THE MOONLESS

SYZYGY
The Stray

Suggested stats: none. Put your +2 on whatever kept you alive the night you Changed.

Gift: Your den

Start with somewhere you made into home yourself, that nobody gave you, like a bunk wedged into a pump room, a crawlspace over a clinic, or a cargo can on the dock with a heater in it. Say what's in it that you chose, and who else is allowed in.

The first time you let each packmate in, restore 1 Poise[CR] and they gain 1 Claim[CR] over you.

When a Move you have from another Moon uses that Moon's gift, your den serves in its place, or something you keep in it does. Say what it is and where you picked it up.

Your den	What's in it that you chose	Who else is allowed in

Wyrd: Apogee

Touch something and it no longer feels the pull of a force you name, like a crate that weighs nothing while you carry it, a tow line going slack, a body hanging still in the draw of a breach, or a packmate's Moon easing off them. It lasts while you touch it and for a little after. When that's a Move, roll the stat you chose for your wyrd, Fierce, Sly or Wired (Wyrd[CR]). Lifting a Moon's pull off someone is *Tend*[CR]. When the Move demands a cost, often something else is pulled harder, like a load coming down twice as heavy on the deck below, a hatch sucking shut, a line snapping taut around someone's ankle, or the same Moon leaning on whoever is closest.

Wyrd stat: ☐ Fierce ☐ Sly ☐ Wired

Moves

Start with one of the Moves below and one Move from another Moon.

☐ SHOW ME

Once per session, when a packmate uses a Move from their Moon other than their wyrd, you can ask them to show you how. You have that Move until you learn a different one this way. Their player chooses 1:

- **They teach you.** They gain 1 Claim[CR] over you.
- **You worked it out by watching.** The first time you use it, their player says what you get wrong.

☐ CLEAN BREAK

When you walk away for good from someone outside the pack who holds Claims[CR] *over you*, like a boss, a landlord, a crew, a family, or an owner, say how they find out. They cross off every Claim they hold over you, and the World starts a Clock at 4. For each Claim they crossed off, choose 1:

- Tick the Clock. Say whom they asked about you, or what trail they followed.
- Take a Condition. The World chooses which.
- Lose something of theirs you were still using. Say what.

The World ticks the Clock whenever they pick up your trail. When it runs out, they've found you, and the World says what they do about it. If you ever go back to them, they regain every Claim.

☐ ROOM FOR ONE MORE

When you take in someone who has nowhere else to go, like a runaway, a kid off the docks, a drone nobody's coming back for, or one of the dead nobody mourned, say what you give them that's yours. The World tells you honestly what they can do that nobody in the pack can, and who wants them back. Each of you gains 1 Claim[CR] over the other.

☐ THAT'S YOUR MOON TALKING

Once per session, when a packmate with you loses Poise[CR], you can tell them which part of this is them and which part is their Moon. Their player chooses 1:

- **You're right.** They don't lose it. They say what they do instead of what their Moon wanted, and you gain 1 Claim[CR] over them.
- **You wouldn't know.** They lose it, and they tell you one true thing about their Moon that nobody without one could know. They gain 1 Claim over you.

☐ HYBRID

Take a second Anima[CR], including its Move, its tells, and its question. You can *Shift*[CR] into either of your Anima, or a blend of both. Both sets of tells show in every Form, and anyone who knows what to look for can see you're two things at once.

Your Move from another Moon	Its Moon

The Move you were shown	Its Moon

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. A packmate taught you how the Changed do something nobody was there to teach you, like how to *Shift* without tearing your clothes, how to mourn, or which bars will serve you in Fur. They hold 1 Claim over you. Say what they taught you, and what you do differently now. Someone from before you Changed holds 1 Claim over you, and wants you back. Say who they are (a crew boss, a family, a contract, an owner), what they say you owe, and how you left.

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. *Something you chose is starting to hold you the way the old things did. Do you let it?*

Your Wode: The animal

Your Moon's protection. It never breaks a seal. Whatever it's after, it won't open a hatch to vacuum, tear a suit, or crack a pressure seal, even to get out. It knows how close the nothing is.

Notes

Notes