BASIC MOVES

DOMINATE [TEETH]

When you order someone (or several people) to do something they object to doing, roll to Dominate. You can make this move against NPCs and PCs alike, but against not the Pack Alpha or anyone with a Move who prevents them being dominated. [NB: 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.] For more information on how Dominate and Disobey work together please see page 112.

10+ You take full control of the situation. 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. 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 then the MC makes a hard move.

For matters of suicide and sexual consent Dominate will not work.

DISOBEY [GUTS]

When you try to resist the following: Alpha's orders, an attempt to Dominate you, or the Traditions of the Pack. Roll +Guts.

10+ You Disobey, and it empowers you. 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]

When you attempt to Dominate the Alpha, Dominate a Packmate into disobeying a direct order of the Alpha's, or 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 this Move again 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.

10+ choose two, **7–9** choose one:

- ☾ 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.

10+ choose two, **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.

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Regardless of the result, when you return from Wolf Form, as usual, you heal 3 Harm.

When in Wolf Form your ability to communicate is limited to what can be reasonably be conveyed using the mouth and body of a wolf.

When characters Give in to the Wolf, they are deliberately running the risk of their human intelligence losing control of their body for the scene. If the risk pays off they will get lots of mechanical benefits and become even more powerful.

You can take the form of a wolf at any time without affecting your stats or your health. If you want to get mechanical benefits from changing to Wolf Form (in addition to the healing benefit when changing forms on page 59) then you must either Harness the Wolf (see below) or Give in to the Wolf.

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 +Heart. 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. On a **10+**, ask three questions; on a **7–9** ask one.

- ☾ 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, 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 that 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 +1 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 [HEART]

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+; 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.