

NAME

LOOK

Body:
Circuitry:
Eyes:
Voice:
Weapon or Tool:

Assign the following to your Ability Scores: +2, +1, +1, 0, 0, -1

STR	DEX	CON	INT	WIS	CHA
<input type="checkbox"/> Weak	<input type="checkbox"/> Shaky	<input type="checkbox"/> Sick	<input type="checkbox"/> Stunned	<input type="checkbox"/> Confused	<input type="checkbox"/> Scarred
DAMAGE DIE	D6()	ARMOR		VITALITY 16 + CON	WOUNDS □□□

DEFAULT MOVE – I, ROBOT

You are a robot! As such, you are immune to many things that tend to befall living beings. You do not eat, breathe, or sleep. You are not susceptible to poisons, diseases, or fatigue. Unfortunately, you do not heal, either. In order to regain Vitality or Wounds, you must be repaired. You may also be at a social disadvantage from time to time.

Select one of the following Packages. Take all of the moves.

COMBAT

Increase your Damage Die to D8.

AVOWED PROTECTOR: Effects modifying the Defend move also affect this move. When you place someone in your protected charge, roll + CON. **Complete Success**: Gain 3 Reserve. **Partial Success**: Gain 1 Reserve. If protecting someone in this manner triggers a Relationship (yours or someone else's), add 1 more Reserve. While you have Reserve from this move, you and your charge add +1 ongoing to Armor. Spend your Reserve to:

- Deal half your Damage (rounded down) to someone attacking your charge
- Grant an ally +2 forward against someone attacking your charge
- Negate the effect or damage of an attack against your charge
- Redirect an attack against your charge to you

LARGE AND IN CHARGE: When you intimidate through a show of force, break an unattended object and roll + STR. **Complete Success**: Enemies flee your sight. **Partial Success**: Some enemies flee, while others may attack you, and others are uncertain. If intimidating your enemies triggers a Drive, add +1 forward against these enemies.

MATTER GUN: Install a Matter Gun (3 Ammo, +2 Damage, Far, Integral. Near, 0 Wt) into one of your Pods.

NAVIGATION

DATABASE OF PLACES AND THINGS: Effects modifying the Understand move also effect this move. When you first encounter a place, people, or piece of technology, roll + INT. **Complete Success**: The GM must tell you something useful and interesting; you add +1 forward when dealing with it. **Partial Success**: The GM must tell you something interesting; it's up to you to use it. If accessing this knowledge triggers a Drive, add +1 ongoing to moves dealing with its subject for the rest of the scene.

BETTER OTHERNAV: Add +1 to the OtherNav move and to moves made to repair or modify a MAME or OtherNav system.

NEVER LOST: When you are traveling and your sensors are active, your moves made to determine direction or location cannot result in worse than a Partial Success.

SERVICE

HUMAN-CYBORG RELATIONS: Effects modifying the Negotiate move also affect this move. When you negotiate with biologicals, state what you are offering (your leverage) and roll + CHA. **Any Success**: Your negotiating partner agrees to your terms; also, add +1 forward against them. **Partial Success**: There is a complication; choose one: you just renegotiate one of the terms, you are put in danger, or a third party enters the situation.

THE VOICE OF REASON: When you point out the flaw in your allies' plans, roll + INT. **Complete Success**: The GM will reveal the flaw in these plans. **Partial Success**: The GM will give you a lesser clue or point you in the right direction. If offering your advice triggers a Drive, you and your allies add +1 forward.

SOCIAL EXPERT: Once per session, when a biological with whom you have a Relationship fails at a social move, your presence changes this to a Partial Success.

TRANSLATOR: Add +1 to moves you make when interpreting foreign languages or cultures or negotiating with aliens.

When you advance, you can acquire individual moves from the other packages.

MARK EXPERIENCE

Mark when you trigger a Drive or Relationship, or when otherwise directed:

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THE ROBOT

DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:

- Free someone from real or figurative imprisonment.
- Impress your allies with a show of force.
- Investigate a new and interesting place.
- Protect someone from imminent danger.
- Prove your innate superiority to biologicals.
- Solve a complex social dilemma.

Gain 1xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

ORIGIN

Select one of the following:

- Industrial: You were designed for use in a commercial workplace (such as a factory). Add +1 to moves representing physical labor.
- Networked: You were one of many robots, designed to work together. When you socially engage other robots, you cannot get worse than a Partial Success.
- Personal Assistant: You were designed to assist a specific biological. Choose an ally with whom you have a Relationship. Once per session, when you Aid this ally, they automatically get a Complete Success on their move.

RELATIONSHIPS

Choose a Relationship for each other character. You may make one of these a Special Relationship.

SR: _____ needs me to watch their back.

Relationship: I must help _____ destroy something.

Relationship: I must ensure that _____ keeps their word.

Relationship: _____ relies on my vast knowledge.

Relationship: I need _____ to keep me in good repair.

Relationship: I must take _____ to new places.

Gain 1xp when you trigger any of these Relationships.

EQUIPMENT

Your Load is (12 + STR):

You do not start with any items. Your flexsteel skin gives you 2 Armor. You start with 2 Pods. When you acquire them, place items with the Integral tag in your Pods.

Pod 1:

Pod 2:

Space for other Equipment:

ADVANCES

When you have marked 9 Experience and you Advance, select one of these options:

- Add +4 to your Vitality or add a Wounds checkbox*
- Increase Damage Die by 1 step (to a maximum of D12)
- Increase one of your Ability Scores by 1 (maximum +3)*
- Take a move from another starting Robot package *
- Permanently enhance a Basic or Special move*
- Take on a Companion
- Unlock a 3rd Drive. When a Milestone is introduced, you may mark 3 Drives.
- ADVANCED POWER MANAGEMENT (rep. Power Management): If you drain a power source, recover 8 Vitality or 4 Vitality and remove a Debility.
- COMBAT ARMOR: Add +1 Armor
- CONSUMPTION: When you drain a power source, roll + INT. Complete Success: The source is completely drained and you are unharmed. Partial Success: Choose - either the power source is drained and you are put in danger or you draw unwanted attention.
- DEFENSIVE BOND: If your Special Relationship is with a biological, add +1 to Defend them.
- DEVIL'S ADVOCATE (req. the Voice of Reason): When you point out the flaw in your allies' plans and provide them advice, you mark 1xp. This can occur no more than once per session.
- GIFT OF GAB: You can use Social Expert once per scene.
- INTEGRATED PILOT: When you pilot a vessel and use Evasive Action, you may roll using your DEX instead of the vessel's SPD.
- MORE PODS: Add 1 Pod.#
- ONE WITH THE MACHINE: When you connect to a network and delve its knowledge, roll + INT to see what you learn. Any Success: Choose 1 from the list below. Partial Success: You also draw unwanted attention or are put in danger (GM's choice).
 - How to safely get somewhere
 - An important secret
 - The location of something or someone important
- PORTER: Increase your Load by 4.#
- POWER MANAGEMENT (req. Consumption): If you drain a power source, recover 4 Vitality.
- RISKY OTHERNAV: One of your options for a Partial Success on OtherNav is "You take 1d6 damage".
- SELF-REPAIR MODULE: Install a Self-Repair Module (5 Uses, Integral, 1 Wt) into one of your Pods. When you repair yourself, roll + INT. Complete Success: Recover 8 Vitality. Partial Success: Recover 4 Vitality.
- SHIELDS EXPERT: When you use Raise Shields, you may roll using your INT instead of the vessel's POW.

* = You may take this move up to 3 times | # = You may take this move up to 2 times