

## Sex Move

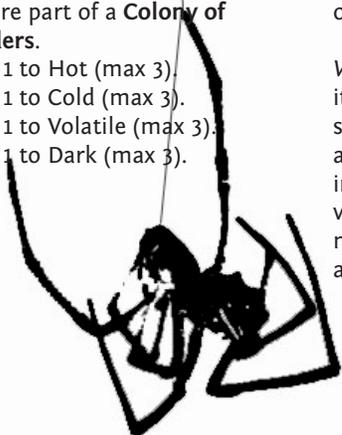
When you have sex with someone, they gain the Condition *entangled with you*...you decide if this means physically, socially, emotionally, as part of your schemes, or any combination of those. This counts as *entangled*, for purposes of other moves.

## Darkest Self

Your spider nature asserts itself and you assume your true form. All the games are over now...you will seek your (possibly not-so) Hidden Agenda to the exclusion of all other pursuits, even if it is beyond your reach, and everyone who gets in your way will find themselves entombed in silken sarcophagi. To escape your Darkest Self someone must stand in your way and make you laugh, or make you think.

## Advancement

- Take another Anansi move.
- Take another Anansi move.
- Take a move from another Skin.
- Take a move from another Skin.
- You're part of a **Colony of Spiders**.
- Add 1 to Hot (max 3).
- Add 1 to Cold (max 3).
- Add 1 to Volatile (max 3).
- Add 1 to Dark (max 3).



## Playing The Anansi

Calculating, confusing, mischievous, selfish. The anansi is a compulsive user. Even when they recognize this about themselves, even when they know they could just ask someone for something, they usually won't. It's not about trust necessarily, it's a matter of power and amusement.

*Hidden Agenda* is chosen during the first session and should be drawn from the content of actual play. It doesn't have to be (probably shouldn't be?) something you need so much as something you think would be funny, cool, or interesting...maybe something just to see if you can get away with it. Or maybe it was provoked but your response is completely out of line with the offense against you. Jack keyed your car? Then obviously it's time to *destroy* that motherfucker.

*Shame On Me* lets you be a selfish conniving prick. You can take the String on anyone - it's up to them to make the disappointment happen - but the important thing to remember is that they have to hopes and expectations to be be betrayed in the first place, and you have to be aware of them.

*Web Of Life* is a tricky move because it exists outside the normal scene structure. You can use it from outside an active scene to insert your presence into it, or from inside a scene to view other peoples' scenes that may never have been given any onscreen attention otherwise.

*There are spiders and there are flies, and you are a spider. You are the weaver of webs both physical and spiritual, and while you may play the fool, you always get what you want... eventually.*

*Sometimes you feel bad. Some of the flies are neat, after all. Sometimes you want to help them. Sometimes you even do help them. But eventually you always come back to what's really important...how they can help you.*



# The Anansi

## Name

*Choose a name:*

Alfonse, Anissa, Azuzu, Charlotte, Jaqo, Jones, Lulu, Nadia, Nancy, Zack

A crafty name, an unusual name, a fun name

## True Form

*Circle two:*

Many eyes, spider eyes, spider limbs, thorax, palps, fangs

## Look

*Circle one in each list:*

Patient, jumpy, thoughtful, shiny, bristly

Dead eyes, gleaming eyes, piercing eyes

## Origin

*Circle one:*

One of many, on your own, adopted

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)

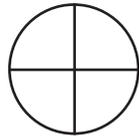
Dark

(Gaze Into The Abyss)

### Conditions

### Notes

Harm



Experience Points:

advance

## Anansi Moves

You get this one and choose two more:

### ● Hidden Agenda

You have a Hidden Agenda; sometime during the first session, choose one:

☞ to see \_\_\_\_\_ destroyed;

☞ to win \_\_\_\_\_'s love;

☞ To gain possession of \_\_\_\_\_;

☞ to learn the secret of \_\_\_\_\_.

When your Hidden Agenda is achieved, mark experience and choose a new one. When your Hidden Agenda is no longer hidden from the other PCs or can no longer be achieved, become your Darkest Self. Whenever you escape your Darkest Self, you may replace your old Hidden Agenda with a new one.

### ○ Come Into My Parlour

When you *manipulate an NPC* to help fulfill your Hidden Agenda, roll with Dark. When you *shut someone down* who is trying to foil your Hidden Agenda, roll with Dark.

### ○ Oh What A Tangled Web

You can create strong, sticky threads to dangle from, weave webs with, and inflict upon others the *entangled* Condition (when you *shut someone down*, spend a String on them, or they blunder into your webs).

### ○ The Spider And The Fly

You can free someone from the *entangled* Condition. When you do, it's the same as spending a String on them.

### ○ Shame On Me

When you betray the hopes and expectations of others, you gain a String on the person you most disappointed and they mark experience (if they're an NPC, they act at an Advantage).

### ○ The Web Of Life

You are always connected to those you have Strings on. When you *gaze into the abyss* to spy on someone, add 1 to the roll for each String you have on them; on a 12+, you may spend those Strings even if you're not in the same location.

### ○ Death Can't Climb

You can scurry up walls and over ceilings. When you *run away* upwards, add 2 the roll.

## Your Backstory

One or more others have been in your web before. Take two Strings on someone, or one String on two someones.

Your bizarre antics are well known. Everyone gains a String on you.

## Strings

Hidden Agenda:

## Other Moves