PLAYER REFERENCE

ROLLING

1. SAY WHAT YOU DO

If it triggers a Move that calls for a roll, roll 2d6.

2. ADD THE STAT THE MOVE NAMES, THEN ONE OF EACH THAT APPLIES

- **Your Form** — Skin and Beast change some stats.
- **Vigor** — −1 if Broken, or if Wounded and the injuries interfere.
- **The Move** — A bonus it gives itself, or one another Move adds to it.
- **Forward** — One +1 forward per roll.
- **Circumstances** — At most one +1 and one −1. The World names them before the roll.

3. THE DICE LAND

- **Any player may Lean.** — Spend a Claim for +2.
- **Other Moves** — Any Moves that change the result, like a reroll.

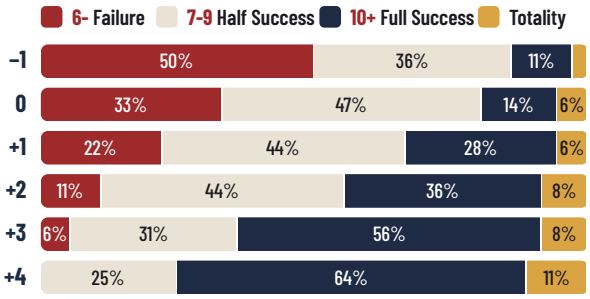
4. READ THE FINAL TOTAL

- **6- Failure** — Trouble, as the Move describes.
- **7-9 Half Success** — A result with a cost, limit, or hard choice.
- **10+ Full Success** — The Move's strongest result.
- **Totality** — An Eclipse on 10+. The Full Success, and choose 1.

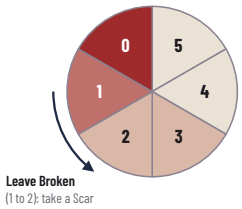
If the final dice match, it's an Eclipse.

Lose 1 Poise, and take the next result up. A Full Success becomes a Totality.

Bonuses and penalties. Add the stat the Move names, then one of each that applies: your Form, Vigor, the Move's own bonus, one forward, and Circumstances. The World says the total before you roll.



VIGOR



THE VIGOR CLOCK

- **5–4 Hurt** — No Vigor penalty, though the injury is real.
- **3–2 Wounded** — −1 when your injuries interfere with the action.
- **1 Broken** — −1 to all rolls, instead of Wounded's.
- **0 Dying** — Resolve Dying immediately.

Starts at 6. Armor reduces the Vigor you lose.

POISE

THE POISE CLOCK

Starts at 5. Keep it where the pack can see it.

Lose Poise when

- a Move or the World calls for it
- you roll an Eclipse



Restore Poise when you

- heal: 1 (Tend or Rest)
- come back from the Wode: all of it

The Clock runs out

THE WODE

- Choose 2 protections.
- Play the Wode within its Moon's want and your protections.
- Each time it comes, the World names what the Wode wants.

Someone Calls you Back, or your Moon ends it

Call Back: they roll +Sly, +1 if they invoke your Leash
10+ back now · 7-9 a last act, or their Poise · 6- stays Wode

WHEN IT ENDS

- First, before anyone tells you anything, narrate where you come to.
- Restore all Poise.
- Take one Condition that follows from what happened.
- The World chooses: up to two witnesses gain 1 Claim, or you take Exposed.

THE CLOCK STARTS OVER

When you go Wode

Choose 2 of the following protections:

- It does not touch ___ (name one person).
- It does not kill.
- Nobody who isn't pack can tell it's you unless they see you go Wode or come back.
- You remember all of it.
- It does not *Cross Over*.
- Your Moon's protection (on your playbook).

CLAIMS

- **The limit.** Nobody holds more than 3 Claims over the same person.
- **A lever.** *Find Their Lever* might find they will do it for a Claim over you or if you spend one over them.
- **Called in.** When someone the World plays calls in a Claim they hold over you, pay what they ask, or refuse and the World makes a Hard Move from that leverage.

LEAN

When any player rolls, after the dice land you may spend a Claim[CR] to encourage or threaten someone the Move affects, including the character who made the Move and its targets. If you do, add +2 to the total.

PRESS YOUR CLAIM

When you spend a Claim[CR] over a packmate to push them, say what you're bringing to bear. Their player chooses 1:

- **They give way.** They say what it costs them, and mark 1 XP[CR], once per session.
- **They refuse.** Keep the Claim. They know now that you'd use it.

MOVES

ACT UNDER PRESSURE

When you do something where failure is possible and matters to the story, say what you're doing and roll +the stat that fits how you do it.

- ● **10+** You do it.
- ◑ **7–9** The World chooses 1:
  - **Worse outcome.** You do it, but the World makes a Soft Move.
  - **Hard bargain.** You can choose to do it, but if you do, the World makes a Hard Move.
- ○ **6–** It goes badly. The World makes a Hard Move.

UNLEASH — ROLL +FIERCE

When you use violence to get what you want, say what you're doing and roll +Fierce.

- ● **10+** You get it. Choose 2 protections.
- ◑ **7–9** You get it. Choose 1 protection.
- ○ **6–** You don't get it. No protections. The World makes a Hard Move.

Protections

- You don't lose Vigor[CR].
- You don't lose Poise[CR].
- You don't damage anything or hurt anyone more than you meant to.
- You do it quickly and quietly.
- You don't leave evidence.

STAND BETWEEN — ROLL +TRUE

When you put yourself in danger to protect someone or something, say how you intervene and roll +True.

- ● **10+** You protect them and avoid the danger yourself.
- ◑ **7–9** You protect them, but choose 1:
  - You take it instead. If the danger was social, its source gains 1 Claim[CR] over you. If the danger was physical, lose the Vigor[CR] you intercepted. The World says how much. Your Armor[CR] reduces it, but you lose at least 1.
  - Lose your position, leaving yourself trapped, separated, or in the open.
  - Sacrifice something you need to keep them safe.
  - Let the Moon take the strain. Lose 1 Poise[CR].
- ○ **6–** The World makes a Hard Move.

TAKE THE SCENT — ROLL +KEEN

When you take a moment to study a place, a situation, a person, or an object, roll +Keen. The World answers your questions honestly.

- ● **10+** Ask 2 questions from the list.
- ◑ **7–9** Ask 1, but your attention gives you away, and someone learns what you're after, where you are, or what you are. The World says who.
- ○ **6–** Ask 1, and the World makes a Hard Move.

Questions

- What does ___ want from this?
- What's the way out, in, or through?
- Who or what is most dangerous?
- Who or what is in the most danger?
- Who or what is in control?
- Who's afraid, and of what?
- What does this look like on the other side[CR]?

FIND THEIR LEVER — ROLL +SLY

When you try to get an NPC to do what you want and they have a reason to resist, roll +Sly.

- ● **10+** The World tells you the easiest thing that would convince them (what they want, what they need to hear, what leverage you hold).
- ◑ **7–9** The World tells you what would convince them, but it's costly, tricky, or distasteful.
- ○ **6–** The World chooses 1:
  - They name a price you really don't want to pay.
  - They turn it around and demand something from you. The World says what gives the demand weight.

JACK IN — ROLL +WIRED

When you hack, subvert, or coax a machine, a system, or someone's implant, name the effect you want and roll +Wired.

- ● **10+** It works. Choose 1 benefit.
- ◑ **7–9** It works. The World chooses 1 cost.
- ○ **6–** It doesn't work. The World chooses 2 costs.

Benefits

- You maintain access for a while.
- Nobody knows it was compromised.
- You learn something extra.

Costs

- You leave a trace.
- It costs you a resource, which the World names.
- Something else in the system wakes up.
- It takes longer than you have, and the World says what the delay changes.

TEND — ROLL +TRUE

When you provide care that could help someone, but the outcome is uncertain, describe the care and roll +True.

- ● **10+** It helps. If they're a packmate, your care heals them (Healing[CR]). One of you gains a Claim[CR] over the other, and the person you tended chooses who. Whomever the Claim is over says what they owe or reveal.
- ◑ **7–9** As above, but at a cost. Choose 1:
  - It takes longer than you had. The World says what the delay changes.
  - It uses something up. The World says what's gone.
  - It gets to you. Lose 1 Poise.
- ○ **6–** The care gives no relief, and something goes wrong between you.

HUNT — ROLL +KEEN

When you go looking for something, or someone, that isn't easy to find (an implant, papers, a part nobody stocks, a person who doesn't want to be met), say whom you ask or what trail you follow, and roll +Keen.

- ● **10+** You find what you're after.
- ◑ **7–9** You find it, but the World chooses 1:
  - You lose yourself to the hunt. Lose 1 Poise.
  - It isn't quite what you wanted.
  - Someone else also wants it.
  - Word reaches the owner before you do.
  - It takes time you don't have.
- ○ **6–** The World chooses 1:
  - Nobody you reached knows where it is, and asking was noticed.
  - You find it, but at a high price or with strings attached.

SHIFT — ROLL +TRUE

When you change between Skin, Fur, and Beast, and it matters that you change *now* and *correctly* (the landlord knocked, the airlock's cycling, the guard's turning around), roll +True.

- ● **10+** You take the Form[CR] you want.
- ◑ **7–9** You take it, but choose 1:
  - Lose a moment you needed.
  - Leave something important behind.
  - Lose 1 Poise[CR].
- ○ **6–** The World chooses your Form.

CALL BACK — ROLL +SLY

When you reach out to someone in the Wode[CR], say or do something to bring them back and roll +Sly. If you invoke their Leash, take +1.

- ● **10+** They come back now. Their player says what they see when they do.
- ◑ **7–9** As above, but at a cost. Choose 1:
  - The Wode completes one last act before they come back. Its player says what.
  - You take some of it into you. Lose 1 Poise[CR].
- ○ **6–** They stay Wode, and the Wode's player says what it does next.

When they come back, gain 1 Claim[CR] over them.

HOWL — ROLL +TRUE

When you call the pack, each packmate may roll +True to answer.

- ● **10+** They're as close as they could have been, and they choose when they arrive.
- ◑ **7–9** As above, but they choose 1:
  - They're late.
  - They're in the wrong Form[CR].
  - They dropped something to come.
- ○ **6–** They're coming, and they brought trouble.

CROSS OVER — ROLL +KEEN

When you step into Nith[CR] or back out, roll +Keen.

- ● **10+** You cross. Choose 3 protections.
- ◑ **7–9** You cross. Choose 2 protections.
- ○ **6–** The World chooses where you cross to or whether something crosses to you instead.

Protections

- You don't lose 1 Poise[CR].
- You cross immediately.
- You arrive exactly where you intended.
- Everything you carry crosses with you.
- Nothing notices you cross.