

The Wild



Playing a Wild:

It's your power and responsibility, keep the beast happy, protect the people from the beast. Some days it hardly seems worth it, but then there are the times of freedom and the hunt and you don't want to quit.

Darkest Self:

As a last resort to being taken out, (when you're out of consequences) you can become your darkest self. Lose yourself in your monstrous urges and temporarily double your consequence caps.

You crave power and dominance, and those are earned through bloodshed. If anyone attempts to stand in your way, they must be brought down, made to bleed. You escape your Darkest Self when you wound someone you really care about or the sun rises, whichever happens first.

Moves for all Wilds:

Choose three from this playbook and/or a subtype below:

- Caged -x-

Faced with extreme lust, anger, or sadness your inner beast asserts itself. When overwhelmed, gain the aspect 'Feral', and one of the following:

- } You mostly retain your human Shape.
- } You mostly retain your human personality.
- } You mostly retain self-control over your animal impulses.

- Beauty And...

There is a duality to your personality. When you're friendly, you're also intimidating and vice versa.

You can roll Provoke instead of Empathy or Physique outside of combat. However, when doing so and you roll 6 or less, they get +2 on their next roll against you.

- Primal Dominance

The first time in any scene you cause harm receive 1 Fate Point.

- Call Of The Wild

All work and no play will drive anyone crazy, you are at your best running free and wild. Spend an entire day galavanting in your preferred stomping grounds and relieve yourself of some mental stress, -1 temp mental aspect.

The Werewolf



This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Werewolf:

Everyone around you seems so willing to play the roles they are handed, to quietly color within the lines. They've been tamed, domesticated. You're of a different stock, you're free.

Moves only for Werewolves:

- Heightened Senses -x-

When 'Feral' and you rely on heightened instincts to make sense of a charged situation, roll with Notice:

10 up, you can realize up to 3 things.

7-9, you can only notice 1:

- Where's my best escape route or way in? Which enemy is the most vulnerable? What's their weakness? What's the biggest threat to me? Who's in control here? Etc.

- Scent Of Blood -x-

When 'Feral', add 2 to all conflict rolls against bleeding opponents.

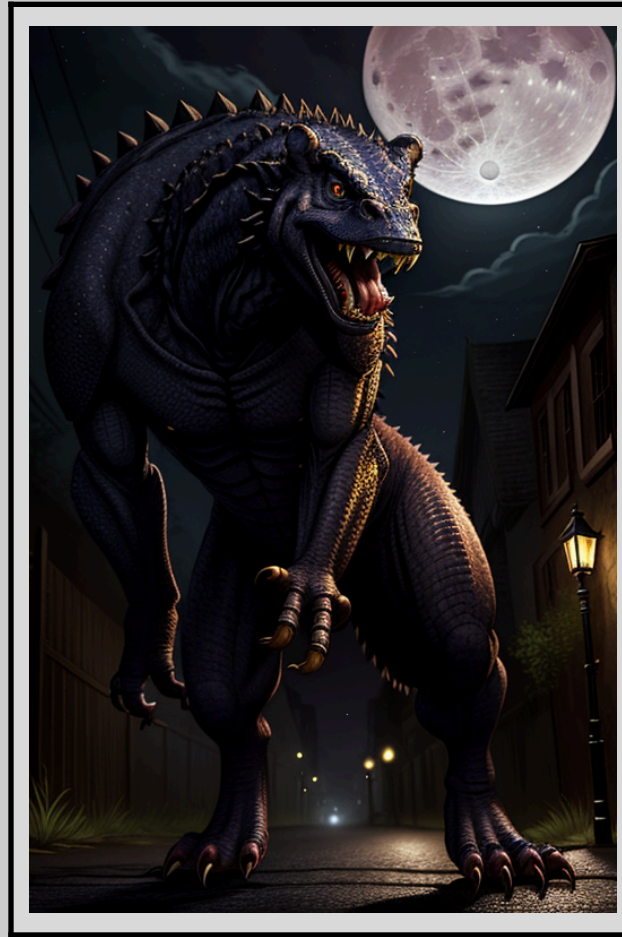
- Predator And Prey -x-

If you are 'Feral' and have lost your impulse control, add 1 to any physical attack rolls towards characters you have a connection to. Take a Fate point the first time in any scene you lash out physically and cause a PC to take a consequence.

- Unstable

When you become your Darkest Self, you go into a fugue state and don't remember anything. Very important people may seem familiar or interesting but nothing more. You are an animal. Get +2 to Notice, Physique, and Athletics but -2 to everything else.

The Werebeast



Moves only for Werebeasts:

- **Fight Or Flight -x-**

Anytime you have the 'Feral' aspect, physical combat rolls of 10+ grant you a second strike. Escape rolls get +1, and Will, Rapport and Deceive get -2.

- **Fetch -x-**

While "Feral", your beast self will try to solve problems you are worried about as a human. If you try to accomplish such a goal as a feral beast, roll Will:

10+, you get +1 to Physique and Athletics rolls for the rest of the scene.

7-9, You get +1 to Physique rolls for the rest of the scene.

- **Howl At The Moon**

When basked in full moonlight, add 2 to all Physique or Athletics rolls, but take an automatic total of 6 on all Will rolls.

- **Spirit Armor**

When basked in full moonlight, subtract 1 from any damage you take.

This is a subtype. Subtypes are mutually exclusive.

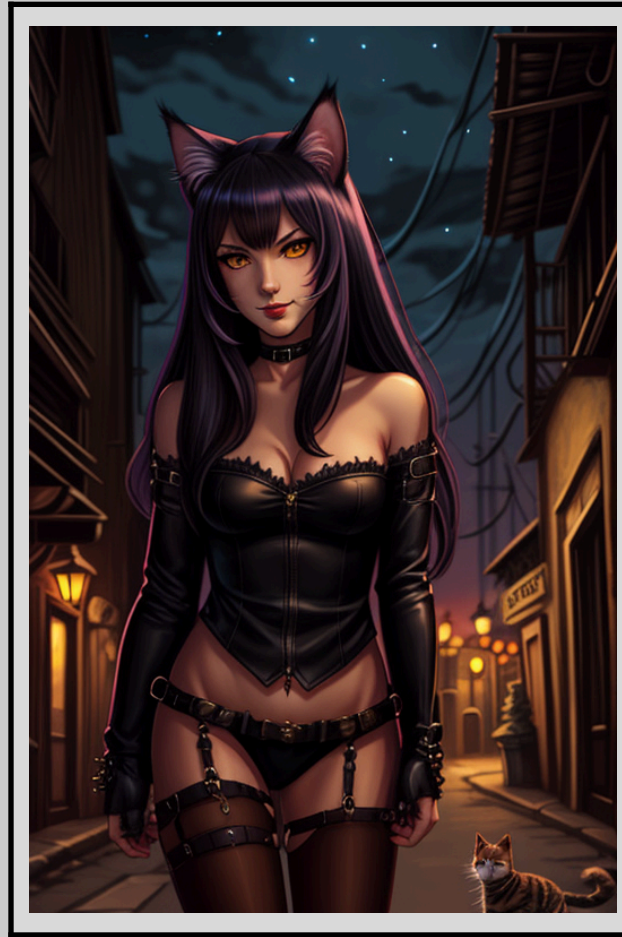
You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Werebeast:

Your friends think you're just too uptight, and you'd be fine if you'd just loosen up a little, have some fun, let yourself be someone. But you know the truth, when you let go, you lose control.

The Shifter



This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Shifter:

You can feel the world around you changing and so you change with it. What animal do you exist as when you can be anything? But choosing something in between, that tends to make a stir.

Moves only for Shifters:

- Bear Claws -x-a

At will, you can transform your arms into bestial paws with claws, or change them back. While transformed, gain +2 to any Fight rolls involving your arms, +3 if you are 'Feral'.

- Leopard Legs -x-a

At will, you can transform your legs into bestial ones, or change them back. While transformed, gain +2 to any Athletics rolls involving your legs, +3 if you are 'Feral'.

- Fennec Ears -x-a

At will, you can transform any of your sensory organs into bestial ones, or change them back. While transformed, gain +1 to any Notice rolls involving those sensory organs, +2 if you are 'Feral'.

- Eagle Wings

At will, you can sprout wings from your back and take flight, or get rid of them as well.