

THE ROBOT

STYLE 



FORCE 

SMARTS 

ATTITUDE 

MYSTIC 

XP 

MM 

RN 

GEAR & PETS 

THE CREATOR

Evil Genius - Force your way through things. Establish a Boss Aspect, if related.

Ancient Race - Learn a lot about the modern world. You can't grasp a specific morality or emotion.

Ambitious Scientist - Research and gather as much info as possible.

Old Man - Talk in most factual truth. Protect as many people as you can by all means necessary.

Lonely Kid - Always try to reason first, and participate in all team conflicts possible.

Cold Corporation - Make sure to mention your affiliation and feelings towards the company that made you. Establish a Boss Aspect, if related.

Forgotten In Storage - There is something wrong with your voice modulation. You either can't speak or there is a specific talking-related defect with it.

Made by a Hero - Pick a character, you have to assist them in everything as much as possible. If there is a choice of any kind you have to take their opinion or them as priority.

ROBOTIC BODY

TYPE

RANGE

MOVES

[BASIC MOVES](#) [PLAYBOOK DIGEST](#)

Experience is gained on accepting a miss result, or when a move tells you.
When you have 5 XP, clear your experience bar and pick one of the following:

Improvements

Take a move from your playbook or any (robotic) move.....
Get a piece of Gear or a move from another playbook.....
Get a piece of Gear.....

Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....
Mark one of the possible basic moves as advanced.....
Take a move from yours or another playbook.....
Get +1 to any Attribute, max +3.....
Increase your maximum Rings by 1.....
Increase your maximum Stamina by 1.....
Take another playbook's Feature (req: 3 base moves, 2 other moves).....

Final Improvement (after 9 Improvements)

Any roll result involving hacking or technology could be set to 10.....

THE ROBOT

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		