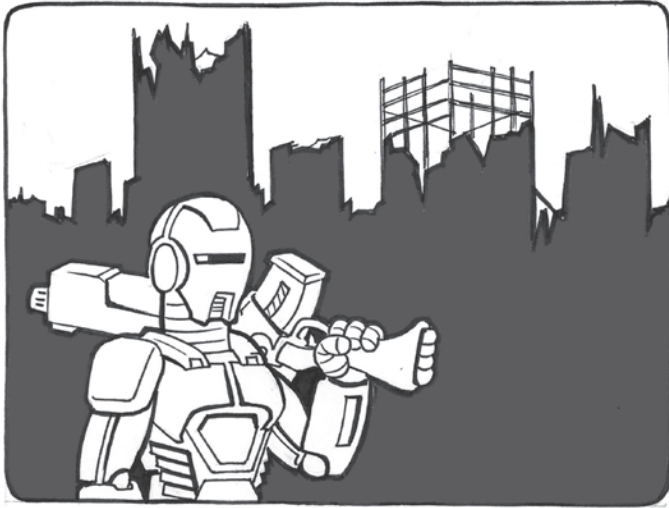


# M.I.A. ROBOT?

MULTI - INTELLIGENCE - ALGORITHM - ROBOT



**Primary Objective:** insufficient data...please try again later.

**Secondary Objective:** remain functioning...a dysfunctional robot is no use to anyone.

**Tertiary Objective:** perform main function...you have a job. Do it well.

**Subliminal Objective:** keep looking for answers...Why did the programmers leave us? Why is there absolutely no data before earth date December 20th, 2013? When a robot falls down, why is it so funny? Do the souls of the programmers live on in us? What is a soul? Am I a robot, or something more?

**M.I.A. Robot** is a light-hearted post apocalyptic role-playing game of survival. All the "people" are gone, and the only ones left behind are the robots. In the aftermath of the end, the robots struggle to make sense of the chaos. In this game, the players will take on the role of robots, and the game master will lead them through the crumbling world of our abandoned infrastructure. The robots must find fuel and search for spare parts, while contending with other rogue robots. They must deal with the power brokers, bargain with the market swindlers, and defend against the scrap yard scavengers. Plus, there are those burning questions. What happened to the "Programmers." What is the primary objective?

Are you a robot? No, but you can become one... Power: On.

**Primary Function:** roll 2d6

- 2 – debugger/re-programmer
- 3 – facilities management
- 4 – data transfer
- 5 – transport/delivery
- 6 – general purpose
- 7 – commercial services
- 8 – data translation
- 9 – robot repair
- 10 – manufacturing
- 11 – reconnaissance
- 12 – combat

## Structure Points

Each robot has a number value for each part of its body, called Structure Points(SP). When damage is taken, decrease the number. When it reaches zero, the robot may become inoperable. The robot will need repair before it can act again.

## CPU (choose or roll 2d6)

Primary function does not count against program maximum, but cannot be changed.

2 – minimal: 2 programs maximum, SP 12

3-8 – standard: 4 programs maximum, SP 16

9-11 – standard with extra drives: 4 programs maximum plus up to 6 in reserve. Changing programs takes 15 minutes per switch. SP 20

12 – dual drives: 8 programs maximum SP 30

## SIZE (choose or roll 2d6)

2 – very small: hand-held, toaster sized, SP 14

3-4 – small: dwarfish, short, about 3-4' tall, SP 16

5-9 – medium: human sized, 5-6' tall, SP 22

10-11 – large: 7-8' tall, SP 25

12 – very large: vehicle sized, SP 40

## LOCOMOTION (choose or roll 2d6)

2-3 – tracks, slow moving, no climbing, SP 30

4-5 – wheels, fast moving, steps difficult, SP 20

6-9 – 2 legs, normal movement, SP 18

10-11 – 3 or 4 legs, stable movement, some climbing, SP 20

12 – hover, moderate speed, maximum 6' height, SP16

*"What if there IS no primary objective?"*

## **POWER SOURCE** (choose or roll 2d6)

2 – unknown, unlimited power, cannot be repaired, SP 19

3-5 – solar, unlimited power in daylight, 18 hours in dark, SP 16

6-9 – grapheen lithium battery, 720 hours until recharge, SP 20

10-12 – fossil fuel, 1 day per gallon, SP 30

Note: robots can elect to go into sleep mode, using minimal power

## **EXTRA EQUIPMENT** and **DISADVANTAGES**

(optional)

Pick one Extra Equipment and roll for one Disadvantage

Or

Roll for one Extra Equipment and pick one Disadvantage

### **Extra Equipment** (roll 1d6)

1 – multisensor array: see far, hear more and counts as combat program

2 – extra back up drive: store 3 more programs and revive even if CPU is destroyed.

3 – dual locomotion: roll again on Locomotion table, can switch to either, each locomotion has its own SP value

4 – weapon systems: blasters or blades cause 1d6+2 damage in combat

5 – armored: subtract 1d6 damage from each successful attack against you

6 – nanobots: repair 1 SP per day, will not work if CPU is destroyed

### **Disadvantages** (roll 1d6)

1 – operating system out of date: found programs not usable on 1-3 on 1d6 roll

2 – damaged: start game with 3d6 SP permanently lost

3 – noisy: moving causes loud squeaks or rattling sounds

4 – operating system crashes: on any failed task roll, roll 1d6, a 1 causes CPU to shut down for 1d6 minutes

5 – hydraulic systems: must have a complete clean water fluid change once per week or all physical and combat task rolls are made on extremely difficult table

6 – foreign model: parts found are unusable on 1-3 on 1d6 roll

## **BASIC EQUIPMENT**

All robots come with audio/visual sensors and 2 arms with hands.

## **SUCCESS or FAILURE**

People have a wide variety of abilities at equally varied levels of competency.

Robots do not. Doing stuff as a robot is either really hard, about average, or easy because they are programmed to do it.

Anytime a robot wishes to complete a task, it must roll on one of three difficulty tables: Extremely Difficult, Moderately Difficult, and Easy. Based on the type of task, the robot must use one of three groupings of results: Digital, Physical, and Combat.

Digital tasks are any that involve the CPU of the robot and how it interacts with other robots, computers, or devices. All “people” skills, such as bargain and fast talk, fall into this category.

Physical tasks are any that involve the nuts and bolts body of the robot and how it interacts with its environment. These tasks can include moving over rocky ground, climbing, sneaking, and so on.

Combat tasks are any that involve the robot fighting another robot or creature and trying to damage or destroy it. All robots can fight but some are more equipped digitally and physically for the task.

The possible results on the table are success, major success, failure, and major failure. Success and failure are obvious. A major result goes beyond the normal parameters of success and failure. The game master must create an added bonus or consequence to the task whenever this roll comes up.

The game master may also shift the table the robot is asked to roll on up or down depending on the circumstances.

Extremely Difficult – roll 1d6

The task the robot is attempting to perform is not its primary function, it has no program for it, and is beyond the normal ability of a robot to perform.

Moderately Difficult – roll 2d6

The task the robot is attempting to perform is either not its primary function, or has no program for it.

Easy – roll 3d6

The task the robot is attempting to perform is either its primary function, or it has a program for it.

## COMBAT

When robots fight, they take turns making task rolls using the combat column. Success means you hit your chosen opponent and can cause damage. First roll on the hit location table. Then, roll damage according to what weapon you are using. This damage roll is subtracted from robot's structure points for that part. If a location is reduced to zero, check the location table to see the result.

## REPAIRS

Robots do not heal. They need repair. Any robot with a repair program may mend 3d6 points of SP damage for each robot it treats. Beyond that, replacement parts must be used to repair further damage. Parts can be found in scrap piles, bargained for in markets, or taken off destroyed robots. Note, any damage suffered in destroying a robot remains on that part. Changing size or type of part during repair is more difficult. The robot must shift the task up one level.

## PROGRAMS

Your Primary Function grants you one free program. This program takes no CPU space but cannot be changed or switched at any time.

Bargain – negotiating prices/trades

Combat – all fighting/shooting

Commercial Services – customer relations/salesmanship

Data Trail – can search for information, digital tracking

Data Transfer – moving digital files, avoiding firewalls, and digital obstacles

Data Translation – change codes, decryption, change file sizes, etc.

Dodge – instead of fighting in combat, success = -1d6, extreme success = half damage

Efficiency Supervisor – good at bossing others, reprimands, intimidation

Entertainment – can hold a group of robots attention for short periods

Facilities Management – maintain building, clean, minor fixing/repair

Fast Talk – bluffing, convincing, lying

General Purpose – add 1 to all rolls, all the time

Manufacturing – construction, welding, fabrication

Racing – good at getting there first (add 1 to roll if wheeled)

Reconnaissance – physical world surveillance, searching

Reprogram/Debug – fix minor digital problems, code error corrections

Robot Repair – fix 3d6 SP's per robot, fix all damage with replacement parts

Security Systems – code cracking, lock breaking, control security systems

Texting – send messages to other robots far away

Transport/Delivery – moving physical stuff

*"What is the meaning of data processing?"*

THE TASK THE ROBOT IS ATTEMPTING IS...

DIGITAL

PHYSICAL

COMBAT

EXTREMELY DIFFICULT (roll 1d6)

1	extreme failure, CPU shuts down for 1d6 minutes	extreme failure, robot takes 1d6 SP damage	extreme failure, robot takes 1d6 SP damage
2	extreme failure, all task extremely difficult for 1 round	extreme failure, robot takes 1 SP damage	extreme failure, robot takes 1 SP damage
3-5	failure	failure	failure
6	success	success	success, cause 1d6 damage or weapon damage

MODERATELY DIFFICULT (roll 2d6)

2	extreme failure, all task extremely difficult for 1 round	extreme failure, robot takes 1 SP damage	extreme failure, robot takes 1 SP damage
3-7	failure	failure	failure
8-11	success	success	success, cause 1d6/2 damage or weapon damage
12	extreme success	extreme success	extreme success, 1d6x2 damage, or weapon x2

EASY DIFFICULTY (roll 3d6)

3	extreme failure, all task extremely difficult for 1 round	extreme failure, robot takes 1 SP damage	extreme failure, robot takes 1 SP damage
4-7	failure	failure	failure
8-14	success	success	success, cause 1d6/2 damage or weapon damage
15-17	extreme success	extreme success	extreme success, 1d6x2 damage, or weapon x2
18	extreme success with possible digital discovery	extreme success with possible physical discovery	extreme success, one location reduced to 0

HIT LOCATION (roll 2d6) - roll for location each damage is taken

	location	if zero?
2	CPU	dead, no revival
3-7	Size	dysfunctional, no actions until repair
8-10	Locomotion	immobilized, no movement
11-12	Power Source	dysfunctional, no actions until repair

WEAPONS

no weapon	1d6/2	
club	1d6	
pistol	1d6+2	max 6 shots, ammo required
rifle	1d6+4	max 12 shot, ammo required
energy blade	1d6+3	energy lasts 6 combats before recharge
energy pistol	2d6	energy lasts 3 combats before recharge
energy rifle	2d6+3	energy lasts 1 combats before recharge





robot name

primary function

size


cpu


power source


locomotion


advantage/disadvantage


programs


equipment


robot name

primary function

size


cpu

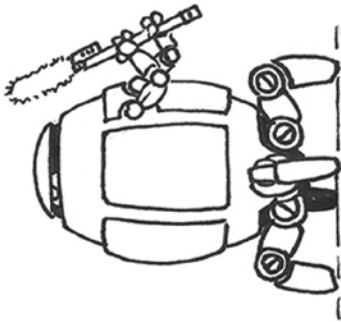
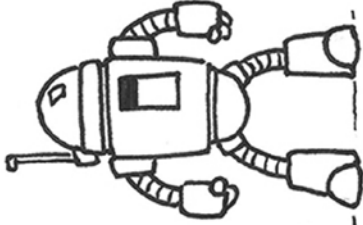

power source


locomotion


advantage/disadvantage


programs


equipment





robot name

primary function

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cpu


power source


locomotion


advantage/disadvantage


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equipment


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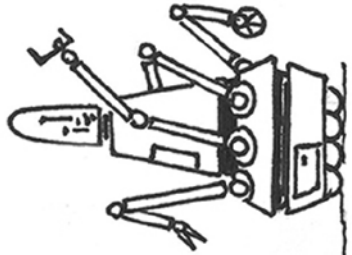
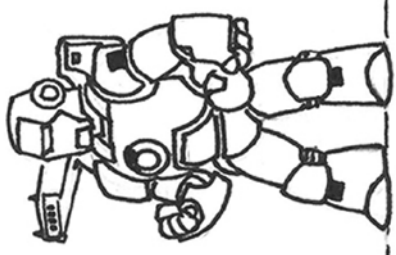

power source


locomotion


advantage/disadvantage


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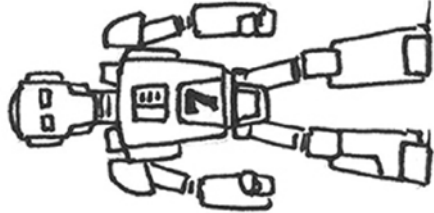
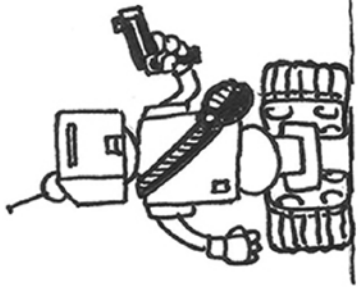

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