

## **LEGO FU: Heroic adventures in the Lego universe**

by Andrew Smith

A free supplement for the FU (Free Universal) role playing game based on concepts and themes created by the Lego Group as well as the FU story game system developed by Nathan Russell

# Welcome to Lego FU

This FU expansion will guide you in playing stories set in the Lego universe. It contains information about the setting and customisations of the rules to give your play a Lego 'feel', as well as tips to convert just about any other roleplaying game into a Lego game. The ideas in this expansion are based on the many Lego short movies available online, Lego video games, and the feature length film *The Adventures of Clutch Powers*.

In Lego FU, you play adventurer minifigs (the small, plastic articulated minifigures in the Lego universe) exploring the Lego world, helping others along the way. Your stories will take you across the many Lego worlds playing a variety of characters from pirates on the high seas to space police protecting colonists on far-flung planets. While you venture forth, your minifig will build the world around you, creating solutions out of Lego technology to make the world a better place.

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**Opportunities to spend or gain a FU point**

When you see this icon in the text, it will indicate a situation where your minifig will spend or gain a FU point.

When you see blue boxes like this one in the text they will contain an example to further illustrate a concept.

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## Disclaimer

This is a supplement for the FU story game system—developed by Nathan Russell—based on concepts and themes created by the Lego Group. Lego FU is a fan-based creation intended as a free document. It is not for sale and no revenue will be generated for its creators.

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# 1 The World of Bricks

The centre of the Lego universe is Lego City—a mighty metropolis that is home to millions of minifigs. Lego City resembles 21st century Europe with a few additional advances in technology and society: electricity is produced by renewable and non-polluting sources; wind farms surround the city; and explorers retrieve crystals from under the earth to generate additional power.

Perhaps the most amazing technology of all in the Lego universe is Lego itself—a system of construction that minifigs use to create buildings, transport, machinery, computers, and much, much more. When assembled and combined with the ‘creation spark’ of a minifig—their life force—an assortment of pieces can be transformed into anything imaginable. In Lego FU, minifigs enjoy all the possibilities of their own imaginations made real: if a device can be imagined and assembled, then it can become real. For example, with the right combination of pieces, a minifig could build the Acropolis and then disassemble one of the columns of the temple to use those same pieces as rocket engines on a spacecraft. In both cases, the Lego pieces are sections of a cylinder, but the function of the pieces changes as a result of their inclusion in a different construction.

Culturally, the Lego universe is a positive one, filled with optimism and altruism. Minifigs go about their lives with passion and vigour. For example, a baker minifig doesn’t just consider baking his profession; it’s his passion. Minifigs are happy to live their lives honestly and sincerely, contributing what they can to Lego society. Fame and fortune go to the minifigs who contribute the most to their society, regardless of their profession. The Lego universe contains very few grey areas in its moral code: heroes are heroes, and villains are villains.

# 2 Creation Sparks, Creativity, and Creative Blocks

Minifigs are animated by a creation spark that gives them life and fuels their creativity. The creation spark makes the minifig more than just a collection of plastic: it’s the soul and personality of the minifig. The creation spark is also the power that minifigs imbue into their Lego creations, enabling them to build. The act of creation strengthens a minifig’s creation spark. Minifigs who don’t engage in creativity will soon see their creation spark fade away to nothing. When the spark is extinguished, the minifig has reached the end of its story.

In Lego FU, your minifig is allocated three check boxes called Creative Block, which are used to monitor the decline of your minifig’s creation spark. A Creative Block is a Condition, which will be gained if your minifig doesn’t create something out of Lego at least once each hour of play. The GM will need to keep track of the time elapsed since each minifig last created an item.

A Creative Block check box can be removed only through creativity. When your minifig builds something out of Lego you are required to make a Beat the Odds roll to determine if the construction was successful. You can remove a Creative Block if the result is a “Yes, and...” or a “No, but...”—the ‘and’ or ‘but’ can be used to remove a Creative Block.

*Jasmine Hammond hasn’t built anything out of Lego for a long time and has picked up two Creative Blocks. She’s been chasing a gang of jewel thieves all night long and has just stumbled onto a pile of leftover Lego bricks. Seeing her chance to catch up with the thieves quickly, she starts to build a rocket sled. Her Beat the Odds roll comes up with a 5 (“No, but...”). Her rocket sled doesn’t come together with the pieces she has, but she is able to remove a Creative Block.*

If your minifig accumulates all three boxes of Creative Block, their story comes to an end: they fade away from the adventuring life and lose the ability to create with Lego. You should take a moment to tell the epilogue to your minifig’s story.



### 3 Disassembly and Reassembly

Minifigs are quite durable and can be disassembled and reassembled. Made of separate components for legs, torso, head and hair, they can rebuild themselves as easily as they can fall apart. Of course, if reassembly is attempted during a chaotic or confusing situation, the result may not be perfect. Minifigs have been known to re-attach their legs facing the wrong way and must continue their adventure in this state until they are able to reassemble themselves correctly. If the situation is sufficiently chaotic at the time of reassembly, the GM should call for a Beat the Odds roll to ensure all minifig body parts face the right way.

During reassembly, it's possible to swap parts with other minifigs. If a minifig uses the parts of another minifig it will add a Condition, resulting in a bonus or penalty die as appropriate. A penalty die may be added if the original owner of a minifig part has different goals to the minifig head to which it's attached (for example, if the head belongs to a hero and the legs to a coward, then the player must add a penalty die).

*Caught in a high-speed car accident, Jasmine Hammond and her companion, Shorty McDougal, have both fallen apart. In the confusion, Jasmine grabs Shorty's legs by mistake and fits them to her torso. This turns out to be a great move for Jasmine because Shorty's Body Descriptor is **fast** and now she can use that descriptor to help her catch the crooks. Shorty, however, is left alone with Jasmine's legs and will be unable to call on the **fast** Descriptor until he gets his legs back.*

#### Rebuilding your minifig

It's also possible for you to rebuild your minifig with spare Lego pieces (typically in place of legs), allowing you to temporarily add an item of Gear to your minifig. This temporary modification will cost a FU point in addition to normal costs for the build. You should treat the new Gear as you would any other constructed Gear.

*Rather than put up with using Jasmine's legs, Shorty decides to build something else to use in their place. He spends a FU point to declare a pile of Lego within reach, and then makes a successful Beat the Odds roll to construct a set of insectoid legs. He spends another FU point to attach the new legs to his torso and animate them. For the rest of the scene, he'll have the extra legs as Gear. If he wants to keep them into the next scene, he'll have to spend another FU point. As FU points are limited, he can't keep this up forever; he'll have to find Jasmine soon and get his own legs back!*

### 4 Lego Principles

One of the most famous heroes in the Lego world is the creative and daring explorer *Clutch Powers*, known for his adventures in service of Lego City. As a Lego celebrity, his story encapsulates much of what Lego is about. He works as an agent for Lego City, exploring dangerous places, investigating mysterious circumstances, and fighting the enemies of Lego City. His most famous adventure took him from caves deep within the earth to a world of wizards and trolls in order to restore a king to his throne and recapture an evil wizard who had escaped from prison. To succeed, he had to turn a group of individual heroes into a team, inspiring them to do more than adventure for themselves. Playing your minifig as a character who embodies the Lego principles, you will have the opportunity to earn FU points.

*"What's gotten into all of you? Have you lost sight of the Lego mission? Have you forgotten what this organisation represents?"*

*Kjeld Playwell, Lego Director*

Like Clutch Powers, some minifigs are lucky enough to be Lego City agents who work for Lego City itself and are charged with representing Lego interests and furthering the Lego way. The agents report to their director—a senior official within the Lego hierarchy—who assigns missions to them. No matter what a mission entails, the following values and principles of Lego must be upheld for the mission to be considered successful.

#### Altruism

*"Well, it's about helping others."*

*Peg Mooring, Lego Explorer*

Lego agents are trained to be selfless; they serve the needs of other minifigs before their own. This often complicates their activities, particularly when unexpected needs arise during a mission.



*Successfully aiding a non-player minifig will earn you a FU point.*

#### Heroism

*"Fighting the good fight."*

*Brick Masterson, Lego Firefighter*

Lego agents are heroic minifigs of action. They're no strangers to conflict or physical challenges, but they aren't violent for the sake of it. There is always a just cause behind every step, whether during battle or a difficult exploration.



*Seeing a heroic cause through to its conclusion will earn you a FU point.*

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### The Engineering Spirit

"Engineering better solutions."

Bernie Von Beam, Lego Engineer

Lego provides a versatile solution to many problems: almost all problems can be solved by its application, no matter how circuitous that solution might be. Is there a stone wall between your minifig and their goal? You could solve this problem by building a demolition ram, which is the obvious solution. A more inventive solution, such as building an insectoid climbing exoskeleton, will enrich the game and benefit your minifig.



*Coming up with a creative Lego solution will earn you a FU point.*

### The Spirit of Adventure

"Doing whatever it takes, wherever it takes us."

Clutch Powers, Lego Explorer

Staying at home on the couch just isn't an option for Lego agents: they have a taste for adventure. Missions are full of danger and excitement. Every explorer minifig knows that their missions will test them, but they're ready for the challenge. No obstacle is too great to withstand the right combination of creativity and heart.



*Following a mission into a dangerous environment will earn you a FU point.*

### The Principle of Teamwork

"And how do we do all that? We build on each other."

Kjeld Playwell, Lego Director

The most important principle of Lego combines Lego technology and Lego life together in one phrase: "build on each other". Just as Lego pieces fit together to create something greater than the sum of its parts, minifigs work best when they work with each other. Whether creating the opportunities for others to shine, or seizing opportunities offered by others, teamwork is vital to the Lego mission.



*Donating your "and" from a "Yes, and..." to another player minifig will earn you a FU point.*

## 5 Building

Building is a core activity in the Lego universe. All those pieces aren't meant to simply lie around in piles all day; they are begging to be put together in new and interesting ways. Here's how you do it in Lego FU.

Building requires Lego pieces, which can be acquired in two ways.

### 1. Declare a Lego pile



Spend a FU point to declare a pile of pieces in the scene—one FU point is enough for pieces to build a single-function creation.

### 2. Disassemble something else

Take an action to disassemble something else in the built environment. If there is similarity between the object you disassemble and the object you build from it, add a bonus die to your building roll. If there is little similarity, add a penalty die.

*Pulling apart a car to build two motorbikes involves a lot of similarity (for example, both constructions share an identical number of wheels and similarity in use—road transport converts to road transport), whereas pulling apart a castle wall to build a satellite involves little similarity.*

Disassembly needn't be complete: removing a single function from an existing creation to be used in a new item might suffice. For example, a battleship has plenty of guns and propulsion to spare, and a minifig might pull apart one of the gun turrets and use the pieces to build something else (for example, a hand cannon).

### Built objects become temporary Gear

Anything built out of Lego pieces immediately and temporarily becomes an item of Gear. It remains that way only for a single scene or until its function has been used for one significant use (determined by the GM). Extending an item's function as Gear beyond its first useful scene will cost one FU point for each additional scene.



A creation gets larger with each additional function. Each time you build, describe your creation; feel free to add details that are fanciful and preposterous. Don't just say "I roll the dice and I get to climb the wall with new legs I build". Be creative, for example, "Using the wreckage of the science lab, I construct a set of Gecko boots that allow me to use Van der Waals forces to nimbly and stealthily climb the exterior of the office building".



When you attempt to build an object, you must make a Beat The Odds roll, which will determine how successful and how complex your construction will be. A successful build requires a “Yes”, which allows you to create an object with a single function. In order to add a second function, you must have achieved a “Yes, and...” on your Beat the Odds roll. Any “No” results indicate that the right parts weren’t available for your build. You are free to try again on your next turn, as long as you attempt to build something significantly different to the item you failed to build on your previous attempt.

*Shorty McDougal wants to build a stun gun to capture the crooks. He gets a “No” result and is forced to depend on his teammate, Jasmine Hammond, to keep the crooks occupied while he comes up with a different build. On his next turn in the scene, he decides to build a giant claw. His Beat the Odds roll achieves a “Yes, and...” result, and Shorty decides to add legs to the claw so that he can transport the crooks to prison immediately.*

Building cannot be interrupted under normal circumstances. When a player declares that they are building they take the spotlight until the build is finished. Building minifigs must make their Beat the Odds rolls before any other minifigs are able to add to the scene with action or fighting.

#### Optional rule: Building with real Lego

If you’re playing Lego FU, you probably like building things with Lego. This optional rule allows you to incorporate an actual build into the game instead of using Beat the Odds rolls. A Creationary set—or a collection of similar size and complexity—is required for this rule.



If your minifig is building something in the story, you must complete your build within the time limit of one minute per function you are building. If you are able to build your item at the game table to the satisfaction of the other players and GM within the time limit, then you have successfully built the item AND have earned a FU point. If you are not able to beat the time limit and/or satisfy the players and GM with your build, you lose a FU point. Therefore if you do not have a FU point spare before you attempt the build, you are not permitted to make the attempt. Just like a Beat the Odds roll, your minifig will suffer a story consequence for failure. If your build was unconvincing or incomplete by the end of the time limit, this also counts as a “No” result.

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## 6 Minifigs

Follow the same rules to create your minifig as you would for a typical FU character. If you feel that your minifig is going to have something like *Creative* or *Brilliant Engineer* as a Descriptor, you should talk it through with the GM so that you both agree about the circumstances where that Descriptor will give your minifig a bonus die.

#### Sample Minifigs with Descriptors

**Name:** Jasmine Hammond,  
**Profession:** Lego City Agent  
**Body:** Acrobatic  
**Mind:** Playful  
**Edge:** Trustworthy  
**Flaw:** Easily distracted  
**Gear:** Jet pack, Net gun

**Name:** Shorty McDougal,  
**Profession:** Lego City Agent  
**Body:** Fast  
**Mind:** Determined  
**Edge:** Intimidating  
**Flaw:** Short-temper  
**Gear:** Book of contacts, Blaster

#### Minifig Conditions

The normal Conditions of *Injured* and *Dying* are replaced with *No Legs* and *Disassembled*. For named minifigs, such as the ones used by the players or significant non-player minifigs, you should progress through these unless the story drives it otherwise. A blaster shootout is a good example of where you should progress through *No Legs* first, whereas a deliberate and successful attempt to chop off a minifig’s head could go directly to *Disassembled*.

A *Disassembled* minifig isn’t dead; it has just gone to pieces. Unnamed minifigs—such as minions—should be taken out of the game at this point. More significant minifigs can simply be reassembled. This might require the help of a friend, or perhaps some other creative solution. Disassembly is not the end it’s just a delay.

## 7 Lego Stories

There are so many Lego worlds to explore that you need never run out of stories to play. Even the central setting of Lego City is rich with possibilities. Keep it pulpy and challenge the players to show the Lego principles at work. Be sure to plan your encounters and scenes to give the players plenty of opportunities to build a solution from Lego, or to build on each other with teamwork. Here are some ideas to get you started on a campaign within Lego City.

### Agents of Lego City

All the player minifigs are agents of Lego City sent on missions to explore, retrieve, rescue, or investigate. Set up the group with a Lego director, and run missions across any of the Lego worlds.

### Explorers

The minifigs are an exploration team who go on quests to find new resources or learn about new planets. The minifigs must contend with dangerous environments, unknown life forms, and other unexpected mission hazards.

### Lego City Police

Despite its advanced technology and generally positive culture, a criminal element still exists in Lego City. Most crime constitutes theft, and police are called in to catch the crooks. Criminals are just as creative as any other minifig; criminals will find an extraordinary number of ways to separate minifigs from their money, and then escape with it.

### Private Agency

Whether it's a detective agency or an exploration agency, let the group create it. The agency doesn't have any special gear for the group other than a location (office, depot, etc.). If something more functional is required (for example, an orbiting space station with armaments and global scanning systems) then it should be accounted for out of the Gear for each minifig.

### Beyond the City Limits

Stories aren't limited to Lego City. The Lego universe is teeming with life. Each of the Lego worlds is a separate planet somewhere in the universe. Travel between worlds is possible, and is actively pursued by minifigs with access to the right technology. Interplanetary travel is complicated by distortions in time around each planet, which affect the development and use of technology across the planets: visitors may find that something they brought with them doesn't work on the new planet. Such hindrances aren't universal, and may only affect one kind of technology, leading to situations where an interplanetary visitor may be able to use their own weaponry, but not their computers or their transportation. This makes interplanetary travel risky at best, and at worst can turn the voyage into a one-way ticket. Whenever you add another planet to your game, decide on the time continuum. If the new planet's time continuum differs from the home continuum of the player minifigs, then choose at least two of the following to be dysfunctional:

- Weapons
- Transport
- Communications
- Computing
- Magic

If you're stuck for ideas, take the time to visit the Lego website. Their product pages cover the various themes of the Lego universe and offer up great source material for both their own settings, and for licensed properties such as *Star Wars* and *Lord of the Rings*.

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## 8 Beyond the FU: Incorporating Lego into Any Game

If you aren't interested in playing in an existing Lego setting but would like to bring Lego into your regular game, you can. You can make this change permanent, or try it as a single episode variation—much like the phenomenon of the musical episode in TV shows.

Lego reality, including Lego technology, can form the basis of any setting. All you need to add to your regular game is the flexibility to recreate the world by building it. The rules in this supplement allow you to do this easily because the FU system requires only one type of roll to determine if something (like building) is successful. Rules for building in other systems have often been the bane of story games, resulting in loopholes, power creep, or a host of other problems. Adding Lego to *Burning Wheel*, for example, would be very difficult. Adding Lego to *Spirit of the Century*, however, would be a great fit—particularly since they're both pulpy in theme and *Spirit of the Century* already has rules for building.

If the system you want to hack with Lego doesn't have its own building rules, consider using a roll with roughly a 50% chance of success or failure, adding a Beat the Odds roll, or using the optional rule for a Creationary set.

Adding Lego to a setting isn't always about the Lego pieces, it can also be about the Lego principles; to really add the Lego theme to your game, offer rewards for demonstrating the key Lego principles at important moments. Encourage an altruistic, collaborative, adventurous style of play wherever possible, and your game will become a Lego story in no time.

LEGO FU



**NAME**

**BODY**

**MIND**

**EDGE**

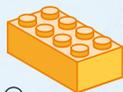
**FLAW**

**GEAR**

**CONDITIONS**

- Angry
- Scared
- Tired
- Trapped
- Blinded
- Hungry
- Dazed
- No Legs
- Disassembled

**CREATIVE BLOCKS**



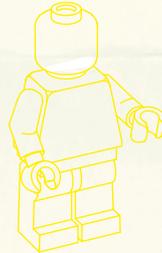
**FU POINTS**

**THE ODDS**

Roll	Result
6	Yes, and ...
4	Yes ...
2	Yes, but ...
5	No, but ...
3	No ...
1	No, and ...

**CONCEPT**

**DESCRIPTION**



**DRIVES**

What do you want?

What is stopping you?

What will you do?

**RELATIONSHIPS**

**NOTES**

