Are you ready for some two-fisted science adventure? Then it’s time for the Atomic Robo RPG! Have you ever wanted to face down global conspiracy as an immortal atomic robot or Carl Sagan? The Atomic Robo RPG makes it possible.

The Atomic Robo RPG brings you the most explosive Fate Core System experience yet. This is action science like you’ve never seen it before, coming straight at you from the pages of the popular Atomic Robo comics by Brian Clevinger and Scott Wegener. Play as an Action Scientist or immortal robot, super-spy or pulp adventurer—or something stranger still from the hidden corners of super-science!

This is multi-era, pick-up-and-play gaming at its best: get playing in ten minutes, or take your time and make the most of behind-the-scenes rules for added depth. Hop into your Tesladyne jet and travel the globe in one time period, or battle across the decades as a cast of scientifically talented adventurers. Face down demented dinosaurs, rogue government agents, and stolen Tesla-powered technologies!

Are you Action Scientist material? Grab your gear and get ready for full-contact, high-octane, explosive hypothesis testing!

REMANY CALM. TRUST IN SCIENCE. THE ATOMIC ROBO RPG IS HERE!
SPECIAL THANKS
Special thanks to everyone who played and play-tested Atomic Robo at Big Bad Con, Dice House Games, Emerald City Comic Con, GameFrontCon, GenCon, HammerCon, Hyphen-Con, Labyrinth Games & Puzzles, NerdNYC, NerdSoCal, Origins Game Fair, San Diego Comic-Con, Strategicon, Villainous Lair Gaming, and Wasaucicon.

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—MIKE

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Evil Hat Productions would like to thank our Action Playtesters!

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THE ATOMIC ROBO ROLEPLAYING GAME
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This is a game where people make up stories about wonderful, terrible, impossible, glorious things. All the characters and events portrayed in this work are fictional. Any resemblance to real-world scientists or other real people is totally freaking awesome, and you know it. Any resemblance to global conspiracies, immortal atomic-powered robots, pulp heroes and villains, super-spies, action scientists, or power-mad insane sentient dinosaurs, on the other hand, is purely coincidental, but kinda hilarious.
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The world of Atomic Robo is the kind of place where a nuclear powered robot was built by Nikola Tesla in the 1920s and no one thinks that’s strange.

Then there was that pyramid supertank, executing a water-clock program that took 5,000 years to compute, that emerged from the Egyptian desert and attacked long-dead cities with its solar-powered death ray. And who could forget when the remnants of the secret Nazi space program nearly started World War 3 in the 1960s.

Then there’s the really weird stuff like the Vampire Dimension and the time-traveling yet historically inaccurate velociraptor.

Look, these things just happen.

Believe it or not, though, Atomic Robo’s world is basically just like ours. The main difference is that the dials for Science and Conspiracies are set a few notches higher.
SCIENCE

Y’know how you can watch a documentary about archaeology, and it’s a bunch of university professors and grad students carefully brushing dust from rocks? And then they learn something very important about pottery? Meanwhile Indiana Jones is also an archaeologist, but mostly he runs around shooting bad guys and having car chases?

Now apply the Indiana Jones model to every other field of study.

That’s Atomic Robo.

Don’t get us wrong. The real pursuit of real science is exciting. We’ve apparently found the Higgs Boson. We landed the Curiosity rover on Mars. The entire Internet exists. These are amazing feats!

But this is a game about Action Science! And, for better or worse, there are relatively few gun fights or chase scenes in real-world laboratories. We’re not here to model the cerebral excitement of discovery and the new vistas of knowledge that unlocks. This is a game world filled with the visceral and cinematic excitement of adventure. The role of science is to give your adventure bigger problems and to find crazier solutions for them.

Whether you’re an Action Scientist of Tesladyne, or a loner with weird ideas, or in the employ of a government agency that doesn’t officially exist, science is going to be a part of your story. You don’t have to be a scientist to interact with it, of course. There’s nothing wrong with playing as a unit of Majestic 12 soldiers with no scientific training beyond knowing that guns shoot bullets. But M12 are the guys who opened up a portal to the Vampire Dimension just to see what was on the other side (spoiler: it was vampires), so you’re still going to run into sci-fi problems.

CONSPIRACIES

Top-secret government agencies. Mad scientists. Cults. Elite military units. Alternate dimensions. So-called super villains. Air pirates. That dinosaur from before. Atomic Robo’s world is filled with individuals or groups forwarding agendas that work best when hidden in the cracks of history.

Sometimes these are people who seek to nudge the course of human affairs toward their own selfish goals. Sometimes they’re the crumbling and warped remains of a larger gathering once united under a nobler cause. Sometimes they’re just people who want to get away from their own lives. They have unlimited budgets and global reach. Or they’re sects scraping by. Or the last of a dying breed. The role of a conspiracy is to make your adventure part of a bigger world.

You don’t have to tie everything into a conspiracy, of course. You don’t even need a conspiracy to show up at all! Sometimes things just happen. But an abandoned bunker becomes part of a larger narrative if it turns out to be a secret Project Daedalus research station. Or a forgotten clutch of Helsingard’s Autosoldats.

There are two great tools for working conspiracies into your game on the fly:

▼ They’re secret! Any corner, or shadow, or innocent flower shop can be turned into the facade of a conspiracy at the drop of a hat.

▼ Splinter groups! The larger and older a conspiracy is, the more factions might exist within it. These guys could get up to all kinds of stuff you wouldn’t ordinarily associate with the parent group.
"It does everything that all other comics should be doing, but then does it better than those comics would if they did all that stuff anyway."

- COMIC BOOK RESOURCES