

The Covert



Playing a Covert:

You have always been apart, separate, watching from the shadows, but that may not be enough. How will you go about trying to fit into normal human society when your old life was so alien to them?

Darkest Self:

As a last resort to being taken out, (when you're out of consequences) you can become your darkest self. Lose yourself in your monstrous urges and temporarily double your consequence caps.

Your Darkest Self is a naked black skinned constantly morphing form fueled on the terror of others. You lash out at everyone who is in your path but especially those who are Haunted. You escape your Darkest Self when someone foolishly opposes you, despite being terrified - or you are treated like a person.

Moves for all Coverts:

Choose three from this playbook and/or a subtype below:

- Unseen Presence -x-

You may choose to start a scene invisible. You can also become invisible during a scene by rolling to Run Away. If you disappear or reappear all characters who witness it gain the adjective 'Haunted'.

- Shame On Me

When you betray the hopes and expectations of others, the person you most disappointed gains a Fate Point.

- Brood Parasite

When you can tell that a PC wants what you have, or wants to be in your shoes, take +2 on rolls to convince them for the rest of the scene.

- Adjustments

You can alter your physical form slightly with sheer will power, growing taller or larger, enlarging or shrinking limbs etc, but the process is slow.

The Anansi



This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing an Anansi:

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.

Moves only for Anansi:

- Hidden Agenda

You have a Hidden Agenda, a substantial goal your obsessed with; here are some general ideas, feel free to come up with something:

- } to see _____ destroyed;
- } to win _____'s love;
- } To gain possession of _____;
- } to learn the secret of _____.

When your Hidden Agenda is achieved you gain a fate point, clear your negative adjectives and choose a new goal. When your Hidden Agenda is no longer hidden from the other PCs or can no longer be achieved, you become your Darkest Self. Whenever you escape your Darkest Self, you may replace your old Hidden Agenda with a new one.

- Come Into My Parlor

When you manipulate someone to help fulfill your Hidden Agenda, you can use Will instead of Rapport, and when you roll to defend your Hidden Agenda, you can roll with Provoke instead of Empathy.

- Oh What A Tangled Web

You can create strong, sticky threads to dangle from and weave webs with. Giving anyone who blunders into them the 'entangled' adjective, until you remove it or they have time to remove it themselves. You get +1 on rolls against PCs with the 'entangled' adjective, +2 against NPCs.

- Spider Legs

You can scurry up walls and across ceilings. Add 2 to any escape rolls over obstacles.

The Hobgoblin



Moves only for Hobgoblins:

- Open Book -x-

Your skin color slowly shifts depending on your mood. You receive -1 to all Empathy (blue), Provoke (orange), Fight (maroon) or Stealth (black) rolls unless you are that certain color, in which case you receive +2 to the related skill instead.

- First Blood -x-a

The first time in a scene an attack is declared you may choose to preemptively attack instead.

- My Club

You have a tool/ weapon that has seen you through the worst days. While carrying it, reduce any overlapping damage you receive by 1 and increase any overlapping damage you deal with it.

- Self Sufficient

Your long stints of isolation have taught you how to survive off anything edible and you can always find just enough food or water (even for your group) to survive in almost any situation.

This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Hobgoblin:

Humanity always has such nice stuffs. So nice to get goodies but it's so hard to get near them without trying to blend in a little. How to do that? Always been alone, don't know how to be human.

The Cuckoo



Moves only for Cuckoos:

- Feathers -x-

Your magic lets you pass as the person whose clothes you're wearing. When you're seen wearing someone else's clothes, by someone familiar with that person. Roll Deceive.
10+, you pass as them, you'd fool their mother and their favorite hookup.

7-9 you can be discovered if: if you get too close to anyone. While you're passing as someone, give any social Aspect you receive to them instead. Although physical and mental Aspects still go to you.

- A Little Birdie Told Me

The first time in a scene you tell vicious lies about someone behind their back, roll Deceive.
10+, give them a fitting negative social Aspect.
7-9, give them a fitting negative social Aspect, but some people don't believe you. You gain the social Aspect "liar".

- The Job You Want

You have accumulated a nice collection of public worker uniforms and can easily impersonate any entry level job that requires one.

- Close To The Sun

The first time in a scene a PC suspects that you're not who you appear to be, gain a Fate Point.

This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Cuckoo:

Others' lives are just so fascinating. That's why you want to walk a mile in their shoes... and pants... and shirt. That's why you want to look out through their eyes, make a few promises with their voice and maybe kiss someone via those sweet lips.