

# Playing The Fledgling

Desperate. Restrained. Freed. Over-indulgent. The Fledgling is all about the highs and crashes of an addiction. When they're high, they're soaring, almost unstoppable. When they're crashing, their hunger is everything, and that completely overrides their sense of power and control. Their Darkest Self is the pinnacle of that lack of control, where they need submission to be freely given.

*Overindulge* takes these highs and crashes and intensifies them even further. *Seeing Red* lets the Fledgling take the power of the highs and exert it, while also bringing them ever closer to their crash.

*Glamour* makes a point of securing the other characters' agency, even while making it difficult to pull away altogether.

*Still In There* taps into the Fledgling's recently-departed human side. All Fledglings are new at this, and people are usually quite familiar with their mortal selves.

*Off The Hook* is a complex move. Makers can be the beings that turned you, but could just as reasonably be parents. Naming a Maker as responsible for the Fledgling's actions doesn't require the person receiving the excuse to know about the Maker/Fledgling relationship, they just know that the Maker is somehow responsible for the Fledgling.

Non-Fledgling Skins rolling with Essence without the Essence of Life move do not roll with cold, they just roll +0.

## Credits

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This is a fan Skin for *Monsterhearts 2*, designed by Rebecca Gold and Max Hervieux ([logbook-project.com](http://logbook-project.com)).  
Check out the game at [buriedwithoutceremony.com](http://buriedwithoutceremony.com)



## The Fledgling

*The feeling of another's essence rushing through your veins, in your mind, inside of you... you'd say it makes you feel normal again, but that's not true. Normal never felt this powerful.*

*You know siphoning off bits of people's souls is wrong, but, well, teenagers aren't exactly known for their impulse control.*

*You're drunk on power, and you're not going home without at least a taste...*

# Identity

**Name:** Aiden, Angela, Camille, Jessica, Mason, Mia, Micah, Oliver, Rose, Terrance

**Eyes:** Eager eyes, impatient eyes, magnetic eyes, restrained eyes, enormous pupils

**Look:** Effortlessly beautiful, immaculate, innocent, rebellious, seductive

**Origin:** Accident, asked for it, liberated, martyred, partied too hard

# Your Backstory

You've been regularly feeding on someone. Who? Gain a String on each other.

Someone knew you before you turned, and has noticed that you're different. Give them a String on you.

Your Essence starts at 1.

# Darkest Self

You're a hot mess of desire and dominance. You need to keep riding this energy wave as far as it will go. But no matter how much you do, how much you take, you'll never fix the empty feeling inside you. You relentlessly spiral out of control to continue feeling powerful, no matter the cost. You escape your Darkest Self when you're forced to accept that the party is over, or someone makes you regret how much you've changed.

# Strings

**Harm** 

**Experience** ○○○○○

- Add +1 to one of your stats.
- Take another Fledgling move.
- Take another Fledgling move.
- Take a move from any Skin.
- Take a move from any Skin.
- You attract **Wannabes**.

# Conditions

Hot 0	Essence	3 ○	2 ○	1 ○	Volatile 2	Dark -1
Hot 2	0 ○	-1 ○			Volatile 0	Dark -1

# Fledgling Moves

You get these 2, and choose another:

## ● Essence of Life

You don't have a Cold stat. Instead, you have Essence. When a move would have you roll Cold, roll Essence instead. When you need to do something normal people can't, roll +Essence. On a 10 up, you can do it, no sweat. On a 7-9, choose 2:

- You get caught.
  - Your Essence goes down by 1.
  - Someone unintended gets hurt.
- On a 6 or less, your Essence goes down by 1 and the MC Reacts.

When your Essence hits -1, you become your Darkest Self.

## ● Insatiable

When you feed, roll +Essence. On a 10 up, your Essence goes up to +2. On a 7-9, you gain 1 Essence and take the Condition **Unsatisfied**.

## ○ Overindulge

When you feed on someone you've fed on recently, if you roll a 7 up you can raise your Essence to +3 instead of +2. If you do, take the Condition **Unsatisfied**. So long as you're **Unsatisfied**, if you roll 6 or less on your *Essence of Life* roll, immediately become your Darkest Self.

## ○ Glamour

When you lock eyes and extend your will, make your demand and ask if they pull away.

If they do, gain 2 Strings on them. If they don't, roll +Essence, then lose 1 Essence. On a 10 up, they do as commanded. On a 7-9, they'll do it, but first (choose 1):

- They take 1 Harm.
- Their sanity is unhinged.
- You can't help but feed first, but they'll be able to put up a fight.

## ○ Seeing Red

So long as you have 1 or more Essence, you can subtract 1 from your Essence before making any Volatile roll to add 2 to the roll.

## ○ Still In There

Whenever the old you shows through enough to remind someone of the person you used to be, mark experience.

## ○ Off The Hook

Your Maker is a regular part of your life, and they are responsible for you, despite having no power over you or your actions.

When you name your Maker as an excuse for your behavior, roll with +Hot. On a 10 up, your Maker will take the brunt of the consequences. On a 7-9, your Maker gains a String on you and will need to come personally to bail you out.

# Sex Move

When you have sex with someone, they can let you feed on them. If they do, they gain a String on you and treat it as an automatic 10 on *Insatiable*. If they don't, you can still try to feed but you'll need to roll *Insatiable*.