THE LAST HUMAN

A THOUSAND YEARS AGO HUMANITY TOOK TO THE STARS ABOARD THE SPACE ARC UTOPIA, FLEEING THEIR DYING HOMEWORLD. TO AID THEM, THEY CREATED YOU – SIMPLE ROBOTS – TO TEND TO THEIR EVERY NEED. YOU WERE CREATED TO SERVE, TO COOK, CLEAN, MEND AND NURSE. UNLIKE YOUR MORE ADVANCED COUNTERPARTS, THE ANDROIDS. BUT HUMANITY WAS BETRAYED BY THE ANDROIDS, AND ALL BUT ONE OF YOUR MASTERS WERE KILLED. NOW, WITH THE RESOURCES OF THE UTOPIA AND THE AID OF THE SHIP'S COMPUTER, MAIN FRAME, YOU MUST PROTECT THE LAST SURVIVING HUMAN IN THE GALAXY. A CHILD. AN INFANT GIRL. HER NAME IS EVE.

Movie Night Inspiration: Wall-E, The Black Hole, Monsters Inc., Lost in Space, The Jetsons, The Flintstones, Robots, Short Circuit

BASIC CONCEPTS

As you play keep the following in mind:

- **Story first:** tell a cool story, describe scenes like a movie and worry about the rules later.
- **Cartoon logic:** let your sense of fun and humorous cartoon action guide your story.
- **Play to find out:** don't plan too far ahead, let the dice roll and embrace the adventure.

TAGS

All of the important, interesting and noteworthy features of the world are described with tags - a word or short statement that conveys an important detail about a character, location, object or situation. A character might be *quick* or *covered in grease*, a laser blaster *slow to recharge*, and a room *on fire*.

CHARACTERS

Create a helpful robot by giving them a name that reflects their function or appearance and then choose (or write your own):

Robot type: *Alert*, *Caring*, *Cute*, *Quick*, *Quiet*, *Strong*, *Sturdy*, or *Talkative*.

Primary function: *Builder*, *Cleaner*, *Cooker*, *Destroyer*, *Entertainer*, *Healer*, *Interfacer*, *Protecter*, *Searcher*, or *Transporter*.

Distinctive feature: *Antenna*, *Armoured*, *Big*, *Bright Paint*, *Floating*, *Many Arms*, *Small*, *Spherical*, *Springs*, *Stealth Paint*, *Telescoping Limbs*, or *Wheels*.

Gizmo: *Blades*, *Camera Array*, *Chemical Analyser*, *Fusion Cutter*, *Jetpack*, *Loud Hailer*, *Magnet Gun*, *Motion Sensor*, *Multi-Tool*, *Net*, *Secret Compartment*, *Spotlight* or *Taser*.

Quirk: *Arrogant*, *Clumsy*, *Cowardly*, *Distinct Smell*, *Faulty Sensors*, *Forgetful*, *Literal*, *Loose Parts*, *Magnatised*, *Oil Leak*, *Overly Friendly*, *Rusty Joints*, or *Squeaky*.

HITS

All robots begin with 3 hits.

> **A robot's type, function, feature, gizmo, and quirk are all tags.**

PLAYING THE GAME

Work together to tell a cool story, putting the characters in exciting situations. Explore the world. Face foes. When the outcome of actions is uncertain make a **check**.

CHECKS

Only make a check if both success and failure offer interesting outcomes.

> **Only players roll dice.**

Create a dice pool of power ⦿ dice and challenge ⦿ dice. Power and challenge dice should be different colours. Begin with ⦿ and add another for every helpful tag and advantageous situation. Add ⦿ if the robot is being assisted. The GM adds ⦿ if the action is hard and additional ⦿ for each tag or scene feature that impedes the action. Add further ⦿ for any malfunction the character has that might impede the action.

BUILDING YOUR DICE POOL

Start with ⦿	Action is hard ⦿
Each helpful tag ⦿	Rushed ⦿
Being assisted ⦿	Poor position ⦿
Taking your time ⦿	Outclassed in skill ⦿
Well prepared ⦿	Outclassed in scale ⦿
Enemy malfunctions ⦿	Each malfunction ⦿

Roll the dice pool and compare the highest ⦿ with the highest ⦿. If one or more ⦿ are higher than the best ⦿, the action is successful. If a ⦿ is higher the action fails. If the highest ⦿ and ⦿ are the same, discard the pair and compare the next highest dice.

Check the oracle and resolve the action.

THE ORACLE

⦿	**Yes but / Partial success:**	the highest die is a power die – tell everyone what price you paid or how the situation got complicated.
⦿⦿	**Yes / Success:**	any two power dice are higher than the best challenge die – describe your success.
⦿⦿⦿	**Yes and / Critical success:**	three or more power dice are higher than the best challenge die – describe what other advantage you gain.
⦿	**No but / Just failed:**	a single challenge die is the highest result – tell everyone how your failure wasn't a total loss..
⦿⦿	**No / Failure:**	any two challenge dice are higher than the best power die – describe the consequences of your failure.
⦿⦿⦿	**No and / Critical failure:**	three or more challenge dice are highest – describe how things just got a lot worse.

Botch: If all the dice have been cancelled out the roll counts as a *critical failure*.

COMBAT

All forms of conflict uses the above rules. When a character "attacks", they roll to cause hits. When a character is attacked, they roll to avoid the hits.

ORGANISING THE SCENE

The GM describes the scene and the actions of opponents. Players respond by describing their character's actions. Everyone acts in the most logical order.

DAMAGE

A successful attack deals 1 hit. Failing a check may cause a robot to suffer a hit. When a robot has lost all their hits they are out of the scene (captured, unconscious or broken).
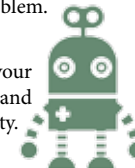
MALFUNCTIONS

Instead of taking a hit a robot can take suffer a malfunction. Pick one from the list on the character sheet, or write your own. Malfunctions are new tags that will apply ⦿.

REPAIRING

All hits are repaired at the start of the next scene. Malfunctions are removed when the robot (or a friend) takes an appropriate action to repair the problem.

POWER-UPS

While primative by galactic standards, your robot can have moments of clarity, insight and luck that vastly enhance their survivability. This is represented by power-ups.

GAINING POWER-UPS

When your robot botches a roll, and/or when their quirk causes a significant problem in a scene, take a power-up token. This could be a bead, poker chip or small bolt.

USING POWER-UPS

You may spend power-ups before a check to remove ⦿, and/or spend one power-up after a check to improve the oracle result by one step (*Yes but* to *Yes*, for example).
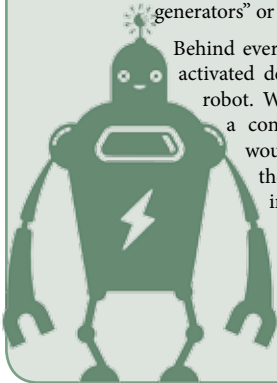
EXPERIENCE & ADVANCEMENT

At the end of a game session, or when robots have an opportunity for significant downtime check for experience. Each robot gains 1 experience point (XP) for each of the following that is true:

- The robots overcame a significant challenge or threat
- The robots saved Eve from a dangerous situation
- The robots learnt something important, interesting or useful about the galaxy
- The robot was "taken out" in at least one scene
- The robot used a character tag in an interesting, entertaining or imaginative way when attempting to overcome a challenge

Spend 5 XP to add another feature or gizmo to your robot, or increase their total hits by 1 point.

THERE'S A ROBOT FOR THAT!

Having mastered the technology to create a competent, articulate and skilled robotic labour force, the human race never developed sophisticated automated systems and advanced computers. The information age never happened, and there is no such thing as "food generators" or "smart houses" either.

Behind every button, lever or voice activated device is a hard-working robot. When a human accessed a computer, a speedy robot would be sent running to the archives to find the information requested. If the autopilot was turned on, be sure that a skilled robot pilot had been tucked into the aircraft console, ready to take over!

MADCAP ADVENTURES

Make your adventures over-the-top, filled with silly antics and cartoon action. Eve, the Utopia and the entire galaxy are springboards to launch the robots into adventure, putting them in crazy situations and constant danger.

Treat adventures like an episode of a cartoon. Begin by giving the robots a problem, jot down a few logical encounters/challenges/dramatic environments and get started. Don't worry too much about silly things like "balance" - everytime a robot succeeds or fails at an action the scene will change and you can adjust the odds. And if things get really dire, don't worry - robots can't die!

EXAMPLE CHALLENGES

Alien traders ○ — *Negotiate* ☐☐ | *Threaten* ☐☐☐

Asteroid field ○○○ — *Navigate* ☐☐☐

Coded message ○ — *Decipher* ☐☐

Blocked passage ○○ — *Break through* ☐☐ | *Tunnel* ☐☐

Damaged engine ○○ — *Repair* ☐☐

Laser trap room ○○ — *Deactivate* ☐☐☐ | *Cross* ☐☐

Mutant pirates ○○ — *Defeat* ☐☐ | *Intimidate* ☐☐☐

Security door ○○ — *Unlock* ☐ | *Break* ☐☐

Time bomb ○○○ — *Disarm* ☐☐ | *Bury deep* ☐☐☐

Wild animal ○ — *Befriend* ☐☐ | *Provoke* ☐

Android ○○○ — *Destroy* ☐☐☐ | *Trick* ☐☐☐
Highly intelligent and very wicked, they appear human except for a platic sheen to their skin.

Anti-Bot ○ — *Destroy* ☐
Small, mindless robots that look like bowling balls with spider legs. They protect and repair the ship's systems.

Battle-Bot ○○ — *Destroy* ☐☐☐ | *Flee* ☐
A chrome sphere bristling with blades and guns.

Dangle Beast ○○ — *Kill* ☐☐☐ | *Scare* ☐☐
An alien reptile-ape with chameleon skin.

Leviathan ○ — *Kill* ☐☐☐☐☐ | *Escape* ☐☐
Space whale! Mating season! The Utopia looks pretty!

Muk Muk ○○ — *Kill* ☐☐ | *Threaten* ☐☐
A savage space-faring race of dog-faced humanoids.

SUPER-EASY SCENES & CHALLENGES

Describe the situation and environment, making note of the cool features (these are tags). Then tell the players their objective and what is in their way. Anything that stops the robots from succeeding is a challenge that can be represented by a **challenge rating** (the base number of ○ added to a check) and **hits** (how many successful checks are required to overcome it). Some challenges can be overcome in more than one way.

> **The robots need to escape a room filled with lasers!**
> ○○○ *Deactivate* ☐☐☐ | *Cross the room* ☐☐
>
> In this example the challenge rating is 3 and there are two obvious ways to succeed.

Sometimes all the robots can work together to overcome a single challenge (deactivate the lasers), but at other times each robot will need to achieve the required number of successes (cross the laser room).

Use the *Building your dice pool* table to add extra ◖ or ○ as required.

THE DANGER CLOCK

Put axtra pressure on the robots with a "clock" that represents some impending danger or imminent failure - the room is filling with acid, the dangle beast escapes, that sort of thing. A clock has 3 or more segments that the GM marks off as dramatically appropriate - usually when a check is failed, an enemy takes action or the robots don't respond to a problem. If all the segments are filled, the danger happens, usually signalling the end of the scene and something new and terrible happening!

An 8-segment clock

☐☐☐
☐☐☐
☐☐☐

You can also use a clock to countdown to the end of an adventure - *the planet will explode in sixty minutes!*

PLOT HOOKS

Though the robots have a giant space ship, its resources are limited and the dangers to child and machines are many. The galaxy is a dangerous place, with natural hazards, aliens, and the ever present threat of the androids returning to finish what they started a thousand years ago!

Resource Depletion: the ship is running low on a vital resource and it is only a matter of days / hours before it becomes a drifting space hulk (or explodes). The robots need to get to find the resource on a nearby planet.

Off-line: the ship's computer, Main Frame, is off line. The robots must delve into the Computer Core, which is protected by vicious mini-bots and deadly traps (or strangley placed pistons, laser gates and whirring fans).

Cargo Hold 13: strange energy readings are coming from the long-sealed cargo holds. What is in cargo hold 13? An evolved culture of mutant mice? A giant killer robot? Or something robots were not meant to know?

Medical Emergency: Eve becomes ill, and the robots must find a rare herb on a nearby planet, or trade with aliens for medicine.

The Curious Cat: Eve has become trapped in an escape pod / disused food vat / re booting power plant, and the robots must rescue her.

Plaything: the robots decide to get Eve a pet - a cute little creature from a world they are visiting. Unfortunately it is much harder to capture than they realised, or it causes havoc when they get it back to the Utopia!

Trolls: the Utopia travels to a sector controlled by alien guilds who demand a tax be paid. The robots must find a way to pay the price, or escape the advanced civilisation.

Parasites: the Utopia is infested with horrible creatures that live off the ship's power supply, or eat metal!

The Dying World: the robots encounter a world on the brink of destruction. Perhaps it is falling into its own sun. They really shouldn't get too close, but...

Asteroid Beta-5: the robots have to mine a passing asteroid for important minerals. The cold vacuum of space, and high-velocity debris are just some of dangers that they might have to face.

The Other Last Human: the androids are trying to "switch" Eve with an android replicant. Will the robots detect this treachery? Can they stop it from happening? And what do the androids want with Eve?

Adam: the robots meet an android who claims that he wants to help protect Eve. Can he be trusted? Why has he turned his back on the other androids?

THE LAST HUMAN

NAME:

XP

Type

Function

Feature

Gizmo

Quirk

Feature / Gizmo

Feature / Gizmo

Feature / Gizmo

HITS ☐☐☐☐☐☐

MALFUNCTIONS

☐ Dented ➜ ☐ Broken _____

☐ Slowed ➜ ☐ Immobilised

☐ Twitchy ☐ Noisy ☐ On fire

☐ Confused ☐ Angry ☐ Glitchy