

## Sex Move

When you have sex with someone, they become a part of the Failing Dynasty (and subject to the move's mechanics).

## Darkest Self

You aren't ever going to be able to reconcile the human and serpent worlds. You can't live with the lies and insanity any longer. You need to reject one side or the other to escape this madness. Run the fuck away, hide, return to the bosom of your serpent family or abandon them entirely for the human world. You'll threaten, hobble or destroy anyone who tries to keep you enmeshed in contradictory obligations. You escape your Darkest Self when you submit yourself to the old obligations once more, or you shed your past life and integrate yourself into a new family.

## Advancement

- Take another Serpentine move.
- Take another Serpentine move.
- Take a move from another Skin.
- Take a move from another Skin.
- You belong to a **Nest of Humans**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).

This Skin is dedicated to:

Christopher Murray

## Playing The Serpentine

Tethered, confused, mesmerizing, vicious. The Serpentine belongs to a territorial family, one that's both self-nurturing and self-devouring. They're treated like a pawn, used to regain the family's former glory. *Failing Dynasty* is the source of a lot of drama for The Serpentine. Embrace the idea of familial conflict.

The Condition *snake food* can work in two ways: it can be represent your enmity and brooding anger towards this person, or it can represent your desire to kill them. Other characters are able to interact with this Condition, if they can justify doing so in the fiction.

While The Serpentine can be both sexy and deadly, a big part of playing this character is about learning to cope with the simultaneous demands of two different worlds. Your serpentine family won't understand the rules of human society, and human society won't understand your family context.

The **Nest of Humans** gang reflects the fact that The Serpentine wants to belong to a world that they don't fully understand. While they might join up with a gang or clique, they'll never fully grasp what it means to belong to such a group. Thus the misclassification of "nest" in the title.

If you "shed your past life and integrate yourself into a new family" to escape your Darkest Self, then the new family replaces your previous family as the source of the *Failing Dynasty*. It's possible to leave your serpentine family (when escaping your Darkest Self) and then later return to them.

*In ancient days, your family held dominion over this world. They were powerful, deadly, and wise. At least, that's what they tell you. But all you've ever seen is empty faith and crumbling dreams. You just want to live your life like any other kid, but they have bigger plans for you.*

*They say that there will come a day when the serpent rules once more. That once again they will swap secrets with powerful allies and venom with powerful enemies. But they need your help first. After all, what is family for?*



# The Serpentine

## Name

Choose a name:

Adelinde, Attor, Dana, Hester, Jasdeen, Lucian, Nuna, Russel, Seth, Zachariah

A snake-like name, an ancient name, a name without labial consonants, an alluring name

## True Form

Circle two that together describe how you look when in your true snake form:

slimy scales all over, a forked tongue, a snake head, serpent tendrils for hair, a tail, undulating limbs without joints

## Human Appearance

Circle one in each list:

sleek, beguiling, sleazy, lithe, skittish

darting eyes, apprehensive eyes, cold eyes hypnotic eyes, snake eyes

## Origin

Circle one:

a family from old wealth, a family with unknown origins, a family from the swamps, a secretive and nomadic family

Name:

Carry Forward

### Stats

Add 1 to one of these:

Hot 1, Cold 1, Volatile -1, Dark -1

Hot

(Turn Someone On, Manipulate an NPC)

Cold

(Shut Someone Down, Hold Steady)

Volatile

(Lash Out Physically, Run Away)

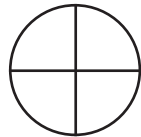
Dark

(Gaze Into The Abyss)

Conditions

Notes

Harm



Experience Points:

>> advance

### Serpentine Moves

You start with this one, and choose one more:

#### ● Failing Dynasty

In the age of serpents, your family was powerful and prolific. Now, they live in a shadow of their former glory. They want to regain (choose one): their political clout; their old wealth; their failing beauty; their web of secret allegiances.

Whenever you are convinced to do the bidding of a family member, carry 1 forward to doing it and that family member gains a String on you. Whenever you help your family regain some of their former glory, mark experience.

#### ○ Mesmerizing

When you stare at someone without blinking, roll with Hot. On a 10 up, they freeze up until you blink or someone touches them, and they gain the Condition *dazed*. On a 7-9, they gain the Condition *dazed*.

#### ○ The Big Reveal

When you reveal your true form to someone, they gain a String on you. If they accept your true self, they mark experience. If they reject you, carry 1 forward against them.

#### ○ Temptation

Your suggestions carry a preternatural power. When you convince someone to do something, they carry 1 forward to doing it, and if they succeed choose one: mark experience; gain a String on them.

#### ○ The New Order

When you learn to meet one of your needs within human society rather than within your family, mark experience. When others help you fit in better with human society, they mark experience.

#### ○ Patience is a Virtue

When you bite your tongue and don't respond to adversity, roll with cold. On a 10 up, choose one: gain a String on them; they gain the Condition *snake food*. On a 7-9, they gain the Condition *snake food*.

#### ○ Trespassing

Whenever someone enters your lair without permission, they gain the Condition *snake food*. Add 1 to all rolls you make that involve infiltrating or escaping someone's lair.

#### ○ Hapless Prey

When you lash out physically at someone with the Condition *snake food*, roll using Cold.

Your Backstory

You've been watching someone, trying to learn from them what it means to be human. Gain two Strings on them.

Your family seeks to control your every move. The head of your family gains two Strings on you.

Strings

Family Commands:

Snake Food:

Other Moves