

The Knuckles RPG - Eggman Page

Premise

Dr Eggman has accidentally summoned a bunch of Knuckles clones. Now they must fight to overcome Eggman's fiendish plans and prove they are the toughest Knuckles!

This page has rules for Eggman. To play, you'll need some counters for Boom Tokens. Read the rules for Knuckles players too, so you know what they're doing.

How to Play

You describe the events of the game as a series of Scenes. In each Scene, there is one of your dastardly creations to overcome, which the game calls an Obstacle. The Knuckles players will be trying to overcome it in some way - it takes three successful rolls to overcome an Obstacle. Start by announcing your Obstacle, laughing evilly, then asking each Knuckles what they're going to do about it. Let every Knuckles roll once before asking the same person twice.

Actions

When two or three Knuckles have made rolls, do a Scene Action. Just interrupt them and gloat about what you're doing. You can only do each Scene Action once per scene in this way. If they fail at a roll, do a Response Action - narrate how they've failed and then do the action. You can do Response Actions as often as they fail.

Scene Actions

1. Release your Robot Minions. A successful Knuckling roll will defeat them, but a failed Knuckling roll gives them a Boom Token for their Knuckling, and the robots stick around and can attack again.
2. Taunt a Knuckles. A successful Chuckling roll will deflect your comment, but a failed one gives them a Boom token for their Chuckling.
3. Make your Obstacle do something unexpected. You present a slight twist that will change how the Knuckles try to overcome your obstacle.

Response Actions

1. Trip the Alarms - you can Release your Robot Minions after the next Knuckles acts.
2. Laugh Evilly - you may Taunt a Knuckles after the next Knuckles acts.
3. Have any existing minions hurt them - give them a Boom token in a stat you like.
4. Present a new twist for them to overcome.

Moving through Scenes

When an Obstacle is overcome, have everyone remove a Boom Token from any stat they like, and then announce a new Obstacle and start going around the table again.

The Winner

When there's one Knuckles left, promise to get him next time. They've won!