CHARON

SYZYGY
The Ferryman

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

Gift: Your fare

Start with a coin someone gave you to carry something for them. Say whose it is, and what it's for.

When you carry something for someone, like a hurt, a message, or their dead, you can ask a fare, something small of theirs. While you keep it, you can find them on either side, alive or dead.

Your fares	Whose it is	What it's for

Wyrd: Wellspring

Touch something that has run dry and fill it, like water into an empty canteen, charge into a dead cell, the last of a scrubber cartridge, or a few more minutes of air in a suit. When that's a Move, roll +True if it comes out of you, or +Wired if you draw it through a system from somewhere else (Wyrd[CR]). When the Move demands a cost, often it's you who pays it, and it leaves you thirsty, cold, winded, or shaking. Otherwise, it comes out of something that was holding it for later, like a tank down the deck reading low, a grow tray going dry, or a packmate's bottle empty in their hand. The World may tick a Need[CR].

Moves

Start with *Dead Air* and one more Move.

DEAD AIR

- *When you Jack In[CR] to something a dead person used, like their handset, a lock controller, or the log of the station they died on*, you can reach them through it instead of the data, and you may roll +True instead of +Wired. On a success, they answer as they choose, and not always honestly, through the speaker, the screen or the static, for as long as the connection holds.
- *When you Tend[CR] someone by putting them on the machines, like a med-pod, a suit's sealant, or a drip line*, you may roll +Wired instead of +True. On a 10+, the machines keep working on them after you've gone, and they heal again when the scene ends.

☐ LAST RITES — ROLL +TRUE

When you sit with someone who is dying, or newly dead, and take what they carry, roll +True.

- ● **10+** They go easy. They can leave you the Claims[CR] they held. Hold them as your own, within the limit, and say what they asked you to do with them.
- ◑ **7–9** As above, but the World chooses 1:
  - They leave you a debt too. Someone they owed will come to you for it, and gains 1 Claim over you.
  - You take their pain with it. Lose 1 Vigor[CR].
  - Something else was waiting for them, and it noticed you.
- ○ **6–** They don't go easy, and what they carried goes to someone else. The World says who.

If you spend one of their Claims any other way than they asked, the dead one knows, and gains 1 Claim over you. A dying packmate's player decides whether to leave you theirs.

☐ TEARS IN THE WATER — ROLL +WIRED

When you work your way into a reclamation line, a recycler, or a tank, and taste the water in it, roll +Wired.

- ● **10+** You taste the tears in it. The World tells you honestly who on that loop has cried the most lately, where they are, and what they were crying about.
- ◑ **7–9** As above, but the World chooses 1:
  - Something else is tasting the water too, and it tasted you.
  - The crew that keeps the line knows someone was in it.
  - It takes the rest of the night, and the World says what you missed.
- ○ **6–** All you taste is something else that's in the water, and it tasted you first. The World says what it does about it.

☐ INTO ME

When you hold someone who is hurt or straining, you can take their lost Vigor or Poise[CR] into yourself, as much as you choose. They restore it and you lose it. Their wound or their shaking shows on you instead, and you say how. You lose 1 additional Poise. If they're a packmate, their player says whether they'd rather carry it. If you take it anyway, they gain 1 Claim[CR] over you.

☐ A WORD FROM THEIR DEAD

Once per session, when you tell someone what one of their dead wants them to know, say who it's from and what they said. It's true. The World chooses 1. If they're a packmate, their player chooses instead:

- **They take it to heart.** They clear a Condition that grief or guilt gave them, and you gain 1 Claim[CR] over them.
- **They can't hear it yet.** They gain 1 Claim over you, and the dead one asks you for something more.

☐ BLOOD FOR THE SHADES

When you offer the dead something of yours, like breath, warmth, or blood, they hear you from anywhere and answer one question honestly. Lose 1 Vigor[CR].

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. You've talked with someone a packmate lost, and they told you something about your packmate. Gain 1 Claim over that packmate. Say what the dead one said, and whether you've passed it on. Gain 1 Claim over someone outside the pack you once took something from, like a fever, a debt, or a night they couldn't get through. You've never asked for anything back. Say what you took.

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 wants to carry their own burden. Do you let them?*

Your Wode: The jackal

Your Moon's protection. It comes back through the same door it left by. Whoever it took across comes back with it, through that door, and anyone who waits there gets them back.

Notes

Notes