

# HOWL IN THE HALF-LIGHT

## CHARACTER SHEET:

Name: \_\_\_\_\_ Points: \_\_\_\_\_  
Origin: \_\_\_\_\_  
Howl: \_\_\_\_\_  
Description: \_\_\_\_\_

## 1ST SCENE:

Participants: \_\_\_\_\_  
Challenge: \_\_\_\_\_

An adventure for the "Howl in the Half-Light" rules.

**NPC:**  
Origin—  
Howl—  
Description:

**DEMON:**  
Challenge Brought:  
Power:  
Description:

**2ND SCENE**  
Participants:  
Challenge:

**5TH SCENE**  
Participants:  
Challenge:

**NPC:**  
Origin—  
Howl—  
Description:

**DEMON:**  
Challenge Brought:  
Power:  
Description:

**3RD SCENE**  
Participants:  
Challenge:

**FINAL SCENE**  
Participants:  
Challenge:

**NPC:**  
Origin—  
Howl—  
Description:

**NPC:**  
Origin—  
Howl—  
Description:

**4TH SCENE**  
Participants:  
Challenge:

**AWARD POINTS (HIGHEST 1 ONLY)**  
1 pt.—Participation  
2pts—  
3pts—  
4pts—  
5pts—  
6pts—

**TURN ORDER:**  
1—Determine Scene Issues & Participants  
2—Roll Challenge  
3—Play Scene, **Howl** if necessary.  
4—Roll Resolutions for Actions  
5—Narrate Resolution of Scene(s)  
6—Give Points

**RESOLUTIONS: (ROLL D6)**  
1—Unfortunate Failure (w/Consequence.)  
2—Failure that you might squeak out of.  
3—Unsatisfactory. Not a loss, nor a win.  
4—Fair. Not the best, but it can work.  
5—Great! You feel good about it!  
6—Fabulous Success (w/Consequence.)

**CONSEQUENCES**  
1—  
2—  
3—  
4—  
5—  
6—

**HOWL IN THE HALF-LIGHT ADVENTURE:**