Spy unit: Automata, L-1, Moredel, Sheen, Loki, Adam, Ava Builder unit: Talos, Golem, Olympia, Galatea, R.U.R, Zat, Norby Game unit: Stockfish, Komodo, Leela Chess Zero, Houdini, Fritz 15-16, Rybka, Shredder Alignment Lawful Do what you were made to do. Chaotic Change your programming through something you learned. Euil Prove your superiority over organic beings.

Starting Moves

The Machine

Tools

As a purely mechanical being in a world of organics it is important you have the tools to deal with it. Luckily, you do. Choose 2 tools you have access to.

- □ **Back up:** You have a copy of your consciousness on a small piece of technology that can be put in a machine you create.
- □ **Upgrade module:** When you have time to upgrade yourself (about a day or so) you may lose the upgrade module and get an advanced move of the appropriate level.
- □ **Lockpicking finger:** You have a finger that can transform and be used as per the thief's **tricks of the trade** move for lockpicking only.
- Climbing claws: You have metal retractable claws that help you latch onto and hang or climb vertical surfaces.
- ☐ Extra plating: You have an additional layer of metal mesh giving you a permanent +1 armor.

Builder

You know how to create other machines like you. When you **have time and material** tell the GM what you are trying to make. Creating a machine will always be possible but the GM will give you one to four of the following conditions.

- It will take days/weeks/months.
- It will require precious/rare material.
- The best you can do is a lesser version. Unreliable or limited.
- You and your allies risk danger from _______
- You'll have to take apart _____ to do it.

All machines you create must be actively directed by you.

Weapons

You have built in mechanical weaponry. Choose 1 weapon you have built into your body.

- □ Alchemical fireball: Modeled after the spell of the same name you accumulate material from nature and dungeon rations to form a small round bottle that, when thrown, will explode dealing 2D6 damage that ignores armor. You start with 1 of these. When you make an alchemical fireball consume a ration and roll+INT. On a 10+ you make 3 alchemical fireballs. On a 7-9 you make 1.
- ☐ Extendable blades: You have 2 blades hidden in your body that cannot be taken from you without breaking your body. When you use these blades you may use the move backstab from the thief class.
- □ Shocking grasp: Your hands have a strong electric current running through them. Your hands count as weapons with the tags (hand, piercing 2, stunning, electric, precise). When you overload your hands roll+CON. On a 10+ electricity leaps from your hands dealing your damage to someone in near range. On a 7-9 Take 1D6 damage as you are drained from expending so much energy

Power source

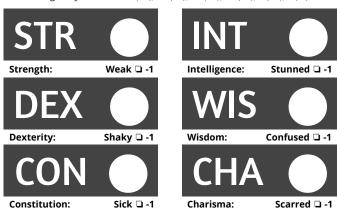
You are not like the rest of these fleshy things scrounging energy from inefficient sources. Choose what it is you do run off of. Whenever a move asks you to use a dungeon ration (except for class moves) you will instead need your energy source.

- ☐ **Sunlight**: You feed yourself from the sun which is quite accessible but unfortunately it is difficult to hold more than 2 sunlight energy at a time. You start with 2 sunlight energy.
- Electricity: Difficult to find without magic or a thunderstorm but it is quite efficient. You start with 8 electric energy and may hold up to 16.
- Perpetual motion: You do not need anything but yourself to function. However if you would roll the last breath move you are instead killed instantly as your engine stops
- ☐ Coal: You burn coal to keep yourself going. You can only have 1 coal energy in you at a time but you may carry as much coal as you want.

XP:		
	(Next level at+current level)	
Look		
Head: Human-like, U-shaped, nonexistent, or		

Text

Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)



HP Max: HP:

Body: Humanoid, Spider-like, Unfinished, or _

Clothes: Common, Noble, None, or _

Max HP = 4 + Constitution

Damage: D6 + Armor:

Tags:

l evel:

Race

Spy unit

You were designed to **impersonate a living being of importance**. You look and sound exactly the same, even close friends and family will not be able to tell you apart unless your actions give you away. Who is this person and what do they control?

☐ Builder unit

You were made to lift impossibly heavy objects. Roll twice and take the **better result for any move made with STR**. You are also extremely clunky. Roll twice and take the **worse result for any move made with DEX**.

☐ Game unit

You were made to be ten steps ahead of anyone in every game they played. When you **know the enemy well and pre plan the entire fight with them** roll+INT. On a 10+ it happens exactly as you planned. On a 7-9 there was a factor you forgot to account for.

I wants to know what it means to love Tal
Astrid makes me feel I'm no better than humans
Mr. Xaxel is smart. I want to learn from him.

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	_ thinks of me as nothing but a tool.
I know	, the historical records have a lot to say about them
	is confusing. I must study them further.
I saved	's life. According to societal standards that should
mean that th	ey owe me a favor.

Cyber Corruption

When you **go beyond 20 moves** from your or another class you become a GM controlled threat.

Gear	Coin: Load: /		
You start with: Adventuring gear (5 uses, 1 weight), Uses left: Spare parts (1 weight) Choose your defences: Leather armor (+1 armor, worn, 1 weight) Shield (+1 armor, 2 weight) Choose 2:	(100 coin = 1 weight) (Your Load is 6+STR)		
 26 coins Dagger (hand, 1 weight) Spare parts (1 weight) Ragged bow (near, 2 weight) and Bundle of arrows (3 ammo, 1 weight) 	:0000000:0000000		
Advanced Moves (Level 2+)			
☐ Expanded network When you work with machines you have built you may roll+# of machines working with you on any move. You must describe how your machines are helping you make this move. ☐ Are we alive?	When you have access to rare metals and create a copy of your body roll+INT. On a 10+ you do it but choose 1. On a 7-9 choose 3. This copy has half your HP and uses your damage die along with your weapon and power source but none of your tools and none of your intelligence or advanced moves. • The materials are not ideal, it is fragile and has 1HP + your CON.		
You can now create conscious machines . Conscious machines can be made with a purpose in mind and they will have the ability to do so on their own. They will also be free to interpret how they should go about such tasks and can rebel if	 It's mind is degrading, it won't be long before it goes insane. It's wiring is faulty. It will sometimes shut down when it moves too much. It will require frequent maintenance to not overheat and explode. 		
mistreated. Database You remember everything you see, can read full books in a few minutes and access them at any time. When you spout lore you succeed as if you rolled a 10+.	☐ Prepared You can choose a second weapon from the weapons starting move and a second power source from the power source starting move.		
□ Overload Requires: Power source that is not perpetual motion When you push your systems into overdrive, consume an energy and roll+CON. On a 10+ you get +1 ongoing to all rolls for a minute. On a 7-9 as above but you also get -1 ongoing for the following 2 minutes as your system struggles to balance out. □ □ Weapon+ (can be taken twice)	Requires: perpetual motion power source You have created a second perpetual motion power source inside you. When you would roll last breath. You instead lose your first perpetual motion machine and come back to life with 1+CON HP as the second one continues on. You may make another perpetual motion machine with enough materials and a few days but you may only fit up to 2 inside your body.		
You have learned how to better your weapon. Alchemical bombs: Not only have you learned how to make more powerful bombs dealing 2D8 damage. You have learned how to mix these bombs with different elements such as frost or acid. You may choose what element the bomb has when you make it. Hidden ammunition: You may now volly with your blades from your body. When you use your blades unexpectedly roll+DEX. On a 10+ you may gain the benefits of backstab from the thief class and called shot from ranger as if you had rolled a 10+ on both. On a 7-9 choose one to gain the benefits from. Conductive wiring: When you take out your wiring take 1D4 damage ignoring armor and add electrified wire (piercing 2, stunning, electric, 3 ammo, 0 weight) to your inventory. When you set a trap with your electrified wire roll+INT. On a 10+ your trap is almost impossible to see before it's too late. On a 7-9 you have to set more wire than you thought, use an ammo. You may also volly with the electrified wire.	When you replicate sounds you have heard roll+INT. On a 10+ you do it perfectly and if it's another person's voice you can replicate words they've never said in their voice based on inference. On a 7-9 something is off and people notice. Learning machine Take a starting move from any other class. Any time you level up in addition to the stat increase and advanced moves from this class, also gain another starting move from a different class. You may not pick two starting moves from the same class. Treat your level as 1 for any spells you gain this way. Take a -2 to all rolls made with these moves.		
Advanced Moves (Level 6+)			
When you plug yourself into an organic being roll+INT. On a 10+ you may create a new world for them inside their mind and they will believe this to be the world they have always known. On a 7-9 they will disbelieve that this world is real and may be able to escape from it.	☐ Singular intelect You see and calculate an arrow's trajectory before it's fired. You see where the swing is headed before the man makes it. You know what parts of your mind to shut down before the mage tries to control you. When you would roll defy danger+DEX, +STR, or +WIS you may roll+INT instead.		
☐ Microbuilder When you build a number of micromachines program them with a simple command and roll+INT. On a 10+ they operate exactly how you made them to. On a 7-9 they don't quite understand your command but might do something similar. ☐ Multiply+	The singularity Take an advanced move from any other class. Any time you level up in addition to the stat increase and advanced moves from this class, also gain another advanced move from a different class. You may not pick two advanced moves from the same class. Treat your level as 2 for any spells. Take a -2 to all rolls made with these moves.		
Requires: Multiply When you multiply on a 10+ you choose options and On a 7-9 you choose only 1. When you split your consciousness roll+WIS. On a 10+ You can successfully be in another body. On a 7-9 your mind is corrupted in the transfer. The GM will tell you how it is different from you. You can be in up to your level+1 bodies at a time. It doesn't matter	When you use materials to add to your body roll+CON. On a 10+ choose 2 effects. On a 7-9 choose 1, it will fall apart easier than the rest of your body. • Extra limb: Gain an extra limb. • Integrate weapon: Integrate a weapon of your choice into your body. • More: You pile metal and circuits onto your body making you larger and giving you +4 HP for each time you choose this.		
Requires: Are we alive? You can now control conscious machines perfectly . They can operate on their own but cannot disobey or misconstrue a direct order from you.	□ Tools+		
You are far more intelligent than anything else could possibly understand. You calculate things in a fraction of an instant. Things others could not possibly understand. Even the smartest organic beings might as well be monkeys playing with blocks. You roll twice and take the highest roll on every INT move.	You can now make all starting tools with proper time and equipment. Body+ When you power through something because of your unique body rol+CON. On a 10+ you are able to withstand it with little to no damage done. On a 7-9 you're fine for now but it has caused problems for you in the future.		