

# THE CONSTRUCTED

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*"I am not alive, yet I live. My body is not of flesh, yet I move. I have no heart, yet I feel. I have no brain, yet I think and have purpose. I have the will to fulfill that purpose."*

- CHARM** • *Manipulate Someone*
- COOL** • *Act Under Pressure*  
• *Help Out*
- SHARP** • *Investigate a Mystery*  
• *Read a Bad Situation*
- TOUGH** • *Kick Some Ass*  
• *Protect Someone*
- WEIRD** • *Use Magic*

## LUCK

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay  Doomed

**Constructed special:** Whenever you spend a Luck point, soon your animating force will malfunction a bit.

## HARM

You get 10 harm boxes and do not become unstable.

Okay  Dying

## EXPERIENCE

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

## MOVES

You get all the basic moves, and three Constructed moves. You get these two:

- Inhuman:** You have a hard time understanding human behavior, mannerisms, and emotions. When making move relying on social intelligence, take -1. People don't get you either, so other hunters suffer a -1 if they try to **manipulate** you. You also get 10 harm boxes instead of 7, and do not become unstable due to damage.
- Recharge:** You may repair yourself by immersing yourself into a source of your animating force, but it's dangerous. Roll +Weird. On a 10+, heal 3-harm. On a 7-9, heal 2-harm. On a 6 or less, the energy overwhelms you, which never ends well.

Then pick one of these:

- Detachable Parts:** You may detach one or more of your body parts. They act as an **ally: subordinate** (motivation: to follow your exact instructions). Each is able to move and sense in some way.
- Mystic Focus:** Your body acts as a magical focus and can count as a requirement for **use magic** or **big magic**.
- Awaken Object:** Share your animating force with another object within close range to treat it as an extension of yourself. When you **animate an object**, roll +Weird. On a 10+, you control the object like a part of yourself and gain +1 ongoing for rolls you make with it. On a 7-9, you control the object like a part of yourself. On a miss, suffer harm as you lose that essence.
- Hide In Plain Sight:** If you hold still, you appear to be a statue. Nobody will pay any special attention to you.
- But Why?:** Your struggles to understand people means they can reveal more than they mean to. Always take one extra hold when you **investigate a mystery** or **read a bad situation** by talking to someone.

## GEAR

Large weapons, pick one:

- Sledgehammer (3-harm hand heavy messy)
- Big sword (3-harm hand heavy messy)
- Huge handgun (3-harm close loud reload)
- Poleaxe (3-harm hand/close messy)

Your body, pick two:

- Fists (2-harm hand forceful)
- Energy blast (2-harm close animating-force)
- Wrestle (1-harm intimate/hand restraining)
- Energy pulse (1-harm close area animating-force)
- Bulwark (1 armour)



## GETTING STARTED

To make your Constructed, pick a name. Then follow the instructions in this playbook to decide your look, ratings, animating force, purpose, moves, and gear. Finally, introduce yourself and pick history.

### LOOK, PICK ONE FROM EACH LIST:

- Man-shaped, woman-shaped, monstrous-shaped, neuter-shaped, \_\_\_\_\_ shaped.
- Clay body, wood body, stone body, metal body, plastic body, robotic body, \_\_\_\_\_ body.
- Trench-coat and hat, toga, servants' livery, lab coat, hooded cloak, work clothes, casual wear, fine clothes, naked, \_\_\_\_\_.

### RATINGS, PICK ONE LINE:

- Charm -1, Cool +2, Sharp -1, Tough +2, Weird 0
- Charm 0, Cool +1, Sharp -1, Tough +2, Weird +1
- Charm -1, Cool +2, Sharp 0, Tough +2, Weird -1
- Charm -1, Cool -1, Sharp 0, Tough +2, Weird +2
- Charm -1, Cool +1, Sharp +1, Tough +2, Weird 0

## ANIMATING FORCE

There is a force that gives you life, which cannot harm you. You do not eat, breathe, drink, or heal naturally. Instead, repair yourself with your **recharge** move. Pick an energy type:

- |                                    |                                    |                                  |
|------------------------------------|------------------------------------|----------------------------------|
| <input type="checkbox"/> Lightning | <input type="checkbox"/> Clockwork | <input type="checkbox"/> Thought |
| <input type="checkbox"/> Fire      | <input type="checkbox"/> Orgone    | <input type="checkbox"/> Aether  |
| <input type="checkbox"/> Music     | <input type="checkbox"/> Alchemy   | <input type="checkbox"/> _____   |

## PURPOSE

You were created to serve a specific function, pick one:

- Weapon: All your attacks do +1 harm.
- Guardian: You get +1 when you **protect someone**.
- Assistant: You give a +2 bonus when **helping out**.
- Experiment: Take a move from another playbook.

Why are you no longer serving that function? Your history options overlap with these, so check those to help you decide. Pick one:

- Your creator died.
- Your creator set you free. Why?
- Your creator discarded you as a failure.
- You were buried for many years. Who found you?
- You killed your creator. What did they do?
- You ran away.
- You were lost in the war. Who were you fighting?
- You were broken but now restored. Who fixed you?

## INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Constructed by name and look, and tell the group what they know about you.

## HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

- This hunter is your creator. Tell them how you feel about them.
- This hunter is the first one who treated you like a person instead of a thing. Ask them what you did that made them think of you that way.
- This hunter is still afraid of you. Work out with them why that is.
- This hunter is treats you like pet, fondly but dismissively. Ask them why.
- This hunter is a good friend. Tell them if it's from way back, or recently.
- This hunter makes you a bit suspicious. What makes you feel that way?
- This hunter thought you were a monster and tried to kill you. Figure out why you are now friends.
- This hunter has known you since they were little. Ask them what the nature of your relationship is.

## LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

### IMPROVEMENTS

- Get +1 Tough, max +3
- Get +1 Cool, max +3
- Get +1 Sharp, max +2
- Get +1 Weird, max +2
- Take another Constructed move
- Take another Constructed move
- Gain an ally: you make a friend (literally)
- Adjust your needs: mark a second animating force
- Take a move from another playbook
- Take a move from another playbook

After you have leveled up five times, you qualify for advanced improvements in addition to these, from the list below.

### ADVANCED IMPROVEMENTS

- Get +1 to any rating, max +3
- Become human, and change to a new type
- Change this hunter to a new type
- Create a second hunter to play as well as this one
- Mark two of the basic moves as advanced
- Mark another two of the basic moves as advanced
- Retire this hunter to safety
- Erase one used luck mark from your playbook