

Multi Player Options

The Hour Between Dog and Wolf is intended to be played as a two player game, but there's no sense leaving people out if we don't have to. With a few small adjustments it's possible to play with up to five people.

Multiple Killers

The key to playing with multiple killers is to play the killers as a unit or partnership. You should be able to look at the characters and see them as being one thing, be that a family, a mentor and their student, lovers, a pack of werewolves, or something equally as intimate.

Sharing Screen Time

Despite having extra players, the stages of play should play out as if there are only two players, with the Killer and Hero taking turns with their scenes. This can limit screen time for some players, so you should make efforts to share the spotlight with your fellow Killers.

One way to do this is to tie each character to one of the Killer's traits, and give control of scenes using that trait to the appropriate player. For example, one of your killers might be the brains behind things, indicating they represent Cunning. This not only gives a unique trait to each character, but it also encourages you to vary your scene types to ensure everyone gets screen time. You should not play with more than 3 killer characters. If you are only playing with two Killers, your third trait is tied to both characters.

Another option is to have your traits represent your Killers as a cohesive unit that shares an Engram and Signature. Here, you should try to include all of the killers in your scenes. This works best for Killers that have no strong identity of their own. A pair of murderous lovers, a set of identical triplets, or a religious cult with a leader filling a spot on the framing table rather than a character role, might all fit this option.

Who's in Charge?

When it's the Killer's turn for a scene, roll on the Framing Table to determine what the upcoming scene should cover. Determine what kind of scene you would like to have, and then determine which Killer is most appropriate for that type of scene.

Plot Points

Remember, you can always spend a Plot Point to add your character to a scene if you don't think you're getting enough attention.

Multiple Heroes

Heroes should always be limited to two characters. The most theme appropriate way to play with multiple heroes is to have them be partners that represent opposing traits. For example, you might have an Obsessive reporter teamed up with a Conscientious photographer, a caring social worker drawn into the troubled world of one of their clients, or a by-the-numbers cop and their overzealous rookie partner. This amps up the tension a bit, and makes up for the somewhat diluted back story opportunities for each individual character.

In most cases multiple heroes should be in scenes together, but if that doesn't seem appropriate for a specific scene, you should assign scenes to the character that represents the trait used in that scene's resolution roll.

Stress

When playing with multiple heroes, each character has their own Stress trait. This is the only trait the character's do not share. Negative aspects of each character's Stress should be applied respectively to each of their scenes. If both heroes are in a scene, the effects stack.

The Framing Table

When filling out sectors on the Framing Table you should either fill the sectors as a group, or split the sectors among the players as equally as possible. The number of Theme sectors vs Shared Experiences varies slightly in multi-player games as follows:

1 Player vs 2 Players or 2 Players vs 2 Players

Hero = 4 Themes, 4 Shared Experiences

Killers = 4 Themes, 4 Shared Experiences

1 Player vs 3 Players

Single Player = 4 Themes, 4 Shared Experiences

Three Players = 6 Themes, 2 Shared Experiences

2 Player vs 3 Players

Two Players = 4 Themes, 4 Shared Experiences

Three Players = 6 Themes, 2 Shared Experiences

The Hour Between Dog & Wolf

	START	CURRENT	PLOT POINTS
Compulsion	2		3
Cunning	3		VICTIMS
Control	5		1

Name The Allbow Family

Classification ☒ Organized ☐ Disorganized ☐ Other

Theme ☐ Vehicle ☒ Object

Motivation ☐ Visionary ☐ Mission ☐ Power
☒ Hedonistic (☐ Lust, ☐ Thrill, ☒ Comfort)

Themes & Characteristic

- 1) xenophobic isolationists
- 2) Trap masters
- 3) Family above all else
- 4) One with the land

Shared Experience

- 1) why are you not rich from mining coal?
 - our mines have been on fire for over 100 years
- 2) what is currently been bringing attention to your clan?
 - Environmentalists have been poking around
- 3) why have you never been caught in all of those years?
 - Most people think we're dead
- 4) who in your clan is most likely to betray you?
 - cousin Aldus, he's not blood. we kidnapped him 45 years ago, because we needed a doctor

Notes

The Allbow family has been living in the hills of eastern Pennsylvania for ten generations. The first Allbows came to the region in 1765. They bought hundreds of acres, and mined it for coal until 1860 when consolidated coal tried to buy them out. The Allbow clan, now numbering in the mid hundreds, was unwilling to sell, and consolidated coal was unwilling to take no for an answer. Brutal clashes between them left the mountains drenched with blood for over 40 years before consolidated cut their losses and left the Allbows alone, but not before setting fire to the Allbow mine - a fire that still burns today, forcing all but the stubborn Allbows away.

Their numbers depleted, and unable to effectively mine their lands, the clan turned to robbery and murder. They preyed on hikers who stumbled upon their lands, tourists

traveling between Wilkes-Barre and Harrisburg, or the occasional census taker.. They have become highly isolated and xenophobic over the years, resulting in extensive inbreeding. Decades of guerrilla warfare made the clan masters of traps, so stumbling upon their lands can be a life ending mistake. The clan dumps bodies down mine shafts to be incinerated in the .

The Allbow clan has managed to remain unnoticed for well over a century. Even those who remember the old days believe the Allbows to have died off. The reality is that the dozen or so remaining Allbows maintain a compound in the hills where they live a quiet, though gruesome, life in the shadows. Their evil ways keep them fed and comfortable. They mostly wish to be left to themselves.



Signature

The Allbows have no specific signature, though most of their victims die as a result of a booby trap.

Modus Operandi

The Allbows primarily stake out rest areas looking for vacationers, kidnap them and take their cash and possessions. From there, they bring them home and set them loose in the woods or into the mines to be hunted, or killed by traps or fire.

Characters

Virgil Allbow (father)

Virgil is the muscle of the clan. He represents their compulsion, and does all of the heavy lifting.

Hoyt Allbow (eldest son)

Hoyt is the clever one, and represents the clan's cunning. He is a hunter and engineer of sorts.

Raylene Allbow (mother)

Raylene is the mastermind of the family and keeps everyone in line. She represents the clan's control.

The Hour Between Dog & Wolf

	START	CURRENT	PLOT POINTS	Name	James Wild & Jessica Frye
Obsession	3		3	Archetype	FBI Agents
Stability	3		STRESS	STRESS	EVIDENCE
Consciences	5		WILD 0	FRYE 0	1
Archetype Advantage				Archetype Drawback	
+1 Conscience				Failed investigation scenes increase control by 1 in addition to normal adjustments.	

Notes

James Wild (Obsession)

James was a experienced police detective in Atlanta, until he played an integral role in capturing the Druid Hills Strangler. His spot-on instincts led to him being heavily recruited by the FBI, but he knew his fast and loose style would cause problems. Pressure from his wife Patrice turned the tide. Working side-by-side with BTK has been difficult, but has ultimately kept him from going too far. Sometimes you have to trust your gut.

Jessica Frye (Conscience)

Jessica is the quintessential FBI agent. She's a stickler for protocol and has gained the nickname "By the Numbers Frye", or BTK for short. She is not amused by this, partially due to the spelling error. She earned 3 masters degrees in forensic pathology, criminal justice, and cultural anthropology, and has ranked nationally in small arms marksmanship competitions since she was 15. Being part of the Behavioral Analysis Unit has been her goal since she watch *Silence of the Lambs* as a young girl. Working with agent wild has been a challenge, instincts are not facts and he just doesn't get that.

Stages of Stress (See page 8)

- 1 - Insomnia, fatigue & possible nightmares
- 2 - Nightmares and Flashbacks
The Killer can spend 1 plot point to trigger a flashback resulting in -1 die to any roll.
- 3 - Paranoia, distrust and self medication.
-1 to all Stability rolls
- 4 - Extreme anxiety, hypervigilance, isolation and instability.
Can not have Personal Scenes.
+1 die to all Obsession rolls.
Failing an Obsession roll starts a delusional state

Whenever the Hero's Obsession exceeds their Stability + Conscience they are considered to have one more point of Stress than they actually have.

Themes & Characteristic

- 1) The Druid Hill Strangler
- 2) Fast and loose
- 3) Patrice Wild
- 4) Three masters degrees
- 5) By the Numbers Frye
- 6) Nationally ranked marksman

Shared Experience

- 1) What really happened with the Druid Hills Strangler?
- TBD
- 2) What's the one stain on your record?
- TBD, but the FBI is keeping it under wraps



Framing Table Guide

Hero Themes & Characteristic

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Hero Shared Experience

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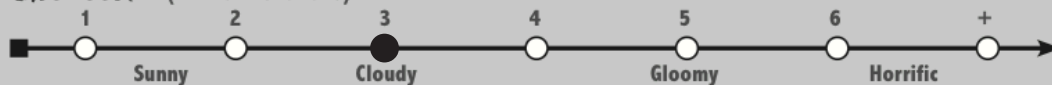
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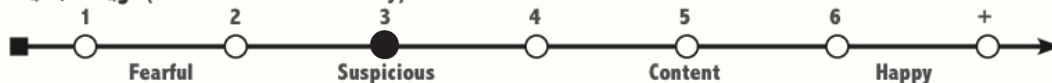
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Obsession (Environment Tone)



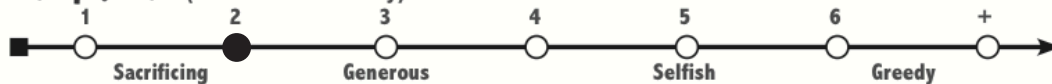
Stability (Emotional state of society)



Conscience (Morality of society)



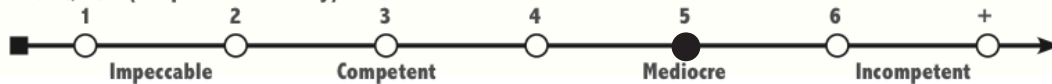
Compulsion (Selfishness of Society)



Cunning (Enlightenment of society)



Control (Adeptness of society)



The Hour Between Dog & Wolf

VICTIMS
1

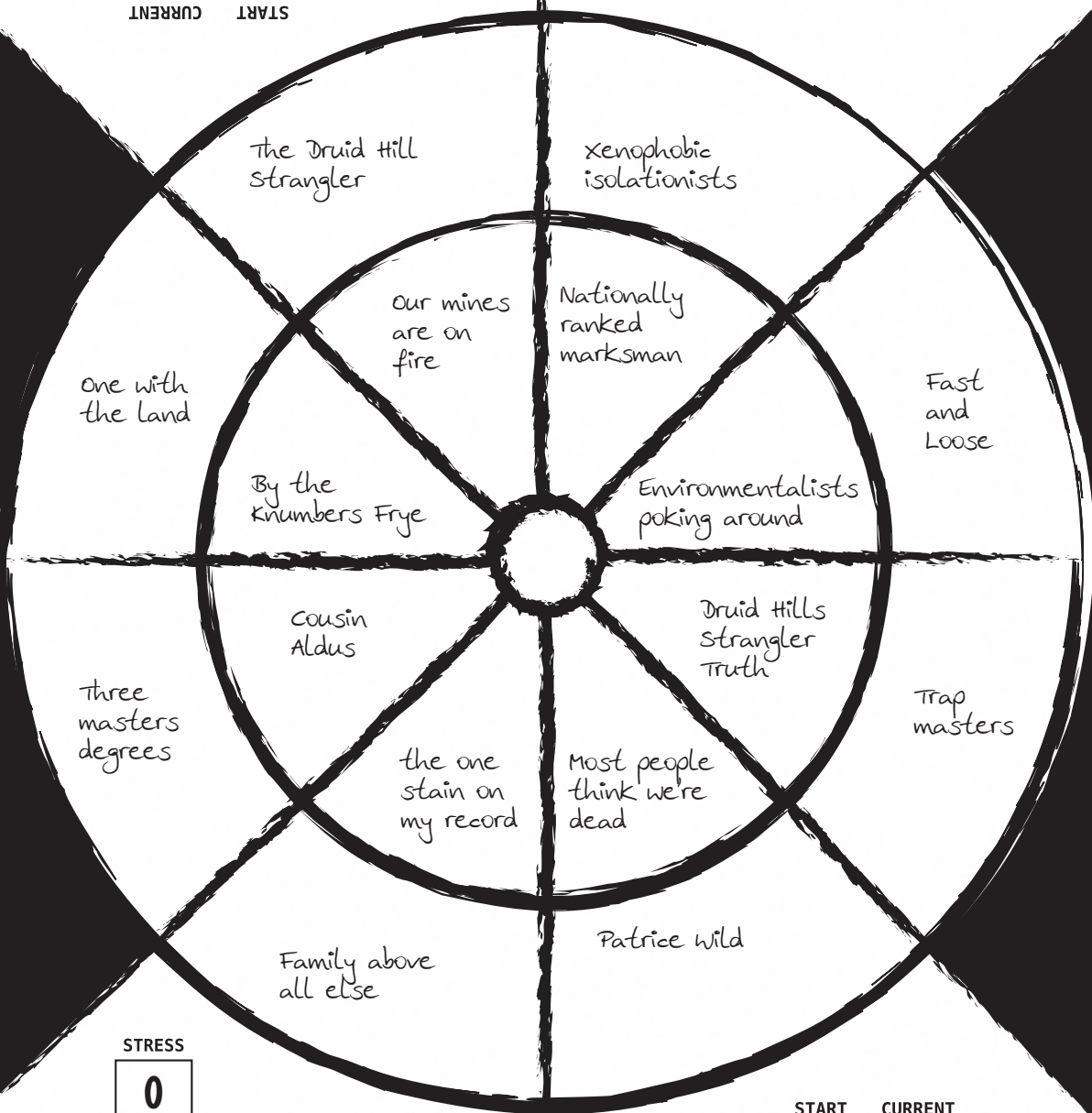
PLOT
POINTS
3

Control
Cunning
Compulsion

START
2

CURRENT
3

5



STRESS
0

The Hour Between Dog & Wolf

EVIDENCE
0

Obsession
Stability
Conscience

START
3
3
5

CURRENT

PLOT
POINTS
3