LUNA

SYZYGY
The Elder

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

Gift: Your laws

Start with the old laws as they were handed to you. Every Luna keeps two. Nobody in the Territory[CR] goes hungry, and nobody who sits down to a meal there comes to harm. Name a third that's yours, like nobody is refused water, a debt dies with the one who owed it, or no weapon is drawn where children sleep.

Your laws hold for everyone in the Territory, from the pack to a corp's representative come to parley. When someone outside the pack breaks one, gain 1 Claim[CR] over them. When anyone breaks one and you let it stand, cross that law off.

Your laws
Nobody in the Territory goes hungry.
Nobody who sits down to a meal in the Territory comes to harm.

Wyrd: Deep Roots

With a touch, you can make living things grow, or things that once lived, like a seed in a hydroponics tray, a pot that feeds twenty, a wooden table lengthening to seat one more, a dried sprig from Earth coming into leaf, or a vine through a lock. When that's a Move, roll +Keen if you know what it needs, or +Fierce if you force it (Wyrd[CR]). When the Move demands a cost, often something living nearby withers, or the extra comes out of someone else's share, like the next shift's ration. The World may tick a Need[CR].

Moves

Start with *The Old Law* and one more Move.

THE OLD LAW

- *When you Hunt[CR] someone who broke an old law, like guest right, an oath, or the pack's trust, by running them down in the open*, you may roll +Fierce instead of +Keen. On a success, everyone they pass knows they are being hunted, and nobody hides them.
- *When you Unleash[CR] on something where you know it's weakest, like an old wound, the knee it favors, or a person it would protect*, you may roll +Keen instead of +Fierce. Say how you know. On a success, the next packmate who acts against it takes +1 forward.

☐ LONG MEMORY — ROLL +KEEN

When you meet someone for the first time and say how you already know of them, like their family, their pack, who made them, or a story told about them on a ship a long time ago, roll +Keen.

- ● **10+** It's true. Once per session, gain 1 Claim[CR] over them.
- ◑ **7–9** It's true, but the World chooses 1:
  - They know of you too. They gain 1 Claim over you.
  - Someone else here knows the same story, and the World says who.
  - The story has a part you never heard, and the World says who's still angry about it.
- ○ **6–** It was true once. The World says what they've done since.

☐ BRING IT HOME — ROLL +FIERCE

When you take what the Territory needs from whoever has it, openly and in your own name, because the old law says nobody there goes hungry, say whom you take it from, and roll +Fierce.

- ● **10+** You bring it home. When it's given out, choose 1:
  - It's on someone's tab. Gain 1 Claim[CR] over someone who needed it.
  - It's on the house. Once per session, if what you brought home is for a Need, clear 1 tick from that Need's Clock (Needs[CR]).
- ◑ **7–9** As above, but the World chooses 1:
  - They needed it too, and the World says who goes without.
  - You brought something home with it that nobody can eat, and the World says what.
- ○ **6–** You bring it home, and whoever it belonged to followed you home.

☐ GUEST RIGHT

When you seat people who are at odds at a table in the Territory, nobody harms anyone there while the meal lasts. The World holds its people to it, and packmates choose for themselves. Before the plates are cleared, the World tells you what each of them would need from the others there to leave as something other than enemies. If anyone breaks guest right, the district hears by morning, and nobody there will sit down with them again.

☐ HUE AND CRY

When you Howl[CR] to call the hunt on someone who broke faith, name them and say what they broke. Each packmate who answers chooses 1:

- **Run with the hunt.** They lose 1 Poise[CR] and take +1 forward against the quarry. The first time you *Lean*[CR] on one of their rolls against the quarry, keep the Claim[CR].
- **Come as themselves.** They say why this hunt isn't theirs.

The hunt ends when the quarry is brought before the pack, or when you call it off. When the quarry stands before the pack, the World says what they offer to make it right.

☐ YOU ATE AT MY TABLE

Once per session, when you Howl[CR], name someone living outside the pack who has eaten at your table. They hear it, wherever they are. The World chooses 1:

- They come, and the World says what they bring.
- They don't come. Gain 1 Claim[CR] over them.

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 1 Claim over every packmate. For each of them, say why.

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. *The old ways have no place for someone you love. What do you change, the ways or what you ask of them?*

Your Wode: The wild hunt

Your Moon's protection. It never hunts anyone who keeps your laws.

Notes

Notes