

# Playing The Serpentine

Indoctrinated, uncertain, beguiling, and abrupt. The Serpentine belongs to a sprawling, controlling family and is uncertain about their place in the modern world. They struggle with balancing family obligations with a wider social network.

The stats you choose will slant your character toward being either seductive and aloof (Hot 2 & Cold 1) or fierce and dangerous (Cold 2 & Volatile 1). Either way, your Serpentine will be caught between worlds and forced to decide who deserves their trust and intimacy.

Your family is obsessed with and anxious about their legacy. Your sex move reflects this: anyone who you become emotionally and sexually entangled with is at risk of being pulled into their power games.

The true form referenced in The Big Reveal is a terrifying snake-person visage. You get to decide the details: whether you slither out of your human skin, grow fangs and a tail, or something else entirely.

If you're the MC, find ways for the family to meddle in the Serpentine's social life. Maybe their strict father imposes arbitrary and stifling rules, or their grandmother tries to dictate who they are to befriend next. Play the family members in a way that makes them at least somewhat sympathetic, but ultimately in conflict with the larger world. Find out what the Serpentine does about that conflict.

## Credits

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*This is a Skin for Monsterhearts 2, available at [buriedwithoutceremony.com](http://buriedwithoutceremony.com)  
This skin designed by Avery Alder*



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## The Serpentine

*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 else is family for?*

## Identity

**Name:** Adelinde, Attor, Dana, Hester, Jasdeen, Lucian, Nuna, Russel, Seth, Zachariah

**Eyes:** darting eyes, cold eyes, apprehensive eyes, hypnotic eyes, snake eyes

**Human Appearance:** sleek, beguiling, sleazy, lithe, skittish

**Family Origin:** from old money, from the swamps, in exile, secretive travellers, demons

## Your Backstory

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

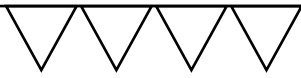
Your family seeks to control your every move, and they will not be denied. The head of your family gains two Strings on you.

## Strings

## Darkest Self

The human and serpent worlds are too different, and you'll never be able to reconcile their demands. The only way out is to choose a side, as decisively and irrevocably as possible. Watch carefully and quietly for an opportunity, and then strike, regardless of who needs to be hobbled or devoured in the process. It's the only way to make the world simple again, and find your place at last. You escape your Darkest Self when you accept your complicated place in the world, or when you moult.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Serpentine move.
- Take another Serpentine move.
- Take a move from any Skin.
- Take a move from any Skin.
- You belong to a **Nest of Humans**.

## Conditions

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

## Serpentine Moves

You get *Failing Dynasty*, 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 secret allies.

Whenever you are convinced to do the bidding of a family member, take 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 afterwards they don't really remember anything unusual happening. • On a 7-9, it'll still work, but only if you hiss loudly the entire time (and they'll definitely know something weird happened).

### ○ *The Big Reveal*

When you reveal your true form to someone, they gain a String on you. If they accept you as you truly are, they mark experience. If they reject you, take 1 Forward against 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 an antagonist, roll with Cold. On a 10 up, gain a String on them. • On a 7-9, take 1 Forward to striking the next time you see them.

## Sex Move

If your family learns that you've had sex with someone, that person becomes part of your family's *Failing Dynasty*. If they're a main character, they add the move to their sheet.