

**BATTLESTAR GALACTICA**  
**ALTERNATE HUMANOID CYLONS**

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## A NEW TAKE ON THE HUMANOID CYLON

For my latest campaign, we're sticking less closely to *Battlestar Galactica's* canon, post second season. The changes, however, I think improve on where I think the writers were originally going before they drifted off onto the Final Five nonsense and the whole "Earth Cylons came and convinced the Cylons to stop their war" storyline.

Near the end of the First Cylon War, the machines decided to up the ante by creating androids that were hard to detect for infiltration and sabotage missions. The previous androids were close to lifelike, but could be identified by their silicon skin and slightly uncanny movement and responses. Rumors of Cylon POWs being used for experiments to create a hybrid Cylon model were squashed by the Colonial government as heresy and PTSD-induced hysteria.

During the forty year, however, since the War, the Cylons were successful in creating biomechanical hybrids. Cylons can build an android "clone" of a person using 3D flesh printing and programming of the doppelganger's cybernetic brain implants. They cannot scan the human brain yet, so they use publicly available information to create as deeply accurate a copy as they can. These can be tripped up by the gaps in their knowledge and mistakes in emulating behavior, but it's subtle enough people might mistake it for the person "having an off day" or some such. Only with capture and heavy interrogation can the Cylons get a better picture of the person, and create a more lifelike copy. They are on the verge of being able to use destructive brain scanning to create a near perfect copy.

The one-offs and copies are not biomechanical, other than the cybernetics in the brain, so a DNA or blood test won't reveal their nature; only a detailed scan or biopsy of the brain would do that. As they are essentially a clone assembled kit-like, they are not super strong or fast, but they have the following traits in common:

### **CLONED CYLON OPERATIVE ASSET & COMPLICATION: COST D8**

**ELECTRONIC INTERFACE d6:** This is an unconscious uplink to the Cylon handlers of the unit which allows the Cylons to access their senses, memories, thoughts, etc. without their knowledge.

**BACK DOOR d10:** The mind of the agent can be hijacked by their handlers, forcing them to do as the Cylons wish. This is an imperfect control, however, and the agent can fight the commands with a successful WILLPOWER+DISCIPLINE/RESISTANCE test versus the WILLPOWER+DISCIPLINE of the Cylon.

**VIRTUAL IMMORTALITY d12:** The agent's mind-state can be saved and reloaded into a clone at any time.

The first copy of the agent will still have the assets and complications, as well as the same attributes as the original, but their skill set will be reduced to 40 skill points at creation to represent the gaps in their memories. However, any resurrected agent will be exactly the same as the deceased agent at the time of death.

Much more dangerous are "the Twelve"...the command and control humanoid Cylons. How these creatures came to rule the Cylons when they were originally just another tool for the centurions to fight Mankind is unknown. They are biomechanical androids and gynoids who are good enough copies of humans that they cannot be detected save through a specific test for synthetic material through a biopsy or blood test. They share their memories through staggered data dumps to a resurrection ship or facility (they can do this willingly or schedule times to not distract [usually while they are asleep]) and can communicate wirelessly up to a half mile in urban environments, twice that in open areas. Their muscle fabric is dense and powerful, and run through with synthetic nerve tissue allowing for very fast perception and reaction. Their brains are augmented with biomechanical molecular computers that allow them to store vast amounts of data, recover information faster and with little loss, but their perceptive abilities are hardly better than a human — they see, hear, taste, feel along the same parameters as a person, with only slight improvement to their acuity.

The 12 all have the following assets and complications package:

### **HUMANOID CYLON PACKAGE: TOTAL COST D32**

**ELECTRONIC INTERFACE d8:** Cylons can communicate wirelessly for up to half a mile in urban environments, a mile in open areas, or line of sight in space. They can also hardwire into a system through fiber optic interfaces.

**IMMUNITY d12:** Cylons are immune to most modern diseases, as well as most radiation signatures (although some can jam the communications of their Electronic Interface asset.)

**PHYSICAL PUSH d8:** Cylons can split d8 any way they want between their physical attributes for a minute's duration. They need five minutes between each push, with an extra test requiring an EASY VITALITY+WILLPOWER test to gain the benefit, with each new test increasing the difficulty +3. Failure gives no push and gives a -1 shift to their attributes until they can rest for four hours.

**VITUAL IMMORTALITY d12:** If Cylons can upload a backup, they can be downloaded into a new copy. The range of these downloads is astronomical and might be some form of quantum entanglement. (This might explain why they don't spawn their memories outside of their particular model.)

**VULNERABILITY d8:** Cylons can be harmed by certain radiation signatures which cause degradation of their cybernetics. They must make an EASY WILLPOWER+VITALITY test after four hours, with the difficulty increasing each hour by +3. On a fail, they suffer d8W each hour afterwards.

Those of the Twelve that were programmed as sleeper agents have different skill sets and asset/ complication combinations that match their cover legend. What follows are the typical statistics of the individual Twelve models:

#### **NUMBER 1**

This model was rarely fielded in the Colonial infiltration operations of the Cylons. They are usually found aboard basestars, where they typically are the senior-most of the Cylon commanders. While all of the models participate in decision-making quorums, the Ones are considered to be a sort of "most equal among equals."

This model is crafted to appear as a middle-aged man -- tall, powerful, and intimidating in stature. They are charismatic and intelligent, but also overconfident, callous, and hedonistic.



#### **ATTRIBUTES:**

Agility: d6	Alertness d8
Strength d10	Intelligence d8
Vitality d10	Willpower d8

#### **SECONDARY ATTRIBUTES:**

Initiative: d6+d8, Life Points: 18

#### **ASSETS:**

In addition to the Cylon package --  
Formidable Presence d4

#### **COMPLICATIONS:**

Duty, Cylons d10, Lustful d4, Overconfident d4, Sadistic d4

**SKILLS:**

Athletics d6, Covert d4, Discipline d6 (Intimidation d8, Leadership d10), Guns d2, Influence d6, Knowledge d6, Perception d6, Pilot d6, Planetary Vehicles d4, Technical Engineering d4, Unarmed Combat d6

**NUMBER 2**

Twos are used as command elements, but they also do well as infiltration units. As a middle-aged, pretty but matronly woman, they tend to blend well in large populations. They are cunning and petty, vain and self-conscious, and vindictive. They do not work and play well with the other female models.

**ATTRIBUTES:**

Agility: d6	Alertness d10
Strength d6	Intelligence d8
Vitality d8	Willpower d10

**SECONDARY ATTRIBUTES:**

Initiative: d6+d10, Life Points: 18

**ASSETS:**

In addition to the Cylon package --  
Sly d4 (adds to Influence/Persuasion and Covert/Streetwise)

**COMPLICATIONS:**

Duty, Cylons d6, Prejudice, Humans d4, Rival d4,

**SKILLS:**

Covert d4, Discipline d4, Guns d2, Influence d6 (Leadership d8, Politics d8), Perception d6 (Empathy d8), Performance d6, Pilot d4, Technical Engineering d6, Unarmed Combat d4



**NUMBER 3**

These female Cylons are dangerous in the extreme. They look to be young, athletic women, and are highly intelligent, analytical, vicious, and combat capable. They have a rebellious streak and tend to buck the wishes of other Cylon models. Typically they command ground forces or are used as intelligence assets.

Nearly all of the sleeper agents functioned perfectly when “awakened” during the War.

**ATTRIBUTES:**

Agility: d6	Alertness d10
Strength d6	Intelligence d10
Vitality d6	Willpower d10

**SECONDARY ATTRIBUTES:**

Initiative: d6+d10, Life Points: 16

**ASSETS:**

In addition to the Cylon package --  
Talented Fighter d4 (adds to unarmed and melee combat)

**COMPLICATIONS:**

Duty, Cylons d10, Rebellious d4, Rivals d4, Sadistic d4



**SKILLS:**

Athletics d6, Covert d6, Discipline d6, Guns d6, Influence d2, Knowledge d6, Perception d6, Pilot d6, Planetary Vehicles d4, Survival d4, Technical Engineering d6, Unarmed Combat d6

**NUMBER 4**

This Cylon model looks like a middle-aged dark-skinned man. They are smart, perceptive, and are typically used as doctors and scientists. Most are cold and professional, with little empathy or compassion, but they are highly curious. Those that were programmed with artificial memories and backgrounds tend to the exact opposite and about a quarter of them malfunctioned and could not resolve their differing personalities. They are usually found colocated with Farms and other humanoid Cylon populations.

**ATTRIBUTES:**

Agility: d6	Alertness d10
Strength d6	Intelligence d10
Vitality d8	Willpower d6

**SECONDARY ATTRIBUTES:**

Initiative: d6+d10, Life Points: 14

**ASSETS:**

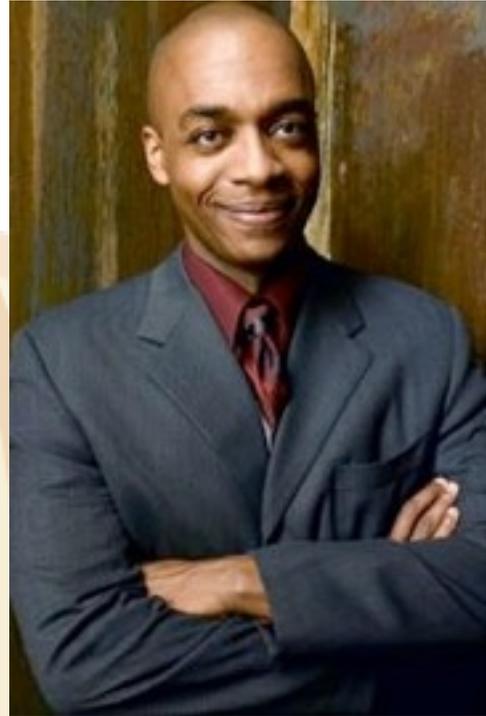
Cylon package

**COMPLICATIONS:**

Curiosity d4

**SKILLS:**

Discipline d6, Influence d6, Knowledge d4, Medical Expertise d6 (Surgery d8), Perception d4, Scientific Expertise d6 (Life Sciences d10)



**NUMBER 5**

This model is a dark-skinned woman with a thin, athletic build and an indeterminate age. They are a combat model, excellent trackers and hunters with a bloodthirsty personality. They often act as scouts and command smaller units of centurions.

Many of these were undercover sleeper agents, programmed with alternate personalities. About a quarter of these models “malfunctioned” (were unable to resolve the difference between their programming and their actual nature.)

**ATTRIBUTES:**

Agility: d10	Alertness d10
Strength d6	Intelligence d6
Vitality d6	Willpower d8

**SECONDARY ATTRIBUTES:**

Initiative: 2d10, Life Points: 14

**ASSETS:**



Kevin Parry, WireImage

In addition to the Cylon package --  
Talented Hunter d4 (add to Perception/Tracking and Guns/Rifle)

**COMPLICATIONS:**

Overconfident d4, Out for Blood d8, Prejudice, Humans d4, Sadistic d4

**SKILLS:**

Athletics d6, Covert d6 (Camouflage d8, Stealth d8), Discipline d4, Guns d6 (Rifle d8), Influence d2, Knowledge d2, Perception d6 (Sight d8, Search d8), Pilot d4, Planetary Vehicles d4, Survival d6, Technical Engineering d4, Unarmed Combat d4

**NUMBER 6**

This model is designed to be a shapely, attractive blonde of indeterminate age. She is an infiltration, sabotage, and assassination specialist. Many of these were seeded through the Colonies in the run up to the war. They have the most variable of personalities of any of the models, but all are vain, lovelorn or at the very least lusty, and self-involved to the point of narcissism. They can be vengeful, and sadistic.

Many of these were planted as sleeper agents and some had trouble breaking their programming when they are wakened for the War.

**ATTRIBUTES:**

Agility: d6	Alertness d8
Strength d6	Intelligence d10
Vitality d6	Willpower d10

**SECONDARY ATTRIBUTES:**

Initiative: d6+d8, Life Points: 16

**ASSETS:**

In addition to the Cylon package --  
Allure d4

**COMPLICATIONS:**

Lustful d4, Memorable d4, Narcissist d4, Sadistic d4

**SKILLS:**

Athletics d4, Covert d6 (Sabotage d8, Stealth d8), Discipline d6, Guns d2, Influence d6 (Persuasion d8, Seduction d8), Perception d6, Pilot d4, Performance d6, Technical Engineering d6 (Hacking d10, Programming d10), Unarmed Combat d6



## NUMBER 7

This Cylon is dangerous in the extreme, and so unstable that sleeper programming would not work. They are unrepentantly violent, vainglorious, overconfident. Their personality is so incendiary that many of the other models have considered boxing the entire line.

These monsters are tall, powerfully-built, and lead ground units with mindless fury. They frequently clash with the Threes over tactics (which the Sevens find pedantic.)

### ATTRIBUTES:

Agility: d8	Alertness d6
Strength d10	Intelligence d6
Vitality d12	Willpower d6

### SECONDARY ATTRIBUTES:

Initiative: d6+d8, Life Points: 20

### ASSETS:

In addition to the Cylon package --  
Formidable Presence d4, Tough d4

### COMPLICATIONS:

Gloryhound d4, out for Blood d8, Rivals d4, Sadistic d4

### SKILLS:

Athletics d6, Covert d2, Discipline d4, Guns d6, Heavy Weaponry d6, Influence d4, Melee Combat d6, Perception d6, Pilot d6, Planetary Vehicles d4, Unarmed Combat d6 (Brawling d10)

## NUMBER 8

Dour, ambitious, and chafing at it's middle management status, the Eights have shown themselves to have an abnormally high incident of "malfunction" when programmed with alternate personalities for sleeper missions -- over half of them either committed suicide or went rogue. They are frequently commanding ground units and often squabble with the Threes and Sevens over hierarchy and tactics.

Eights are strong, swarthy, and usually bearded. They are handsome and charismatic, can be kind and compassionate, but also violent and impulsive.

### ATTRIBUTES:

Agility: d6	Alertness d8
Strength d10	Intelligence d6
Vitality d8	Willpower d10

### SECONDARY ATTRIBUTES:

Initiative: d6+d8, Life Points: 18

### ASSETS:

In addition to the Cylon package --  
Allure d4

### COMPLICATIONS:

Duty, Cylons d6, Gloryhound d4, Lustful d4, Rivals d4



#### SKILLS:

Athletics d6, Covert d4, Discipline d6 (Intimidation d8, Leadership d8), Guns d4, Influence d6 (Seduction d8), Knowledge d4, Perception d6, Pilot d4, Planetary Vehicles d4, Survival d2, Technical Engineering d4, Unarmed Combat d6

#### NUMBER 9

The Nines are a strange lot. They claim to have visions, to be able to “see the streams” of history and fate. They are highly religious (monotheists), clever tricksters who are used for psychological operations and intelligence gathering. These were one of the most active units before the War and were usually not programmed with sleeper identities; they lie so well they did not need to “believe” their legends...

They are blond, average-looking males with a tendency to dress slovenly. they have an intense quality to them and have been known to periodically work with the humans, if only to sow dissension in their ranks.

#### ATTRIBUTES:

Agility: d6	Alertness d10
Strength d6	Intelligence d10
Vitality d6	Willpower d10



#### SECONDARY ATTRIBUTES:

Initiative: d6+d10, Life Points: 16

#### ASSETS:

In addition to the Cylon package --  
Faith d6, Intuition d8

#### COMPLICATIONS:

Delusions of Grandeur d2, Duty, Cylon d6, Liar d4, Superstitious d4

#### SKILLS:

Athletics d6, Covert d6 (Sabotage d10), Discipline d6, Guns d4, Influence d6 (Persuasion d10), Knowledge d6, Perception d6 (Intuition d10), Pilot d4, Planetary Vehicles d2, Technical Engineering d6, Unarmed Combat d4

#### NUMBER 10

The Tens are rarely seen outside of the Cylon baseships or main bases of operations ashore. They are dark-skinned, taciturn, massively strong, and very intelligent. They are technicians and engineers who tend to fall in line with the other models in decision making, waiting for a trend to show in the voting, then siding with the majority. They stay out of the personal politics of the other Cylons, although they seem to have an affinity to the Threes. Few of these volunteered for sleeper agent duty and an alarmingly high number of them were turned by their programming -- nearly half.



#### ATTRIBUTES:

Agility: d6	Alertness d6
Strength d10	Intelligence d12

Vitality d8

Willpower d6

**SECONDARY ATTRIBUTES:**

Initiative: 2d6, Life Points: 14

**ASSETS:**

In addition to the Cylon package --

**COMPLICATIONS:**

Fixated d4 (They tend to tunnel vision on their projects.), Toes the Line d4

**SKILLS:**

Athletics d6, Craft d6, Discipline d4, Guns d2, Mechanical Engineering d6 (Create d8, Repair d8), Technical Engineering d6 (Programming d8, Repair d8), Unarmed Combat d2

**NUMBER 11**

This female model is also a scientist/technician type -- mostly involved in the life sciences. they frequently work with the Fours. They are lovely, young women -- their hair color varies more than any model -- and are surprisingly non-violent for Cylons. They were used extensively as sleeper agents with a high level of "malfunction" due to the memory overlays; they are, however, highly intelligence and take well to the alternate skill sets they are programmed with.

**ATTRIBUTES:**

Agility: d8	Alertness d8
Strength d8	Intelligence d8
Vitality d10	Willpower d8

**SECONDARY ATTRIBUTES:**

Initiative: d8+d8, Life Points: 18

**ASSETS:**

In addition to the Cylon package --

**COMPLICATIONS:**

Combat Paralysis d2, Curiosity d4, Idealist d4

**SKILLS:**

Craft d6, Influence d6, Knowledge d6, Mechanical Engineering d6 (Cybernetics d8), Scientific Expertise d6 (One specialty d8), Technical Engineering d6 (Programming d8)



## NUMBER 12

Twelves are infiltration and psychological operations units, much like the Nines. They are tall, often slightly overweight, but always charismatic and extroverted. Like the Nines, they are very good at weaving a yarn. Their sleeper programming made many of them bughouse crazy, alcoholic hedonists, but only a few malfunctioned.

### ATTRIBUTES:

Agility: d6  
Strength d6  
Vitality d10

Alertness d8  
Intelligence d8  
Willpower d8

### SECONDARY ATTRIBUTES:

Initiative: d6+d8, Life Points: 18

### ASSETS:

In addition to the Cylon package --  
Good Natured d4

### COMPLICATIONS:

Addiction d4 (Alcohol, drugs, whatever), Hedonist d4,  
Unstable d4

### SKILLS:

Artistry d6, Athletics d4, Covert d6 (Sabotage d8, Streetwise d8), Discipline d2, Guns d2, Influence d6 (Persuasion d8, Seduction d8), Knowledge d6, Perception d6, Technical Engineering d4, Unarmed Combat d6



## WAKING SLEEPER AGENTS

Cylon agents that have been programmed for sleeper operations with alternate personalities can be activated a number of ways -- through a phone call or a direct communication to their cyberbrain using the Electronic Interface. Normally, however, it is face-to-face with another Cylon who will wake them with a code phrase. This is done to ease the sleeper out of their false personality and avoid malfunction.

The alternate personalities don't always give up their "lives" without a fight -- much like a schizophrenic or a multiple personality disorder, there can be conflict between the program and the Cylon identity, causing them to deny their real self, or to have the personalities collapse into each other. The Cylon, if a player character, can attempt to fight the takeover of their mind by the Cylon identity: they must make a **FORMIDABLE WILLPOWER+DISCIPLINE** test. Success means they might realize what they are and fight the urges of their real self; an extraordinary success and they can completely deny the Cylon personality to manifest...at least consciously.

Other members of their model can pick out a malfunctioning unit with a successful opposed **ALERTNESS +PERCEPTION** test versus the malfunctioning sleeper's **WILLPOWER+DISCIPLINE** test. If they upload after dying, their nature cannot be hidden.

