

The Constructed

An Official Fellowship Expansion Pack



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The Constructed is the third *Fellowship* expansion pack, and it gives you a very lonely hero of the fellowship. The Constructed is fundamentally different from everyone else in a very core way. They do not have their own people, there are very few like them in all the world. They were built, created to do the exact job the rest of the fellowship chose to do - defeat the Overlord.

The Constructed is different. They are lonely even in the fellowship. They do not eat the same food. They do not keep their own companions. They cannot be healed by bandages and medicine. They are not like everyone else.

But that is also their strength. They can do things no one else can. They can act in ways no one else could think of. And they are very strong. Their Gear is mostly unlimited in use, or easily refreshed compared to other players', and their strange bodies can do things no one else ever could.

Of the core playbooks in *Fellowship*, The Constructed is most similar to The Squire. Like the Squire, you do not have an entire society to be responsible for. You Command Lore about something smaller and simpler - the science of the world, and the science of yourself. The Constructed is another strong option for the player who doesn't want to concern themselves with the over-arching story or politics of the world, and just wants to play a hero alongside their friends on an adventure.

On the Overlord's end of things, the Constructed is a strong-arm for the fellowship. They will break things, probably your things. When they have a job, they'll do it, whether you like it or not.

When you want to play to their strengths, give them straight-forward situations with an easy right and wrong. Give them things to fix, or things to break. Give them an enemy all to themselves. Give them a chance to do the right thing. And let them find their own purpose.

When you want to play to their weaknesses, give them situations with no clear right and wrong. Give them conflicting orders. Separate them and make them even lonelier than they already are. Give them something to brood about. And let them stew in their own thoughts.

New Content

The Constructed expansion features two new Limited tags, Fuel and Repair, and new Gear options for some of the old playbooks that take advantage of them. It also adds a new Army option for The Overlord to use, **The Machines**.

You can get the printable character sheet for The Constructed here:

<https://www.mediafire.com/?z0jz8z7kc0k2789>

Fuel (new Limited Tag)

Fuel functions like Food, but for robots. The Constructed can use it to *Fill Their Belly*. Just like Food, it costs 1 Use per point of healing it gives you. Unlike eating food, there is no joy in consuming fuel, and consuming Fuel never counts as sharing a meal with friends.

Repair (new Limited Tag)

The Repair tag functions like Healing, but for robots and vehicles. Repair items can also be Used to fix up damaged equipment, armor, infrastructure, or technology. 1 Use of Repair can be used to restore 1 Use to armor or other Gear that has been fully spent, or return damaged infrastructure and technology to full working order. Most items with Repair also have the Slow tag.

If you are playing with The Constructed expansion...

The Dwarf adds the following option to their fourth Gear list:

- A construct. You have one Bond with it.

The Dwarf's Gear option Craftsman's Tools are (2 Uses, Repair, Dwarf-Made) instead of (2 Uses, Useful, Dwarf-Made).

The Harbinger adds the following option to their second Gear list:

- A construct.

If both The Constructed and The Squire are in the fellowship together, the Squire adds a Toolkit (2 Uses, Repair, Slow) to their starting Gear.

The Overlord has another Army to choose from, **The Machines**. See the Constructed Enemies for more information.

The Constructed

Basic Playbook

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.

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 different from the rest of the group, if you want to follow everyone's lead, if you want to focus on only your hero and how they approach the world, or if you just want to be a cool robot.

Names

Choose one or two from each list, 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

Look

Choose one from each list:

- 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

Stats

You begin with a +2 in Courage.

Assign +2, +1, +0, -1 to your other stats however you like.

Agenda

Choose one:

- **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.

CONSTRUCTED CORE

The Constructed has the following 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 filled with 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.

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 are a very tough robot, built of metals and plastics and wires. Add your Indestructible Shell (Armor, 1 Use) to your Gear. **When you *Fill 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.

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 with 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 one Bond with it.
- A talisman of calling (1 Use). They may use it to teleport you to their side, no matter where you are or what you were doing.
- 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*.

Initial 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 _____.

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 other 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

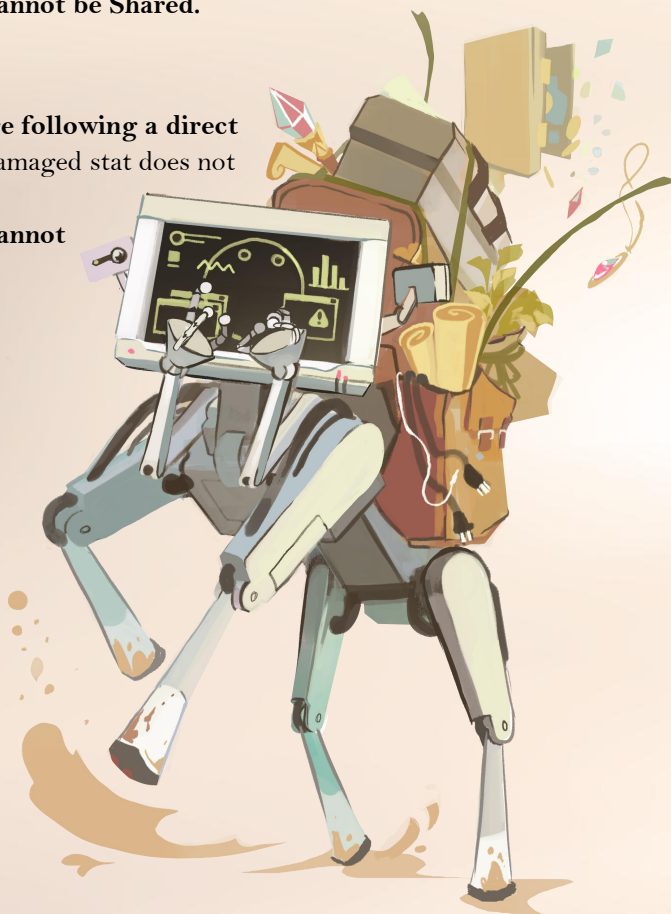
Your arms can be launched away from you, and they return to you by some means, describe it. Once per scene, you can make a Move against anyone nearby as if they were right next to you.

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*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Blood or Sense by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value 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.

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.

Contract: 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?

Stats: Built For This, By Your Command

Constructed Fellowship

There is no one like you and no one you can truly relate to, but there are those who respect and appreciate your design and abilities. Your Fellowship is the Fellowship of the most technologically advanced communities in this world.

Force Fields

You are each given a Personal Force Field Generator (Armor, 1 Use) to add to your Gear. **When you use the PFFG as Armor**, it prevents not just damage, but all other effects of the attack too, and pushes your enemies away from you. You can also Use the PFFG to seal off a hallway or door with a field of energy, which will last for several minutes.

Future History

The time travelers here will begrudgingly tell you about the future. Each player may Command Lore about something that hasn't happened yet.

New Technology

The scientists here will arm you and your allies with advanced weaponry. Each player may take a Main Weapon from the Constructed Gear list and add it to their Gear.

Safe Haven

The people here can protect you from the outside world like no others, hiding you away in a bunker, a pocket dimension, or maybe even a moon. **When you *Recover* here**, the Overlord does not get to *Recover*. **When you spend A Little Downtime here**, the Overlord does not get to set a scene or advance their plans during the first go around the table.

Eye in the Sky

The fellowship is given a set of Flying Cameras to watch out for you. Each player gets a Flying Camera and one Bond with it.

Flying Camera: These eyeball-shaped drones will look out for you, and report back anything they find. They can communicate with other Flying Cameras wirelessly and can keep watch from a ways away.

Stats: Communications Network, Keep Away

The War Machine

Destiny Playbook

Your powers of destruction are unparalleled. There is no one who is better suited to your purpose than you are.

Requirements: Courage +2 or +3, *By Your Command*

The War Machine starts with the Move *Total Annihilation*.

Total Annihilation

You are a **Threat to the World**. When you attempt to kill someone, you are filled with Hope for every roll related to ending their life.

War Machine Advancement

When you **Level Up**, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Courage stat to +3. If it is already +3, take a War Machine Custom instead.
- Take a Constructed Custom.
- Take a War Machine Custom.
- Take a War Machine Custom.
- Take a War Machine Custom.

Side Note: For a kinder, less violent Constructed Destiny, I highly recommend **The Cyborg** from the main Fellowship book. As they are already advanced technology, the Constructed automatically qualifies for that Destiny's requirements.

War Machine Custom Moves

Icarus

You have obtained a mechanical means to fly. Add your flying equipment to your Gear, and describe what it looks like. As long as you have your gear, you can fly for as long and as often as you'd like. This can be used as an Advantage.

I'll Be Back

When you are Taken Out, you get the Spotlight for one last action before you go down. You only have enough time to make one move, but if it requires a roll, you succeed as if you rolled a 10.

My Heart Is Nuclear

Your attacks are Necrotic. **When you destroy them**, you may choose to vaporize them. If you do, they are gone forever, with nothing left of them.

No Gods, No Masters

You are your own master now. Ignoring or acting against an order from someone listed in your Locked Bonds does not fill you with Despair. In addition, the Overlord cannot *Twist the Knife* on you, they cannot *Destroy Trust* on Bonds you hold, and when you refuse *An Offer You Can't Refuse*, take a result of 10 without rolling.

Overkill

When you deal 1 damage by any means, you may choose to deal 2 damage instead.

Constructed Enemies

These threats and the set piece that goes with them are new toys for the Overlord to play with, including a new Army option, **The Machines**.

Constructs are just like the Constructed's character in every way, except perfectly mindless and made to follow orders. They are exclusively found under the control of the Constructed's creators.

Everything else here is a part of the Overlord's new Army option. During character creation, the Overlord may choose to lead **The Machines** instead of **The Horde**, **The Organization**, **The Scourge**, or **The Titans**.

❖ **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?*

Built For This: Constructs have the tags Melee, Armor, and Useful. They can use their Armor or Useful tags by damaging this stat.

By Your Command: Constructs are 100% loyal to their commanders and will never betray them. You cannot *Talk Sense*, *Speak Softly*, or *Forge a Bond* with a Construct you do not already have a Bond with.



The Machines

The Machines are one of the Armies of the Overlord, and the Overlord has access to these threats when they control this army. The Machines are an army of specialists - each machine has a job, and it does exclusively that job. It is rare for a machine to do anything outside of its programming, so as long as you aren't their job, you should be fine. The problem is, the Overlord has set their job to "war."

Machines are almost always found in small Groups, doing a single job they were sent to do. Outside of large invasions or the Overlord's fortresses, Machines are usually only encountered in one type at a time. The main exception to this is the Flying Cameras, which can show up anywhere. Most units will have a Flying Camera along with them, so the Overlord can keep an eye on their progress.

❖ **Fire Droid:** *This humanoid war machine is equipped with high powered flame throwers, and is designed to destroy and eliminate the enemies of the Overlord.*

Flamethrower: The Fire Droid sets fire to the areas it has been told to burn down, and it will keep them burning as long as it can. Its attacks are Ranged and Dangerous, and everything they hit is set on fire.

Fireproof: The Fire Droid is not harmed by heat and fire.

❖ **Flying Camera:** *These eyeball-shaped drones are not themselves dangerous, but you don't want them watching what you're up to.*

Communications Network: Anything the Flying Camera sees or hears, every Machine in the area also sees and hears.

Keep Away: The Flying Camera will never willingly get close to someone it is watching, and will use its flight to try and stay out of range. This is because it is very frail: if the Flying Camera is caught or damaged, they are destroyed.

❖ **Flying Sentinel:** *They look like Flying Cameras, but they shoot lasers.*

Eye Lasers: Flying Sentinels have the Ranged tag. Their lasers are easily reflected by polished surfaces. Anyone using a mirror against a Flying Sentinel can redirect its attacks somewhere else.

Keep Away: The Flying Sentinel will never willingly get close to their enemies, and will use its flight to try and stay out of range. This is because it is very frail: if the Flying Sentinel is caught or damaged, they are destroyed.

❖ **Phalanx Drone:** *These spider-like robots protect other machines with their lives, using an energy shield canopy to negate damage entirely. Phalanx Drones almost always appear in Groups or Gangs to provide multiple layers of protection for a more destructive Machine, allowing it to do its job safely.*

Energy Shield: When one of their allies would take damage or be destroyed, the Phalanx Drone may damage this stat instead.

❖ **Killbot:** *They have a kill limit, but it is quite high. Killbots are targeted assassins - they have someone (or a list of someones) to kill, and anything in their way is collateral damage.*

Exterminate: Killbots are Melee, Ranged, and Piercing. If they are trying to kill you specifically, you need to pay a price whenever you go near a Killbot.

❖ **Roboticized:** *Give this trait to any other creature to make it into a robotic version of itself. Use this to represent anything the Overlord has built a robot version of, or corrupted with cybernetic robot parts.*

Replace one of their stats with **Mechanized:**

Mechanized: Roboticized creatures have a job to do, and will ignore everything that is not that job, up to and including their own destruction. **If their job is particularly important,** they will have Armor (1 Use).

❖ **Security Bot:** *These machines guard their post for as long as they need to. You need an ID to get past them.*

Identify Yourself: The Security Bot can detect anyone who gets within the area they are trying to protect. **If you do not have proper identification,** they will call for reinforcements, then try to catch you.

Ejection Protocol: The Security Bot doesn't care where you are or what you do, so long as it isn't in their security zone. Anyone they can catch is quickly and forcefully thrown out of their zone.

❖ **Suppression Droid:** *These guards are put in places the Overlord wants to keep quiet and under control.*

Keep Calm Citizen: Suppression Droids will not hurt you if you do not make a ruckus or do anything the Overlord has forbid. They will always tell you to cease your activities before attacking and arresting you.

❖ **War Engine:** *A massive vehicle built to trample enemies and break their defenses.*

Siege Breaker: The War Engine easily smashes right through any walls or barricades placed in its way, and will destroy any enemies who do not get out of its way.

Set Piece: The Spider Tank

❖ **Nightmare Engine:** The Spider Tank is a giant, unstoppable, eight-legged mecha robot, able to walk along any surface and go anywhere it pleases, tearing through enemy defenses with ease. **If either of these stats are fully damaged, the Spider Tank is destroyed.**

Multi-Legged Nightmare: The Spider Tank's 8 legs carry it wherever it needs to go, can smash through any walls or defenses in its path, and allow it to walk along walls and ceilings with ease. The Spider Tank can continue walking with as few as four legs remaining. **If this stat is damaged 5 times,** the Spider Tank falls apart, but everyone near it risks being crushed as it goes down.

Power Core: The Spider Tank has a weak point deep inside of it - a mechanical engine core that powers it. You cannot even get into the engine core's room unless the Spider Tank is missing at least one leg. Anyone near the core risks being set on fire by its intense heat. **If this stat is damaged,** the Spider Tank explodes shortly afterward, and everyone inside it risks being burned in the fireball.

❖ **Web of Destruction:** The Spider Tank causes massive damage to everything around it. Taking out its weapons will make your life easier.

Ensnaing Webs: The Spider Tank can fire nets at its enemies, capturing them and pinning them down. Pinned enemies cannot escape without help.

Fire Blasts: The Spider Tank has flamethrowers (Ranged, Burning), which ignite anything they deal damage to.

Chainsaw Teeth: The Spider Tank's face is Melee and Piercing, and anything directly in front of it must pay a price to do anything other than *Get Away* from its terrifying jaws.

Secret Weapon: At some point after the Spider Tank has lost two legs and one of these other weapons, reveal a new weapon of your own design. The Spider Tank immediately uses it on someone.

❖ **Advanced Defenses:** The Spider Tanks is difficult to harm while all of its defenses are still active.

Jumping Spider: The Spider Tank has rocket thrusters and can leap to anywhere it can see, whenever it likes, as often as it likes.

Swarming Phalanx: The Spider Tank starts with a Phalanx Drone to protect it. **When the Spider Tank is damaged,** a new Phalanx Drone is deployed from a pod its back.

Terrifying Aura: Companions and other allies will not willingly go near the Spider Tank. This stat is damaged when you do something cool to make the Spider Tank look like a chump.

