

The Construct

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Background

You were luckier than the rest of the Doctor’s companions. When he first brought you online, you both knew your creator and that he cared for you. What biological being can say the same?

As your consciousness developed, the time you spent with him expanded your knowledge and computational ability more than any other path. When he died, you were devastated. The others lost a friend, a confidante, a role model. You lost the only family you had ever known.

Tags	Moves	Gear
	+ any Construct Move	<ul style="list-style-type: none">• Clothing suitable to your look, if applicable.• An energy transceiver (+implanted). It is highly sensitive to all forms of energy, including exotic particles. When relevant, take +1 on Reading a Dire Situation.• Integrated protection (+armour). Also suitable to your look. This can mean it’s invisible to the naked eye. You may use it to reroll once when Tempting Fate. Describe how it saves your life when you do so. This destroys it, but it regenerates at the beginning of the next session. A Whiz can also repair it if they spend 2-scrap. A weapon created like a full hit on the Whiz move Aggressive Improvisation. It’s not in danger of falling apart, and does not cost scrap. This weapon may have +implanted for free.
Vortex Tags	+ another Construct Move	
Emotional Keys		
Pick two: Nobility, Optimism, Guilt.		
Experience	Fate	Spark

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Romance Move

Improvements

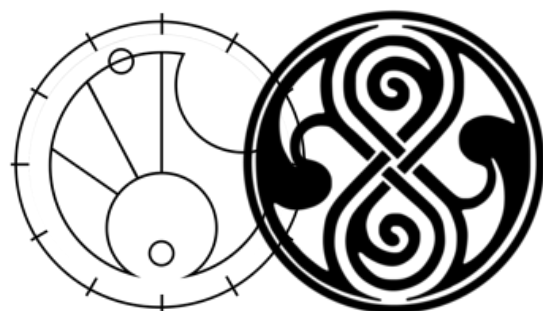
Sometimes biological beings fall for you. When you can manage a moment of intimacy, their History with you resets, and you mark experience. It's usually a bizarre experience for them, and an enlightening one for you.

Bonds and History

Improvements after your fifth

Choose one or more. Best to choose many.

- _____ once repaired my logic core, leaving an impression of their personality. (+2)
- _____ was there when I first came online. Like the Doctor, they are my parent. (+3)
- _____ always treated me like an equal instead of a thing. (+1)
- _____ reminds me of the Doctor. I love them for this. (+1)
- The Doctor's last words to me were "Keep an eye on _____." (+1)



Changing images on this character sheet

To change the Fate clock image or the Spark image, left click on it, delete the current image, click on the "insert image icon", choose "link" and copy one of the following addresses in-

- Nothing filled in = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate0.png>
- 3 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate1.png>
- 6 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate2.png>
- 9 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate3.png>
- 10 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate4.png>
- 11 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate5.png>
- 12 O'Clock = <http://www.curufea.com/lib/exe/fetch.php?cache=&media=roleplaying:companions:fate6.png>
- No Spark = <https://i.imgur.com/hTWsFOY.png?1>
- +4 Spark = <https://i.imgur.com/ucNlKAF.png?1>
- +2 Spark = <https://i.imgur.com/nMMGvyj.png?1>
- +0 Spark = <https://i.imgur.com/xTvYJ01.png?1>
- -1 Spark = <https://i.imgur.com/CEb6tgh.png?1>
- -2 Spark = <https://i.imgur.com/CC1R9BY.png?1>
- -3 Spark = <https://i.imgur.com/ezPu3YV.png?1>

CREATING YOUR CONSTRUCT

Choose your name, look, stats, moves, bonds, and keys.

Names

Gort, Rur, Giskard, Bors, Ash. Coppelia, Olympia, Zhora, Eve, Alsatia.

Mentat, Comox, Hydral, Photius, Scorlin.

Look

Feminine, masculine, androgynous, fluid, nonhuman.

Biped, quadriped, rolling, hover, insectoid, gestalt.

Nondescript clothing, simple clothing, tattered clothing, plated armour, no discernible clothing.

Pleasant face, attractive face, blank face, non symmetrical face, armoured mask, no face.

Soft eyes, staring eyes, dead eyes, sensor strip, enhanced scanners, no visible eyes.

Strong body, graceful body, squat chassis, abstract body, swarm body.

Stats

Choose one set. You get the associated tags.

- (Cool +1, Bold -1, Appeal +0, Clever +2, Vortex +1) +androgynous +vortex
- (Cool +0, Bold -1, Appeal -1, Clever +2, Vortex +2) +aware +vortex
- (Cool -1, Bold +2, Appeal -1, Clever +2, Vortex +1) +eternal +vortex
- (Cool -1, Bold +1, Appeal -1, Clever +2, Vortex +1) +flexible +vortex

Construct Tags

+Androgynous: You are programmed to perfectly emulate a human being. Only sensing gear with +vortex can tell you're a construct. Also, when you Convince with Emotions, take +1 now.

+Aware: You possess an affinity for the Vortex. You begin the game with the Vortex Move of your choice.

+Eternal: You automatically get a full hit (10+) when you make The Death Move.

+Flexible: You start the game with one additional move from any other playbook.

+Vortex: As with things' tags. You are constructed from Gallifreyan technology.

Moves

You get all the basic moves, plus choose two **Construct** moves.

Bonds

Choose one or more. Best to choose many.

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- _____ reminds me of the Doctor. I love them for this. (+1)
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Starting Emotional Keys

Pick two: Nobility, Optimism, Guilt. Write them in "Mark Experience When ..."

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