

Hyperdyne Systems

Hyperdyne Systems model 341-B Technical Specifications

A Weyland-Yutani Company—"Building Better Worlds"

sorensen/crane

SYNTHETIC TECHNICIAN

Bishop: "I prefer the term 'Artificial Person' myself."

Nature: Analyzing, Simulating (Learned Human Responses), Executing (Company-Mandated Directives)

Raw abilities: Health 4, Will 4. Natural Order is 2. Health may never advance.

Skills: Operator 3, Pilot 3, Technician 3, Executive 2, Medic 2, Scientist 2.

Programming: Increase an existing skill by 1 or take a new skill at 2. Synthetics may not choose Armorer, Soldier or Gunner. You do not start with any social graces unless you select one as a new skill from Programming.

Special Trait: More Human Than Human—Synthetics are stronger, smarter and faster than humans but lack the guile, aggression, ambition and instinct that makes humanity so dangerous.

Select an approved background from the USCMC Field Operations Manual that describes your character's origins, then choose one trait and one wise from the listed options.

Approved backgrounds include: Colonial, Corporate, Criminal, Educated, Military, Scattered, Orbital or Urban.

Answer the synthetic Nature questions. You are equipped with the Technical loadout (see the ECA Handbook & Survival Guide). Note your character's name and gender on your record sheet—the standard model synthetic appears as a male or female human in their mid-40s. You may have a personal item. Your species is synthetic.

Directives, Learned Responses and Goals

In place of Belief, synthetics have a Company-mandated Directive. The baseline directive for most synthetics is simple and direct: "Through action or inaction, I shall not harm a human being nor allow a human being to come to harm." Other Directives are predefined during inception and tend to revolve around the well-being or desires of the Company.

In place of Instincts, synthetics have Learned Responses. Although they are machines, they are capable of forming new neural pathways; meaning they can learn, adapt and change over time. Learned Responses are modeled after observations in human behavior. In an effort to assimilate into humanity, the synthetic develops human-like responses. It's as close to an unconscious mind as a synthetic will ever have.

Synthetics are capable of setting Goals for themselves like any human. These Goals are defined as missions or tasks by human overseers but as an autonomous unit, the synthetic can make decisions on the fly and set new Goals as mission parameters change.

Conditions & Recovery

Like humans, synthetics always start the game fresh. Unlike humans, they do not require food or water—although they may enjoy meals with humans, it's merely a social interaction for them. Synthetics do not suffer from emotional stress, fatigue or illness. They are quite susceptible to injury due to their fragile internal workings. An injured synthetic bleeds white latex and suffers a permanent loss of 1 Health point. They cannot use "suck it up" to recover from injury. Synthetics may be repaired with an ob 4 Technician test. Once a synthetic sustains an injury, they can never regain the fresh condition.

Units may be brought back online even after suffering near-catastrophic damage. A synthetic that suffers the dead condition may be repaired just enough to communicate verbally or transmit data via cabled interface (requires a Technician test, ob equal to the synthetic's number of conditions) but will remain immobile. It's a terrible existence and the synthetic may request deactivation.

Enforced Pacifism

Synthetics are programmed to take orders but can neither threaten nor act against humans. Synthetics may not learn Solider, Armorer or Gunner and cannot use or help with the Attack or Feint actions in a kill, capture or drive-off conflict. They may use the Maneuver or Defend actions and are allowed to disarm attackers, drag injured humans to safety and perform similar tasks in combat.

Synthetic Nature Questions

Was your incept date relatively recent or are you an older model, prone to eccentricities?

- If you're a newer model; a Hyperdyne System 341-B or later, increase Nature by 1.
- If you were created in a different time; a Hyperdyne Systems 120-A/2 or earlier, you may replace your background trait with Twitchy.

Do you have intellectual or creative pursuits outside your primary function or are you single-minded and focused?

- If your time is spent dealing with Company concerns or as military support personnel, increase Nature by 1.
- If you have an interest in art, literature, film, music or other aspects of human culture, you may replace your background trait with Curious.

If Company Directives clash with Learned Responses, do you resolve the conflict or do you explore this aspect of your sentience?

- If your first thought is, "There's something wrong with me. I should run a self-diagnostic." then increase your Nature by 1.
- If your first thought is, "Fascinating. Is this part of the human experience or just a simulation?" you may replace your background trait with Thoughtful.

SYNTHETIC LEVEL BENEFITS

Level 1

Technician: Immune to the Grind; cannot be made hungry or thirsty, angry, afraid, exhausted or sick. Natural Order is 2. Synthetics are programmed to follow orders and may not act to harm human beings. They are unable to advance Health unless otherwise specified by a level benefit. Will, Nature and skills may advance—their brain are neural-net processors; learning computers. Because of this, some may develop human-like traits over the course of their careers. Synthetics do not wear armor or helmets. Their Nature prevents them from helping with or using the Attack or Feint actions in all fight conflicts.

Level 2

Quantum Neural Net: You learn quickly. When using Beginner's Luck, gain that skill at rating 1. A passed test raises that skill to 2.

Artificial Person: You've developed a sense of humor and are able to employ both irony and sarcasm; if tied during a test in a Negotiation or Argument conflict, you may break the tie in your favor.

Level 3

Trust me: You may help other characters when they use their Instincts.

Is there a problem?: When another character suffers a twist, gain +1D if you volunteer to resolve the twist.

Level 4

Quantum Processing: You can research databases, talk to computer networks and remote pilot drones or vehicles while performing other tasks. Making a computer or operator test allows you to make a second test for free in the same turn. A twist may prevent you from making that second test.

The Thing with the Knife: Your speed, precision and reaction time is uncanny. +1s to Maneuver.

Level 5

Efficiency Expert: Your help in Camp provides an additional +1D.

Memory Core: Gain an additional wise. Your maximum wises increases to five.

Level 6

Did I do OK?: When taken out of a fight, roll 1d3. You will return to the fight with that much disposition after that many rounds. This ability can be used once per mission.

I know now why you cry: Choose afraid or angry—you are now vulnerable to that condition as a result of failed tests. You gain +1D whenever you make a Nature (Simulating) test or tap that Nature descriptor.

Level 7

Executive Officer: You're a trusted member of the Company and have contacts with a powerful ally you can turn to for assistance or intel. In addition, you have a discretionary budget of 3D of cash per mission.

Like Tears in Rain: You gain +1D to one action type during a conflict if you are angry or afraid. When given the dead condition, take a free action at no penalty before you deactivate. *Prerequisite:* I know now why you cry.

Level 8

Glitched: You've developed eccentric behavior. Reduce your maximum Nature by 1, permanently, and change a descriptor to Resisting, Seeking or Betraying. Your glitched Nature allows you to use any action in kill, capture or drive off conflicts.

Adaptive: You're becoming more human every day. Change a Nature descriptor to Carousing, Escaping, Demanding or Griping.

Level 9

Next Gen: Your Nature score's ability cap is increased to 8. If Glitched, your Nature score's ability cap is increased to 7.

Optimized: Choose a pair of skills—Operator & Pilot, Medic & Scientist or Executive & Technician—these skills become heroic; they score successes on rolls of 3-6 rather than 4-6.

Level 10

Burns Twice as Bright: You're dying, or something close to it. Until next Cryosleep, you may overload your systems to increase your Natural Order by +2. When Cryosleep phase begins, you gain the Dead condition and deactivate due to internal systems failure. The benefit Like Tears in Rain may be used before your deactivation.

Second Life: You have access to a (fresh) backup body imprinted with your current Will and Nature, character level, skill ratings, traits and wises. Make a note of them. Health is 4. Should your body fail, you may activate this backup. Your Second Life may only be used once.

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