

JENKINS

A former member of the Majestic 12 extra-planar exploratory division “First Earth Battalion.” The first mission was a disastrous excursion into the so-called “vampire dimension.” M12 called upon Atomic Robo to secure as many survivors as possible. Jenkins was the only one to make it back. He left Majestic 12 and became Atomic Robo’s personal bodyguard.

MODES AND SKILLS:

GOOD (+3) JENKINS

FAIR (+2) ACTION AVERAGE (+1) SURVIVOR

SPECIALIZED **Superb (+5):** Athletics, Combat, Notice, Physique, Will

FOCUSED **Great (+4):** Provoke, Stealth, Vehicles

ASPECTS:

CONCEPT: *Tesladyne’s One-Man Army*

JENKINS: *A Cultivated Air of Terror*

ACTION: *Grimly Pragmatic*

SURVIVOR: *The Vampire Dimension Couldn’t Kill Me*

OMEGA: *Jenkins Doesn’t Sleep—He Holds Back*

A LOOK AT JENKINS’ WEIRD MODES

- ▼ **Jenkins Mode:** Athletics, Combat, Notice, Physique, Provoke, Stealth, Vehicles, Will
- ▼ **Survivor Mode:** Athletics, Notice, Physique, Will

STUNTS:

EX-SEAL BERET DELTA: +2 to attack with Combat when unarmed, with melee weapons, or with firearms; +2 to create an advantage with Stealth when sneaking up on someone.

HARD TO KILL: Once per scene, when you take a physical hit, you can check two physical stress boxes and absorb shifts of harm equal to their total. You also have Armor:2.

TACTICAL ADVANTAGE: In a physical conflict, before rolling dice on your turn, you can remove a boost from play.

OUT OF NOWHERE: As long as you’re not being directly observed and there’s a reasonable way to leave, you can disappear from a scene. Spend a fate point later (in the same scene or a subsequent one) to reappear in an unobserved spot.

COMBAT KNIFE: Your attacks with this weapon can damage Bulletproof targets.

(Total Benefits: $10 - 5 = 5$ fate points added to the GM’s reserve)

STRESS AND CONSEQUENCES:

PHYSICAL

MENTAL

MILD:

MODERATE:

SEVERE:



BERNARD FISCHER

A paleontologist, paleobotanist, and geologist by trade, Bernard was attracted to a career at Tesladyne because its then-New York City base of operations would have been close to his mother. Bernard's near sightedness, slight asthma, poor marksmanship, age, and physical fitness make him an unlikely candidate for action science. But his quick and lateral thinking have earned him a place as one of Robo's most trusted agents to accompany him personally on all manner of field missions.

MODES AND SKILLS:

GOOD (+3) SCIENCE

FAIR (+2) BARTER

AVERAGE (+1) INTRIGUE

SPECIALIZED

Superb (+5):

Paleobotany, Paleontology

FOCUSED

Great (+4): Geology, Notice, Will

Good (+3): Contacts, Deceive

- ▼ Skill Improvements (2 points): Focus two trained skills.

ASPECTS:

CONCEPT: *Mild-Mannered Action Scientist*

OMEGA: *Wrong Place, Wrong Time*

STUNTS:

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

STRESS AND CONSEQUENCES:

PHYSICAL

MENTAL

MILD:

MODERATE:

SEVERE:



THE FIGHTIN' SCIENTISTS OF TESLADYNE

The Action and Resident Scientists presented here are "proto-PCs"—sketches of characters with plenty of room for player customization. Each consists of the following:

- ▼ Two aspects—a concept aspect, and one other aspect. Fill in the rest during play.
- ▼ Three standard modes—no weird modes.
- ▼ A number of skill improvements, as shown for each character.
- ▼ One stunt. Fill in the rest during play.
- ▼ Stress boxes.

KOA

A native of Maui, Koa's childhood interests in hiking and nature led to his early work in pursuing environmentally friendly weapons of mass destruction. He was approached by a number of high-level military R&D firms during an industry-wide fad attempt to sell the public on less-apocalyptic visions of total warfare, but he found a home at Tesladyne where his unconventional approach to problem solving has been consistently put to non-WMD use.

MODES AND SKILLS:

GOOD (+3) ACTION

FAIR (+2) SCIENCE

AVERAGE (+1) BANTER

SPECIALIZED

Great (+4): Solar Energy Technology

FOCUSED

Great (+4): Notice, Provoke

Good (+3): Will

▼ Skill Improvements (6 points): Specialize two trained skills.

ASPECTS:

CONCEPT: *Thinks Outside the Box*

ACTION: *Beat Megaman 2 Without Getting Hit*

STUNTS:

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

STRESS AND CONSEQUENCES:

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MENTAL

MILD:

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VIKRAM ABASI

The son of a Kenyan cosmologist and Pakistani quantum mechanic studying abroad in the U.S., Vikram was exposed to wild ideas about the nature of reality from an early age. Today he is known as Tesladyne's fringe theory "early adopter." Some mistake this as a gullibility on his part, but Vikram is simply excited where new and unproven ideas may yet lead. His current obsession is with the Imaginary Physics school of Grand Unified Theory.

MODES AND SKILLS:

GOOD (+3) BANTER	FAIR (+2) SCIENCE	AVERAGE (+1) ACTION
SPECIALIZED	Great (+4): Imaginary Physics	
FOCUSED Great (+4): Provoke, Will	Good (+3): Notice	Fair (+2): Combat

▼ Skill Improvements (5 points): Specialize one trained skill, specialize one focused skill.

ASPECTS:

CONCEPT: *Unconventional Idealist*

SCIENCE: *I Reject Your Reality*

STUNTS:

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

STRESS AND CONSEQUENCES:

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MENTAL

MILD:

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ADA BIRCH

Though named after her grandmother, it was a childhood encounter with the biography of yet another Ada, in this case Lovelace, that led her to a career in electrical engineering and computer science. Ada is Tesladyne's chief techie. She prefers to work at HQ, but understands the value Robo places on her contributions to field missions.

MODES AND SKILLS:

GOOD (+3) SCIENCE

FAIR (+2) BANTER

AVERAGE (+1) ACTION

SPECIALIZED **Superb (+5):** Computer Science

FOCUSED

Great (+4): Notice, Will

Good (+3): Provoke

Fair (+2): Athletics, Combat, Vehicles

▼ Skill Improvements (3 points): Specialize one focused skill, focus on trained skill.

ASPECTS:

CONCEPT: *Tesladyne's Chief Techie*

SCIENCE: *Give It To Me In Zeroes and Ones*

STUNTS:

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.

STRESS AND CONSEQUENCES:

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BENJAMIN SMITHFIELD

A northern California native, Benjamin grew up in the shadow of Silicon Valley. He developed an early interest in technology that began with fixing his father's ancient and unused HAM radio set and soon led to dismantling the family computer. Ben's interest in dissecting complex systems brought him into the late '80s / early '90s hacking scene. Ben hacked to demonstrate limitations of software and hardware, and the absurdity of legislation being proposed to make up for them. He went "straight" when he was accepted into Stanford where his loose approach to conventional practices kept him skirting the edge of disciplinary action. Ironically, it was this very reputation that kept him from working in the Valley and made Tesladyne his home.

MODES AND SKILLS:

GOOD (+3) ACTION

FAIR (+2) SCIENCE

AVERAGE (+1) INTRIGUE

SPECIALIZED

Great (+4): Computer Science

FOCUSED Great (+4): Athletics, Notice

Good (+3): Will

▼ Skill Improvements (5 points): Specialize one trained skill, focus two trained skills.

ASPECTS:

CONCEPT: *Mischievous Streak*

SCIENCE: *Hacker Mentality*

STUNTS:

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

STRESS AND CONSEQUENCES:

PHYSICAL

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MILD:

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BAO LANG

The daughter of Hong Kong Royal Navy officers, Bao is direct and speaks her mind with a confidence that many mistake for aggression. Her fields of expertise are mechanical engineering and materials science. Her Tesladyne training revealed an untapped talent for marksmanship that, when coupled with her scientific specialties, produced one of Robo's most dangerous combatants.

MODES AND SKILLS:

	GOOD (+3) ACTION	FAIR (+2) BANTER	AVERAGE (+1) SCIENCE
SPECIALIZED			Good (+3): Material Science
FOCUSED	Great (+4): Combat, Notice, Provoke	Good (+3): Will	Fair (+2): Mechanical Engineering

▼ Skill Improvements (4 points): Specialize one focused skill, focus two trained skills.

ASPECTS:

CONCEPT: *Tesladyne's Second-Most Dangerous Employee*
BANTER: *Not Afraid to Speak Her Mind*

STUNTS:

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).

STRESS AND CONSEQUENCES:

PHYSICAL

MENTAL

MILD:

MODERATE:

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- ▼ One stunt. Fill in the rest during play.
- ▼ Stress boxes.



DEAN LOUIS

Co-chair of Tesladyne's Exotic Physics department. Dean's earliest memories are of reading every astronomy book on the shelves of his local library. As a Theoretical Astrophysicist, he investigates models of the structure of our universe and the theoretical structures of potential alternative universes. He and Dr. Martin designed the quantum decomputer to resolve quantum gravity with special relativity. It remains the only computer to have nearly devoured the world.

ASPECTS:

CONCEPT: *Leaps Before He Looks*

BANTER: *An Angry, Angry Man*

MODES AND SKILLS:

GOOD (+3) SCIENCE

FAIR (+2) BANTER

AVERAGE (+1) ACTION

SPECIALIZED **Superb (+5):** Astrophysics, Quantum Mechanics

FOCUSED **Great (+4):** Notice, Will

Good (+3): Provoke

▼ Skill Improvements (3 points): Specialize one focused skill, focus one trained skill.

STUNTS:

CO-CHAIRS: Invoking an aspect belonging to or created by Martin gives you a +3 bonus instead of +2.

STRESS AND CONSEQUENCES:

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ROBERT MARTIN

Co-chair of Tesladyne's Exotic Physics department. Robert's grade school science fair project to model the atom began as an excuse to play with a bunch of papier-mâché, but it sparked a lifelong obsession with the subatomic world. As a Quantum Chronodynam-
itician, he investigates the peculiar properties of the fundamental forces and elements binding reality together.

MODES AND SKILLS:

GOOD (+3) SCIENCE

FAIR (+2) BANTER

AVERAGE (+1) ACTION

SPECIALIZED **Superb (+5):** Subatomic Physics, Quantum Mechanics

FOCUSED **Great (+4):** Notice, Will

Good (+3): Provoke

▼ Skill Improvements (3 points): Specialize one focused skill, focus on trained skill.

ASPECTS:

CONCEPT: *Destined for Greatness (Eventually)*

BANTER: *Doesn't Know When to Quit*

STUNTS:

CO-CHAIRS: Invoking an aspect belonging to or created by Louis gives you a +3 bonus instead of +2.

STRESS AND CONSEQUENCES:

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MENTAL

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PHIL BROUGHTON

Born in Florida's Space Coast, raised among the redwoods of California, Phil earned a nuclear engineering PhD from UCSC and Oregon State University. He would later bartend at McMurdo Station in Antarctica while maintaining the most remote Nuclear Test Ban Treaty monitor post in the world. Today, as a Resident Scientist, Phil is Tesladyne's Radiation Safety Officer and liaison with the Department of Energy and Nuclear Regulatory Commission. His primary concern is the maintenance of Atomic Robo's engine and the safe storage of its fuel. This involves a tremendous amount of paperwork and some fudging of details since no one, Phil included, is entirely sure how Robo's "heart" works.

MODES AND SKILLS:

GOOD (+3) SCIENCE

FAIR (+2) BANTER

AVERAGE (+1) INTRIGUE

SPECIALIZED

Superb (+5): Nuclear Physics

Great (+4): Provoke

FOCUSED

Great (+4): Notice, Will

Good (+3): Contacts, Deceive

▼ Skill Improvements (3 points): Specialize one trained skill.

ASPECTS:

CONCEPT: *Tesladyne's Chief Nuclear Physicist*

BANTER: *Zero to Pissed Off in Eight Seconds*

STUNTS:

CLOSE ENOUGH FOR GOVERNMENT WORK: +2 to defend with Deceive when "fudging" documentation.

STRESS:

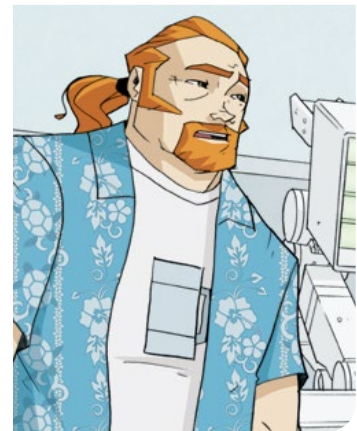
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MENTAL

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JULIE WALKER

Viewing the first few minutes of *Star Wars* as a child set the course of Julie's life: twenty years later, she became one of the world's foremost experts in robotics and non-invasive human augmentation. Elements of her pioneering early work can be found in a dozen high-profile DARPA programs. Julie accepted a position as a Resident Scientist at Tesladyne when it became clear that it was the only place she could work without worrying about whether or not her research would be sold to the military-industrial complex. On paper, Julie is Robo's Chief Physician. In reality, she and Robo are conducting the first ever comprehensive survey of his internal systems. The hope that this information will lead to faster repair times and less maintenance for Robo, as well as a revolution in the capabilities and availability of commercial prosthetics.

MODES AND SKILLS:

GOOD (+3) SCIENCE

FAIR (+2) BANTER

AVERAGE (+1) ACTION

SPECIALIZED **Superb (+5):** Robotics, Biomedical Engineering

FOCUSED **Great (+4):** Neuroprosthetics, Notice, Will

Good (+3): Provoke

▼ Skill Improvements (2 points): Focus two trained skills.

ASPECTS:

CONCEPT: *Tesladyne's Chief Roboticist*

SCIENCE: *For the Betterment of Humanity*

STUNTS:

BETTER THAN NEW: When you use Robotics 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.

STRESS AND CONSEQUENCES:

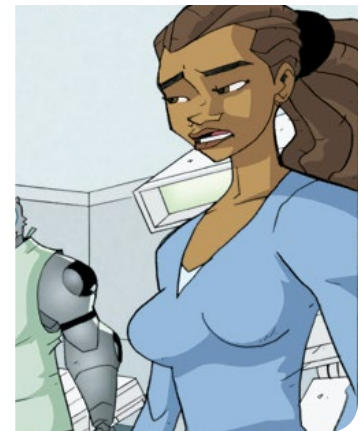
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IRA STEIN

A member of the American Interplanetary Society and the Institute for Advanced Study, Ira was one of the top “rocket men” in the United States at the onset of World War II. During the war, he maintained artillery tables and bomb sights as close to the front lines as possible to minimize equipment downtime. As the furthest-deployed Allied rocket scientist, Ira was selected to join Atomic Robo’s vanguard unit of Operation Paperclip. Ira would later join Robo as one of the original Science Agents of Tesladyne. His knowledge of advanced propulsion systems would prove to be invaluable in the aerospace firm’s early years.

MODES AND SKILLS:

GOOD (+3) SCIENCE

FAIR (+2) BANTER AVERAGE (+1) ACTION

SPECIALIZED

Superb (+5): Rocket Science

FOCUSED

Great (+4): Aerospace Engineering, Propulsion Systems Engineering, Notice, Will

Good (+3):
Provoke

▼ Skill Improvements (4 points): Specialize one trained skill, focus one trained skill.

ASPECTS:

CONCEPT: *Straight-Laced Rocket Scientist*

SCIENCE: *Ignorance Cannot Dictate The Course Of Mankind!*

STUNTS:

IT'S NOT EXACTLY ROCKET SCIENCE: During a brainstorm, you may use Rocket Science instead of any other Science skill.

STRESS AND CONSEQUENCES:

PHYSICAL

MENTAL

MILD:

MODERATE:

SEVERE:

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CURTIS "MAC" MACDONALD

Mac's cavalier disregard for paperwork, acumen behind the wheel, and fearlessness at the front lines allowed his team of tank mechanics to maintain the fastest turnover times in the European Theater. Mac's applied mechanical know-how and plainspoken demeanor made him an ideal representative for Tesladyne's outlandish theories.

MODES AND SKILLS:

	GOOD (+3) ACTION	FAIR (+2) BANTER	AVERAGE (+1) SCIENCE
SPECIALIZED	Superb (+5): Combat		
FOCUSED	Great (+4): Notice, Provoke, Vehicles	Good (+3): Rapport, Will	Fair (+2): Mechanical Engineering

▼ Skill Improvements (4 points): Specialize one trained skill, focus one trained skill.

ASPECTS:

CONCEPT: *Better a Good Solution Now than a Perfect One Later*

BANTER: *Let Me Break It Down For You*

STUNTS:

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

STRESS AND CONSEQUENCES:

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MENTAL

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JOHN “SLIM” SIMMONS

Slim spent most of World War II conducting test flights of America’s most advanced airframes. Near the close of the war Slim was selected to fly Atomic Robo’s unit deep behind German lines as the vanguard of Operation Paperclip. Slim would later become one of the original Science Agents of Tesladyne. His personal expertise in the cutting edge of aeronautics technology and the limits of the human body would serve the firm well in its early days.

MODES AND SKILLS:

	GOOD (+3) BANTER	FAIR (+2) SCIENCE	AVERAGE (+1) ACTION
SPECIALIZED	Superb (+5): Will	Great (+4): Aeronautical Engineering	
FOCUSED	Great (+4): Provoke	Good (+3): Notice	Fair (+2): Vehicles

▼ Skill Improvements (3 points): Specialize one trained skill.

ASPECTS:

CONCEPT: *Former Test Pilot*

SCIENCE: *Fictional, Theoretical... What’s the Difference?*

STUNTS:

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

STRESS AND CONSEQUENCES:

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