THE PACK

SYZYGY
A Werewolf TTRPG of Many Moons

Pack name

SAFETY

Safeword

Lines: what doesn't happen	Veils: what happens off-screen

TERRITORY

Ecosystem	
What the residents call it	

Needs

Start with three to five, including any your starter scenario names, and tick the one that's already short. Clear 1 with a 10+ on *Take the Pulse*, Restock, covering the shortage in play, or taking the World's offer. A finished *Make It Last* aimed at a Need clears its Clock, or crosses the Need off if the district no longer depends on it.

Need	Clock	What's running short
☐ Air	☐☐☐☐	
☐ Water	☐☐☐☐	
☐ Power	☐☐☐☐	
☐ Food	☐☐☐☐	
☐ Quiet	☐☐☐☐	
☐ Room	☐☐☐☐	
☐	☐☐☐☐	

Assets

A place, thing, or person the district has that someone else would want.

Asset	What it does and who would want it

Notes

The answers to the World's questions, and anything that doesn't fit a field

FRONTS

The World fills these in before the first session.

Front	Clock (4 or 6)	What the district knows about it, and what it owes
	☐☐☐☐☐☐	
	☐☐☐☐☐☐	
	☐☐☐☐☐☐	