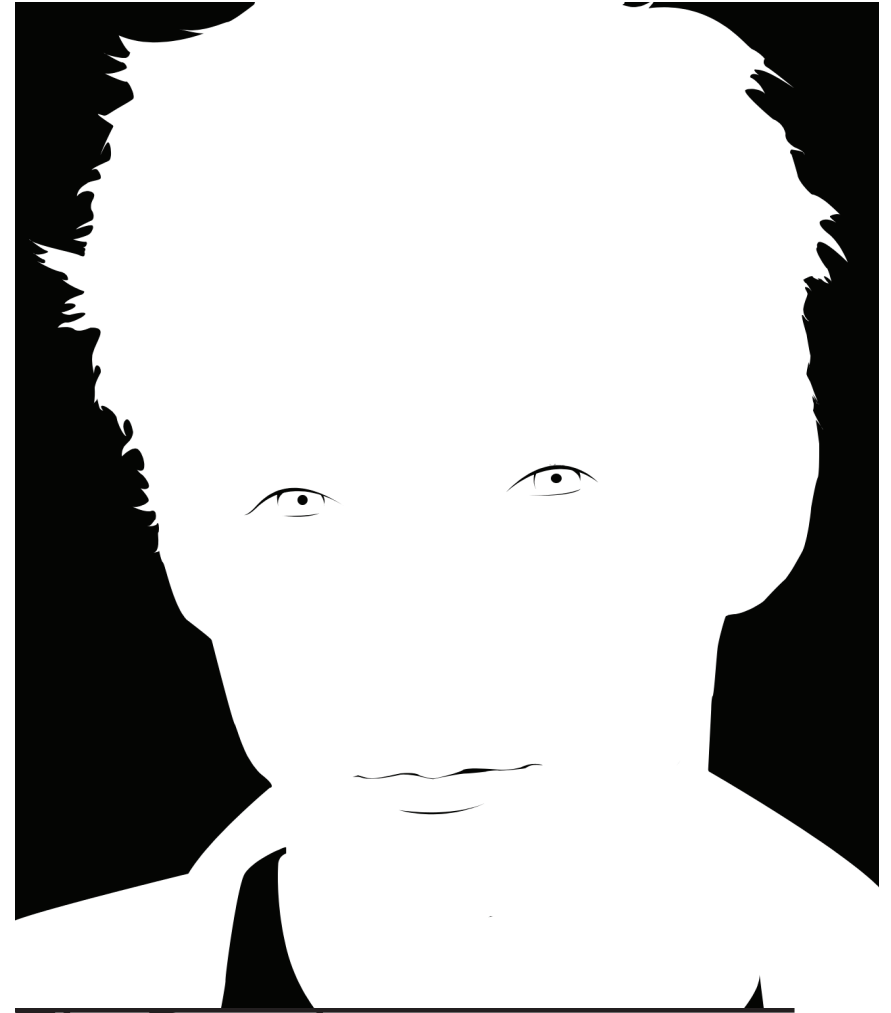
Your moves all are functions of your transformation. Some, like Personality Bleed, are statistic-based, while others, like Linked, are purely narrative.

In your Darkest Self, you're abandoning your own shape in favor of being a certain someone else; that would be a single someone else.

Beware using your memorization advancement lightly - you only get one perfect other form. You can get partial memories from your sex move though.

Credits

This is a fan Skin for Monsterhearts 2, designed by Max Hervieux (logbook-project.com). Check out the game at buriedwithoutceremony.com



The Doppelganger

You idolized them: their icy glares, their smoldering looks, their razor intellect. You had none of it. You tried to act like them, pretended to be like them, but it never filled that hole in your life.

Then you started to become them.

Now none of it is outside your grasp if you can just find the right.

Identity

Name: Alex, Cameron, Chris, Emily, Hailey, Jennifer, Jordon, Michael, Sarah, Taylor, Tommy

Look: boring and average, canvas skin, forgettable, inconspicuous, unappealing

Eyes: brooding eyes, distant eyes, harmless eyes, jealous eyes, prying eyes

Origin: belittled, rich and neglected, self-loathing, stalker, wannabe

Your Backstory

You've been impersonating someone recently. Who? Gain a String on them.

Someone caught you while reverting to your own form once. They get two Strings on you.

Darkest Self

You despise yourself. All these other pretty people have everything you've ever wanted but could never have for yourself. In fact, no one would even notice if you were just... gone. Just be someone else - ALL the time. And if you need to get the "real" them out of the way to pull it off, so be it. Escape your Darkest Self when you hear someone missing your true self.

Strings

Studied Forms

Harm



Experience



- Add +1 to one of your stats.
- Take a Doppelganger move.
- Take a Doppelganger move.
- Take a move from any Skin.
- Take a move from any Skin.
- Memorize a person's form. When you have a String on them, you can Transform into them as if you'd rolled a 10.

Conditions

Hot -1 Cold -1 Volatile 1 Dark 2

Hot 1 Cold -1 Volatile -1 Dark 1

Doppelganger Moves

You get these two, and one more:

● Transform

When you take the form of someone whose mannerisms and habits you've studied closely, roll with dark. On a 10 up, you've got it just right and can stay that way as long as you desire. On a 7-9, choose one:

- ✦ Your impersonation doesn't hold up under scrutiny.
- ✦ Assuming the disguise is agonizing. Take 1 harm.
- ✦ The disguise won't last long.

● Face Dancer

When you're transformed and another player begins to suspect something is amiss, you can tell them your impersonation is convincing and ask them to play along. If they accept, they mark experience, and are convinced that you are who you appear to be until you transform or reveal your identity. If they refuse, they may do as they please - they needn't confront you right now.

○ Your Evil Twin

When someone else is blamed for something you did in their form, mark experience.

○ Behavioral Bleed

While you're disguised as another PC, use their stats as your own.

Sex Move

When you have sex with someone, it counts as studying them closely, letting you assume their form at will. You don't have to roll, but if you don't it always counts as if you'd rolled a 7-9. If you are transformed, Keep Your Cool to avoid shifting back right afterward.

○ Crawl Inside Your Head

When you spend time and intimacy with someone, it counts as closely studying their mannerisms and habits. When you next assume their form you may ask one question of the other character's player. It needn't be something the character knows, and they have to answer completely and honestly. If you do ask, they get to ask a question in return, same rules.

○ Sincerest Form Of Flattery

When you Transform into another PC's form, you get one of their moves. If you rolled a 10+ on the Transform roll, you select a Skin move they've already taken and consider yourself to have that move until you change form again. If you rolled a 7-9, the MC chooses the move instead.

○ Linked

While in the form of another character, you both know and experience the emotions of the other, though you cannot necessarily distinguish those emotions as being from a foreign source. When you allow the other's emotions to affect your behavior, you can take an appropriate Condition (such as **Furious**, **Despondent**, or **Elated**) to take a String on that other character.