

# The Construct



## Playing a Construct:

You were created to please, and despite your wishes you are nothing more than a thing. You were created to solve a problem, nothing more than a disposable object, so what use do you have for emotion? Why do you feel? How do you fit into this world? Can you really have a life of your own or are you a slave of some kind? You have no history to base these thoughts in but they fill your head anyway. Are humans really better? You have abilities they can never imagine. No age, no need for food? water or air. If only you could craft as good as your creator, you could fix yourself instead.

## Darkest Self:

As a last resort to being taken out, (when you're out of consequences) you can become your darkest self. Lose yourself in your monstrous urges and temporarily double your consequence caps.

Your body is a prison. You don't belong inside of it. You need to put it in harm's way, and make it suffer, just like it's made you suffer. There's got to be a way to cut yourself out of it. You need to meet your makers, and hold them accountable for what they've done to you. To escape your Darkest Self, you must see how someone else feels more trapped than you do.

## Moves for all Constructs:

Choose three from this playbook and/or subtype below:

### - **Opposed**

When you defy your conceived role and adjectives, roll Will: 10+ remove an adjective you've outgrown and remove any minor harm (injury's) you have. 7-9 remove an adjective you've outgrown and add the adjective "decided".

### - **Renew**

You don't naturally heal but you can go to a skilled craftsperson for care. By spending a full detailed scene in a safe environment, they can either repair any of your physical adjectives or repair one of your physical consequences.

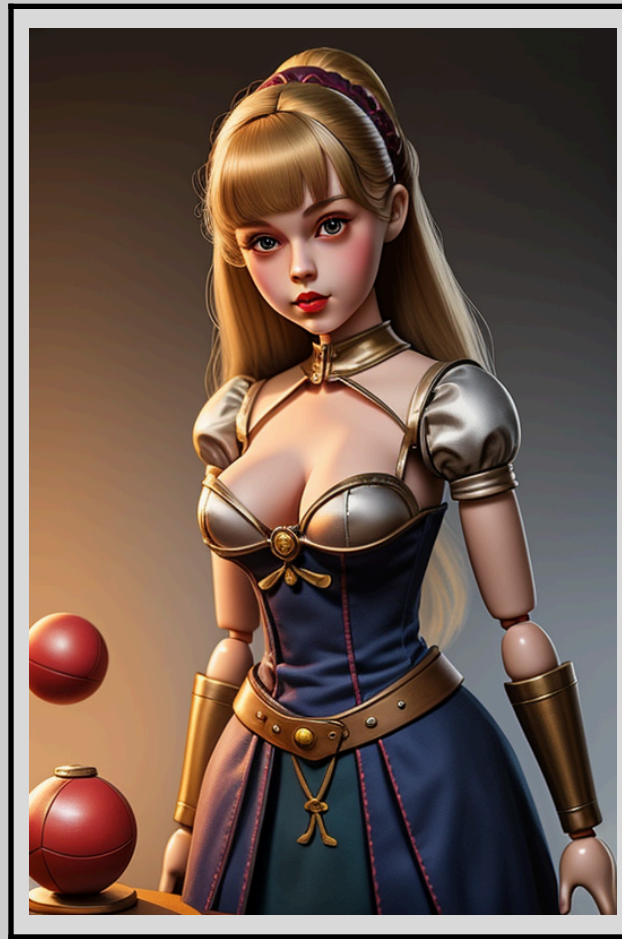
### - **Something Special**

You know what you are and what you're not, you don't need people pointing it out to you. When people treat you like you are less than they are and you make a fuss about it, take +1 to all rolls to prove yourself, this scene.

### - **Metamorphosis**

When you extensively meditate on your existence roll +Will 10+ or higher will grant you views of what you must become, allowing you to permanently swap two of your stats. 7-9 gives confusing views of your conflicting adjectives.

# The Galatea



## Moves only for Galateas:

### - Fragile -x-

Any overlapping damage against you is doubled, unless the attacker has the Aspect “Shamed”, which they gain whenever they deal damage to you. For as long as they are “Shamed”, their overlapping damage against you is halved instead. (rounded up).

### - Lifeless -x-a

You can separate your consciousness from your body at will leaving it in an inanimate state. You can exist “out of body” and move around like a ghost for short periods of time.

### - Bitter Pill

When told to do something that you’re opposed to, roll Will. 10+ give them the adjective “shamed” and choose one:

- add +1 to rolls towards that goal.
- add +1 to rolls to run away/ hide.
- gain a Fate point

On a 7-9, choose one from the list, but you can’t keep your feelings about it hidden.

### - Poise

If you stand up for yourself and fail a roll doing so, you can choose to take an auto +10 on the roll instead but it causes damage to you. Take a negative mental aspect and a minor injury.

**This is a subtype. Subtypes are mutually exclusive.**

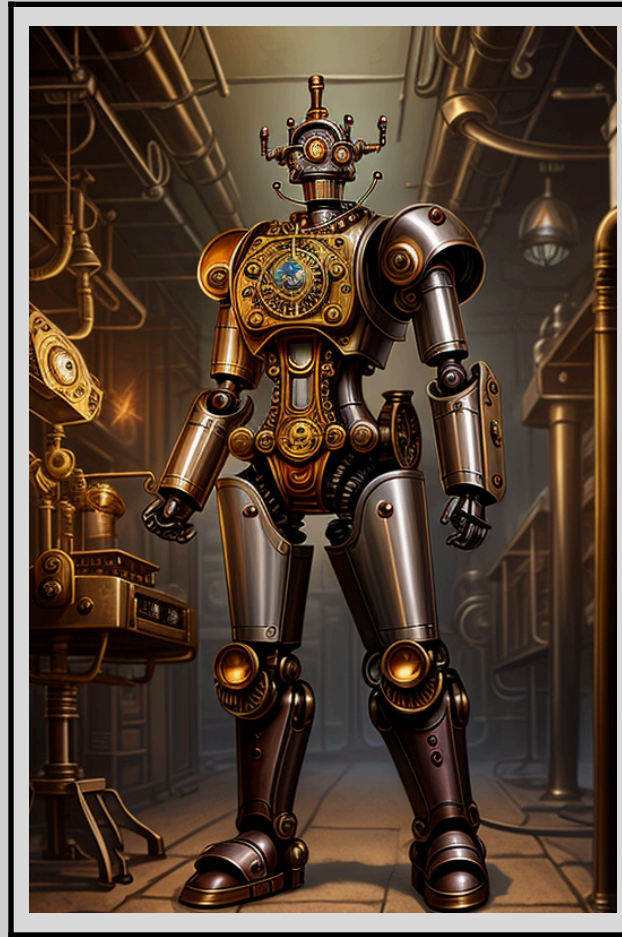
**You can choose a subtype without picking a move.**

**When listing your playbook on your character sheet, list the subtype, if chosen.**

### Playing a Galatea:

Created by an incredible artist, you were pure wish fulfillment. But now you're conscious and sentient and you think and have emotion. You can feel your whole body and tho it doesn't hurt when it happens you can get damaged. No one wants to know what would happen if you were reduced to debris. Do you act as your creator wants you to?

# The Clockwork



## Moves only for Clockworks:

### - Strange Impressions -x-

If you train for a day with a character on a skill they are proficient with, you gain +1 to that skill for an amount of weeks, equal to their level. (lvl 3=+1 for 3 days)  
You can only benefit from one such lesson at a time.

### - Modification -x-

You can experiment with your physical body by augmenting or changing small parts to optimize function. Spend substantial time tinkering and you can increase a skill point by 1 but this will cause drawbacks in another area resulting in a -1 on another skill that you have. You can only benefit from one such modification at a time. Keep track of this move's changes.

### - As You Wish

Once per scene should you willingly put your life in someone else's hands, gain a Fate Point.

### - Boiled Pot

When you explosively vent frustrations and feelings to a PC gain +1 on Rapport or Provoke rolls against them, the rest of the scene.

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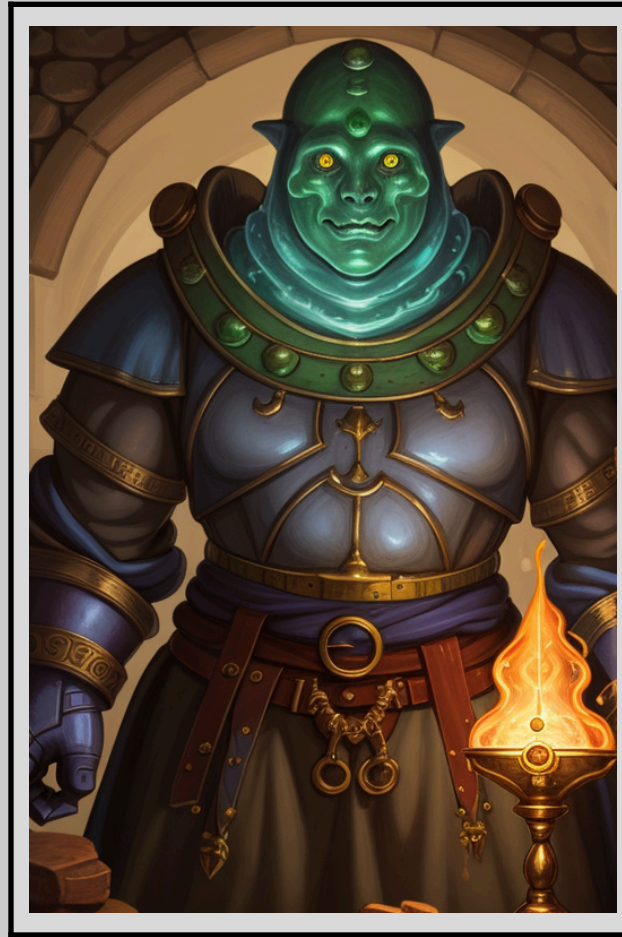
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### Playing a Clockwork:

Automaton, that's what they call you. they assume you're just a fancy trick, that your functions exist only in the movement department. But they are so wrong you can calculate thoughts they could never dream of mathematics and computation is what you were designed for. If only humans could get out of their own way the world could be so much better. How much happier they would be immune to disease and able to repair themselves with a screwdriver most of the time.

# The Homunculus



## Moves only for Homunculi:

### - **Claymation -x-**

When you take damage it merely spreads your matter around and then you quickly reform. You take equal amounts of mental damage instead.

### - **Fake**

When pretending to be something you're not, add +2 to any Deceive Rolls to maintain the facade.

### - **Try Harder**

Whenever you make a colossal mistake, give yourself an appropriate Aspect and add 1 to your next roll.

### - **Better Than Nothing**

Your personality is superfluous, take the character adjective "superfluous" and now you can choose to adopt a character Aspect from other PC's you are able to observe, add it to your sheet as a temporary character adjective and remove a different temporary character adjective (if you have one).

**This is a subtype. Subtypes are mutually exclusive.**

**You can choose a subtype without picking a move.**

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### **Playing a Homunculus:**

Created for work or for fun, Homunculi are vastly inferior magic copies of humans and as such are often very reduced in size and complexity. They may not be quite as smart but they can go places others can't. They may not have organs or even be technically alive but they are relentless and never stop helping no matter what.