

Playing The Ghost

Lonely. Wounded. Caring. Creepy. The Ghost is all about isolation and being unable to get the care they desperately crave. They seek to provide this same care to others, but because of the way teenage life sees leverage and obligation even in everyday acts, these acts of outreach and care just wind up sinking the Ghost even further into the emotional quagmire of teen relationships. *Helpful Spirit* allows others to interpret the Ghost's acts of kindness as gaining leverage on them, and *Transference* will let them take advantage of the Ghost's open heart. *Pity Party* opens up new avenues for helping each other by releasing leverage on them, and hopefully they'll do the same for the Ghost. Only when others help the Ghost find their calm and escape their Darkest Self, despite the frightening and volatile state the Ghost is in, does help become mutually beneficial without any change in social capital. *Creep* encourages drama when the Ghost is indulging in their most voyeuristic tendencies.

The **Recognizes You** Condition means both noticing the Ghost and knowing who they are. People who don't **Recognize** the Ghost might see them without identifying them, or they might simply overlook the Ghost, who tends to fade into the background and flicker in and out of the lives of the living. Even when not **Recognized**, the Ghost is still remembered.

The Ghost is isolated by default, having a hard time bringing themselves back into the living world and making themselves really important again. *Practically Invisible* drives this, and when things go bad, *Unresolved Trauma* draws them into their Darkest Self, which is itself an isolating factor as they upset and frighten the very people who might be able to help them calm down and return to themselves in the present. Depending on how dramatic the deathly manifestation is while they are their Darkest Self, side characters might cease to **Recognize** them, though player characters won't.

The Ghost's physical capabilities, such as phasing through walls, flight, or mild telekinesis, are up to the MC and the Ghost's player to talk out during character creation.

Credits

This is a fan Skin for *Monsterhearts 2*, designed by Max Hervieux (logbook-project.com)
Art made from (<https://jamarie-tinuviel.deviantart.com/art/Goddess-of-Darkness-10-690073641>)

Check out the game at buriedwithoutceremony.com



The Ghost (Logbook Version)

You used to have a future. Growing up was a painful tumult at times, but at least you were growing. Now you only have a past - unfinished business to take care of before you can leave this world behind.

Life is precious. You understand that, now that you've lost yours. You just want to help. You just want to be seen. But sometimes even the simplest desires feel so difficult to grasp.

Ghosty ghost, you're dead.

Identity

Name: Alastor, Avira, Catherine, Daniel, Kara, Lenora, Orville, Rufus, Spencer, Tien

Eyes: hollow eyes, pained eyes, dull eyes, unnerving eyes, piercing eyes

Look: forlorn, scared, stuffy, out of place, brooding

Origin: left to die, murdered in cold blood, murdered in hot passion, a tragic accident, a confused death

Your Backstory

Someone knows that you're dead and how you died. They gain 2 Strings on you.

You've been inside someone's bedroom while they were sleeping. Take a String on them.

Choose 2 characters to **Recognize You**.

Strings

Darkest Self

Your death returns to you in glaring color and howling roars and the faces of those who should have been there for you. Your demise manifests on your person, perhaps subtly, perhaps not. The whole world appears to you as if glimpsed through a veil, tinted by the lens of your untimely demise. You escape your Darkest Self when you are reminded why you are still among the living.

Harm



Experience



- Add +1 to one of your stats.
- Take another Ghost move.
- Take another Ghost move.
- Take a move from any Skin.
- Take a move from any Skin.
- You reside in a **Haunted House**.

Conditions

Hot -1	Cold -1	Volatile 1	Dark 2
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Hot -1	Cold 1	Volatile 2	Dark -1
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Ghost Moves

You get these two, plus one more:

● **Unresolved Trauma**

When you are strongly reminded of the circumstances of your death, become your Darkest Self.

When someone helps you escape your Darkest Self, you both mark experience.

● **Practically Invisible**

When you try and get the attention of someone who doesn't have the **Recognize You** Condition, roll with Volatile. On a 10 up, you get their undivided attention and they gain the Condition **Recognizes You**. On a 7-9, as above, but also choose:

- ✦ You attract extra attention.
- ✦ You will need to escalate your behavior first.
- ✦ They don't gain the Condition, but notice you right now.

○ **Projected Blame**

While you are your Darkest Self, you may act as though others had the Condition **at fault for my death**.

Sex Move

When you have sex with someone who **Recognizes You**, roll with Dark. On a 10 up, everything's magical, take a String on each other. On a 7-9, choose:

- ✦ They take 2 Strings on you.
- ✦ Once you part ways, they will no longer **Recognize You**. On a 6 or less, this was meaningless, take -1 to all rolls until someone shows they actually care for you.

When you have sex with someone who doesn't **Recognize You**, don't roll, it's just the 6 or less result.

○ **Helpful Spirit**

When you help someone resolve a Condition, gain a String on them.

○ **Transference**

Whenever you spend time truly listening to someone else's struggles, they heal 1 Harm, and then transfer their remaining Harm to you.

○ **Creep**

When you silently witness someone in one of their most private moments, perhaps sleeping or putting on makeup, ask their player if they would like to catch you.

If they say no and keep quiet, you get a String on them and they mark experience.

If they say yes and catch you, they gain a String on you and you mark experience.

○ **Pity Party**

You can spend Strings on people to give them +1 to a roll, and when you do you take +1 Forward.

Others can spend Strings on you to give +1 to your rolls. Whenever they do, they take +1 Forward.