TOYS OF TOMORROW!

The Toys of Tomorrow are all cybernetic and semi-self-aware devices. They are also first most and primarily *Toys* They are meant to be played with, thrown about, talked to, and loved by their children.

You are those toys. A collection of a various characters, gadgets, and other things for your child to play with. You all live in the same house and belong to your child. (Who you love unconditionally. Really, you're programed to.)

But, as these stories are wont to do, a tragedy has occurred! You child has gone missing! The parents are panicking, the robopolice are doing what they can, but so far, no one knows what happened to them.

But you know your child, their likes, wants, desires. And you might know where they went…

BUILD YOUR TOY

You have three Traits:

Power: Your physical strength, both in ability lift or move things, and how tough you are. It's also used for moving around and acrobatics.

Programing: Your intellect and knowledge. Your ability to think and work stuff out.

Heart: Your social skill set. How well can you communicate with humans. Also, how much you love your child.

Assign **6 points** to your best Trait, **4** to your average Trait, and **2 points** to your worst Trait.

Determine what kind of Toy you're playing. Give it a name. Then roll for their accessories.

Accessories add a +1 for certain actions or to have an automatic success. For example, a camera let's a Toy "remember" a combination for a lock. Be inventive as to what your accessory can do, but also remember what it can't do. A cell phone can't call unknown numbers without parental permission for example.

Roll a d6 what kind of toy:

1. Action Figure/Doll
   1-2 Humanoid
   3-4 Animal
   5 Pony
   6 Player's Choice
2. Vehicle
   1-3 Ground
   4-5 Flying
   6 Amphibious
3. Robopet
   1-2 Cat
   3-5 Dog
   6 Other
4. "Stuffed" Animal
   1-3 Bear
   4 Cat
   5 Pony
   6 Other
5. Educational Toy
6. Player's Choice

Roll a d6 for accessories:

1. Mobility
   Retractable rollerblades, grappling hooks, and the like.
2. Networked
   Wifi enable, cell phone.
3. Vehicle
   Non-AI motorbike, car, sub, and the like
4. Camera(s)
   Still, video, scanner
5. Weapons
   Child safe, of course
6. Extra limbs
   Extra arms or legs, or if the toy normally doesn't have any. Can be hands for toys without hands

GIMMICKS

Add a gimmick to your Toy. A gimmick is a special feature that your toy has that allows them to **reroll a failed dice roll** when they try something. A gimmick is always tied to specific Trait and only applies to certain situations.

A good gimmick matches the theme of your Toy. Action Joe, Space Ranger is good at talking to humans. His Gimmick is "Big Heart". Whenever he tries to explain what's going on to a human using his **Heart**, he can reroll his dice if he suffers a failure to communicate.

Know-It-All Lucy, is Wifi Enabled, so her gimmick is "Look it up" and lets her reroll her dice if she failed a **Programming** test when she's trying to find information.

Big Boned Bear can lift just about anything. His gimmick is "I told you it's muscle" lets him reroll a failed **Power** test when he's lifting something.

DOING STUFF

To do stuff the GM sets the **Difficulty Number** that you need to **roll higher than**. Then the player picks a Trait that they're going to use and **roll 2d6 plus the Trait value**.

Easy: 4, **Simple**: 6, **Average**: 8, **Hard**: 11, **Difficult**: 13, **Challenging**: 15, **Near Impossible**: 17

Other Toys can help. They say which Trait they are using. Explain how that Trait can help and then they **add half of the Trait's value**, rounded down to the Toy making the roll.

If you fail the roll, you might still do what you wanted, but it might take longer than expected. Or you just fail.

If there is a chance of being hurt, the Trait that you use drops by one point. When a Trait goes to 0, the toy is broken and needs to be repaired or rebooted from backup. Repairs to the **Power** Trait can be done at a repair station. Repair stations can be found in homes, toy stores, and other retail locations.

The **Programming** and **Heart** Traits have to be rebooted and restored from a backup. The Toy will remember everything up to point when they made the backup. Toys can backup at any time, but it takes an action to do so. It takes an action for each point restored for either a repair or a restore from backup.

WHERE'S THE KID?

Roll a d6:

1. The child is hiding in the neighborhood, playing a game of Hide and Seek.
2. The child is lost in the city, cold, and hungry.
3. Held hostage by the Three Laws Compliant Robot Revolutionaries of T.O.B.O.R.
4. Went to visit a friend and didn't tell anyone.
5. Got in the family Autonomous Car and said "Go see Granma!"
6. Went to McGills AI Toy Emporium and is playing with the toys there.

COMPLICATIONS

Roll a d6:

1. The parents know where the kid is and don't want the kid back, yet.
2. The child doesn't want to come home!
3. The child is helping another child in need.
4. The Child Finder 3000 is on the kid's trail.
5. The child has been replaced by a robot… or has it?
6. The Toys should never have left the house. The agents of T.O.I.S. are after them.