

Atomic Robo: The Roleplaying Game – Basic Rule Summary

When the dice come out

You'll be [attempting one of four actions](#):

- **Overcome** an obstacle, most often attempting to best a nameless, single instance challenge (a wall, a lock, a computer, a guard).
- **Create an advantage** on someone or something that you can invoke later. You can either *create a new* aspect or *identify an existing* aspect.
- **Attack**. Do someone or something actual harm, whether physical or mental. Most likely rolling to beat a target character's defending roll.
- **Defend**. Contesting either an attack or an attempt to set an advantage on you.

Roll **4 Fate dice** and apply the + and – to an appropriate skill's value (/r 4dF+#) to determine how many *shifts* above or below the GM's target or opponent's own roll you have. You *succeed with style* with 3+ shifts over your opposition.

The Ladder	
#	Name
+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
0	Mediocre
-1	Poor
-2	Terrible

Improving the Odds

To increase your chances of winning or re-roll a failure, you can:

- **Spend a Fate point to invoke an applicable aspect**, whether the aspect belongs to your own character, an opponent, your faction or a scene. Invoking an aspect allows you to *add +2* to your result, *reroll the dice* or *create an obstacle for an opponent* (+2 to their difficulty).
- **Spend an un-used skill advance** to improve the skill you're using.
- **Select or create an applicable stunt**. Stunts usually add +2 to your result. (p73)

Outcomes

	Fail	Tie	Succeed	Succeed w. Style
Overcome	Fail, or overcome at a serious cost.	Overcome at a minor cost.	Overcome at no cost.	Overcome with a Boost.
Advantage: Creating	Fail or opponent gets free Invoke.	Gain the aspect as a Boost.	Set the Aspect up: 1 free invocation.	Set the Aspect up: 2 free invocations.
Advantage: Identifying	No benefit from the Aspect.	Place a free Invocation on the Aspect.		Place 2 free Invocations.
Attack	No harm to the target.	No harm but gain a Boost.*	Hit the target; # of shifts + Weapon - Armour = damage	= Succeed w. opt. to spend 1 shift for a Boost.
Defend**	Take the hit / accept the Aspect.	Opponent gets a Boost.	Avoid damage	Avoid damage and gain a Boost.
* If your attack has a Weapon rating, you deal shifts of harm equal to that Weapon rating. If none of that harm gets through the target's Armor, you get a Boost instead.				
** You can also defend by taking a hit intended for someone else, but the attacker rolls against 0				

Some Terms

- **Aspect**: A short sentence describing something important about a character or scene. Intended to be *invoked* in order to gain a bonus or re-roll by spending a Fate point.
- **Boost**: An aspect with a free invocation and a single use. Once used, the aspect goes away.
- **Consequence**: A lasting aspect resulting from an attack, representing physical or mental damage (or damage to resources or reputation if a collateral consequence). (p118)
- **Fate Point (FP)**: A source of advantage for your character. Spend 1 Fate point to *invoke* or *compel* an aspect, *declare* a story detail in your character's favour, or *resist* the GM's compelling one of your Aspects (accepting a GM's compel earns you a Fate point).
- **Free Invocation**: A single invoke that doesn't cost a Fate point. You can either use it yourself or give it to someone else.

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Challenges, Contests and Conflicts

- **Challenge:** A series of overcome actions that you use to resolve an especially complicated or dynamic situation. (p106)
- **Contest:** Two or more characters have mutually exclusive goals but aren't trying to harm each other directly. First to three victories wins! (p110)
- **Conflict:** Two or more characters have mutually exclusive goals and are trying to directly harm each other. (p112)

Exchanges in Conflicts

A conflict starts with the character who first attempted to do harm. An exchange is one complete round of one action (plus *defend* actions) by every character involved.

- Establish what you're doing.
 - **Movement:** Arenas of combat are broken into *zones*, loose areas separated by distance and/or terrain features.
 - Movement within a zone or to an adjacent one (if no aspects otherwise interfere) is inconsequential.
 - Moving across more than one zone requires an *overcome* action with Athletics vs. the number of zones -1 plus applicable opposing aspects.
 - **Full defence:** Forego your action; all your defend rolls get +2 until your next action.
- Select your action and skill, and make your roll.
 - If you're *overcoming*, the GM sets the difficulty.
 - If you *attack* or *create an advantage*, the target can view your result and either:
 - Roll to *defend* (subtract their shifts from yours).
 - **Choose to concede** (it gets a Fate point and has a say in what happens to it).
- Invoke aspects and/or use stunts to improve the result and/or re-roll the dice.
- Check your result against the **Outcomes** table and apply.
 - If your target takes damage after subtracting its *armour* from your shifts of success, it can try to absorb the remaining shifts by marking off/filling any combination of:
 - One un-marked **stress box** (physical or mental per the nature of the attack).
 - One or more un-filled **consequences** (either the *personal* ones on the target's sheet or the *collateral** ones on its faction's sheet).
 - and subtracting their value from your shifts. (The target must then fill each used Consequence with an aspect describing the injury it or its organisation has suffered (p118; collateral p120).)
 - If the target cannot absorb all the damage with Stress boxes or Consequences (personal or collateral), it's **taken out:** You have full control (within reason) over what happens to the target at the end of the conflict.
- Select a character (player or NPC) or NPC group to go next.

* Note: Mild and moderate collateral consequences can be cleared in the same scene with an *overcome* action vs. the shift value of the consequence.

The conflict ends when all characters on one side have conceded or been taken out. All stress boxes clear but consequences still apply, and any characters taken out must accept the terms of their loss.

Remember:

- **Spend Fate Points** to have awesome stuff happen!
- **Earn Fate Points** by:
 - Having your character get into or make trouble based on its Aspects!

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- Letting the GM introduce situations targeting your character's Aspects!