DEIMOS

SYZYGY
The Stalker

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

Gift: Your blind

Start with somewhere you watch from that nobody else knows about, like a pump housing, a gantry over the docks, the mount of a camera that died years ago, or a crawlspace over a market. Say what you can see from it, and whom you've watched from there the longest.

Nobody finds it unless you show them.

Your blind	What you can see from it	Whom you've watched from there the longest

Wyrd: Long Hour

Touch something that's moving and it slows, like a pressure door grinding shut, a bleed, a fire creeping along a cable tray, a cart running away down the ring, or the countdown on a lock panel. It keeps that pace while your hand is on it, and for a little after. When that's a Move, roll +Keen if you saw it coming and catch it, or +True if you grab it and hold on (Wyrd[CR]). When the Move demands a cost, often something else speeds up, like a regulator in the next compartment running fast, a leak down the corridor opening wider, a patrol arriving early, or someone's heart racing.

Moves

Start with *Here First* and one more Move.

HERE FIRST

- *When you Hunt[CR] someone by patiently waiting where they'll have to come, instead of asking around*, you may roll +True instead of +Keen. On a success, you're there before they are, and you choose when they see you.
- *When you Stand Between[CR] someone and a threat you saw coming before anyone else did*, you may roll +Keen instead of +True. Say what you noticed. On a success, the threat didn't know you were there until you moved.

☐ ROUTINE — ROLL +KEEN

Once per session, when you need to know someone's nights and could have been watching them, say where you watched from and for how long, and roll +Keen.

- ● **10+** The World tells you when and where they're alone, and one thing they do there that nobody else knows. Gain 1 Claim[CR] over them.
- ◑ **7–9** The World tells you when and where they're alone, and chooses 1:
  - Someone else is watching them too.
  - They've noticed something, and they'll change their routine soon.
  - Those were nights you were needed elsewhere, and the World says what you missed.
- ○ **6–** They saw you first. The World says when, and what they've done about it.

☐ FAIR WARNING — ROLL +TRUE

When you go after someone you could have warned, you can say you let them know days ago. Say how, and roll +True.

- ● **10+** They haven't rested since. The World tells you a mistake they've made, and you take +1 forward when you use it.
- ◑ **7–9** As above, but the World chooses 1:
  - They've run to someone who's hiding them.
  - They've made ready for you, and the World says how.
  - You haven't rested either. Lose 1 Poise[CR].
- ○ **6–** They weren't afraid. Someone has been standing behind them, and now they're expecting you.

☐ THE WHOLE TIME

Once per session, when a packmate is in trouble or Howls[CR] somewhere you could have reached, you can say you've been there the whole time, watching. Say where you were hidden. You're there now. Their player chooses 1:

- They knew you were there. They take +1 forward.
- They didn't. Now they know you were following them, and they gain 1 Claim[CR] over you.
- They didn't, and they say what you saw them do. You gain 1 Claim over them.

☐ FROM A LONG WAY OFF

When you're at your blind on the other side, you can look for anyone you hold a Claim[CR] over. The World tells you honestly what the place they're in looks like on this side, who's with them, and what they're doing. They feel watched. If you've ever stood where they are, you know the way there.

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. Someone in the district hurt you, or someone you loved, and you've been waiting. Gain 1 Claim over them. Say what they did, and what you know about their nights. A packmate once caught you watching them or someone else. They hold 1 Claim over you. Say what you saw, and what they did when they saw 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. *You can see everyone from where you wait, and nobody sees you. When someone comes looking for you, do you let them find you?*

Your Wode: The stalk

Your Moon's protection. It lets its quarry know it's coming. It doesn't strike until they've heard it, and anyone with them has time to leave.

Notes

Notes