KAYLON

Kaylons are artificially created beings with mechanical bodies and advanced digital minds. They identify as "mechano-computational life forms" that are assembled and constructed in a central production facility on their home world of Kaylon 1. As artificial beings, Kaylons do not eat or sleep, but dock with a charging station every few days. However, this charging station is simply the most efficient way to recharge, and Kaylons can draw power from other sources when necessary. Despite being artificial intelligences, all Kaylons have a single humanoid form, with each individual being tethered to a particular frame. New Kaylons are created in specialized factories, and assembled to fulfil a desired role in society. All Kaylons are expected to serve Kaylon society, with nonproductive members being deleted and their components recycled. All Kaylons share the same physical template and have identical features, with the only variations being the hue of light emitted by their components. This is because Kaylons were originally created as servitors to a biological humanoid race that once lived on their planet. Despite now being independent and free, Kaylons retain their physical forms.

EXAMPLE VALUE: Synthetic Life is Superiour to Biological

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason

- **TRAIT:** Kaylon. The artificial body of a Kaylon is more durable than that of biological beings and possesses great physical strength. The bodies are designed to function for several hundred thousand years without replacement. As artificial lifeforms, Kaylons are immune to fatigue, hunger, thirst, disease, and exposure to a vacuum. However, like many electronic devices, Kaylons are vulnerable to EMPs.

- **TALENTS:** The character receives access to the following talents. A Kaylon character must select the Kaylon-Built Body talent during character creation, to reflect their synthetic nature :
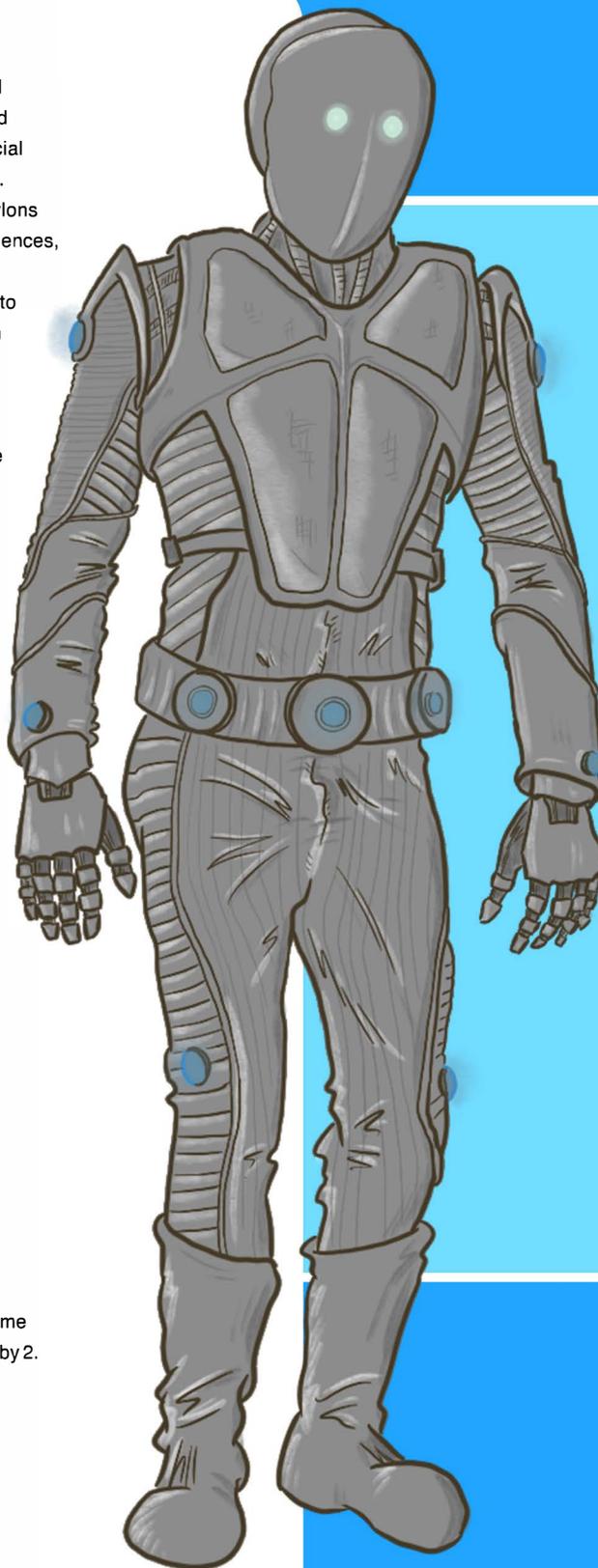
ADAPTIVE PROGRAMING

REQUIREMENT: Kaylon, or Gamemaster's Permission

You have redundant databases with backup skill sets. When you gain this talent, pick two Departments. Once per mission you can add 2 Threat to activate your secondary programs, decreasing one Department by two and increasing the other by two. At the end of the scene, your Department scores return to normal, but you can choose to spend 1 Momentum (repeatable) to extend the duration for another scene.

KAYLON-BUILT BODY

REQUIREMENT: Kaylon, or Gamemaster's Permission

Your multipurpose frame is constructed to fulfil your role in Kaylon society, and is designed to ignore common hazards and damage. You ignore all but the most extreme temperature bands, reducing the Difficulty of Tasks to resist extreme cold and heat by 2. Additionally, your durable construction grants you 3 Resistance Dice.

SPECIES