

KID ROBO

THE 1920S

MODES AND SKILLS:

	GOOD (+3) SCIENCE	FAIR (+2) ROBOT	AVERAGE (+1) BANTER
SPECIALIZED	Superb (+5): Physics, Will	Great (+4): Athletics, Physique	Good (+3): Rapport
FOCUSED	Great (+4): Notice		Fair (+2): Empathy

ASPECTS:

- CONCEPT:** *I Am the Atomic Robot**
- SCIENCE:** *Full-Time Student*
- ROBOT:** *The New Wonder of the World*
- BANTER:** *Well-Meaning Kid*
- OMEGA:** *Yearning For Adventure*



STUNTS/MEGA-STUNTS:

ATOMIC STRENGTH: Absolutely stronger than any human (Physique), *but* at a cost; Weapon:2 with hand-to-hand attacks; +2 to overcome with Athletics when jumping.

JUST GUNS?: Bulletproof, but weak to strong electromagnetism; Armor:1 against everything else.

SIGNATURE ASPECT: *I Am the Atomic Robot*

(Total Benefits: 6 - 5 = 1 fate point added to the reserve)

STRESS AND CONSEQUENCES:

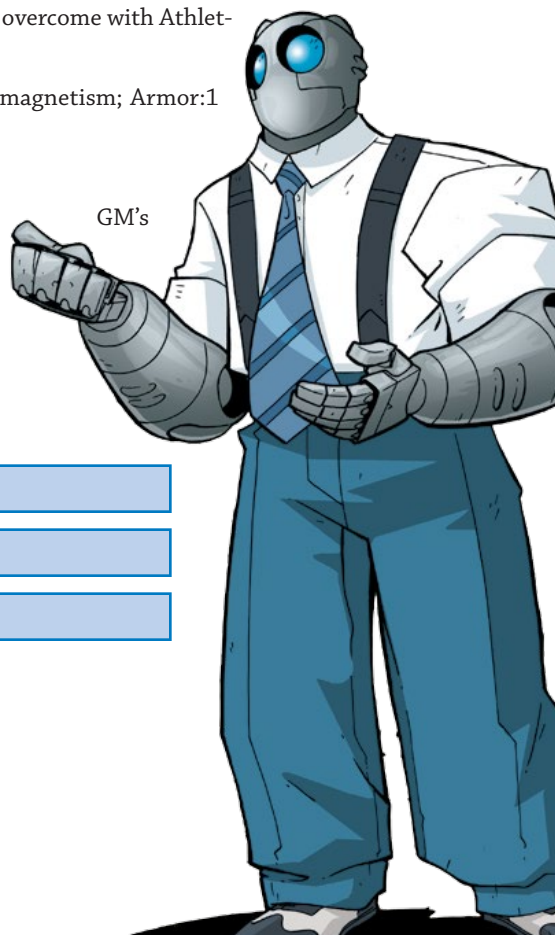
PHYSICAL

MENTAL

MILD:

MODERATE:

SEVERE:



TEEN ROBO

THE 1930S

MODES AND SKILLS:

GOOD (+3) SCIENCE

FAIR (+2) ACTION

AVERAGE (+1) ROBOT

SPECIALIZED

Superb (+5): Physics, Electrical Engineering

Great (+4): Athletics, Combat, Physique

FOCUSED

Great (+4): Hyperdimensional Mathematics, Will, Notice

Good (+3): Provoke, Vehicles

ASPECTS:

- CONCEPT:** *I Am the Atomic Robot**
- SCIENCE:** *There Are No Failures in Science*
- ACTION:** *Built Like a Tank*
- ROBOT:** *Tesla's Finest Creation*
- OMEGA:** *Mentored by Jack Tarot*



STUNTS/MEGA-STUNTS:

ATOMIC STRENGTH: Absolutely stronger than any human (Physique), *but* at a cost; Weapon:2 with hand-to-hand attacks; +2 to overcome with Athletics when jumping.

JUST GUNS?: Bulletproof, but weak to strong electromagnetism; Armor:1 against everything else.

SIGNATURE ASPECT: *I Am the Atomic Robot*

WISEACRE: +2 to create an advantage with Provoke when cracking wise.

WEBLEY MARK VI REVOLVER.: +1 to attack with Combat; Weapon:1

(Total Benefits: 8 - 5 = 3 fate points added to the GM's reserve)

STRESS AND CONSEQUENCES:

PHYSICAL

MENTAL

MILD:

MODERATE:

SEVERE:

SPECIAL AGENT ROBO

MID-CENTURY

MODES AND SKILLS:

GOOD (+3) ACTION FAIR (+2) ROBOT AVERAGE (+1) SCIENCE

SPECIALIZED **Superb (+5):**
Combat, Vehicles

FOCUSED **Great (+4):**
Athletics, Provoke, Notice, Physique **Good (+3):** Will

Fair (+2): Electrical Engineering, Hyperdimensional Mathematics

ASPECTS:

- CONCEPT:** *Special Agent Robo**
- ACTION:** *Fighting the Good Fight*
- ROBOT:** *Virtually Indestructible*
- SCIENCE:** *One of the Foremost Engineers in the World*
- OMEGA:** *Notorious Ace Aviator*



STUNTS/MEGA-STUNTS:

ATOMIC STRENGTH: Absolutely stronger than any human (Physique), *but* at a cost; Weapon:2 with hand-to-hand attacks; +2 to overcome with Athletics when jumping.

JUST GUNS?:

Bulletproof, but weak to strong electromagnetism; Armor:1 against everything else.

SIGNATURE ASPECT: *Special Agent Robo*

WISEACRE: +2 to create an advantage with Provoke when cracking wise.

FLYING TIGER: +1 to overcome or create an advantage with Vehicles when piloting
(Total Benefits: 8 - 5 = 3 fate points added to the GM's reserve)

STRESS AND CONSEQUENCES:

PHYSICAL

MENTAL

MILD:

MODERATE:

SEVERE:

ROBO THE VETERAN

MODERN DAY

MODES AND SKILLS:

	GOOD (+3) ACTION	FAIR (+2) SCIENCE	AVERAGE (+1) ROBOT
SPECIALIZED	Superb (+5): Combat, Notice, Vehicles	Great (+4): Hyperdimensional Mathematics, Physics	
FOCUSED	Great (+4): Athletics, Provoke, Physique	Good (+3): Will	

ASPECTS:

- CONCEPT:** *World-Famous Robot Adventurer**
- ACTION:** *Decades of Dangerous Experience*
- SCIENCE:** *Hope This Works!*
- ROBOT:** *Virtually Indestructible*
- OMEGA:** *Preserving Tesla's Legacy*



STUNTS/MEGA-STUNTS:

ATOMIC STRENGTH: Absolutely stronger than any human (Physique), *but* at a cost; Weapon:2 with hand-to-hand attacks; +2 to overcome with Athletics when jumping.

JUST GUNS?: Bulletproof, but weak to strong electromagnetism; Armor:1 against everything else.

SIGNATURE ASPECT: *World-Famous Robot Adventurer*

WISEACRE: +2 to create an advantage with Provoke when cracking wise.

TEAM PLAYER: Invoking a situation aspect created by an ally gives you a +3 bonus instead of +2. (Total Benefits: $8 - 5 = 3$ fate points added to the GM's reserve)

STRESS AND CONSEQUENCES:

PHYSICAL

MENTAL

MILD:

MODERATE:

SEVERE: