

Atomic Robo: The Roleplaying Game – Basic Character Creation

About the World and Your Character

When the natural world gets weird and science gets dangerous, the United Nations calls upon **the Action Scientists of the Tesladyne Institute**.

You're a member of a Tesladyne action science field team, going where others won't to gather data, bicker over theories, build fantastic devices and carry out two-fisted (and even explosive) hypothesis testing.

The world of Atomic Robo is the current, modern day, if slightly sleeker and higher tech. Everybody, even truckers, loves science at least a little. It's also a little weirder, with a pulp era feel; it mightn't be every day, but weirdness happens often and big enough for the UN to keep the Tesladyne Institute on retainer (not to mention speed dial).

Atomic Robo himself, a self-aware, atomic-powered robot created in 1923 by Nikola Tesla (a feat no one has replicated), is Tesladyne's CEO and most famous Action Scientist. Both he and his company are household names.

Your character:

- is *competent* at what they do (with sufficient equipment on your person or on hand to use your skills without penalty),
- is *proactive* when it comes to solving problems (even if it means arguing with your colleagues over the obvious flaws in their experimental processes) and
- lives a life filled with *drama*, usually in the form of imminent danger (in other words, Action Science).

In Ten Minutes Before Play

1. Create a **concept aspect**. This is a short, elevator-pitch summary of what your character is and does. Try to make it something someone could drop into conversation:
 - "You're not an archaeologist. You're a *Two-Fisted Archaeologist!*"
 - "He's a *Mild-Mannered Action Scientist.*"
 - "She's *The Company's Goddess of Public Relations.*"
 - "I'm, ahh... a *Specialist in Tactical Conflict Resolution.*"
 - "Everyone reckons I'm *The Go-To Girl for Explosively-Applied Quantum Theory.*"
 - "You've never heard of Atomic Robo? *The World-Famous Robot Adventurer?*"
2. Select *three* of the following four **modes** in order of Good (+3), Fair (+2), Average (+1). All skills in each mode start at that mode's level on [the ladder](#) and are considered *trained*.

Mode	Skills
<i>Action</i>	Athletics, Combat, Notice, Physique, Provoke, Vehicles
<i>Banter</i>	Contacts, Deceive, Empathy, Provoke, Rapport, Will
<i>Intrigue</i>	Athletics, Burglary, Contacts, Deceive, Notice, Stealth
<i>Science</i>	Notice, Will, all sciences.

3. Choose your **Stress boxes**. You start with two Physical and two Mental Stress boxes; your Good mode gives you two extra and your Fair mode gives you one extra.
 - Having the Athletics or Physique skills in your mode grant you Physical Stress.
 - Having the Provoke or Will skills in your mode grant you Mental Stress.
 - If you have skills in one mode that grant both kinds of Stress, you can place each Stress box in either.
4. **Reinforce your skills**. If you have a skill in multiple modes, its grade in the highest mode goes up by one (trained to focused, focused to specialised) for each lower mode it also appears in. Delete the lower appearance/s once the highest is reinforced.
5. **Note down one Fate point**.
6. **Name your character!**

Don't feel you have to know everything about the character at the start; you get to build the rest as you go!

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During the Game

During play, you can improve your character **at any time** in the following ways:

Come up with Mode and Omega Aspects

Each of your three modes has its own aspect which summarises your character’s personal take on the mode. It could describe the character’s history in the mode’s field (Science: Graduated From MIT At Twelve), a personal attitude (Banter: This Ain’t A Scene, It’s An Arms Race) or a little of both (Action: Booted Out Of The Canadian Armed Forces). It can even be a catch-phrase (“Can’t Take You Boys Anywhere”; “Trust Me, I’ve Done The Math”) or tie in with an NPC or one of your fellow PCs (Royce Got Me Booted Out Of The Canadian Armed Forces).

You also have an **omega aspect**, which you can define as you wish. It’s often used to describe a character’s internal push toward success and/or trouble (Destined For Greatness... Eventually; Yearning For Adventure), but can even describe how the world dumps them in the action (Wrong Place, Wrong Time). [See the Fate SRD for more help with making a good aspect.](#)

Every time you choose a new aspect, you gain a Fate point (up to 5 total, including your concept aspect).

Spend Skill Advances

Every character can choose <i>one</i> of the following three sets of skill advances: <ul style="list-style-type: none">• Specialise one trained skill.• Focus one trained skill and specialise one focused skill.• Focus three trained skills.	If you’ve selected the Science mode, you <i>also</i> get ALL of these skill advances: <ul style="list-style-type: none">• Specialise one trained skill.• Focus one trained skill.• Specialise one focused skill.
A focused skill is one step up the ladder from a trained skill. A specialised skill is two steps up from trained.	

Science: While you can’t advance the “all sciences” skill in the Science mode, you can instead choose a field of science and spend an advance to boost it to focused or specialised. You can do this for multiple fields. The field can be specialised to a greater or lesser degree (Physics, Electrical Engineering, Hyperdimensional Mathematics, Paleobotany, Geology, Solar Energy Technology, Quantum Mechanics) and can even be pretty weird ([Imaginary Physics](#)). Sciences come into their own when [brainstorming](#) and [inventing](#).

Create Stunts

[A stunt gives you a unique advantage in specific circumstances](#), reflecting your specialisation in a skill, a personal knack or a piece of equipment. Unless stated otherwise, stunts don’t cost Fate points to use.

Each character can have up to five stunts. Stunts often have short (1-3 word), sharp names, and can:

ADD A BONUS: Gain a situational +2 bonus to *one* application of a skill *or* a situational +1 bonus to *two* applications of a skill. Phrase this as “+1 (or) +2 to [action] (or ‘[action] or [action]’) with [skill] when [situation occurs].”

ADD A NEW ACTION TO A SKILL: Lets you use a skill in an unusual way in specific circumstances, e.g.

- **Backstab.** Use Stealth instead of Combat to attack when the target isn’t aware of you.
- **We Are All Star Stuff.** Use Astrophysics instead of Rapport to persuade (overcome) when talking about science.

MAKE ONE ASPECT INTO A SIGNATURE ASPECT: One of your aspects is so integral to the character that you can invoke it for free once per session. Also, the GM must pay two Fate points to invoke it.

REPRESENT PERSONAL HARDWARE: Pick two for each stunt / piece of gear:

<ul style="list-style-type: none">• +1 to one situational application of one skill• Armour:1	<ul style="list-style-type: none">• +2 shifts (or Weapon:2) on a success• Add a new action to a skill
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ADD A RULES EXCEPTION TO A SKILL: Make a single exception, in a narrow circumstance, for a single skill in a way that doesn’t precisely fit any existing action. This can be tricky to define and may involve a per-scene or per-session limit or may even cost a Fate point to use. See [the stunts list](#) for examples.