

NAME:

Choose one or two from each, or make up your own:

Names: Prometheus, Lazarus, Lurch, Epsilon, Metro, Wing, Flare, Sketch, Transit, Prime, Trinket, Genos, Exo, Treble, Rock, Ceta, Ganymede, Vent

Designations: Alpha-2, Prototype, Andromeda, Unit _____, Artificial Human, _____-Type, XXV, Plant, Created by _____, Final Configuration, Ultimate Life Form, Mobile Doll, Model No. 114



THE CONSTRUCTED
BASIC PLAYBOOK

LOOK

Circle one from each list, or make up your own:

- Big Red Eye, Empty Eyes, Nearly Human Eyes, or No Eyes
- Shiny and New, Well-Maintained, or Battle-Damaged
- Designed for: Efficiency, Beauty, Power, or Eccentrics
- Segmented Joints, Bendy Noodle Arms, or Almost Human

AGENDA

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

Appreciate Nature

Protect and enjoy the natural beauty of this world.

Exterminate

Destroy anything that gets in your way.

What Is My Purpose?

Find a reason for who you are and what you do.

STATS

Your **Courage** stat is +2. Assign +2, +1, +0, -1 to your other stats.



BLOOD

COURAGE

GRACE

SENSE

WISDOM

When a stat is damaged, mark the small box. You are in **Despair** when you roll a damaged stat.

WHAT ARE YOU MADE OF?

Choose the option that best represents your construction:

ÆTHER AND ENERGY

You are a being of energy, held together by scientific or magical energy fields. You can phase through grates and living creatures without harming them or yourself. **When you *Get Away***, on a 10+, you can simply teleport away, leaving no trace as to where you went. You still pick options from the list as normal.

HEART AND BLOOD

You are a bio-machine, built using genetic engineering and advanced science. You can eat Food, and Healing items work on you normally. Add Natural Regeneration (2 Uses, Healing) to your Gear. You can only use this regeneration to heal yourself.

MIGHT AND MAGIC

You are a construct of stone and wood, brought to life using magical rituals and arcane sigils. You have some useful magical powers as a result. Add your Magic Tricks (1 Use, Useful) to your Gear. **When you *Fill Your Belly***, when you are **Repaired**, or when you roll a 12+, restore 1 Use to your Magic Tricks. It can never have more than 1 Use at a time.

STEEL AND WIRE

You're a very tough robot, built of metals and plastics and wires. Add your Indestructible Shell (Armor, 1 Use) to your Gear. **When you *Filly Your Belly***, when you are **Repaired**, or when you roll a 12+, restore 1 Use to your Indestructible Shell. It can never have more than 1 Use at a time.

PLAYING AS THE CONSTRUCTED

The Constructed is perfect. They were built to be. But perfection is lonely, and they have no society to call their own. The Constructed is one of a kind. They are made to follow orders and succeed at any cost, and they are very good at both. The Constructed offers you the chance to play a powerful hero with nothing to lose.

Play as The Constructed if you like being a powerful lone wolf, if you want to follow everyone's lead, if you want to focus on just your hero and how they approach the world, or if you just want to be a cool robot.

CONSTRUCTED CORE

The Constructed has these Moves.

BUILT FOR THIS

You have only one purpose in this world: You were built to stop the Overlord. You must follow your orders, and you must go on this journey. It is what you were made to do.

You do not have your own society. You are artificial. You Command Lore about your creators, their secrets, and their science. Tell us who made you - it may even be the people of another member of the fellowship. You also Command Lore about yourself - your purpose, your functions, your creation. Only you can tell us what you are.

This Move cannot be Shared.

BY YOUR COMMAND

You were created to serve, and serve you shall. You have three Locked Bonds, and you begin the game with the first one filled in with the name of another member of the fellowship. **These Locked Bonds are:**

Like it or not, I must follow _____'s orders.

I willingly follow _____'s orders.

I have grown emotionally attached to _____.

When someone named in your Locked Bonds gives you an order, you are filled with Hope if you follow it, and Despair if you ignore or go against it. Either way, your Hope or Despair only lasts for your next Move.

When you Forge a Bond, you may write a name into an unwritten Locked Bond. Once it is written, it is permanent. You can never change or erase a Locked Bond, unless a Move specifically tells you to. **If the Overlord uses a Move that erases your Bonds,** they can still erase your Locked Bonds.

Locked Bonds count towards your maximum of 3 Bonds with a single person.

THE ROBOT

You cannot eat Food, and the Healing tag has no effect on you. **When you Fill Your Belly,** you must use Fuel, made just for you. You can be healed by items with the Repair tag. You do not need to breathe or sleep to survive. Your severed limbs or eyes can function remotely from your body, although you need an item with the Repair tag to re-attach them.

CONSTRUCTED CUSTOM

Choose two of these moves to further define what it means to be Constructed.

ADVANCED SENSORS

When you Look Closely, you may ask an additional question from the list, regardless of your roll.

BUILT IN EQUIPMENT

You have the tools and know-how to fix anything you come across. Add Built-In Equipment (Repair, Slow, 4 Uses) to your Gear.

FREED FROM THESE CHAINS

When you absolutely refuse to follow an order you were given, erase their name from one of your Locked Bonds, and you do not roll with Despair. **If they have any Bonds with you,** erase one of them, too.

NEW PROGRAMMING

You're learning. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook. **This Move cannot be Shared.**

HOLD THEM BACK

When you successfully Keep Them Busy by grabbing them, pinning them, catching them, or otherwise holding them close, you grab them. Someone you have grabbed cannot move and cannot harm you, but otherwise this works just like *Keeping Them Busy* normally does.

You may end the grab at any time to do one of the following things:

- Throw them to the ground. They land prone right where you want them.
- Slam them into something, hard, dealing damage to them.
- *Talk Sense* or *Speak Softly* with them, rolling with Hope. You hold them close until you've said your piece and they've said theirs, then release them.

ROCKET PUNCH

Your arms can be launched away from you, and they return to you by some means, describe it. Once per scene, you can make a Move against anyone nearby as if they were right next to you. **This Move cannot be Shared.**

TERMINATOR

When you are following a direct order, rolling a damaged stat does not give you Despair. **This Move cannot be Shared.**

WALKING ARMORY

Choose another Main Weapon and Useful Feature from your Gear. You cannot choose an option you already have.

This Move cannot be Shared.

CONSTRUCTED ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark it. You may only choose each option once.

LEVEL

You begin the game at level 1.

- Increase your Blood or Sense by 1 (to a maximum of +3).
- Increase one of your stats by 1 (to a maximum of +3).
- Take another Constructed Custom.
- Take another Constructed Custom, or choose another Move from the *What Are You Made Of?* options.
- Take another Constructed Custom, or share one of your Moves with another player.
- Choose a player you have 3 Bonds with. They share one of their Moves or Gear options with you.
- You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change,** choose a Destiny you meet the requirements for and take its first Move.

SHARED CUSTOMS

Record the moves you've learned from your allies here:

Hello. I have been ordered to assist you. Please allow me the freedom to do so. I will not get in your way. I intend to be as useful to you as possible on your journey.

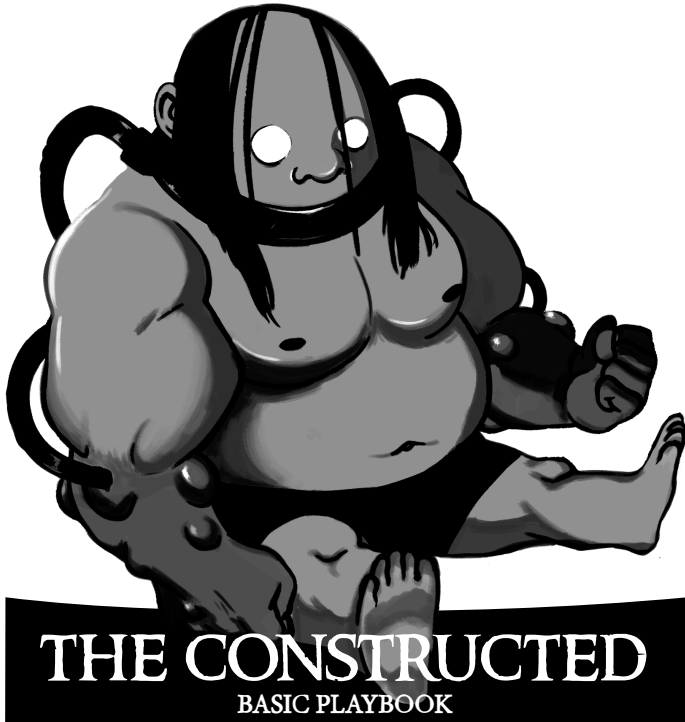
I am a designated combat unit built for battle. I will ensure our adventure goes smoothly and simply. There will be no major distractions and we will finish this assignment quickly. That is what I was ordered to do.

I feel like there's so much more to the world...

But that is irrelevant.

I was Constructed for this purpose and this purpose alone.

We will succeed.



BONDS

You start with 4 bonds with the other members of the fellowship.

Keep your Locked Bonds separate from these Bonds.

Use these, or make your own:

_____ thinks I'm super cool.

_____ treats me kindly.

I quietly enjoy _____'s presence.

_____ has been teaching me about the world.

_____ has seen what I am truly capable of.

_____ freed me from my creators.

I was built by _____.

I want to prove my worth to _____.

I don't speak with _____ much,
but we understand each other.

I will one day die for _____.

Record your other bonds here:

CONSTRUCTED GEAR

You have a tank of fuel (Fuel, 3 Uses)
and you are a weapon (Melee).

Choose your main weapon:

- A pair of wrist-mounted blades (Melee, Piercing)
- An energy cannon (Ranged, Reload)
- An over-sized club, ax, or sword (Melee, Dangerous).
- Reactive armor plating (Armor, 1 Use). **When you take damage**, instead of using this armor to negate it, you may use it to attempt to *Finish Them* with +Courage.

Choose two useful features you were built with; these Gear options cannot be Shared or Taken by anyone else:

- You have many legs and can walk or run along walls and ceilings.
- You can glide through the air and take no damage from falls.
- You are amphibious and can swim faster than you can run.
- You have a giant drill, capable of tunneling through earth and stone.
- You have a riding pod. You can hide an entire person inside you, and they can see what's going on outside of you from safety.

You were not sent alone. The person listed in your first Locked Bond was given some things to take care of you. They add a repair kit (2 Uses, Repair, Slow) to their Gear, and **you choose one more thing to add to their Gear:**

- Another like you, a construct. They have 1 Bond with it.
- A talisman of calling (1 Use). They may Use it to teleport you to their side, no matter where you were.
- A self-destruct button (1 Use). **When they press it**, you and everyone next to you takes 3 damage. **If pressing the button was their idea**, erase their name from your Locked Bond. The button's 1 Use can only be restored by *Recovering*.

FUEL (Item Tag)

Food for robots. The Constructed requires Fuel to eat, and cannot share food with the rest of the fellowship.

REPAIR (Item Tag)

Repair is like Healing for robots and vehicles. You can spend 1 Use to restore 1 Use to damaged armor or other Gear, to heal 1 damage on a robotic player or companion, or to return damaged infrastructure to full working order.

CONSTRUCTED COMPANIONS

The Constructed does not have Companions of their own. Their only Companion option from their Gear doesn't even belong to them, but to one of their allies. These constructs resemble you in many ways, and you can Command Lore about them, even if they do not listen to you.

CONSTRUCT

They look just like you, and they function just like you, and they follow orders just like you, but somehow they don't seem to think like you, or act on their own like you, or appreciate the world like you.

...Maybe you are defective?

NAME: _____ BUILT FOR THIS BY YOUR COMMAND

EARNED FELLOWSHIP

When you gain Fellowship with a community, the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

CONSTRUCTED NOTES

Use this space to take notes.
Write about the people you've met,
the places you've been, and the things you've found.
If you think it's important to you, write it down.