EUROPA

SYZYGY
The Spy

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

Gift: Your cold storage

Start with somewhere you keep what you know, like a drive sealed in a coolant line, a notebook in a cipher of your own, or a locker rented under a dead woman's name. Say what's in it that you've never used, and who would pay the most to see it gone.

Nobody reads what's in it unless you show them.

What's in it that you've never used	Who would pay the most to see it gone

Wyrd: Hoarfrost

Breathe on a surface and frost spreads across it, showing what it hides, like warm bodies behind a wall, the print of a hand that was there an hour ago, or the four worn keys on a lock's keypad. When that's a Move, roll +Keen if you read what's been left behind, like a print or a seam, or +Wired if you read what's still running, like live current in a dead panel or the last code tapped into a keypad (Wyrd[CR]). When the Move demands a cost, often the heat you took goes somewhere else, and something warms that shouldn't, like a fire sensor tripping in the next compartment, an ice plug thawing in a line, or a bright shape on a thermal camera where you're standing.

Moves

Start with *Cold Read* and one more Move.

COLD READ

- *When you Take the Scent[CR] of a place through its systems, like its door log, its cameras, or its power draw*, you may roll +Wired instead of +Keen. On a success, the World also tells you who was here last, by the record.
- *When you Jack In[CR] by watching how someone uses the system, like the code a clerk taps, the card a guard swipes, or the order an engineer does things in*, you may roll +Keen instead of +Wired. On a success, the system takes you for them.

☐ PAPER TRAIL — ROLL +KEEN

When you spend time going through what someone leaves behind, like their trash, their old messages, their bunk, or their accounts, roll +Keen.

- ● **10+** The World tells you one thing they've hidden, and where the proof is. Gain 1 Claim[CR] over them.
- ◑ **7–9** The World tells you one thing they've hidden, and chooses 1:
  - The proof is somewhere you'll have to go and get it.
  - Someone else knows you were looking.
  - It isn't the whole of it, and the World says how you can tell.
- ○ **6–** You find what someone wanted you to find. The World says who.

☐ ON FILE — ROLL +WIRED

Once per session, when you need a record you could have copied, like a door log, a manifest, a contract, or someone's messages, say when you took it and roll +Wired.

- ● **10+** You have it, and the World tells you honestly what it says.
- ◑ **7–9** As above, but the World chooses 1:
  - It's out of date, and the World says what has changed since.
  - The copy left a mark, and someone knows it was made.
  - It names someone you'd rather it didn't.
- ○ **6–** You have it, and they've known since the day you took it. The World says who, and what they've done about it.

☐ UNDER THE ICE

When you Take the Scent[CR], as one of your questions, you may ask "What here has been arranged to conceal something, and how can I tell?" On a 10+, ask one extra question.

☐ THIN WALLS

You can *Jack In[CR]* with no interface, in any Form, by touching the thing. When the World chooses a cost, the system can know it was you.

☐ SAFE WITH ME

When someone entrusts you with a secret that no one else knows, gain 1 Claim[CR] over them. While you hold that Claim, only you or they can reveal it.

You can spend that Claim to turn a roll the secret would help into a 10+. If you do, the secret is out, and they know it came from you. If they're a packmate, their player chooses 1:

- **It's a relief.** They restore 1 Poise[CR].
- **It's a debt.** They gain 1 Claim over you.

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 2 Claims over someone who doesn't know you exist. Say what you found.

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
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	☐☐☐	
	☐☐☐	
	☐☐☐	
	☐☐☐	

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. *When a secret would get you what you need, whose trust will you spend, and whose will you keep?*

Your Wode: The hard frost

Your Moon's protection. It never writes what's keeping someone safe. The frost passes over the false ID, the hidden inhaler,

and the lie that holds a family together, and leaves them unread.

Notes

Notes