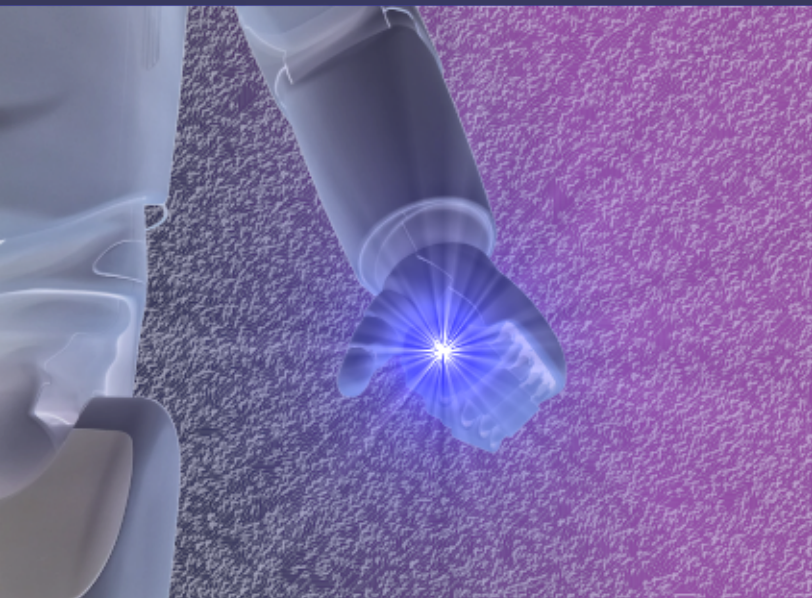


Hey! You're A Cool
Super *ing Robot!



Fanged Moon Games

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2020 Fanged Moon Games

with credit to and inspiration from Jared Sinclair's
What's So Cool About Outer Space?

Awesome! You're a cool super robot!

- What's your name? Ska? Vargouille? Groundpounder Elefante? Cooler? Weirder? What do you look like?
- Someone made you, so are you home-grown? Alien tech? Little of both? Maybe you don't remember?
- What's your super robot tricks!
 - * Tell us your colours! The more the merrier!
 - * What's your gimmicky special trick?
 - * What's your special weapon, if you have one? (definition of "weapon" is very broad indeed ~)
 - * What's your weakness? Fire, ice, plants, glitter, techno-pop?
 - * One more thing, whatever you like!
- What were you created to do, you awesome super robot you?
- What two skills are your best ones for doing that thing, or any other thing really.
- The most important part! Fill in the blank and then decide:

What are you _____-ing fooooooor?!

How cool super robots do

If you're attempting to do something that might be tricky or have Consequences[tm] or both (take down a rampaging robot, sneak out of the Robot Museum, cobble together a tiny rocket and fly to the moon, discover which datachip is the alien parasite in your friend's braincore):

- 🎲 Decide how you're going to try to do the thing, then tell everyone else your awesome plans, and
 - 🎲 Roll two six-sided dice!
 - 🎲 Add +1 for every advantage you have, like:
 - * You're using your gimmicky special trick
 - * Your special weapon is a target's weakness
 - * This stuff's your job!
 - * You have fancy armour or cover or another counter
 - * You're doing it for your friends!
 - * This is exactly what you're -----*-ing fooooooor!!*
 - 🎲 But it's -1 for every disadvantage, like:
 - * Something's using your weakness against you
 - * You've been damaged in some way! Noooo
 - * Curse this sudden betrayal!
 - * Your gear and tools just aren't cut out for this
 - * Your opposition is more advanced than you
 - * Oh no, you have to do the opposite of what you're -----*-ing fooooooor!!*
 - 🎲 Got a total of 8 or more? Awesome success, you cool
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- 🌐 robot, you! If you didn't, then woe, you didn't succeed. Your GM will let you know what happens, but you can ham it up with extra details!

Oh Hey You Beat The Challenge And

1. Someone left behind a gimmick! What is it? Can you use it? Will you use it?
2. Is this a hidden door to a secret robotics lab?
3. Awesome, someone dropped a whole pallet of energy [thingees]!
4. Now a sudden rival is declaring revenge. Or eternal hate. Or eternal love?
5. What is coded in these mysterious data chips...?
6. There's an awful lot of people calling you a hero, did someone record you?
7. No one asked your opinion, Unknown Hologram, but if you really want to share --
8. Do cool super robots have bursts of insight? Sure looks like it! What did you learn?

How cool robots get damaged

It happens, alas, that even the coolest of super robots get damaged, whether it's from tangling with a rival or stopping a roving pack of hunter-drones or maybe falling off the top of a skyscraper (accidents happen to everyone). Damage is a

disadvantage ("*You're damaged*"); collect three of these disadvantages, and you lose access to your gimmick (or one of them, if you don't have a special weapon) or your special weapon. If you reach six, you're out of commission—but don't despair, because a robodoc or a buddy with clever waldos can get you tuned up no problem!

Encorporating New Toys, A How-To

Everyone loves upgrades. They come from all kinds of places: your creator, friendly scientists, mysterious factories, parcels in the mail, claimed from your rivals...

It's not always a smooth install, though. When you have a chance at a new upgrade, roll one die and check your score on the table, +1 for every advantage to install the shiny, -1 for every disadvantage:

00 (or less). Catastrophe! You got yourself an instant two disadvantages until you get your innards sorted out.

01. Mechanical Failure! It didn't take. But you might have a chance to try again!

02. Weak Connection. You have a limited number of uses for your upgrade. Roll 2d6; that's what you got, then the integration fails.

03. Where's My Charger? The upgrade has a limited number of uses before it runs out of juice (whether that juice is energy crystals, powercells, or plugging into a wall socket). Roll 2d6; the upgrade has that many uses available before it needs a top-up.

04+. **Success!** You got a new gimmick or other upgrade!

What to keep in mind when you're running cool robots running around

There's Always *Stuff*, No Matter What It Is. Plumbing the depths of a sekret installation? Here come the security drones! Negotiating for a new Robopolis? There's politicians trying to hack you and thugs trying to blow you up! A mysterious new robot's been lurking around? A friend or your creator or a ~mysterious feeling in your core~ is prompting you to find out what's up! Keep the action rolling, physical or emotional, success or failure, and give players the chance to respond they way they want.

Super Robots Are Sturdy As Well As Cool. And they have an amazing ability to come back again and again. This applies to antagonists as well, of course—but the quest to get just the right part to save a friend and bring them back better and shinier than ever, well, who wouldn't want to give it a shot? (or build or swipe them a new body, that's also cool of course.) Robots can take more than flesh, and remind yourself as well as the players about this.

Be Cool. You're all playing with friends, and cool folks playing cool robots are cool to their friends. Keep everyone's fun and comfort in mind before, during, and after the game, and don't spring any "surprises" likely to upset someone. If you want to take your cool super robots down darker roads, make sure everyone is on the same page before the game begins.

What's going on in Robopolis?

1. The cybertrees have been infected with some kind of virus! They're out of control and engulfing the skytowers!
 2. The 35th-and-a-Third Robolympics are about to kick off and the entire City is gearing up for weeks of awesome displays of robotic awesomeness. But what's this trickling around the darkweb about a sore loser amongst the engineers from last time? What can one human do, anyway?
 3. A mysterious silvery robot calls themself Asterian and claims to be from deep space; they're offering strange and inexplicable upgrades to anyone who asks, requesting old parts in return. What's going on?
 4. Are the rumours true? The demolition of a derelict skytower blew straight down into the ground—through the subway maglev—and there's some kind of antiquated engineering complex down below the rail lines? What's down there and more importantly, who's down there?
 5. More and more robots are turning up wandering the streets and skybridges with no identity, no ID chips and no clue where they're coming from or who made them...but an awful lot of them are carrying hefty weapons.
 6. Oh no, what? This burning-eyed old relic claims to be the prototype of one of the party! And they're carrying a grudge (and won't say just what for). What should you do? What can you do? And what does this old relic know?
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