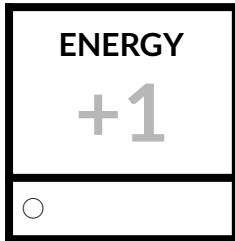


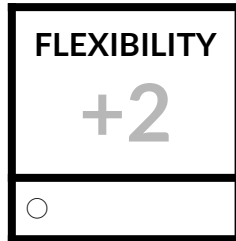
ECHO, THE SERVANT AUTOMATON

You are a small, tireless magical robot, built for the purpose of... well, that seems to be the problem. You do not actually remember what you were built for. It seems like your whole memory has been wiped, and now all you know is that you are a servant automaton – friendly and helpful, but maybe a bit too naive. You can walk on small mechanical legs, float in the air, shoot magical energies, talk with a magically-generated voice and reveal all kinds of additional quirky functions. Equipped with these tools and a good measure of hope and optimism, you walk out into the world to learn about its wonders – and maybe also about your purpose and the reason why your memory was erased.

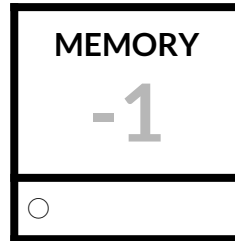
STATS



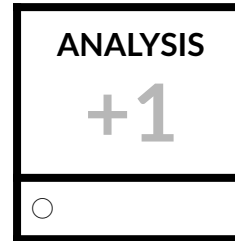
Low Battery, Broken



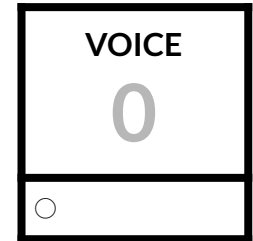
Rusty, Shaky



Corrupted, Dazed



Confused, Irritated



Crackling, Grumpy

MOVES

Arcane Emitter

When you use your arcane energy, choose one mode and roll+ENERGY:

- **Pulse:** Shoots in all directions and knocks things back
- **Beam:** Shoots a concentrated laser for cutting things
- **Field:** Produces a protective barrier

On a 10+, it works as intended, potentially dealing a Condition if appropriate.

On a 7-9, it works, but choose one:

- The effect is weaker than expected
- You drain your battery and cannot use this Move until you had time to recharge at a Place of Power.
- The effect causes collateral damage.

Helpful Subroutine

When you attempt to assist a nearby ally, say which of your weird functions helps them and roll+FLEXIBILITY.

On a 10+, choose two:

- Give your ally +1 to their roll.
- Give your ally Advantage.
- Take all consequences and dangers onto yourself.

On a 7-9, choose one from the above list. Additionally, your help is noisy, odd, or somehow inconvenient

Memory Archive

When you attempt to remember knowledge, however obscure, about something in your immediate surroundings, ask the GM one question and roll+MEMORY.

On a 10+, you get a truthful answer. Every action based on that answer gains Advantage.

On a 7-9, the answer you get contains the truth, but is somehow warped, incomplete, overly poetic, or oddly phrased. The first action based on that answer gains Advantage.

Scan

When you analyze something unknown or unidentified, roll+ANALYSIS.

On a 10+, you reveal a hidden trait or secret information.

On a 7-9, you reveal a danger associated with the identified object. Defying this danger happens with Advantage.

Servant Etiquette

When you try to mesmerize someone, choose one option and roll+VOICE.

On a 10+, they are fixated on you and cannot look away. Choose two:

- They cease all hostile actions
- They will target you with all their actions
- They are momentarily blinded, allowing for a swift escape
- They will stay mesmerized for more than just a few seconds

On a 7-9, they are fixated on you and cannot look away. Choose one from the above list.

Transform

When an ally takes time to readjust your configuration, reassign your stat values (+2, +1, +1, 0, -1) in any order you want to your stats.

Armor / 1

RULES

Rolling

When the GM or a Move says you roll+SOMETHING, you take two six-sided dice and roll them. Add their numbers together and add the stat specified as SOMETHING. This is your result.

Moves tell you what happens on a 10 or more and on a result between 7 and 9. If you roll a 6 or less, the Move failed, and the GM tells you what complications arise.

Advantage and Disadvantage

When you roll with Advantage, take one more six-sided die per Advantage when you roll. Add only the numbers of the two highest dice.

When you roll with Disadvantage, take one more six-sided die per Disadvantage when you roll. Add only the numbers of the two lowest dice.

Advantage and Disadvantage cancel each other out 1:1.

Conditions

Conditions work like damage to your character. When you take a Condition, choose one of your Stats and formulate a negative adjective matching the effect that gave you the condition. As long as you have a condition on a Stat, you roll it with Disadvantage and are encouraged to roleplay the adjective.

Conditions are removed when you rest.