

# LYCANTROPE

## WE'RE WOLVES. WEREWOLVES.

Werewolves have had a lot of bad press in the last few thousand years. If they go out in public, they're hunted and killed. To make matters worse, TFL (Transport for London) recently banned Werewolves from the London Underground. That kind of oppression can really grind you down.

Most Werewolves turn to a support group for comfort and help in the darker times. You and your Werewolf Support Group buddies have decided to go out for the day in London.

There's a Wolf Kahn exhibit on at the Tate Modern, but the only time you could get tickets was during *THE FULL MOON!*

Around the full moon, it gets harder to control your human form and when things go wrong, you get a little feral...

Pick any train station in London as your starting point, travel across the city, remain undetected, and try to have a lovely day out.  
By ANY MEANS POSSIBLE.

## HOW TO PLAY



To determine success on an action, roll 3d6. Your rolls can either be HIGH, SPREAD or LOW.

When you roll HIGH, you roll 3d6 and pick the two highest.

When you roll SPREAD, you roll 3d6 and pick the highest and the lowest.

When you roll LOW, you roll 3d6 and pick the two lowest.

Add the two dice together. If the result is 7+ you succeed. If you roll 6 or below, you fail.

As standard, roll SPREAD, unless you use your POWER or the GM uses your FLAW.

Each Lycantrope has a POWER and a FLAW.

Your POWER lets you raise your roll from SPREAD to HIGH. Justify why your POWER would work in the situation and roll HIGH.

Your FLAW lets the GM lower your roll from SPREAD to LOW. They justify why your FLAW would hinder you in the situation and you roll LOW.

If both you and the GM offer justifications, then roll SPREAD.

## PICK YOUR LYCANTROPE

### AMERICAN

*You're just here on vacation.*

**POWER** - I'M NOT FROM AROUND HERE

**FLAW** - GHOST COMPANIONS

### CLASSIC

*You're mature and elegant, like a fine wine.*

**POWER** - ACADEMIA

**FLAW** - PRIVILEGE

### CURSED

*You've read some pamphlets by Wes Craven.*

**POWER** - SEX APPEAL

**FLAW** - SELF-CONSCIOUSNESS

### SOLDIER

*You've seen some stuff. And some things.*

**POWER** - UNIFORM

**FLAW** - HOTHEADED

### TEEN

*You're the one from Back to the Future, right?*

**POWER** - BASKETBALL

**FLAW** - FAME

### TWILIGHT

*You're the shiny one! No, the buff one? Wait...*

**POWER** - BUFF

**FLAW** - JEALOUSY

## FAILURE

Every time you fail, roll SPREAD to see if the frustration takes its toll on you.

If you fail, mark one point of FERAL and roll a d6 to determine what your new FERAL characteristic is.

1 You grow a tail and can't stop wagging it when you're happy.

2 Whenever you see a dog, you bark at it. Uncontrollably.

3 You sniff butts when you greet people, now.

4 Your neck is really itchy and you can only scratch it with your legs.

5 You're terrified of anyone in a uniform (Especially members of the postal service)

6 You keep your cool. Remove 1 point of FERAL. (The GM will determine which characteristic you lose)

If you ever gain 5 points of FERAL, you give in completely to the Wolf within and run away to Hyde Park.

FERAL characteristics stack until you have all 5.

If you roll a characteristic you already have, re-roll.

