HYPERION

SYZYGY
The Gambler

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

Gift: Your luck

Start with a lucky thing, like a coin, a die with one face worn smooth, a bolt from your first hull, or someone else's ring. Say who gave it to you, or whom you took it from, and who wants it back.

While you have it, you can bank luck. After your dice land, you may set one of them aside. It no longer counts toward this roll. You can keep two dice set aside. Later, after your dice land on any roll of yours, you may put a die you set aside in place of one of them. Without your lucky thing, you can spend the dice you've set aside, but you can't set more aside.

Your lucky thing	Who gave it to you, or whom you took it from	Who wants it back

Die set aside	Die set aside

Wyrd: Tumble

Touch something whose next moment is down to chance, and it falls the way you want, like a coin in the air, a lift that might stall between floors, the bunk an inspector picks at random, which way a drone turns at a junction, or the cards in a deck. When that's a Move, roll +Sly if you call your shot, or +True if you don't look (Wyrd[CR]). When the Move demands a cost, often the cards fall badly somewhere else. The next lift stalls, the inspector checks something else, or the drone turns toward someone who can't afford to be seen.

Moves

Start with *Nerve* and one more Move.

NERVE

- *When you Find Their Lever[CR] by showing them you'll go further than they will*, you may roll +True instead of +Sly. On a success, the World also tells you how far they'll go before they fold.
- *When you Stand Between[CR] by bluffing the threat, like saying you're armed, that help is coming, or that you're the one it wants*, you may roll +Sly instead of +True. On a success, it believes you.

☐ SIDE BET — ROLL +SLY

When you bet someone outside the pack on something you or the pack are about to try, say what you each put up and roll +Sly.

- ● **10+** They take the bet, and put up what you ask for.
- ◑ **7–9** They take the bet, but the World chooses 1:
  - They raise. Put up something more, and the World says what.
  - They know something about how it'll turn out that you don't.
- ○ **6–** They take the bet because they've already fixed the outcome.

Once it's settled, whoever lost owes what they put up, and the winner holds 1 Claim[CR] over them until it's paid.

☐ STAY IN — ROLL +TRUE

When you stay in after anyone sensible would have left, like at a table that's turned on you, on a deck that's venting, or in a standoff nobody else will hold, say what you're staying for and roll +True.

- ● **10+** You're still standing when it's over, and you get what you stayed for.
- ◑ **7–9** As above, but the World chooses 1:
  - Lose Vigor[CR]. The World says how much. Your Armor reduces it, but you lose at least 1.
  - Someone saw you stay. They gain 1 Claim[CR] over you.
  - What you stayed for isn't what you thought.
- ○ **6–** You stayed, and you should've left. The World makes a Hard Move.

☐ LUCK RUBS OFF

When a packmate you're with rolls, you can share your luck with them, each of these once per session:

- **Give it.** Put a die you set aside in place of one of theirs instead of one of yours. If their player takes it, they owe you. Gain 1 Claim[CR] over them.
- **Take it.** While you have your lucky thing, set one of their dice aside instead of one of yours, after their dice land. It no longer counts toward their roll. Their player says whether you can, and if they agree, they gain 1 Claim over you.

☐ ON CREDIT

Once per session, when you have no dice set aside, you can borrow luck. Set a die aside showing 6, and say who outside the pack you borrowed it from. They hold 1 Claim[CR] over you until you pay it back.

☐ DOUBLE OR NOTHING — ROLL +TRUE

Once per session, when a roll of yours is a Failure and you double down, say what you put on the line to keep going, and roll +True.

- ● **10+** It turns. Treat the Failure as a 7–9.
- ◑ **7-9** It turns, and you lose what you put on the line.
- ○ **6–** You lose what you put on the line, and the Failure stands. The World makes it worse than it would have been.

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 lost a bet to someone in the district and haven't paid. They hold 1 Claim over you. Say what you bet, and why you haven't paid. You once won something from a packmate, and you still have it. Gain 1 Claim over them. Say what it is, and whether they want it back.

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. *Your luck could carry the pack, or sink it. When the stake is theirs and not yours, do you still bet?*

Your Wode: The streak

Your Moon's protection. The bad luck never falls on the same person twice, and whatever you've set aside with your luck[CR], you keep.

Notes

Notes