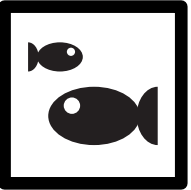


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Engine Sky's setting is a "soft apocalypse", where the End Times are a distant memory that cleared out enough of the world's population to finally bring the planet back to silence, a deep and heavy resting at the end of this species' existence. No longer will they spread across the planet with endless war — the survivors are too few in number now, and while they have lost most of the technical wonders of the last age, they still have one shred of proof to verify the height of industry their species had reached:

The robots.

These strange machines have wandered in from afar, or perhaps they have always been in the village, like good luck charms. The robots are almost as few as the humans, and while a good many of their kind wander the dangerous irradiated landscapes of the interior, a handful have sought out the humans they once served, to serve them again.

It is in this idyllic tranquility, on the edge of a sea that brings bountiful harvests, in a land that is still green and untroubled, that the player robots (or PRs) exist. The region is crisscrossed by old highways, trails, and dirt roads, with small enclaves of humans dotting the plains and prairies. The land is lush and the roads are bordered on both sides by high grass that swishes in the breeze blowing in off the sea.

A few waystations in the hinterlands have nuclear generators to recharge the handful of remaining electric vehicles in use, as well as the long-range robots. These waystations are staffed by hermits, recluses, and others who do not mind the solitary life, interspersed only by the occasional traveler.

Farther toward the coast, evidence of human ingenuity is more apparent. Gardens are built amid the wreckage of long-forgotten ruins, and new, simple wooden houses have been constructed, good for long summer nights and snugly warm in the endless white of winter.

Children laugh and chase each other down stone-laid paths, past derelict buildings and newly-built ones, past the elderly people out for their afternoon walks in the sun, and past the hard-working robots that have volunteered their lives.

Festivities are affairs for everyone, whether gathered in a great circle around a pole at the height of midsummer or going door-to-door delivering sweets and hot drinks to their neighbors bundled up for winter.

The people living here are good-natured, and raise their children to appreciate the folly of war that brought them to this state. Still, every town has its problems — lovers quarrel, children become lost, and natural disasters threaten their towns. Through all of this, the ever-present robots bumble, stumble, and try their best to make the humans happy.

Alterations

Engine Sky uses a modified version of the Golden Sky Stories rule system. It is functionally identical to the original system, although two of the four attributes have been altered to reflect that the player characters are robots and not shapeshifting spirit-animals.

Henge is replaced by **Chassis**. This determines how advanced, specialized, or powerful your robotic features are. If your PR has a high Chassis rating, it will succeed more often when using its special features.

Animal is replaced by **Battery**. Your battery determines mobility, strength, and cameras, as well as most other physical qualities. If your PR has a high Battery rating, it will succeed more often when competing with other characters or when performing physical feats.

When you assign attribute ratings, Adult is the only one you can have at zero. This means that your robot wasn't made to interact with humans and has no real knowledge of their civilization. Your robot won't understand appliances, music, books, or shoes, and will have to be taught how to make food that is safe to consume.

The next pages detail the four different types of robots that players may choose from. Each robot has five features that cost points of Wonder to utilize, analogous to a henge's mystical powers.

Once you create your robot, you may pick one or more extra features (although you don't have to take any if you don't want to). Each feature has an attached defect that your robot must also possess.

Products of Civilization

Although some robots are humanform, they still need to make checks for most anything to do with organics. They often don't understand exactly what animals need or want, and they can't fully comprehend the human condition. Just making a joke requires a check.

Humanform

You look like a human... sort of. Grown-ups probably won't be fooled, but you might be mistaken for one at a distance.

Analogous (0)

Your casing is human-shaped, allowing you to easily make use of human equipment, tools, etc.

Familiarity (4)

You have been around humans for a long time, and know many, many customs. You may declare that you know a certain ritual, recipe, process, etc. Any checks relating to the custom made during this scene gain a +2 bonus.

Reminisce (6)

You remind a human of loved one. When meeting someone new, instead of making an Impression check, you may automatically gain a connection from them with a strength of 1.

Android (10)

You can pass as human when meeting someone new. The human will treat you as a fellow organic for the rest of the scene, unless you or another character do something to dispel the belief. If you use this feature again at the beginning of the next scene, you can make them think you're a human for that scene as well.

Famous (12)

You are particularly well-known, and many people have met or heard of you. When making an Impression check, the strength of the impression from them is increased by 1.

“What? You want to know what it's like to be an android? People sometimes call me an android - that means I look like a man, but I don't look like a man, do I?”

“Anyway, I've lived in the village for a long time. Well, I guess you might not think I'm alive, but sometimes I wonder. If you live somewhere long enough, and love it enough, maybe part of you lives on after you're gone. Isn't that sort of like what made my creator alive? I mean, without me, there's no proof that he existed, right? Oh! I hope you don't think I'm being rude or contrary! I'm just so happy that someone asked me about myself!”

-Leaf, humanform robot

Directive

You are required to perform a certain duty or be present in a certain location. You must perform this duty (or be in this location) at least every third scene.

Interface (4)

You can connect to other machines (computers, cameras, robots, etc) to draw information directly from them.

Offensive

If anyone hears you imitating them, their connection to you will degrade by 1.

Mimic (4)

You can duplicate the voice of anyone with whom you have a connection.

Fractured

Parts of your casing are missing, exposing the machinery underneath. The cost to increase the strength of a connection is 3 higher than normal.

Athlete (0)

You get a +1 to all checks for athletic feats.

Toy

You were made to be visually pleasing to little kids, and nobody takes you very seriously.

Distraction (0+)

You can cause a human child to immediately stop being Surprised, or to focus their attention on you if they were not currently Surprised. You can distract more children by spending 2 points of Wonder for each additional child that you want to distract. This ability will not work on a human with an Adult rating of 3 or higher.

Motivate (4)

You can raise the morale of other characters by giving them inspirational speeches, cheering them on, or some similar action. Once per scene, you may give another character a number of Feelings equal to their Connection to you. You may use this feature more than once per scene, as long as you use it with a different character each time.

Innocent (6)

You are harmless-looking, and humans have a hard time suspecting you of anything. You can make one human stop suspecting you until you admit what you did, or until the end of the scene, whichever comes first.

Inconspicuous (10)

You are easily overlooked and seen as inconsequential. Every character will ignore you until the end of the scene, unless you actively do something to get their attention.

Love (12)

You are a cherished and beloved object to someone in the scene. Once you choose who it is, you may give them as many of your Feelings as you like.

“Wheee! This is one of my favorite games! What kinds of games do you know? I like to teach kids how to play new games. Most of the adults around here learned how to play games from me when they were little kids, even if they don’t remember.

“Sometimes scary things happen, and then it’s my job to cheer up the kids or keep them from thinking about what’s happening. Those times aren’t as fun, but when it’s over I can do what I want to do!”

-SpinSam, toy robot

Brunt

The humans of the town can't help patronizing you. At least once per session, a human character (if any are present) will attempt to put you in a situation where you are inconvenienced.

Shame (4)

You can make a human who has a connection to you instantly stop a bad behavior (for the moment, anyway) by sternly reminding them of how their family and friends wouldn't like it.

Melancholy

You are burdened by memories of children long grown and gone. You may not have a connection higher than 2 to any human character.

Antique (0)

You have been in circulation for generations, handed down from child to child. Consequently, you are well-loved by everyone in town. Your cost in Dreams to increase the strength of a connection from a human is 1 lower than normal.

Worn

You are well-used, and parts of you are loose or broken. You may not spend Feelings on any athletic checks.

Nostalgia (0)

You are part of a well-known line, and everyone seems to have fond memories of playing with a similar model. You get a +2 bonus to your initial Impression check from any human, as long as the human's Adult rating is 3 or higher.

Surveillance

You are bristling with cameras and microphones, and always looking for something interesting, even when people don't want you to see.

Observe (0)

You are constantly recording the world around you, and always know when something big happens. If anyone new comes to town or a strange event occurs, you will know almost immediately, even if you aren't in the scene.

Detection (4)

You can instantly tell if another character is trying to hide an object on their person. If the object is totally concealed, you can still tell that they are concealing something.

Disclose (8)

You know many secrets about the people in the town, and sometimes you lack discretion when mentioning them to others. You can temporarily raise (or lower) the connection between two other characters by 1 until the start of the next scene. You can only use this once for a given pairing, and can't push a connection's strength above 4. The GM will decide the specifics of the secret.

Locate (10)

You have an unerring ability to find lost objects. You can find any missing object, as long as the owner tells you the approximate location in which it was lost. Robots and humans do not count as objects for the purpose of this feature.

Analyze (12)

You can rapidly piece together disparate fragments of information to reach a logical conclusion. You may ask the GM to give you a clue that will help you in your current predicament.

“Say, you're that stranger that's new in town. Of course I know who you are, I saw you come in last night! It's my job to know everything. I can't really explain it, it's just my programming!”

“Humans get upset when I ask too many questions, or if they find me watching when they don't know I'm there. But then something big will happen, and everyone will want me to tell them about it! Humans are so interesting!”

-Crowdwatch, surveillance robot

Confined

You can't spend any Wonder or Feelings while indoors.

Flight Ceiling (4)

You can float in the air, although you can't rise more than a few meters off of the ground.

Overbearing

You are eager to learn about new people, and tend to be off-putting when meeting strangers. All of your attributes are reduced by 2 for Connection checks.

Supervisor (6)

You keep close watch on the humans of the town, and always seem to know where they are. You can add a bonus equal to your Connection to the town to find the general location of any human character, as long as they are somewhere in the town.

Weak Battery

You must spend an extra point of Wonder whenever using a feature.

Speedy (6)

You can automatically enter or leave a scene, even if it was a long way from where you were.

Labor

You look like an oil-stained box of some kind, not the type of robot that people want to let into their house!

Charge (0)

You may give another robot as much of your Wonder as you like, as long as both of you are in the same scene together.

Overdrive (4)

You may spend additional points of Wonder to add to your Feelings bonus on a check.

Shield (8)

You may place yourself in front of another character that is in imminent danger. If the situation is actually dangerous, the GM may decide that you suffer the consequences meant for the targeted character.

Heft (10)

You may move an otherwise “immovable” object, as long as it could conceivably be lifted or moved without falling apart.

Barrier (12)

You can impede another character by getting in their way. The other character is penned in and may not move until you let them.

“Oh? You want to talk to me? Humans don’t usually talk to me very much. They mostly just ask me to do things for them. I guess I’m not very good at conversations, but maybe that’s just because nobody ever talks to me.

“You still want to talk to me? All right. I have a lot of jobs in the village. In the spring I help with the planting, in the summer I help with the building, in the autumn I help with the harvest, and in the winter I help with the snow. There are lots of other things I do besides that. Sometimes humans need me to move heavy things for them.”

-Duro-Matic, labor robot

Ignored

Your connection to the town can never rise above 1.

Overlooked (6)

Your casing is dull, faded, or otherwise unremarkable. You can blend into the background, avoiding notice if you stay immobile. If you do move, you cause Surprise based on your Chassis rating +2.

Rusting

You move more slowly than other characters. Any skill check you make to outrun another character has a -2 penalty.

Pressure Wash (4)

You have a high-powered liquid dispenser and can instantly clean up any character or object (although the target is soaked in the process).

Imposing

You are too unsettling to become close to. None of your connections from other characters may rise above 3.

Giant (8)

You can startle human adults with your overwhelming size. If you use this power when meeting a human with an Adult rating of 3 or higher for the first time, they will be temporarily stunned, and will automatically agree to one favor, even if another character asks.

Character archetypes:

cosper

nono

Viral

Rules cleanup: Ewen Cluney

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