VALKYRIE-9 PLAYER GUIDE

DRONE UNIT CHARACTERS

Drones have a different character sheet to that used for Investigators in standard **The Cthulhu Hack**, though the concepts of the Core Rules remain. You can see a Drone sheet on the right.

SAVES - Drones have four Saves: **Durability**, **Integrity**, **Cognition** and **Expertise** - which roughly map to *Strength*, *Constitution*, *Intelligence* and *Dexterity*. They function like **Saves** do in the Core Rules, providing a chance to avoid harm or entrapment.

HIT POINTS - Drones have **Structure**, which is a **Resource** (*see below*). **Structure** functions using the Optional Rule for **Hit Dice As Resource** (**Core Book**, p. 18)—this represents the robust nature of the Drones.

RESOURCES - Drones have four: **Spacial[1] Acuity**, **Relational Code**, **Database Access** and **Structure.** The first pair equate to **Flashlight** and **Smokes**. **Database Access** represents corruption in the code of an artificial entity. **Structure** represents a measure of how the Drone is holding together as a unit.

Like **Resources** in the Core Rules, each has a value equal to a specific dice. When asked by the GM, roll the die. On a **1** or **2**, drop the die down (i.e. D6 to D4).

When any **Resource** drops to a D4 and you roll a **1** or **2**, the Drone Unit reacts in different ways: **Spacial Acuity** and **Relational Code** mean the Drone can no longer handle complexity or piecing concepts together; **Structure** means the Drone's primary functions shutdown for three **Moments**—it remains aware and can communicate, but it cannot **Act** (i.e. move, interact); **Database Access** cuts all network connectivity for three **Moments**, whether with other Drones or the Computer Core.

SPECIAL ABILITIES - Drones have two features that map to this Core mechanic: **Features** and **Modules**. **Features** are what sets one model of Drone apart from another - how they move, interact with the physical setting, communicate and handle their specific roles. **Modules** are like **Occupations**—they represent expertise that a Drone can leverage to gather information and improve their chance of success at certain tasks. A **Save** made within the sphere of a **Module** can be rolled with **Advantage** (**Core Book**, p. 6).

1. SAVES
2. RESOURCES
3. STRUCTURE
4. MODULES
5. NICKNAME
6. FEATURES

CREATING DRONES

1. **SAVES**. You have **1d6**, **1d8**, **1d10** and **1d12** to allocate to these values; roll the dice and add 4, then assign the scores as you wish.

For example, playing the Build Unit, Alison wants to emphasize physical power, so they roll 1d12 + 4 for Durability. Deciding others can handle the thinking, they roll 1d6 + 4 for Cognition.

1a. **SAVES (OPTIONAL)**. If your GM allows, instead of rolling randomly you can instead assign fixed values of **7**, **9**, **11** and **13**.

2. **RESOURCES**. You can have **D8** in all **Resources** except **Database Access**, which starts at **D4**. If you want, you can switch a die from one Resource to another, but cannot reduce any Resource below D4 nor can they raise Database Access at all.

For example, Alison stills wants physical presence over flighty concepts like thinking. On that principle, they allot D10 to Structure, taking the hit on Relational Code at D4.

3. **STRUCTURE** is a **Resource**—it is one of the three to which you are assigning a **D8** or can adjust by offsetting (*see above*).

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[1] I'm aware that this is the archaic spelling of spatial. No comment!

4. **MODULES**. You have the option to choose <u>two</u> **Subroutines** of the four listed within their **Module** section. Tick the options and in play they work like an **Occupation**, offering **Advantage** for **Saves** and widening the potential coverage of clues they might pick up.

5. **NICKNAME**. Penultimate step, choose a Nickname or designation for the Unit. Choose whatever you want - from a serial number to a common Human name, like R2 or Hal.

6. **FEATURES**. Note that **Features** are not selected or modified - they're part of a Unit and available to use, as long as they remain undamaged and functional. Any **Feature** with a **Resource Die** has a finite material or power component. When used, check the **Resource**, dropping the die if you roll a **1** or **2**. Once that has depleted the Feature ceases to function.

DRONE FEATURES

MANIPULATORS represents the ability to manually handle things:

- **Heavy Manipulators** are not suited to fiddly, careful handling; they deliver **1d8 damage** when used as weapons.

- **Fine Manpulators** are suited to delicate or elaborate handiwork, but tend to break faster than the thing you're trying to beat with them—**1d4 damage**.

- **Other Manipulators** specialise in different ways, like reach or accessing awkward spaces. They inflict **1d6 damage** when used as weapons.

The **Service Unit** has the unusual **Feature** of a **Multi-Ambulator;** the Drone can use two manipulators while balancing (or moving) on the other three. The choice might be relevant depending a challenge or environment. For example, only the **Heavy Manipulator** would stop a Drone getting dragged into space.

MOBILITY derives from a means of locomotion, in some cases with an option:

- **Crab Legs** provide both omni-directional travel and a degree of flexibility; the two fore legs can double as an additional, but less finely tuned, manipulator. Loss of individual limb function can cause a rapid decrease in mobility and balance.

- **Hover** functionality comes from directed thrust modules, with a back-up of micro-treads - slow, but reliable. Low energy consumption hover allows the Drone to move at a walking pace a foot off the ground; high energy hover becomes more like flight, though the Drone has little fine control. Roll **Resource** consumption after each **Moment** of use.

- **Other Mobility** provides a more straightdforward approach to movement, whether the heavy dependability of **Treads** or an extending **Tripod**.

As noted above, the **Service Unit** uses the **Multi-Ambulator** feature for both handling objects and movement.

COMMUNICATION represents primary and secondary contact modes:

- **Data Spurt** allows rapid data output on to the network, supporting the up- or download of large data packets.

- **Printer** allows the Medical Unit to generate a physical record using an archaic dot matrix style output on green-striped degradable bio-plastic.

- **Other Communication** provides a variable volume means of audible exchange, from a whisper to a shout.

All **Drones** also have a short-range network contact mode that extends to the whole **Station**.

SPECIAL EQUIPMENT represents specialist devices and features:

- **3d Printer** provides a simple method for ad hoc creation of small spares, tools and inorganic consumables. Takes **1d6 Minutes** to print.

- **Heat Shield** offers **Advantage** on **Structure** checks when subjected to a source of heat damage - including explosions and plasma fires.

- **Omniscope** allows visual adjustment from micro to macro scales, with wide spectrum options (infrared/ultraviolet).

- **Snare** made from durable extruded sticky fibres, meant for carrying samples. Drone might stretch beyond a one-shot use with a lucky **Resource** test. Snare will hold a struggling target for a short time.

- **Storage** designed to keep something free from contamination. The Drone can control whether to vacuum seal the bucket. It's too small to hold another Drone or a crew member.