

NAME -

LOOK

STATS MOVES

COOL	do something under fire ☐ highlight
HARD	go aggro; sucker someone; do battle ☐ highlight
HOT	seduce or manipulate ☐ highlight
SHARP	read a sitch; read a person ☐ highlight
WEIRD	open your brain ☐ highlight
HARM	<p>countdown</p> <p>12</p> <p>9 3</p> <p>6</p> <p>☐ stabilized</p> <p>when life becomes untenable:</p> <p>☐ come back with -1hard</p> <p>☐ come back with +1weird (max+3)</p> <p>☐ change to a new playbook</p> <p>☐ die</p>

HX

help or interfere; session end

WOLF SPECIAL

If you and another character have sex, you use **predator advantage** on them, whether you have the move or not. Roll+cool as normal. However, the MC chooses which questions the other player's character answers.

IMPROVEMENT

experience ○○○○○>>>improve

- __get +1cool (max cool +3)
- __get +1sharp (max sharp +2)
- __get +1weird (max weird +2)
- __get a new wolf move
- __get a new wolf move
- __get followers (detail) and **fortunes**
- __get a gang (detail) and **leadership**
- __add **augury** to your briefcase
- __get a move from another playbook
- __get a move from another playbook
- __get +1 to any stat (max stat +3)
- __retire your character (to safety)
- __create a second character to play
- __change your character to a new type
- __choose 3 basic moves and advance them
- __advance the other 3 basic moves

THE WOLF

Introducing

THE WOLF

by Patrick Mallah, inspired by the Solace

The world is a dangerous place filled with smoke and mirrors, it's a steaming pile of crap where others bicker and fight over meaningless twaddle. They circle each other like dogs, waiting to bite the closest friend with a leg up. You're in this world too, but you see through the smoke, you're above the crap, and you have the leash. You just have to teach them who's really in charge.

WOLF MOVES

- **Bluesight**: when you *open your brain*, roll+cool instead of +weird.
- **Duck hunt**: at the beginning of the session, roll+weird. On a 10+, hold 2. On a 7-9, hold 1. At any time, you can spend your hold to avoid 1 segment of harm done to you. On a miss, hold 1 anyway, but the MC will have an NPC come looking to kill you today.
- **Expert eye**: when you *read a person*, roll+cool instead of +sharp.
- **He's got a gun!**: when you're in a tense situation, you can say something crazy or sudden and roll+cool. On a hit, other people present react with violence before doing anything else. Choose options. On a 10+, choose 2. On a 7-9, choose 1:
 - you are not targeted in the initial exchange
 - somebody takes a blow meant for you
 - name one of the player's characters that is not present, they show up and start the fight, if they don't want to erase one of their highlights
 - name one of the characters present, if they strike first they mark experience, if it's an NPC they definitely strike first
- **Howling into the wind**: at the end of the session, when you would normally choose a character who knows you better, instead, consider each of the other player's characters and decide whether or not they helped to destroy something of stability and goodness. All that did, tell them to add +1 to their Hx with you on their sheet. You can tell none of them, any of them, or all of them, as you see fit.
- **Predator advantage**: when you touch a person, skin on skin, it doesn't matter where or for how long, roll+cool to ask questions. On a 10+, ask 2. On a 7-9, ask 1:
 - What is currently stressing you out the most?
 - Who is most important to you?
 - Where do you feel safest?
 - What could I do to get you to trust me?
 - Do you have any longterm plans you want to finish?
- **Taking care of business**: at the beginning of a session, name another player's character. If they inflict harm on anyone other than you or their self during the session, then at the end of the session, you both mark experience.

GEAR & BARTER

SUITCASE OF SECRETS

You carry things in your suitcase connected to the apocalypse and they drive you purposefully forward. At any given time the things in your suitcase might be:

- a book filled with names
- a small device that glows
- a gun that shoots something other than bullets
- thousands of slips of green paper
- a mask made of human skin and a knife carved from bone
- a gigantic insect
- black and white photographs
- dozens of objects (you detail; could be coffee cups, lighters, cassette tapes, phones, etc.)
- something else (you detail, or ask the MC)

SECRETS

By default, and at the end of every session, your suitcase holds 0-secrets. At the beginning of the session, roll+weird. On a 10+, choose 3. On a 7-9, choose 2:

- your suitcase holds 1-secret. Choose this again for 2-secrets, or 3-secrets.
 - your suitcase can obscure you from scrutiny. Anyone who reads you is **acting under fire**.
 - your suitcase is always in hand and deflects others' attacks. +1armor.
 - your suitcase is a curious object. NPCs want it and will try to get it from you; PCs who see it must choose to **open their brain** or take -1ongoing for the rest of the session.
 - activate the want of a hold, gang, or followers.
 - give a hold, gang, or followers a temporary want of your choice.
- On a miss, choose 1, but the MC will ask you a question for all to hear - answer truthfully.

When you consult the suitcase it takes time and leaves you vulnerable, roll+secrets. On a 10+, hold 2. On a 7-9, hold 1. You can spend your hold 1-for-1 from the following list, at any time:

- there's food in there, enough to feed one person for one day.
- there's a weapon in there (tell the MC it must be distinctive weapon or a weapon that gives pause, your choice, and the MC will give you something suitable; but, your suitcase wants it back when you're done using it)
- your suitcase acts as a conduit to the psychic maelstrom, while looking inside you may **open your brain** and treat it as though you rolled a 10+
- your suitcase impresses, awes, or frightens everyone present. They will now treat you with admiration, fear, or revulsion, as appropriate, for the rest of the scene.

On a miss, hold 1 anyway, but your suitcase wants something from you, and the MC should make the hardest, most direct move against you if you don't give up what the suitcase wants.

BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- *Deliver messages (or packages) discretely (or publicly) on behalf of a wealthy NPC.*
- *Serve a wealthy NPC as saboteur or assassin.*
- *Start a ruckus inside some settlement or holding on behalf of a wealthy NPC.*
- *Others, as you negotiate them.*

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear; a session's hire of a violent individual as bodyguard; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; a few sessions' maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

CREATING A WOLF

To create your wolf, choose name, look, stats, moves, gear, suitcase, and Hx.

NAME

Clyde, Defoe, Dwayne, Flyboy, Joker, Jonah, Maniac, Pinky, Pooch, Zist

Ariel, Beatrix, Bobbie, Cleo, Cora, Hildy, Jo, Maddy, Paramour, Xeniar

STATS

Choose one set:

- Cool+2 Hard+1 Hot-1 Sharp=0 Weird+1
- Cool+2 Hard-1 Hot-1 Sharp+2 Weird=0
- Cool+2 Hard-1 Hot=0 Sharp+1 Weird+1
- Cool+2 Hard+2 Hot-1 Sharp-1 Weird=0

MOVES

You get all the basic moves. You get any two wolf moves.

You can use all the battle moves, but when you get the chance, look up all the **subterfuge** moves.

Hx

Everyone introduces their characters by name, look, and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask either or both:

- *Have any of you helped me in a fight?*
- *Which one of you has deliberately and maliciously destroyed a community?*

For that character, write Hx+3. If nobody will take credit, write Hx+3 for whoever objected the strongest to this question.

For everyone else, write Hx=0. They have not made an impression.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Casual wear, fashionable wear, fetish wear, or survival wear appropriate to the local environment.

Broken face, calm face, lovely face, ugly face, scarred face, or wild face.

Calm eyes, laughing eyes, clear eyes, piercing eyes, or wild eyes.

Curvy body, slim body, fat body, skinny body, or tall body.

GEAR

You get:

- 1 handy weapon
- oddments worth 1-barter
- a suitcase full of secrets
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Handy weapons (choose 1):

- 9mm (2-harm close loud)
- big knife (2-harm hand)
- hunting rifle (2-harm far loud)
- machete (3-harm hand messy)
- magnum (3-harm close reload loud)
- sawed-off (3-harm close reload messy)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

FOR THE MC

The Wolf is a villainous playbook. Not an antihero, or a mischevious person, but a villain. Let any player who asks know this about the Wolf.

The idea originated from the Solace playbook from 1st edition and has been brought over to 2nd edition because wolves of the maelstorm still exist in the Child-Thing playbook. After playing my own villainous hardholder, I wished to create a playbook that was a threat personified.

WHAT'S THE WOLF'S THING?

Their *suitcase full of secrets*. At first glance the *suitcase* seems like a powerful ability, able to generate unique strategies for the Wolf, but in play acts like a constant stream of *barfing forth apocalyptica*, allowing the MC to always *look through crosshairs* at anyone who crosses the Wolf. Two of the abilities of the suitcase activate wants or generate wants for holdings and NPCs, it's important to follow up on these wants during the session. The suitcase should be considered a permanently open window to the psychic maelstorm, as if a very powerful augury imbued the window into the suitcase. What happens when another character, or an NPC, tries to use the suitcase or look inside of it without the Wolf's permission is up to you, but you should use this opportunity to use the weirdest possible move you could make for the situation.

WOLF MOVES

The Wolf chooses 2 of these:

Bluesight: when you *open your brain*, roll+cool instead of +weird.

Duck hunt: at the beginning of the session, roll+weird. On a 10+, hold 2. On a 7-9, hold 1. At any time, you can spend your hold to avoid 1 segment of harm done to you. On a miss, hold 1 anyway, but the MC will have an NPC come looking to kill you today.

I like to explain this in the fiction as something lucky happening, not unrealistic.

Expert eye: when you *read a person*, roll+cool instead of +sharp.

He's got a gun!: when you're in a tense situation, you can say something crazy or sudden and roll+cool. On a hit, other people present react with violence before doing anything else. Choose options. On a 10+, choose 2. On a 7-9, choose 1:

- you are not targeted in the initial exchange
- somebody takes a blow meant for you
- name one of the player's characters that is not present, they show up and start the fight, if they don't want to erase one of their highlights
- name one of the characters present, if they strike first they mark experience, if it's an NPC they definitely strike first

On a miss, nobody needs to start fighting if they don't want to and everybody present knows what you were trying to do. You are not exempt from being attacked either.

WOLF MOVES

Tense, charged, same diff. Wherever it is coming from, the sitch is already tense! The Wolf should choose options before the violence starts. On a miss, everyone present should be looking at the Wolf through crosshairs. This is the Wolf's signature move.

Howling into the wind: at the end of the session, when you would normally choose a character who knows you better, instead, consider each of the other player's characters and decide whether or not they helped to destroy something of stability and goodness. All that did, tell them to add +1 to their Hx with you on their sheet. You can tell none of them, any of them, or all of them, as you see fit.

Incentivizing the other players' characters to become villains seems like the most villainous thing that a villain could do, dontcha' think?

Predator advantage: when you touch a person, skin on skin, it doesn't matter where or for how long, roll+cool to ask questions. On a 10+, ask 2. On a 7-9, ask 1:

- What is currently stressing you out the most?
- Who is most important to you?
- Where do you feel safest?
- What could I do to get you to trust me?
- Do you have any longterm plans you want to finish?

On a miss, ask 1 anyway, but your target sees the depths of your true nature and can turn a question back on you.

When used on NPCs this move should give the Wolf motivation. If there's a question you're wondering about the Wolf's relationships, here's a good place to leave a trail of bread crumbs for them. And if they miss the roll, even better.

Taking care of business: at the beginning of a session, name another player's character. If they inflict harm on anyone other than you or their self during the session, then at the end of the session, you both mark experience.

Not *attempt* to harm, but **harm**.

And here's the Wolf's sex move:

If you and another character have sex, you use **predator advantage** on them, whether you have the move or not. Roll+cool as normal. However, the MC chooses which questions the other player's character answers.

For NPCs, the MC still chooses which questions get answered, and that's an opportunity to make a move!