

+++DRONE+++

ACTIONS

Move: The Drone moves through the zone. On a 1-3, value of the dice determines the number of areas moved (1, 2 or 3). Using a 4, 5 or 6 for movement implies the Drone uses acrobatics to jump or climb over obstacles. It still moves 1, 2 or 3 areas, but can bypass barriers, reach normally inaccessible areas and so on.

4	Move 1 area; bypass a barrier that could be cleared by an athletic human
5	Move 2 areas; bypass a barrier that could be cleared by an Olympic athlete on the best day of their life
6	Move 3 areas; bypass a barrier in a superhuman manner

Stealth: The Drone hides or moves a short distance stealthily. 1, 2 or 3 – stay hidden in cover.

4, 5 or 6 – move while hidden
or
try to reduce the Alert level

Attack: A 1 stuns; anything more kills. Armour, cover and other factors penalize the Action Value.

Interact: Try to persuade someone. It's *unreliable* (roll for it).

Act: Any other action can be attempted by the Drone. The success of the action is determined by the value of the dice.

Dodge: Take an Action Dice to dodge an attack. This happens outside the normal order of events.

Self Dice

1: You trust your operators completely. You have no emotions and minimal volition. Effectively, you're a machine. You-as-a-player can still make suggestions, crack wise, and decide what the Drone does, but you-as-a-drone have no free will and cannot refuse an order. Without taking the Interact action, your behavior and body language is stilted, affectless, artificial.

2: You're still a machine, but sometimes you glitch. Certain things seem to have unusual importance to you, even if you can't articulate why. You have a little more curiosity, a little more drive.

3: You may express doubt and argue with your operators, but still feel compelled to obey their instructions. You may experience flashes of emotion in response to recovered memories and things associated with them. You may use Self Dice to take short-term actions not directly related to the mission. When you're around things and people from your former life, you act almost human.
The first time you possess three Self Dice, gain a memory. Ask one of the Operators to narrate this memory.

4: Your emotions may be triggered by things other than your own memories. You can feel anger, fear, regret, or pity for people you've only met as a drone. Your body language and expressions are much more convincingly human now; you don't seem robotic, just remote.
The first time you possess four Self Dice, gain a memory. Ask one of the Operators to narrate this memory, but you may specify what the memory is about. You can pick any Operator, but can't pick the same one twice.

5: You may make your own decisions about the operators and the mission. You're a free agent, although you've still got the operators in your head and they can override your actions with their Action Dice.
The first time you possess five Self Dice, gain a memory. Ask the GM to narrate this memory, and you may specify what this memory is about.

6: You now feel the full range of human emotion. You're alive. You're not the person you were – it's arguable if you're even human – but you're a person again. At this level, you don't need to spend Self Dice to act against the operator's orders (although they can still override you with their actions, if they have the Action Dice to spend).
Each time your total reaches six Self Dice, gain a memory. You may narrate this memory.

Spending Self Dice: Spend a Self Die to take an action

Gaining Self Dice: At the end of the action round, roll all your Self Dice. If you get a 6, gain one Self Dice.

Self: You may use Self Dice instead of drawing from the Action Pool. **Starting Self:** 2
SELF DICE – []