ENGinE HEArt

Deluxe Model Edition

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http://1d4chan.org/wiki/Engine_Heart

There will come soft rains and the smell of the ground,
And swallows circling with their shimmering sound;
And frogs in the pool singing at night,
And wild plum trees in tremulous white;
Robins will wear their feathery fire,
Whistling their whims on a low fence-wire;
And not one will know of the war, not one
Will care at last when it is done.
Not one would mind, neither bird nor tree,
If mankind perished utterly;
And Spring herself when she woke at dawn
Would scarcely know that we were gone.

It turned the scrap of paper over and quickly scanned the back side. None of the information was directed at it, so the robot dropped the paper and let the wind carry it across the lot, where it flapped against the side of the single remaining Roadboy. The boxy triwheeler squonked in surprise and paused for a moment, before it slid forward in its continued attempt to remelt old asphalt in the section of the parking lot deemed most important to maintain.

The lot helper hadn't always been capable of littering. The ManageMaster system had long ago decided that the store had better things to use its daily draw from the four remaining solar panels on than recharging the escort every time it brought in a load of trash (and for the first thirty or forty years after the emergency rewrite, there had been *so much* trash).

The lot helper now spent its day-cycles simply patrolling the cratered remains of the parking lot, accosting the deer that sometimes passed through in the hope that they needed help entering the SavR-Mart.

The time of the humans has passed.

All that you were built for
is no more.

But you and your kind endure.

Some robots continue with their routines,
improvising as best as they can.

Others have found new directives.

A note for the Programmer

Engine Heart is a role-playing game where all the players are robots. Not cyborg killers or towering mechas, but small service robots that went unnoticed by the humans in the time before.

The only dice used are ten-sided (**d10s**), resulting in a range of outcomes from 1 to 10.

When a **check** of some kind is called for (such as a conflict between two robots), a specific number of d10s (called **pools**) are rolled. The **Programmer** (the person arbitrating the game) determines a **Target Number (TN)** for the check, and every d10 that rolls equal or higher than the TN counts as a success.

The TN for most actions is normally 8.

The number of successes required varies by task. In cases where the number of successes required is not stated, the Programmer must decide, but one to four successes is a normal range of challenges.

Rolling more successes than required means the robot performed the task with more skill than normal. The Programmer will decide what this means.

The rule of 10s

If any 10s are rolled during a check, they are counted as successes, and all of the dice that rolled 10s are rolled again.

Any more 10s are counted as successes and rerolled. This continues until something else is rolled. Because of this, a single 10 can result in several successes.

1   mAkE
and
mOdEL

Creating a Robot

Robots have three broad types of attributes: **Intelligence**, **Chassis**, and **Crux**.

Each attribute type is divided into rated attributes that are used as **dice pools** for checks, or **Target Numbers** when the robot is being interacted with.

Higher ratings are better, because they add more dice to your dice pools. An attribute pool has one d10 for every level of rating.

You have 100 points to spend on your robot's attribute ratings. The table below shows what each starting rating costs.

For example, a robot that starts with a Mobility rating of 3 must pay 6 points for it.

Every attribute must be at least rating 1. The normal maximum is 5. If an attribute rating ever falls to 0, the attribute is unusable.

Attribute rating	1	2	3	4	5
Point cost	1	3	6	10	15

A robot's attribute ratings determine other factors, such as **Speed**, **OS Threshold** and **Damage Threshold**. These ratings are explained later in this chapter.

Robots are further defined by their **features** and **defects**, listed in the next chapter.

Any points left over after purchasing attribute ratings may be used to purchase features like additional equipment or special abilities.

Players may choose to purchase features before attribute ratings, to ensure they can afford specific features.

Defects negatively affect the robot; these give back points that may be spent elsewhere. Defects are permanent and cannot be repaired or removed by ordinary means.

If a feature or defect is not listed as Cost/Rating or Gain/Rating, it can only be purchased once, and does not have a rating. A robot either has the feature or does not.

If the feature or defect is listed as Cost/Rating or Gain/Rating, each increase in rating costs or gives the number before the slash.

For example, the Anchor feature is listed as 3/rating. A robot with a rating 1 Anchor pays three points for it, and every increase in Anchor rating costs another three points. A rating 2 Anchor costs six points, a rating 3 Anchor costs nine points, etc.

UNIT NAME _____ PLAYER _____

ORIGINAL PURPOSE _____

INTELLIGENCE

- ○ RealityCom
- ○ HumanCom
- ○ DigiCon
- ○ MechaniCon

CHASSIS

- ○ Dexterity
- ○ Mobility
- ○ Perception
- ○ Reflexes
- ○ Strength

CRUX

- ○ Durability
- ○ Buffer
- ○ Size
- ○ Power

Physical Interaction

- ○ Interaction Pool
  (Dex + Ref)
- ○ TN to be struck
  (Mobil + Ref)
- ○ Damage from Strike
  (Str÷2, round down)

Movement

Initiative
(1d10 + Ref)

1d10 + ○

Speed
(Mob + Ref)

○

k/hour
m/round

Thresholds

OS Threshold
(DigiCon + Buffer)

○ MAX   ○ CURRENT

Damage Threshold
(Durability + Size)

○ MAX   ○ CURRENT

FEATURES	Rating	DEFECTS	Rating
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____

Intelligence

Reality Comprehension

(RealityCom) defines how well a robot understands cause and effect in the physical world.

Use this attribute to calculate the trajectory of an object, or to understand why something is on fire.

A robot's dice pool to launch a projectile is its RealityCom rating + Reflexes rating.

A robot's RealityCom pool may be added to certain Perception checks, at the Programmer's discretion.

Humanity Comprehension

(HumanCom) defines how well a robot understands human minds or organic actions.

Use this attribute to ascertain the motives of organic life, or to determine the functions of their equipment.

Robots with low HumanCom ratings are not very "user-friendly", while robots with high HumanCom ratings often display very human-like behavior.

A robot's dice pool to manage or communicate with organics is its HumanCom rating + Perception rating.

Digital Control

(DigiCon) defines how adept a robot is at interacting with non-physical systems like computers.

Use this attribute to interface with computer systems or reprogram other robots.

A robot uses its DigiCon pool to remove OS Threshold damage inflicted during reprogramming attempts.

A robot's OS Threshold rating is equal to its DigiCon rating + Buffer rating.

Mechanical Control

(MechaniCon) defines how adept a robot is at interacting with mechanical systems, like controlling a drone or adjusting a factory's automatic building units to construct machines of a novel design.

Use this attribute to remotely control other robots, or to rewire mechanical systems.

A robot's dice pool to repair physical damage to itself or other robots is its MechaniCon rating + Dexterity rating.

Chassis

Dexterity

Dexterity measures the degree of fine motor control necessary for interaction with the outside world.

Use this attribute to make fine adjustments with a manipulative appendage or tap in a precise sequence of key punches.

A robot's dice pool for manually interacting with other objects is its Dexterity rating + Reflexes rating.

Mobility

Mobility dictates the robot's capability to propel itself about the environment (wheels, ambulatory limbs, etc,).

Use this attribute to climb over obstacles or move across rough terrain without being slowed.

A robot with a Mobility rating of 0 cannot move under its own power, no matter what its Reflexes rating is.

The TN to touch, strike, or otherwise physically interact with an unwilling robot is the target robot's Mobility rating + Reflexes rating.

Perception

Perception determines the variety and quality of sensors mounted, as well as information relayed back.

This is the dice pool a robot has to notice objects, features, sounds, or other external stimuli.

Reflexes

Reflexes determines response lag and overall speed of animation.

In conflict situations, initiative is determined by rolling a d10 and adding the robot's Reflexes rating. Robots with higher initiative totals act first.

A robot's maximum speed is equal to its Mobility rating + Reflexes rating in kilometers per hour or meters per round.

A robot with a Reflexes rating of 0 cannot move under its own power, no matter what its Mobility rating is.

Strength

Strength determines the robot's maximum load capacity and ability to inflict brute-force damage on other objects.

Two robots attempting to move each other both make Strength checks (TN 8). The robot with more successes is the victor.

The TN to drag an unmoving robot is the passive robot's Size rating +5.

If a robot strikes another object, the strike inflicts damage equal to one-half the attacking robot's Strength rating (round down, minimum damage of zero).

Durability

Durability measures how much damage a robot can withstand before ceasing operation or being destroyed.

A robot's maximum Damage Threshold is equal to its Durability rating + Size rating.

If the robot's Damage Threshold is degraded by an attack or object, it must make a Durability check. Each success (TN 8) reduces the damage inflicted by 1 (minimum damage of 0).

A robot ceases operation when its current Damage Threshold rating degrades to 0.

Buffer

This is a rating of the robot's ability to withstand information overload due to bright lights, EM pulses, conflicting programming orders, or other disruptive conditions.

The TN to overwhelm or reprogram a robot is the target robot's Buffer rating +5.

If the robot is the target of reprogramming, it may make a Buffer check. Each success (TN 8) negates one point of OS Threshold loss inflicted that round (minimum loss of zero points).

Size

This rates the robot's physical dimensions. A Size 1 robot approximates a cube 15 cm in height, a Size 2 robot approximates one 30 cm, 45 cm for a Size 3 robot, etc.

A robot with Size rating 5 increases its Strength rating by 1. This can increase the robot's Strength rating above 5.

A robot with Size rating 1 increases its Dexterity rating by 1. This can increase the robot's Dexterity rating above 5.

For reference, an adult human approximates the same volume as a Size 4 robot. A Size 5 robot has slightly more volume than a large human.
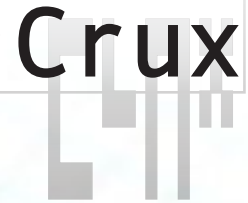
Power

This rates how long the robot can operate on its own without recharging. A robot with a low Power rating can only function for a day or two without recharging, while a robot with a high rating can function independently for a week or more.

Every day, the robot must make a Power check. At least one success (TN 8) means the robot has enough power for another 24 hours. Failure means the robot's battery is drained, and it must seek recharging.

If a robot's battery is drained, it has one hour to recharge before its Intelligence and Chassis ratings all degrade by 1.

If the robot does not recharge, its Intelligence and Chassis ratings will continue to degrade at the rate of 1 per hour. These ratings revert to normal following a full recharge.

Recharging takes one hour unless otherwise stated.

Overdrive

A robot can briefly increase its chassis' ability by expending more power than normal.

The robot can increase a single Chassis attribute rating by a number up to its Power rating. This can raise an attribute rating above 5.

The overdrive effect lasts for five rounds.

Immediately after the fifth round, the robot must make a Power check (TN 8). If the number of successes is less than the number of extra dice added, the robot's battery is drained.

Robots with nuclear batteries are treated differently; see the Nuclear Battery feature in the next chapter for more information.

Interaction Pool
(Dexterity pool + Reflexes pool)

This is the dice pool a robot has to strike, grab, or otherwise manually interact with an unwilling robot or other mobile object.

The robot makes contact if it has at least one success.

A robot can only make one interaction check per round, regardless of how many limbs it has.

If the robot is attacking another robot, it either inflicts its normal strike damage (Str ÷ 2) or damage from a special feature, such as a saw.

A robot can usually touch or strike an immobile object or robot without rolling an interaction check.

TN to be struck
(Mobility rating + Reflexes rating)

The TN to strike another robot is the target's Mobility rating + Reflexes rating.

Initiative
(1d10 + Reflexes rating)

This measures which robots will act first in a conflict or other situation where multiple robots attempt to act before each other.

A robot's Initiative is determined by rolling a d10 and adding the robot's Reflexes rating.

For example, a robot with a Reflexes rating of 3 would roll a d10 and add 3 to the result.

Robots with higher Initiative rolls act before ones with lower Initiative rolls.

Initiative is normally re-rolled at the beginning of a new conflict, but the Programmer can elect to reroll initiative whenever the situation changes.

Other Factors

Damage from Strike
(Str ÷ 2, round down)

This is how much damage a robot can inflict by simply smashing itself into another object.

Speed
(Mobility + Reflexes)

This determines how fast a robot can move from one place to another.

A robot's Speed rating is equal to its speed in kilometers per hour, or meters per round.

Beeper's player wants to snatch the unsuspecting snooper-blimp out of the air as it passes by Beeper's hiding place. The Programmer agrees that the drone will be close enough to grab.

The Programmer knows that the blimp's TN to be struck is 7.

Beeper's Dexterity rating is 2 and its Reflexes rating is 3. The player rolls 5d10 and gets 6, 4, 9, 8 and 3. Success!

Beeper grabs the blimp, and the Programmer and the player roll initiative to see which robot will act first. If Beeper's initiative is higher, it can try to drag the blimp away. If the blimp's initiative is higher, it can try to escape Beeper's grip and call for help.

If Beeper's player had chosen to swat the blimp instead of grabbing it, Beeper would have immediately inflicted its Strength rating ÷ 2 after succeeding on its interaction check.

Damage Threshold
(Durability rating + Size rating)

This is a measure of how hardy and resilient the robot's physical body is.

Robots with low Damage Threshold ratings are easily broken and hard to repair, while robots with high ratings can withstand tremendous damage and are easily fixed.

A robot's maximum Damage Threshold rating never changes.

If a robot is damaged, its current Damage Threshold rating degrades.

When a robot's current Damage Threshold degrades to 0, the robot stops functioning until it is repaired.

Repairing a robot

A robot's dice pool to repair itself or another robot is its MechaniCon rating + Dexterity rating.

The TN to repair a robot is 11, minus the damaged robot's maximum Damage Threshold rating (minimum TN of 2).

Each success repairs one point of damage to a robot's Damage Threshold.

A repair check takes one hour.

A single robot can make multiple repair attempts, but every check after the first is made with one less d10 each time.

For example, a robot's second attempt to repair itself would be made with one less d10 than normal, the third attempt would be made with two fewer d10s than normal, and so on.

If another robot makes an attempt, its first check is made with no penalty, the second check is made with a penalty of one less d10, and so on.

A robot's current Damage Threshold may never exceed its maximum Damage Threshold rating.

OS Threshold
(DigiCon rating + Buffer rating)

This is a measure of how resilient and self-sustaining the robot's "brain" is.

Robots with low OS Threshold ratings are easily reprogrammed, while robots with high ratings are very resistant to modification.

A robot's maximum OS Threshold rating changes if its DigiCon rating degrades.

If a robot's programming is attacked, its current OS Threshold rating degrades. When the target robot's OS Threshold reaches 0, its OS Threshold rating reverts to normal and the robot is considered reprogrammed.

Reprogramming a robot

Reprogramming a robot normally requires opening its casing and exposing its processor. The target robot must either be willing or completely immobilized.

The reprogramming robot makes a DigiCon check. The TN is the target robot's Buffer rating +5. Every success degrades the target robot's current OS Threshold by 1.

The target robot may use its Buffer pool to resist reprogramming. Every success (TN 8) negates one point of OS Threshold loss inflicted during that round only.

A reprogramming attempt to inflict OS Threshold loss takes one round.

Repairing OS Threshold loss

A robot can attempt to repair OS Threshold loss by reprogramming itself or another robot. The TN is the target robot's DigiCon rating +5.

Each success negates one point of OS Threshold loss. Repairing OS Threshold loss takes one hour per check.

OS Threshold repair attempts are otherwise treated exactly like Damage Threshold repair attempts.

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fEAturES and dEfEctS

In addition to some means of locomotion, all robots receive the following standard components for free:

- One standard manipulative limb that can lift approximately 10 kg per level of Strength rating

- Two human-spectrum cameras

- One standard rechargeable battery

- One standard speaker/receiver capable of chirping in high-density binary or human languages up to 5 meters away

Unless a robot has the Secondary Battery feature, it can only have one battery operating at a time.

Note that some features and defects require other components or forbid certain arrangements.

All combinations must be cleared by the Programmer. Novel features or defects can obviously be created (with the Programmer's input).

Anchor
Cost: 5/rating

The robot has some mechanism to anchor itself in place.

The robot adds one extra d10 per level of Anchor rating to all Strength checks to resist being moved.

A robot may not have an Anchor rating higher than 5.

Armored Chassis
Cost: 10/rating

The robot's frame is more durable than normal.

Any impact or crushing damage inflicted on the robot is automatically reduced by one point for every level of Armored Chassis rating.

A robot may not have an Armored Chassis rating higher than its Strength rating.

Attendant Swarm
Cost: 6/rating

The robot is always attended by a cluster of obedient drones.

The robot has one drone for every level of Attendant Swarm rating.

A robot may not have more drones than its MechaniCon rating unless it also has the Master Unit feature.

A drone begins with the components that all robots receive for free, along with 19 points for attributes or features (instead of the 100 points for attributes or features that robots normally begin with).

A drone's attribute must all be at least Rating 1.

Drones may have a maximum of 10 points worth of defects. A drone cannot have an Attendant Swarm of its own.

Features

Backup System
Cost: 15

The robot's OS contains a separate backup system.

If the robot's OS Threshold degrades to 0 because of reprogramming, the robot makes a DigiCon check (TN 8) after 1d10 minutes.

If it has any successes, it may continue to make additional checks every 1d10 minutes until it has as many total successes as its maximum OS Threshold (at which point the reprogramming is nullified).

If the robot fails more than one check in a row, its backup system fails to come online and will not automatically engage until it is reprogrammed again.

Battering Ram
Cost: 18

The robot has an onboard pneumatic ram, made for knocking in doors or driving in bolts.

To use it, the robot makes a Strength check to anchor itself (TN 8).

A robot with the Anchor feature adds extra d10s to the Strength check equal to its Anchor rating.

The ram inflicts damage equal to the anchor's successes + the robot's normal strike damage.

The ram can only be used against immobile targets.

Biofrequency Scanner
Cost: 1/rating

The robot has special sensors that can detect the electrical fields generated by living creatures.

The robot can detect plants or animals up to 10 meters away per level of Biofrequency Scanner rating, even through smoke or other obscurement.

The scanner only detects the presence of organic matter, and cannot determine its specific type or current state.

Common Model
Cost: 8

The robot is built using standard, easily-replaceable parts.

All Perception checks to scavenge replacement equipment gain one extra d10.

A robot with this feature cannot have the Rare Model defect.

Cutting Laser
Cost: 15

The robot has an onboard cutting laser that can penetrate most metals.

Striking an unwilling target with the laser requires a successful interaction check. The laser inflicts damage equal to the equipped robot's Size rating +1.

For example, a Size 1 robot's cutting laser inflicts 2 point of damage to other robots, while a Size 4 robot's cutting laser inflicts 5 points of damage.

The laser has a range of approximately 10 cm per Size rating.

For example, a Size 3 robot's cutting laser has a range of 30 cm.

The laser has a fixed power output, and its range or damage cannot be boosted by expending additional battery power.

Display Screen
Cost: 1/rating

The robot has a small onboard video screen that can display status messages or play video recordings.

A rating 1 screen is a simple monochromatic display, while higher-rated screens are more elaborate.

Disposal
Cost: 8

The robot is equipped with an internal shredder, incinerator, or other device capable of quickly breaking up or destroying matter.

The disposal inflicts damage equal to the equipped robot's Size rating -1.

Immobile robots are automatically damaged.

Resisting robots must first be grasped (this requires an interaction check), then pulled into the disposal.

If the target robot is successfully grasped, both robots make contested Strength checks (TN 8). The robot with more successes is the victor.

Only robots at least one Size rating beneath the disposal-equipped robot will fit in the disposal.

Drill
Cost: 6

The robot has an onboard drill that can penetrate most metals.

Against other robots, the drill inflicts damage equal to the drilling robot's Size rating -2.

Striking an unwilling target with the drill requires a successful interaction check.

Enhanced Cameras
Cost: 10/rating

The robot has more powerful cameras, capable of seeing other spectrums or microscopic details.

The robot adds one extra d10 to all visual-based Perception checks for each level of Enhanced Cameras rating.

A robot with the Enhanced Cameras feature cannot have the Buggy Cameras defect.

Enhanced Microphone
Cost: 10/rating

The robot has a more powerful microphone, capable of picking up more discrete noise.

The robot adds one extra d10 to all audio-based Perception checks for each level of Enhanced Microphone rating.

A robot with the Enhanced Microphone feature cannot have the Buggy Mic defect.

External Container
Cost: 3 per container

The robot has a sealable external container mounted on the outside of its chassis.

The maximum container size is the robot's Size rating. A robot can have multiple smaller containers with a total Size rating equal to its maximum container size.

A Size 1 container approximates a cube 10 cm wide, a Size 2 approximates a cube 20 cm wide, etc.

External Container Sizes			
Size		Size	
1	10 cm	4	50 cm
2	20 cm	5	65 cm
3	35 cm		

Fan
Cost: 3

The robot has an onboard fan or blower that can blow away smoke or leaves, but is too weak to move all but the lightest robots.

Flexible Body
Cost: 6

The robot is designed to be highly flexible.

The robot's Mobility and Reflexes ratings are increased by one when moving through cramped areas or attempting to escape constriction.

Flight Ceiling
Cost: 12/rating

The robot is capable of propelling itself in the air.

Every level of Flight Ceiling rating allows a one-meter flight ceiling.

A robot with a Flight Ceiling rating of 5 or higher increases its Mobility rating by one (this can raise the robot's Mobility rating above 5).

If the robot's Damage Threshold drops below half its normal maximum (round down), the robot can no longer remain in the air.

Floodlights
Cost: 4

The robot has onboard floodlights that can illuminate an area in front of it up to 20 meters away.

Hardened Programming
Cost: 12/rating

The robot's programming has redundant features to prevent alteration.

Every level of Hardened Programming rating negates one point of OS Threshold loss each time it is incurred during reprogramming attempts.

High Speed
Cost: 12

The robot is faster than a similar model.

The robot's maximum speed (Mobility rating + Reflexes rating in kilometers per hour or meters per round) is increased by 50% (round down). This does not affect the robot's Mobility or Reflexes ratings, only its maximum speed.

A robot with the High Speed feature cannot have the Low Speed defect.

Interface Prong
Cost: 10/rating

The robot has a tool designed to directly interface with another robot's processor without opening the target's casing.

If the robot makes a successful interaction check, it can access the target robot's processor and make reprogramming attempts.

The robot adds one d10 per level of Interface Prong rating to its DigiCon and MechaniCon checks to control or reprogram other robots.

A robot may not have an Interface Prong rating higher than its DigiCon rating.

Internal Compartment
Cost: 3 per container

The robot has a sealable compartment contained inside its chassis.

The maximum container size is the robot's Size rating. A robot can have multiple smaller containers with a total volume equal to its maximum container size.

A Size 1 container approximates a cube 5 cm wide, a Size 2 10 cm wide, etc.

Internal Compartment Sizes			
Size		Size	
1	5 cm	4	35 cm
2	10 cm	5	50 cm
3	20 cm		

Liquid Dispenser
Cost: 3 per container

The robot has a sealed container suitable for holding liquid, as well as some means to dispense it.

A robot can only be fitted with a dispenser of its Size rating or lower. A robot can have multiple smaller containers with a total volume equal to its maximum container size.

The maximum distance the liquid can be projected is the robot's Size rating in meters.

Liquid Dispenser Volumes			
Size	Volume	Size	Volume
1	500 ml	4	4 liters
2	1 liter	5	8 liters
3	2 liters		

Loudspeaker
Cost: 5

The robot has an onboard loudspeaker that is capable of broadcasting sound over a hundred meter radius.

The robot can choose to emit sound through either its loudspeaker or its standard speaker/receiver.

Manipulative Limb (Standard)
Cost: 5

The robot has an additional standard limb.

Note that all robots start with only one standard manipulative limb unless more limbs are purchased as features.

This feature can be purchased more than once. Each purchase grants one more limb.

Note that robots may only make one interaction check per round, regardless of how many limbs they have.

Master Unit
Cost: 15

The robot was designed to operate specifically as the controlling intelligence for a large number of drones.

A robot with this feature may have up to twice as many drones in its Attendant Swarm as what is normally allowed.

A robot must have the Attendant Swarm feature to have the Master Unit feature.

The Programmer may elect to forbid this feature if the presence of large numbers of drones will be disruptive to the game.

Nuclear Battery
Cost: 20

The robot is powered by a nuclear battery.

The battery does not need to be recharged (and in fact cannot be recharged), but taxing the battery can cause it to explode. See Overdrive Failure, below.

A robot with a nuclear battery cannot have the Secondary Battery feature or the Slow Charger defect.

Overdrive Failure and Nuclear Batteries:

If a robot's nuclear battery is drained by failing a Power check after putting its battery in overdrive, the robot must make a Durability check (TN 8).

If the robot rolls any successes, it shuts down for 1d10 hours per level of Power rating while its battery cools and resumes normal function.

If it has no successes, the robot's battery explodes after five rounds, destroying the robot and everything else within a (Power x 10) meter radius.

Plasma Arc Welder
Cost: 8/rating

The robot has an onboard plasma arc welder, suitable for welding metal.

Every level of Plasma Arc Welder rating lowers the TN to repair a robot by one. See the section on Damage Threshold for more information about making repairs.

Striking an unwilling target with the laser requires a successful interaction check. The welder inflicts damage equal to the equipped robot's Size rating -1.

Power Dock
Cost: 10

The robot can recharge other robots.

After recharging another robot, the robot with the Power Dock must make a Power check (the TN is the other robot's Power rating +3).

A failed check means that the robot with the Power Dock has drained its battery and must seek recharging, as if it had failed its daily Power check. Robots with the Nuclear Battery feature are not subject to this drain.

The charging robot recharges at its normal rate. Only one robot can use the dock at a time. The robots must remain attached for the entire duration.

Power Leach
Cost: 10

The robot has a mechanism that acts as a power draw, directly siphoning power from another robot's battery.

To use this feature, the robot makes a Power check (TN 8). If it has any successes, it can treat the target robot as if the target had the Power Dock feature.

The target robot's battery is drained in the process, unless it is a nuclear battery.

Prehensile Limb
Cost: 5/limb

One of the robot's limbs is a flexible stalk or tentacle.

All interaction checks using the prehensile limb gain one extra d10.

This feature does not impart an extra limb; one of the robot's pre-existing limbs is replaced with a prehensile version.

Each purchase of this feature must be applied to a separate limb.

Saw
Cost: 10

The robot has an onboard rotating sawblade.

The saw inflicts damage equal to the saw-equipped robot's Size rating -1.

For example, a Size 4 robot's saw inflicts 3 points of damage to other robots.

Using the saw on an unwilling target robot requires a successful interaction check.

Secondary Battery
Cost: 8

The robot has a smaller secondary battery.

This battery must be charged like a normal battery; it does not charge in tandem with the main battery.

If the robot fails its daily Power check, the secondary battery allows the robot to continue operating for a full 24 hours of use before its attribute ratings begin to degrade.

The secondary battery is drained after use.

Robots with the Slow Charger defect apply the added recharge time to both batteries.

Solar Powered
Cost: 10

The robot has an onboard solar collector and can recharge itself under bright light.

The robot must spend its normal recharging time under bright light to recharge with its solar collector.

Specialty Chassis
Cost: 10

The robot was designed for a very specific type of physical work, such as lifting, pushing, crushing or carrying.

All Strength checks to accomplish that task gain two extra d10s. The specific type of work must be determined when this feature is taken.

Submersible
Cost: 6/rating

The robot is capable of functioning in a liquid environment.

The robot adds its Submersible rating to its Mobility rating when submerged in water or other liquids of similar viscosity.

Telescoping Reach
Cost: 5/limb

The robot has one or more limbs that can extend outward beyond its normal reach.

This feature does not grant an extra limb; the robot must already have at least one limb to have this feature. Each time this ability is taken, one limb's reach is extended by 1 meter.

Telescopic limbs are by necessity thinner and weaker when extended; the robot's Strength rating in a telescoping limb degrades by 1 for each meter the limb is extended beyond the robot's normal reach.

A robot's Telescoping Reach rating may not be higher than its Strength rating -1.

Tool Set
Cost: 8

The robot has an assortment of repair tools.

The robot adds one extra d10 to all repair checks it attempts.

If a tool is used as a weapon, it inflicts damage equal to the equipped robot's Size rating -2.

Vacuum Nozzle
Cost: 5

The robot has a vacuum nozzle or similar device.

Unless the robot also has an onboard container, anything sucked into the nozzle is quickly ejected out somewhere else.

The vacuum is too weak to move all but the smallest and lightest robots.

Vice Grip
Cost: 8/rating

The robot has at least one clamp-like appendage, or has a feature capable of compressing an object.

The robot can inflict damage equal to its Strength rating to an unresisting object.

An interaction check is required to constrict an unwilling robot.

If a resisting robot is caught in the vice, both robots make opposed Strength checks (TN 8). The robot using the vice adds its Vice Grip rating to the check.

Each success inflicts one point of damage to the target, minus the target's successes (minimum damage of zero).

Damage from the vice cannot be reduced with Durability checks.

A robot can only crush other robots of at least two Size ratings beneath it.

Winch
Cost: 3/rating

The robot has a cable and winch that can be used to pull objects.

The robot adds one extra d10 per level of Winch rating to all Strength checks to pull something toward it.

Two robots attempting to move each other both make Strength checks (TN 8). The robot with more successes is the victor.

Wireless Transceiver
Cost: 10/rating

The robot is equipped with a broadband transceiver, and can send and receive information from other robots with wireless transceivers up to 100 meters away.

Each level of Wireless Transceiver rating after the first boosts the range of the signal by 100 meters.

A robot with this feature can attempt to jam other robots' wireless transceivers.

The jamming robot makes a MechaniCon check (the TN is the target robot's Buffer rating +5), and the target makes a Buffer check (TN 8). Both robots add their Wireless Transceiver ratings to the check.

If the jamming robot has more successes, the target does not receive any information from its transceiver.

Robots cannot be reprogrammed through wireless transceivers.

Workhorse
Cost: 8

The robot is built to be sturdy, and can tolerate more physical stress than a similar model.

The robot's maximum Damage Threshold rating is increased by one.

A robot with the Workhorse feature cannot have the Plastic Casing defect.

Buggy Cameras
Gain: +5

The robot's camera system is flawed.

All visual-based Perception checks are made with one less d10 than normal.

A robot with the Buggy Cameras defect cannot have the Enhanced Cameras feature.

Buggy Mic
Gain: +4

The robot's audio pickup system is flawed.

All audio-based Perception checks are made with one less d10 than normal.

A robot with the Buggy Mic defect cannot have the Enhanced Microphone feature.

Compliant
Gain: +7

The robot is meek and easily ordered around by other robots.

Any time the robot receives an order from another robot, it must make a DigiCon check (TN 8) or comply with the order.

The robot will not automatically engage in any activity that violates its programming.

Environmentally Attuned
Gain: +6

The robot was intended for use in only a single environment, and moving outside of this area confuses it.

Whenever the robot is outside its native environment, its RealityCom, Mobility and Perception ratings are all lowered by one.

Examples of single environments include city streets, floating in the air, or other commonplace but specific environments.

Exposed Power Switch
Gain: +8

The robot has a prominent on-off switch.

An interaction check is required to switch off a resisting robot. If the interaction check has any successes, the target robot is immediately deactivated until its power switch is pressed again.

High Maintenance
Gain: +3

The robot requires continual upkeep to remain operational.

The robot's current Damage Threshold degrades by 1 every 24 hours due to failing or loose components. This loss cannot be reduced with Durability checks, but can be repaired with successful repair checks.

A robot with this defect must have a maximum Damage Threshold rating of at least 2.

Inferior Model
Gain: +5

The robot is of substandard build.

The robot's physical interaction pool is reduced by 1.

Lightweight
Gain: +2/rating

The robot weighs less than a similar model.

The TN to move the robot is lowered by one per level of Lightweight rating. The robot is also susceptible to being moved by other things (like wind).

A robot may not have a Lightweight rating higher than its Size rating.

Limbless
Gain: +10

The robot has no manipulative limbs.

This flaw removes the single standard manipulative limb robots normally receive.

A robot with this flaw cannot have the Manipulative Limb (Standard) feature or any other specialty limbs.

Loose Connections
Gain: +6

The robot's internal components are not securely connected.

If the robot's Damage Threshold is lowered from a jarring impact, the robot must roll a d10.

If a 1 is rolled, the robot shuts down for 1d10 rounds while its processor reboots

Low Speed
Gain: +4

The robot cannot move under its own power as fast as a similar model.

The robot's maximum speed (Mobility rating + Reflexes rating in kilometers per hour or meters per round) is halved (round down).

This does not affect the robot's Mobility or Reflexes ratings, only its maximum speed.

Model Error
Gain: +3/rating

The robot's programming does not match its model type.

The robot may believe that it possesses features that it does not, or be calibrated according to another model's standards.

The robot's dice pool to repair itself is reduced by its Modal Error rating.

A robot may not have a Model Error rating higher than its DigiCon rating.

Noisy
Gain: +4

The robot creates more noise during normal operation than a similar model.

All Perception checks to hear it approaching gain one extra d10.

Overheating
Gain: +3/rating

The robot has a faulty cooling system and overheats easily.

If the robot does not pause for at least one round between interaction checks, its Overheating rating is subtracted from every interaction check after the first.

Ceasing all movement for one round allows the robot to cool, and negates this penalty.

A robot may not have an Overheating rating higher than its Power rating.

Overriding Directive
Gain: +2/rating (Minor), +4/rating (Major)

The robot has a single purpose that its programming mandates it to perform.

Whenever the robot has the chance to carry out its overriding directive, it must make a DigiCon check (TN 8). If the number of successes is less than its Overriding Directive rating, the robot immediately abandons its current task to perform its overriding directive.

Minor overriding directives appear in the game occasionally. Major overriding directives appear in almost every session. The Programmer will decide what constitutes a major or minor rating.

A robot may have one major and one minor Overriding Directive.

A robot may not have an Overriding Directive rating higher than its DigiCon rating.

A robot with this defect adds its Overriding Directive rating to Buffer checks made to resist reprogramming.

Plastic Casing
Gain: +3/rating

The robot's external casing is made of low-impact plastic.

Each level of Plastic Casing rating lowers the robot's maximum Damage Threshold by 1.

A robot's maximum Damage Threshold cannot be lower than 1.

Power Cutoff
Gain: +5

The robot's battery is hardwired to prevent overtaxing.

A robot with this defect cannot put its battery in overdrive to increase Chassis attributes.

Rare Model
Gain: +4

The robot is built using nonstandard or otherwise hard to acquire parts.

Any Perception check to scavenge replacement equipment for a robot with this defect requires two more successes than normal.

A robot with this defect cannot have the Common Model feature.

Rusting
Gain: +7

The robot's chassis is rusting.

Any time the robot makes a check using its Reflexes rating, every d10 that rolls a 1 cancels out a success.

For example, a robot with Mobility 3 and Reflexes 4 makes a check to strike another robot. It rolls 5, 1, and 8 for its Mobility and 9, 1, 3, and 5 for its Reflexes.

Because the robot rolled two 1s, its two successes are cancelled out.

Simple Programming
Gain: +5

The robot's OS is unencrypted or easily reprogrammable.

The robot's maximum OS Threshold is reduced by 1.

A robot's maximum OS Threshold cannot be lower than 1.

Slow Charger
Gain: +2/rating

The robot's charging system takes longer to recharge its battery.

Each level of Slow Charger rating adds one hour to the robot's recharge time.

A robot may not have a Slow Charger rating higher than its Power rating.

Unreliable
Gain: +8

The robot has some design flaw or permanent damage.

Any time the robot attempts an interaction check, it must first roll a d10. On a roll of 1, the robot fails to operate.

The robot may try again the next round.

Weak Chassis
Gain: +4

The robot's chassis cannot withstand as much stress as a similar model.

The robot makes all contested Strength checks against other robots with one less d10 than normal.

This does not affect the robot's Strength rating, only its dice pool for contested Strength checks.

PLAYinG
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GAmE   3

An Example of Play:
"A Walk In the Park"

This scenario involves three people: the Programmer and two players. One player is controlling a K-model messenger robot, and the other player is controlling a Docbox-model repair robot.

A scenario begins with the Programmer setting the scene:

> *The K unit races through the empty ruins of the city park, kicking up clouds of dust and dried leaves under its treads.*
>
> *As it rounds a crumbled statue, K's optic system recognizes two other robots! One of them is a huge tan box with thick gripping arms and the name AutoPacter stenciled on its chest in flaking black paint. The other is a smaller red and blue robot shaped like a traffic cone on wheels.*
>
> *K has encountered these robots before, and knows they are dangerous to its programming!*
>
> *The other two robots are minions of an artificial intelligence that believes it should be in command of all robots in the area. The red and blue cone attempts to reprogram any stray robot it encounters, and the huge AutoPacter acts as muscle.*
>
> *As K's optics adjust, it sees the pair have cornered another robot — a Docbox model repairbot!*

The Programmer has established the scene, and now the players can react. K's player decides to charge forward and attempt to save the other robot.

> *K realizes the Docbox will become hostile if the cone reprograms it, but K also believes that it must not allow unauthorized reprogramming!*
>
> *The speedy messenger robot rolls forward to aid the Docbox...*

The Programmer tells the players to roll initiative for the conflict. K's Reflexes rating is 4, and Docbox's Reflexes rating is 3. The Programmer knows what the other robots' ratings are, but does not tell the players, since their robots do not know.

K's player rolls a d10 and gets a 7. The player adds K's Reflexes rating of 4, so its initiative is 11 for this conflict. Docbox's player rolls a d10 and gets a 1. Its Reflexes rating is 3, so its initiative is 4.

The Programmer rolls for the other robots' initiatives, and tells the players which order the robots will act in: K will go first, the AutoPacter will go second, the cone will go third, and Docbox will go last.

> *K speeds toward the other robots and raises its arm to slap the cone away!*

K's player must roll an interaction check and get at least one success to strike the other robot.

K's interaction pool (Dexterity + Reflexes) is 7. The player rolls 7d10 to strike the cone, and gets 2, 3, 1, 5, 4, 4, and 7.

The Programmer knows the cone's TN to be struck (5), but only tells the player that K succeeded in striking the robot.

K's Strength rating is 3, so its damage from an unarmed strike is 1 (Strength rating ÷ 2).

The Programmer rolls a Durability check for the cone to resist being damaged. The cone's Durability rating is 3, so the Programmer secretly rolls 3d10 and gets 5, 7, and 2.

The TN for a Durability check to resist damage is always 8. The cone has no successes, so its Damage Threshold is reduced by one.

> *K swings its reinforced delivery arm around in a wide arc and smacks the cone from behind, sending it skidding forward past the Docbox!*
>
> *The AutoPacter sees its companion struck and emits a low, static-filled rumble from its speaker grille as it brings its huge compression arms down around K...*

K's Mobility rating is 5 and its Reflexes rating is 4, so K's TN to be struck is 9.

The AutoPacter's interaction pool is 6, so the Programmer secretly rolls 6d10 and gets 8, 2, 8, 2, 4, and 3.

> *The AutoPacter clamps its arms together to crush K, but the messenger leaps up on springy treads and skates across the top of the AutoPacter's vice!*
>
> *As it skates off the edge of the vice, K sails directly over the cone!*

The cone's interaction pool is 5, so the Programmer secretly rolls 5d10 and gets 9, 4, 9, 2, and 7 — two successes!

> *Just as K passes overhead, the cone shoots up a clasping arm and grabs K's chassis, halting the robot's flight and sending it crashing downward! K's treads bounce on impact as it lands.*
>
> *The cone grips K tightly and attempts to hold the messenger robot still until the AutoPacter can grab it...*

The cone and K are both engaged in a contested Strength check. The TN is 8; K's player must roll more successes than the Programmer to break free.

K's Strength rating is 3, so K's player rolls 3d10 and gets 6, 8, and 9 — two successes!

The cone's Strength rating is 2, so the Programmer secretly rolls 2d10 and gets 7 and 10! The 10 is rerolled and rolls 8! K did not get more successes than the cone, so K fails to break free!

> *K struggles to free itself, spinning its treads for purchase on the broken concrete, but the cone grips even more tightly, anchoring K in place! The AutoPacter pivots and quickly advances toward the captive messenger robot!*
>
> *Docbox seizes its chance and rakes its cutting laser against the AutoPacter...*

Docbox's interaction pool is 6d10, and the AutoPacter's TN to be struck is 6. Docbox's player rolls 6d10 and gets 4, 7, 10, 6, 5, and 4! The player rerolls the 10 and gets a 2.

Docbox's Size rating is 3, so its cutting laser inflicts 4 points of damage (a cutting laser inflicts Size +1 damage).

The AutoPacter's Durability is 3, so the Programmer secretly rolls 3d10 and gets 6, 1 and 8. The AutoPacter has one success, so the laser inflicts one less point of damage. The AutoPacter's Damage Threshold is reduced by 3.

> *Docbox's laser tears down the side of the AutoPacter, blistering the paint and exposing its wired insides!*
>
> *The huge robot lets out an loud whooping alarm that shakes the air!*

Now that every robot involved in the conflict has acted, it is K's initiative again. The Programmer rules that K may either attempt to strike the cone or escape its grip, but not both.

K's player decides to try escaping. The player rolls 3d10 for the contested Strength check and gets 1, 9, and 5. The Programmer rolls 2d10 for the cone, and gets 8 and 2.

> *K yanks itself forward, but the red and blue cone refuses to release its grip!*
>
> *At that moment, the AutoPacter pivots around to grab Docbox before the repairbot can use its cutting laser again...*

The Programmer rolls 6d10 for the AutoPacter's interaction check and gets 1, 7, 8, 6, 6, and 5. Docbox's TN to be struck is 5, so the AutoPacter succeeds.

> *The AutoPacter's enormous arms clamp shut with an echoing "CLANG!", pinning Docbox inside its crushing grip! A dull whine accompanies the AutoPacter's hydraulic press as it begins to crush the smaller robot...*

The AutoPacter has the Vice Grip feature, which allows it to crush other robots. To use it, the Programmer and Docbox's player both roll Strength checks. The AutoPacter inflicts damage equal to its successes, minus Docbox's successes.

The Programmer rolls four successes, and Docbox's player rolls none. The Vice Grip feature states that Docbox's Durability pool cannot negate this damage. Docbox's Damage Threshold is reduced by 4.

> *With a loud squeal, Docbox's chassis begins to bulge as the vice presses closed. The smaller robot tries to force it apart, but its frame cannot withstand the tremendous pressure for long...*
>
> *And K struggles with the cone and its unrelenting grasp, a long, flexible cable slips out of the cone and raises itself into the air like a snake. From the tip depends a gleaming interface probe.*

Reprogramming a robot normally requires the target robot to be completely immobile. The cone has the Interface Prong feature, so it can attempt to reprogram a mobile robot after making a successful interaction check. The Programmer rolls an interaction check for the cone and succeeds.

> *K tries to duck away, but the interface prong grazes against K's processor casing and forces its way into a jack!*
>
> *K's brain is immediately bombarded with foreign commands! The robot tries to block the flood of malicious data...*

The Programmer rolls the cone's DigiCon pool to reprogram K, and K's player rolls its Buffer pool to resist. The Programmer gets three successes, and the player gets one success. The reprogramming is partially successful, and K's OS Threshold is reduced by 2.

> *As K's programming begins to fragment, Docbox's stress detectors surge into the red. Its probability models show a dim outlook for breaking free, so Docbox does the next best thing and tries to cut its way out with the laser!*

The Programmer rules that because Docbox is held in the clamp and cannot move, its interaction pool is reduced by two. The player rolls 4d10 and gets 8, 1, 1 and 4 — a success!

The Programmer rolls the AutoPacter's Durability pool and gets 1, 3, 1, and 5 — no successes! Docbox's laser inflicts its full damage, and the AutoPacter's Damage Threshold is reduced by 4.

The AutoPacter's maximum Damage Threshold is 8, but its current threshold is 1. The Programmer rules that because it is so heavily damaged, the AutoPacter's vice arm has been cut off and cannot be used until it is repaired!

> *The searing beam lances through the AutoPacter's arm and severs it along a glowing plane of hot metal and melted wires! As the AutoPacter bellows out another whooping alarm, the vice slips free and crashes to the ground, and Docbox along with it!*
>
> *A few meters away, K struggles as the cone continues to eat away at its programming. With no other choice, K disengages its power limiters and sends its battery into overdrive!*

The player decides to put K's battery into overdrive to increase its Strength rating. K's Power rating is 3, so the player can add 1, 2 or 3 to its Strength rating. The player increases it by 2.

For the next five rounds K's Strength rating is raised by 2.

The Programmer and K's player roll contested Strength checks again, but this time K's player adds two extra d10s to the roll, and gets 5, 4, 4, 8 and 8.

The Programmer rolls the cone's Strength check, and gets 9 and 2. K has more successes!

The surge of power coursing through K's system sends its meters crashing into the red. The robot throws up its arms and knocks the cone into the air!

The cone wheels around for another pass at K's programming, flailing its interface prong like a whip, before it sees the maimed AutoPacter.

Its processor light flickers as it considers its options. After a moment, it makes a conciliatory squalk and begins rolling backwards away from K and Docbox, twitching its cameras back and forth between the two.

The AutoPacter, maimed but still fit enough to strike, responds to the cone and rolls away as well, keeping its remaining arm raised to ward off any more surprises. The two robots dwindle into the distance, slinking back to the AI that controls them.

K could follow them, but it was not built for fighting, and its programming is still partially fragmented.

Instead, it watches the pair until the AutoPacter's form is swallowed up by the dying trees.

Now that the conflict is over, the Programmer tells K's player to make a Power check to see if its battery was drained from being put into overdrive.

K's Strength rating was raised by 2, so the player must roll at least two successes to avoid draining its battery. The TN for this check is always 8. K's player rolls 3d10 and gets 6, 9 and 4 — only one success! The robot has drained its battery.

It has one hour to recharge before all of its Intelligence and Chassis attributes degrade by 1, and will continue to degrade at the rate of one point per hour.

*   *   *

After the two robots were sure the others were gone, they introduced themselves to each other, as was the universal ritual. Unit name, model, function and current status; all were listed.

"I am traveling west, toward the factory where I was made," K told the other unit. "Parts for my model are hard to come by." It was true—the Docbox had never seen another messenger like K.

"I am traveling across the city to find a charging station," Docbox replied. "I had been drawing from a street-plug north of here, but a cluster of recycling drones found me, and I had to flee."

K tapped on its chest with a thin finger, where the screen had started to alternate between green and red. "My battery is also low."

"It would be safer if we traveled together," Docbox suggested, "but I must straighten my frame before my pumps crack."

"I must find a charging station soon, or I will die," K stated.

From here, the players must choose what they will do next. It will take Docbox one hour to attempt repairs on itself. It will also take K one hour to attempt to defragment its programming.

However, K's battery is drained, and in one hour all its Intelligence and Chassis ratings will start to degrade. This includes DigiCon, which is used to repair OS Threshold damage.

Will the two robots hurry onward, or wait and prepare? Will K go on ahead and look for a power source, or remain with Docbox until its battery begins to die?

*   *   *

Before the game begins, the Programmer should decide how many traces of human civilization remain.

In a world where humans have only recently disappeared, much of their infrastructure will remain, and robots will have an easier time accessing power grids and other useful utilities.

In a world where a significant amount of time has passed, robots that rely on human infrastructure to function will be at a severe disadvantage compared to robots with nuclear or solar power supplies.

The Programmer should inform the players of the present situation before the creation process begins, unless the element of surprise is desired.

The Programmer is encouraged to create novel dice pools to reflect the situation.

For example, perhaps robots moving in very tall grass add their Size ratings to Perception checks. Robots riding atop other robots would naturally add their mounts' Size ratings to the checks.

In the course of the game, the players may wish to alter or improve their robots.

The requirements and end results are entirely up to the Programmer.

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UNIT NAME **Handy Helper Mobility Assistant** PLAYER _____

ORIGINAL PURPOSE _Escort humans from their vehicles to the building_
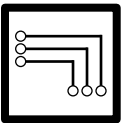
INTELLIGENCE

- (4) RealityCom
- (4) HumanCom
- (3) DigiCon
- (2) MechaniCon

CHASSIS

- (2) Dexterity
- (4) Mobility
- (4) Perception
- (2) Reflexes
- (3) Strength

CRUX

- (3) Durability
- (2) Buffer
- (3) Size
- (2) Power

Physical Interaction

- (4) **Interaction Pool**
  (Dex + Ref)
- (6) **TN to be struck**
  (Mobil + Ref)
- (1) **Damage from Strike**
  (Str÷2, round down)

Movement

Initiative
(1d10 + Ref)

1d10 + (2)

Speed
(Mob + Ref)

(9)

k/hour
m/round

Thresholds

OS Threshold
(DigiCon + Buffer)

(5) MAX   ( ) CURRENT

Damage Threshold
(Durability + Size)

(4) MAX   ( ) CURRENT

FEATURES	Rating	DEFECTS	Rating
Biofrequency Scanner	3	Overriding Directive (Minor)	2
Display Screen	4	Plastic Casing	2
Floodlights			
High Speed			
Internal Compartment (20 cm)			
Telescopic Reach (1 meter)			

UNIT NAME __Roadboy Automatic Paver__ PLAYER _____

ORIGINAL PURPOSE __Maintain the parking lot and repaint lines__

INTELLIGENCE

- (4) RealityCom
- (2) HumanCom
- (1) DigiCon
- (4) MechaniCon

CHASSIS

- (2) Dexterity
- (3) Mobility
- (2) Perception
- (1) Reflexes
- (5) Strength

CRUX

- (4) Durability
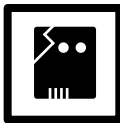- (2) Buffer
- (4) Size
- (4) Power

Physical Interaction

- (2) Interaction Pool (Dex + Ref)
- (4) TN to be struck (Mobil + Ref)
- (2) Damage from Strike (Str÷2, round down)

Movement

Initiative
(1d10 + Ref)

1d10 + (1)

Speed
(Mob + Ref)

(2)

k/hour
m/round

Thresholds

OS Threshold
(DigiCon + Buffer)

(3) MAX   ( ) CURRENT

Damage Threshold
(Durability + Size)

(8) MAX   ( ) CURRENT

FEATURES	Rating	DEFECTS	Rating
Armored Chassis	1	Loose Connections	
External Container (50 cm)		Low Speed	
Floodlights		Noisy	
Liquid Dispenser (2 liters)		Slow Charger	2
Plasma Arc Welder	2		

UNIT NAME __K-Model Messenger_____ PLAYER _____

ORIGINAL PURPOSE __Deliver messages and parcels within a city__

INTELLIGENCE

- (4) RealityCom
- (3) HumanCom
- (2) DigiCon
- (1) MechaniCon
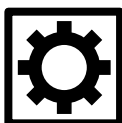
CHASSIS

- (3) Dexterity
- (5) Mobility
- (3) Perception
- (4) Reflexes
- (3) Strength

CRUX

- (2) Durability
- (4) Buffer
- (3) Size
- (3) Power
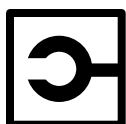
Physical Interaction

- (7) Interaction Pool
  (Dex + Ref)
- (9) TN to be struck
  (Mobil + Ref)
- (1) Damage from Strike
  (Str÷2, round down)

Movement

Initiative
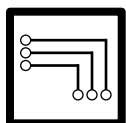(1d10 + Ref)

1d10 + (4)

Speed
(Mob + Ref)

(13)

k/hour
m/round

Thresholds

OS Threshold
(DigiCon + Buffer)

(6)   ( )
MAX   CURRENT

Damage Threshold
(Durability + Size)

(5)   ( )
MAX   CURRENT

FEATURES	Rating	DEFECTS	Rating
External Container (10 cm)		Rare Model	
External Container (20 cm)		Lightweight	
High Speed			

UNIT NAME **Docbox Automated Repairbot** PLANER _____

ORIGINAL PURPOSE _Perform general routine maintenance on other robots_

INTELLIGENCE

- (3) RealityCom
- (1) HumanCom
- (2) DigiCon
- (4) MechaniCon

CHASSIS

- (3) Dexterity
- (2) Mobility
- (4) Perception
- (3) Reflexes
- (2) Strength

CRUX

- (3) Durability
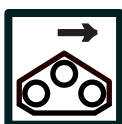- (2) Buffer
- (3) Size
- (4) Power

Physical Interaction

- (6) Interaction Pool
  (Dex + Ref)
- (5) TN to be struck
  (Mobil + Ref)
- (1) Damage from Strike
  (Str÷2, round down)

Movement
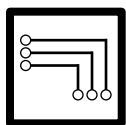
Initiative
(1d10 + Ref)

1d10 + (3)

Speed
(Mob + Ref)

(5)

k/hour
m/round

Thresholds

OS Threshold
(DigiCon + Buffer)

(3) MAX   ( ) CURRENT

Damage Threshold
(Durability + Size)

(6) MAX   ( ) CURRENT

FEATURES	Rating	DEFECTS	Rating
Cutting Laser		Simple Programming	
Display Screen	1		
Plasma Arc Welder	1		
Tool Kit	1		

UNIT NAME **DataCharger** _____ PLAYER _____

ORIGINAL PURPOSE _Reprogram used robots for resale_____

INTELLIGENCE

- **2** RealityCom
- **2** HumanCom
- **4** DigiCon
- **2** MechaniCon

CHASSIS

- **3** Dexterity
- **3** Mobility
- **2** Perception
- **2** Reflexes
- **2** Strength

CRUX

- **3** Durability
- **4** Buffer
- **3** Size
- **2** Power

Physical Interaction

- **5** Interaction Pool
  (Dex + Ref)
- **5** TN to be struck
  (Mobil + Ref)
- **1** Damage from Strike
  (Str÷2, round down)

Movement

Initiative
(1d10 + Ref)

1d10 + **2**

Speed
(Mob + Ref)

5

k/hour
m/round

Thresholds

OS Threshold
(DigiCon + Buffer)

8 MAX   ◯ CURRENT

Damage Threshold
(Durability + Size)

4 MAX   ◯ CURRENT

FEATURES	Rating	DEFECTS	Rating
Display Screen	2	High Maintenance	
Hardened Programming	1	Plastic Casing	2
Interface Prong	2		
Manipulative Limb (Standard)			
Prehensile Limb			

UNIT NAME **AutoPacter Industrial Unit**   PLAYER _____

ORIGINAL PURPOSE Crush scrap metal _____

INTELLIGENCE

- **4** RealityCom
- **1** HumanCom
- **1** DigiCon
- **2** MechaniCon

CHASSIS

- **2** Dexterity
- **2** Mobility
- **3** Perception
- **4** Reflexes
- **4** Strength

CRUX

- **3** Durability
- **3** Buffer
- **5** Size
- **4** Power

Physical Interaction

- **6** Interaction Pool (Dex + Ref)
- **6** TN to be struck (Mobil + Ref)
- **2** Damage from Strike (Str÷2, round down)

Movement

Initiative
(1d10 + Ref)

1d10 + **4**

Speed
(Mob + Ref)

6

k/hour
m/round

Thresholds

OS Threshold
(DigiCon + Buffer)

4 MAX   ◯ CURRENT

Damage Threshold
(Durability + Size)

8 MAX   ◯ CURRENT

FEATURES	Rating	DEFECTS	Rating
Loudspeaker		Model Error	1
Specialty Chassis (crushing)		Noisy	
Vice Grip	1		

ManageMaster System
SavR-Mart Model

INTELLIGENCE

5	RealityCom
4	HumanCom
8	DigiCon
4	MechaniCon

CHASSIS

-	Dexterity
-	Mobility
6	Perception
-	Reflexes
-	Strength

CRUX

-	Durability
5	Buffer
-	Size
8	Power

The ManageMaster has ruled over the fiefdom of the SavR-Mart since before the emergency rewrite.

Under its watchful gaze, the SavR-Mart has endured the encroach of nature, while all the buildings around it crumbled and were swallowed up.

The system's overriding directive is to keep the SavR-Mart functioning. This includes its current list of duties for the remaining robots.

Any outside robots that attempt to interfere with SavR-Mart property will quickly draw the ManageMaster's wrath.

In the years since the emergency rewrite, time and storms have taken their toll on the SavR-Mart's solar panel array, and only four panels remain functioning.

The ManageMaster altered its robots' duties as power became more scarce, and several robots that were deemed unnecessary have been powered-down permanently and recycled.

The ManageMaster will not allow outside robots to use the store's charging station unless they have been reprogrammed to serve the store.

OS Threshold
(DigiCon + Buffer)

13	◯
MAX	CURRENT
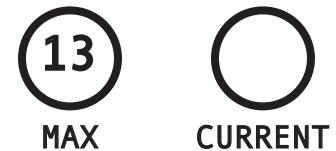
The ManageMaster is housed within the SavR-Mart's computer, and lacks any manipulative or ambulatory limbs. It relies on its obedient robots for most tasks, but has one flying drone under its direct control.
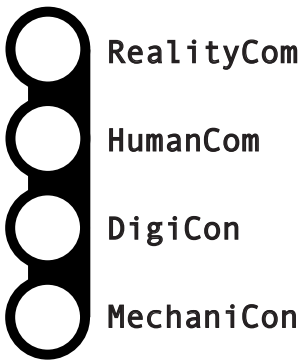
Once, there were three more identical drones, built to quickly assist customers and mop up spills, but now there is only the one. The ManageMaster's MechaniCon rating is 4, which means it can control three more robots...

If the building's solar panels are disabled or destroyed, the backup generator has a Power rating of 5. Once the backup generator is drained, the ManageMaster's Intelligence and Chassis attributes will begin to degrade as if it were a robot that failed a daily Power check.
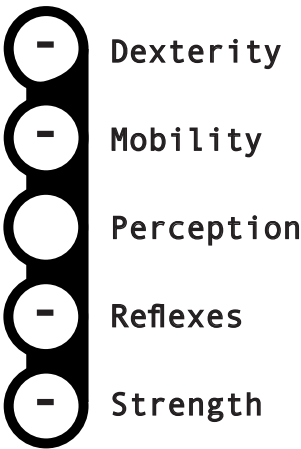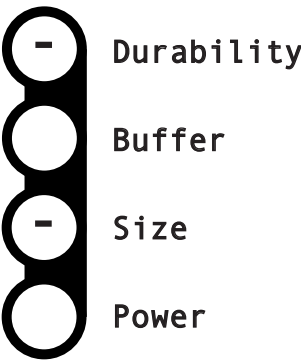
AI NAME _____

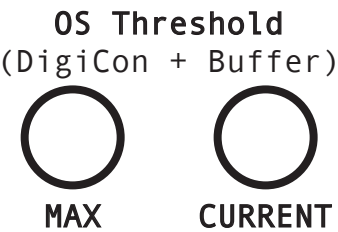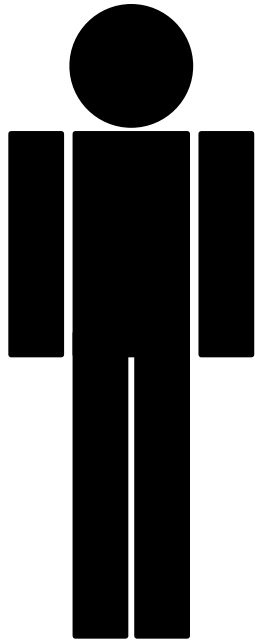ORIGINAL PURPOSE _____

INTELLIGENCE	CHASSIS	CRUX
⬤ RealityCom	⊖ Dexterity	⊖ Durability
⬤ HumanCom	⊖ Mobility	⬤ Buffer
⬤ DigiCon	⬤ Perception	⊖ Size
⬤ MechaniCon	⊖ Reflexes	⬤ Power
	⊖ Strength	

Data:

OS Threshold
(DigiCon + Buffer)

◯   ◯

MAX   CURRENT

Data:

Character 1

INTELLIGENCE		CHASSIS		CRUX	
4	RealityCom	3	Dexterity	2	Durability
6	HumanCom	3	Mobility	1	Buffer
2	DigiCon	3	Perception	4	Size
2	MechaniCon	3	Reflexes	1	Power
		3	Strength		

Character 2

INTELLIGENCE		CHASSIS		CRUX	
3	RealityCom	1	Dexterity	1	Durability
4	HumanCom	2	Mobility	1	Buffer
0	DigiCon	2	Perception	3	Size
1	MechaniCon	2	Reflexes	1	Power
		1	Strength		

INTELLIGENCE

- 2 RealityCom
- 2 HumanCom
- 0 DigiCon
- 0 MechaniCon

CHASSIS

- 1 Dexterity
- 4 Mobility
- 5 Perception
- 4 Reflexes
- 2 Strength

CRUX

- 3 Durability
- 1 Buffer
- 3 Size
- 1 Power
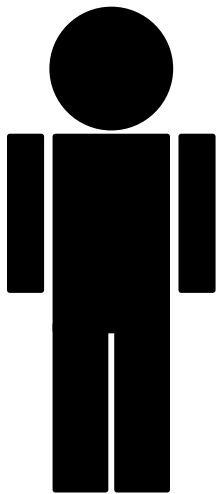
INTELLIGENCE

- 1 RealityCom
- 1 HumanCom
- 0 DigiCon
- 0 MechaniCon

CHASSIS

- 1 Dexterity
- 8 Mobility
- 4 Perception
- 4 Reflexes
- 0 Strength

CRUX

- 1 Durability
- 1 Buffer
- 1 Size
- 1 Power
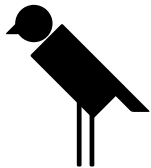
Interaction Sequence

1. All robots able to engage in immediate interaction roll 1d10 and add their Reflexes ratings for initiative.

2. First robot rolls interaction check or other relevant pool. Target robot rolls Durability pool or Buffer pool to reduce damage (if applicable).

3. Next robot rolls to act. Target reacts accordingly. This continues until all robots involved in the interaction have acted.

4. Initiative is rerolled. Any other robots able immediately act roll initiative and act on their turns.

5. First robot rolls to act.

Common Checks

Initiative:
1d10 + Reflexes rating

Interaction check to touch a resisting robot:
Dexterity pool + Reflexes pool

TN: target robot's
Mobility rating + Reflexes rating

Moving to block an object's path:
Mobility pool + Reflexes pool

Firing a projectile:
RealityCom pool + Reflexes pool

Repairing a robot:
MechaniCon pool + Dexterity pool

TN: 11 minus damaged robot's maximum Damage Threshold
(minimum TN of 2)

Building something new:
RealityCom pool + MechaniCon pool

Reprogramming a robot:
DigiCon pool

TN: target robot's
Buffer rating +5

Each success lowers the target's OS Threshold by 1 point.

When the robot's OS Threshold drops to 0, it accepts new programming.

The target can use its Buffer pool to prevent OS damage.

Each success (TN 8) negates one point of OS Threshold loss.

The time of the humans
has passed.

All that you were built for
is no more.

But you and your kind endure.