CALLISTO

SYZYGY
The Survivor

Suggested stats: Fierce +1, Keen 0, Sly −1, Wired +1, True +2.

Gift: Your Scars

Start with an extra Scar[CR]. It's from the time your old pack ended. Say what you tell people it's from.

Once per session, when you would lose Vigor to an injury, lose 1 less Vigor after Armor. Say which Scar taught you that.

Your Scar from that night	What you tell people it's from

Wyrd: Load-Bearing

You can make something hold that should give, like a cracked strut that takes the weight, a failing seal that keeps its pressure, a table that bears the feast day spread, or a body that stays on its feet. It holds while you touch it and for a little after. When that's a Move, roll +True if you hold it together, or +Fierce if you hold it back (Wyrd[CR]). When the Move demands a cost, often the strain goes somewhere else, so another strut cracks, a seal down the corridor starts to weep, or your own knee goes.

Moves

Start with *Stand Your Ground* and one more Move.

STAND YOUR GROUND

- *When you Stand Between[CR] someone and a threat by going for it first*, you may roll +Fierce instead of +True. On a success, you hurt it too, and the World says how badly.
- *When you Unleash[CR] by outlasting them, taking what they've got and still coming*, you may roll +True instead of +Fierce. On a success, you can choose this protection: *You wear them out.* They're spent, and can't fight again this scene.

☐ NOT THIS TIME — ROLL +TRUE

When what's happening now reminds you of how you got one of your Scars[CR], and you tell the pack what went wrong then, roll +True.

- ● **10+** The first time each packmate does the opposite of what went wrong then, they take +1 forward.
- ◑ **7–9** As above, but you're back there for a moment. The World chooses 1:
  - Lose 1 Poise[CR].
  - You freeze, and the World says what you miss.
- ○ **6–** It's happening again, and this time you're the one doing what went wrong. The World says what.

☐ COME ON, THEN — ROLL +FIERCE

When you call every threat in the room onto you, roll +Fierce.

- ● **10+** They all come at you. Until you go down or give ground, they ignore the pack. Each packmate takes +1 forward against anything you called.
- ◑ **7–9** As above, but it costs you. The World chooses 1:
  - Lose Vigor[CR], and the World says how much. Your Armor reduces it, but you lose at least 1.
  - One of them gains a Claim[CR] over you.
- ○ **6–** Only some of them come at you, and the World makes a Hard Move.

☐ NOT AGAIN

Once per session, when you or a packmate within your reach would lose enough Vigor for the Vigor Clock to run out, you may lose that much Poise[CR] instead. If it's a packmate, say how you take it, like putting yourself in the way or carrying them out.

☐ WHERE THEY STOOD

When you treat a packmate as one of the old pack, like calling them the wrong name, waiting for them to cover the side the old one covered, or trusting them with something you've told no one living, say who you were seeing. Their player chooses 1:

- They stand where the old one stood. For the rest of the scene, each of you takes +1 to *Stand Between*[CR] for the other, and they gain 1 Claim[CR] over you.
- They make you look at them. They say one true thing about who they are instead, and you gain 1 Claim over them.

YOUR CHARACTER

Who you are	
Name	
ID	
Anima	

Your Anima	
Move	
Tells	
Question	

Stats. Take your Moon's suggested stats, or arrange +2, +1, +1, 0 and −1 however you like. Write them in the Fur row. Mark the Form you're in, and roll from its row.

Form	Now	Fierce	Keen	Sly	Wired	True
Skin	○	–1	–1	—	+1	—
Fur	○					
Beast	○	—	+1	–1	–1	—
Wode	○	×2	×2	×2	×2	×2

Scar. Start with one you already have, and write it under Scars.

Starting Claims, once the Territory is built. Start with 1 Claim over someone who was there the night your old pack ended, and say whether they know you survived. A packmate who has seen your worst Scar holds 1 Claim over you.

Then say who in the pack knows the worst thing about you, and what it is. That packmate starts with 1 Claim over you.

IN PLAY

Forms

Form	Rolls	Armor	Lost
Skin	–1 Fierce, –1 Keen, +1 Wired	0	☐
Fur	No modifier	1	☐
Beast	+1 Keen, –1 Sly, –1 Wired	0	☐
The Wode	×2 every stat. Play it within your protections	2	—

Use your best Armor, Form or gear. Silver ignores Form Armor.

Your Leash: what brings you back from the Wode?

Vigor

☐ ☐ **Hurt** (5–4 left): no penalty. ☐ ☐ **Wounded** (3–2 left): –1 when your injuries interfere. ☐ **Broken** (1 left): –1 to all rolls; take a Scar when you leave it. ☐ **Dying** (none left): roll *Dying* now.

Vigor	Injury

Poise

☐☐☐☐☐ · ☐☐ (starts at 5, or more with your Anima or XP)

Lose Poise when a Move, an Eclipse (one result up), or the World calls for it. Say how it shows. When the Clock runs out, you go Wode. Restore all Poise when the Wode ends. Restore 1 when you heal (Tend, Rest in downtime).

Conditions

–1 when one gets in the way.

Condition	Cause

Scars

Once per session, when a Scar troubles you and you let it, say how and mark 1 XP.

Scar	Where it came from	How it shows in Skin and in Fur

Claims

You hold Claims over	Claims	What gives them weight
	☐☐☐	
	☐☐☐	
	☐☐☐	
	☐☐☐	
	☐☐☐	

XP

Improvement	XP
Your Poise Clock starts 1 higher.	☐☐☐
A new Move from your Moon.	☐☐☐☐
A second Move for your Anima.	☐☐☐☐☐
+1 to a stat, to a maximum of +3.	☐☐☐☐☐☐
Change your Moon.	☐☐☐☐☐☐
A Move from another Moon. One from each other Moon.	☐☐☐☐·☐☐☐☐ (4 for the Moonless)

Retire your character whenever you're ready: Settle, or Stay on the other side.

Mark 1 XP for each end-of-session question that the pack answers yes to (4 at most), when a Scar gets in your way (once per session), when you give way to a packmate who Presses a Claim (once per session), and when you make a consequential choice at your Crossroads.

Your Crossroads. *Someone new wants the place the old pack left in you. Do you let them have it?*

Your Wode: It won't stay down

Your Moon's protection. It never mistakes the pack for its old foes.

Notes

Notes