

THE ENFORCER

Every Pack has someone willing to cross a line to protect their family, to do what is necessary to ensure their survival. Someone the Alpha can use as the ultimate threat. That is you. Your loyalty to Pack and Alpha is strong and vibrant but do you embrace your role, or carry it as a burden for those you love? Do you have any limits when pushed to the brink and what do your nearest and dearest think when you go beyond the line?

NAME

Clay, Ben, Ellory, Strike, Ash, Greta, Gabe, Mia, Abilene, Tamika, Noah, Nash, Clarissa

HEARTBEAT

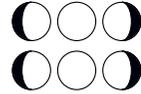
[Choose three] Dangerous, Fast, Passionate, Fiery, Wide, Loyal, Obsessed, Enraged, Irresistible, Wild, Out Of Control, Guilty

STATS

[Choose one stat and add +1]

Teeth +2	<ul style="list-style-type: none"> • Dominate • Mauling
Heart 0	<ul style="list-style-type: none"> • Harness the Wolf • Provoke spill
Guts -1	<ul style="list-style-type: none"> • Make a challenge • Disobey
Feral +1	<ul style="list-style-type: none"> • Give in to the Wolf • Act on instinct

WOLF PATH



HUMAN PATH

[When you fill up both tracks gain another move or +1 to a stat of your choice up to a max +3]

PACKMATES

What is the most shameful thing you ever did to protect the Pack? Which Packmate knows about it? They take a +1 Tie on you.

When you complete a scene resolving this tension take +1 Pack Pool and write a new question.

WHO YOU GOT TIES ON?

[You may spend these 1-for-1 on rolls against that PC]

HARM PHASES



ENFORCER MOVES

[Choose two starting moves]

Borrow Trouble

Redirect trouble from someone or something to yourself. Roll +Feral.

10+ you and the person you are protecting escape the current danger.

7-9 you are successful and the trouble is redirected, choose one:

- You take +1 harm
- You lose a Tie on someone
- -1 to the Pack Pool

Or the MC can require you to roll to **Disobey** if appropriate.

0-6 the trouble hits both you and the person you were trying to protect.

Cross the Line

Do something unacceptable, something shocking. When you make this move you are declaring something to be beyond a line. You get one automatic **Dominate** success as if you had rolled a **10+** to spend on one person in the immediate scene. Choose a Pack member who is disgusted with you, they get a Tie on you even if they were not present in the scene.

Lone Wolf

You can spend points from the Pack Pool even when you are acting on your own. You cannot spend points from the Pack Pool on the **Disobey** or **Make a Challenge** moves.

Heart of Stone

When you inflict harm inflict +1 Harm.

Born in Blood

Take +1 Teeth (max +3).

ENFORCER SEX MOVE

If you and another Player Character have sex you tell them about your guilty heart. If they reject you afterwards take +2 to your next action to defend them, if they don't reject you take +1 to your next action to defend them.

THE CUB

You are the newest member of the Pack, a freshly made werewolf with only a few Changes to your name. You are learning the rules and making relationships with your new Packmates but you are fucking up a lot. They love you anyway. You're the younger sibling, indulged and frustrating. Are you desperate to prove yourself, enjoying being the baby of the family or both?

NAME

Yelp, Horizon, Peter, Daisy, Fluff, Reebie, Levi, Colt, Rosie, Max, Desi, Nat, Diggs

HEARTBEAT

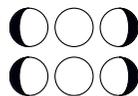
[Choose three] Energetic, Naive, Playful, Teasing, Frustrated, Young, Innocent, Angry, Insecure, Trusting, Struggling, Relentless.

STATS

[Choose one stat and add +1]

Teeth 0	<ul style="list-style-type: none"> • Dominate • Mauling
Heart +2	<ul style="list-style-type: none"> • Harness the Wolf • Provoke spill
Guts 0	<ul style="list-style-type: none"> • Make a challenge • Disobey
Feral 0	<ul style="list-style-type: none"> • Give in to the Wolf • Act on instinct

WOLF PATH



HUMAN PATH

[When you fill up both tracks gain another move or +1 to a stat of your choice up to a max +3]

PACKMATES

Which Packmate do you hero worship?
What could they do to break that trust?
They take a +1 Tie on you.

When you complete a scene resolving this tension take +1 Pack Pool and write a new question.

WHO YOU GOT TIES ON?

[You may spend these 1-for-1 on rolls against that PC]

HARM PHASES



CUB MOVES

[Choose two starting moves]

Free Pass

You can break one Order from the Alpha and one Tradition without rolling to **Disobey** and without sanction from the Alpha or anyone else. After that you should know better!

Overprotected

You are everyone's kid brother or sister and everyone is looking out for you. Once per session if you get in over your head, a Packmate will come and help you out. The Packmate who comes to your aid gets a +1 Tie on you and can advance one point on their path (Human or Wolf – their choice).

Heartstrings

When you **Dominate** a Packmate using your emotions, roll +Heart not +Teeth.

Scrapping

When you express your emotions physically, like cubs scrapping for dominance, or almost-lovers who can't say what they mean, roll +Heart. This is like a deep conversation late into the night for humans, but with more bite.

10+ ask one question which a Packmate has to answer truthfully which triggers the Spill Move and give your Packmate a truthful answer to a question they ask you which counts as an automatic success (by them) on Provoke Spill.

7–9 Ask one question which your Packmate has to answer truthfully.

0–6 Describe how your Packmate misinterprets your intention and emotion.

We Are Family

You can erase up to 2 spaces on your Wolf/Human path per session and add the number erased as Pack Pool points. These points in the Pack Pool cannot be spent by or on the Cub so keep track of that here:

CUB SEX MOVE

If you and another Player Character have sex then the next time they are threatened if you put yourself in harm's way for them add +1 to all rolls until you are both safe again.

THE PRODIGAL

You used to be in the Pack and you left. Circumstance has reluctantly pulled you back – you're here and you're committed for now. But it is hard finding your place again. Some have welcomed you back with an embrace, some resent you and one in particular you are probably avoiding.

NAME

Elena, Doc, Bug, Shade, Grace, Kraken, Poe, Hex, Michael, Nadia, Paine, Gasp, Preen

HEARTBEAT

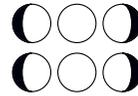
[Choose three] Bruised, Distrustful, Heart- broken, Loving, Scared, Vital, Secretive, Homesick, Drowning,

STATS

[Choose one stat and add +1]

Teeth +1	<ul style="list-style-type: none"> • Dominate • Mauling
Heart -1	<ul style="list-style-type: none"> • Harness the Wolf • Provoke spill
Guts +2	<ul style="list-style-type: none"> • Make a challenge • Disobey
Feral 0	<ul style="list-style-type: none"> • Give in to the Wolf • Act on instinct

WOLF PATH



HUMAN PATH

[When you fill up both tracks gain another move or +1 to a stat of your choice up to a max +3]

PACKMATES

Which Packmate did it hurt you the most to leave behind? How do they feel about your return? They take a +1 Tie on you.

When you complete a scene resolving this tension take +1 Pack Pool and write a new question.

WHO YOU GOT TIES ON?

[You may spend these 1-for-1 on rolls against that PC]

HARM PHASES



PRODIGAL MOVES

[Choose two starting moves]

Heart Grows Fonder

When you **Dominate** a Packmate by leveraging your relationship, you can choose to roll your Ties on them instead of +Teeth, if is higher.

One for the Team

Subsume your needs for the needs of the Pack and take +1 forward and add +1 to the Pack Pool.

Call in a Favour

You have made strong ties outside the Pack in the time you were apart from them. Erase +1 point of Tie on a Packmate to buy a favour from someone outside the Pack. This must be a favour which someone would reasonably give e.g. 'give me a place to lie low for a couple of days' is a reasonable favour; 'kill someone for me' is not.

Set Apart

Take +1 Guts (max +3). You've been away a long time it is easier to resist your nature, Traditions and Orders.

Healing

[Guts] Wolves can't exactly go to the hospital, so you are the trained medic of the Pack. You can keep a cool head, stitch a wound and save a life. But someone died while you were away from the Pack and someone hasn't forgiven you for that. Choose who died and a Packmate to take a +1 Tie on you for

your guilt.

When you are **Healing** someone roll +Guts or your Ties on them, your choice.

To Stabilise and Revive someone in the 7th-9th phase:

10+ they recover to the 6th phase.

7-9 they recover to the 7th phase.

0-6 nothing happens.

To Heal someone in the 1st-6th phase:

10+ Heal them up to 3 phases. MC can choose one from the below list:

- They need to be restrained before you can move them.
- They're unconscious for a few hours.
- They will be unable to Change – whatever form they are currently in they stay that way for 48 hours.
- You need to get some specialised medical supplies.
- They will need extra attention and care for 36 hours.

7-9 Heal them up to 3 phases. MC can choose two from the above list.

0-6 they take +1 Harm

PRODIGAL SEX MOVE

If you and another Player Character have sex then the next time they are threatened if you put yourself in harm's way for them add +1 to all rolls until you are both safe again.

THE FIXER

Well, someone has to deal with the mortal world, luckily you just love it. The Pack is your home and your family, but mortals hold a fascination for you and you know their world just as well as your own. You love the way they smell, feel and taste and they love you back. Which is handy when the Pack needs money, information or something disappearing. But, you exist between two worlds more than anyone else and it pulls you apart.

NAME

Antonio, Nick, Camilla, Victoria, Corey, Teresa, Jax, Ward, Danny, Allie, Matt, Hadyn, Stefan

HEARTBEAT

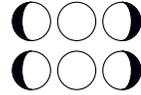
[Choose three] Charming, Clever, Quick, Fucking gorgeous, Charismatic, Romantic, Connected, Hungry, Confident, Selfish, Responsible, Audacious, Torn.

STATS

[Choose one stat and add +1]

Teeth 0	<ul style="list-style-type: none"> • Dominate • Mauling
Heart +1	<ul style="list-style-type: none"> • Harness the Wolf • Provoke spill
Guts +1	<ul style="list-style-type: none"> • Make a challenge • Disobey
Feral 0	<ul style="list-style-type: none"> • Give in to the Wolf • Act on instinct

WOLF PATH



HUMAN PATH

[When you fill up both tracks gain another move or +1 to a stat of your choice up to a max +3]

PACKMATES

Why do you feel you want to leave the Pack? Which Packmate could get you to stay and why? They take a +1 Tie on you

When you complete a scene resolving this tension take +1 Pack Pool and write a new question.

WHO YOU GOT TIES ON?

[You may spend these 1-for-1 on rolls against that PC]

HARM PHASES



FIXER MOVES

[Choose two starting moves]

Make it Go Away

[Teeth] Once per session when you use your contacts and resources to smooth over a problem in the human world roll +Teeth. Blocking planning permission through your Territory, dead bodies to dispose of, police knocking at your door, a journalist snooping? You make the problem go away.

10+ You succeed, in fact the person who helps you out is so disarmed by you that they think they owe you a favour now.

7-9 You succeed but someone has dirt on you.

0-6 You fail. What went wrong and how are things worse now? You answer the questions for each option.

Resources

[Heart] Choose two spheres of influence. When you ask your contacts to help you with an action then add a +1 ongoing for all related rolls until the action is completed, or transfer the +1 ongoing to another player if they are completing the action instead of you.

Police, Politics, Celebrity, Crime, Cyber, Business, Academia, Social Media, Unions/Labour, Religion, Occult, Military.

Sniff It Out

[Heart] When you work your contacts for information roll +Heart.

10+ Ask two questions from this list:

- Who/what is really behind this?
- Who has what I need?
- How long have I got?
- What did I miss the first time?
- How can I personally gain from this situation?
- How can I use this situation to impress someone in the Pack?
- What do I need to cut a deal?

7-9 Ask one question from the above list.

0-6 The MC makes a Hard Move.

A Cool Head

Take +1 Guts (max +3)

Gone to Ground

Someone needs to hide something or someone then you can do it. You will pull your contacts, call in favours, clean the trails. When you hide something/ someone it stays hidden (not bodies though! You need **Make it Go Away** for that)

FIXER SEX MOVE

If you and another Player Character have sex then you owe them a romantic gesture. You just want do something awesome for them.

THE ALPHA

The Pack is nothing without the Alpha and the Alpha is nothing without the Pack. You are their centre, their heart and they give you status and purpose. How do you dominate your Pack? Do you rule with fear, viciously punishing the disobedient or are you respected and loved by all? Maybe it is just complicated. Are the Pack waiting to depose you or run into danger and die for you? There are many ways to be Alpha and the Pack always reflects your inner self.

NAME

Jeremy, Hillary, Evelyn, Malcolm, Jessica, Ursula, Grimmir, Jericho, Red, Romulus, Bran, Accalia, Filtiarn.

HEARTBEAT

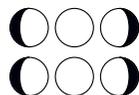
[Choose three] Contained, Controlled, Violent, Domineering, Calculating, Necessary, Hard, Lonely, Yearning, Steady, Protective, Strong.

STATS

[Choose one stat and add +1]

Teeth +1	<ul style="list-style-type: none">• Dominate• Mauling
Heart +2	<ul style="list-style-type: none">• Harness the Wolf• Provoke spill
Guts 0	<ul style="list-style-type: none">• Make a challenge• Disobey
Feral -1	<ul style="list-style-type: none">• Give in to the Wolf• Act on instinct

WOLF PATH



HUMAN PATH

[When you fill up both tracks gain another move or +1 to a stat of your choice up to a max +3]

PACKMATES

Who did you banish from the Pack and what reason did you give? Which Packmate resents you for it? They take a +1 Tie on you.

When you complete a scene resolving this tension take +1 Pack Pool and write a new question.

WHO YOU GOT TIES ON?

[You may spend these 1-for-1 on rolls against that PC]

HARM PHASES



ALPHA MOVES

[Choose 2 starting moves, and State of the Pack]

State of the Pack

[Heart] [start of session move] at the start of every session roll +Heart.

10+ Every Packmate gets -1 to **Disobey** you.

10+ You succeed and someone now owes you a favour.

7-9 Choose one Packmate who gets +1 to **Disobey** you and one Packmate who gets -1 to **Disobey** you.

0-6 A Packmate breaks a tradition or disobeys your orders and you have to act to re-establish your control.

We are Pack

Once per session when you make a stirring speech before a common endeavor, tell the Pack, the Pack's shared purpose and your plan. If no-one disagrees with the plan and everyone obeys it until its conclusion add +3 to the Pack Pool. If someone acts against the plan then -2 Pack Pool

Who's a Good Wolf?

When you ask a Packmate to make a Move, by praising them or emotionally boosting them, give them +1 on that Move.

E.g "Hey, Yelp, you're the best of us at hunting. Find me the goddamn trail!" Yelp makes the Hunt Move, and they get +1 to their roll.

Hearts and Minds

when you ask someone to do something by playing on their emotions you can make the Dominate Move using Heart instead of Teeth.

Time for a New Tradition

Pack traditions have evolved and changed over time. When you gather a conclave of the Pack you can get rid of a Tradition and/or institute a new one.

ALPHA SEX MOVE

If you and another Player Character have sex then they gain the Alpha Move **Hearts and Minds** but can only use it on you. They are under your skin now what you do about that is up to you...

THE HOWL

The Alpha may lead the Pack in this life but you shepherd them in spirit. The Pack respect you, they need your guidance just as much as the Alpha's but in a different way. You can be the Alpha's best friend and ally or you can be biding your time to rid the Pack of an Alpha who threatens you all to damnation. Or worse... you can be both.

NAME

Zebulon, Shamir, Harlow, Winter, Ghost, Freki, Sage, Kraken, Whisper, Halo, Pythia, Shame, Elder

HEARTBEAT

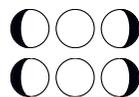
[Choose three] Sacrificing, Inspiring, Comforting, Crusading, Loving, Doubting, Undermining, Secretive, Persuasive, Calculating, Charismatic, Enigmatic

STATS

[Choose one stat and add +1]

Teeth +1	<ul style="list-style-type: none"> • Dominate • Mauling
Heart +2	<ul style="list-style-type: none"> • Harness the Wolf • Provoke spill
Guts 0	<ul style="list-style-type: none"> • Make a challenge • Disobey
Feral -1	<ul style="list-style-type: none"> • Give in to the Wolf • Act on instinct

WOLF PATH



HUMAN PATH

[When you fill up both tracks gain another move or +1 to a stat of your choice up to a max +3]

PACKMATES

You predicted someone would die... and they did. Who were they, how did they die and which Packmate cannot forgive you for not saving them? They take a +1 Tie on you.

When you complete a scene resolving this tension take +1 Pack Pool and write a new question.

WHO YOU GOT TIES ON?

[You may spend these 1-for-1 on rolls against that PC]

HARM PHASES



HOWL MOVES

[Choose two starting moves]

Geas

When you say "Don't tell another soul" and share a secret with a Packmate add +1 to the Pack Pool and take a +1 Tie on them. To reveal the secret that Packmate must make a **Disobey** move and if they succeed take another a +1 Tie on them.

Prophecy

When you consume the flesh of a willing Packmate roll +Teeth. Make one short, prophetic statement about that Packmate. If the Prophecy is short term then give the Packmate a choice, you can either warn them of something in their future and give them +1 forward to avoid it, or describe a future opportunity and give them a +1 forward to seize it.

If the Prophecy is long term endeavour then you both mark one box on the Wolf/Human Track (your choice).

Speak with the Dead

When you consume the flesh of the recently dead roll +Heart.

10+ Ask 2 of the following questions:

- Who were you?
- Who killed you?
- Who sent you?
- Why are you here?
- Why did you die?
- What did you want when you were alive?
- What was your secret?
- What do I need to know?
- Who loved you?

7-9 Ask 1 of the above questions.

0-6 MC makes a Hard Move.

Silver tongue

When you attempt to persuade a Packmate to comply with or ignore a Tradition, disobey or obey the Alpha or challenge the Alpha, roll +Heart.

10+ If the Packmate is an NPC they do what you want and a little something more. If they are a PC and agree to do what you want they get +1 forward to act on it and you get a +1 Tie on them.

7-9 If the Packmate is an NPC they do what want but with a complication. If they are a PC and they agree to do what you want they get a +1 forward to act on it.

0-6 MC makes a Hard Move.

Speak with the Pack

You can communicate across any distance (in either human or wolf form) with the Pack to convey one short message or visual impression.

HOWL SEX MOVE

When you and another Player Character have sex you have an immediate and overwhelming sense that something terrible will happen to them. The idea of losing them is suddenly and surprisingly painful to you. Gain a +1 to all actions that put them in danger when it is for the good of the Pack. This lasts until you have sex with another Player Character.

THE GREYPELT

The oldest and wisest among us. The Greypelt remembers the earliest days of the Pack, the battles and rivalries of the long past, the Wolves who died before we came to this life of teeth and rending. The Greypelt is an esteemed elder, a former Alpha, Mother and Father to us all.

NAME

Vera, Douglas, Granger, Ruby, Jack, Grandfather/mother, Old Dog, Babushka, Lillian, Silas, Zeke, Nini

HEARTBEAT

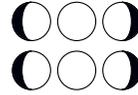
[Choose three] Measured, Calm, Knowing, Wise, Steady, Experienced, Scarred, Defeated, Ending, Disillusioned, Parental, Gentle

STATS

[Choose one stat and add +1]

Teeth 0	<ul style="list-style-type: none"> • Dominate • Mauling
Heart +1	<ul style="list-style-type: none"> • Harness the Wolf • Provoke spill
Guts -1	<ul style="list-style-type: none"> • Make a challenge • Disobey
Feral +2	<ul style="list-style-type: none"> • Give in to the Wolf • Act on instinct

WOLF PATH



HUMAN PATH

[When you fill up both tracks gain another move or +1 to a stat of your choice up to a max +3]

PACKMATES

You have lived for many years and have done many things. You have made many enemies. Which Packmate did you betray and how? They take a +1 Tie on you.

When you complete a scene resolving this tension take +1 Pack Pool and write a new question.

WHO YOU GOT TIES ON?

[You may spend these 1-for-1 on rolls against that PC]

HARM PHASES



GREYPELT MOVES

[Choose two starting moves]

Lorekeeper

You are the keeper of the Pack history, records of the members, knowledge about other packs and the packless. You know why the traditions and laws of the Pack are in place and you keep the lists of who has broken them and been cast out. When information is requested about these matters you must narrate the answers and mark off one circle on the Wolf/Human Track of your choice and add 1 to the Pack Pool.

Wise Counsel

When you give advice, if the Packmate acts on it they will get a +1 to any one related roll and you take a +1 Tie on them.

I remember when you were knee high

You only have to use the move **Make a Challenge** when you are actively trying to take over the Pack, in all other situations you can choose to **Dominate**, including Dominating the Alpha.

Close to the Wild

When you **Dominate** someone in Wolf form use +Feral instead of +Teeth.

Draw on the pack

You may draw on the power of the Pack to heal a Pack member. You do not need to fulfill the normal conditions for spending Pack Pool – if there are Pack Pool points available then you can spend them with this Move. You choose whether to spend between 1–3 points (crossing the points off the Pack Sheet) and roll +points spent. If there are no Pack Pool

points then you can make this move at +0.

Roll +Pack Pool (1–3 points as you choose).

To Stabilist and Revive someone in the 7th–9th phase :

10+ they recover to the 6th phase.

7–9 they recover to the 7th phase.

0–6 nothing happens.

To Heal someone in the 1st–6th phase:

10+ you can heal them up to 3 phases

7–9 MC can choose 1:

- They gain the heartbeat Wounded.
- They are unconscious for 24 hours during which time their spirit wanders and they can ask the MC one question and receive a useful answer.
- They will be unable to Change – whatever form they are currently in they will stay that way for 48 hours.
- The next time they use **Dominate/Mauling** they automatically have to make a **Give in to the Wolf** Move.
- They blurt out a secret whilst they are slipping in and out of consciousness.
- One Packmate receives +1 Harm attempting to restrain them for treatment.
- They lose +1 Harm.

0–6 MC can choose 2 from the above list.

GREYPELT SEX MOVE

If you and another Player Character have sex then the next time they are threatened if you put yourself in harm's way for them add +1 to all rolls until you are both safe again.

PACK PLAYBOOK

PACK CULTURE

Circle at least 3 items from the below list in addition to **Shared slang** which you must take. These are the bits of shared culture which bind the Pack together, small but powerful. Each time you demonstrate them in play cross off a circle on either the Wolf Path or the Human Path (depending on the form you are in when you display the culture).

- **Shared slang**, agree 5 words of shared slang. (You can use the slang as much as you like but can only cross off one circle per session)
- **Run and hunt together as wolves** – any chance you get!
- **Wait for the Alpha** to eat first.
- **Physical closeness** – you are always hugging, falling asleep on each other, ruffling hair, fighting and jumping on each other.
- **Look at the floor** when admonished by the Alpha.
- **Dress code**, is there something in the way you all look: sharp suits, lumberjack chic, Emo, Biker or 1950s Housewives. You don't look identical but there is a shared style.
- **Taboos** – unacceptable behaviour, something you don't talk about.
- **Food rituals** – food is important, you have rituals around it and enjoyment of it binds you together.
- [Invent your own.]

TRADITIONS

Write down 3 Pack Traditions in this space:

E.g. Secrecy - not a single soul must know about the existence of the Werewolves and you must kill any who discover your secret. Write down which NPC was banished from the Pack for violating a Tradition and what happened. Which player character has secretly violated a Tradition? What happened?

These aren't cultural expressions as above but more like oral laws. You don't necessarily know why they are in place but everyone knows they are important and abides by them... well apart from that one Wolf whose name is only spoken of whispers.

PACK MOVES

Any Pack member can choose to make one of these moves when the Pack is acting as a Pack. That means at least 2 Packmates standing together and acting on the order of the Alpha and in accordance with the Traditions.

Overwhelm Them

Pay [12] Pack Pool and no matter the odds, no matter your differences the Pack comes together and fights as one. Nothing can withstand you and this battle is yours. Everyone describes one awesome thing they did and the Packmate who chose to make this move describes the overall, glorious victory.

Defend Territory

Pay [8] Pack Pool. This place is yours, your sanctuary, your stronghold, your home. When the Pack defends its home territory each Packmate can improve their next roll on one of Dominate, Maul or Give in to the Wolf by one category (i.e. turn a miss into a weak hit or a weak hit into a strong hit) during the scene.

In Your Nature

Pay [10] Pack Pool. You knew the enemy would make that move and you had a contingency planned. What is it?

PACK POOL

[Keep a tally of the Pack Pool Points here.]

MC AID SHEET

MC PRINCIPLES

- 1 Drive wedges between the Packmates, make it hurt!
- 2 Threaten the Pack into unity
- 3 Make the world smell real
- 4 Make space for the Packmates to express themselves
- 5 Make the PCs feel badass
- 6 Reinforce Pack culture and Traditions by NPCs actions and words
- 7 Offer situations, not plot

MC MOVES

Soft Moves

- Sow discord in the Pack
- Offer an opportunity with or without a cost
- Foreshadow a threat
- Tempt Packmates to break Traditions/Disobey orders
- Highlight a Threat or an untenable situation

Hard Moves

- If the Alpha is an NPC – have them do something terrible
- If the Alpha is a PC – give them a horrible choice
- Separate the Pack
- Inflict Harm
- Threaten them with discovery
- Threaten them with their nature
- Explode an untenable situation
- Shove a Threat in their face

NOTES FOR THREATS, TENSE RELATIONSHIPS AND UNTENABLE SITUATIONS

NOTES FOR NPCs