

THE ROBOT

STYLE



FORCE

SMARTS

ATTITUDE

MYSTIC



THE CREATOR

Evil Genius - Force your way through things. Establish a fact about the boss, 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 fact about the boss, 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

DAMAGE

RANGE

MOVES

[MOVE SUMMARY](#)

Experience is gained on rolling a miss, or when a move tells you.
On level up, clear your experience bar and pick one of the following:

Improvements

Take a (robotic) or a move from your playbook.

Take a move from another playbook or a piece of Gear.

Get a piece of Gear.

Advanced Improvements (after 4 regular improvements)

Take a move from yours or another playbook.

Mark one of the possible basic moves as advanced.

Get +1 to any Attribute, max +3.

Increase maximum Rings you can have by 1.

Increase maximum Stamina count by 1.

Change your Playbook (can be taken multiple times).

Change your Feature (can be taken multiple times).

Change your Ability (can be taken multiple times).

Once per stage you can use one of your limited abilities an extra time.

Take other playbook's Feature (req: 3 base moves, 2 other moves).

Take a move from yours or another playbook.

Final Improvement (after 6 Advanced Improvements)

As long as you can justify a move falling under your Creator's ideal, roll it with Advantage.