

BASIC MOVES

DOMINATE

[Teeth] When you order someone (or several people) to do something they object to doing roll to **Dominare**.

10+ You take full control of the situation. PCs cannot **Disobey** your current order but forcing them to do it comes at a cost. They will take a +1 Tie on you. Because some decisions come back to Bite.

7–9 The situation is mostly under your control, NPCs will do as you ask but half-heartedly and may abandon an order if it becomes dangerous/they have been away from you for too long. Packmates get a –1 forward to **Disobey** your current order, if they wish to attempt it. Packmates who don't attempt to **Disobey** can fill in a circle on the Wolf/Human track as appropriate.

0–6 Things are sliding further out of your control. If what you sought control over was a Packmate then they describe the consequences and additionally the Packmate gets a +1 Tie on you. If it was not a Packmate the MC makes a hard move.

NPCs will do as they are told even if it becomes dangerous or they have been away from you for a long period of time.

[If you seek (consciously or unconsciously, permanently or temporarily) to take control of the Pack and you do not have the Alpha playbook then you make the move **Make a Challenge** instead.]

DISOBEY

[Guts] When you try to resist the following: Alpha's orders, a Packmate's attempt to **Dominare** you or the Traditions of the Pack. Roll +Guts.

10+ You **Disobey** and it empowers you and take +1 forward.

7–9 You **Disobey** but it troubles you greatly. Take –1 from the Pack Pool.

0–6 You want to **Disobey** but your instinct to obey overwhelms you. You acquiesce and the MC chooses a Packmate who will take a +1 Tie on you.

MAKE A CHALLENGE

[Guts] If you want to give the Alpha an order or dominate a Packmate into disobeying an Alpha's order or if you want to take control of the Pack (temporarily or permanently) then use this move. Alphas may not make this move.

10+ You are now the Pack Leader. Take the Alpha Skin and discard your previous Skin, keep your original Stats and your Moves. Take one Move from the Alpha list.

If the losing Alpha is a player then they can choose to retain their character and have them take a new Skin or retire the character and choose a new character with a new Skin. If the losing Alpha keeps their character they may keep their Stats but discard all their Alpha moves and choose the same number of new Moves from the new Skin. If they choose a completely new character then they may choose new Stats and the same number of new Moves they had previously accumulated on the Alpha Skin. They must also answer the new Packmate question on the sheet.

7–9 You succeed but only just, you are in control of the Pack for now but it could change at any moment. Don't take the Alpha Skin yet, you'll need to make another **Make a Challenge** move at a 10+ to gain permanent control. Take –1 to the Pack Pool.

0–6 You fail and take a permanent scar (mental or physical) and –1 to one stat, your choice.

MAULING

[Teeth] When you use physical violence in a situation. This includes attacking, defending, causing damage or injury temporary or permanent, killing, knocking an opponent unconscious etc.

On a **10+** choose 2, on a **7–9** choose 1:

- you take –1 Harm
- you deal +1 Harm
- you discern your opponent's next move
- you knock someone out
- you impress or intimidate someone
- do not take –1 Forward on your next **Give in to the Wolf** move

0–6 MC makes a hard move and a PC takes a +1 Tie on you.

GIVE IN TO THE WOLF

[Feral] When you give yourself to the Wolf, roll +Feral.

On **10+** choose two, on **7–9** choose one:

- Reduce Heart and Guts by +2 total and increase Teeth and Feral by +2 total (split these modifiers however you wish but no stat can go above +3 in total)
- +1 Harm from your bite and claws
- +2 Armour
- +2 to the Pack Pool
- Heal +1 additional Harm when you return from Wolf Form

0–6 MC takes over your character for the next scene. You are no longer in control of yourself – the Wolf takes over.

HARNESS THE WOLF

[Heart] When you use your Wolf senses and instincts (in either Human or Wolf Form) e.g. heightened sense of smell, hearing, hunting, etc., to find something, someone or find out information. Roll +Feral. On a hit you ask the MC questions at any time during this scene. Get +1 Forward per question if you immediately act on the answer. If you roll a **10+**, ask 3 questions, if you roll a **7–9** ask 1.

- Who is the weakest here?
- Where is the trail/where is my prey?
- What is the strongest emotion in this location?

- What do they really want?
- What is the biggest threat to the Pack?
- What smells wrong here?
- Who/what is dominant in this situation?
- Where is the escape route/route through?
- Where does the Pack need to be?

0–6 MC makes a Hard Move.

ACT ON INSTINCT

[Feral] When you use your superhuman abilities or act under a threat.

10+ you do it, describe how you succeed and give it a little flourish and take +1 Pack Pool.

7–9 you do it, but the MC describes how the situation is not under your control.

0–6 MC makes a hard Move.

SPILL

Werewolves' feelings and emotions are much closer to the surface than humans and the close nature of the Pack means you express them more readily.

When you openly and truthfully express one of the following:

- your desire for a Packmate
- why you are hurting
- what you are angry about
- what you are afraid of

add +2 Pack Pool and give your Packmate +1 Tie on you as they've seen you raw and vulnerable. This move can be used on NPC Packmates – in which case do not give them a Tie.

PROVOKE SPILL

When you do something to provoke a Packmate to reveal how they really feel ...roll +Heart.

10+ they have to make the Spill Move.

7–9 they Spill and you choose one:

their response provokes you to Spill as if they'd rolled a 10 plus; or they can opt to omit an aspect of the truth in their Spill response but you don't get the pack pool element of the Spill Move.

0–6 MC gets a hard move.

PLAYER PRINCIPLES

- Act like a Wolf.
- Pack is Family and family matters.
- Respect your Alpha.
- Play vulnerable.
- When you are the Alpha, act like it.

HOW TO GET XP

Mark an advance on either your Wolf or Human path (depending which form you are in) when:

- you play to your Heartbeats
- you display your Pack Culture
- you gain a fourth Tie against the same PC
- you share a moment of heartfelt camaraderie
- a Skin Move tells you to.