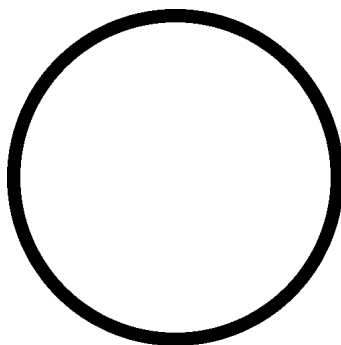


Philip Reed's

ROB BOT

and His Robotic Buds

ROLEPLAYING GAME



WWW.ROBINARTS.COM



INTRODUCTION ▲

The intergalactic hero Rob Bot, along with his robotic buddies Zero Zero and Blinx Bot, has saved the universe countless times in the popular *Rob Bot and His Robotic Buds* animated series. This new roleplaying game (RPG), created by series creator Philip Reed, lets you take on the role of Rob and his friends as they delve deep into mystery, suspense, destruction, and the quest for the perfect afternoon snack.

In order to play the *Rob Bot and His Robotic Buds* adventure game you will need this rulebook, copies of the Bot

Sheets (see p. 00), a stop watch, and several six-sided dice. This adventure game is designed for two to four players, one of which will take on the role of Black Bot Five, Rob Bot's nemesis and the narrator of the *Rob Bot* animated series.

The other players will play the roles of Rob Bot, Zero Zero, and Blinx Bot. The exact characters each player will play depends on the action at hand and, during the course of the game, each player will get the chance to roleplay Rob Bot. Roleplaying is what we do in this game. Search the web for info on RPGs.

STARTING THE GAME ▲

Most roleplaying games start with the various players “creating” a character. In this game, however, the characters are already created for the characters. See pages 00-00 for reference sheets for Rob Bot, Zero Zero, Blinx Bot, and the diabolical Black Bot Five.

You’ll need to make copies of the four reference sheets and have them handy during the game.

SELECTING THE BLACK BOT FIVE PLAYER

The first thing that needs to happen before you can play the game is one of the players needs to be chosen to play Black Bot Five and, by default, narrate the game. In most roleplaying games this player would be called the “Game Master” but, since this is the *Rob Bot* game, this player is Black Bot Five.

In order to select the Black Bot Five player, each player sets an opening scene, telling his friends how his *Rob Bot* adventure would begin. The players then choose the best opening scene – by vote or, in the event of a tie, Scene Off (see box) – and the player with the chosen scene takes the Black Bot Five reference sheet.

SCENE OFF

If the players cannot come to a decision on which player’s opening scene is the best, a Scene Off must take place.

A Scene Off is when each of the tied players must write down as many 25-word opening scenes as possible in five minutes. The players then read their opening scenes and a new vote takes place. If this results in a second tie the tied players roll one six-sided die each: high roller plays Black Bot Five this time around.

SELECTING THE ROB BOT PLAYER

Now that the Black Bot Five player has been chosen, it's time to pick who will play Rob Bot at the start of the game. If you're not the chosen player don't worry – everyone (except the Black Bot Five player) will get a chance to play Rob Bot during the game.

Each player rolls one six-sided die: high roller is handed the Rob Bot reference sheet and begins the game as Rob Bot.

HANDING OUT ZERO ZERO AND BLINX BOT

Take the Zero Zero and Blinx Bot reference sheets and hand them randomly to the last two players.

TIME TO START

Now that each player has a role, you're ready to start playing the game. The Black Bot Five player should be given 10 to 15 minutes to prepare a story (just enough time to watch an episode of your favorite animated series!).

BLACK BOT FIVE REFERENCE SHEET

10

NUTS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Nuts is a measure of the bot's courage. As long as the threat the bot faces is of a lower value than his nuts he'll stand and fight – a threat of a value equal to or greater than the bot's nuts forces him to roll 2 six-sided dice and as long as the roll is even the bot stands and fights. On an odd result he runs away.

WIRES ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Wires represents the bot's intelligence and calculating abilities. The smarter a bot is the better able he is to operate computers, think of important stuff, and even override other bots.

BOLTS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Bolts is a measure of how powerful the bot is. A bot uses his bolts to lift things and – more importantly – to bash other bots. A bot must decide how many bolts he's spending on an attack before rolling damage. Each point does one six-sided die of damage to the target bot's rust. Mark off used points. See p. 00 for rules on recovering bolt points.

RUST ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Rust represents the amount of damage a bot can sustain before being knocked out. When a bot has no rust points left he's out of the game for this session.

SPECIAL ABILITY

Narrative Authority: Black Bot Five is the narrator of the series and can narrate himself out of particularly bad situations. This ability draws on his nuts, wires, bolts, and rust points.

Nuts: At the cost of one nuts point Black Bot Five changes one hit to a miss.

Wires: At the cost of one wires point Black Bot Five can re-roll an action.

Bolts: At the cost of one bolts point Black Bot Five can double the damage of an attack.

Rust: At the cost of one rust point Black Bot Five can escape a bad situation.

Blaster: Black Bot Five has a laser blaster that does five six-sided dice of damage.

ROB BOT REFERENCE SHEET

10

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SPECIAL ABILITY

Star of the Show: Rob Bot is the star and cannot be knocked out. If his rust points reach zero during a game they instantly reset to the maximum value.

Power Up: Once per game Rob Bot can grab Zero Zero or Blinx Bot and drain one point from the chosen bot's nuts, wires, bolts, and rust. He can then unleash this power as an energy blast that inflicts five six-sided dice of damage and automatically hits (though Black Bot Five can use his Narrative Authority to make this blast miss and hit a nearby extra).

Blaster: Rob Bot has a laser blaster that does five six-sided dice of damage.

ZERO ZERO REFERENCE SHEET

6

NUTS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Nuts is a measure of the bot's courage. As long as the threat the bot faces is of a lower value than his nuts he'll stand and fight – a threat of a value equal to or greater than the bot's nuts forces him to roll 2 six-sided dice and as long as the roll is even the bot stands and fights. On an odd result he runs away.

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RUST ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Rust represents the amount of damage a bot can sustain before being knocked out. When a bot has no rust points left he's out of the game for this session.

SPECIAL ABILITY

Faithful: Zero Zero is extremely loyal to Rob Bot and Blinx Bot and would do anything to save them, including sacrificing himself. Any time Zero Zero loses rust points due to a heroic act that prevents Rob Bot or Blinx Bot from suffering he rolls one six-sided die: on a roll of 5 or 6 Zero Zero loses no rust points!

Knack With Devices: Zero Zero is good with computers and electronics and gets to roll an extra six-sided die when operating such stuff.

Laser Pistol: Zero Zero has a laser pistol that does two six-sided dice of damage.

BLINX BOT REFERENCE SHEET

6

NUTS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☒ ☒

Nuts is a measure of the bot's courage. As long as the threat the bot faces is of a lower value than his nuts he'll stand and fight – a threat of a value equal to or greater than the bot's nuts forces him to roll 2 six-sided dice and as long as the roll is even the bot stands and fights. On an odd result he runs away.

WIRES ☐ ☐ ☐ ☐ ☒ ☒ ☒ ☒ ☒

Wires represents the bot's intelligence and calculating abilities. The smarter a bot is the better able he is to operate computers, think of important stuff, and even override other bots.

BOLTS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☒ ☒ ☒

Bolts is a measure of how powerful the bot is. A bot uses his bolts to lift things and – more importantly – to bash other bots. A bot must decide how many bolts he's spending on an attack before rolling damage. Each point does one six-sided die of damage to the target bot's rust. Mark off used points. See p. 00 for rules on recovering bolt points.

RUST ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☒ ☒ ☒

Rust represents the amount of damage a bot can sustain before being knocked out. When a bot has no rust points left he's out of the game for this session.

SPECIAL ABILITY

Faithful: Blinx Bot is extremely loyal to Rob Bot and Zero Zero and would do anything to save them, including sacrificing himself. Any time Blinx Bot loses rust points due to a heroic act that prevents Rob Bot or Zero Zero from suffering he rolls one six-sided die: on a roll of 5 or 6 Blinx Bot loses no rust points!

Brute: Even though he's not got the nuts and bolts of Rob Bot, Blinx Bot is the brute of the heroic trio. For any physical action Blinx Bot gets to roll two extra six-sided dice.

Light Blaster: Blinx Bot has a light blaster pistol that does three six-sided dice of damage.

THE BASIC GAME SYSTEM ▲

Playing the game depends on several character specific rules (see pp. 00-00) and a selection of basic rules that apply to all characters. In order to understand how the game is played read through this section for the basics and then turn to p. 00 for the finer points.

URNS

The game is played in turns. Each player, starting with Rob Bot, can do one or two things (see below) and then the next player (to Rob Bot's left) can do one or two things. Once all of the players (including the Black Bot Five player) has done one or two things a turn has passed.

CHARACTER SHIFT

An important part of the game is that each player (other than the Black Bot Five player) gets a chance to play Rob Bot during the game session. Character shift, the process of characters moving between players, happens when:

- Zero Zero or Blinx Bot use their "Faithful" special ability to protect Rob Bot but the bot loses rust points.
- The Rob Bot player hasn't made a powerful speech (see p. 00) for ten minutes of real time.
- Any hero player rolls all sixes on any roll of four or more six-sided dice.

To execute character shift, each hero player passes his reference sheet to the right – the Black Bot Five player is skipped and keeps his reference sheet.

Play then resumes with the player to the left of the new Rob Bot player.

FIGHT!

A character can fight another character – usually an extra but sometimes Black Bot Five – by declaring some sort of attack for his one or two things during a turn (see p. 00). The exact thing – punching, kicking, shooting – doesn't matter. All fights are handled the same.

If a character is punching or kicking he must be close enough to his opponent to strike him. Any character within 10 feet at the start of a turn is considered to be close enough.

Shooting can happen against any character that can be seen at the start of the turn – range doesn't matter.

To fight, the attacking character rolls a number of dice equal to his (current) nuts (a character can also subtract from his bolts to add extra damage to any punching or kicking attack, see box). If the result is greater than or equal to the target's rust points + the number on the top right side of his reference sheet then that attack hits. Anything less than that is a miss.

USING BOLTS IN FIGHTS

A character can choose to subtract points from his bolts whenever he's punching or kicking a target. For every bolts point subtracted a hit deals an extra six-sided die of damage. These points must be subtracted before the roll to hit or miss is made.

Hits

A hit inflicts damage on the target. On a successful hit the character rolls a number of six-sided dice equal to that stated for the weapon (if firing some type of blaster or laser) or equal to 1/2 the character's bolts (round down). Extra damage can be inflicted by expending bolts points (see p. 00) if the character punched or kicked his target.

The dice are then added together and the total is divided by the target's current rust points. The resulting number – drop any remainders – is the number of points subtracted from the target's rust points.

Once a character loses all of his rust points he's knocked out and is out of the rest of the game. Knocked out characters return to full power at the beginning of a new game.

TRADING BOLTS FOR RUST

When a character is forced to reduce his rust points he can, instead, reduce his bolts points. Bolts are reduced at an exchange rate of 2 for 1 (2 bolts for each rust).

Misses

If you didn't hit then you missed. Nothing happens. Turn over (unless you can do one more thing this turn, see p. 00). Move along.

MOVING

Since the game doesn't require a map movement's pretty freeform. Characters can make normal movement – move a number of feet in one turn equal to his nuts. It's the Black Bot Five player's responsibility to narrate carefully so that everyone has a rough idea of the placement of important things. Some players will choose to use doodle maps of some sort.

FLYING STARSHIPS

A lot of the action in a typical Rob Bot and His Robotic Buds episode takes place in outer space as the trio fly their ship, the Sparkenator. Starship flying and combat are handled just like character movement and fighting. A starship moves a number of miles per turn equal to its Go score.

See the next page for the Sparkenator.

See p. 00 for enemy starships.

SPARKENATOR REFERENCE SHEET

10

SECTION TITLE



PLAYING THE HEROES ▲

Now that everyone has had time to look at their reference sheet and to study the basic rules it's time to explain how to play the game. We'll start with the heroes, because there are more hero players.

HERO ONE AND TWO THINGS A TURN

As you know from reading p. 00, a hero can do one or two things on his turn.

What one or two things can be done on a turn? The following lists are an excellent set of examples divided up between the three different heroes – players may add to these lists if they choose.

Rob Bot – One thing . . .

If Rob Bot does one of the things on this list that's it for his turn.

- Impressive punching, kicking, or shooting.
- “Athletic” movement.

- Do fancy stuff with a starship.
- Operate a device.
- Give a powerful speech.

Rob Bot – Two things . . .

Rob Bot can do any two *different* things on this list during his turn.

- Ordinary punching, kicking, or shooting.
- Normal movement.
- Fly a starship.
- Give a speech.

Zero Zero – One thing . . .

If Zero Zero does one of the things on this list that's it for his turn.

- Ordinary punching, kicking, or shooting.
- “Athletic” movement.
- Fly a starship.
- Operate a complex device.
- Give a speech.

Zero Zero – Two things . . .

Zero Zero can do any two *different* things on this list during his turn.

- Normal movement.
- Operate a device.

Blinx Bot – One thing . . .

If Blinx Bot does one of the things on this list that's it for his turn.

- Powerful punching or kicking.
- “Athletic” movement.
- Fly a starship.
- Fancy shootin' with a starship's guns.
- Operate a device.

Blinx Bot – Two things . . .

Blinx Bot can do any two *different* things on this list during his turn.

- Ordinary punching, kicking, or shooting.
- Normal movement.
- Fire a starship's guns.

Thing Descriptions

Now we'll take a close look at what, exactly, each thing means in terms of the game.

Impressive Punching, Kicking, or Shooting: Also known as an impressive attack, this attack is one in which the character does some astounding feat, like leaping over several enemies to strike the leader or jumping down from high. Double damage is inflicted on the target.

“Athletic” Movement: These are jumps and rolls and spins and leaps and . . . well, you get the idea. A character doing “athletic” movement for his turn moves a number of feet equal to 3x his nuts *and* is harder to hit with a punch, kick, or shot – the attacker rolls half his usual number of dice.



PLAYING BLACK BOT FIVE ▲

The player selected to play Black Bot Five (see p. 00) has the hardest job in the game: it's his job to play not only the villainous robot but also all of the extras and to narrate the game.

THE SETUP

You've already got the setup for this session of the game – it's what earned you the role of Black Bot Five (see p. 00).