

The Replicant

NAMES

Choose a name from the list below, or create your own.

Gibson, Rutger, Isaac, Noelle, Crowne, Tenille, Harrison, or Ryan

SECRET

- ☐ You spend every night walking the streets looking for someone but don't know who or why
- ☐ You really want to be a farmer
- ☐ You believe very VERY strongly that property is theft

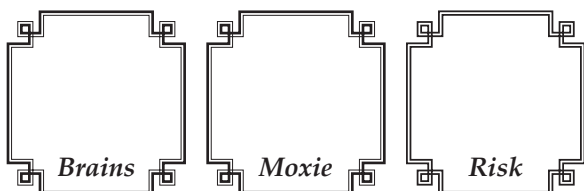
GOAL

- ☐ To do the right thing when it matters most
- ☐ To never take orders from another person for the rest of your life
- ☐ To stop this cycle of suffering and death by leading people to a new way of thinking

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+1, +1, -2 | +0, +2, -1 | -2, -2, -1 | -1, +0, +1



You're called Drone or Slab or trash if they call you anything at all. You weren't born, you were built. Raised. Cultured. Science's greatest achievement and humanity's greatest god complex. Are you a slave or are you free? Is your life really your own if you can't or don't make your own decisions?

BELONGINGS (+2)

- ☐ Leather jacket or trenchcoat
- ☐ Rad sunglasses
- ☐ Lots of paper for origami
- ☐ A broken charm bracelet with a sheep on it
- ☐ The wallet of a dead person you knew
- ☐ A memento from a dead lover
- ☐ Thirteen names on a list
- ☐ A really large handcannon (Gun 2 +loud)
- ☐ Three photos of a life you can't remember
- ☐ An obsession with owls
- ☐ An encyclopedic memory for useless trivia
- ☐ A shovel in the trunk of your car (Club 2 +messy)
- ☐ No memory whatsoever of anything before last week
- ☐ A complete disregard for society's rules
- ☐ The takeout menu from your favorite restaurant
- ☐ A crappy apartment above your favorite restaurant OR a place you crash inside a decrepit building (Location)

HOOKS (+2)

- ☐ You envy how this Role lives and do your best to pretend to be them every chance you get.
- ☐ This Role thinks they know your Secret and that will lead both of you to do something reckless tonight.
- ☐ Years ago, this Role gave up something for you, and now they'll ask you to do the same for them.
- ☐ You know you're dying. This Role doesn't, and you'll do everything possible to keep them from finding out.
- ☐ You think the Role on your right is trying to kill you. They aren't, but you live in fear of them
- ☐ This Role has been wanting you to do something you've avoided talking about for years, but now there can be no more excuses. You'll have to do it tonight.
- ☐ You killed someone on the orders of this Role, and you're eager to do it again.
- ☐ It's never your fault whenever you do something that complicates this Role's life.
- ☐ The Role on your left is your only friend, and today you tell them your Secret.
- ☐ (3-Role Hook) You decided this Role is perfect for helping you accomplish your Goal, but first you'll need to convince this other Role to help you too.
- ☐ (3-Role Hook) You left this Role to start a relationship with this other Role, and now you're sick of at least one of them, so today will make things right.

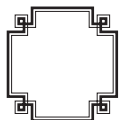
Role Actions (+2)

Electric Sheep

Roll a d6.

On a 1-3, you can do 1 of the following once per game. On a 4-6, you can 2 of the following once per game:

- Treat one Check It Out roll as though you got a 10+
- Re-roll one Help Out roll, but you must use the new result
- Shrug off one catastrophic injury to avoid rolling Curtains
- Treat one Talk It Out roll as though you got a 6- result
- Act heroically to prevent someone else from dying
- Tell the Director how you dramatically injure yourself to allow another Role in a Scene with you to re-roll 1 Roll
- Leave a critical item at a Location for another Role to use



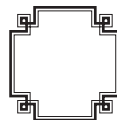
Retirement

When someone rolls Fight It Out in a Scene you're in, roll+Moxie.

*On a 10+, you must act decisively, but not always in your own interests.

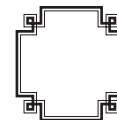
*On a 7-9, do what you think is right, but a Role you have a Hook with must end up in danger as a result of it.

*On a 6-, tell the Director how even with the best intentions, the worst thing possible happens to you.



Tears in Rain

When you roll Curtains, tell the Director how your death scene looks, then make a dramatic speech. Once the speech is over, everyone else in the Scene gains a +1 to their next roll since your death clearly inspired them.



More Human Than Human

Whenever another Role in a Scene with you is struggling to make a decision, you can give them a +1 to their roll IF you reveal your Secret to them OR Roll+Risk and use that number as their result on their roll.

