

Playing The Angel

Sensitive, self-loathing, secretive, and sorry. The Angel's got a white-hot point of guilt burning them up inside, and holding it in is killing them. If anyone knew, divine judgement stings...but then, nobody knows how to punish you like yourself. The Angel explore themes of self-sabotage, worthiness, and forgiveness - both from those you've hurt and yourself.

Your two stat options for the Angel trend towards someone reckless and raw (Dark 2 & Volatile 1) or vulnerable and distant (Hot 2 & Dark 1). As someone working through inner turmoil, Dark will be important to seeking out the answers they need...but with a low Cold stat, they'll find it hard to keep their source of shame secret for too long.

What others do their best to run from, the Angel welcomes with open arms - empowered by conditions and Harm. After all, all the names they got called, all the pain they endure, it reaffirms what they feel they deserve and helps them cope with their inglorious past. But then, like any cycle of self-flagellation, they're playing with fire. After all, if you don't think you deserve to be healed, you'll find you're bound for an early brush with Skirting Death.

For your Original Sin and self-imposed conditions, don't pull your punches. Maybe you're torturing yourself because you betrayed someone's trust, or maybe you got someone killed. Whatever it is, you'll be carrying the consequences with you for a long time.

Credits

This is a fan Skin for Monsterhearts 2, designed by D.P. Moran
Check out the game at buriedwithoutceremony.com



The Angel

You used to be pure, used to be blessed. If only they knew. The high and mighty have fallen from grace, and if they saw the wheel of eyes and fire underneath, saw what you really are, they'd never look at you the same. You've committed unforgivable sin, and the Pearly Gates are locked up tight.

Oh, how your halo feels heavy.

Identity

Name: Maggie, Isaiah, Eve, Jacob, Jess, Abdul, Lily, Gabriel, Farah, Judah

Eyes: Trusting eyes, darting eyes, weeping eyes, watchful eyes, shining eyes

Look: Disheveled, picturesque, comfy, dangerous, fading

Origin: Strayed from the path, something reckless and stupid, told a big lie, broke commandment six

Your Backstory

You failed someone, and you want to make things right with them. They take two Strings on you.

You helped someone else in a little way that you didn't realize stuck with them. Take a String on them.

Strings

Darkest Self

Who do you think you're fooling? If you were good, you wouldn't have fallen. If you were good, you wouldn't feel like this. Your guilt is overwhelming: whatever kindness you've received you don't deserve, whatever joy you've felt was delusional. Fling yourself into danger unprepared in a grand, irresponsible bid to suffer and earn forgiveness. You escape your Darkest Self when you see the flaws in someone you care about laid bare, and in doing so, regain the condition Original Sin.

Harm



Experience ○○○○○

- Add +1 to one of your stats.
- Take another Angel move.
- Take another Angel move.
- Take a move from any Skin.
- Take a move from any Skin.
- You follow a **Holy Order**.

Conditions

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

Angel Moves

You *get* Original Sin, and choose two more.

● Original Sin

You did something terrible, and you can't bring yourself to forgive yourself for it. Decide what it was with the MC, and give yourself a condition reflecting it. If at any time you have no conditions, enter your Darkest Self.

○ Confessional

When you confess a secret to someone, they can choose to forgive you or judge you. If they forgive, you may clear a condition. If they judge, take one Harm. If someone confesses a secret to you, you make use of this Move in reverse. Either way, the listener gains a String on the confessor.

○ Stigmata

Take one forward on any rolls you make while suffering one or more Harm.

○ Revelations

Mutter someone's name and roll with Dark. On a 10+, you learn about something they're deeply ashamed of - but if you tell anyone directly, you suffer one Harm. On a 7-9, someone stumbles across something you'd rather keep hidden as well.

○ Bear Witness

When someone gives you a condition, receive a string on one another immediately.

○ Soul Searching

When you receive a condition, you may ask someone if they feel it reflects who you really are. If they feel it does - even if they can't say it to your face - you sense their true thoughts and gain a String on them.

Sex Move

When you have sex, give yourself a condition reflecting some aspect of the experience you feel guilty or worried about. When you clear that condition, mark experience.