

# MAN AND BEAST

## A TEEN WEREWOLF HACK FOR LASERS AND FEELINGS

You're a teenager, becoming a young adult. You're forging relationships, making decisions about your future career and exploring what the world has to offer you. You're also a werewolf. Predatory, deceitful and driven to dominate others of your kind.

### PLAYERS: CREATE CHARACTERS

1. Choose a style for your character or roll D8:

1. Aloof	3. Artistic	5. Outgoing	7. Wisecracking
2. Ambitious	4. Brash	6. Shy	8. Withdrawn

2. Choose a role for your character or roll D8:

1. Dropout	3. Goth	5. Nerd	7. Rebel
2. Emo	4. Jock	6. Popular	8. Stoner

3. Choose an advantage for your character or roll D8:

1. Fake ID	3. Gang contacts	5. Loyal friends	7. Reputation
2. Family connections	4. Hangout	6. Part-time job	8. Vehicle

4. Choose a nature for your Beast or roll D8:

1. Covetous	3. Deceptive	5. Enraged	7. Possessive
2. Cruel	4. Dominating	6. Hungry	8. Territorial

5. Choose an advantage for your Beast form or roll D8:

1. Powerful	3. Sharp senses	5. Suspicious	7. Tough
2. Quick	4. Stealthy	6. Tireless	8. Wicked talons

6. Choose your **number**, from 2 to 5. A high number means you're better at **MAN** (planning, teamwork, rationality, technology, self-control). A low number means you're better at **BEAST** (cunning, savagery, intuition, conflict, self-reliance).
7. Give your character a **cool werewolf name** like Shaggy Talbot or something.

**You have:** A phone, a social media account and any other accoutrements a young person beginning to make their way in the world could reasonably have access to.

**Player goal:** Get involved in crazy werewolf adventures and try to keep your life together.

**Character goal:** Choose one, create your own or roll D8:

1. Be pack leader	3. Care for my family	5. Get the job	7. Show them they were wrong
2. Become internet famous	4. Expand our territory	6. Join the right social circle	8. Throw the best parties

## **PLAYERS: CREATE THE PACK**

As a group, pick two strengths for your pack or roll 2D6:

1. Covered up by city hall	3. Incompetent local cops	5. Mentor
2. Hunting grounds	4. Large territory	6. Shared lair

Also pick one problem or roll D6:

1. Dominance struggle	3. Nosy reporter	5. Territorial encroachment
2. Grizzled werewolf hunter	4. Rival pack	6. Vengeful survivor

## ROLLING THE DICE

When you do something risky, roll 1d to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) **Roll your dice and compare each die result to your number.**

If you're using man (teamwork, rationality, self-control), you want to roll under your number.

If you're using beast (savagery, intuition, self-reliance), you want to roll over your number.

**0:** If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.

**1:** If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.

**2:** If two dice succeed, you do it well. Good job!

**3:** If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

**!:** If you roll your number exactly, you are a BEASTMAN. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What are they really feeling? Who's behind this? How could I get them to \_\_\_\_\_?

What should I be on the lookout for? What's the best way to \_\_\_\_\_? What's really going on here?

You can change your action if you want to, then roll again.

**HELPING:** If you want to help someone else, who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.

## THE BEAST AWAKENS

There are situations that can trigger your beast side to rise and dominate your personality. Eg. a **covetous** beast will wake if someone tries to take what's yours. A **possessive** beast will wake if someone you care about is harmed. When your beast wakes, change your dice from D6s to D8s. This makes it easier to solve problems the beast way, but over time will also lead to people treating you like a beast.

To switch back to D6s, you need to appease your beast. The beast can always be appeased by using violence to resolve the situation in your favour (which might cause new problems, of course). If that's not possible, you can temporarily settle the beast by indulging its nature. Eg. the covetous beast can be settled by stealing. The possessive beast can be settled by cutting someone off from friends or family. And any beast can be settled by hunting and killing prey.

If a beast is roused a second time while it's still dominant, change dice to D10s.

## GM: CREATE A WEREWOLF ADVENTURE

Roll or choose on the tables below.

The town is preparing for the...	
1. Homecoming dance	4. Christmas parade
2. Football match	5. Music festival
3. Harvest celebration	6. Mall opening
but at the same time a...	
1. Multinational company	4. Government agency
2. Ghost-hunting TV crew	5. Gun-toting redneck family
3. Coven of witches	6. Nest of vampires
wants to...	
1. Take over the pack's territory	4. Expose the town's secrets
2. Shut down the school	5. Dump industrial waste
3. Close local businesses	6. Eliminate supernaturals
with a...	
1. Cursed artefact	4. Disease outbreak
2. Lawsuit	5. Scandal
3. Private security agency	6. Pack war
while the characters are struggling with (roll for each)...	
1. Family issues	4. Academic issues
2. Work issues	5. Legal issues
3. Social life issues	6. Supernatural issues

## GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. *"Old One-Eye drops the deer carcass and tenses to leap at you. What do you do?" "The reporter asks you to show her some of the spots where the creature has been sighted. What do you do?"*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *“Have any of you hidden a body before? Where? What happened?”*