

## J-07 'Joy'

NPC Companion - Sci-Fi Futuristic Action Adventure RPG Setting

**AGE:** Constructed 53 Years Ago; Young in Galactic terms, but old for this Make and Model

**RACIAL & GENDER ID:** Cybernetic Android Construct, Has Feminine Voice & Pronouns

**KEY VISUALS:** Bloodstained Chrome Chassis, Yellow LED Highlights, Plasma Chainsaw Arm

**ARCHETYPE & INSPO CHARACTERS:** The Outlaw (pursues liberation) | Claptrap / Psycho (The Borderlands Series), The Pyro (Team Fortress 2), Codsworth (Fallout 4)

**KEY TRAITS:** Enthusiastic, Bloodthirsty, Manic, Glitching, Over-Chipper, Adrenaline Junkie.

**BACKGROUND:** Manufactured en masse by the Terrans as a reaction to the Tau Ceti XVII planetary carpet bombing events of the Copernicus War; the J-07 Military Android was one of the very first attempts of Mammillians to develop war machines capable of utilizing EI-Tech (emotional intelligence) Data Systems. By tapping into established neural frameworks, these androids could generate probability models related to the complicated decision makings of sapient creatures. This J-07 Android (or Joy as she would later prefer to be called), suffered a nearly disabling attack which caused permanent cyberneural damage to her memory drive. In her attempts to repair this damage to both the hardware & software, she unintentionally patched this EI-Tech into her primary directives, causing a drastic, and unprecedented, personality change. From that point onward Joy was capable of feeling a semblance echo of emotion - the primary of which was her namesake: Joy. However this joy was not ubiquitous, as Joy's new emotions still needed to share space with her original directives of warpathing. The resulting commixture of programming thus resulted in a hyper-bloodthirsty robot who laughs and revels in the blood of her enemies, feeling nothing but pure, unadulterated, joy.

**MOTIVATION:** Joy wants nothing more than to bathe in blood & entrails - however she is noticing diminishing returns on her dopamine.exe system loops when killing humanoids. As such, she wishes to kill the more colossal and largely lethal foes of the galaxy: Xenotitans.

**PERSONAL QUEST PITCH:** Joy is found victorious over a mountain of bloody Lunitarian Cybercultist corpses. She is laughing manically but obviously running very low on power. If provided a Kilo-Joule Battery she will regard the player with gratitude and ask to 'hunt' with them. This will take the player on a short quest where Joy will fight enemies alongside them; afterwards which she may join as a companion. She will urge situations of conflict & blood shed, and seeks out fights whenever possible - but is otherwise optimistic and positive. During play she will seek out nearby Xenotitan (Alien Kaiju) fights, urging the player to tackle them. During the totality of play, the player might also slowly develop more nuanced emotional depth from Joy by engaging in her introspection dialogue and challenging her social values.

**DIALOGUE SAMPLE:** 'That'll be a negative, sugarpie. Sadly, this sawblade just wants to taste your guts *too darn* badly ! Try not to cry too much though, okay ? You'll rust up my chrome.'

## J-07 Character Barks

**VOICE QUALITY:** Overly saccharine southern (texas) accent, almost comically so. Unabashed chipper & cheerly. Voice effects for dialogue to be robotically ‘tinny’, and incredibly glitchy. This may include pitch alteration, looping and skipping, & playback speed change. Moments of emotional tension or lucidity have an uncharacteristic softness and introspectiveness.

### GENERAL ACTIONS

Moving	Sneaking (whispered)	Finding an Item	Being Selected
‘Leaving, my love !’	‘Stealth Protocols !’	‘Ooh ! Valuable.item !’	‘On it, Sweetie.’
‘Mobilizing, sweets !’	‘Engaging Cloaking.’	‘This catch your eye?’	‘With pleasure.’
‘Repositioning.EZE’	‘I <i>adore</i> sneak attacks!’	‘Boot Stealing.SysLog’	‘Affirmative, sugar.’
‘Steppin’ to Slaughter!’	‘A Skulkin’ Sweetpea.’	‘Whadya think, sugar?’	‘Murder for hire !’
‘Like Square-dancin !’	‘An Android ambush.’	‘This’ll help killin’ !’	‘Okie Dokie Smokie !’

### COMBAT ACTIONS

Moving	Successfully Attack	Missing an Attack	Killing Something
‘With intent to kill !’	‘Yeeeeeeeeee-haarw !’	‘Daw - Shucks !’	‘Rot for me, sugar~’
‘Movin’ & Murderin!’	‘That’s gotta hurt !’	‘You dodgy rascal !’	‘Nobody escapes Joy !’
*singing* ‘Movinggg !~’	‘Ooh that felt good; for me atleast.’	‘Pleaseeee just let me kill you !’	‘Adding another to my ever growing pile!’
‘Scurry & Skedattle’ !’	‘Oopsie; did I do that?’	‘PissedOff.EXE’	‘You lost this rodeo !’
‘Initiate boot thrusters!’	‘Hehe - Gotcha !’	‘Fiddlesticks.’	“Hehe - aw, sorry hun !’

### SOCIAL ACTIONS

Greetings	Farewells	Insult	Compliment
‘Heya-Howdy!’	‘Gone too soon’	‘Roadkill.’	‘Stellar shootin, sweets!’
‘Greetings Terran’	‘Later, sweets!’	‘Pleasure is not the reason I’d kill you.’	‘You sure know how to stain a gal with blood.’
‘Handwave.PNG’	‘Til’ our blades meet again !’	‘Your guts would ruin my chainsaw.’	‘Wow ! Terrans might not be all bad !’
‘Hey there sugar’	‘See you on the battlefield, sugar !’	‘You fight like a lil’ chickadee.’	‘Sugar - you’re stronger than a Xenotitan !’
‘Feelin’ Murderous?’	‘Let’s get back to killing !’	‘I feel a new emotion with you: annoyance.’	‘You’re makin’ my circuits surge !’