

The logo for Go-Bots features the words "GO-BOTS" in large, bold, yellow 3D block letters with black outlines. The text is set against a blue background with a white spiderweb pattern. The entire logo is framed by a jagged, orange, starburst-like border.

# GO-BOTS

Since the dawn of time, the city of Botropolis has been home to a race of highly adaptable robots. Each year, the council selects a team of Go-Bots to protect and serve the planet that needs them most. This time, that planet is Earth.

They chose the very best, in **Aero-Bot**.

The fastest, in **Speed-Bot**.

The strongest, in **Strong-Bot**.

The wildest, in **Beast-Bot**.

And the most clever, in **Buzzer-Bot**.

Together, they protect the planet Earth from all manner of disasters, from oil spills to hurricanes. However, by singling out planet Earth, the Council placed a target on it. Plenty of Go-Bots who weren't chosen will soon come to Earth and rampage. Some out of jealousy, others out of simple carelessness.

You receive **1000 Go-Points** to prepare yourself.

# Backgrounds

*Any background can be Drop-In.  
Choose age & gender freely.*

## Civilian

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You aren't really causing problems, nor are you stopping them. A regular citizen of Botropolis. What you're doing here on Earth is anyone's guess. As long as you don't cause any problems, the Protectors will leave you be. However, they won't consider you one of them unless the Council is willing to vouch for you. - **Free**

## Troublemaker

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Whether out of jealousy, greed, or just plain boredom, you decided Earth was the perfect place for you to run wild. Bots like you aren't necessarily evil, they just don't quite realize how fragile this planet is compared to Botropolis. Expect the Protectors to try and put the brakes on your joyride. - **Free**

## Protector

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One of the Go-Bots chosen to protect planet Earth. Your selection means that the Council considers you one of their best. This is an immense honor but comes with just as much responsibility. Not to mention that there's no shortage of troublemakers seeking to make a name for themselves by beating you. - **Free**

# Civilian Features

*Discounted half-off to **Civilians**.  
Discounted **100 GP** Feature is Free.*

## Endless Enthusiasm

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Endless indeed. Regardless of the task or situation, no matter how scary or monotonous you can always find something to enjoy about it. You can clean toilets, file paperwork, or escape a collapsing tunnel with such glee that people would think you were at the amusement park or something. - **100 GP**

## A Big Heart

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Just because you aren't as big as someone, doesn't mean you can't be friends. Disparities in personal power have little impact on your ability to form and maintain friendships. As long as both parties are interested, you'll barely even notice that one of you can squish the other like a bug. - **200 GP**

## Participation Trophy

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Groups you're associated with are oddly okay with keeping you around, even if you contribute nothing and cause them more problems than you solve. They'll seemingly never get sick of saving you from your own mistakes, as long as there doesn't appear to be any intentional malice in your actions. - **400 GP**

## Preschool Violence

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Physics seems to become a bit softer to protect you from accidental or environmental hazards. A collapsing tunnel seems to trail behind you like a wave, a house that falls on you suddenly feels as light as cardboard, the water of a typhoon somehow isn't cold enough to send you into shock, etc. - **600 GP**

# Troublemaker Features

*Discounted half-off to Troublemakers.  
Discounted **100 GP** Feature is Free.*

## Point Taken

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Whenever you learn some kind of personal moral lesson, the shift in your personality is instant, without any need to take time correcting all the bad habits or subconscious biases. Only applies if you personally agree with the lesson and would see the change as a positive one. - **100 GP**

## Little Rascal

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People are impossibly slow to attribute any level of intentional malice to your actions. Even if you've destroyed several homes and are throwing around massive boulders for no reason, as long as nobody was seriously hurt the worst people will say is that "you don't look before you leap". - **200 GP**

## Force of Nature

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You have a real knack for breaking stuff. You can cause disproportionate destruction with your actions. With the power of a Go-Bot, just you flying by can stir up tornadoes and your stomps feel like earthquakes. Before you, trees fall like dominoes and small buildings collapse like houses of cards. - **400 GP**

## All or Nothing

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You have a talent for baiting people into bets that they have no reason to accept. Whether they're a pro athlete or a superhero, as long as they believe they can win, and the conditions if you lose are beneficial to them, only those with the strongest wills can resist immediately accepting your terms. - **600 GP**

# Protector Features

*Discounted half-off to **Protectors**.  
Discounted **100 GP** Feature is Free.*

## Thinking Ahead

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It's not just your power that got you this position, but also your wisdom. You have exceptional self-control and are always fully aware of how your actions could potentially harm or inconvenience those around you. You're free to ignore this awareness if you really want to embrace your immaturity. - **100 GP**

## Role Model

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You are more than just a bot, you're an ideal. Those with a neutral or positive opinion of you naturally see you as an inspiration, hoping to one day become even  $\frac{1}{2}$  of the bot you are. Try your best to live up to their expectations. As a Go-Bot, your insignia is replaced with a symbol called a Go-Shield. - **200 GP**

## The Best of Us

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Choose one physical or mental attribute such as strength, speed, cleverness, wildness, etc. You naturally excel in this trait above the vast majority of your current species (whatever that species may be). Alternatively, you are like Aero-Bot. Good at just about everything, but not the best. - **400 GP**

## Point Given

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Saving someone's life from a situation you didn't directly cause will induce an immediate shift in their personality to your benefit. Whether that be making a violent delinquent a responsible student, or a naive hero into an agent of chaos. Doesn't work on those with exceptionally strong wills (or egos). - **600 GP**

# Shared Features

*Discount one Feature from each tier.  
Discounted **100 GP** Features are Free.*

## Go-Body

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You are one of the mighty Go-Bots, adaptable alien robots from the comet-city Botropolis. Some Go-Bots are stronger, faster, or tougher than others, but at minimum any Go-Bot is as tall as a small Earth house with the strength to lift and throw over 1000 pounds!

The most notable ability of the Go-Bots allows them to transform into vehicles or powerful robot animals and dinosaurs. Every Go-Bot has one form they can turn into by default. You can pay **100 GP** each to give yourself even more forms you can turn into (+2 per purchase). Some Go-Bots choose to keep all their forms to a certain theme, like only turning into cars, or beasts, or construction equipment, but this seems to just be a personal choice. If you want to turn into a motorcycle, a robot wasp, and a sports car, be my guest.

You can pay an additional **200 GP** to be one of the Go-Bots capable of flight. This allows you to fly in your robot mode, but also, if you don't take this you won't be able to choose any flying vehicles or animals as alternate modes.

All Go-Bots bear a certain insignia on them. By default, this is an oddly familiar (and usually red) robotic face. Those who have proved themselves to the Council have this replaced with a hexagonal G-shaped symbol called the Go-Shield, almost like a medal of honor. - **Free but cannot take with Defenseless.**

### **Bot-Speak**

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*You have an almost freakish ability to allow others to understand you. Even if you're speaking a different language from the other person, or speaking no language at all, your body language is so clear that you have little trouble getting your point across, even if you can't understand their reply. - 100 GP*

### **Moral of the Story**

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*You'd probably do well as a preschool teacher. You have a talent for explaining things in a way that any audience can understand. Your language is simple enough for a child (or just a moron) to understand, but not so condescending that an adult would feel like they're being talked down to. - 100 GP*

### **Everyone Chip In**

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*Even if you're a giant alien robot, your much smaller or weaker allies don't shy away from trying to lend a helping hand. Rather than run away from the danger or feeling discouraged, they'll do however little they can to help you out. Even if they really can't do much, it's the thought that counts. - 100 GP*

### **Space Wheels**

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*In any form that by all logic should be fully grounded, you have the ability to run/drive in the vacuum of space as if there was solid ground under your feet/wheels. This won't give you the means to survive in space, or the speed to cross whole galaxies, but it's certainly something. - 200 GP*

### **Super-Sized**

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*Sometimes bigger really is better, and you aren't just big, you're huge. As a Go-Bot you're twice the size, strength, and durability of almost any Go-Bot, but half as fast. This boost is relative to whatever your current species is but can only be toggle on or off between Jumps. - 200 GP*

### **Flying Fists**

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*You have modified your hands to launch far distances, while retaining the ability to control and retract these hands via a cord. These can be launched several miles if need be and can support however much weight you'd be able to lift normally. Not to mention the potential for rocket punches. - 200 GP*



## **Protectors of Earth**

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You'd think humans would be more scared of the giant alien robots. When demonstrating a form or powers well beyond anything that a world has seen, as long as you show clear intent to be a force of good, they'll usually take it at face value. None of the paranoia you'd expect from a giant alien robot suddenly showing up and dubbing themselves the protector of the Earth. This goodwill can quickly fade if your presence harms more than it helps. - **400 GP**

## **Energizer**

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There's something special about your batteries (or whatever you have) that lets you hold onto the effects of temporary powerups much longer than others. A power boost that would last most people 30 minutes, you could keep using for almost two hours. This only applies to power-ups that come from outside your body but enhance your personal abilities. So if this power is something that comes naturally from your own body, this won't apply to it. - **400 GP**

## **Space Jumping**

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The ability to teleport through space is a surprisingly common ability among Go-Bots. You can press on your Insignia to teleport to a nearby planet of your choice. However, that's as specific as you can get. You can't pick where on the planet you arrive, nor can you use this to warp to another point on the same planet. For whatever reason, this technology is purely for travelling between planets. - **Free for this Jump or 400 GP to Keep, cannot take with Defenseless**

# Allies & Accessories

*No discounts. Item imports are free.*

## Pit Crew

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Your own pair of robotic helpers similar to Kid-Bot and Gas-Bot. They aren't especially large, strong, fast, smart, skilled, etc. Their only real skill is their inexhaustible enthusiasm. Whether they're following you into certain death or polishing hubcaps, they're just happy to be of use. - **Free, Optional**

## Old Friends

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You can make or import a companion with 600 GP to spend. Each additional purchase doubles the number of companions you can import. - **100 GP Per**

## New Friends

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You receive a slot that can be used to recruit a native as a companion. Each additional purchase doubles the number of slots you receive. - **100 GP Per**

## Hidden Temple

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A large Aztec-style temple filled with all manner of traps from arrows to crushing walls to a giant acid pit. - **200 GP**

## Oil Tanker

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Your own personal oil tanker. In addition to just being a very large boat, it starts each year full to capacity with oil. - **200 GP**

### **Go-Pod**

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A high-tech secret base much like that used by the Protectors. It has a computer for detecting major incidents anywhere in the world and Go-Chutes that creates holes in the ground for the Go-Bots to exit the base from before completely disappearing. The very tip of this base is disguised as a mundane Earth structure like a Merry-Go-Round or a water fountain. - 300 GP

### **Gobrilium SuperCharger**

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Gobrilium is an experimental energy that exponentially boosts a Go-Bot's speed, strength, and durability for a few minutes. A Go-bot must be charged with Gobrilium at a station like this one and can usually manage 2-3 boosts before needing to recharge. This model is designed to be pulled by a truck. Post-Jump this works on any mechanical being. - 300 GP

### **Three-In-One**

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Two large drones that you can mentally control within a mile of yourself. One resembles a terrestrial animal that you can ride to move quickly. One resembles a winged animal you can attach to your back to fly, even if you're gigantic. They can combine into a trailer for transport. If you purchased the Gobrilium SuperCharger, they can transform to become the charger itself. - 300 GP

# Problems

*Take as many as you can handle.*

## Nice to Beep You

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How annoying. Your only means of communication is a series of bleeps and bloops. Nobody can tell exactly what you're saying, but they can usually get the gist through your body language. - +100 GP

## Driving Blind

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Seems that nobody ever taught you how to listen. You have a massive ego that leads you to assume you always know what's best. Let's hope someone can set you straight before you make a mistake that can't be fixed. - +100 GP

## Ages 3+

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Let's not forget this is a toytline for preschoolers. You are physically incapable of saying or doing anything that would be inappropriate for a preschooler to see. Attempting to fight this will cause you to feel debilitating pain. - +100 GP

### **Now you Know**

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You are a living cautionary tale. Any time you do anything selfish, dangerous, or generally immature, it will immediately backfire in a way that places you in danger. Perhaps you cheat in a competition but get caught up in your own trap, or try an illicit substance and have the worst trip imaginable, etc. - **+200 GP**

### **Bot Problems**

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You can't seem to go a week without some young Go-Bot dropping by Earth and inevitably causing you trouble. Whether it be a robot dinosaur carelessly destroying your home, or a jet-bot messing up the weather while you're on a cruise. Luckily, this pretty much never causes you any direct harm. - **+200 GP**

### **Horseplay**

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You really don't know your own strength. You can't help but destroy everything around you, even if you aren't trying to. You create tornadoes when you fly and earthquakes when you run, and your own lack of impulse control leaves you oblivious to all the damage you leave behind you. - **+200 GP**

### **Glow Rock Rescue**

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All of your companions, even those you didn't bring into this Jump, have been trapped within strange glowing rocks scattered around the Earth. Nothing will actually happen if you don't save them, but you won't know that during the Jump. For twice the payout, any companions you fail to free before the end of the Jump are lost forever. - **+200 GP or +400 GP**

### **Defenseless**

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It would seem you aren't a Go-Bot at all! You're either a regular human, or a non-transforming robot like Kid-Bot or Gas-Bot. You don't gain any of the strength or speed of a Go-Bot, and just being near their battles could put you in significant danger. Well, assuming this is your first Jump. - **+300 GP**

### **Jumpertron**

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Through a mysterious accident, you obtained an evil alter ego. This alternate personality is your polar opposite and will do everything to ruin everything you love. You'll have to constantly fight them for control, and you'll need the help of your friends to get rid of them for good. - **+300 GP**

### **Jumpillion**

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You are incapable of using any perks, items, or abilities from outside of this Jump without shouting a catchphrase along the lines of "Go-Go-Go-Jumper!". This will allow you to use your OOC abilities for only a few minutes, afterwards you'll have to wait just as long before you can activate this again. - **+400 GP**

# Ending Options

*Jump by **Gene!***

## **Go-Back**

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**You return home to your original world.**

## **Go-Go-Nowhere**

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**You remain in this world.**

## **Go-Go-Go-Bots!**

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**You move on to your next jump.**

**I don't mind people reposting my Jumps in other communities, but if the link dies and you see people complaining about it, make sure people know that I post all my non-lewd jumps to the /tg/ drive. People should always check there first before requesting access from me directly.**

**There are a lot of series and toys throughout the franchise' history bearing the name "Go-Bots/GoBots". This Jump is based on the 2002 Playskool series, sometimes called "Go-Go-Go-Bots" to differentiate it.**