PHOBOS

SYZYGY
The Enforcer

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

Gift: Your gate

Start with a door you keep for someone else, like a dock gate, the front of a bar, or a checkpoint. Say who pays you to keep it, and whom you let through when they aren't looking.

Nobody comes through it without you finding out.

Your gate	Who pays you to keep it	Whom you let through when they aren't looking

Wyrd: Flinch

Touch something, and anything that can be afraid keeps clear of it, like a stall the collectors walk past, a food store the rats abandon, a kid the queue stops shoving, or a doorway nobody wants to be first through. It works on one thing at a time, and it holds until someone there fears something else more. When that's a Move, roll +Fierce if you leave a mark anyone can see, or +Sly if you leave none and let them wonder (Wyrd[CR]). When the Move demands a cost, often something that was keeping its distance comes closer, like a patrol turning down your corridor, a creditor deciding today's the day, or something on the other side pressing against the veil.

Moves

Start with *Before Anything Happens* and one more Move.

BEFORE ANYTHING HAPPENS

- *When you Find Their Lever[CR] by letting them see what you'd do to them,* you may roll +Fierce instead of +Sly. On a success, everyone there knows what you threatened.
- *When you Unleash[CR] to send a message to someone watching,* you may roll +Sly instead of +Fierce. On a success, you can choose this protection: *Whoever it was for gets the message.* They back off for now, and the World says what they do instead.

☐ EVERYBODY STOPS — ROLL +FIERCE

When you step in where a fight is about to start and let everyone see you, like in a doorway, between two crews, or in front of the pack, roll +Fierce.

- ● **10+** Nobody throws the first blow while you stand there. Packmates choose for themselves. While the others are cowed, packmates take +1 to *Find Their Lever*.
- ◑ **7–9** As above, but the World chooses 1:
  - Someone there is more afraid of something else. It holds only until that threat arrives.
  - Someone held back as a favor to you, not out of fear. They gain 1 Claim[CR] over you.
  - They're watching you. It holds only until you move from that spot.
- ○ **6–** They look at you, then start it anyway, with you in it.

☐ CALL THEM OUT — ROLL +SLY

When you challenge someone for something they hold, like a place, a crew, or a seat at the council, in front of the people it matters to, name the contest and roll +Sly.

- ● **10+** They take your terms.
- ◑ **7–9** They take the challenge, but the World chooses 1:
  - They name the contest instead.
  - Someone stands in for them.
  - They raise the stakes.
- ○ **6–** They laugh it off, and everyone there takes their side. The World says what it costs you.

Whenever the contest is settled, everyone who saw the challenge treats what was at stake as the winner's.

☐ THEY'VE HEARD

Once per session, when someone outside the pack sees you coming, say what they've heard you did, and whether you did it. They're afraid of you, and the World chooses 1:

- They get out of your way.
- They tell you what they think you've come for.
- They offer you something to go away.

The World says who told them.

☐ BARE YOUR THROAT

When you put down what makes you frightening in front of someone who's afraid of you, like kneeling to their height, tipping your head back, or setting down your weapon, choose 1. If they're a packmate, their player chooses instead:

- They aren't afraid of you, for now, and they confide what they do fear. Gain 1 Claim[CR] over them.
- They understand what your reputation costs you. They gain 1 Claim over you. Once per session, you restore 1 Poise[CR].

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. Someone in the district is afraid of you, with good reason. Gain 1 Claim over them, and say what they saw you do.

One packmate holds 1 Claim over you. Before you were pack, you frightened them badly. Say what you did, and whether you meant to.

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. *Being feared keeps people safe, and it keeps them away from you. When someone stops being afraid of you, do you let them, or remind them?*

Your Wode: The charge

Your Moon's protection. It only ever goes forward. Anyone behind it, beside it, already down, or kneeling is out of its way, and it never turns back for them.

Notes

Notes