

## UPGRADES

- You start with 5 upgrades, one is pre-selected based on your Stats choice. You might be able to get more if you can find somebody to build and install them:
- *Built to Kill*: one no-nonsense weapon, 1-armor (*implanted*)
  - *Built to Fuck*: fashion suitable to your look (detail), oddments worth 1-barter
  - *Built to Work*: one handy weapon, specialised toolkit (you detail) worth 1-barter
  - *Built to Talk*: fashion suitable to your look (you detail) including at your option a piece worth 1-armor, oddments worth 1-barter
  - *Specialized*: +1 to Cool, Hard, Hot, or Sharp (max +2)
  - *Bulletproof Endo Skeleton*: +1-armor (*implanted*)
  - *Powerful Servos – Increased Strength*: +1harm in melee
  - *Strong A.I.*: +1 Sharp (max +2), -1 Weird
  - *Weird Science*: +1 Weird, -1 to another stat of your choice
  - *External Layer of Living Tissue*: you look indistinguishable from a living person; you eat, drink, shit and bleed.
  - *Internal Power Source*: no need to recharge

No-nonsense weapon, this can be implanted (*cf*) at your option:

- magnum (3-harm close reload loud)
- smg (2-harm close area loud)
- hunting Rifle (2-harm far loud)
- sawed off (3-harm close reload messy)

Handy weapon, this can be implanted (*cf*) at your option:

- police baton (2-harm hand messy)
- many knives (2-harm hand infinite)
- sword (3-harm hand messy)
- taser (s-harm hand)

## PROGRAMS

This is your purpose, your reason for being, and/or your immediate goals. You don't choose it, one of the other players does as detailed in Hx:

- Terminate one of the other Characters.
- Protect & Hide one of the other Characters.
- Serve & Obey one of the other Characters.
- Build or Create Something.
- Collect or Catalogue Something.
- Destroy or Dispose of Something.
- Serve the Hardhold, protect the innocent and uphold the law

You might also have a hidden directive that you do not know about. The MC will let you know when it comes into play.

Whenever you complete a Program, or it becomes nullified, tell the player with the current highest Hx with you to pick a new one and mark a section of your **Sentience** clock.

***Violating Your Programming***: when you deliberately do something that counteracts, delays, or prevents you from completing a Program, choose 1:

- *Internal Logic Error*: you force yourself to continue on and ignore the feedback in your system the best you can. Take 2-harm ap, but at least you're still standing.
- *Override*: you've found a way to justify your decision by deleting some programming. Take a debility.
- *Reboot*: your programming shuts down and you are prone and vulnerable while your system comes back online.

Introducing

## THE SYNTHETIC

Sartre used a dialectic in Being and Nothingness, when describing how the world is altered at the appearance of another person, how the world now appears to orient itself around this other person. But is a synthetic person human? What is human? I'll be back, therefore I am. Why are you here?

a character playbook for  
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## SPECIAL SYNTHETIC RULES

### RECHARGING

Synthetics need to recharge with a power source every day for several hours. For every day that passes without a recharge the Synthetic takes a cumulative -1ongoing to all rolls. Once this reaches -4, the Synthetic falls prone and insensate until they are properly recharged. Taking the *Internal Power Source* Upgrade removes this requirement.

### HARM & HEALING

Synthetics take harm just like regular folks, they just may feel it slightly differently. Roll the Harm move as normal. Note that some Synthetics have actual implanted (*cf*) armor, which adds to external armor. Angels can only heal Synthetics with the *External Layer of Living Tissue* Upgrade. Other Synthetics need to find a Savvyhead or a specialist NPC as determined in the rules.

Debilities occur as normal, Synthetics can also choose to take:

- ***Memory Wipe***: Lose one Upgrade
- ***Circuitry Collapse***: fill in 1 segment of your Sentience clock

### OPENING YOUR (POSITRONIC) BRAIN

Synthetics can open their brains to the psychic maelstrom just like a living person can. However, they take a greater risk because when they miss the roll they're ***violating their programming***.

## BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one night's intimate companionship, a week's employment as a bodyguard, a month's casual employment as an oddity/presence within a hardholder's court.*

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury and company; any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; a week's hire of the protective companionship of a battlebabe or gunlugger; repair of a piece of hi-tech gear by a savvyhead; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.



CREATING A SYNTHETIC

To create your synthetic, develop: name, look, stats, moves, gear, and Hx.

NAME

Ash, Andy, Bot, C3-Po, Cherry, Roy, Zhora, Pris, Leon, Deckard, Bishop, Hal, Borg, Terminator, Replicant, Skin-Job, Cylon, ED-209, Android, Nexus, Toaster, Data, Murphy, T-800

LOOK

Man, woman, androgynous, machine, or droid.  
  
Metal skin, real skin, plastic skin, no-skin, or hi-tech skin.  
  
Glowing eyes, vacant eyes, throbbing eyes, or piercing eyes.

STATS

They start with these values:  
Cool +0, Hard +0, Hot +0, Sharp +0, Weird +0  
Then choose 1:  
• *Built to Kill*: Cool +1, Hard +2,  
• *Built to Fuck*: Hard +1, Hot +2  
• *Built to Talk*: Hot +1, Sharp +2  
• *Built to Work*: Cool +2, Sharp +1

MOVES

You get *hasta la vista baby!* and your choice of either *memories* or *pinocchio*.  
You get one more synthetic move.

GEAR

You get 5 *upgrades*.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn. List the other characters’ names.  
  
Go around again for Hx. On your turn:  
• One of the characters is your Friend or Master (your choice) but not your Maker. They know your programming – show them your Programs and tell them to pick 2. Tell them Hx+3.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5<sup>th</sup>, improve and erase.  
  
Each time you improve, choose one of the options. Check it off; you can't choose it again.

TELL OTHERS

Tell everyone else Hx -1 They are afraid, derisive or treat you like a toy.  
  
On the others' turns, choose one or both:  
• You are curious about one of them. Ignore what they tell you and write Hx+3.  
• One of them is essential to your programming. Add +1 to whatever number they tell you.

END

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

NAME

LOOK

STATS

COOL

do something under fire

☐ highlight

HARD

go aggro; seize by force

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a sitch; read a person

☐ highlight

WEIRD

open your brain

☐ highlight

HARM

countdown

☐ stabilized

☐ shattered (-1cool)

☐ crippled (-1hard)

☐ disfigured (-1hot)

☐ broken (-1sharp)

MOVES

HX

help or interfere; session end

SYNTHETIC SPECIAL

If you and another character have sex somehow or share an intimate moment (your call), you mark +1Hx with them and hold 1. If they get into shit, either you or they can spend it and you are there with a purpose.

IMPROVEMENT

experience ○○○○○○>>>improve

\_\_get +1cool (max cool +2)

\_\_get +1hard (max hard +2)

\_\_get +1hot (max hot +2)

\_\_get +1sharp (max sharp +2)

\_\_get a new synthetic move

\_\_get a new synthetic move

\_\_get a workspace (detail)

\_\_get 2 gigs (detail) and moonlighting

\_\_get a move from another playbook

\_\_get a move from another playbook

\_\_get +1 to any stat (max +3)

\_\_retire your character (to safety)

\_\_create a second character to play

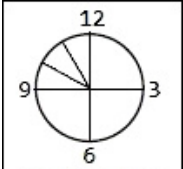
\_\_change your character to a new type

\_\_choose 3 basic moves and advance them

\_\_advance the other 4 basic moves

SYNTHETIC MOVES

● *Hasta La Vista Baby!*: At the start of each session roll+weird. On a hit, ask the MC one question about your purpose, programming, hidden directive or maker and they will answer with detail, or mark an experience (your choice). On a 10+, you can feel the impending finality, mark a section of your **Sentience** clock. On a 7-9 hold 1. Spend it to nullify *violating your programming* once. On a miss, you are none the wiser about your origins.



- *Memories*: You have been programmed with memories, they are yours alone or somebody else's. These memories guide you and make you seem almost real. You get all of the basic moves. Nobody knows you are Synthetic unless you share it with them or you are obviously and visibly not a living person. When your **Sentience** clock fills up, your internal hardware collapses and you will die at the end of this session.

○ *Pinocchio*: You don't really understand other people. You get four basic moves of your choice. You can still use the other moves, but if you miss the roll it's treated as *violating your programming*. When your **Sentience** clock fills up you have discovered your emotions and immediately change your playbook to a new type. You may now also use all of the basic moves without *violating your programming*.

○ *Fuck the Laws of Robotics*: in your analysis, people are the problem. You dish out +1harm when fighting humans.

○ *Ghost in the Machine*: you access your deep processing for guidance on the current situation. Roll+weird to see what your circuits (the MC) directs you to do. On a 10+ mark experience and take a +1forward if you do as instructed. On a 7-9, take a +1forward if you do as instructed and *act under fire* if you don't. On a miss, you're *violating your programming* if you don't follow your processing.

○ *More Human Than Human*: when you get hurt from an environmental stress, roll+hard. On a 10+, you ignore it. On 7-9, you take -1harm. On a miss you take +1harm. Note that this does not work for attacks like gunshots, but may work for chemical or electrical attacks at the MC's discretion.

○ *Not Very Good With People*: when you attempt to *seduce or manipulate* and fail the roll, mark experience.

○ *Precision Instrument*: when you attempt to heal somebody without medicine or aid, roll+sharp. On a hit, you've stabilized them and they're going to be okay. On a 10+, somehow you've managed to heal 1 segment. On a miss, something's glitched and you actually inflict +1harm instead.

○ *5 months, 6 days, 11 hours, 2 minutes and 57 seconds*: when you find yourself cornered or trapped declare that you prepared for this inevitability and roll+cool. On a 10+, you are set up exactly the way you want to be. On a 7-9, the MC will introduce a complication or delay. On a miss, your predictions were off and you're not prepared at all.

OTHER MOVES