

It's the year 21XX... They don't make Robot Masters like they used to. No longer can a single super robot fight the latest evil scientist spawn. The current batch of Masters have overstayed their welcome. No single robot could challenge them, and they are laying waste to most of human civilization.

So a team of the best good-willed scientists have pooled their talents in creating a squad of super robots to combat these new robot masters. It is with the hopes of the world that this squad, in 21XX, will finally bring forth the "Fall of The Masters".

GET EQUIPPED WITH: What you need!

- ▲ Evil Scientist to run the areas, Masters, and hordes of Minions you will face.
- ▲ Players to control members of the Squad.
- ▲ Many six-sided dice, known as d6's
- ▲ Writing implements
- ▲ Copies of the character sheet for players
- ▲ A sense of justice and determination

GET EQUIPPED WITH: How to start!

Each player makes a member of the Squad via the instructions on the character sheet. The Evil Scientist plans a few encounters in various theme orientated areas that are controlled by powerful Robot Masters. These areas are swarming with easily defeated Minions that only serve to give the Master time to prepare for the Squad. The Minions may be weak, but most have very nasty tricks to play to deplete resources before the arrival of the Master. This isn't even factoring the pitfalls the area provides. Areas are extremely thematic and coincide with the Master's preferences and... twisted personality.

GET EQUIPPED WITH: Robot Masters!

Robot Masters are NEVER trivial and meaner than ever. Even the easiest have twice the Life Bar of any one Squad member, possible immunities to many Acquired Weapons, powerful attacks that outclass Squad members, and above all... Home field advantage. The toughest are nearly invulnerable to the basic Arm attack and have attacks with devastating side effects. Expect anything and everything, including warping the laws of physics.

But all hope isn't lost. Even the toughest Masters always have some kind of vulnerability. Just don't

expect any self-respecting Robot Master to make it easy.

Robot Masters like to soften up "visitors" with their hordes of thematic minions before dramatically showing up themselves. They tend to favor attacking in patterns and making use of the area for strategic advantage. And if they sense a Squad member has a particular weakness they can abuse... They do so to the fullest extent. Robot Masters didn't climb to the top of the scrap heap by being nice.

**For inspiration in creating Robot Masters, research any of the Mega Man series of games.

GET EQUIPPED WITH: Run the Game!

The Squad reviews the areas presented by the Evil Scientist and decide upon one to be beamed into. What lies there is up to the Evil Scientist the present. The Squad may get a few moments of peace to explore the strange landscape, but are sure to run into minions who love to employ tricks, gimmicks, home turf advantage, and numbers to make up for being individually weak.

Once the Squad manages a few hordes and explores some of the area, the Robot Master will show up. Each Master has a demented personality and views the presence of the Squad differently. But... None of them like idea of being destroyed by the Squad and will fight them after any theatrics are done.

Throughout the fight the Squad will have to work with each other. Coordinating Moves, keeping Energy reserves in check, using their Guile to figure out how to fight the Robot Master, and using their Arm weaponry efficiently.

GET EQUIPPED WITH: Rolling!

Any action that has a significant chance of failure prompts a Roll. You pick an appropriate MEGA score and use that many dice plus any bonus dice. When Rolled, 5's and 6's are considered successes. A majority of 1's without successes tends to make the situation worse. If the action is deemed more difficult than usual, die can be removed from the pool before the Roll is made. -1 is mildly difficult, -2 is very difficult, -3 is extremely difficult, -4 is ridiculously difficult, and -5 is impossibly difficult.

Squad members can perform Moves simultaneously and combine efforts to pool multiple MEGA scores and bonuses from different Squad members together, so long as it is deemed appropriate and thematically sensible... or just Rock Awesome. The toughest Robot Masters will require such feats to defeat, as they will be expecting such.

An Attack usually uses the Arm score, but other scores can be used depending on the type of attack. A Defend usually uses the Energy score, but other scores can be used depending on the way the defense is made. Yes, you may attempt to Defend with an Attack. The Squad is capable of many feats of quick reactions and precisely applied power... But... So are the Robot Masters.

Each success in an Attack, not stopped by a success in a Defend, causes a Hit to the Life Bar. This is marked out starting from the top. If the Life Bar gets low, you will have to remove the number of dice indicated by the current Life Bar level. When the Life Bar reaches "X", the Squad member will shut down.

GET EQUIPPED WITH: Fighting!

When a fight starts, the Robot Master goes first, followed by the Squad, and then the Minions. Any action in combat is considered a Move. You can perform as many Moves as your score says per turn. You can Hold Moves to defend against attacks.

All Squad members have a basic Arm attack. While not always the most effective, it is always there. When attacking a Robot Master with an Acquired Weapon for the first time, a die is rolled. On a "1", the Master is immune. On a "6", the Master is weak against it and can only hope to dodge it to avoid Hits. Otherwise, it is just like the basic Arm attack.

GET EQUIPPED WITH: Game Over!

If the Squad manages to defeat the Robot Master, the Master will go out dramatically. Each Squad member will get a copy of the Robot Master's weapon and a Point to put into any MEGA score. The Squad will beam out back to base for the next area, after recovering a bit.

If the Squad is beaten, they are beamed out for repairs. The area will change up a bit. And the Robot Master WILL mock the Squad on their return.


21XX: FALL OF THE MASTERS


BRYAN W. SCHUDER [HTTP://WWW.BESTWITHSTUFF.COM](http://www.bestwithstuff.com)





BEST WITH STUFF

0
0
0
0
0
0
0
-1
-1
-1
-2
-2
-3
X

MOVE 

ENERGY 

GUILE 

ARM 

ID

CREATOR'S
WILL

MASCOT

GET EQUIPPED WITH: A Character!

1. Put 8 points total into MEGA scores.
2. Choose an ID (character's name)
3. Choose or roll a Creator's Will.
4. Choose or roll a Mascot.
5. Choose or roll an Acquired Weapon.
6. Draw, color, or alter your schematic.

GET EQUIPPED WITH: MEGA Scores!

MEGA scores represent the various abilities of your character. When you make a Roll, you use as many dice indicated by the score, plus any bonus dice and minus penalties.

MOVE: Speed of movement, Moves during a turn, ability to dodge, and other movement related actions such as charging, power jumping, high speed running, or martial arts.

ENERGY: Times an Acquired Weapon can be used before recharge, default Defend against Hits, and capacity to heal and recharge.

Roll Energy to Heal or Recharge yourself or another. Each success grants another use of a Weapon or heals a Hit on the Life Bar.

GUILE: Maximum number of Acquired Weapons kept ready, summon mascot, and ability to find Robot Master weakness.

Roll Guile to summon your Mascot. Each success grants an action to use the Mascot for.

Roll Guile to analyze a Robot Master. Each success allows you to perform a simulated Attack against a Robot Master with any Squad member's weapon for no cost.

ARM: Power of regular Arm attack, Power of Acquired Weapon attack, Bonus provided by a Mascot.

When using a Mascot for a Roll, add your Arm score of dice to the pool.

GET EQUIPPED WITH: Creator's Will!

You weren't a complete blank slate when made. Your creator imbued you with his or her will to carry out. Whenever you manage to apply that at an action, you gain a bonus die. Creator's Wills to Roll/Choose from:

1. Impossible Doctrine of Pacifism
2. Indomitable Will of One
3. Unoppressible Sense of Justice
4. Drive to Right the Wrongs
5. Desire to "Finish this, Finally"
6. Determination of the Defender

GET EQUIPPED WITH: Mascot!

Each character has been granted a robotic Mascot to aid them. By Rolling Guile, you can summon your Mascot. The Mascots are versatile creatures that can transform into means of transportation, any kind of powerful tools, or into devices to augment the power of weaponry. Personalities and names are up to you to decide upon.

Mascot to Roll/Choose from:

- | | | |
|----------|-----------|-----------|
| 1. Dog | 2. Cat | 3. Bird |
| 4. Snake | 5. Ferret | 6. Monkey |

GET EQUIPPED WITH: Weapons!

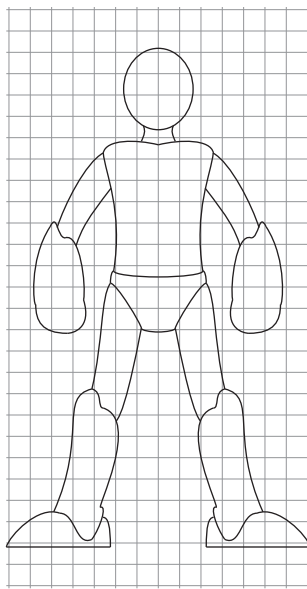
Acquired Weapons are gained from Robot Masters. Using Arm systems, you can mimic the weapon in a limited fashion. You start out with a weapon and gain one defeating a Robot Master. You can only keep your Guile worth of weapons ready to use in an area. You have Energy uses of a weapon before recharging. Your weapon is as powerful as your Arm score. You can use a Move to temporarily link a readied Weapon to another squad member's Arm system to used as their own for one attack.

Weapons can be use in non-weapon ways, which is absolutely encouraged and sometimes necessary. Creative uses of weapons grant a die bonus to any Rolls made. The full potential of weapon aspects is open to interpretation both creatively or feasibly.

Weapons to Roll/Choose from (Roll once for each side to create a combo name):

Fire	1	Bomb
Ice	2	Storm
Light	3	Beam
Air	4	Shield
Wood	5	Boomerang
Metal	6	Cannon

ACQUIRED WEAPONS

1	<input type="checkbox"/>	
2	<input type="checkbox"/>	
3	<input type="checkbox"/>	
4	<input type="checkbox"/>	
5	<input type="checkbox"/>	
6	<input type="checkbox"/>	
7	<input type="checkbox"/>	
8	<input type="checkbox"/>	