TITAN

SYZYGY
The Mole

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

Gift: Your place

Start with a place inside something that would throw you out if it knew what you are, like a job, a badge, a residency, a seat at an assembly, or a family. You hold it under a name that isn't yours, like a cousin's ID, a dead crewman's berth, or a shift badge that was never reported lost. Say what it lets you into, whose name it was, and who vouched for you.

You can always get in.

Your place	What it lets you into	Whose name it was	Who vouched for you

Wyrd: Haze

Touch something and a haze settles over it, so that whoever looks takes it for something that belongs where it is, like a stranger at the staff table, a Fur tell under a cuff, a crate in the wrong bay, a packmate a search party takes for part of the crowd, or a badge with the wrong face on it. It holds until someone has a reason to look twice. When that's a Move, roll +Sly if you do it under someone's nose, or +Keen if you wait until nobody's looking (Wyrd[CR]). When the Move demands a cost, often the haze lifts from something else, and something that does belong gets looked at twice. A clerk's own badge won't scan, or a neighbor is stopped and asked her business.

Moves

Start with *Two Faces* and one more Move.

TWO FACES

- *When you Take the Scent[CR] by getting someone to talk while they take you for someone else*, you may roll +Sly instead of +Keen. On a success, say who they took you for. They'll remember telling that person.
- *When you Find Their Lever[CR] by putting yourself in their shoes*, you may roll +Keen instead of +Sly. Say what you'd want in their place. On a success, the World also tells you who has what they'd trade for.

☐ COVER FOR YOU — ROLL +SLY

When you take someone's place for a while, like their shift, their seat at a hearing, or their bunk at the count, so they can be somewhere else, roll +Sly.

- ● **10+** Nobody notices the swap until they're back.
- ◑ **7-9** As above, but the World chooses 1:
  - Someone noticed, and keeps quiet for a price. They gain 1 Claim[CR] over you.
  - Something happens while you're them, and they'll have to answer for it.
  - It holds only until a time the World names.
- ○ **6–** Someone notices, and it's the one you covered for who's in trouble.

☐ SOMEWHERE ELSE — ROLL +KEEN

When someone asks where you were, and you could have arranged to be seen somewhere else, say where you were seen, and roll +Keen.

- ● **10+** Someone they'd believe saw you there, and the record agrees.
- ◑ **7-9** As above, but the World chooses 1:
  - Someone had to lie for you. They gain 1 Claim[CR] over you.
  - The record has a gap, and someone is going to find it.
  - It holds only until a time the World names.
- ○ **6–** Someone saw you where you really were. The World says who.

☐ PLUS ONE

When you bring packmates somewhere your place gets you in, say what you've told everyone they are. Nobody asks while they act the part. When one of them does something the part wouldn't, you choose:

- **Vouch for them.** Someone there gains 1 Claim[CR] over you.
- **Disavow them.** They're a stranger who got in, and you've never met.

☐ IN THE ROOM

Once per session, when a group you belong to has decided something that touches the pack, you can say you were in the room. The World tells you honestly what was decided, who pushed for it, and what nobody wrote down. Then say how you voted, or what you said. Gain 1 Claim[CR] over someone who voted or spoke with 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. Start with 1 Claim over someone inside your place who is hiding something too. Say what it is, and how you know. A packmate has seen you at work, being someone else, and holds 1 Claim over you. Say what they saw you do.

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. *The people who think you're one of them are good to you. When the pack needs you to spend that, will you?*

Your Wode: The understudy

Your Moon's protection. It leaves the real one unhurt, somewhere the pack can find them.

Notes

Notes