

Atomic Robo: Sample Stunts

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This list is intended to help *Atomic Robo* players who've created a character in ten minutes pick Stunts for their characters on the fly. Stunts that clearly apply to a specific mode have been grouped under that mode, whilst other potentially useful ones have been grouped under either their relevant skill or the General and Personal Hardware categories.

NOTE: This list is not exhaustive! Players are encouraged to come up with their own stunts; feel free to modify these or come up with your own (though we recommend checking with the GM).

NOTE 2: Remember that the four modes share certain skills; if you can't see something that lines up with one of your skills in your chosen mode's list, be sure to take a look at the others:

- **Action:** Notice (Intrigue, Science)
- **Banter:** Contacts (Intrigue), Deceive (Intrigue), Will (Science)
- **Intrigue:** Contacts (Banter), Deceive (Banter), Notice (Science)
- **Science:** Notice (Action, Intrigue), Will (Banter)

Sources:

- *Atomic Robo: The Roleplaying Game*
- "Fate Core Stunts" on the Evil Hat Productions Wiki:
<http://evilhat.wikidot.com/fate-core-stunts>

Action

Blind-Fight

Your ability to attack with Combat in hand-to-hand works unimpeded by conditions like darkness or other visual impairments.

Bloodlust

Once per scene, when you inflict a physical consequence, you gain one additional invocation of that consequence.

Brawler

You're at home in any big old burly brawl, ideally with some beer in you. When fighting a mob of nameless NPCs, you deal one additional stress on a successful physical hit.

Dazing Counter

When you succeed with style on a defend action against an opponent's Combat roll in melee, you automatically counter with some sort of nerve punch or stunning blow. You get to attach the **Dazed** situation aspect to your opponent with a free invoke, instead of just a boost.

Expert Marksman

+1 to attack or create an advantage with Combat when using a firearm.

I'll Take You All On

+2 defend with Combat when outnumbered.

Let's Take It Outside

Use Physique to defend against intimidation.

Martial Artist

+1 to create an advantage with Combat or Athletics when fighting unarmed.

One Hit to the Body

When you take physical stress, you may check off two stress boxes with a total value equal to or greater than the shift value of the hit.

Ph. D. in Deathrays

+1 to create an advantage or attack with Combat when using experimental or unconventional weaponry.

Reactive Shot

You can use Notice instead of Combat to make quick, reactive shots that don't involve much aiming. However, because it's a knee-jerk reaction, you're not allowed to concretely identify your target before using this stunt. For example, you might be able to shoot at someone you see moving in the bushes, but you won't be able to tell if it's friend or foe before you pull the trigger. Choose carefully!

Reading the Line of Fire

You can tell where the bullets will go before the trigger is pulled. +2 to Athletics when using it to dodge gunfire.

Ricochet

You may invoke a relevant situation aspect to bounce a projectile off a solid surface, allowing it to come at an opponent from an unexpected direction. (This invocation does not provide its normal bonus.) If your attack is successful, the stress of the hit is increased by 2.

Riposte

When you use Combat to defend in hand-to-hand and succeed with style, sacrifice your next action to immediately inflict an attack on your opponent at the shift value of your defense. For example, if you get four shifts on your defense, you'd deal a 4-shift hit to the attacker. You can't do this again until you have another "next action" to spend (after your skipped turn goes by).

Run Away!

Discretion is the better part of valour, at least for you. On a successful defence with Athletics, you may sacrifice your next action to immediately flee, making an overcome action with Athletics and using your total on the defence roll as your total on the overcome roll.

Test Pilot

+1 to overcome or create an advantage with Vehicles when flying an aircraft.

Banter

Bartender's Ear

Like any good bartender, you know how to understand drunk people. +2 to Empathy when dealing with people who are under the influence of alcohol.

Checkmate

+2 to attack with Provoke when your target has one or more consequences.

Common Interests/On the Watch

You know people who know things about the things that you want to know about. Pick a broad subject (e.g. the royal court, baseball, university politics). Add +2 to Contacts when using it to enquire about that subject.

Demagogue

+2 to Rapport when you're delivering an inspiring speech in front of a crowd. (If there are named NPCs or PCs in the scene, you may target them all simultaneously with one roll rather than dividing up your shifts.)

Fast Talk

You get a +2 to overcome obstacles with Deceive, provided you don't have to talk to the person you're trying to deceive for more than a few sentences before blowing past them.

Friends in High Places

+2 to overcome with Rapport when socializing at a fancy gathering, such as a ritzy corporate or government function.

Heart on My Sleeve

You're a stand-up guy with no secrets, so far as anyone can tell. But even so, you're in control of which part of your best face you're putting forward. +2 to defend with Rapport against attempts to read your emotional state.

Infuriate

Sometimes fear isn't an option, but that doesn't mean you can't still get up someone's nose. +2 to Provoke rolls whenever deliberately trying to get someone angry with you.

I've Heard Every Lie in the Book

+2 to overcome or defend against lies with Empathy.

Negotiator

+2 to Rapport when you try to broker an end to an armed conflict.

Pushing Your Buttons

Your skill at reading people makes you adept at provoking a strong emotional response if you're trying to get them angry, depressed, or something similar. You may use Empathy in place of Provoke to make mental attacks.

Razor Tongue

You know how to craft the most exquisite insults. +2 to create advantage with Provoke whenever you eloquently insult a rival.

Read You Like a Book

People's emotions are pretty damn obvious to you. +2 to create advantages with Empathy when using it to read a person's emotional state.

Subtle Menace

You exude menace far in excess of your capability to act. Even bound and behind prison bars, you are so ripe with the promise of the awful things you could do that you're still scary. +2 to Provoke rolls when opposed by someone in a clearly superior position of power.

Too Cool for School

All the kids wanna be just like you. +2 to Contacts when dealing with young adults of middle school or high school age.

Truth Beyond the Lie

Once per scene, when you successfully see through a lie, you may gain a free invocation on whichever of the liar's aspects is most closely associated with their reason for lying to you.

Walk the Walk

Your travels have taken you to every corner of the globe. +2 to Contacts rolls when dealing with foreign lands or cultures.

Intrigue

A Friend in Every Port

Whenever you enter a settlement, you may declare you've visited it before and roll Contacts against Fair (+2) opposition. If you succeed, you have a friend there who owes you one favor—nothing costly or life threatening. If you succeed with style, your friend will do any one thing for you that is within his power.

Always a Way Out

+2 on Burglary rolls made to create an advantage whenever you're trying to escape from a location.

Backstab

Use Stealth instead of Combat to attack when the target isn't aware of you.

Bump and Grab

Your character is exceptionally skilled at taking advantage of distractions in order to make a quick grab. You may spend a fate point to attempt a simple Burglary action – such as picking a pocket, or palming an object – as a free action.

Close Enough For Government Work

+2 to defend with Deceive when “fudging” documentation.

Cool Hand

A steady hand can be critical when things get hairy. Your hands never shake and never waver. +2 to overcome actions with Burglary whenever you perform fine manual work.

Cutpurse

Once per scene, as a free action, you can attempt to pick the pocket of someone in the same zone as you. Success at no cost on this roll means your victim is not even aware of the theft.

Disable Device

If you can take apart a lock, you can take apart a clock. You may use Burglary instead of an appropriate Science skill (i.e. Engineering) to disassemble anything mechanical.

Face in the Crowd

+2 to any Stealth roll to blend into a crowd. What a “crowd” means will depend on the environment—a subway station requires more people to be crowded than a small bar.

Hidey-Holes

+2 to create advantage with Notice based on finding a suitable location to stay hidden.

Impenetrable Bluff

You can bluff like a poker pro. Maybe you *are* a poker pro. +2 to create advantages or defend with Deceive when using it to trick people into believing that you are more capable or better positioned than you actually are.

Mind Games

You can use Deceive in place of Provoke to make mental attacks, as long as you can make up a clever lie as part of the attack.

Notice Tell

Your keen senses allow you to pick up on the subtle clues that indicate when a person is lying. You may use Notice to defend against Deceive.

Recognize Imposter

+2 to overcome with Notice when faced someone claiming to be a celebrity or someone you know well.

Second-Story Girl

You can use Athletics in place of Burglary for all overcome actions, provided you don't have to bypass a lock or interact with other security measures.

Takes One to Know One

As an accomplished liar, you're especially able to figure out when someone else is lying as well. You may use Deceive instead of Empathy to defend against Deceive actions.

Worthy Cringe

+2 to create advantage with Deceive when you try to appear unthreatening during a physical combat.

Science

Admin Access

Use Computer Science instead of Burglary to overcome computerized security systems.

Architect of Death

+2 to an appropriate Science skill when designing, repairing or upgrading weaponry.

Better Than New

When you use a robotics-related Science skill to remove a consequence, your “patient” also gets a boost called **Better Than New**. This boost lasts until the issue ends or it gets used, whichever comes first.

Dizzying Intellect

Your area of knowledge is so advanced, there’s usually no one around who can tell if you’re making things up. You may use a Science skill of Great (+4) or higher in place of Deceive to tell lies (overcome) related to your field of specialization.

Extraordinary Concentration

Once per scene, when you successfully create an advantage with Will based on concentration, you gain one additional free invocation.

Eye For Flaws

+2 to create advantage with an appropriate architectural or engineering-themed Science skill when you examine an object or machine for physical weaknesses.

Formal Logic

Your intelligence lets you run circles around those you talk to. This may take the form of actual riddles, or perhaps just complex logical arguments. You may use a Science skill to make attacks that inflict mental stress and to create advantages related to confusing and overwhelming people. Such actions can be defended against with Rapport, any Science skill, or Empathy.

Grease Monkey

If it has an engine and wings, propellers, or wheels, you “get” it, intuitively and com-

pletely. +2 to an appropriate Science skill when dealing with vehicles.

I’ll Just Ignore You

Counterarguments are a waste of time. You prefer to simply not listen to the people you disagree with. You may use Will instead of Rapport to defend against attempts to damage your reputation or make you look bad in front of others.

It’s Not Exactly Rocket Science

During a brainstorm, you may use Rocket Science instead of any other Science skill.

Lateral Thinker

During a brainstorm, you may use Will in place of any other Science skill.

Locksmith

If you can take apart a clock, you can take apart a lock. You may roll an appropriate Science skill instead of Burglary when lockpicking.

Take It All In

Once per scene you can spend a fate point (and a few minutes of observation) to make a special Notice roll representing opening your senses to a location. For each shift you make on this roll you discover or create an aspect related to direct observation on the scene, though you may only invoke one of them for free.

There’s An Algorithm For That

When using a technological device that has a computerized component – even a single microchip – spend a fate point to operate it using Computer Science instead of whatever other skill would normally apply until the end of the scene.

We Are All Star Stuff

Use Astrophysics instead of Rapport to persuade (overcome) when talking about science.

Wild Theories

+2 to all Science skills during a brainstorm when developing your own hypothesis instead of cooperating with everyone else.

Other Stunts by Skill

Athletics

Acrobatic Dodge

+2 to overcome with Athletics when another character presents an obstacle to you moving between zones.

Ball Toss

Throwing a basketball isn't very different from throwing a knife. You may use your Athletics skill in place of Combat for thrown weapons.

The Bastard Will Not Escape

Nobody gets away from you. +2 to overcome with Athletics when chasing someone on foot.

Catch

When defending against an attack with a thrown object, if you succeed with style, you may catch the item that was thrown at you and create a related aspect with a free invoke, instead of just a boost. Details such as your Physique skill and any relevant aspects may be used to determine whether a given object is something you could, practically speaking, catch.

Burglary

Mental Blueprint

You're highly skilled at visualizing the whole of a target based on just a part of it. When casing a location, you receive a +2 on Burglary rolls to create an advantage.

Security Specialist

You don't have to be present to provide active opposition to someone trying to overcome security measures you put in place or worked on.

Tripwire Sensibilities

You've run into enough traps that you've developed an instinct for avoiding them. You may roll Burglary instead of Investigate or Notice in order to spot or defend against a trap.

Combat

Disarming Specialist

You have been trained in how to disarm an armed combatant. Once per scene per opponent, when you successfully defend against an attack with a melee weapon, you may sacrifice your next action to place the **Disarmed** aspect on that opponent.

Follow-Through

Once per conflict, when you inflict a physical consequence on an opponent with a melee attack using Combat, you may also inflict a 2-point physical hit on another opponent in the same zone.

Guard Breaker

When you perform a melee attack on someone who is performing a full defense action, you gain +2 to Combat.

Contacts

Discreet Enquiries

You are unusually subtle when it comes to gathering information. Whenever you seek information and an opponent rolls Contacts to be alerted to this activity, you may roll active opposition against them.

Friends Everywhere

Your network of contacts extends around the world. You never suffer any increased difficulty on Contacts rolls from being in an unfamiliar area.

I'm Looking for Mr. Brown

You are extremely good at tracking people down. +2 to Contacts whenever you are seeking a specific person whose name you know.

Deceive

Feint

When it looks like you're going to go right, you go left. And vice versa. +2 to create advantages with Deceive that relate to confusion and misdirection in physical combat.

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Hey, What's That?

(Requires Fast Talk.) Gain a +2 bonus whenever you're using Deceive to momentarily distract someone, as long as part of the distraction involves saying something.

The Honest Lie

The best lies are the ones that contain a healthy dose of truth. You gain +2 to Deceive whenever you incorporate a hefty portion of the truth into a lie. The truth must be relevant, not unimportant, and significant, not trivial – it must be on par with (or bigger than) the lie, or at least in the ballpark.

One Person, Many Faces

Whenever you meet someone new, you can spend a fate point to declare that you've met that person before, but under a different name and identity. Create a situation aspect to represent your cover story, and you can use Deceive in place of Rapport whenever interacting with that person.

Trick the Toffs

+2 to Deceive when you disguise yourself as someone from the upper classes.

Empathy

Cold Read

Once per scene, you may use Empathy to read a person's emotional state without the need for interpersonal contact.

Ebb and Flow

You are so aware of the social currents in a situation that you are able to see something of what's coming before it arrives. At the beginning of any exchange, you may spend a fate point to attempt to create an advantage with Empathy. You may then act normally on your turn as usual.

Lie Whisperer

+2 to all Empathy rolls made to discern or discover lies, whether they're directed at you or someone else.

Notice

The Advantage of Familiarity

There are benefits to knowing a place really well. Pick a location or a small neighbourhood. +2 to Notice while you are in that area.

Body Language Reader

You can use Notice in place of Empathy to learn the aspects of a target through observation.

Danger Sense

You have an almost preternatural capacity for detecting danger. Your Notice skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

Heightened Awareness

+2 to defend with Notice during a physical conflict.

Master of the Tell

(Requires Notice Tell.) Long practice has made you incomparably good at noticing the mannerisms that accompany deception. +2 to Notice when using it to defend against Deceive.

Sentry

You have the ability to wait, devoting your full effort to watchfulness, for hours on end. +2 to defend with Notice whenever you are tired.

Physique

Bend Bars, Lift Gates

You may spend a fate point to automatically overcome a Physique obstacle, even if you've already rolled for it, provided you're trying to accomplish something through brute strength.

Death Defiance

If you are taken out in a physical conflict, you may spend a fate point to concede instead. After you have collected fate points for conceding, you must spend a further amount of half of your fate points, rounded down. Coincidence conspires to keep you alive, and you pass from the view of the other combatants (such as by dropping off a cliff, apparently

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failing to escape from an exploding building, or the like). You may re-enter play in any subsequent scene in as dramatic a fashion as you see fit, explaining to everyone how you survived. You return with all of your physical stress cleared and a single additional consequence incurred to reflect the dangers you defied.

None Shall Pass

+2 to defend with Physique against attempts to move past you.

Take the Blow

You can use Physique to defend against Combat attacks made with fists or blunt instruments, though you always take 1 shift of stress on a tie.

Provoke

The Fight in the Dog

You can use Provoke to enter the kinds of contests that you'd normally need Physique for, whenever your ability to psych your opponent out with the force of your presence alone would be a factor.

I'll Be Back

Increase the difficulty of any Provoke-based opposition you create by +2.

Okay, Fine!

You can use Provoke in place of Empathy to learn a target's aspects, by bullying them until they reveal one to you. The target defends against this with Will. (If the GM thinks the aspect is particularly vulnerable to your hostile approach, you get a +2 bonus.)

Scary

You are just someone people don't want to cross, and that's clear even to other intimidating folks. You may use Provoke instead of Will to defend against Provoke.

Rapport

Large Ham

You may use Rapport in place of Provoke to intimidate someone.

Popular

If you're in an area where you're popular and well-liked, you can use Rapport in place of Contacts. You may be able to establish your popularity by spending a fate point to declare a story detail, or because of prior justification.

The Right Questions

Smaller parts of a larger truth can contain a blueprint of the whole – and as a skilled conversationalist, you are adept at pulling the larger truth out of a single individual. Provided the person you're talking to is at least neutral towards you, you may use your Rapport skill instead of Contacts for any effort to network. The results are limited and colored by the knowledge available to the person with whom you speak.

Sciences

Demolitions

You are an expert with explosives. +2 to attack rolls made with an appropriate architectural, chemical or engineering-themed Science skill against a target structure whenever you have time to prepare and place charges at its exact weak points.

Stealth

In Plain Sight

You can use Stealth to hide even when you're out in the open and wouldn't normally be able to justify it. However, as soon as you move, you become visible again, unless another stunt you have states otherwise.

Slip Between the Shadows

+2 to create advantage or overcome with Stealth whenever you are in near-darkness or total darkness. (Peter Blake)

Stowaway

+2 to Stealth when hiding on a ship or other large vehicle.

Vehicles

Buckle Up

+2 to create an advantage with Vehicles when operating a ground vehicle.

Death from Above

While in flight, if you are able to make an attack on another flying target from an elevated position, you do two additional points of stress on a successful hit. However, this action takes you out of your position of advantage.

Flying Ace

You are a skilled combat pilot, and as such may roll Vehicles instead of Combat to attack in a dogfight.

Mechanic

You may roll Vehicles instead of an appropriate Science skill when working on a wheeled vehicle.

Will

Fighting For What You Believe In

Your faith, in someone or something, is absolute. Pick a being or a concept. +2 to Will when defending that thing or when overcoming separation from it.

Inner Strength

+2 to defend with Will against someone trying to get inside your head – be it through psychic means or through extensive torture.

Hard Boiled

You can choose to ignore a mild or moderate consequence for the duration of the scene. It can't be compelled against you or invoked by your enemies. At the end of the scene it comes back worse, though; if it was a mild consequence it becomes a moderate consequence, and if it was already moderate, it becomes severe.

No Time to Bleed

Use Will to defend against physical attacks if you've taken a consequence.

Strength From Determination

Use Will instead of Physique on any overcome rolls representing feats of strength.

General

Master of Disguise

When you're in a situation where you're able to slip away unnoticed, you have the option to temporarily drop out of the game altogether. If you do, spend a fate point to reappear disguised as a faceless NPC already in the scene (a security guard, a lab-coated scientist, a DELPHI goon, etc.).

Mind Over Matter

Once per scene, you may check a mental stress box to absorb physical harm.

Untapped Talents

Once per scene, spend a fate point and choose a skill. For the rest of the scene, you have a +1 bonus to that skill's rating, to a maximum of Fantastic (+6).

Personal Hardware

Atomic Robo: The Roleplaying Game assumes that, as a competent, proactive character, you have the necessary equipment either on your person or readily available to apply any and all of your Skills without penalty (unless particular circumstances, such as kidnap or imprisonment, indicate otherwise). For example, a character with Combat of at least Average (+1) is likely carrying or has ready access to a firearm and/or a truncheon.

Personal Hardware represents those items of equipment whose exceptional quality actively assists you in the application of your Skills (and often become a defining, even renowned, part of your character's public persona).

Armored Jacket

Armor:2

Big Pocking Wrench

You can do a lot as long as you have your trusty giant wrench on hand. +2 to an Engineering or Mechanics-related Science skill when using it to fix or break something with a large wrench, provided the wrench is actually useful for what you are using it for.

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Jetpack

(2 stunts) +2 to Vehicles to create an advantage when airborne, +1 to Stealth to defend when avoiding notice by radar, +1 to Combat to attack when airborne.

Knuckledusters

+1 to Combat to attack when unarmed,
Weapon:2

Sleek Street Bike

+1 to Vehicles to overcome or defend against creating an advantage when part of an on-road pursuit (whether pursuer or pursued) in an urban area.

Two-Way Wristwatch Radio

+2 to Stealth to defend against detection when using it surreptitiously.