PAN

SYZYGY
The Thief

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

Gift: Your way out

Start with a way out that nobody else knows, like a maintenance crawl that comes out past the checkpoint, a lift shaft the inspectors wrote off, or a hatch whose sensor only you know is dead. Say where it starts, where it comes out, and who almost found it.

It fits one at a time.

Where it starts	Where it comes out	Who almost found it

Wyrd: Slip By

You can open a gap that fits one, like a seam in a crowd, a hand's width between a hatch and its frame, or the second between one camera sweep and the next. It holds long enough for one person or one thing to pass, then closes. When that's a Move, roll +Sly if you coax it open, or +Wired if you find it in the timing of the system, like a camera's sweep or a door's cycle (Wyrd[CR]). When the Move demands a cost, often a gap closes somewhere else, like a door that was open, a hatch nobody had logged, or a gap in a patrol's route.

Moves

Start with *Inside Job* and one more Move.

INSIDE JOB

- *When you Jack In[CR] through someone who already has access*, say who they are and what you tell them, and you may roll +Sly instead of +Wired. On a 10+, you may choose 2 benefits instead of 1.
- *When you Find Their Lever[CR] by going through their handset, their files, or their door log*, you may roll +Wired instead of +Sly. On a 10+, you have the lever in hand, like a file, a key, or a recording.

☐ HONEST FACE — ROLL +SLY

When you lie to someone's face, roll +Sly.

- ● **10+** They believe you.
- ◑ **7–9** They believe you, but choose 1:
  - Someone else heard it and knows better. They gain 1 Claim[CR] over you.
  - To sell it, you named someone, and the lie now has them in it. Say who.
  - It holds until a moment the World names. Then they check your story.
- ○ **6–** They know. They let you think they believe you, and they gain 1 Claim over you now. The World says when it comes out.

☐ CRACKSMAN — ROLL +WIRED

When you open something that's locked against you, like a safe, a sealed hatch, or a strongbox on a timer, while someone could catch you at it, roll +Wired.

- ● **10+** It's open, and once it's shut again, nobody can tell it was ever opened.
- ◑ **7–9** It's open, but the World chooses 1:
  - It took longer than you had, and the World says what's coming.
  - It logged the opening, and the World says who reads the log.
  - Anyone who checks will see it was opened.
- ○ **6–** It's open, and it was meant to be. The World says who wanted you inside.

☐ DEEP POCKETS

Once per session, when you need a small thing you could have lifted earlier this session, you have it. Say when you took it, and from whom. Whoever it was notices it's gone before the session ends.

☐ WASN'T ME

Once per session, when someone suspects you, blames you, or thinks you owe them, you can point them at someone else instead. Say who. They believe you, and if they would gain a Claim[CR] over you, they gain it over that person instead. If that person is a packmate, your packmate gains 1 Claim over you when they find out.

☐ THE SUBTLE PATH

When you need to be somewhere nearby that you can see or have stood before, you may step into the gap on the other side and out again there. Roll *Cross Over*[CR] once for the whole trip, at +1. Nothing you're carrying that isn't yours comes with you. On a 10+, you can bring one packmate you're touching.

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 someone who hasn't noticed what you took from them yet. Say what it was. Someone who *has* noticed holds 1 Claim over you, and hasn't called it in. 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. *There's always a way out, and it fits one. Do you take it, or hold it open for someone else?*

Your Wode: The bolt

Your Moon's protection. It never shuts a door behind it.

Notes

Notes