

The Machine

Level:

Name: _____

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.

☐ Evil

Prove your superiority over organic beings.



Starting Moves

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 _____

Eyes: Glowing red, Mechanical, Disturbingly human, or _____

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

Clothes: Common, Noble, None, or _____

Text

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

STR



Strength:

Weak ☐ -1

INT



Intelligence:

Stunned ☐ -1

DEX



Dexterity:

Shaky ☐ -1

WIS



Wisdom:

Confused ☐ -1

CON



Constitution:

Sick ☐ -1

CHA



Charisma:

Scarred ☐ -1

HP Max:

HP:

Max HP = 4 + Constitution

Damage: D6 +

Armor:

Tags:

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.](#)

Bonds

_____ 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 they owe me a favor.

Cyber Corruption

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

