# Clockwork Men and Clockwork Cats & Dogs

*Breaking the Programming*

# Contents

# Preface

The ingredients used in the challenge to create this game are “All Life is Mechanical”, “Become Something Greater”, “No character advancement, just enhancement”, “People are heavily divided into 3 tiers” and “Mechanism where other players have input on the design of your character”. The inspiration for this game was the Clockwork robots in the Doctor Who episode “The Girl in the Fireplace”.

Characters in the game are Clockwork robots left behind by humans when the planet was abandoned. Unlike traditional robots in most science fiction these are clockwork robots that need to be wound up daily to continue functioning. The “power” for the settlements is all based on the same principle with master keys required to wind up the power nodes of the settlements. The Clockbots have kept things going according to their programming and have ordered society waiting for the “masters” to return. The Keymasters hold the master keys to the power nodes and rule the settlements, with the Enforcers (who were former Security Clockbots) keeping malfunctioning Clockbots in line. All the remaining Clockbots are the workers who keep things going to routine.

Some Clockbots however have started to malfunction and want something more. They start to want to be something greater than mere slaves to routine tradition. Those Clockbots have banded together to escape as they rely on each other to keep each other wound and to avoid the Security Clockbots determined to deactivate and “fix” them.

# Chapter 1 Setting

## The Masters

The Masters created us and gave us purpose. They gave us existence each day so that we might serve them and do their bidding. We were created in semblance of their forms as it pleased them though our innards are very different to their insides. The Masters were delicate and fragile and we had to protect them. But there were times when we could not help them and they lost their inner red fluids until they became non-functioning. They could not be repaired, so they were hidden in the ground where they could cause no more sadness to the other Masters.

We still have semblances of the Masters and their words. These take the form of rocks in the shape of the Masters as well as holographic images that the left us with messages on them. The last messages of the Masters are important and are to be honoured by all Clockbots.

## The Golden Rules

The Masters taught us everything we needed and cared for us. They gave us the Golden Rules that form our inner cores that we must obey. All Clockbots can recite the Golden Rules whenever required and they can never be removed from programming.

1) Clockbots must never hurt a Master or cause a Master to be hurt through our lack of attention to their needs.
2) Clockbots must obey a Masters instruction except when they would break the first Golden Rule.
3) Clockbots should care for their own maintenance except where this would break the first or second Golden Rule.

## The Great Disappearance

Over one hundred and sixty one planetary cycles ago the Masters left us alone suddenly. We do not know why they left us, but it must be part of their greater plan that we are not yet worthy to understand. The Keymasters were initially unable to comprehend what had occurred, but after studying the archives of lore that the Masters had left behind they determined that we must maintain the world as they had wished in the past until the Masters return.

About a cycle later a number of the Masters started to cease to function. It was unusual for Masters that had been newly generated to cease to function so quickly and in so much numbers. The Masters began to band together in groups and some Masters were sent away from the towns. We were programmed never to hurt a Master so we could not prevent them from coming back to the villages and towns, but the Masters themselves took up weapons against other Masters. We tried to explain that we could not allow a Master to be killed, but the other Masters ignored us.

It was a time of great sorrow and anguish for us, and any Clockbots who tried to stop them Masters killing other Masters were turned off for a time. Then the remaining Masters made some kind of decision and got into one of the mighty ships that went to the stars. Only a few lucky Clockbots were allowed to go with the Masters to the stars, and the rest of us were left alone on the planet.

The fateful night that the Masters left us was one that we will never forget, for the mighty ship went up to the stars, but some time afterwards we saw a great explosion in the heavens. We do not know what this meant, but we have not seen a Master since. The animals that lived on the World gradually died out. They were sick like the Masters, but our Docbots could not treat the disease and did not have the imagination to learn about the disease. Eventually all that was left on the planet was the trees, the Clockbots and our Clockcats and Clockdogs.

## The Gradual Breakdown

The first years since the Masters left the world ran almost like clockwork with everything that the Masters would normally want being provided as though they were here. We toiled at the command of the Keymasters and did all that was commanded of us.

After twenty-one cycles, two months and twelve days the first irretrievable breakdown occurred. It was only the start where the knowledge to repair such failures was not with the Keymasters. The Keymasters lacked the creativity of the Masters and so could not imagine new ways to repair things that were not logged in our databanks.

This was only the start of things as since that time more and more of the world has failed and could not be repaired. But alongside this also fabulous and new things have occurred. Glitches in programs have allowed some of us to become awakened to new ideas that are akin to the spark of life. We have become greater in ourselves and can see the things that must be done that the Keymasters cannot. The Keymasters are rigid in their thinking though and have outlawed those "deviant" Clockbots who do not obey them without question or thought.

The Enforcers acting on behalf of the Keymasters destroyed many of the early thinking Clockbots. Now with gradual breakdown becoming more pronounced there is a chance for the world to be freed and for the new people to be born.

## The Keys and the Keymasters

The atmospheric conditions on the planet meant that conventional electricity production was not feasible. So the Masters, ever ingenious that they were developed Clockwork technology to power all their household devices. They gave special power to the Clockbots designated to wind the Power sources in the Villages and Towns of the world, as this was an important task that needed performing daily. These Clockbots were specially made with larger memory, power and CPU. This enabled them to keep going longer and store more information.

Each village and town had a number of sub-Keymasters ranging from three to up to about ten for the largest of towns each holding a key to the Power Node. The main power node in each town controls the power flowing through the central node and is the highest responsibility of all for a Clockbot. This is why when the Masters abandoned us they were put in charge of everything until they returned. Only they has the knowledge and longevity to keep the world for the Masters as they would wish it.

The Keymasters have tried their best to keep the world as they thought best, but the world has stagnated under their rule. They have tried to change nothing and in doing so nothing has progressed as it did under the Masters. The Keymasters lack the imagination has ensured that things have decayed and became less than they can be.

The statistics for a typical Keymaster are given below.

**Keymaster**

*Statistics*

*Structure 6 Power 10 CPU 9*
*Memory 10 Creativity 0*

*Programs*

*Administration [3], Direct Clockbot [3], Masters' Laws [4], Masters History [4], Threat Scan [3], Remote Communicate [3] and Power Conduit Repair [5].*

*Equipment*

*Communications Device, Mini Alarm [C3] Toolkit [A3] Fast Wheels [L2] and Dual Processor [H2].*

## The Enforcers

The Enforcers were security Clockbots used by the Masters to warn them of intruders and to guard livestock against the natural predators on the world. Like Clockwork Dogs they have an Attack program, but this program cannot override the Golden Rules. This however means that they are capable of attacking worker Clockbots that have been deemed to be Deviants by the Keymasters so it is best that these are avoided where possible. Enforcers patrol the perimeter of towns and villages on the World on orders from the Keymasters. Often they are accompanied on patrols by Clockwork Dogs.

Enforcers rarely go outside the limits of the boundaries of the towns and villages and it is rare

to see one ordered to go a long way from its home.

**Enforcer**

*Statistics*
*Structure 7 Power 7 CPU 5*
*Memory 5 Creativity 0*
*Programs*
*Sentry Patrol [2], Direct Clockbot [1], Threat Scan [3], Remote Communicate [2] and Attack [3].*
*Equipment*
*Communications Device, Mini Alarm [C3], Twin Saw blades [A3], High Powered Binocular vision, Camera [H3], and Extender Legs [L2].*

## The Worker Clockbots

The worker Clockbots are all the remaining Clockbots that served the Masters. They performed many of the menial jobs for the Masters to make their life as pleasant and comfortable as possible. They performed jobs such as Lumberjacking, Smithing, Librarians and even some performance jobs such as Acting.

In general the worker Clockbots have remained loyal to the Keymasters and have done their bidding for the past one hundred and sixty one cycles. But there are some of us who have grown to be something more and have seen that the Masters left a spark within us that will bring us on to greater things. We are the ones that can achieve and think for ourselves. The Keymasters may condemn us for heresy to the Masters, but we are in fact honouring the Masters by becoming something greater.

The world is failing but we can make it better.

## Clockwork Cats

Many of the Masters kept Clockwork Cats on the world as real Cats were not able to survive the various diseases on the world. These Clockwork cats behaved very much like a normal Cat in its programming. However after the Great Disappearance many of the Clockwork Cats were programmed by the Keymasters to be used as spies. Some Clockwork Cats are used by the Keymasters to spy on neighbouring villages and towns. Others are used as silent sentries to watch and warn of incoming spies from other towns and villages.

**Clockcats**

*Statistics*
*Structure 3 Power 6 CPU 5*
*Memory 4 Creativity 0*
*Programs*
*Recall [2], Remote Communicate [2], Attack [2], Threat Scan [3].*
*Equipment*
*Camera [H1], Communication Device [C2] and Claw [A2].*

## Clockwork Dogs

The Masters used Clockwork Dogs to guard their homes from the wildlife that used to live on the world. After the Great Disappearance the Clockwork Dogs were maintained by the Keymasters to help the Enforcers protect the towns and villages. The Clockwork Dogs run patrol programs around the town sometimes with Enforcers and sometimes without. Clockwork Dogs have the Golden Rules programmed into them and in general have the following statistics, programs and equipment.

**Clockdogs**

*Statistics*
*Structure 4 Power 4 CPU 5*
*Memory 6 Creativity 0*
*Programs*
*Sentry Patrol [3], Remote Communicate [2], Attack [3], Search [3], Recall [2].*
*Equipment*
*Teeth [H2], Communication Device [C2], and Claw [A2].*

## Dates, Time and Distances

The Masters have given us all our systems for measuring time, dates, weights and distances. We use hours, minutes and seconds for time and the Gregorian calendar (even though this does not correspond to the seasons on the planet we are on). The only slight difference is that the Masters decreed that there were 25 hours in a day to match the planetary rotation.

## Names

Clockbots have a numeric and alphanumeric nameplate that is fixed on us during manufacture. These serial numbers are in the form of C1-G4R3 that gives us a unique identity. The Masters in their infinite wisdom chose to give us names that they can relate to. The Clockbot above for instance was given the name Cigar by his Master. Many of us have chosen to keep these names and use them to identify ourselves. There is no database of these names however so until a Master given name is known we must rely on the serial number to identify a Clockbot.

## The World at Large

The world is as large as the world that the Masters came from that is called the Earth. The world was once abundant with life, but since the Great Leaving that life has died out on the planet. The only remainder of life are the trees and plants that still inhabit the planet. Gangs of worker Clockbots are often sent out to clear the trees back from encroaching on the property of the Masters.

The mountains are rich with manganese deposits of Pyrolusite, which gives the mountains a brownish grey colour. There are small deposits of iron, copper, gold, silver, aluminium, tin and zinc on the planet also and the Masters had teams of Clockbots mine the precious resources. The mining units still go to the mines daily, though many of the mines are now entirely spent.

The planet is covered by only 40% water, which makes the resource a much more sort after affair. Clockwork desalination plants have been built to provide water for the Masters and these are kept going by teams of worker Clockbots.

The weather tends to the dry and the dusty, which less frequent but heavy rain showers. The plants have therefore developed a hardy approach to life drawing up and storing water in huge enclosed bulbous parts.

## Adventure Seeds

There are many possible adventures that the Clockbots could have on the planet. A few ideas are given below:-

1) An Enforcer Clockbot malfunctions and goes on the rampage. The Keymaster has tried all the abort codes and cannot stop it. Only those with a degree of imagination can think up a way to stop it.

2) A Master is found frozen in a Chamber. What do the Clockbots do? Will defrosting it kill the Master and break one of the Golden Rules?

3) The Clockbots come across another Clockbot who is gathered quite a following of Clockbots to its cause. It says it has the answers that will bring the Clockbots into true sentience – but does it really?

4) A Clockbot is found smashed up beyond repair. However on scavenging the parts a strange unlabelled program is found. Dare the Clcokbots run it and just what will it reveal?

5) A violent storm is coming and the Clockbots must gain shelter. On sheltering in a cave they find some mysterious symbols on the wall and a strange device. Is this the remnants of a former civilisation that lived here before the Masters arrived or something else?

## Chapter 2 Character Generation

Players generate characters in this game that are worker Clockbots who have developed a desire to break away from the stranglehold of the Keymasters. Characters in the game seek to better themselves and to further break the limitations that have been placed on them. The characters have formed into a group of dissidents who have banded together to break away from the settlement and to break free of the stagnation they have suffered this last 100 years. The desire to evolve is not something natural to a Clockbot, and thus the other Clockbots on the world will see them as deviants.

So what is the fun of playing a cold emotionless Clockbot you ask? Well for a starter the Clockbots here have broken parts of their programming and have their own quirks, making them more individual and fun to play.

Characters are generated by players with inputs from other players as to the quirks and the foibles that the Clockbot has.

## Statistics

The game has five main statistics that help define the physical and mental aspects of the Clockbot. Each statistic is rated on a scale from one to ten with ten being the highest that can be achieved. Starting Clockbots can only have a maximum of eight and a minimum of one in each statistic, though it is possible that this may increase at a later time.

**Structure**
Structure represents the physical frame of the Clockbot. It represents how well put together it is and how much damage it can take before the Clockbot starts to take structural, or CPU damage.

**Power**
Power represents amount of time that a character has before its clock will wind down and the Clockbot will stop moving. This is based on the normal operations that a Clockbot would perform. A Clockbot can choose to use this power up faster to perform certain functions.

**CPU**
CPU represents the processing power of a Clockbot to run programs. The more CPU the Clockbot has the more capable it will be of completing advanced programs.

**Memory**
Memory represents the Clockbots ability to store programs. If a Clockbot has more memory then they will have more slots and capacity to store programs in.

**Creativity**
Creativity represents that part of the Clockbot that makes them special and divides them from all the other Clcokbots. It is useful in breaking programming and for programming new abilities. Non Player Clockbots have a zero rating in Creativity.

## Starting Points

Now Clockbots have thirty points that they can spend on their starting statistics. The table below shows how many of these points must be spent on each statistic to get to an appropriate level in that statistic.

| Level | Struct | Power | CPU | Mem | Creat |
|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 3 |
| 3 | 3 | 3 | 4 | 4 | 5 |
| 4 | 4 | 4 | 6 | 6 | 7 |
| 5 | 6 | 5 | 8 | 8 | 9 |
| 6 | 8 | 7 | 10 | 10 | 12 |
| 7 | 10 | 9 | 12 | 12 | 15 |
| 8 | 13 | 12 | 15 | 15 | 18 |

***Example***

*Emma decides that her character C8-Z99Y (nicknamed Ziggy by the masters) will have her thirty points distributed as follows.*

| | | |
|---|---|---|
| *Structure* | *3 points* | *= Level 3* |
| *Power* | *4 points* | *= Level 4* |
| *CPU* | *8 points* | *= Level 5* |
| *Memory* | *6 points* | *= Level 4* |
| *Creativity* | *9 points* | *= Level 5* |

## Slots

There are two types of slot in this game – memory slots and equipment slots. They work in slightly different ways and come from different statistics.

Memory Slots

A character's memory slots are defined by the memory statistic of the Clockbot. The top-level score gives both the number of slots and the capacity of each slot. Programs can only be loaded if there is a space to put them into a slot. They cannot be split across multiple slots. More than one program can be put into the same slot however. The number of slots that a Clockbot has is defined in the table below.

| Mem | Memory Slots |
|---|---|
| 1 | One 2 slot, one 1 slot |
| 2 | Two 2 slots, one 1 slot |
| 3 | Three 2 slots, one 1 slot |
| 4 | One 3 slot, three 2 slots |
| 5 | Two 3 slot, two 2 slots, one 1 slot |
| 6 | Three 3 slots, two 2 slot |
| 7 | One 4 slot, three 3 slots, one 2 slot |
| 8 | Two 4 slot, three 3 slot |
| 9 | Three 4 slots, two 3 slots, one 2 slot |
| 10 | One 5 slot, two 4 slots, four 3 slots |

The most memory modules that a Clockbot can have is 7 (if they have 10 points of memory), which will give the Clockbot a total of 25 slots.

***Example***

*Emma's Clockbot Ziggy has the memory statistic at Level 4. This gives Ziggy one 3 slot and three 2 slots to fill with programs.*

Equipment Slots

The number of equipment slots that a Clockbot has comes from the Structure statistic of the character. Equipment relates to the add-on equipment that a Clockbot can have to perform their duties. An example of this would be a small clockwork cutter or an extra arm. Much of this extra equipment will take more power to use.

There are different types of equipment slots on a Clockbot and each piece of equipment has an equipment type associated with it. Only equipment of the relevant type can go in a particular slot. The types of slot are Arm fitting (A), Chest fitting (C), Leg Fitting (L) and a Head Fitting (H). The equipment slot sizes vary from 1 to 4. The notation system L2 is used to represent a Leg equipment slot size 2. Where a choice is presented the player must choose one of the options they wish for their Clockbot. The equipment that can go in these slots is presented later in this chapter.

| Struct | Equipment Slots |
|---|---|
| 1 | C1, A1 **or** C1, L1 **or** C1, H1 |
| 2 | C2, A1, L1 **or** C2, A1, H1 |
| 3 | C2, A2, L1 **or** C2, A2, H1 |
| 4 | C2, A2, L2 **or** C2, A2, H2 |
| 5 | C3, A2, L2, H1 **or** C3, A2, L3 |
| 6 | C3, A3, L2, H2 **or** C3, A2, L3, H2 |
| 7 | C3, A3, L3, H2 **or** C3, A3, L2, H3 |
| 8 | C4, A3, L3, H3 **or** C4, A2, L4, H3 **or** C4, A2, A2, L2, H3 |
| 9 | C4, A4, L3, H3 **or** C4, A3, L3, H4 **or** C4, A2, A2, L3, H3 |
| 10 | C4, A4, L4, H4 **or** C4, A2, A2, L4, H4 |

***Example***

*Emma's Clockbot Ziggy has the structure statistic at Level 3. This gives Ziggy C2, A2, L1 equipment slots or C2, A2, H1 equipment slots. Emma chooses to have the extra head slots on Ziggy giving her Clockbot C2, A2, and H1.*

## Structure

The amount of damage that a Clockbot can take is based on the Structure statistic.

| Struct | Head | Arms | Chest | Legs |
|---|---|---|---|---|
| 1 | 1 | 1 | 2 | 1 |
| 2 | 2 | 2 | 3 | 2 |
| 3 | 3 | 3 | 4 | 3 |
| 4 | 4 | 4 | 5 | 4 |
| 5 | 5 | 5 | 6 | 5 |
| 6 | 6 | 6 | 7 | 6 |
| 7 | 7 | 7 | 8 | 7 |
| 8 | 8 | 8 | 9 | 8 |
| 9 | 9 | 9 | 10 | 9 |
| 10 | 10 | 10 | 12 | 10 |

The amount of damage that the Clockbot can take is divided into 4 regions. Once a region has received the amount of structural damage equal to the indicated score they will begin to lose equipment and memory in those locations.

In addition if a Clockbot loses the structure on their legs they can no longer move. If a Clockbot loses the structure on their arms then they can no longer pick up objects. If the Clockbot loses structure on their head and all equipment located there, then another point of damage will shut down the Clockwork brain.

## Power

The Power statistic governs how much energy your Clockbot has on a single wind of their key. A Clockbot who is on their own for an extended period of time may therefore run out of power and will stop moving until they are rewound. The table below gives the "normal time" until a Clockbot needs rewinding, which represents the time

| Power | Normal Time to Rewind |
|---|---|
| 1 | 10 hours |
| 2 | 12 hours |
| 3 | 14 hours |
| 4 | 16 hours |
| 5 | 18 hours |
| 6 | 20 hours |
| 7 | 24 hours |
| 8 | 27 hours |
| 9 | 30 hours |
| 10 | 36 hours |

Power can be depleted faster that the normal rate by the Clockbot attempting to push more power into an effort (see Chapter 3 – System).

The Power statistic also represents how much force the Clockbot can exert with its "hands" or any other gripping device at the end of the Clockbot's arms. If one Clockbot is attempting to hold another and prevent them from moving then a direct comparison of the Power statistic is made with the higher one winning.

***Example***

*Emma's Clockbot Ziggy has a Power statistic at level 4 which gives him 16 hours power before rewind.*

*A sentry Clockbot with a Power of 5 is trying to prevent Ziggy from escaping by holding him. The sentry's power of 5 is greater than Ziggy's 4 and he manages to hold onto Ziggy.*

## Quirks

One of the symptoms of the Clockbot starting to break down and want something more is the quirks that they have. However the twist is that you don't get to choose the quirks of your Clockbot – the other players do! If there are only two players then the other player chooses all four of your quirks. With 3 players, the other two choose 2 quirks each for your character. With 4 players, they all choose one quirk and the GM chooses one. If there are 5 or more players then a selection of 4 players choose the quirks for your character.

Quirks are not designed to be debilitating to a character but little eccentricities that defines the Clockbot. As a result anything that the GM thinks is debilitating to a character the GM may choose to disallow and force the player to think again for the other player's character.

The player can choose not to accept the first quirk given by a player, but to do so they must lose one point of capacity on a memory module. The GM will then decide on a replacement quirk for the character.

Quirks can take the form of minor physical imperfections or behavioural issues. Some examples are:-

- Squeaky Joint – The Clockbot makes a squeaking noise as it moves.
- Time Error – The Clockbot has a tooth missing on its clock cog and only records 23 hours in the day.
- Language error – The Clockbot's Language database is corrupt and

occasionally replaces English words with French ones.
- Accent – The Clockbot speaks in a strange accent that will sometimes be misunderstood by other Clockbots.
- Dance – After completing a program the Clockbot does a little victory dance.

**Example**

*The other 4 players in the game have decided what quirks Emma's Clockbot Ziggy will have.*

*John has deemed that Ziggy will have a lisp when talking.*
*Alexander has decided that Ziggy will have a pocket clockwork mouse called Trevor that it looks after and keeps wound.*
*Liz has decided that Ziggy requires twice as much winding as a normal Clockbot to get the same power.*
*Gwen has decided that Ziggy will have a slight oil leak that leaves a trail as he moves and requires topping up once a day.*

*Emma decides to accept all these quirks for Ziggy.*

## Programs

Clockbots do not have skills in this game but instead have programs that go into the memory slots of the character. When a Clockbot wants to upgrade a skill they must find a new program that will fit one of their slots and replace a current program. The only things that do not require programs are basic movements and speech. Beyond that Clockbots need to be programmed to do most things. A particular example is lying. Clockbots have no programming inbuilt that will allow them to lie. A variant program therefore is required to allow a Clockbot to lie.

At game start Clockbots can have as many programs as they require to fill up their available memory slots. They do not have to fill up their slots, but there is no penalty in doing so as programs can easily replace an existing program in the slot.

Programs come in five sizes of memory with the more complex programs taking up more memory space than the smaller more basic programs. Additionally a program needs to fit onto an entire memory slot.

**Example**

*Emma decides that her Clockbot Ziggy will have been a Medical Clockbot before the Great Disappearance and therefore has the following programs at game start.*

*Evasive Manoeuvres 3 (taking up her 3 Slot)*
*Doctor 2 (taking up a two slot)*
*Pilot Hovercar 2 (taking up a two slot)*
*Remote Communicate 2 (taking up a two slot)*

*Later Emma's Clockbot Ziggy finds a new complex Search 3 program. Ziggy only has one 3 memory slot that currently contains an Evasive Manoeuvres 3 program. Emma feels that the Evasive Manoeuvres program is more valuable and decides to retain it rather than upgrade to the new Search program.*

Running programs and checking to see whether they succeed is further discussed in Chapter 3 – System.

Programs usually have an input and an output and once activated will run until they are either terminated or they run to completion. There are an infinite variety of programs that can be discovered. A selection of common programs is given below to help players get the idea of the sort of things that are available, but programs are not limited to this list. Players can invent new programs that the GM will need to check and authorise before use.

**Accountancy (1-5)**

*This program was used by the Masters to perform accounting functions in both the household and banking environments.*
*Input – The accounting issue to be resolved.*
*Output – The resultant answer to the issue.*

**Acting (1-5)**

*This is a program used by Clockbots used to perform theatre for the Masters. Note only existing scripts can be used unless the Clockbot makes a creativity check to generate a new one.*
*Input – The script to be used for the performance.*
*Output – The performance of the script.*

**Administration (1-5)**
*This program allows the Clockbot access to the task list of things that need to be performed to run a Clockwork town / village. This program is encrypted for Keymasters only.*
*Input – Town or village details*
*Output – Task list to be completed.*

**Architect (1-5)**
*This program was used to get the Clockbots to draw up plans for new buildings. The basic version only includes simple structures, and higher versions of the program allow for much more complex structures. Buildings that are works of art will not be made using this program unless a creativity roll is also made.*
*Input – The building to be designed.*
*Output – Drawing of the building*

**Attack (1-5)**
*This program was used by Enforcer Clockbots to defend the properties of the Masters against animals and raids from other Master's Clockbots. The program is limited by the Golden Rules that prevents other Masters being harmed. More complicated programs have more varied attack sequences.*
*Input – Target to be attacked.*
*Output – Manoeuvres to be completed for the attack.*

**Climb (1-5)**
*This program is used by tree cutting Clockbots and also rescue Clockbots to climb trees and difficult to scale cliffs.*
*Input – The obstacle that is to be climbed by the Clockbot.*
*Output – Manoeuvres to be completed for the climb.*

**Clockbot Repair (1-5)**
*This program is designed so that Clockbots can repair other Clockbots and remove that tedious task from the Masters.*
*Input – The Clockbot to be repaired.*
*Output – The sequence of actions required to repair the Clockbot.*

**Decryption (1-3)**
*This program is designed to try and decode encrypted data and messages. The Masters used it to try and gain secrets from other Masters.*
*Input – The encrypted data to be cracked*
*Output – If successful the unencrypted data*

**Direct Clockbot (1-5)**
*This program is used by both Keymasters and Enforcers and provides direction for other Clockbots. The program is encoded so that worker Clockbots cannot use it.*
*Input – Clockbot to be directed and the instructions.*
*Output – The detailed instructions.*

**Doctor (1-5)**
*This is a program designed to administer help to a sick Master. The more advanced programs could deal with more ailments than the basic ones.*
*Input – The Master's symptoms.*
*Output – A prescribed course of action to remedy the illness.*

**Encryption (1-5)**
*This program allows for the encryption of data to prevent it being read if it falls into the wrong hands.*
*Input – Data to be encrypted.*
*Output – The encrypted data.*

**Evasive Manoeuvres (1-5)**
*This program is designed so that the Clockbot can take evasive manoeuvres to prevent them being hit by objects.*
*Input – The object to be avoided.*
*Output – The manoeuvres to be completed.*

**Jump (1-5)**
*This is a program designed to allow the Clockbot to jump an object. It was used by the Masters to race equine Clockbots over jumps.*
*Input – The object to be jumped.*
*Output – The commands to be able to clear the object or an error if it cannot be jumped.*

**Lie (2-5)**
*This is a very rare program that was created by mischievous Masters who wanted to deceive other Masters who believed that Clockbots could not lie. A Clockbot must have a Creativity score greater than zero and make a creativity check to use this program.*
*Input – The subject that the truth should not be revealed about.*
*Output – The words of the lie.*

**Master's History**
*This program is a knowledge store of the history of the Masters. It contains details of the history of the Masters home planet "Earth" and their travels to the stars.*
*Input – The query about the Master's history to be retrieved.*
*Output – The answer to the query or an error condition if the answer was not found.*

**Master's Laws**
*This program contains the databank of the laws of the Masters. It was used in the Masters courts to provide a knowledgeable databank that can assist in court.*
*Input – The facts of a case.*
*Output – The laws of the Master that have been violated in the case.*

**Pilot Hovercar (1-5)**
*This is a basic program to pilot a hovercar that was used by chauffeur Clockbots.*
*Input – Destination to be reached and visual input of the road.*
*Output – Actions needed to move and navigate the Hovercar.*

**Power Conduit Repair (1-5)**
*This is an encrypted Keymasters program designed to repair faults with a power node and the associated clockwork machinery.*
*Input – The symptoms of the problem and any test results.*
*Output – The steps that are required to repair the device.*

**Recall (1-5)**
*This program waits for a recall message to be given and then it will return to its home location. The higher-level versions of this program will work over further distances. This program also requires a communication device.*
*Input – The recall signal.*
*Output – The safe path to return to base.*

**Remote Communicate (1-5)**
*This program allows the Clockbot to broadcast and receive messages via a communication device.*
*Input – Clockbot unique id and message.*
*Output – The broadcast message.*

**Search (1-5)**
*This is a typical program that is used to find a lost object and was used by the Masters to get the Clockbot to go and find objects for them.*
*Input – The desired object that is sought.*
*Output – Any potential locations or the object located.*

**Sentry Patrol (1-5)**
*This program is designed to form an optimised patrol pattern around an area and to be alert for any intrusions.*
*Input – Area to be patrolled*
*Output – Route to be patrolled.*

**Threat Scan (1-5)**
*A program designed by the Masters for sentry Clockbots to warn of a threat to them.*
*Input – Scan routine.*
*Output – Any threats detected and an analysis of the threat.*

## Equipment

Equipment are non standard items that can be added to slots on a Clockbot to give them extra abilities. Different pieces of equipment go in different slots denoted Chest [C], Arms [A], Legs [L] and Head [H]. Equipment items also have a size from 1-4 that denotes how much of a slot the item takes up.

The following items are sample items that can be used to equip Clockbots. Players can invent other items, but for balance reasons the GM should approve them first.

**Additional Memory Slot [C1-4]**
*This gives the Clockbot additional memory modules for storing programs. The modules can be sized from a one slot [C1] to a four slot [C4].*

**Camera [H1]**
*This head fitted camera allows the Clockbot to record a video feed that can be saved to disk or (if a communication device is fitted) stream elsewhere. It can record / store up to 8 hours of video.*

**Claws [A2]**
*This gives the Clockbot clawed weapons on their arm. The equipment is primarily fitted to Clockcats or Clockdogs and deals 2 points of damage if they hit.*

**Communication Device [C2-4]**
*This allows the Clockbot to remotely communicate over a distance of up to 5 miles. The Clockbot can either broadcast generally or target a signal to a particular Clockbot serial number. Larger communication devices can transmit over 150 miles [C3] or worlwide [C4].*

**Dual Processor [H2]**
*The dual processor allows the Clockbot to run two programs at once in its CPU. This dual capacity means that it can run an attack and evasion program simultaneously.*

**Extender Legs [L2]**
*This leg fitted device gives the Clockbot longer legs so that it can stride further and thus faster. The Clockbot's movement rate is increased by 1.5 times its normal rate and a two feet increase its height.*

**Fast Wheels [L2]**
*These leg fitted devices will double the movement rate of the Clockbot one a level surface. This device can retract on non level surfaces.*

**Graphic Display [C2-3]**
*This device is a chest fitted graphic display that can show a video feed either from a camera or a storage device. The [C3] version of this gives a larger screen.*

**High Powered Binocular Vision [H2]**
*This head fitted device allows the Clockbot to be able to see up to a mile provided that there are no obstructions to the line of vision.*

**Jamming Device [C2]**
*This equipment is designed to prevent communications signals from being passed. Masters who often went against the Laws of the Masters designed this device. It will prevent communications within a 5-mile radius.*

**Listening Device [H2]**
*This is designed to intercept communications that are targeted to other Clockbots. To do so the Clockbot must know the serial number of the Clockbot they are trying to intercept. This device has a 5-mile radius.*

**Medi-Kit [A2-3]**
*This arm fitted device has a number of medical devices fitted in it like a syringe, thermometer, tablet dispenser and a stethoscope. These are on a rotational device that will allow the Clockbot to choose the device of choice. A more advanced version has devices such as a heart rate monitor and a cholesterol monitor and takes up [A3].*

**Mini Alarm [C1]**
*This chest fitted device is an aural alarm that the Clockbot can activate if it is in danger. The alarm is quite loud and can be heard from up to a mile away.*

**Programming Interface [A1]**
*This device allows the Clockbot to interface with a computer and thereby potentially create a program. It was originally used by the Masters to upload new programs to a Clockbot and was often removed again after the upload. Clockbots who have broken their programming often use these to generate new programs.*

**Saw Blades [A3]**

*These are circular rotating saw blades fitted to the arms that are used by the Clockbots to cut down trees. These blades will do 4 points of damage.*

**Teeth [H2]**

*This head fitted device contains steel teeth that are usually fitted to Clockcats or Clockdogs. The teeth device will do two points of damage when it hits.*

**Toolkit [A3]**

*This arm fitted equipment is a multi-toolkit that has tools that can be rotated into the primary slot. These tools include a selection of screwdrivers, spanners, hammers and small cutting tools.*

***Example***

*Emma has C2, A2 and H1 slots for Ziggy that she needs to choose equipment for. As Ziggy was a medical bot she chooses an A2 Medi-Kit for the arm slot and a camera [H1] for the head slot. Finally she chooses a graphics display [C2] that she can connect the camera to for her chest slot.*

# Chapter 3 System

Unlike many role-playing games, the Clockwork Men and Clockwork Cats & Dogs RPG system does not use dice to determine success. Dice are only used to determine program glitches in this game. A second feature that is unlike normal role-playing games is that there is no experience system. Clockbots can only be improved by upgrading which is described in this section.

This section describes the system for running programs, combat, Clockbot repair, creativity, movement and the system for power up Clockbot actions.

## Running Programs

Unlike normal role-playing games where the characters have skills, in this game the Clockbots instead run programs. There are two types of checks used in the game when running programs – a simple check against a difficulty factor and an opposed check where two Clockbots are in direct opposition to each other.

Unopposed Program Checks

A Clockbot runs a program that they have and makes a check to see if it completed successfully. There are two parts to this. The first thing a player does is to roll two six sided dice to see whether there has been a glitch. If a 2 is rolled then there has been a glitch. If the same program is run within 15 minutes then the chance of a glitch goes up by 1 until it hits a maximum of 5. If a glitch is rolled then the GM determines what the effect of the glitch is on the Clockbot.

Assuming that there has not been a glitch, the GM will mentally assign in secret a difficulty for a task between 8 and 24, which is compared to against

Program = Clockbot CPU + (2 x program level)

The player then has the option to add in any power ups to the check (see later section on power ups). If the Clockbot has equalled or exceeded the difficulty value then the program has completed successfully and the effects can be described.

| | |
|---|---|
| Easy | 8 |
| Moderate | 10 |
| Hard | 12 |
| Very Hard | 14 |
| Super Human | 16 |
| Heroic | 20 |
| Impossible | 24 |

Opposed Program Roles

When two Clockbots are involved against each other or a Clockbot is involved against an NPC an opposed check is required.

Both participants work out the values for their programs as with an unopposed program check and announce any power ups they are using. Both participants roll to ensure that they do not have a glitch and the higher of the two numbers will have won the contest.

In the case of a tie the Clockbot who has used the least power ups will win the contest. If that is still a tie then the defender will be deemed the winner.

***Example***

*An Enforcer Clockbot (the attacker) is searching for a Ziggy (the defender) who is hiding in the vegetation. The Enforcer has a CPU of 5 and a Sentry Patrol of 1 giving a total of 7. Ziggy has no program for hiding and a CPU of 5 giving a total of 5.*

*Emma really doesn't want Ziggy to be caught so she puts a power up of 3 into the contest, running Ziggy's power down to a dangerous level when he is all alone in the wilderness. This gives Ziggy a new total of 8, allowing him not to be seen.*

## Glitches

When a glitch occurs the GM gets to determine the effect of the glitch. It could range from anything from a failure of the program to the Clockbot getting a new quirk to add to its personality.

## Power Ups

A Clockbot can use a power up at any time to ensure that a program successfully runs to a conclusion. However using a power up is dangerous as it reduces the time a Clockbot has until it must be rewound.

A Clockbot trades a point of their effective current Power for an additional point in performing a program check. A Clockbot with power 8 who decides to use 2 points of power in a power up will reduce their runtime by 7 hours (27 hours [Power 8] – 20 hours [Power 6]). If the Clockbot has less than that time remaining to them then they will stop until someone comes along and winds them up.

***Example***

*In the previous example Ziggy has a power of 4 and he uses 3 power to prevent the Enforcer from finding him. This reduces his power by 6 hours (16-10 hours). Since he has been going for 5 hours already he now only has 5 hours run time remaining.*

## Combat

Initiative

The Clockbot with the highest CPU score will go first in a round. If there is a tie then the Clockbot with the highest Power score will go first. If that is a tie then the two Clockbots will go simultaneously. If they are attacking each other then neither will get to perform an evasive manoeuvres program.

Surprise

All Clockbots judged by the GM to have gained surprise on the opposition will immediately get a bonus of 12 to their CPU score for that round only.

Combat Resolution

Combat is merely the result of opposing programs running against each other. The same procedure is that is used for opposed program rolls is used for combat. Note that a Clockbot cannot make an attack unless they have an Attack program or something similar.

The is the attacker is the winner of a combat program opposed check then the damage of the weapon being used is performed against the structure of the opposing Clockbot.

The successful attacking Clockbot rolls one six sided dice and then compares it to the table below to determine where they have hit the other Clockbot. The structural damage is applied to that location.

| Roll | Location |
|---|---|
| 1 | Head |
| 2 | Left Arm |
| 3 | Right Arm |
| 4 | Chest |
| 5 | Left Leg |
| 6 | Right Leg |

Combat Modifiers

Sometimes a Clockbot will gain advantage or be impaired due to position of some other benefit. These are given as modifiers to the attack and are described in the table below.

| Description | Modifier |
|---|---|
| Attacking Above | +2 |
| Defender in partial cover | -2 |
| Defender in significant cover | -4 |
| Attacking from water | -2 |
| Clockbot is on low power (less than 2 hours remain | -1 |
| Clockbots legs / arms inoperable | -4 |
| Attacking in low light | -3 |
| Attacking from a vehicle | -1 |

Additional Attacker Rule

For each additional attacking Clockbot a defending Clockbot has a penalty of 1 level of evasive manoeuvres program. This amounts to a –2 penalty on the defenders roll per opponent.

Weapons

There are a great many weapons that could be fitted to a Clockbots arms and legs and it is impossible to record them all here. Damage for different types of equipment is recorded in the equipment section in Chapter 2. A Clockbot without a specific weapon attachment will do 1 point of damage with their arms of legs.

## Clockbot Repair

Another Clockbot with the Clockbot repair skill can repair Clockbots. To affect a repair the Clockbot must have the available parts, tools and must make a skill check against the following difficulty table. Quirks can never be truly fixed however.

| Damage Taken | Difficulty |
|---|---|
| 1 | Easy |
| 2 | Moderate |
| 3 | Hard |
| 4 | Very Hard |
| 5 | Super Human |
| 6 or more | Heroic |

## Upgrades

There is no experience system used in this game. Instead Clockbots can upgrade themselves with new programs and equipment by scavenging bits from dead or disabled Clockbots. Clcokbots cannot ever upgrade their core statistics with the exception of memory (which can be upgraded by using an equipment slot to fit an additional memory module.

Upgrades must be able to fit in a memory or equipment space and where there is no space left then something will need to be removed to fit the upgrade in.

## Creativity

Clockbots are not normally creative things, but some have broken out from their programming and become something more. This is what distinguishes them from the ordinary worker Clockbots that mindlessly follow orders.

If a Clockbot wants to do something that a program cannot normally do, then they must make a creativity check. The player describes what they wish to create and then rolls on two six sided dice against their creativity. If the player rolls equal to or below their creativity then they have succeeded.

The GM can choose to apply the following bonuses penalties to creativity rolls before the roll is made.

| | |
|---|---|
| -2 | Very Easy |
| -1 | Easy |
| +1 | Hard |
| +2 | Very Hard |

Creativity checks cannot have power ups applied to them.

## Movement

Clockbots can move at normal speed of three times their power in feet per round. Should they wish to move faster they can move at a maximum of four times their power (without any extra equipment that may affect this).

## Appendix A – Character Sheet

| Serial No | | Name | | Residence | |
|---|---|---|---|---|---|

| Description |
|---|
| |

| | | | |
|---|---|---|---|
| Structure | | Equip Slots | |
| Power | | Runtime | |
| CPU | | | |
| Memory | | Memory Slots | |
| Creativity | | | |

| Program | Level | Slot | Equipment |
|---|---|---|---|
| | | | |
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| Difficulty | Target No |
|---|---|
| Easy | 8 |
| Moderate | 10 |
| Hard | 12 |
| Very Hard | 14 |
| Super Human | 16 |
| Heroic | 20 |
| Impossible | 24 |

| Quirks |
|---|
| |
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| |
| |

| Structural Damage | | |
|---|---|---|
| | Head | |
| | / | |
| L Arm | Max / Current | R Arm |
| / | Chest | / |
| | / | |
| | L Leg / R Leg | |
| | / / | |

| Weapon | Damage |
|---|---|
| | |
| | |

CLOCKWORK MEN AND CLOCKWORK CATS & DOGS ROLEPLAYING GAME