CYBER WOLVES

THE VOICE

Some Jobs to Get You Started

Family Affair	Shotgun Detectives	The Breakout
A low-tier local mob boss hires you to break into his sister's penthouse, to retrieve a data cube of blackmail material.	A rival pack is accusing you of killing off some of their number. You have to expose the real killer before they start taking revenge.	You have been kidnapped by an underground fighting ring. Longing for freedom you start planning your escape from the labyrinthine holding pens.
Scene 1: Stake Out • Find a point of entry • Note the security systems you'll need to avoid or disable • Find someone on the inside to help	**Scene 1: Ask Around** • Learn where the murders happened • Learn how they were committed • Find an eyewitness to identify the culprit	**Scene 1: Find the Cracks** • Find a weakness in the guards • Find a weakness in the security • Find a point of egress
Scene 2: Breaking In • Get inside • Get to the top floor • Break into the apartment	**Scene 2: Locate Culprit** • Find culprit's home • Find their workplace • Find their favorite bar	**Scene 2: Follow Through** • Cause a distraction • Get past the guards • Break out
Scene 3: Getting away • Locate the hidden device • Find your way out of the apartment • Deliver the device back to the mob boss	**Scene 3: Confrontation** • Subdue and restrain the culprit • Transport the culprit to the rival pack's headquarters • Present your evidence and make your case	**Scene 3: Into the Fire** • Get past the Warden in a Mech Suit • Get past the Warden with a hook-and-chain • Escape from the horde of guards

Notes on the Voice's Role

The Voice's job is to set up challenges and conflict for the other players, as well as steering the story to a satisfying conclusion, while honoring choices other players make, and the randomness introduced by the dice. It is a difficult balance to do all of this, but satisfying to do well.

A useful way to add interest to the story is to connect the challenges players face to their characters. The Voice should use players' disadvantages against them, present dilemmas they know that characters will have different opinions on, and introduce characters who players have mentioned in their backstory.

Feel free to occasionally break the rules for dramatic effect.

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THE BOONS

Some Ideas to Spark Creativity

Disadvantage	Social Connection	Tool/Upgrade	Special Skill
Unwanted	Celebrity - You have fans throughout the city who love you.	Fur Dye - It's a simple solution, but it's hard not to smile at a fluffy pink wolf.	Pure Charm - How could anyone say no to those eyes?
Handless	Pet Human - They started following you around ages ago and are fiercely loyal.	Cybernetic Thumbs - Yes they are as unsettling as you think.	Nimble Mouth - You can fold a paper crane with your tongue.
Instinctual	Old Master - They taught you to control and harness the wild animal within you.	Chaos Isolation Chip - blocks out distractions, allowing you to focus on what's important.	Meditation - You have mastered the art of mindfulness.
Giant	Lil Boo - A cyber shi tzu who can get in and out of anywhere and is always looking for work.	Miniaturization - You have received gene hacks via tamed virus to drastically reduce your size.	Stealth - You're a sneaky wolf who is good at hiding.
Poor	Boss - You have a job making deliveries for which you are paid fairly and discreetly. Your boss is sympathetic to the plight of the wolves.	Card Scanner - A device for rapidly copying credit cards, allowing you to hop from card to card, avoiding fraud alerts.	Mooch - you are able to talk someone into giving you just about anything for free.
Property	Hacker - A good friend was able to scramble your records. Technically you owe them a favor, but...	Cloaking Transducer - Scrambles your lifesigns so that you appear as a human in long-range scans.	Escape Artist - you are very good at finding the way out.
Criminal	Informant - You have a working relationship with certain officers.	Police Scanner - You are able to track, and avoid, police movement.	Danger Sense - You can tell when you're about to be in a bad situation.
Addicted	Child - Watching them come into the world gave you a reason to get clean.	Memory jack - Allows you to insert false memories. You use it to fool yourself into thinking you've had your fix.	Hypnosis - You can adjust your behavior. And, perhaps, that of others.

CYBER WOLVES

THE PLAYERS
Tips for a Smooth Game

Player vs Player Conflict
When two player characters are working against each other, they should each declare what they want to happen, then both make a contest roll, with the player with the highest single die winning. The winner's action happens. Ties escalate the conflict without deciding it, and the Voice may add one unintended consequence for each tie before a deciding roll. These rules may also be used for important non-player characters.

Non Wolf Characters
Players may wish to try the game as a human, or a robot, or some other uplifted animal. Humans don't have inherent disadvantages, since the city was built for them, but they only gain 1 boon. For any other character type, generate a list of 8 disadvantages that make sense for them, and do character creation as usual.

Character Progression
At the end of an adventure, characters may gain a new boon and an experience point. Every three experience points a player may rewrite their role to make it slightly more powerful.

THE SETTING
Cool Places to Start

Crater City
The teeming metropolis, built in the mouth of a volcano, became a major tech hub about 50 years after the event, thanks to a high-output steam plant and defensible position. The highest district, cloudshield, is home to the richest humans in the world, while the world's greatest innovations in wet and dry tech come from the offices, universities and workshops of midtown. The sweltering boiler district is the lowest rent, and home to the city's utilities, criminal enterprises and the only good synthwich joint in town. Also most of the wolves.

The Woods
All machines in the city are connected by a virtual world known as The Woods. By staring at a rhythmically blinking Access Dot, humans and wolves can allow their consciousness to Slip Into The Woods to access information, operate machinery, and communicate across the city. The Woods is perceived as a technicolour forest of trees and stone towers, patrolled by various defense programs such as Spyders and Wurms. They must return to the point they Slipped Into in order to Slip Out, back to meatspace. Humans can suffer severe trauma after Slipping Out, and may use drugs or wetware to help smooth the transition. Wolves do not seem to have any similar issues.

Crashing Out
Being pulled out of The Woods against one's will, either by attacks from defense programs, or being physically moved while In The Woods, causes severe mental and physical strain. If this happens to a Wolf, they will be severely fatigued. It is likely to kill an unenhanced human. Because of this danger, The Woods has been mostly abandoned by casual human users.

Technology
This is a world of amber-tinted screens, competing physical media formats, boxy, utilitarian electric cars and only three available colors of LED. Implants are bulky - the standard neural interface unit is about the size of a walkman - and some tech may require different cables or adapters. The expanding tech needs of the city are handled by a scattered network of server hubs and blocks, built wherever they can be, making the whole system labyrinthine and inefficient. Wireless communication is limited to peer-to-peer radio communication, access to the city's intranet is entirely wired.