

NAME

LOOK

Names: Frankenstein, Karn, Prometheus, Lurch, Robo, Lazarus, Rei, Noh, Fran, Solaris,

Single Eye, Deep-set Eyes, or No Eyes
Bulky Body, Narrow Body, or Small Body
Armored, Uniformed, or Naked
Brand New, Falling Apart, or Patched Together

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 10+CONSTITUTION

DRIVE

What drives you to fulfill your duties? Choose one:

- RECOGNITION
Make someone acknowledge the effort you've put forth
- FULFILL THE DIRECTIVE
Successfully advance the agenda of those who control you
- QUEST FOR IDENTITY
Do what you believe is right, regardless of your orders

STARTING MOVES

BUILT FOR BATTLE

You were built to fight, and your body is a weapon with the Hand and Close tags.

Choose two of the following:

- Armored - your body has +1 Armor
- Burning - your body leaves lasting, burning wounds on those you damage
- Caustic - your body has the Piercing 2 tag
- Detachable - your body has the Near tag. **When you would mark ammo**, take 1d4 damage that ignores armor instead.
- Flexible - your body has the Precise tag
- Violent - your body has the Messy and Forceful tags

ETERNAL SENTINEL

You do not need to eat, drink, or sleep. **When a move tells you to mark rations**, ignore it. However, you cannot be healed by healing potions, bandages, or poultices and herbs.

PRIME DIRECTIVE (WIS)

When someone you have a bond with gives you an order, you take +1 forward to fulfill that order. **When you try to resist an order you have been given**, roll +WIS. **On a 6-**, you must carry out that order, regardless of your own wishes. **On a 7-9**, you resist the order, but take -1 forward to use this move against the same person's orders in the future. **On a 10+**, you may act however you wish, and can resolve your bonds with the person who gave you the order immediately.

Choose one of the following moves to start with. You may take the other later, as an Advance:

IMMOVABLE OBJECT

When an enemy tries to move you against your will, roll +Force. **On a 10+**, choose two. **On a 7-9**, choose one:

- You are not moved
- You throw, push, or drag the enemy who tried to move you, moving them exactly as far as they would have moved you

UNSTOPPABLE FORCE

When you try to remove or plow through an obstacle in your way, roll +Force. **On a 10+**, choose three. **On a 7-9**, choose two:

- You get past the obstacle yourself
- You keep the obstacle out of the way so your allies may pass
- You don't attract attention
- You don't irreparably damage the obstacle, leaving your mark upon it

COMPOSITION

Describe your form, then choose what you are made of:

- SOLID Force stat: +STR
You are made of something solid, like iron, stone, or crystal. Your body is incredibly difficult to harm, giving you Armor 2.
- PUTTY Force stat: +CON
You are made of something between solid and liquid, like clay, taffy, or flesh. Your body puts itself back together easily. **When you roll a 10+ on any roll**, heal 2 HP. Choose a source of damage (fire, acid, cold iron, magic, poisons) that you cannot naturally heal damage from.
- LIQUID Force stat: +DEX
You are made of something amorphous, like water, clouds, or fabrics. Your body is incredibly flexible, and you can squeeze through gaps of any size.
- DANGER Force stat: +DEX
You are made of something extremely dangerous, like fire, acid, or poison. **When someone touches you for more than a moment**, deal your damage to them.

BONDS

Fill in the name of one of your companions in at least one:

_____ helped to create me.

I care deeply about _____.

My creator says I must aid _____.

_____ has some kind of control over me.

THE GOLEM

LEVEL

XP

Your Load is 7 + STR. You start with almost nothing.

Choose one:

- A heavy crushing weapon (close, +1 damage, messy, 2 weight)
- A flexible bladed weapon (close, +1 damage, precise, 2 weight)
- A long poking weapon (reach, +1 damage, forceful, 2 weight)
- Armored plates (1 armor, 1 weight)
- A personal keepsake you hold dear (0 weight)

Advanced Moves

When you gain a level from 2-5, choose from these moves.

ARCANE WARD

You have +2 Armor against magical attacks, and nearby allies have +1 Armor against magical attacks.

EDIBLE

You are made of something good to eat. Being delicious is optional.

When an ally needs to mark a ration, you can take 1 damage (ignoring armor) instead.

ELEMENTAL TRANSFERENCE

You can move through or along anything mostly made up of the same materials you are made of - for example, a cloud golem through clouds, a stone golem through stone, or a flesh golem through flesh. When you move through or travel along the surface of such a material, roll +Force. On a 10+, you make it through with no consequences, leaving no sign of your passage. On a 7-9, some of the material you passed through gets stuck inside you, leaving signs of your passage and possibly making things difficult for you. The GM will tell you what happens.

FLEXIBLE COMPOSITION

Choose a second Composition option. You gain the move associated with that Composition. You do not gain the associated Force stat.

IRON DABBLER

Gain any move from the Survivor or Mechanic class list. If you take the Mechanic's Mechanical Suit, you do not gain a mechanical suit. Instead, choose a Primary Weapon, Movement Method, and Advanced System from the Mechanical Suit list. The chosen abilities apply to you directly.

MATERIAL GIRL

Your body is made of all sorts of useful things, as long as you're willing to rip them out of yourself to get at them. When you or an ally needs ammo, weaponry, or adventuring gear, you can take 1d4 damage (ignoring armor) to produce 1-use the chosen resource.

PINNED DOWN

When you would deal damage to someone with a melee attack, you may instead choose to grab them. You will never lose your grip on someone you have grabbed unless you choose to. You can end the grab at any time to do one of the following:

- Slam them into something, dealing your damage to them
- Pin them down. They can't do anything while pinned, but neither can you
- Throw them somewhere within Reach of you, and they land prone

SEARCH AND DESTROY

When you are given the order to kill something, take +1d4 forward to damage against it.

THESE FEELINGS I DON'T UNDERSTAND

When you Defend someone you have a Bond with, you may roll +Force instead of +CON.

WE CAN REBUILD HIM

When you have a moment of time and safety to alter your body, you may choose one additional option from the Built for Battle list. This option will last for as long as you need it to, or until you use this move again.

CURRENT LOAD

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

CLASH

When you block a physical attack from an enemy, you can grab them, as per the Pinned Down move, even if you do not have that move.

CORE OVERLOAD

When you overload the energies that keep you alive, take 1d8 damage (ignoring armor) and roll +Force. On a 7+, you create a violent explosion, dealing your damage to any number of enemies within Reach of you. On a 7-9, you cause massive collateral damage, the GM will tell you how.

EXPLOSIVE ENTRANCE

Requires: Elemental Transference

When you use Elemental Transference to move through something, on a 10+, you may choose to exit violently, creating an explosion. When you do, take the 7-9 result, but deal your damage to any number of enemies within Reach of your exit point.

EXTERMINATE

Replaces: Search and Destroy

When you are given the order to kill something, take +1d8 forward to damage against it.

MAGICAL DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

MATERIAL WORLD

Everything around you is useful, if you take the time to make it so. When you spend a moment of time and safety altering the terrain around you, tell us what you're trying to accomplish. Terraforming effects are always possible, but the GM will tell you one to three of the following:

- You make a lot of noise, drawing attention just as you finish
- You need help from _____
- You need to spend some gear or equipment to do it
- The created terrain is temporary, at best
- The terrain will be permanently scarred by your terraforming

METEOR THROW

Requires: Pinned Down

You can throw your allies to anywhere within Near range at no risk to them.

In addition, add the following option to the Pinned Down move:

- Throw them anywhere within Near or Far range.

ULTIMATE FORCE

When you Defy Danger with your Force stat, on a 12+, you succeed beyond all expectation. The GM will offer you a better outcome, a moment of perfection, or an opportunity for great destruction.

WE HAVE THE TECHNOLOGY

Replaces: We Can Rebuild Him

You have 3 Built for Battle options selected at all times. Whenever you make a move, you may trade one of your Built for Battle options for a different one. In addition, add this option to the Built for Battle list:

- Explosive - your body gains the Area tag