

# Playing The Cyclops

Ambitious, dedicated, competitive, and short-sighted. The Cyclops defines themselves by what they're good at - and they're very good at it - and sees the rest of the world as less important, just stepping stones towards their goals. As such, they're more than a little afraid to step outside of their comfort zone, whether or not they're willing to admit it.

The stat options for the Cyclops lean towards someone driven and passionate (Hot 1 & Volatile 2) or professional and ruthless (Cold 2 & Volatile 1). Either way, you tend to favor Volatile as a blunt-force instrument that prefers to attack situations head-on, and lack Dark, as you struggle to really see beyond your surface level impressions of those around you, lest they go against your narrative of destined success.

Your Vision can be taken a lot of different directions - and not all of them are as dramatic as your sheer dedication to them implies. Visions can be major - your position as the star quarterback, your status as the shoe-in for Valadictorian, a prophecy that you'll someday be rich, famous, and powerful from a deific family member - or seemingly minor, like your title as the Editor of the Yearbook Club or Assistant Manager at the local coffeeshop. What matters isn't whether it's cosmically important - just as long as it's important to you. You tend to put all your eggs in one basket, and that means Blind Spots are bound to crop up to knock you down once you get too high and mighty.

## Credits

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*This is a fan Skin for Monsterhearts 2, designed by D.P. Moran  
Check out the game at [buriedwithoutceremony.com](http://buriedwithoutceremony.com)*



# The Cyclops

*All you see is straight ahead - all there is in this crazy, messed up world is your goal, your drive, your ambition. It gives you a place in the world, it's who you are. Some call it tunnel vision, but you call it focus. You've got your eye on the prize.*

*But that's the problem with a narrow view - the world has a funny way of blindsiding you.*

# Identity

**Name:** Iris, Seymour, Polly, Ivan, Susie, Jordan, Nea, Mike, Cici, Virgil

**Eyes:** eyepatch, glass eye, scarred, blind eye, closed eye

**Look:** uniformed, clean-cut, brutish, prim-and-proper, overworked

**Origin:** lost an eye messing around, had an eye slashed out, saw your glorious future, need the scholarship, strict parents

# Your Backstory

You've got your eye on someone - either a rival or a potential asset. You both take a String on each other.

Someone's a complete nobody, entirely lacking your drive to succeed...or so you think, anyway. They take two Strings on you.

# Strings

# Darkest Self

Enough distractions. You're not like these people - you're the best at what you do, and you know what you're meant to do. Everyone else is just trying to hold you back, everything else is distracting and confusing and making things too complicated. The world in your eyes - or, eye - is simple, black and white, winners and losers. You pursue your current goal without pause or interruption, blind to the consequences of your actions. You escape your Darkest Self when you - inevitably - fail, falling short of your impossible expectations, and damage befalls your glorious Vision in the process.

# Harm



# Experience ○○○○○

- Add +1 to one of your stats.
- Take another Cyclops move.
- Take another Cyclops move.
- Take a move from any Skin.
- Take a move from any Skin.
- You lead a team of **Ambitious Pupils**.

# Conditions

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

# Cyclops Moves

You get *Vision* and *Blind Spot*, and choose one more. When selecting Moves from this Skin, *Vision* and *Blind Spot* are a package deal.

## ● Vision

You have a Vision - a single goal, a particular facet of life you completely dedicate yourself to and define yourself by:

- + **A sports team**
- + **A school club**
- + **A niche hobby**
- + **A job you take pride in**
- + **A prophetic purpose**

At the MC's discretion, you can invoke your Vision when making a Basic Move - such as when you're using skills you gained from your Vision, you're in the place you pursue your Vision most often, or you invoke the status your Vision affords you. When doing so, treat any roll result of 6 or below as a 7-9 instead.

## ● Blind Spot

If someone has four or more Strings on you, they may treat any roll they make against you with a result of 6 or below as a 7-9.

## ○ More Than Meets The Eye

When someone does something you never thought them capable of, mark Experience when you become aware of it. If you admit to them that you're impressed, choose an option as if they succeeded in Turning You On.

## ○ Reductive View

When someone has a Condition you gave them, take a String when you take advantage of it.

## ○ Eye for an Eye

You need to succeed, no matter what - summon up your competitive spirit. You can choose to turn any roll into a 10+ and take one Harm immediately. You cannot use your Vision until this harm is healed. If you take your fourth instance of Harm in this fashion, you die and cannot Skirt Death.

## ○ Actions Speak Louder

When you Lash Out Physically against someone, you can give them a Condition.

## ○ Great Expectations

When you focus, your watchful eye can see into the future. To foretell events yet to come, Gaze Into the Abyss - but if it falls short of your idea of your grand destiny, the MC inflicts a condition of their choice on you. When you clear this condition, mark Experience.

# Sex Move

When you have sex, all parties involved roll Hot. If your result is highest, they didn't quite meet your expectations, and you give them a Condition. If someone rolled higher than you, they surprised you, and they give you a Condition.