IO

SYZYGY
The Berserker

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

Gift: Your fuse

Start with one thing that always lets it out, like a shift whistle, the smell of flux, or something a foreman used to call you. Say who in the pack knows it, and who outside the pack found out.

When someone sets it off on purpose, choose 1:

- Go Wode[CR]. Choose one more protection.
- Hold it in. Lose 1 Vigor[CR].

Your fuse	Who in the pack knows it	Who outside the pack found out

Wyrd: Furnace Heart

You can warm anything you touch, or set it alight, to thaw a valve, ignite the fuel in a cutting torch, or keep someone alive in a cold module for one more hour. When that's a Move, roll +Fierce if the heat comes out of you, or +Wired if you draw it out of a machine (Wyrd[CR]). When the Move demands a cost, often the heat comes from somewhere it was needed, like a neighbor's heater going cold.

Moves

Start with *Redline* and one more Move.

REDLINE

- *When you Jack In[CR] by forcing a machine past what it's rated for, like jumping a breaker, overriding a governor, or holding a valve open by hand*, you may roll +Fierce instead of +Wired. On a success, you may let it burn out to slag. If you do, it first does one thing it was never built to do, like a loader lifting twice its rating or a hatch opening against a pressure lock.
- *When you Unleash[CR] with a machine, like a cutting torch, a rivet gun, or a loader's arm*, you may roll +Wired instead of +Fierce. On a success, you may let the machine burn out to slag. If you do, choose one more protection.

☐ BRING THE HEAT — ROLL +FIERCE

When you use heat to soften something or someone up, like a torch to a hinge, a temper you let them feel, or a warmth you let someone want, roll +Fierce.

- ● **10+** You soften it up. If heat alone can finish it, it melts, and you get what you were after. If not, you or a packmate take +2 forward on the next Move it makes easier.
- ◑ **7–9** As above, but at a cost. Choose 1:
  - It burns you too. Lose Vigor[CR]. The World says how much. Your Armor reduces it, but you lose at least 1.
  - It comes back into you. Lose 1 Poise[CR].
  - It catches on something else, and the World says what's burning now.
  - It cools too soon. The World says when.
  - Someone saw it, and they're afraid of you now.
- ○ **6–** It catches on the wrong thing. The World makes a Hard Move.

☐ OVERCLOCK — ROLL +WIRED

When you push a machine to do more of what it does, like a tug's drive, a pump, or a scrubber, say what you want from it and roll +Wired.

- ● **10+** It gives you what you want until the scene ends. Say how the heat shows on it.
- ◑ **7–9** As above, but choose 1:
  - It fails when the scene ends, and stays failed until someone repairs it.
  - It burns you. Lose 1 Vigor[CR].
  - The heat comes into you. Lose 1 Poise[CR].
- ○ **6–** It gives you what you want, and then fails at the worst moment. The World says when.

☐ BURN HOTTER

After your dice land, you can lose 1 Poise[CR] to reroll your lowest die. If the roll is +Wired, you may reroll both. You can burn again on the same roll, for 1 Poise each time. Say how the heat shows on you, like the air shimmering over your skin or smoke on your breath. Anyone who notices it knows what you are.

☐ DARE ME

When someone dares you to do something risky and you do it, you may choose not to roll. If you skip the roll, treat it as a 7–9, and gain 1 Claim[CR] over whoever dared 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. Two people have seen you go Wode. Each holds 1 Claim over you. Say who.

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's afraid of you and needs you anyway. Do you protect them their way, or yours?*

Your Wode: Starving

Your Moon's protection. It won't foul the den. It doesn't burn or breach anything keeping the air in.

Notes

Notes