
Masters of the Earth Automatons System

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Introduction:

So, why are they called automatons instead of robots? Well, automatons *are* robots, but they are also androids, quasi-vehicles and a class of robot called facilitybots. Facilitybots are fixed installation robots. They have most of the robots abilities and functions, except they are not mobile. They remain in the location in which they were originally installed. Facilitybots could include facility management A/I's or a robotic gun emplacement or even a medical robot attached to a surgical table, though these are usually still considered standard non-mobile robots. So really, robot has a more culturally limited definition than I liked, thus, automaton seemed more appropriate.

In The Masters of the Earth setting, automatons enjoy a fairly prominent role in certain locations and roles. For the most part they are not running around in the new wildernesses, although ...you never know. I've always liked the flavor and texture that robotic opponents and NPC's brought to the PA genre when I was playing and I've tried to bring that to my setting.

Although I am a proponent of suspended or delayed entropy, I have chosen to selectively enforce that universal rule to bring my own flavor and texture to this system. In other words, robots and androids for the most part are broken down or in need of repair. It is a rare automaton that has no defects in the form of 'quirks' and most are barely functional at all. In those locations where there are repair facilities and other robotic units to perform the repairs, you will find automatons that are in much better shape. An automaton's only problem may be that it has no power source. Although some power sources were long lasting, they still do not last forever. If the robot was unable to find a replacement power source it may have been forced to shutdown, and lie in its current position until discovered by a party of explorers. Or during its shutdown period may have suffered environmental damage or damage from the new and dangerous flora and fauna of the wastelands.

Much of the information here can apply to player characters as well. Most players will be spending a good deal of time and level advancement bonuses merely attempting to repair the damage to his automaton. Androids have specific character generation rules, which can be found in the Character Generation section. Robot PC's are possible, and I considered adding them, but found it difficult to work them in without serious consideration and rules additions.

Before the Black Days, the ancients built many models and types of automaton to do almost every conceivable task, even if it was not necessary. It was part of the general consensus that automatons equaled progress and they became a part of the everyday world. Along with the genetic manipulation of life, this was a staple of science and enjoyed tremendous funding resources, both private and governmentally. Most automatons were classed according to their programmed tasks. A lot of robots could simply change their hardware attachments and programming and be ready for another task. To simplify the system automatons are divided into classes of technology based on the generation concept. The first time robots came into being (Generation I robots) they were generally industrial in nature and quite utilitarian and bulky. These are the robots that we know and love today in the 20th and early 21st centuries. They were efficient for repetitive tasks but little else since mobility and intelligence were issues that had not yet been overcome. Later generations of automatons continued to improve due to the technological advances in programming, new materials and miniaturization of components. The real breakthrough came when man finally invented the Intelligence Matrix. This was basically an

artificial hardware brain that was capable of learning and higher reasoning, though, initially it still did not bestow self-awareness as we know it. The advent of nano-technology made the manufacture of the Intelligence Matrix possible. The latest versions of the Intelligence Matrix, before the Black Days, had overcome this final hurdle and man was able to create an artificial being that not only had intellect and reasoning but that new it WAS. It identified the self, as an individual, it was self aware and even capable of human emotional reactions if given the right core components. The Intelligence Matrix enabled innovative forms of automatons like the intelligent facility bots and a new type of automaton called an android, a true artificial companion for mankind. With the advent of syntheskin and other vat grown human like artificial organs, androids could be made to look close to human as well, although universally, as a matter of law most androids syntheskin pigments were kept pasty so there would be no chance of mistaking one for human. Android construction and rules are handled in their own section. Although you could use these rules to generate a robotic pc, I have opted to only use the generation V automaton (androids), as they have the only true intelligence.

Automaton Types:

As stated, automaton classifications relied upon their skill assignments and their technology or generation level. To list here every possible automaton type would take many more pages than this section warrants. So, I have developed some simple guidelines that should allow the enterprising GM to create his own robots for whatever purposes he requires. Androids are handled in their own section. Most of the following rules apply to robots and facility bots only.

Basic Automaton Applications

- Military Applications (warbots)
- Civilian Industrial Applications (building and maintenance machines)
- Civilian Household Applications (butlers, maids, nannies, servants, pleasure models, caregiverbots, etc)
- Civilian Security Applications (guards, sensorsbots)
- Civilian Agricultural Applications (crop and animal care bots)
- Civilian General Commercial Applications (public interface and service, labbots)
- Civilian Emergency Response Applications (medbots, surgicalbots, firebots and policebots, etc.)
- Underworld Illegal Use (robot assassins, thieves and thugs)
- Supervisory versions of nearly all the above types

Automaton Tech Level and Generation Classifications

- * For clarification of Tech levels and Complexity ratings, see the Technology chapter. Tech I is the simplest and Tech IV is the most complex in the MOTE system.
- Generation I : Tech III-mid
- Generation II : Tech III-late (first non-industrial use)
- Generation III : Tech IV -early (first ability to learn)
- Generation IV : Tech IV -mid (first ability to reason and multitask)
- Generation V : Tech IV -late (first ability of self awareness)

The generation classifications determine, among other features, how many spaces of accessories and components an automaton may attach, how many skill levels and skills, and how many tasks may be completed in a given time period. Basically, how sophisticated and humanlike the automaton is. The most sophisticated and humanlike are the generation V automatons, which are more often referred to as Facilitybots and Androids or Droids. Robots are from generation I to IV and are often referred to as Bots. Generation I and II bots tended to be more specialized than later models, usually being made and programmed for a specific purpose and no other.

Tech Level Clarification (refer to the Relics Technology section for more tech level and complexity rating info)

Tech I - Comp: 20	Stone Axes, furskin clothing, tribal, nomadic and pastoral peoples, little to no agricultural production.
Tech II - Comp: 22	Steel melee weapons, specialized throwing weapons, horse drawn carriages, small villes with occasional larger settlements, primarily agrarian and settled peoples.
Tech III - Comp: 24	Firearms, electrical use, combustion engines, industrial agriculture and manufacturing.
Tech IV - Comp: 26	Ultra modern ray weapons, artificial intelligence, androids, cyborgs, spaceships, magneto levitation, automated factories.

Automaton Components:

Processor

1. Asimov Circuit: A core program that all civilian use automatons have. It prevents them from directly causing or through inaction, causing harm to a human being. Military automatons have this feature modified, as do many underworld automatons.
2. Core Program: The core program of the robot. The one that tells it what it is, what its purpose is, its basic control systems.
3. Diagnostics: The self monitoring program and troubleshooting system of the robot. This is the program that tells the repair program what is wrong with any system under the robots control so that it can initiate repairs.
4. Power Supply Management: Allocates power and monitors power levels of the robot.
5. Change Program: The core subroutine that allows the high-end (generation III and IV) automaton to learn new skills at its own behest.
6. Shutdown/Reset: Merely the core control feature that allows the robot to shut itself down until a pre-programmed time or event triggers a reboot. The reset also allows the robot another chance to overcome some quirks. Requires a full round and no other actions or tasks during which the robot reboots and initiations the core program.
7. Artificial Intelligence Program: The attempt to make the un-alive seem alive and more human like. This is the program that simulates human intelligence, emotions and ethics systems in generation III and IV robots. In generation V robots, it actually is a true human-like intelligence. Add +2 to Charisma.
8. Backup System Files: Core systems files that get automatically or manually backed up on a periodic basis. These are the files that the robot uses when a reboot is initiated or reset to 'reprogram' its core.
9. Repair Program: the sub-routine that handles self-repair of all internal structures and systems of the robot. The diagnostics system passes necessary data on to this module for action, which may generate and direct nanites to the effected site or reroute data paths as necessary.

Processor

- Asimov Circuit
- Core Program
- Diagnostics
- Power Supply Management
- Change Program
- Shutdown/Reset
- Artificial Intelligence Program
- Backup System Files
- Repair Program

Processor Complexity

- Linear (Generation I – II) = 1 task [Int/Wis:6]
- Multitasking (Generation III – V)
 - Level 1 = 2 tasks – Generation III (base models) [Int/Wis:12]
 - Level 2 = 3 tasks – Generation III (high end models) [Int/Wis:14]
 - Level 3 = 3 tasks – Generation IV [Int/Wis:16]
 - Level 4 = 4 tasks – Generation V [Int/Wis:18] (Intelligence Matrix)
 - Special (typically Facility Control Bots)
 - Level S1 = 8 tasks (Basic Facilities A/I) [Int/Wis:20]
 - Level S2 = 16 tasks (High end Facilities or Low end Military A/I) [Int/Wis:22]
 - Level S3 = 32 tasks (High end Military Control Center A/I) [Int/Wis:24]

Processor Complexity

The hardware that handles the actual data crunching of the everyday world and decides how many tasks an automaton may perform for each available action. Tasks are similar and used in conjunction with actions as defined by the D20 SRD documents. It also determines the automaton's intelligence and wisdom scores.

1. Linear: A linear processor only allows a single process or task, other than basic core processes, to be performed by the automaton during a given time period.
2. An automaton blessed with a multitasking processor is allowed 2 or more tasks during the same given time period. Each level of multi-tasking processor allows for that number of additional tasks as listed.

This system is used to simulate the automaton's general superiority over normal humans in some tasks. The generation classification determines the installed processor of the automaton. What can actually be done with tasks is explained later in another section.

Generation V automatons are 'androids', which have the extraordinary ability to become player characters in the Masters of the Earth setting.

Memory Slots (optional)

This system determines how many skill levels robots may be programmed with or learn. The first listed number above is the maximum number of skills an automaton may learn. The second listed number is how many total skill levels of all its skills that it may have at any time (not including ability and feat bonuses). At the time of creation skill levels learned or programmed into non-pc robots are automatically evenly distributed and maxed-out with uneven skill points distributed into its primary programmed task or skill. Programmed skill point allocation must be higher than learned skills at creation. All automatons are presumed to have any feats necessary for their programmed tasks and feats are assigned as required.

Memory Slots

- Generation I = 2/20
- Generation II = 4/30
- Generation III = 6/40
- Generation IV = 8/50
- Generation V* = 10/60
- Special = 20/200

*Androids don't use memory slots

Programs

Programs are what fleshies call skills. Skills or programs are programmed in all generations of automaton. Generations III thru V may also learn some skills on their own. A program or skill use is considered a 'task' for the purposes of an action resolution. Robots do not gain skill levels with class level advancement as normal. Although they may receive new skills and skill levels with the Memory Upgrade accessory or a Processor Upgrade accessory. Androids gain both skills and feats as per the NPC Classes chapter and repeated in the Androids section of this document.

Programs (stored in Memory Slots)

- Core Skills (Generations I - V)
- Learned Skills (Generations III – V)

1. **Core Skills:** Skills that the GM decides are the automaton's core programmed skills. Skills may take some or all of the available memory slots. Since generation II and lower automatons cannot learn new skills except through reprogramming, ALL of their skills will be core skills. No automaton ever needs to make Use Object roll to use any object.
2. **Learned Skills:** Skills that the automaton has learned through observation and practice, just as a human might have.

Each generation has a number of associated skill slots available to it based on its generation and memory slot availability. For each available memory slot that automaton may be programmed or learn a skill. If at any time the automaton desires or is reprogrammed with another skill that exceeds its memory slot limit, another resident skill must be purged in order to make room. Reprogrammed skills are starting skills and thus have an amount of skill levels equal to how many allocated skill points the GM has assigned, up to the memory slot limits.

All skills are considered class skills for any automaton and all are available for selection and use. An automaton automatically has any programming required to use its installed tools, accessories or weapons. This is considered part of its core program and resides on the processor unless specified.

Robots are eligible to select feats from the Automaton's Feat Group and the Tasks feat group. Feat-like abilities do not take up a memory slot and have no associated levels.

Data Ports

Data ports are the internal data systems that allow communications between the processor and some accessories. All active or open data ports require a 'task' to maintain each round.

- *Sensors:* How the robot sees or hears within its environment. The number of sensors a robot may have is based solely on its available internal spaces. Each sensor takes up a number of spaces (#). These can be internal or external spaces.

Each of the following sensors gain a +2 on Spot or Listen checks out to their range: 2, 5, 7, 9. This bonus does not stack.

Each robot has an associated sensor range that is determined by its generation. Where it matters, the sensor is limited by its range.

- Generation I = 10'
 - Generation II = 20'
 - Generation III = 30'
 - Generation IV = 40'
 - Generation V = 50'
 - Special = 100'
1. **Range Sensor (2):** Allows the robot to determine exact distance to a target. +2 for ranged attacks. This bonus does not stack with motion sensor or range reducing effects. This sensor has the range of the weapon being fired.
 2. **Chem Sensor (1):** Allows the automaton the sense of heightened smell as the mutation.
 3. **GPS (1):** Allows the automaton to know its current position relative to a fixed point (a

Data Ports

Sensors

- 1 - Range(2)
- 2 - Chemical(1)
- 3 - GPS(1)
- 4 - Tactile(1)
- 5 - Electromagnetic(3)
- 6 - Infrared(1)
- 7 - Motion(2)
- 8 - Visual Light(0)
- 9 - Vibration(1)
- 10 - Audio(0)

Communications (wireless or cable link)

- Uplink
 - Machine(0)
 - Voice(1)
 - Holojector(1)
- Downlink
 - Machine(0)

Control (1/0)

- Uplink (Control other machines)
- Downlink (Be remotely controlled)

satellite in the sky). Must roll for a GPS lock each use, 1-3 on a D4. The automaton never gets lost and knows its relative direction of travel so long as the GPS link is maintained. A lock on must be reattempted each 8 hour period. Does not work in underground locations, or where there is heavy overhead obstruction. Sensor range is not applicable to this sensor type.

4. Tactile (1): The automaton has the sense of touch. -2 on all delicate tactile physical actions otherwise. Sensor range is 'touch'.
5. Electromagnetic (3): The robot can sense the magnetic fields of electronic devices. Always knows the general direction and distance of any functioning device within its range. The automaton can also sense any metal up to its range limit. It cannot discern 'live' metal from inert metal. This sensor has no other game effect.
6. Infrared Sensor (1): The automaton can see the heat signatures of objects and beings within its range and does not suffer the normal penalties for darkness within that range.
7. Motion Sensor (2): Allows the robot to sense any motion within its sensor range whether artificial or natural. Gives a +1 to attacks. This bonus does not stack with the range sensors bonus.
8. Visual Light Sensors (0): Allows vision as a human-like ability. Works in all respects like human vision, even to being able to be blinded by excessive light, etc. Each automaton, unless stated differently in it's description automatically has this sensor at no cost. Range is normal human vision.
9. Vibration Sensor (1): The robot can sense vibrations (direction and intensity) from any source at range. Add 10' per generation level to the sensor range.
10. Audio Sensor(0): The automaton is able to hear in the normal human audio range. It may be impaired by sonic attacks just as human hearing. Add 10' per generation level to the sensor range. Each automaton, unless stated differently in it's description automatically has this sensor at no cost.

***Sensor Checks:** To see if a particular sensor detects the presence of an intruder simply roll a Spot or Listen check, whichever is most appropriate for *EACH* sensor type that might be able to detect the intruder up to the task limits of the automaton. So, an automaton with 4 sensors and 3 tasks could only use 3 sensors a round.

- *Communications:* The data port associated with external communications.
- 1. Uplink – The ability to transmit communications data.
 - Machine (0): The ability to transmit the machine language of other machines. All automatons have this uplink.
 - Voice (1): Automatons of generation II and above can use voice audio to communicate.
 - Holoprojector (1): Takes up one space and allows the automaton to communicate via projected images.
- 2. Downlink – The ability to receive incoming communications. All automatons have this link.
 - Machine (0): The ability to receive the machine language from other automatons.
- *Control:* The ability of the automaton to either control or be controlled by another source. Almost all automatons have these circuits.
- 1. Uplink(1) – Allows the control of other automatons at its given control level or below. Each automaton controlled is a task as each one requires its own channel.
- 2. Downlink(0) – Allows the automaton to be remotely controlled by another source.

Actuators

The electro-mechanical circuits that activate accessories, which may include, limbs, propulsion systems and cooling systems.

- Limbs: Any externally mounted hardware.

1. Miscellaneous Mounts – Almost anything can be installed on these mounts, but usually have weapons or tools. Externally installed sensors would also be on a mount.
2. Manipulators (1) – Any manipulative claws, pincers, or hands at the end of an articulating arm. May be installed on mounts or in chassis spaces. One tentacle is included standard in nearly all automatons, the spaces for which are already accounted for in the chassis. Automatons suffer NO off-hand penalties for using any of their manipulators no matter where they are mounted.
3. Locomotion* – How the robot moves. Wheels, treads, legs or hover pads are the typical modes of travel. These specialized accessories take up chassis spaces, and can't be installed in mounts.
 - Wheels (1): This is one space per wheel, must have at least three wheels. Base speed of 40' per round.
 - Treads (4): Four spaces for a pair of all terrain transport. Base speed of 30' per round.
 - Legs (2): Two spaces per pair of legs. You can get additional legs but they must be in pairs. Each pair of legs beyond the first adds +1 to checks involving balance or stability. Each pair of legs beyond the first also give the robot an additional +5' movement rate.
 - Hover Pods (4): Only comes in sets of 4. Bestows a base move rate of 30' per round and limited flight at a 20' elevation ceiling. Additional sets give a +5' movement rate bonus and +10' flight ceiling limit bonus.

*It is always presumed that the installed locomotion system is scaled appropriately when mounted on smaller or larger robots. Selection of a locomotion method also accounts for the required space of the associated mechanics to operate that mode of travel.

- Propulsion Systems: External motive systems that allow full atmospheric flight, or underwater capability or space flight. Usually not built into the robot directly, but could be. Otherwise it is an external attachment controlled by the automaton. This makes the bot into a vehicle when using those types of movement methods.

1. Chemical Reaction(4) – Typical rocket propellant as used since before the other big one, WWII. Limited use and distance achieved.
 - Range 50miles - Speed 800/80 - Ceiling 5000' - only atmosphere
2. Engine and propeller(6) – A fossil fuel, battery or alternative fuel powered motor or engine that turns a series of blades or turbines that either push or pull air or water to propel the automaton.
 - Range 500miles - Speed 400/40 air and 80/8 water - Ceiling 10,000' - only atmosphere or water.
3. Gravitic Engine(6) – An electromagnetic motive force capable of long distances.
 - Range 5000miles - Speed 200/20 - Ceiling space capable - all atmosphere capable.

Except as another component to break, actuators play no special role in automaton combat.

Actuators

Limbs

- Misc. Mounts
- Manipulators
- Locomotion

Propulsion System

Cooling Systems

Cooling Systems (0)

The 0 space cost is for the initial cooling unit. Every one after that takes up (1) space. Keeps the internal core temperature within operating parameters. Without proper cooling, quirks may begin materializing. A result of malfunctioned cooling systems is manifested in the operation and cool down period.

Every size class above medium requires an additional Cooling System to maintain operating temperatures to within normal ranges. Ex: A Huge sized automaton would need 3 cooling systems installed at a cost of 2 spaces.

Roll D3 to determine seriousness of the system fault.

D3	Operation Period	Cool Down Period	*Repair Time
1	16 hours	½hour	1Xcomp rate of automaton
2	8 hours	1 hour	1.5Xcomp rate of automaton
3	4 hours	2 hours	2Xcomp rate of automaton

*comp rate = Complexity Rating. This only adds to complexity when factoring repair time, not repair difficulty. See Technology chapter for more info

For every level of failure there is an associated period where the robot may function normally before doing a systems shutdown in order to cool the interior temperature. The repair time can be calculated using the Relics Technology section. Cooling Systems may only be installed in chassis spaces.

Combat or heavy work adds quite a bit of strain to the cooling systems. Weapons often require a cool down period between uses so as to not over tax the internal cooling systems of the robot.

Power Systems

The specific power system determines how long an automaton may function before it needs to recharge or refuel. Once the robotic unit runs out of time, it automatically shuts down. An automaton may elect to shut down at any time for any length of time to save charge hours.

- Battery: Rechargeable cells. Could be any of the following types
 - Solar, Chemical or Hydrogen
 - large(3): 7X24 (168)hours
 - medium(2): 5X24 (120)hours
 - small(1): 3X24 (72)hours
- Fuel Cell(3): refuelable power cells, lasts 1 year (365 days, 8760 hours).
- Reactor(3): refuelable nuclear fission reactor. 100 years (36,500 days, 876,000 hours).
- Broadcast(2): Requires working broadcast power station. Infinite power while in range.
- Hardwire(1): Cables that provide power from any of the above sources.

Note: Solar cells are self-recharging using solar reactive surfaces on the automaton. They have special recharging rules and given ample light sources never discharge fully:

Charge while operational: for every 2 hours light = 1 hour recharge

Charge while 'resting' or inactive: for every 1 hour of light = 1 hour recharge

No recharging can occur without a strong light source, such as sunlight or intense artificial light. If the light source is normal room lighting, recharge is ½the listed rates. I.e. the inactive recharge time would be 2 hours for 1 hour of recharge. Any light source less than that level produces no recharging. The solar collection panels take up at least one side of an automaton, which may not be covered with armor.

Power Systems

Battery

- large(3)
- medium(2)
- small(1)

Fuel Cell(3)

Reactor(3)

Broadcast(2)

Hardwire(1)

Size Class Power Adjustments (Optional)

The larger the automaton, the larger the power consumption. Apply the following modifiers to the available time of each power source.

Robot Size	+/-	Rechargeable	Fuel Cell	Reactor	Broadcast
Small	+	48 hours	1 year	50 years	Infinite
Medium	+/-	0 hours	0	0	Infinite
Large	-	24 hours	6 months	50 years	Infinite
Huge	-	48 hours	9 months	60 years	Infinite
Super(Garg)	-	72 hours	11 month	75 years	Infinite

Simply add or subtract as indicated in the +/- column the indicated time in the other columns according to the power system in use.

The statistics given are for a single battery, each additional battery is additive for game purposes. For example, if 2 Fuel Cells were used in a Super sized robot, it would have enough juice to last 2 months of normal operations instead of 1 month (12-11 months). Since automatons were so common throughout daily life, recharge centers were common as well. Some were simply larger storage batteries themselves holding many hours of charge time or often miniature reactors with virtually endless recharges. Rural areas naturally had fewer recharge stations available, but they weren't completely absent. Power Systems may only be installed in chassis spaces.

SADS

Any remotable, semi-autonomous sub-unit of the primary robotic unit. It always possesses it's own motive ability if designed to be mobile.

It can either be controlled,

which uses a control port or uncontrolled, which means it acts independently of its host unit on pre-programmed orders of a simple nature. If it is controlled it acts using the controllers direction through its control channel. Either way the controlling unit and the SADS unit each have their own task limits. They are handled as separate entities for the purpose of tracking task uses.

The SADS unit uses its host to recharge its fuel cells. This power consumption is subtracted from the primary units total available power limit. If the unit is uncontrolled it may perform simple programmed instructions such as, attack anyone attacking me, attack anyone who comes into sight or into a specific area, etc. It will carry out its orders until its power supply runs out of juice or it is recalled back to the host unit via a communications uplink port or control port. Typically, only military or civil emergency service bots would carry SADS units, but other special mission robots could be envisioned.

- Sensor Platform: Carries one or more sensors
- Communications Platform: Carries one or more communications methods
- Tools Platform: Carries tools for a specific function or skill
- Weapons Platform: Carries weapons

A SADS has the movement rate of the installed motive limbs.

Semi-Autonomous Detachable Systems (SADS)

1. Sensor Platforms
2. Communications Platforms
3. Tools Platforms
4. Weapons Platforms

- Large SADS has 10 spaces and takes up 10 spaces
- Medium SADS has 8 spaces and takes up 8 spaces
- Small SADS has 6 spaces and takes up 6 spaces

-All SADS units have a 2 task limit and take up either chassis or mount spaces.
 -A controlling automaton may supplant a controlled automaton's programs (skills) with its own as desired. i.e. A FacilityBot that knows the skill Medical controlling a general maintenance bot who does not know the Medical skill may directly guide or control the maintenance bot's actions using its own Medical skill knowledge (program) to aid a hurt living being. This would require an open control channel, which requires an additional 'task'.

Accessory Spaces:

Internal

- | | |
|-------------------|---|
| - Chassis | Maximum Size Class Limits (optional) |
| - small = 10 | - Generation I – IV = Size class small |
| - medium = 20 | - Generation I – V = Size class medium |
| - large = 35 | - Generation I – IV = Size class large |
| - huge = 50 | - Generation III – IV = Size class huge |
| - gargantuan = 75 | - Generation III – IV = Size class gargantuan |
| - colossal = 100 | - Generation IV - V = Size class colossal |

External

- Mounts

Mounts come in 2 space increments. Mounts usually take up the same amount of space as they provide, though some weapons mounts listed in the weapon and vehicle supplement sections may differ, but they always state clearly when they do so.

- | | |
|-------|---------|
| - 2/2 | - 10/10 |
| - 4/4 | - 12/12 |
| - 6/6 | - 14/14 |
| - 8/8 | - 16/16 |

First, select as many mounts, manipulators and motive methods as will fit in the spaces that the chassis size permits. Then fill the mounts with accessories, sensors or weapons. Any left over chassis spaces can be used for additional add-ons. No cost no special rolls...just build what you want. Then when you're done, add how many spaces you've used and cross reference that number with the internal space allowance and that is the size class of your automaton. The listed spaces are maximums. So a medium automaton would have spaces up to, but not exceeding 20 spaces of accessories. This may also effect the generation of your automaton. Certain size classes were not available in the early years.

Ex: After deciding what mounts and accessories to place into a robot the GM adds the spaces used to build the unit which in our example comes out to be 18 spaces, the spaces exceed the allotted spaces of a small automaton (10 spaces) but does not exceed the space allotment of a medium automaton. Therefore the automaton is a size medium robot with 20 spaces available, but only 18 used. The GM could then add another 2 space mount, accessory or weapon if desired.

The automaton worksheet toward the end of this chapter will help you sort out space costs vs options with minimal reference back to the full automaton chapter.

NOTE: The chassis and mount system can be ignored without any game repercussions at all, it is used merely to flavor the process and has no practical application beyond that.

Weapons Systems:

The weapons listed in the Vehicles Supplement chapter may also be used. To convert the vehicle weapons systems simply multiply the listed spaces on those charts by x4 and pick a mount with the space and that's how many accessory spaces it takes up on an automaton. [EX: M214 gatling 5.56N 2d10x4 takes up 1 vehicle mount space but takes up 4 automaton accessory spaces.] I am noting again that, unless their programming has been modified, only military and rouge automatons may use lethal weapons on a human. Weapons listed here are also listed in other sections but repeated for convenience. Weapons may only be placed in mount spaces.

Beam Weapons	Spaces	Ammo Type	Damage/Effect	Range	Critical	Reloads Shots
Laser, Lite	2	Energy	2d8	40	20/x2	8
Laser, Heavy	4	Energy	4d10	80	19-20/X2	4
Fusion Beam, Lite	4	Energy	4d8	40	20/X2	6
Fusion Beam, Heavy	6	Energy	8d10	80	19-20/X2	3
EMP, Lite	4	Energy	8d8 –electronics	100	20/-4 save	1
Sonic Beam, Heavy	4	Energy	4d8	60	19-20/X3	2
Stun Beam, Lite	2	Energy	Stun	60	19-20/-4 save	8
Misc. Projectile	Spaces	Ammo Type	Damage/Effect	Range	Critical	
Magneto, Lite	4	Slugs	4d8	100	20/X2	20/6
Magneto, Heavy	8	Slugs	5d10	200	20/X2	100/3
Missiles	Spaces	Ammo	Damage	Range/Area	Critical	
Mini-Missile Launcher	4	Mini-Missile	-	-	-	6
Mini-Missile, LOS	2 per 6	Mini-Missile LOS	2d6	100 / 10	20/X2	-/6
Mini-Missile, FAF	2 per 6	Mini-Missile FAF	2d6	100 / 10	20/X2	-/6
Misc. Non-Lethal	Spaces	Ammo	Damage/Effect	Range/Area	Critical	
40mm Grenade Laun	4	40mm grenade	-	40/-	-	4
APDF	2 per 4	40mm foam grenade	Entrap	- / 20	19-20/-4 save	-/4
Stun Bomb	2 per 4	40mm stun grenade	Stun	- / 20	19-20/-4 save	-/4
Chemical Bomb	2 per 4	40mm gas grenade	Knockout	- / 20	19-20/-4 save	-/4
Misc. Automaton Weapons	Spaces	Ammo	Damage/Effect	Range/Area	Critical	
Tentacle	1	Energy	1d4 Improved Grab	10	20/-4	-
Paralysis Field, L	2	Energy	Paralysis	10	19-20/-4	1
Tractor Beam, H	2	Energy	Improved Grab	20	19-20/-4	1
Repulsor Beam H	2	Energy	Knockback	10	19-20/-4	4
Plasma Torch, L	1	Energy	2d6	5	20/X2	10

Weapons Notes

- Damage and Critical Effects

Those weapons with special effects must automatically be saved for on a successful hit unless specified as a 'critical' effect. If a critical hit is indicated by the die roll, then the target's save is at -4 vs the effect as indicated and/or the effect listed in the critical column takes place.

- Reloads/Shots

Energy weapons attached to automatons use the power supply of the automaton. Effectively, for the duration of the power supply itself, the automaton has an unlimited supply of 'ammo' or shots. The listed reload/shot number is for the number of allowed shots before the weapon itself needs a cool down or recharge period before it can be fired again for the listed number of shots. Energy weapons with the 'lite' designation in its description only require a 1 round cool down period. Weapons with the 'heavy' designation require a 2 round cool down period before being able to fire again. Weapons that do not discern may be fired every round.

Lite magneto weapons hold 20 shots before a reload is required and may be fired 6 times before a recharge period. Heavy magneto weapons hold 100 rounds and may be fired 3 times prior to a recharge period.

40mm grenades and mini-missiles cannot be fired or used without the appropriate launcher. The number listed in this section is the full reload amount not the number of shots expressed as -/# to indicate that it is merely a reload amount.

- Ammo Type

LOS means Line of Site; you have to see the target and guide the weapon or shoot it like a bullet. FAF means Fire and Forget; which are self-seeking weapons +2 to hit.

- EMP

This weapon ONLY affects electronic devices or other automatons. Since it is a directed pulse, it does not affect the firer.

- Sonic Beam

In the MOTE system, sonic weapons ARE the disintegrating weapons. They work by loosening the bonds between molecules thus causing 'disintegration' damage. This is why you don't see something like...Disintegration Beam.

- Tractor Beam

The tractor beam is a maintainable weapon system. Once a tractor beam has locked on to an opponent the player or GM may elect to maintain the hold indefinitely or until the hold is broken in some way (for purposes of determining if the grapple is broken the beam strength is equal to the automatons strength). Once the tractor beam is turned off or broken the recharge period must still be maintained before the weapon can fire again.

- Weapon Proficiency

Unless the automaton is designated as a combatant, i.e a military or civil law enforcement unit, they would suffer the full penalties for non-weapon proficiency. Only the specified types have the feat-like ability of weapon proficiency.

- Weapons Batteries

Two or more weapons may be grouped into a linked weapons system called a weapons battery. Weapons thus grouped may ALL be fired as a single attack action/task, but can never be fired singly. Simply add all the dice of damage for each individual weapon.

Miscellaneous Accessories:

Unless indicated, all accessories take up mount spaces. The general rule of thumb when determining if something requires chassis spaces or mount spaces is if it is an internal item, it belongs in or on the chassis, if it is an external item it can go on a mount.

- Mechanical Maintenance Tool Attachments (2 spaces per kit)
- Medical Tool Attachments (2 spaces per kit)
- Electronic Maintenance Tool Attachments (2 spaces per kit)
- Explosives Tool Attachments (2 spaces)
- Forming Tool Attachments (6 spaces per kit) This is for shaping, molding and constructing plastic, metal or composite materials for general use.
- Heavy Construction Tool Attachments (6 spaces per kit)
- General Manipulative Attachments (1 space per attachment of chassis or mount space)
- Any Sensor (as sensor type in # of spaces of either chassis or mount spaces)
- Electronic Warfare (EW) Pods
 - Negates a specific sensor type per pod (1 space each) OR
 - Negates a specific level of fire control per pod (1 space each level additive)
- Ammunition Bay (unless specified -1 chassis space per reload for light reloads [20mm and smaller] otherwise it takes 2 chassis spaces per reload)
- Backup Batteries (1 space – 24 hour lifespan)

- Armor Plating (1 chassis space per bonus. It doesn't actually take up space but it does cover actuators and other spaces preventing their use. There are 6 sides, +1 per side.)
- Pleasure model Attachments (1 chassis or mount space per kit, please use YOUR imagination when determining what these attachments may be but will be in female or male kits with all the appropriate accoutrements)
- Fire Control System (1 space each, additive). Has range limits of the weapon being fired.
 - Level 1 = +1 every 2 range increments
 - Level 2 = +2 every 2 range increments
 - Level 3 = +3 every 2 range increments
- Memory Upgrade (0 chassis space) Allows the addition of one skill and 10 skill levels.
- Fire Suppression Dispenser (1 mount space) puts out 10' of fire per action and contains 10 applications.
- Processor Upgrade (0 chassis spaces) Increases intelligence and tasks for the automaton in incremental steps. Maximum processor would be L3 or S3 as appropriate for robots. Androids cannot improve their processor in this way since they already have the best available.
- Force Field Projector: (cost = cost +/- size class adjustment)

Level 1 = 10 points	Cost = 2 spaces	small -1 spaces
Level 2 = 20 points	Cost = 4 spaces	medium +0 spaces
Level 3 = 30 points	Cost = 6 spaces	Large +1 spaces
Level 4 = 50 points	Cost = 8 spaces	Huge +2 spaces
Level 5 = 75 points	Cost = 10 spaces	Gargantuan +3 spaces
Level 6 = 100 points	Cost = 12 spaces	Colossal +4 spaces
- Supervisory Module: Allows the automaton to assume the 'supervisor' function and status.
- Syntheskin: An artificial skin like covering that robots use to simulate human appearance. It 'bleeds', it sweats and can have hair.

Materials Information:

The Masters of the Earth setting uses a materials based system for robotic defense, just as in the Vehicle Supplement. The following tables detail the relative values of each material. The following tables *italicized* entries are additional materials the rest are D20 SRD/OGC.

Typically, robots would use hard composites, aluminum, steel, titanium and on rare occasions endurum.

Automaton Defense and Armor:

All robots have a basic damage resistance and natural armor rating based on the materials used to manufacture them. Robots cannot wear armor, although they can add armor plating to their chassis. GM's may decide that scavenged materials count as 'armor plating' for this purpose. I.e. a robot uses a flack jacket or an old metal sign attached in some way to one location, and the GM decides this is ok and allows the defense bonus. Each robot has 6 sides, which may or may not contain

Table: Substance Hardness and Hit Points

Substance	Hardness	Defense Adjustment
Paper	0	-
<i>Hide</i>	0	-
Rope	0	-
<i>Composites, Soft</i>	1	-
<i>Rubber</i>	1	5
Glass	1	-
Ice	0	1
<i>Fiberglass</i>	3	2
Wood	5	3
Stone	8	4
<i>Composites, Hard</i>	9	6
<i>Aluminum</i>	10	6
Iron	10	6
Steel	10	6
Titanium	12	8
<i>Endurum</i>	15	10

* Composite = Plastics, Kevlar, hybrid man-made non-alloy materials, etc.(the hardness and hit point value assigned to this is a generalization/average as some man made non-metallic materials were quite soft and some were harder than steel). Hide = Canvas, Hemp cloth, natural materials, etc.

armor plating. Each side containing armor adds to the total defense value of the automaton not to just any specific location. Each armored location adds +1 defense value, for a maximum total of +6.

The GM at the time of creation decides which material the automaton uses in its construction. Typically, military units would use steel or titanium on base units or endurum on high-end units. Most civilian automatons would use, either hard composites, aluminum or steel depending on their specific functions.

Defense = base(10) + Material Defense Mod - SC(Size Class Defense Adjustment) + Dexterity Modifier + Armor

Examples:

1. NannyBot: 10 + Material Defense Mod (composite) 6 + Size Class defense adj. (med) +0 +/- Dex Mod (11) +0 = **16**
2. MilitaryBot(BCU): 10 + Material Defense Mod (titanium) 8 + SC (med) +0 +/- Dex Mod (18) +4 = **23**
3. TunnellerBot: 10 + Material Defense Mod (steel) 6 + SC (huge) -2 +/- Dex Mod (11) +0 = **14**

In addition, automatons subtract the material hardness from each successful attack that hits them, except for energy and touch attacks. The terms Armor Class or AC are synonymous with Defense. Defense is expressed thusly - DF/HR: 18/12 (+8 material, +0 Dex, +0 Size). DF = defense, HR = hardness.

Tasks: (Option 1)

Each task is a full action, move action, or partial action as normal. Data port uses are free actions for any automaton, but still require the use of a task and retain the task limits as set by the processor type. The reset or reboot function requires a full round action.

There are no limits on data port uses up to the task limits of the individual generation and processor limits. Other tasks have limits, usually allowing only one task use per allowed action during any given round of play.

Task Examples

- A skill use [no more than one per allowed action]
- Any type of data port use [only limited by the number of allowed tasks]
- Any actuator use (weapons and accessories, movement, etc.) [no more than one per allowed action+movement as normal]
- A SADS use (which requires a control port to be open and an actuator use on the round of release and return). [no more than one per allowed action]
- Missile Control (which requires a control port to be open and an actuator use to fire the missile). [no more than one per allowed action] [note: FAF missiles require no control]
- Anything that would normally result in an 'action' also requires a task even free actions

The number of tasks limits what an automaton can do in a round. This works with the standard actions system in the core rules. Allowed actions simply means the number of actions any character is allowed in a round due to character levels or bonus feats or mutations. An automaton character who has access to multiple actions in a round due to its HD allocation may perform multiple tasks up to the task limits set by generation and processor type.

Level Gained Multiple Actions (normally robots may NOT advance in any class)

Any multiple actions gained due to the HD level, also increases the amount of tasks available to an automaton. So, that at level 10, the first level where multiple actions are gained, the automaton gains the additional use of (1)one task. The next task gain would be at 18th level, then at 23rd, etc.

The automaton task system is meant to simulate the superiority of automatons in some processes. The use of a weapon attached to an actuator, or a communications port when talking to another automaton, simply subtracts from the total tasks available to the automaton. Movement,

since it also uses an actuator control would also count as a task and a move action, but it can't exceed the task limits. Tasks are merely enablers of actions.

Tasks (Option 2)

Non-player character or monster automatons are limited in the number of actions per round ONLY by the task limits of their processors. Each weapon or accessory may only be used once in a round however, and multiple tasks would apply to another weapon or accessory if installed. So, if a 2nd generation automaton armed with a single weapon were to attack with that weapon, even though he has more tasks available to it, it still would only be allowed a single attack with that particular weapon. If it had another weapon, and available tasks, it could then attack again in that same round using the other weapon. This also applies to most accessories. GM judgment may be required. The task system as detailed in this section is completely optional. The GM may choose to ignore tasks and use the standard action system. This will make automatons more powerful. It would probably be best to add +1CR for every two weapon and two task combinations.

Automaton Fabrication:

Pc's that desire to make an automaton will require several specific items and skills to do so.

Robotic Unit Requirements*

- Build skill with the Electrical and Mechanical, Complex feats
- Knowledge, High-Tech Sciences (Robots) skill
- Robotic/Cybernetics tool kit or equivalent
- Enough points in electrical and mechanical parts (refer to the Automaton Build Cost table).
- Program feat with a Programming Module

Android Unit Requirements*

- Build skill with the General, Complex feat
- Knowledge, High-Tech Sciences (Androids and Nanites) skill
- Android lab kit
- Enough points in raw sterile biomass, precious metals and electrical materials (refer to the Android Build Cost table). Precious metals are, silver, gold, or platinum.
- Program feat Programming Module
- Regeneration Chamber or Android Vat

* some facilities or high-tech items may replace some or all of these requirements at GM discretion.

Once all the requirements are met the character may begin the building or growing process in the case of androids. At the end of the build duration a roll is made against the DC of the automaton complexity rating. If successful, the automaton is complete and only requires programming. If at any time the process is interrupted, for robots, the process may be picked up at any time with no penalty. In the case of androids a roll against its complexity rating DC must be attempted or the entire growing vat has been compromised and the android is not viable regardless of the circumstances of the interruption. For automaton complexity and DC ratings refer back to the Automaton Type section of this chapter. The GM decides cost and availability of materials based on whatever economic situation prevails in the campaign. At the end of the time period the player makes a Build skill check vs the Complexity/DC of the automaton to see if the process was successful.

Robotic Material Points and Time Requirements

Size	Electrical	Mechanical	Weight E/M	Chassis	Time
Fine	1	5	2.5lbs/30lbs	50 lbs	24 hours (1 day)
Diminutive	2	10	5lbs/60lb	100 lbs	48 hours (2 days)
Tiny	4	20	10lbs/120lbs	150 lbs	72 hours (3 days)
Small	6	30	15/180lbs	200 lbs	96 hours (4 days)
Medium	10	40	25lb/240lbs	250 lbs	120 hours (5 days)
Large	15	50	37.5lbs/300lbs	500 lbs	240 hours (10 days)
Huge	20	60	50lbs/360lbs	4,000 lbs	480 hours (20 days)
Gargantuan	25	70	62.5lbs/420lbs	32,000 lbs	960 hours (40 days)
Colossal	35	80	87.5lbs/480lbs	250,000 lbs	1920 hours (80 days)

Android Material Points and Time Requirements

**Size	*Biomass	Precious Metals	Electrical	Weight B/PM/E	Time
Small	30	5	3	15/50lbs/7.5lbs	480 hours (20 days)
Medium	40	10	5	25lb/100lbs/12.5lbs	960 hours (40 days)
Large	50	15	8	37.5lbs/150lbs/20lbs	1920 hours (80 days)

*Biomass is any sterilized organic material. Sterilization may be achieved by 'cooking' the biomass at over 240degF for a half hour per 10 lbs of biomass.

** Almost ALL androids are medium in size except those whose special use or programmed task required smaller or larger models.

Programming Your New Automaton

Once your automaton has been built or grown, you need to program it for its new purpose. Select features, accessories or weapons to fit the available spaces for the size class you've built. Programming is a simple matter of inputting the appropriate data into a Programming Module and then using it to program your automaton (refer to the New Technology section of this chapter). This means, select the skills and feat-like abilities you want your automaton to possess given the installed processor and memory modules. To perform the programming task requires the Program feat.

Command Ratings:

Each automaton has the capability of assuming the command function when a supervisory-bot or human is not present. Typically it was the highest generation or longest lived automaton among the group. Basically, the more sophisticated the model, the better the odds that it would designate itself as the command unit if one were required. This happened at construction sites and battlefields as a matter of course. Naturally there was a security hierarchy to this. A common household robot could not go into a secure or private building and begin issuing orders to the security-bots to jump off the edge of the nearest cliff. Just as in the human ID system, the first and foremost factor was authorization. Was the commanding unit or human an authorized issuer of orders. Keep in mind that an automaton may only directly control as many other units as it has tasks available. The control data port must remain open otherwise the automaton receiving the instructions will revert back to its pre-programmed tasks and missions.

Automatons follow the same command ID structure as detailed in the Technology section, but repeated here for clarity.

Step 1:	No CID/MID	Anyone, voice command, no badge required (common automatons)
Step 2:	Common CID	Anyone with a badge (private supervisory automatons)
Step 3:	Common MID	Anyone with a military badge (low-level military automatons)
Step 4:	Regional CID	Law Enforcement, Medical Personnel, Corporate Heads, Scientific Leaders, Important Civil Authority in a specific region. (civil emergency response Automatons and civil authority supervisory bots)
Step 5:	Regional MID	Regional Military Leaders in a specific region (command level military supervisory automatons and facility A/I's)
Step 6:	National MID	National Military leaders of a specific nation
Step 7:	National CID	National Civil Authorities and major heads of Agencies and Cabinets or legislative bodies.

*Note:

1. Often Step 6 MID and Step 7 CID were reversed. It depended on national governments.
2. There was a special ID called a SID. This is the service id. It allowed maintenance personnel to override the operation and programming of any automaton in order to reprogram and/or repair them. This ID is very rare and very powerful. Without it, no working automaton will allow its core programming to be altered nor its physical characteristics to be changed. There are tech gadgets that can override this system, usually held by civil authorities for emergencies.
3. Step 1 issuers have no ability to override current programming or task assignments. If the robot is literally assigned NO tasks by an authorized user only then could it be commanded to do anything by a step 1 issuer.
4. It is rumored that there was a Step 8 ID that could override any and every automated system in existence and closely held by the heads of state of each nation. This has never been substantiated.
5. No automaton ever has command authority above Step 5.
6. A/I's of installations with assigned automatons have SID authority over all of its units and may preprogram or change the physical structure of any of its units.

-Whenever there is a command conflict because two or more automatons share the same command level, the unit that is designated the command unit will be selected randomly.

-A controlling automaton may supplant a controlled automatons programs (skills) with it's own as desired. i.e. A FacilityBot that knows the skill First Aid controlling a general maintenance bot who does not know the First Aid skill may directly guide or control the maintenance bots actions using it's own First Aid skill knowledge (program) to aid a hurt living being.

Customizing Your New Automaton:

Unless SID authority (Service Identification) is presented, no automaton will submit to reprogramming or physical changes. However, once clear authorization has been presented the changes and/or repairs may continue. (There are, or should be, ancient devices, usually tightly controlled by upper military and civil authorities that will override this feature)

Modifications Requirements

With any ranks in Build or Repair and Knowledge, High-Tech Sciences (Robotics) and the Program and/or Electrical and/or Mechanical, Complex feats for robotic units and Knowledge, High-Tech Sciences (Androids) and the Program and/or General, Complex feats for droid units, an authorized SID user could change the programming and accessories of an automaton. This system always presumes the SID carrier has the other required tools and facilities to enable the specific change desired to the automaton in question, such as a tool kit or programming module.

Changes: (+1 DC for every generation level of the automaton.)

Changing a skill program = DC14

Changing a core program = DC18

Changing an internal accessory or actuator = DC16

Changing an external accessory = DC14

Repairs: Robots cannot heal or self-repair damage, androids may be able to under certain conditions.

Basic Repairs - Simply take the complexity level or tech level of the automaton that needs service and cross it on the repair charts under the Technology chapter, Tech Levels and Technology Skills section to get the base repair time. A roll for the condition of the robot and the time for repair is adjusted as indicated. Don't forget, you need the materials on hand to make the repairs, and possibly the appropriate kit, not just the knowledge. This is the simple method. Detailed below is an optional method that slowly increases as damage and automaton complexity increase. In addition, robots require the Repair skill with the Mechanical and Electrical, Complex feats, androids require the Repair skill with the General, Complex feat.

Alternate Automaton Repair Method - Add to the base of DC16 the Repair adjustment modifiers plus the generation adjustment modifiers from the Condition Table below, and then roll against that DC to see if the repair is successful. Be sure to check the Automaton Condition Adjustment Factors table. To determine the time for repair merely find the repair time associated with the generation level of the automaton and add the number generated from the final repair adjustment column and this is the time in hours it takes to complete a repair cycle. A successful repair roll indicates that 2 quirk points have been repaired, which improves the condition by one, thereby decreasing the DC modifier and time applied to the next repair attempt. Repairs may continue until complete in this fashion. Any critical repair failures would worsen the condition by one step thus increasing the repair time and DC for the next attempt. The GM may declare which specific quirk they are attempting to repair. Any repaired points would apply to that quirk first and then to any other quirks the GM desires.

Condition Table

D6	Condition	# of Quirk Points	Repair Adjustment	Materials Cost*	Generation Adjustment	Repair Time
1	New or Mint	0	+0	0	I = -1	1 hour
2	Very Good	2	+1	0	II = +0	2 hour
3	Good	4	+3	0	III = +1	3 hour
4	Minor Fault	6	+5	x.25	IV = +2	4 hour
5	Major Fault	8	+7	x.50	V = +4	5 hour
6	Catastrophic Fault	10	+9	x.75		
7	Un-repairable	too many	n/a	n/a		

*Materials Cost: Multiply value with the original build cost for repair cost

Automaton Condition Adjustment Factors

Factors Contributing to Automaton Wear	Condition Table Adjustment*
Automaton has been in an unprotected environment and in contact with debilitating elements	+4
Automaton has been protected by surrounding structures but otherwise unprotected	+3
Automaton has been lightly protected with a thin coating or wrapping	+2
Automaton has been protected with a good wrapping of good but degradable materials	+1
Automaton has been out of the natural elements and well protected by structures	+0
Automaton has been well protected or stored with preservation in mind	-1

* Add this value to the die roll of the Conditions Table

Robot Quirks:

Now that your bot is created and built, it's time to break it. It is the rare automaton that has gone through 200+ years of extreme conditions without some sort of damage. This section is used to determine the specific quirks if using the Alternative Automaton Repair Method as well, which you then select randomly using the following process or anyway you desire to get the indicated quirk amounts for the damage level indicated on the damage chart.

Successful reset/reboot attempts allow the automaton to ignore the effects of certain quirks for the following round of action, after that the quirk is in full effect once again. Multiple reboots are allowed, but each reboot is a full round action. GM's need to employ a method of tracking automaton quirks, as they effect game play. Not all quirks allow a reset.

If a roll indicates a quirk that has already been rolled, then the point value of that quirk doubles. (i.e. you rolled the 2 point quirk; Unsteady Limb Servos twice, the actual quirk point value for that quirk is now 4 points, not 2, if it were to be rolled again, it would double the original cost, not the extended cost so that it would now have a 6 point value, not 8). Also, if the total rolled for quirk points ever exceeds 10, by double or triple rolling a quirk, that automaton is actually 'un-repairable' and has too many quirks to be repaired.

The GM can then either roll randomly for the quirk point values, i.e. rolls a D4 which indicates a 3, the GM then rolls on the 3 point quirk table and continues this until all the quirk points have been allocated from the Conditions Tables above or the GM can simply pick an appropriate quirk point value and roll on that table. Obviously if you only had 2 quirk points to allocate you wouldn't roll on the 3 point or 4 point quirk tables. You'd roll either twice on the 1 point or once on the 2 point quirk tables.

1 point quirks

1. Asimov Circuits malfunction: Unable to harm any humanoid (no save, no reset)
2. Actuator malfunction: Unable to activate 1 random actuator(reset allowed)
3. Memory Slot malfunction: Unable to access a random skill or feat(reset allowed)
4. Data Port malfunction: Unable to access 1 sensor(reset allowed)
5. Actuator malfunction: Locomotion effected, half movement rate.

2 point quirks

1. Memory Slot malfunction: Unable to access 2 random skills or feats(reset allowed)
2. Power Supply Management malfunction: Power supply life halved
3. Asimov Circuits malfunction: Unable to harm any sentient(reset allowed)
4. Data Port malfunction: Unable to access any Control Ports(reset allowed)
5. Actuator malfunction: Unable to activate 1 Manipulative Limb(reset allowed)
6. Actuator malfunction: Cooling System malfunction, the automaton can only operate 16 hours a day before a shutdown period of ½hour

3 point quirks

1. Core Program malfunction: Unable to access the diagnostics and repair functions
2. Asimov Circuits malfunction: Unable to harm any creature(reset allowed)
3. Power Supply Management malfunction: Power supply life is ¼normal
4. Processor malfunction: 2 tasks maximum(reset allowed)
5. Memory Slot malfunction: Unable to access 3 random skills(reset allowed)
6. Data Port malfunction: Unable to access 1 Communications Port(reset allowed)

7. Actuator malfunction: Cooling System malfunction, the automaton can only operate 8 hours a day before a shutdown period of 1 hour
8. Core Program malfunction: Lock Up. Requires Core Program Reset during each period of the day (3 in the MOTE system, roll D8 for which hour of the period)
9. Actuator malfunction: Locomotion effected. Movement rate cut by $\frac{3}{4}$ Round down.
10. Actuator malfunction: Weapon system offline. Unable to activate or use a weapon. (reset allowed)

4 point quirks

1. Actuator malfunction: Unable to activate any Misc. Mounts actuators(reset allowed)
 - No weapons, tools, sensors or any other accessory in the mount.
2. Memory Slot malfunction: Unable to access 4 random skills(reset allowed)
3. Data Port malfunction: Unable to access any Sensors(reset allowed)
4. Actuator malfunction: Unable to use motive abilities. Movement rate is 0.
5. Core Program malfunction: Unable to recognize ID badges
6. Actuator malfunction: Cooling System malfunction, the automaton can only operate 4 hours a day before a shutdown period of 2 hours

This list represents the mere basics of potential mechanical and electrical problems robots may be susceptible to. Feel free to add, mix or adapt new quirks as desired.

Hit Point Damage (optional)

Damage to robots expressed in hit point loss may also be expressed in quirk accumulation. Every $\frac{1}{4}$ of total hit points lost results in the acquisition of a random quirk. If total quirk points ever exceed a value of ten(10) then the automaton shuts down regardless of actual hit points. Any value of quirk points above ten(10) is generally considered to be 'unrepairable'. The GM may judge that the automaton is repairable despite this.

Critical Hits and Called Shots

Automatons are subject to critical hits, just as living beings are though they are implemented in slightly different ways. A critical hit to a specific location may cause a crippling-like quirk effect to that location. The GM may simply select the most appropriate quirk to apply or roll randomly. It is suggested that a critical hit to a specific location effects that location only.

Called shots can cause critical hits to specific locations, simply apply the previous steps in cases where appropriate.

Stating Your Automatons:

Some statistics are generated a little differently from the D20 SRD/OGC source. This is indicated clearly when appropriate and generally has no actual game play significance and is fully compatible with any other SRD derivative work. The changes only affect the generation of automatons vs a standard monster of SRD origins. No actual abilities or statistics were harmed in producing this section. Some basic statistics require the use of other chapters or sections.

Generally bots have a specialty for which they were made. This wasn't always the case in later models, but usually still held true. To reflect this when stating, any ability stat that is determined to have a direct correlation to the programmed task will always be the maximum possible. For example, a generation III, large freight-bot would have a strength of 24, the maximum possible for it's size because that particular ability stat has a direct correlation to its assigned or

programmed task. The example may also have a need for a high dexterity so that ability stat may be at 18. Don't be afraid to adjust the die rolls or stats to suite the required need. In addition military bots typically had +4 to all their physical ability cores.

Don't forget to add in the Combatant HD Modifiers from the Hit Die Modifiers table when appropriate.

Size Class	HD(D6)	Ability Die
Small	4	St:2d6 Dx:3d6 Cn:3d6 In:* Ws:* Ch:1d6+Generation Level
Medium	6	St:3d6+2 Dx:3d6 Cn:3d6 In:* Ws:* Ch:1d6+Generation Level
Large	8	St:4d6 Dx:3d6 Cn:3d6 In:* Ws:* Ch:1d6+Generation Level
Huge	10	St:4d6+2 Dx:2d6 Cn:3d6 In:* Ws:* Ch:1d6+Generation Level
Gargantuan	12	St:5d6 Dx:2d6 Cn:3d6 In:* Ws:* Ch:1d6+Generation Level

* Intelligence and Wisdom scores are determined by the processor level.

Default Statistics *

Small	4-1	St: 7 Dx:11 Cn:11 In:* Ws:* Ch:4+Generation Level
Medium	6+0	St:14 Dx:11 Cn:11 In:* Ws:* Ch:4+Generation Level
Large	8+1	St:16 Dx:11 Cn:11 In:* Ws:* Ch:4+Generation Level
Huge	10+2	St:18 Dx:7 Cn:11 In:* Ws:* Ch:4+Generation Level
Gargantuan	12+3	St:20 Dx:7 Cn:11 In:* Ws:* Ch:4+Generation Level

*add combatant HD mod if unit is a combatant, always add or subtract the size class HD modifiers
note: an ancient human would view a robot as having a +4 charisma due to familiarity

Android Statistics

Medium	as npc level+0	St:3d6+2 Dx:3d6+2 Cn:3d6+2 In:18 Ws:18 Ch:3d6(+2) St:14 Dx:14 Cn:14 In:18 Ws:18 Ch:12 - default
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Note:it was rare to find an android 'combatant', though they did exist. These particular units would have maximum physical stats in addition to the combatant designation, which allows un-penalized weapon use and HD bonuses.

Hit Die Modifiers (repeated from the NPC/Monster chapter)

(add or subtract from each die roll. Minimum of 1 point per die roll)

Size Class	Hit Die Modifiers	Combatant HD Modifiers
Fine	-4	+0
Diminutive	-3	+0
Tiny	-2	+0
Small	-1	+1
Medium	+0	+1
Large	+1	+2
Huge	+2	+2
Gargantuan	+3	+3
Colossal	+4	+4

HD: As size class above (HP:Hit Points are calculated as the SRD: Average die roll (1/2 + .5) multiplied by the number of indicated HD for the size class of the automaton +/- any Constitution, Combatant or feat-like modifiers). Class Levels: npc/monster levels (1 per HD)

Initiative: As Dexterity Modifier + feat-like abilities

Speed: Movement rate is determined by the locomotion method selected. Default would be treads or legs with a move rate of: 30'

DF/HR: Defense and hardness are determined by construction material +1 per armored side (6 sides) +/- any dexterity, size class or feat-like bonuses

Default Weapons: 1 tentacles – improved grab(20/-4), no off-hand penalties

Attack Bonus: As npc/monster class + ability bonuses + accessory bonuses

Default Core Programs: All except the Artificial Intelligence Program, which is available to 3rd thru 5th generation automatons only, and modified Asimov Circuits for combatant units.

Saves: Automatons have the following save assignments

Good = Fortitude

Medium = Will

Bad = Reflex

The actual values vary according to the npc/monster level(HD), ability bonuses and certain feat-like abilities

Automaton Levels and Challenge Ratings

Robots cannot take character levels or advance in any npc or character class levels. They have assigned HD based on their size class, which cannot be altered. Androids may take character class levels and advance under the npc and player character rules, though a typical npc encounter will be with a 'static' android of a given HD, that probably will not have any class levels.

Challenge Ratings for automatons couldn't be simpler. Just follow these basic guidelines and you should have a close match for SRD standards.

- Each automaton adds +1CR for every generation level, this is its base Challenge Rating
- +1CR for every 4HD of npc/monster level
- For every 2 lethal and non-lethal weapons designated as 'lite' beyond the standard set add +1CR. For those weapons designated as 'heavy' add +1 CR for each weapon.
- Skills and feats do not add to the CR because this is already factored into the CR modifiers for the generation level.
- Add +1CR for every exceptional ability or accessory beyond the basic that affects combat or any large group of minor abilities that effect combat in some way.
- +1CR for every 10 points of armor reduction or 30 points of forcefield
- Each +2 HD bonus is an increase of +1 ECL and each 4 ECL's is a +1 CR increase

I use fractional accounting to get a more accurate guide for my CR statistics, you can choose to ignore any fractional accounting or round up or down as desired.

Automaton Level Adjustments

As I stated in the introduction, making robots into pc's means that some rules changes and adaptations would have to be implemented. You are forthwith invited to accomplish this endeavor. Please do let me know how it turns out. I myself have chosen to limit pc's to the automaton subtype of androids. I did this because they are generally the only automaton capable of any semblance of human emotion and interaction. Robots are too one-dimensional and without this capability. They can only 'simulate' human emotions. Many facility bots are also capable of human emotions but are not generally mobile in a humanoid sense. Plus many factors are fixed and not determined by or affected by level advancement as normal pc's, such as HD, skills and feats, processor abilities, etc.

If, for some reason you decide to make robots into pc's without first making rules adjustments, or you intend on doing this ad hoc and on the fly, then figure the robots CR as if it were a monster npc and add that as a level adjustment when converting to a pc. This should give you a rough rule of thumb to go by. Robots would not be able to advance or take PC classes at any rate.

If an android is to be used as a player character use the rules in the MOTE Players Guide.

Pre-Built Robots

The following section details several pre-built robots using the previous rules system. Obviously, only a sampling of types are offered. Feel free to generate any specific types that your campaign requires. None of the samples have been assigned damage in the form of quirks. Depending on your needs, feel free to assign quirks from the Robot Quirks section above.

Automaton Statistic Template

Name

Size Type (*size, generation, robot/android/facilitybot type*)

Hit Dice: (size specific, bonuses by size, Con Mod, Combatant Mod)

Initiative: (no changes)

Speed: (locomotion type specific)

DF/HR: (base 10 + Material Defense Mod +/- SC(Size Class Defense Adjustment) + Dexterity Modifier+ armor)

Base Attack(Melee / Ranged): (as monster level + accessories + ability mods)

Attack: (no change)

Full Attack: (no change)

Space/Reach: (5'/5', 10'/10 or greater as size class and/or as weapon)

Special Attacks: (as weapon or ability)

Special Qualities: (memory slots, tasks, power systems, core programs, tech:comp level, accessories etc.)

Saves: (as monster level + ability mods)

Abilities: (defaults unless specified)

Skills: (no change)

Feats: (available feats in the Automaton or Task feat groups only)

Environment: (no change)

Organization: (no change)

Challenge Rating: (see automaton CR section of this chapter)

Advancement: (none)

Level Adjustment: (unavailable/not used)

Combat: (no change)

Skills Notes: (no change)

Description: (no change)

Military:

Typically, these units are fielded by nations and not private organizations or agencies, although there may be occasional exceptions. Most of the exceptions occurred toward the end of the Black Days. Just before the final collapse of governments, private organizations began organizing and building their own defensive armies. Military units are allowed the use of lethal force when necessary to accomplish their mission goals and are considered combatants for purposes of weapon proficiency limitations.

Nations produced the various types according to need and available resources. Not all nations could afford nor had the technical expertise to build some of the more advanced models and still relied heavily on the living to fill the ranks of their armies. It is not known how many active military robots there may be, combat attrition and time have likely eliminated most from the active duty roster. Those that are likeliest to have survived were those responsible for guarding fixed installations, so caution is advised when approaching old military or scientific facilities, especially without proper authorization.

Basic Combat Unit(BCU)

Medium, 3rd Generation, Military Robot

Hit Dice: 6D6+12(+6 Con Mod, +1/HD Combatant Mod) (hp 93)

Initiative: +2

Speed: 30', treads [4 spaces] or 1 pair of legs [2 spaces]

DF/HR: 20/12 (+8 material, +2 Dex)

Base Attack(Melee/Ranged): +5(+7/+7 +2 every 2 range increments)

Attack: Tentacle +7, As Weapon; Melee +7 or Ranged +7 (+2 every 2 range increments)

Full Attack: Typical- 1xTentacle +7 (1d4+2), 2xlasers, light +7 (+2 every 2 range increments) (2d8), 1xlasers, heavy +7 (+2 every 2 range increments) (4d10)

Space/Reach: 5 ft./5 ft.

Special Attacks: 1xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All; Asimov Circuits allow lethal weapons

Memory Slots: 6/40

Tasks: 3

Data Ports: [1 space]

Sensors- Visual Light / Audio 60' / Infrared 30'

Comm- Machine

Control- downlink

Power Systems: Fuel Cell(1 year) [3 spaces]

Command Rating: MID3

EW Pod, Fire Control L2 (negates up to level 2 fire control) [2 spaces]

Fire Control L2 (+2 every 2 range increments) [2 spaces]

Saves: Fort +8, Ref +3, Will +4

Abilities: Str 15 , Dex 15 , Con 22 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +10 / Spot +10 / Search +10 / Knowledge, Military (Individual Tactics) +10 / Knowledge, Military (Unit Tactics) +10

Feats:

Alertness / Basic and Relic Weapon Proficiency-any / Burst Attack / Suppression Fire

Environment: Any

Organization: Any Military Unit

Challenge Rating: 10

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Lethal combat is typically avoided if the BCU or its unit commander, determine that its opponents are non-combatants or offer little chance of damaging the BCU. However, less than lethal combat has a lot of leeway and an opponent is likely to find that he or she has a smoking hole in his or her leg. All automatons are fearless and follow authorized orders without question.

Skills Notes: Listen and Spot +2

Description: Basic Combat Units(BCU's) are the grunts of the automated armies of most industrialized nations of the world. They were assembly line created and turned out by the tens of thousands as a first line of defense against invading armies or to guard critical locations. They have a torso with no discernable limbs. The torso is attached to a tread assembly which allows them to travel over almost any terrain. These units typically have light weapons and rarely have armor.

Typical weapons and accessories include: (20 spaces) 12 accessories + 8 weapons

2x light lasers and 1x heavy laser

or

1x light laser and 1x heavy fusion rifle

or

1x light lasers and 1x40mm grenade launcher (+1 reload)

or

1x light lasers and 1x mini-rocket launcher(+1 reload)

or

Occasionally they may be armed with non-lethal combat weapons and/or manipulative arms for crowd control

Scout Unit(SU)

Medium, 3rd Generation, Military Robot

Hit Dice: 6D6+8(+2 Con Mod, +1/HD Combatant Mod) (hp 69)

Initiative: +10

Speed: 30', 20' flight ceiling -Hover Pods [4 spaces]

DF/HR: 24/12 (+8 material, +6 Dex)

Base Attack(Melee/Ranged): +5/-(+7 or +8 within 30'/+13)

Attack: Tentacle +7 or +8 within 30', As Weapon; Melee +7 or +8 within 30' or Ranged +11 or +13 within 30'

Full Attack: Typical- 1xtentacle +7(+8 within 30') (1d4+2) and/or one fist +7(+8 within 30') (1d4+2) and/or 1xStun Beam +13 (stun/-4)

Space/Reach: 5 ft./5 ft.

Special Attacks: 1xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All; Asimov Circuits allow lethal weapons

Memory Slots: 6/40 + 1 memory upgrades (+1 skill slots +10 skill levels)

Tasks: 3

Data Ports: [10 spaces]

Sensors- Visual Light / Audio 60' / Infrared 30' / Range(+2 ranged) / GPS / Motion 30'+1 attack, +2 spot) / Metal 30' / Chem (+2 spot)

Comm- Machine, Voice, Hologprojector

Control- downlink

Power Systems: Fuel Cell(1 year) [3 spaces]

Manipulators: +1 arm with hand [1 space]

Command Rating: MID3

Saves: Fort +4, Ref +7, Will +4

Abilities: Str 15 , Dex 22 , Con 15 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +10 / Spot +10 / Search +10 / Diplomacy +8 / Perform Task-Dex +14 / Knowledge, Military (Individual Tactics) +10

Feats:

Alertness / Basic and Relic Weapon Proficiency-any / Improved Initiative / On Guard / Move Silently / Hide / Burst Attack / Track, Urban and Rural

Environment: Any

Organization: Solitary or Military Unit

Challenge Rating: 7.5 + any handheld weapons

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Lethal combat is typically avoided if the SU or its unit commander, determine that its opponents are non-combatants or offer little chance of damaging the SU. However, the SU always tries to avoid detection and combat and will evade and run whenever possible. If cornered they will use their tentacles or any recovered weapons to defend themselves.

Skills Notes: Listen and Spot +2

Description: Scout Units(SU's) are based on the same frame and processor as the BCU, but outfitted and programmed for stealth and information retrieval. They have a torso with one limbs protruding from the chest cavity ending in a manipulative hand. The torso is attached to a hover pod assembly, which allows the SU to hover just above the ground. These units typically carry no lethal weapons and rarely have armor. It can use it's hologram projector to display maps of the terrain and interior spaces of facilities necessary for it's mission.

Typical weapons and accessories include: (20 spaces) 18 accessories + 2 weapons

1x Stun Beam

and/or

handweapons of any type

Ordinance Specialist Unit(OSU)

Medium, 3rd Generation, Military Robot

Hit Dice: 6D6+10(+4 Con Mod, +1/HD Combatant Mod) (hp 81)

Initiative: +6

Speed: 35', spider legs (2pair) [4 spaces]

DF/HR: 27/12 (+8 material, +6 Dex, +3 armor)

Base Attack(Melee/Ranged): +5/-(+7/+11)

Attack: Tentacle +7, As Weapon; Melee +7 or Ranged +11

Full Attack: Typical- 1xtentacle +7 (1d4+2) and/or one fist +7 (1d4+2) and/or one claw +7 (1d6+2), or 1x stun beam +11 (stun)

Space/Reach: 5 ft./5 ft.

Special Attacks: 1xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All; Asimov Circuits allow lethal weapons

Memory Slots: 6/40 (+1 skill and +10 skill levels - memory upgrade)

Tasks: 3

Data Ports: [4 spaces]

Sensors- Visual Light / Audio 60' / Metal 30' / Chemical 30'+2 spot)/ Tactile / Gravitic 30'+2 spot)

Comm- Machine

Control- downlink

Power Systems: Fuel Cell(1 year) [3 spaces]

Command Rating: MID3

Armor: +3 [3 spaces]

Manipulators: 2x arms, 1 with claw, 1 with hand [2 spaces]

1 Explosives tool kit [2 spaces]

Saves: Fort +6, Ref +7, Will +4 (+1 to any balance saves)

Abilities: Str 15 , Dex 22 , Con 15 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +12 / Spot +12(+2 within 30') / Build +12 / Repair +12 / Bypass Device +16 (+20 w/kit) (Explosives kit +4 to Explosives/Demolitions tasks i.e. disable device)

Feats:

Alertness / Basic and Relic Weapon Proficiency-any / Cautious / Demolitions / Security Systems / Burst Attack / Explosive Traps / Electrical Traps / Mechanical Traps / Mechanical, Simple / Mechanical, Complex / Electrical, Simple / Electrical, Complex

Environment: Any

Organization: Solitary, Pair or Military Unit

Challenge Rating: 7

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. OSU's are not used in front line combat roles.

Skills Notes: Listen and Spot +2

Description: Ordinance Specialist Units(OSU's) are based on the same frame and processor as the BCU, but outfitted and programmed for explosives materials handling. They have a torso with two limbs protruding from either side, one ending in a manipulative hand the other in a clawed hand. The torso has 4 spider legs attached to the lower half, which allows the OSU to cover extremely rough terrain quickly. These units typically carry only light weapons and moderate armor.

Typical weapons and accessories include: (20 spaces) 18 acc + 2 wpn

1x stun beam

and/or

handweapons of any type

Sniper Interdiction Unit(SIU)

Medium, 3rd Generation, Military Robot

Hit Dice: 6D6+8 (+2 Con Mod, +1/HD Combatant Mod) (hp 69)

Initiative: +10

Speed: 30', 20' flight ceiling -Hover Pods [4 spaces]

DF/HR: 24/12 (+8 material, +6 Dex)

Base Attack(Melee/Ranged): +5/-(+7 or +8 within 30'/ +13)

Attack: Tentacle +7 or +8 within 30', As Weapon; Melee +7 or +8 within 30' or Ranged +13

Full Attack: Typical- 1xtentacle +7 or +8 within 30'(1d4+2) and/or 1xHeavy Magneto Rifle +13 (5d10)

Space/Reach: 5 ft./5 ft.

Special Attacks: 1xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All; Asimov Circuits allow lethal weapons

Memory Slots: 6/40

Tasks: 3

Data Ports: [5 spaces]

Sensors- Visual Light / Audio 60'/ Infrared 30' / Range (+2 ranged / Motion 30' (+1 attack, +2 spot)

Comm- Machine

Control- downlink

Power Systems: Fuel Cell(1 year) [3 spaces]

Command Rating: MID3

Saves: Fort +4, Ref +7, Will +4

Abilities: Str 15 , Dex 22 , Con 15 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +12 / Spot +12(+2 within 30') / Search +12 / Perform Task-Dex +16

Feats:

Alertness / Basic or Relic Weapon Proficiency-any / Improved Initiative / On Guard / Move Silent / Hide / Called Shot, Ranged / Far Shot / Precise Shot / Improved Precise Shot / Dead Aim / Sharpshooter / Burst Attack

Environment: Any

Organization: Solitary

Challenge Rating: 7.5

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. The SIU often lies hidden until a programmed target is acquired and then terminates that target with extreme prejudice. Sometimes this unit is put in the role of tracking a specific target and then terminating from extreme ranges. The SIU always tries to avoid detection and direct combat and will evade and run whenever possible.

Skills Notes: Listen and Spot +2

Description: Sniper Interdiction Units(SIU's) are based on the same frame and processor as the BCU, but outfitted and programmed for sniper and anti-sniper missions. They have a torso with one limb protruding from the chest cavity ending in a manipulative hand. The torso has 4 spider legs attached to the lower half, which allows the SIU to cover extremely rough terrain quickly. SIU's are typically painted in camoflounge color schemes appropriate for the operational theatre and terrain for which they will be operating in. These units usually only carry light weapons and no armor.

Typical weapons and accessories include: (20 spaces) 12 acc + 8 wpn

1xHeavy Magneto Rifle

Special Operations Unit(SOU)

Medium, 3rd Generation, Military Robot

Hit Dice: 6D6+12(+6 Con Mod, +1/HD Combatant Mod) (hp 93)

Initiative: +10

Speed: 30', - 2 legs [2 spaces]

DF/HR: 25/12 (+8 material, +6 Dex, +1 armor)

Base Attack(Melee/Ranged): +5/-(+11 or +12 within 30'/+11 or +12 within 30')

Attack: Tentacle +11 or +12 within 30', As Weapon; Melee +11 or +12 within 30' or Ranged +11 or +12 within 30'

Full Attack: Typical- 1xtentacle +11(+12 within 30') (1d4+6) and/or two fists +11(+12 within 30') (1d4+6) and/or 1xStun Beam +11(+12 within 30') (stun/-4) and/or 1xFusion, Lite +11 (+12 within 30')

Space/Reach: 5 ft./5 ft.

Special Attacks: 1xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All; Asimov Circuits allow lethal weapons

Memory Slots: 8/60 + 1 memory upgrades (+1 skill slots +10 skill levels)

Tasks: 3

Data Ports: [6 spaces]

Sensors- Visual Light / Audio 60' / Infrared 30' / GPS / Motion 30'+1 attack, +2 spot)

Comm- Machine, Voice

Control- downlink/uplink

Power Systems: Fuel Cell(1 year) [3 spaces]

Manipulators: 2 arms with hands [2 spaces]

Armor: +1 [1 space]

Command Rating: MID4

Saves: Fort +8, Ref +7, Will +4

Abilities: Str 22 , Dex 22 , Con 22 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +16 / Spot +16(+2 within 30') / Search +16 / Perform Task-Dex and Str +20 / Knowledge, Military (Unit Tactics) +16

Feats:

Alertness / Basic or Relic Weapon Proficiency-any / Improved Initiative / Move Silent / Hide / Climb / Burst Attack / On Guard / Track, Urban or Rural / Suppression Fire / Jump / Balance

Environment: Any

Organization: Solitary or Small Military Unit

Challenge Rating: 10 + any handheld weapons assigned

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Lethal combat is typically avoided if the SOU or its unit commander, determine that its opponents are non-combatants or offer little chance of damaging the SOU. If a need arises they will use their tentacles or any recovered weapons to continue their mission.

Skills Notes: Listen and Spot +2

Description: Special Operations Units(SOU's) are based on the same frame and processor as the BCU, but outfitted and programmed for special combat missions requiring solitary or small unit level operations. They have a torso with two limbs protruding from the sides and ending in manipulative hands. The torso is attached to a pair of legs, which allows the SOU to navigate difficult terrain, much like a living humanoid.

Typical weapons and accessories include: (20 spaces) 14 accessories + 6 weapons

1x Stun Beam and 1x Lite Fusion beam

and/or

handweapons of any type

Heavy Battle Unit(HBU)

Large, 3rd Generation, Military Robot

Hit Dice: 8D6+19(+2 Con Mod, +2/HD Combatant Mod, +1 Size Class Mod) (hp 180)

Initiative: +2

Speed: 30', treads [4 spaces]

DF/HR: 24/12 (+8 material, +2 Dex, +5 armor, -1 size)

Base Attack(Melee/Ranged): +7(+11/+9 +1 every 2 range increments)

Attack: Tentacle +11, As Weapon; Melee +11 or Ranged +9 (+1 every 2 range increments)

Full Attack: Typical- 1xTentacle +11 (1d4+4), 1xFusion, heavy +9 (+1 every 2 range increments) (8d10), 1xMagneto, heavy +9 (+1 every 2 range increments) (5d10)

Space/Reach: 10 ft./10 ft.

Special Attacks: 1xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All; Asimov Circuits allow lethal weapons

Memory Slots: 6/40

Tasks: 3

Data Ports: [1 space]

Sensors- Visual Light / Audio 60' / Infrared 30'

Comm- Machine

Control- downlink

Power Systems: Fuel Cell(6 months) [3 spaces]

Command Rating: MID3

Fire Control L1 (+1 every 2 range increments) [1 spaces]

1 additional Cooling System for size [1 space]

Armor: +5 [5 spaces]

Saves: Fort +6, Ref +5, Will +4

Abilities: Str 18 , Dex 15 , Con 15 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +10 / Spot +10 / Search +10 / Knowledge, Military (Individual Tactics) +10 / Knowledge, Military (Unit Tactics) +10

Feats:

Alertness / Basic or Relic Weapon Proficiency-any / Burst Attack / Suppression Fire

Environment: Any

Organization: Any Military Unit

Challenge Rating: 12

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Lethal combat is typically avoided if the HBU or its unit commander, determine that its opponents are non-combatants or offer little chance of damaging the HBU. However, less than lethal combat has a lot of leeway and an opponent is likely to find that he or she has a smoking hole in his or her leg. All automatons are fearless and follow authorized orders without question.

Skills Notes: Listen and Spot +2

Description: Heavy Battle Units(HBU's) are the shock troops of the automated armies of most industrialized nations of the world. They were assembly line created and turned out by the thousands for unit level fire support roles. They have a torso with weapons attached to their limbs in place of manipulative members. The torso is attached to a tread assembly which allows them to travel over almost any terrain. These units typically have light or heavy weapons and usually have armor.

Typical weapons and accessories include: (35 spaces) 15 accessories + 20 weapons

1x heavy fusion beam, 1x heavy magneto, 1x 40mm grenade launcher (+1 reload)

or

1x heavy fusion beam and 1x 40mm-launcher (+2 reloads), 1x heavy laser

or

2x heavy lasers, 1x 40mm grenade launcher (+1 reload), 1xEMP

or

1x heavy fusion beam and 2x mini-rocket launcher(+2 reloads)

Air Mobile Unit(AMU)

Large, 4th Generation, Military Robot

Hit Dice: 8D6+19(+2 Con Mod, +2/HD Combatant Mod, +1 Size Class Mod) (hp 180)

Initiative: +6

Speed: 30', 20' ceiling, hover pods [4 spaces] or Fly 400/40, ceiling 10,000', range 500miles

DF/HR: 23/12 (+8 material, +6 Dex, -1 size)

Base Attack(Melee / Ranged): +7(+11 / +13 +1 every 2 range increments)

Attack: As Weapon, Ranged +13 (+1 every 2 range increments)

Full Attack: Typical- 1xGAU-8 30mm avenger +13 (+1 every 2 range increments), 2x500lb bombs (+1 every 2 range increments)

Space/Reach: 10 ft./10 ft.

Special Attacks: 4 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All; Asimov Circuits allow lethal weapons

Memory Slots: 8/50

Tasks: 4

Data Ports: [3 spaces]

Sensors- Visual Light / Audio 60' / Infrared 30' / Range (+2 ranged)

Comm- Machine

Control- downlink

Command Rating: MID3

Power Systems: Fuel Cell(6 months) [3 spaces]

Propulsion System: dual turbine engines, VTOL configuration [6 spaces]

Fire Control System: L1 (+1 every 2 range increments) [1 spaces]

1 additional Cooling System for size [1 space]

Saves: Fort +6, Ref +8, Will +6

Abilities: Str 18 , Dex 22 , Con 15 , Int 16 , Wis 16 , Cha 7

Skills:

Listen +15 / Spot +16 / Search +16 / Knowledge, Military (Individual Tactics) +15

Feats:

Alertness / Basic or Relic Weapon Proficiency-any / Burst Attack / Suppression Fire / Track, Urban or Rural

Environment: Any

Organization: Any Military Unit

Challenge Rating: 11.5

Advancement: none

Level Adjustment: none

Combat:

All automatons are fearless and follow authorized orders without question. The AMU was built to be able to linger over battlefields in close support of ground troops as well as hunting enemy strong points and neutralizing them with low altitude bombing and strafing runs.

Skills Notes: Listen and Spot +2

Description:

The AMU is a late generation flying killer intended for close unit support from the air. Only the more advanced nations were able to produce these units at all. Although, not manufactured in the numbers of more common battlefield bots, they were still numerous enough to swing some battles late in the global wars for resources. AMU's are highly intuitive and intelligent due to their processor and late generation intelligence matrix.

Typical weapons and accessories include: (35 spaces) 18 accessories + 17 weapons

1xGAU-8 30mm Avenger autocannon (+1 reload), 2x500lb bombs

or

2x heavy fusion, 1x mini-missile launcher (+1 reload)

or

4x heavy laser, +1 armor

or

2x mini-missile launcher (+4 reloads), +1 armor

Main Battle Unit(MBU)

Huge, 3rd Generation, Military Robot

Hit Dice: 10D6+24(+2 Con Mod, +2/HD Combatant Mod, +2 Size Class Mod) (hp 275)

Initiative: +0

Speed: 30', treads [4 spaces]

DF/HR: 22/12 (+8 material, +6 armor, -2 size)

Base Attack(Melee/Ranged): +8/+1(+14/+7 / +8/+1 +2 range sensor)

Attack: Tentacle +14/+7, As Weapon; Melee +14/+7 or Ranged +8/+1

Full Attack: Typical- 2xTentacle +14/+7 (1d4+6), 1x40mm Grenade Launcher +8/+1 (+2 range sensor) (as type), 1xFusion, heavy +8/+1 (+2 range sensor) (8d10), 1x75mm autocannon +8/+1 (+2 range sensor) (6d12)

Space/Reach: 15 ft./10 ft.

Special Attacks: 2xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 5 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All; Asimov Circuits allow lethal weapons

Memory Slots: 6/40

Tasks: 4+1 HD bonus

Data Ports: [4 spaces]

Sensors- Visual Light / Audio 60' / Infrared 30' / Metal 30' / Range (+2 ranged) / GPS

Comm- Machine

Control- downlink

Power Systems: Fuel Cell(3 months) [3 spaces]

Command Rating: MID3

2 additional Cooling Systems for size [2 spaces]

Armor: +6 [6 spaces]

Forcefield: L3 - +30 [8 spaces]

Manipulators: +1x tentacles

Saves: Fort +6, Ref +3, Will +5

Abilities: Str 22 , Dex 11 , Con 15 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +10 / Spot +10 / Search +10 / Knowledge, Military (Individual Tactics) +10 / Knowledge, Military (Unit Tactics) +10

Feats:

Alertness / Basic or Relic Weapon Proficiency-any / Burst Attack / Suppression Fire

Environment: Any

Organization: Any Military Unit

Challenge Rating: 15

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. MBU's were used to defeat fixed weapons installations and massed troops with devastating mobile battlefield weaponry. All automatons are fearless and follow authorized orders without question.

Skills Notes: Listen and Spot +2

Description: Main Battle Units(MBU's) are the heavy weapons platforms of the automated armies of most industrialized nations of the world. They were assembly line created and turned out by the thousands as battlefield mobile heavy weapons platforms. They have a torso with limbs that end in weapons systems. The torso is attached to a tread assembly, which allows them to travel over almost any terrain. These units typically have only heavy weapons and almost always have armor. There are multiple variations of this type made for specific battlefield roles.

Typical weapons and accessories include: (50 spaces) 28 acc + 22 wpn

1x heavy fusion beam, 1x 40mm grenade launcher (+1 reload), 1x 75mm autocannon (+1 reload)

or

2x MIM-72M48 Chaparral AA launcher (+1 reload), 2x heavy fusion

or

1x 125mm gun (+2 reloads), 1x EMP

Regional Interdiction Unit(RIU)

Colossal, 4th Generation, Military Robot

Hit Dice: 14D6+50(+4 Con Mod, +3/HD Combatant Mod, +4 size class) (hp 749)

Initiative: -1

Speed: 30', dual-independent treads [8 spaces]

DF/HR: 15/12 (+8 material, +6 armor, -8 size, -1 dex) + 100 point force field

Base Attack(Melee/Ranged): +9/+5(+20/+16 / +8/+4 +2 range sensor, +3 every 2 range increments)

Attack: Tentacle +20/+16, As Weapon; Melee +20/+16 or Ranged +8/+4 (+2 range sensor, +3 every 2 rg increments)

Full Attack: Typical- 1xTentacle +20/+16 (1d4+11), 4xheavy lasers[battery] +10/+6 (+3 every 2 range increments) (4d10x4), 4xheavy fusion[battery] +10/+6 (+3 every 2 range increments) (8d10x4), 1xrepulsor beam +10/+6 (+3 every 2 range increments) (knockback), 1x40mm grenade launcher +10/+6 (+3 every 2 range increments) (as ammo type)

Space/Reach: 25 ft./10 ft.

Special Attacks: 1xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 6 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All; Asimov Circuits allow lethal weapons

Memory Slots: 8/50

Tasks: 5+1 HD bonus

Data Ports: [7 spaces]

Sensors- Visual Light / Audio 80' / Infrared 40' / Range (+2 ranged) / GPS / Gravitic 40' (+2 spot) / Vibration 40' (+2 spot)

Comm- Machine

Control- downlink/uplink

Command Rating: MID5

Power Systems: Reactor (10 years) and Broadcast [5 spaces]

4 additional Cooling Systems for size [4 spaces]

Fire Control L3 (+3 every 2 range increments) [3 spaces]

EW Pod L3 (Reduces 3 levels of fire control) [3 spaces]

Force Field L6-100 point [16 spaces]

Armor 6 locations +6 [6 spaces]

Saves: Fort +9, Ref +3, Will +7

Abilities: Str 34 , Dex 8 , Con 18 , Int 16 , Wis 16 , Cha 8

Skills:

Listen +13 / Spot +13(+2 spot w/in 40') / Search +13 / Knowledge, Military Tactics (individual) +13 / Knowledge, Military Tactics (unit) +13

Feats:

Alertness / Basic or Relic Weapon Proficiency-any / Burst Attack / Suppression Fire

Environment: Any

Organization: Any Military Unit

Challenge Rating: 25.75

Advancement: none

Level Adjustment: none

Combat: RIU's tended to use excessive force when dealing with combat issues. They aren't wired for subtlety. All automatons are fearless and follow authorized orders without question.

Skills Notes: Listen and Spot +2

Description: Regional Interdiction Units(RIU's) were sent into specific territories as the ultimate in battlefield command and control weapons platforms. They typically commanded lesser units and used its own incredible fire power to achieve its mission goals, which was usually the capture and control of specific regions. There are multiple variations of this type made for specific battlefield roles. Often, they were attended by up to 4 MBU escorts outfitted for various battlefield roles and tasked with protecting the RIU. With its combination of armor, force field and heavy weapons systems, this unit could get up close and personal to the enemy and come out on top. The RIU was also capable of carrying up to 10 fully armored troopers or medium sized automatons internally as a troop carrier. Internally, the RIU also had a special compartment that could be manned by fleshies as a command and control center, which had access to the RIU's sensors and communications arrays. The RIU was often used as a mobile command center.

Typical weapons and accessories include: (100 spaces) 52 accessories + 48 weapons

4xheavy lasers, 4xheavy fusion, 1xrepulsor beam, 1x40mm grenade launcher (+1 reload)

or

6xheavy fusion, 2xEMP, 1xheavy laser

or

4xheavy fusion, 1xMIM-72M48 Chaparral AA launcher (+2 reloads), 1xEMP, 2x40mm grenade launcher (+2 reloads)

Civilian Security:

These units can be found in nearly any private or government facility and many still exist dutifully performing their programmed tasks. They will subdue unauthorized persons and then call for law enforcement. Law enforcement for the most part doesn't exist, so the unauthorized person is likely to starve to death, as many security bots can't exactly be reasoned with.

Civilian Guard Unit (CGU)

Medium, 3^d generation robot

Hit Dice: 6D6+6 (+1/HD combatant) (hp 57)

Initiative: +4

Speed: 30', 1 pair of legs [2 spaces] or treads [4 spaces]

DF/HR: 20/10 (+6 material, +4 Dex)

Base Attack(Melee/Ranged): +5(+9 / +9)

Attack: Tentacle+9(+1 attack w/in 30'), As Weapon; Melee +9(+1 attack w/in 30') or Ranged +9(+1 attack w/in 30')

Full Attack: Typical- 2xTentacle +9 (1d4), 2xFists +9 (1d4), Stun Beam (stun) +9, Paralysis Field (paralysis) +9, Tractor Beam (imp. Grab) +9

Space/Reach: 5 ft./5 ft.

Special Attacks: 2xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All

Memory Slots: 6/40

Tasks: 3

Data Ports: [3 spaces]

Sensors- Visual Light / Audio 60' / Infrared 30' / Motion 30' (+2 spot, +1 attack)

Comm- Machine

Control- downlink

Power Systems: Fuel Cell(1 year) and Broadcast [5 spaces]

Command Rating: CID2

-2 to fine dexterity tasks

Saves: Fort +2, Ref +5, Will +4

Abilities: Str 18 , Dex 18 , Con 11 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +10 / Spot +10(+2 spot w/in 30') / Search +10 / Perform Task-Dex +12 / Diplomacy +6

Feats:

Alertness / Basic or Relic Weapon Proficiency-any / Climb

Environment: Any

Organization: Any Agency or Corporation

Challenge Rating: 10

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Lethal combat is always avoided and is never authorized, although they are considered combatants for the purposes of weapons proficiencies. Unauthorized persons, will be detained, if they are aggressive or attempt to avoid capture they robot will use its available weapons to subdue the unauthorized person or persons until law enforcement representatives arrive on the scene to take over. CGU's are often armed with handweapons in addition to their installed components. All robots are fearless and follow orders without question.

Skills Notes: Listen and Spot +2

Description: Civilian Guard Units(CGU's) are your run of the mill mobile facilities guards known throughout the world. They are reliable and efficient in their limited capacities and programming. Their recognition circuitry, which comes standard in all automatons are used to determine who is and isn't an authorized user of the facilities in which they are responsible for protecting.

Typical weapons and accessories include: (20 spaces) 10 accessories + 9 weapons

2x tentacles, 2x hands/fists, 1x stun beam, 1x paralysis field, 1x tractor beam

or

2x tentacles, 2x hands/fists, 1x small SADS: 4 legs, visual/audio/motion sensors and non-lethal handweapons

or

2x tentacles, 2x hands/fists, forcefield +30 and non-lethal handweapons.

Remote Sensing Unit (RSU)

Small, 3rd generation robot

Hit Dice: 4D6+3 (-1 size, +1/HD combatant) (hp 32)

Initiative: +4

Speed: 30', 2 pair of legs [4 spaces]

DF/HR: 21/10 (+6 material, +4 Dex, +1 size)

Base Attack(Melee/Ranged): +3(+1 / +7)

Attack: Tentacle +1, As Weapon; Melee +1 (+1 attack w/in 30') or Ranged +7 (+1 attack w/in 30')

Full Attack: Typical- 1xTentacle +1 (1d4) (+1 attack w/in 30'), Stun Beam (stun) +7 (+1 attack w/in 30')

Space/Reach: 5 ft./5 ft.

Special Attacks: 1xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All

Memory Slots: 6/40

Tasks: 3

Data Ports: [3 spaces]

Sensors- Visual Light / Audio 60' / Infrared 30' / Motion (+2 spot, +1 attack)

Comm- Machine

Control- downlink

Power Systems: Small Solar Battery, 120 hours, rechargeable [1 spaces]

Command Rating: CID2

2x pairs of legs (+1 to balance and stability checks)

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 7 , Dex 18 , Con 11 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +10 / Spot +10(+2 w/in 30') / Search +10 / Diplomacy +6 / Perform Task-Dex +12

Feats:

Alertness / Basic or Relic Weapon Proficiency-any / Climb

Environment: Any

Organization: Any Agency or Corporation

Challenge Rating: 6.5

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Lethal combat is always avoided and is never authorized, although they are considered combatants for the purposes of weapons proficiencies. Unauthorized persons, will be detained, if they are aggressive or attempt to avoid capture the robot will use its available weapons to subdue the unauthorized person or persons until law enforcement representatives arrive on the scene to take over. All robots are fearless and follow orders without question.

Skills Notes: Listen and Spot +2

Description: Remote Sensing Units(RSU's) are the cheap, easy to make and maintain robotic guards of the world.

They are reliable and efficient in their limited capacities and programming. Their recognition circuitry, which comes standard in all automatons are used to determine who is and isn't an authorized user of the facilities in which they are responsible for protecting. Although small in stature, these units still pack enough weaponry and capabilities to deal with most intruders while waiting for backups to arrive.

Typical weapons and accessories include: (10 spaces) 8 accessories + 2 weapons

1x tentacle, 1x stun beam

or

forcefield +10

Fixed Installation Guard Unit (FIG)

Medium, 3rd generation robot

Hit Dice: 6D6+10 (+1/HD combatant, +4 Con mod) (hp 81)

Initiative: +8

Speed: 0'

DF/HR: 22/10 (+6 material, +0 Dex[fixed position, no dex bonus], +6 armor)

Base Attack(Melee/Ranged): +5(+5 / +9)

Attack: Ranged +9 (+1 attack w/in 30' or +2 Ranged bonus)

Full Attack: Typical- 2xStun Beam (stun) +11 (+2 ranged), Repulsor Beam (knockback) +11 (+2 ranged)

Space/Reach: 5 ft./5 ft.

Special Attacks: 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All

Memory Slots: 6/40

Tasks: 3

Data Ports: [5 spaces]

Sensors- Visual Light / Audio 60' / Infrared 30' / Motion 30' (+2 spot, +1 attack) / Range (+2 ranged attacks)

Comm- Machine

Control- downlink

Power Systems: Hardwire(reactor, 100 years) and Broadcast [3 spaces]

Armor +6 [6 spaces]

Command Rating: CID4

Saves: Fort +6, Ref +0, Will +4

Abilities: Str 11 , Dex 18 , Con 18 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +12 / Spot +12(+2 spot w/in 30') / Search +12 / Diplomacy +8

Feats:

Alertness / Basic or Relic Weapon Proficiency, any / Improved Initiative

Environment: Any

Organization: Any Agency or Corporation

Challenge Rating: 10

Advancement: none

Level Adjustment: none

Combat:

Lethal combat is always avoided and is never authorized, although they are considered combatants for the purposes of weapons proficiencies. Unauthorized persons, will be detained, if they are aggressive or attempt to avoid capture they robot will use its available weapons to subdue the unauthorized person or persons until law enforcement representatives arrive on the scene to take over. All robots are fearless and follow orders without question.

Skills Notes: Listen and Spot +2

Description: Fixed Installation Guard Units(FIG's) are fixed installation guard units. They are unable to move and 'patrol' an area defined by their sensor and weapons ranges. They are reliable and efficient in their limited capacities and programming. Their recognition circuitry, which comes standard in all automatons are used to determine who is and isn't an authorized user of the facilities in which they are responsible for protecting.

Typical weapons and accessories include: (20 spaces) 14 accessories + 6 weapons

2x stun beam, 1x repulsor beam

or

1x stun beam, L2 forcefield +20

Civilian Emergency Response:

Most civilian communities that could afford it chose to use automated emergency service bots for some or all tasks. They were efficient, incorruptible and untiring. From fires, medical emergencies and on-the-street crime fighting, these automatons were on the job in almost every population center of the world toward the end. Most were destroyed in the many riots that raged in the cities.

Emergency Medical Response Unit (EMR)

Medium, 4th generation robot

Hit Dice: 6D6+0 (none) (hp 21)

Initiative: +4

Speed: 30', 1 pair of legs [2 spaces] or treads [4 spaces]

DF/HR: 20/9 (+6 material, +4 Dex)

Base Attack(Melee/Ranged): +5(+5 / +9)

Attack: Tentacle +5, As Weapon; Melee +5 or Ranged +9

Full Attack: Typical- 1xTentacle +5 (1d4), 2xFists +5 (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: 1xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All

Memory Slots: 8/50

Tasks: 3

Data Ports: [4 spaces]

Sensors- Visual Light / Audio 60' / Tactile / Chemical 40' (+2 spot) / GPS

Comm- Machine / Voice

Control- downlink

Power Systems: Fuel Cell(1 year) and Broadcast [5 spaces]

1x Medical toolkit and 1x Medikit and 1x Pharmaceutical kit [6 spaces]

1x limb with hand and 1x limb with claw hand [2 spaces]

Command Rating: CID2

Saves: Fort +2, Ref +5, Will +5

Abilities: Str 11 , Dex 18 , Con 11 , Int 16 , Wis 16 , Cha 10

Skills:

Listen +14 / Spot +14 (+2spot w/in 40') / Medical +15 / Diplomacy +12 / Language, Chinese +1 / Language, Germanic +1 / Language, Indic +1 / Language, Slavic +1

Feats:

Alertness / Diplomat / Medic / Modern Surgery/ Surgeon / Treat Disease / Treat Poison / Vehicle, Land

Environment: Any

Organization: Solitary, any civil or municipal emergency response unit

Challenge Rating: 7.5

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Lethal combat is always avoided and is never authorized.

Because EMR's are not considered combatants for the purposes of weapons proficiencies, they suffer all weapons proficiency penalties for any weapon other than natural weapons. EMR's are not programmed for security applications and will ignore anyone not in need of medical services or directly interacting with it on some level. Occasionally, Facilitybots will have robotic units under their control perform tasks outside of their usual programmed parameters, such as security related tasks, but this is rare. All robots are fearless and follow orders without question.

Skills Notes: Listen and Spot +2

Description: Emergency Medical Response Units(EMR's) are used in communities all over the world to supplement or replace living equivalents in the emergency medical field. These units worked tirelessly and without pay, so were often considered well worth their initial cost to procure and maintain.

Typical weapons and accessories include: (20 spaces) 19 accessories + 0 weapons

Law Enforcement Unit (LEU)

Medium, 4th generation robot

Hit Dice: 6D6+10 (+4 Con Mod, +1/HD combatant) (hp 81)

Initiative: +4

Speed: 30', 1 pair of legs [2 spaces] or treads [4 spaces]

DF/HR: 22/12 (+8 material, +4 Dex)

Base Attack(Melee/Ranged): +5(+9 / +9) (+1 within 40')

Attack: Tentacle+9(+1 attack w/in 40'), As Weapon; Melee +9(+1 attack w/in 40') or Ranged +9(+1 attack w/in 40')

Full Attack: Typical- 2xTentacle +9 (1d4), 2xFists +9 (1d4), Stun Beam +9 (stun), Lite Laser +9 (2d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: 2xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All

Memory Slots: 8/50

Tasks: 3

Data Ports: [6 spaces]

Sensors- Visual Light / Audio 80' / Infrared 40' / Motion 40' (+2 spot, +1 attack) / Tactile / GPS

Comm- Machine / Voice

Control- downlink

Power Systems: Fuel Cell(1 year) and Broadcast [5 spaces]

+1x tentacle, 2xlimbs w/ hands [3 spaces]

Command Rating: CID4

Saves: Fort +6, Ref +5, Will +5

Abilities: Str 18 , Dex 18 , Con 18 , Int 16 , Wis 16 , Cha 10

Skills:

Listen +10 / Spot +10(+2 spot w/in 30') / Search +10 / Diplomacy +8 / Investigation +10 / Deduction +10 / Language, Chinese +1 / Language, Germanic +1 / Language, Indic +1 / Language, Slavic +1

Feats:

Alertness / Weapon Proficiency-any / Climb / Jump /

Environment: Any

Organization: Solitary, any municipal, regional or national law enforcement agency

Challenge Rating: 9.5

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Lethal combat is always avoided whenever possible and generally requires authorization from a higher authority. LEU's are considered combatants for the purposes of weapons proficiencies. LEU's are often armed with handweapons in addition to their installed components. All robots are fearless and follow orders without question.

Skills Notes: Listen and Spot +2

Description: Law Enforcement Units(LEU's) may have a 'beat' which they patrol and only respond to emergency calls in their assigned area, or they may be dispatched from a central location to anywhere in that center's jurisdiction, which could be a single city or an entire region. LEU's will lock law-breakers up in whichever nearest prison indicates having space available. They are reliable and efficient in their limited capacities and programming.

Typical weapons and accessories include: (20 spaces) 16 accessories + 4 weapons

2x tentacles, 2x hands/fists, 1x stun beam, 1x lite laser and handweapons

or

2x tentacles, 2x hands/fists, 2x stun beam and handweapons

or

2x tentacles, 2x hands/fists, L2 forcefield +20 and non-lethal handweapons.

Security Midge (SM)

Small, 4th generation robot

Hit Dice: 4D6+3 (-1 size, +1/HD combatant) (hp 32)

Initiative: +5

Speed: 30', 20' vertical movement, 1 set of hover pods [4 spaces]

DF/HR: 22/10 (+6 material, +5 Dex, +1 size)

Base Attack(Melee/Ranged): +3(+3 / +8) (+1 attack w/in 40')

Attack: Tentacle +3, As Weapon; Melee +3 (+1 attack w/in 40') or Ranged +8 (+1 attack w/in 40')

Full Attack: Typical- 1xTentacle +3 (1d4) (+1 attack w/in 40'), Lite Laser Beam +8 (+1 attack w/in 40')

Space/Reach: 5 ft./5 ft.

Special Attacks: 1xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All – Militarized, allowed lethal combat

Memory Slots: 8/50

Tasks: 3

Data Ports: [3 spaces]

Sensors- Visual Light / Audio 80' / Infrared 40' / Motion 40'+2 spot, +1 attack)

Comm- Machine

Control- downlink

Power Systems: Small Solar Battery, 120 hours, rechargeable [1 spaces]

Command Rating: CID1

Saves: Fort +1, Ref +6, Will +4

Abilities: Str 10 , Dex 20 , Con 10 , Int 16 , Wis 16 , Cha 8

Skills:

Listen +19 / Spot +21(+2 w/in 40') / Search +19

Feats:

Alertness / Basic or Relic Weapon Proficiency-any

Environment: Any

Organization: Any Agency or Corporation

Challenge Rating: 6.5

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. SM's were developed very late in history and during the early years of the Black Days, and were basically militarized versions of the RSU's except smarter and faster. Although they were often used in civilian applications and facilities, because of the troubled times in which they were developed they were manufactured with the ability to use lethal combat when directed by their programming or the controlling automaton's direction. Although they only carried lite weapons, their maneuverability and efficient sensor packages made them quite deadly as they almost always spotted intruders before they themselves were spotted and then were quite difficult to hit. Often, they would attack in packs of 2 or more making short work of lone intruders.

Skills Notes: Listen and Spot +2

Description: Security Midges (SM) were relatively cheap, easy to make and maintain robotic guards and were usually associated with critical civilian or military installations. They are reliable and efficient in their limited capacities and programming. Their recognition circuitry, which comes standard in all automatons are used to determine who is and isn't an authorized user of the facilities in which they are responsible for protecting. Although small in stature, these units still pack enough weaponry and capabilities to deal with most intruders while waiting for backups to arrive.

Typical weapons and accessories include: (10 spaces) 8 accessories + 2 weapons

1x lite laser beam

Civilian Industrial:

Units of this type were used for the heavy lifting or menial tasks that often required little thought but a lot of work. Since older generations of robots were still adequate for most of these tasks, it was rare to see newer models being built, instead the older generations continued to soldier on in these inglorious tasks, being repaired or replaced as needed. Repair bots were often the newest models, to keep up with changes in technology, so it is rare to find older models of these specific types.

Light Cargo Carrier (LCC)

Large, 2nd generation robot

Hit Dice: 8D6+1 (+1 size) (hp 34)

Initiative: +1

Speed: 30', 3xwheels [3 spaces]

DF/HR: 16/9 (+6 material, +1 Dex, -1 size)

Base Attack(Melee/Ranged): +7(+12 / +8)

Attack: Tentacle +12

Full Attack: Typical- 2xTentacle +12 (1d4)

Space/Reach: 10 ft./10 ft.

Special Attacks: 2xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 1 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All – A/I

Memory Slots: 4/30

Tasks: 1

Data Ports: [1 spaces]

Sensors- Visual Light / Audio 60'

Comm- Machine / Voice-downlink only(can't speak, only hears)

Control- downlink

Power Systems: medium Battery(96 hours) and Broadcast [4 spaces]

1x Additional cooling system [1 space]

1x Additional tentacle [1 space]

Command Rating: CID1

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 20 , Dex 12 , Con 11 , Int 6 , Wis 6 , Cha 6

Skills:

Listen +13 / Spot +13

Feats:

none

Environment: Any

Organization: Solitary, private corporation or municipal organization

Challenge Rating: 4.5

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. All robots are fearless and follow orders without question.

Skills Notes: none

Description: Light Cargo Carrier Units(LCC's) are used in warehouses and commercial businesses in cities all over the world to transport packages and light cargo. Their relatively small size allows them access to most cargo areas of most businesses and can typically be found unloading and then moving freight from or to larger cargo haulers, either vehicles or HCC's. Their 3 wheeled configuration allowed excellent maneuverability and they could retrieve or place packages with great precision. Because these units were already so efficient at these sorts of tasks, they were not considered worth upgrading.

In addition, LCC's were especially manufactured to link directly with flatbed hover cargo pods and act as a transport unit to haul larger loads when appropriate.

Typical weapons and accessories include: (35 spaces) 10 accessories + 0 weapons

Heavy Cargo Carrier (HCC)

Huge, 3rd generation robot

Hit Dice: 10D6+2 (+2 size) (hp 47)

Initiative: +1

Speed: 30', 4xwheels [4 spaces]

DF/HR: 15/9 (+6 material, +1 Dex, -2 size)

Base Attack(Melee/Ranged): +18/+11(+18/+11 / +9/+2)

Attack: Tentacle +18/+11, Tractor Beam +9/+2

Full Attack: Typical- 2xTentacle +18/+11 (1d4), 1xTractor Beam +9/+2 (Improved Grab, Hold)

Space/Reach: 15 ft./10 ft.

Special Attacks: 2xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All – A/I

Memory Slots: 6/40

Tasks: 2+1 HD bonus

Data Ports: [1 spaces]

Sensors- Visual Light / Audio 60'

Comm- Machine / Voice-downlink only(can't speak, only hears)

Control- downlink

Power Systems: Large Battery (120 hours) and Broadcast [5 spaces]

2x Additional cooling system [2 spaces]

1x Additional tentacle [1 space]

1x Tractor Beam Weapon/Tool [2 spaces]

Command Rating: CID1

Saves: Fort +3, Ref +4, Will +4

Abilities: Str 20 , Dex 12 , Con 11 , Int 12 , Wis 12 , Cha 7

Skills:

Listen +21 / Spot +21

Feats:

none

Environment: Any

Organization: Solitary, private corporation or municipal organization

Challenge Rating: 6.5

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. All robots are fearless and follow orders without question.

Skills Notes: none

Description: Heavy Cargo Carrier Units(HCC's) are used in warehouses and commercial businesses in cities all over the world to transport packages and light cargo. Their relatively small size allows them access to most cargo loading and unload docks. All 4 wheels can turn independently which allows excellent maneuverability and they could retrieve or place packages, boxes and crates with great precision. These units were created during the 3rd generation phase and are considered 'over-brained' for their job, nevertheless they were manufactured in great numbers.

HCC's, like their small cousins the LCC's, were also manufactured to link directly with flatbed hover cargo pods and act as a transport unit to haul larger loads when appropriate.

Typical weapons and accessories include: (50 spaces) 10 accessories + 0 weapons

Service and Repair Unit (SRU)

Medium, 4th generation robot

Hit Dice: 6D6+0 (none) (hp 21)

Initiative: +4

Speed: 30', 1 pair of legs [2 spaces] or treads [4 spaces]

DF/HR: 20/9 (+6 material, +4 Dex)

Base Attack(Melee/Ranged): +5(+5 / +9)

Attack: Tentacle +5, Plasma Torch +9, As Weapon; Melee +5 or Ranged +9

Full Attack: Typical- 2xTentacle +5 (1d4), 2xFists +5 (1d4), Plasma Torch +9 (2d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: 2xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All

Memory Slots: 8/50

Tasks: 3

Data Ports: [4 spaces]

Sensors- Visual Light / Audio 80' / Tactile

Comm- Machine / Voice / Holo projector

Control- downlink/Uplink

Power Systems: Fuel Cell(1 year) and Broadcast [5 spaces]

1x Mechanical Toolkit and Electronic Toolkit [4 spaces]

1x Limb with hand and 1x limb with claw hand [2 spaces]

1x Additional tentacle [1 space]

1x Plasma Torch weapon/tool [1 space]

Command Rating: CID2 with SID

Saves: Fort +2, Ref +5, Will +5

Abilities: Str 11 , Dex 18 , Con 11 , Int 16 , Wis 16 , Cha 10

Skills:

Listen +15 / Spot +15 / Build +16 / Repair +15

Feats:

Armor, Simple / Armor, Complex

Or Chemical, Simple / Chemical, Complex / Pharmaceutical, Simple / Pharmaceutical, Complex

Or Electrical, Simple / Electrical, Complex

Or Mechanical, Simple / Mechanical, Complex

Or Structural, Primitive / Structural, Stone / Structural, Wood / Structural, Modern

Or Vehicle, Air / Vehicle, Land / Vehicle, Sea / Vehicle, Space

Or Weapons-Melee, Simple / Weapons-Melee, Complex / Weapons-Ranged, Simple / Weapons-Ranged, Complex

Or General, Simple / General, Complex (these may be combined with any of the above)

Environment: Any

Organization: Solitary or Any Commercial or Civil Agency

Challenge Rating: 5.5

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Lethal combat is always avoided and is never authorized. The plasma torch is intended as a tool but can be wielded as a weapon in a pinch, although at full non-proficiency penalties due to the SRU not being a combatant unit. All robots are fearless and follow orders without question.

Skills Notes: none

Description: Service and Repair Units(SRU's) were ubiquitous presences throughout human society. They could be found nearly everywhere in all their roles and duties in maintaining the technological wonders of the ancients. If it were not for their relative high costs, these units would have replaced every handyman or repair professional in most industrialized nations. These units worked tirelessly and without pay.

Typical weapons and accessories include: (20 spaces) 18 accessories + 1 weapons

Underworld:

Ever the opportunists, illegal elements that existed prior to the Black Days often converted or built robotic units to perform nearly untraceable criminal acts. From 'enforcer' units, to burglars and hitmen. As was often the case, most criminal bots had their control circuitry and Asimov Circuits disabled or altered.

Enforcer

Medium, 3^d generation robot

Hit Dice: 6D6+9 (+3 Con Mod, +1/HD combatant) (hp 75)

Initiative: +3

Speed: 30', 1 pair of legs [2 spaces] or treads [4 spaces]

DF/HR: 19/10 (+6 material, +3 Dex)

Base Attack(Melee/Ranged): +5(+8 / +8)

Attack: Tentacle+8, As Weapon; Melee +8 or Ranged +8

Full Attack: Typical- 2xTentacle +8 (1d4), 2xFists +8 (1d4), Stun Beam +8 (stun), Lite Laser +8 (2d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: 2xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All – Asimov Ckt and with Control circuitry modified

Memory Slots: 6/40

Tasks: 3

Data Ports: [2 spaces]

Sensors- Visual Light / Audio 80' / Infrared 40'

Comm- Machine / Voice

Control- downlink(usually disabled)

Power Systems: Fuel Cell(1 year) and Broadcast [5 spaces]

Manipulators: +1x tentacle, 2xlimbs w/ hands [3 spaces]

Command Rating: CID1

Saves: Fort +4, Ref +4, Will +4

Abilities: Str 16 , Dex 16 , Con 14 , Int 14 , Wis 14 , Cha 7

Skills:

Listen +8 / Spot +8 / Search +8 / Perform Task +9 / Diplomacy +4 / Bluff +4

Feats:

Alertness / Climb / Jump

Environment: Any

Organization: Any Criminal Organization

Challenge Rating: 8 + handweapons

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Enforcers are considered combatants for the purposes of hit die bonuses only, they suffer the full penalties for non-skilled weapons use. Enforcers are often armed with handweapons in addition to their installed components. All robots are fearless and follow orders without question.

Skills Notes: Listen and Spot +2

Description: Enforcers are the grunts of the underworld criminals. They are used to collect bribes, tributes, pick up and deliver, body guards, and all around thugs. They often, like most criminal controlled automatons, have their control circuits disabled as well as their Asimov Circuits altered to allow violent actions. The criminals who could afford robots and then the expense of their illegal alterations loved to dress them up in fanciful outfits. Old leisure suits were all the rage prior to the end. Brown or green leisure suits were particularly popular.

Typical weapons and accessories include: (20 spaces) 12 accessories + 4 weapons=[16]

2x tentacles, 2x hands/fists, 1x stun beam, 1x lite laser and handweapons

or

2x tentacles, 2x hands/fists, 2x stun beam and handweapons

or

2x tentacles, 2x hands/fists, L2 forcefield +20 and non-lethal handweapons.

Hands (Burgler/Thief)

Medium, 3rd generation robot

Hit Dice: 6D6+3 (+3 Con Mod) (hp 39)

Initiative: +5

Speed: 30', 1 pair of legs [2 spaces] or treads [4 spaces]

DF/HR: 21/9 (+6 material, +5 Dex)

Base Attack(Melee/Ranged): +5(+8 / +10)

Attack: Tentacle+8, As Weapon; Melee +8 or Ranged +10

Full Attack: Typical- 2xTentacle +8 (1d4), 2xFists +8 (1d4), Stun Beam +8 (stun)

Space/Reach: 5 ft./5 ft.

Special Attacks: 2xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All – Asimov ckts and Control circuits modified

Memory Slots: 6/40 (1 memory modules +1/10)

Tasks: 3

Data Ports: [3 spaces]

Sensors- Visual Light / Audio 80' / Infrared 40' / Tactile

Comm- Machine / Voice

Control- downlink(usually disabled)

Power Systems: Fuel Cell(1 year) and Broadcast [5 spaces]

Manipulators: +1x tentacle, 2xlimbs w/ hands [3 spaces]

Accessories: Thieves picks and tools kit / Electronics Tool Kit / Basic Mechanical Tool Kit [5 spaces]

Command Rating: CID1

Saves: Fort +4, Ref +6, Will +4

Abilities: Str 16 , Dex 21 , Con 14 , Int 14 , Wis 14 , Cha 8

Skills:

Listen +12 / Spot +12 / Search +12 / Bypass Device +15 / Perform Task +15

Feats:

Alertness / Climb / Move Silent / Electrical Locks / Electrical Traps / Mechanical Locks / Mechanical Traps / Security Systems

Environment: Any

Organization: Any Criminal Organization

Challenge Rating: 7.5 + handweapons

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Hands are not considered combatants for the purposes of hit die bonuses and suffer the full penalties for non-skilled weapons use. Hands are often armed with handweapons in addition to their installed components. All robots are fearless and follow orders without question.

Skills/Feats Notes: Listen and Spot +2

Description: Hands were the burglars, thieves and pickpockets of the criminal world. They were typically used to acquire material goods through less than legal means, later to be fenced for tidy profits, as robots never asked for a cut of the take. They often, like most criminal controlled automatons, have their control circuits disabled as well as their Asimov Circuits altered to allow violent actions. Because of the nature of their programming, these units liked to keep a low profile and blend in with their surroundings.

Typical weapons and accessories include: (20 spaces) 18 accessories + 2 weapons

2x tentacles, 2x hands/fists, 1x stun beam, and handweapons

Civilian Household:

Although the military had the most in sheer numbers, automatons of every type, shape, form and function found their way into the households of almost everyone with financial means to afford them. Everyone had to have a nanny for the kids and a maid to prepare meals and pick up after the lazy owner.

Generic Household Helper

Medium, 4th generation robot

Hit Dice: 6D6+3 (+3 Con Mod) (hp 39)

Initiative: +2

Speed: 30', 1 pair of legs [2 spaces] or treads [4 spaces]

DF/HR: 18/9 (+6 material, +2 Dex)

Base Attack(Melee/Ranged): +5(+6 / +7)

Attack: Tentacle+6, As Weapon; Melee +6 or Ranged +7

Full Attack: Typical- 2xTentacle +6 (1d4), 2xFists +6 (1d4), Tractor Beam +7 (Improved Grab)

Space/Reach: 5 ft./5 ft.

Special Attacks: 2xTentacle : Improved Grab 10' crit:-4 save / No offhand penalties / 3 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All

Memory Slots: 8/50

Tasks: 3

Data Ports: [2 spaces]

Sensors- Visual Light / Audio 80' / Tactile

Comm- Machine / Voice / Hologram

Control- downlink

Power Systems: Fuel Cell(1 year) and Broadcast [5 spaces]

Manipulators: +1x tentacle, 2xlimbs w/ hands [3 spaces]

Accessories: Household Cleaning Kit / Household Cooking Kit [4 spaces]

Command Rating: CID1

1x Syntheskin [0 space]

Saves: Fort +4, Ref +3, Will +5

Abilities: Str 12 , Dex 14 , Con 14 , Int 16 , Wis 16 , Cha 10

Skills:

Listen +11 / Spot +11 / Search +11 / Repair +11 / Diplomacy +8 / Sense Motive +11

Feats:

Electrical, Simple / Mechanical, Simple

Environment: Any

Organization: Any Civilian Community

Challenge Rating: 6 + handweapons

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Civilian household bots are not considered combatants for the purposes of hit die bonuses and suffer the full penalties for non-skilled weapons use. All robots are fearless and follow orders without question.

Skills/Feats Notes: none

Description: Robots of this type were made to look, sound and act as human as possible because they interacted with humans on such a personal, everyday level. They are also the most likely type to be found in and around residential areas and small commercial districts. They performed a myriad of menial tasks for their masters. A human would call it slavery, but robots were uncomplaining and tireless. The syntheskin accessory was very common for these types of robots.

Typical weapons and accessories include: (20 spaces) 16 accessories + 2 weapons

2x tentacles, 2x hands/fists, 1x tractor beam

Facility Bots:

These units were advanced A/I's using either the new Intelligence Matrix, or in some instances toward the end of the Black Days, linked human brains in nutrient vats. They had virtually limitless space for accessories, but usually only acted in a supervisory role, controlling a multitude of other robotic units. These units were used to control factories, labs and secret military bases in the more advanced nations of the Earth prior to the end. They were far more efficient than human managers and never tired or complained about work conditions (or rarely anyway).

In most cases Facility Bots are little different from their mobile cousins. They have many of the same components and are built similarly. The Facility Bot will generally reside in a central 'core' room where it runs the facility to which it is physically attached. It has no movement ability of its own, unless the factory itself is mobile (see Roving Factories). Any Dexterity score is merely listed for any applicable installed accessories or features, such as tentacles, which have the strength and dexterity ratings of its wielder.

A Facility Bot's real power lies in its knowledge and ability to direct other automatons under its authority. A Facility Bot may command a large force of robots that perform various tasks which parallel the Facility Bot's primary programmed tasks. The day to day routine of a Facility Bot is tedious and filled with the minutia of constant maintenance, diagnostics routines, atmosphere control and constant intervention of out of program issues with subservient automatons. Since Facility Bots were equipped with the very latest in Intelligence Matrixes or Wetware Networks it could reason beyond its programming, whereas many of its robotic servants would be stymied by situations outside of their programs and experiences.

Industrial Facility Unit (IFU)

Large, 5th-S1 generation robot (core only)

Hit Dice: 8D6+5 (+5 Con Mod, +1 Size) (hp 82)

Initiative: +2

Speed: 0', fixed installation

DF/HR: 15/9 (+6 material, +0 Dex, -1 size)

Base Attack(Melee/Ranged): +4(+6/+6) +1 Motion Sensor

Attack: Tentacle +7, Tractor beam +7, Repulsor beam +7

Full Attack: Typical- 1x Tentacle +7, 1x Tractor beam +7, 1x Repulsor beam +7 or slave units or SADS

Space/Reach: 10 ft/10 ft (facility)

Special Attacks: 1xTentacle for every 10cubic' space: Improved Grab 10' crit:-4 save / No offhand penalties / 8 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All – It is likely that 'errors' have crept into the core matrix allowing for wide variations in behavior

Memory Slots: 20/200

Tasks: 8

Data Ports: [7 spaces] – these will usually be placed on a per room basis or 100square feet of floor space

Sensors- Visual Light / Audio 150' / Infrared 100' / Motion 100'(+2 Spot, +1 attack bonus) / Chemical 100'(+2

Spot) / Electromagnetic 100'(+2 Spot) / Infrared Sensor 100'

Comm- Machine / Voice / Hologram

Control- downlink/uplink

Power Systems: Hardwire to -dual Reactors(100 years) and Broadcast [6 spaces]

Manipulators: +1x tentacle for every 20square ft. of floor space [variable spaces]

Accessories: Backup battery (24 hours) [1 space]

Cooling Systems: +1 [1 spaces]

SADS x5 medium and X10 Small, usually maintenance or communications platforms [100 spaces]

Weapons: 1x tractor beam and 1x repulsor beam in each room or for every 100square feet of floor space

Command Rating: MID5 + SID

Saves: Fort +8, Ref +5(non-mobile), Will +7

Abilities: Str 14 , Dex 14 , Con 20 , Int 20 , Wis 20 , Cha 10

Skills:

Listen +15 / Spot +15 / Search +15 / Knowledge, Business +15 / Knowledge, Earth and Life Sciences +15 /

Knowledge, High Tech Sciences +15 / Knowledge, Physical Sciences +15 / Medical +15 / Bluff +10 / Build +15 /

Repair +15 / Bypass Device +15 / Diplomacy +10 / Instruction +15 / Language, Ancient-any 6 (Germanic, Chinese, Indic, Semitic, Japanese, Romance likely)

Feats:

Ancient / Chemical, Complex / Chemical, Simple / Electrical, Complex / Electrical Locks / Electrical, Simple / General, Complex / General, Simple / Mechanical, Complex / Mechanical Locks / Mechanical, Simple / Medic / Modern Surgery / Pharmacology, Complex / Pharmacology, Simple / Program / Security Systems / Structural, Modern / Treat Poison / Twigit / Snipe / Vehicle, Land / Vehicle, Air

Environment: Any

Organization: Any Civilian Industrial Zone

Challenge Rating: 10

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Most if not all facility bots are not considered combatants for the purposes of hit die bonuses and suffer the full penalties for non-skilled weapons use. Facility bots have an Intelligence Matrix, which grants true artificial intelligence, so their personalities will run the complete gamut of possibilities, but is typically detached and professional, unless aberrations have crept in. However, 200 years after civilization has ended is a long time to maintain sanity given the circumstances and some Facility Bots may have become xenophobic or at the very least highly aggressive. An IFU may have dozens or even hundreds of semi-autonomous detachable units or slave robots available to command.

Skills/Feats Notes: none

Description: Industrial Facility Units (IFU) manufactured or repaired nearly all of the technological wonders of the world in the ancient days. They may have produced the packaged foods that the ancients ate, or cultured many of the wondrous drugs that kept them alive and healthy for their entire long lives. Most IFU's were completely automated, but often had human overseers and technicians on-site. An IFU's available spaces equal 40 per 10cubic' of room space. Typical for this type is 20,000+cubic' of space which equals about 80,000 available spaces. So, any fixed installation robot of this type would have plenty of room for accessories (this is intended as an understatement). Manufacturing and/or repair equipment and/or storage took up most of the available space in most IFU's.

Typical weapons and accessories include: (40 spaces/10cubic') 15 accessories (data ports and tentacles) + 5 weapons

1x tentacles and/or 1x repulsor beams and/or 1x tractor beams

Research Facility Unit (RFU)

Large, 5th S3 generation robot (core only)

Hit Dice: 8D6+6 (+5 Con Mod, +1 Size) (hp 82)

Initiative: +2

Speed: 0', fixed installation

DF/HR: 15/9 (+6 material, +0 Dex, -1 size)

Base Attack(Melee/Ranged): +4(+6/+6) +1 Motion Sensor

Attack: Tentacle +7, Tractor beam +7, Repulsor beam +7

Full Attack: Typical- 1x Tentacle +7, 1x Tractor beam +7, 1x Repulsor beam +7 or slave units or SADS

Space/Reach: 10 ft/10 ft (facility)

Special Attacks: 1xTentacle for every 10cubic' space: Improved Grab 10' crit:-4 save / No offhand penalties / 32 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All – It is likely that 'errors' have crept into the core matrix allowing for wide variations in behavior

Memory Slots: 20/200

Tasks: 32

Data Ports: [7 spaces] – these will usually be placed on a per room basis or 100square feet of floor space

Sensors- Visual Light / Audio 150' / Infrared 100' / Motion 100'+2 Spot, +1 attack bonus) / Chemical 100'+2 Spot) / Electromagnetic 100'+2 Spot) / Infrared Sensor 100'

Comm- Machine / Voice / Hologram

Control- downlink/uplink

Power Systems: Hardwire to -dual Reactors(100 years) and Broadcast [6 spaces]

Manipulators: +1x tentacle for every 20square ft. of floor space [variable spaces]

Accessories: Backup battery (24 hours) [1 space]

Cooling Systems: +1 [1 spaces]

SADS x5 medium and X10 Small, usually maintenance or communications platforms [100 spaces]

Weapons: 1x tractor beam and 1x repulsor beam in each room or for every 100square feet of floor space

Command Rating: MID5 + SID

Saves: Fort +9, Ref +5(non-mobile), Will +9

Abilities: Str 14 , Dex 14 , Con 20 , Int 24 , Wis 24 , Cha 10

Skills:

Listen +17 / Spot +17 / Search +17 / Knowledge, Business +17 / Knowledge, Earth and Life Sciences +17 / Knowledge, High Tech Sciences +17 / Knowledge, Physical Sciences +17 / Medical +17 / Bluff +10 / Build +17 / Repair +17 / Bypass Device +17 / Diplomacy +10 / Instruction +17 / Language, Ancient-any 6 (Germanic, Chinese, Indic, Semitic, Japanese, Romance likely)

Feats:

Ancient / Chemical, Complex / Chemical, Simple / Electrical, Complex / Electrical Locks / Electrical, Simple / General, Complex / General, Simple / Mechanical, Complex / Mechanical Locks / Mechanical, Simple / Medic / Modern Surgery / Pharmacology, Complex / Pharmacology, Simple / Program / Security Systems / Structural, Modern / Treat Poison / Twigit / Snipe / Vehicle, Land / Vehicle, Air / Cybernetic Surgery / Horticulturist / Long-Term Care / Surgeon / Treat Disease / Xenomedic

Environment: Any

Organization: Any Civilian Industrial Zone or Military Base

Challenge Rating: 10

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. Most if not all facility bots are not considered combatants for the purposes of hit die bonuses and suffer the full penalties for non-skilled weapons use. Facility bots have an Intelligence Matrix, which grants true artificial intelligence, so their personalities will run the complete gamut of possibilities, but is typically detached and professional, unless aberrations have crept in. However, 200 years after civilization has ended is a long time to maintain sanity given the circumstances and some facility bots may have become xenophobic or at the very least highly aggressive. An RFU may have dozens or even hundreds of semi-autonomous detachable units or slave robots available to command.

Skills/Feats Notes: none

Description: Research Facility Units (RFU) Assisted humans in the development of new products, technologies and systems for the world. Typically these facilities were underground with only a few buildings above ground, usually associated with cargo handling and administrative functions. Occasionally, in the case of secret labs, these above ground facilities had completely different purposes than the facilities below ground and were used as a cover for the labs operations. Many RFU's had an extremely large footprint to house the myriad of scientific and industrial labs and equipments that were required for its purpose. An RFU's available spaces equal 40 per 10cubic' of room space. Typical for this type is 100,000+cubic' of space which equals about 400,000 available spaces. So, any fixed installation robot of this type would have plenty of room for accessories (this is intended as an understatement).

Typical weapons and accessories include: (40 spaces/10cubic') 15 accessories (data ports and tentacles) + 5 weapons

1x tentacles and/or 1x repulsor beams and/or 1x tractor beams

Military Facility Unit (MFU)

Large, 5th-S3 generation robot (core only)

Hit Dice: 8D6+21 (+4 Con Mod, +1 size, +2/HD Combatant Mod) (hp 154)

Initiative: +2

Speed: 0', fixed installation

DF/HR: 15/9 (+6 material, +0 Dex, -1 size)

Base Attack(Melee/Ranged): +4(+6/+6) +1 Motion Sensor

Attack: Tentacle +7, Tractor beam +7, Repulsor beam +7

Full Attack: Typical- 1x Tentacle +7, 1x Tractor beam +7, 1x lite laser beam +7 or slave units or SADS

Space/Reach: 10 ft/10 ft (facility)

Special Attacks: 1xTentacle for every 10cubic' space: Improved Grab 10' crit:-4 save / No offhand penalties / 32 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All – It is likely that 'errors' have crept into the core matrix allowing for wide variations in behavior

Memory Slots: 20/200

Tasks: 32

Data Ports: [7 spaces] – these will usually be placed on a per room basis or 100square feet of floor space

Sensors- Visual Light / Audio 150' / Infrared 100' / Motion 100'(+2 Spot, +1 attack bonus) / Chemical 100'(+2 Spot) / Electromagnetic 100'(+2 Spot) / Infrared Sensor 100'

Comm- Machine / Voice / Hologram

Control- downlink/uplink

Power Systems: Hardwire to -dual Reactors(100 years) and Broadcast [6 spaces]
Manipulators: +1x tentacle for every 20square ft. of floor space [variable spaces]
Accessories: Backup battery (24 hours) [1 space]
Cooling Systems: +1 [1 spaces]
SADS x5 medium and X10 Small, usually maintenance or communications platforms [100 spaces]
Additional Units: RSU's and a militarized version of FIG's w/ a lite laser instead of a repulsor beam [variable spaces]
Weapons: 1x tractor beam and 1x lite laser beam in each room or for every 100square feet of floor space
Command Rating: MID5 + SID

Saves: Fort +8, Ref +5(non-mobile), Will +9

Abilities: Str 14 , Dex 14 , Con 18 , Int 24 , Wis 24 , Cha 10

Skills:

Listen +23 / Spot +23 / Search +23 / Knowledge, High Tech Sciences +23 / Knowledge, Military +31 / Medical +23 / Bluff +16 / Build +23 / Repair +23 / Bypass Device +23 / Diplomacy +16 / Instruction +23 / Language, Ancient-any 1 (Germanic, Chinese, Indic, Semitic, Japanese, Romance likely)

Feats:

Alertness / On Guard / Ancient / Electrical, Complex / Electrical Locks / Electrical, Simple / General, Complex / General, Simple / Mechanical, Complex / Mechanical Locks / Mechanical, Simple / Medic / Modern Surgery / Program / Security Systems / Structural, Modern / Treat Poison / Twigit / Snipe / Vehicle, Land / Vehicle, Air / Vehicle, Sea / Vehicle, Space / Basic and Relic Weapon Proficiency, Any / Burst Attack / Suppression Fire / Explosive Traps / Demolitions / Armor, Simple / Armor, Complex / Weapons-Melee Simple and Complex / Weapons-Ranged Simple and Complex

Environment: Any

Organization: Any Military Base

Challenge Rating: 11

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. This type of facility bot is considered a combatant for both HD and combat purposes. Facility bots have an Intelligence Matrix, which grants true artificial intelligence, so their personalities will run the complete gamut of possibilities, but is typically detached and professional, unless aberrations have crept in. However, 200 years after civilization has ended is a long time to maintain sanity given the circumstances and some facility bots may have become xenophobic or at the very least highly aggressive. Since a MFU's primary job was external and internal security, most have continued with dedication in keeping unauthorized personnel out of it's facilities. An MFU may have dozens or even hundreds of semi-autonomous detachable units or slave robots available to command. Typical slaved units will include versions of the RSU as well as a militarized version of FIG's that use a lite laser in place of the repulsor beam.

Skills/Feats Notes: Listen and Spot +2

Description: Military Facility Units (MFU) Ran military facilities and was largely in charge of assessing threat risks, security and developing military strategies. These facilities could be found above or below ground, with the main core almost always housed in a underground bunker at the very least. Many MFU's had an extremely large footprint to house the myriad of military systems and bureaucratic necessities. An MFU's available spaces equal 40 per 10cubic' of room space. Typical for this type is 100,000+cubic' of space which equals about 400,000 available spaces. So, any fixed installation robot of this type would have plenty of room for accessories (this is intended as an understatement). Typical weapons and accessories include: (40 spaces/10cubic') 15 accessories (data ports and tentacles) + 5 weapons

1x tentacles and/or 1x lite laser beams and/or 1x tractor beams

Roving Factory (RF)

Colossal, 5th-S2 generation robot (core only)

Hit Dice: 14D6+8 (+4 Con Mod, +4 size) (hp 97)

Initiative: +2

Speed: 30', 2x treads [8 spaces]

DF/HR: 14/9 (+6 material, +0 Dex, -8 size, +6 armor)

Base Attack(Melee/Ranged): +7/+4(+9/+6 / +9/+6) +1 Motion Sensor w/in 50'

Attack: Tentacle +9/+6, Tractor beam +9/+6, lite laser beam +9/+6 (every 100square ft. of internal spaces) +1 attack bonus w/in 50'

Mini-missile Launcher +9/+6, Heavy Fusion Beam +9/+6, Lite Laser Beam +9/+6 (external spaces)

Full Attack: Typical- 1x Tentacle +9/+6, 1x Tractor beam +9/+6, 1x lite laser beam +9/+6 (internal spaces)

(left and right sides, each) 1x Mini-missile Launcher +9/+6, 1x Heavy Fusion Beam +9/+6, 2x Lite Laser Beams +9/+6

Space/Reach: 100 ft/10 ft (facility)

Special Attacks: 1xTentacle for every 10cubic' space: Improved Grab 10' crit:-4 save / No offhand penalties / 17 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All – It is likely that 'errors' have crept into the core matrix allowing for wide variations in behavior

Memory Slots: 20/200

Tasks: 16+1 HD bonus

Data Ports: [7 spaces] – these will usually be placed on a per room basis or 100square feet of floor space

Sensors- Visual Light / Audio 150' / Infrared 100' / Motion 100'(+1 attack bonus) / Chemical 100'(+2 Spot) /

Electromagnetic 100'(+2 Spot, non-stacking) / Infrared Sensor 100'

Comm- Machine / Voice / Hologram

Control- downlink/uplink

Power Systems: Dual Reactors(30 years) and Broadcast [8 spaces]

Manipulators: 40 tentacles (+1x tentacle for every 20square ft. of floor space) [20 spaces]

Accessories: Backup battery (24 hours) [1 space]

Cooling Systems: +4 [4 spaces]

Additional Units: SM's, SADS of any size and shape + many specialized robots and robotic vehicles [variable spaces]

Internal Weapons: 1x tractor beam and 1x lite laser beam in each room or for every 100square ft. of floor space [16 spaces]

External Weapons: 2x mini-missile launchers+ 2 reloads, 2x heavy fusion beams, 4x lite laser beams [36 spaces]

Command Rating: MID5 + SID

Saves: Fort +9, Ref +7, Will +10

Abilities: Str 14 , Dex 14 , Con 18 , Int 22 , Wis 22 , Cha 10

Skills:

Listen +22 / Spot +22 / Search +22 / Knowledge, Earth and Life Sciences +22 / Knowledge, High Tech Sciences +22 /

Knowledge, Physical Sciences +22 / Medical +22 / Build +24 / Repair +24 / Bypass Device +22 / Diplomacy +16 /

Instruction +22 / Language, Ancient-any 4 (Germanic, Chinese, Indic, Semitic, Japanese, Romance likely)

Feats:

Ancient / Chemical, Complex / Chemical, Simple / Electrical, Complex / Electrical Locks / Electrical, Simple / General,

Complex / General, Simple / Mechanical, Complex / Mechanical Locks / Mechanical, Simple / Medic / Modern Surgery

/ Pharmacology, Complex / Pharmacology, Simple / Program / Security Systems / Structural, Modern / Treat Poison /

Twigit / Snipe / Vehicle, Land / Vehicle, Air / Cybernetic Surgery / Horticulturist / Long-Term Care / Surgeon / Treat

Disease / Xenomedic

Environment: Any

Organization: Solitary

Challenge Rating: 12

Advancement: none

Level Adjustment: none

Combat:

Tentacles are used for manipulation of objects, subdual of opponents or weapons of last resort and have a 10' reach with improved grab and are used as natural weapons. This type of facility bot is considered a combatant for both HD and combat purposes. Facility bots have an Intelligence Matrix, which grants true artificial intelligence, so their personalities will run the complete gamut of possibilities, but is typically detached and professional, unless aberrations have crept in. However, 200 years after civilization has ended is a long time to maintain sanity given the circumstances and some facility bots may have become xenophobic or at the very least highly aggressive. The RF's were basically a stopgap measure during war time. They were typically armed with defensive weapons. Some beam weapons and missiles. The factory, since built during a wartime scenario by a militarized society, has the military automaton ability to harm humans if necessary.

Skills/Feats Notes: none

Description: Roving Factory (RF) internal spaces are used to house the RF's robotic units and repair facilities and stores and supplies for the factory components that it uses to build the underlying specialty structures it constructs when it resumes it's factory mode of operation. It is completely mobile and moves on a series of large treads. Picture the Jawas Sand Crawler from the Star Wars movie. It takes a full 5 minutes to transform itself from an immobile factory to a mobile platform, and an hour or more if it needs to wait for it's component automatons to return to the hanger area with the core factory components. Roving Factories were developed by almost every nation on earth just prior to the Black Days and just after the agri-plague as an efficient means of gaining resources through the use of automated, mobile factories that roamed the countryside building processing centers for raw resources and then moving on to build another and another. Since most of the worlds manpower toward the end was distracted with the waging of war for the meager resources that the Agri-plague had largely destroyed. The Roving Factories (RF) were considered a stopgap method of producing the needed resources for continued survival unfortunately, they were not implemented fast enough nor in great enough numbers to make a difference prior to the end. An RF will build any manufacturing, storage or processing facilities that are required to complete it's programmed tasks. Almost all RF's had a large matter processing unit (MPU) which they used to sort raw elements into it's component materials using nanites and expelling

unused material as a waste bi-product that was sometimes used for other purposes, such as making roads or as an aggregate in other building projects. So, a loader would put in a scoop of raw earth into the MPU hopper, then whatever elements resided in that soil could be sorted for use, or combined internally to make more complex alloys or compounds, such as steel or fertilizer or even food and water. The one thing the MPU's could not do is produce finished complicated products, such as electronic components, or clothing, or an engine. It could produce the gold for leads, the carbon and silicone for IC chips or base textiles, but had no way of refining these products unless it had the manufacturing and/or facilities and programming to do so.

Typical weapons and accessories include: (100 spaces + facility spaces) 28 accessories + 72 weapons

20x tentacles, 4x lite laser beams, and 4x tractor beams (internal)

2x mini-missile launchers w/ 2 reloads, 2x heavy fusion beams, and 4x lite laser beams (external)

Androids

Android Physiognomy

Android physiognomy is a strange combination of simulated biological and electro-mechanical systems that approximate humanoid functions. As such, android functions behave and react differently than both living and robotic equivalents, but are more like humanoids than robots in some respects.

1. Construction: Androids are not built like you would build a robot, piece by piece, component by component. A better analogy would be to say that they are *grown* using basic biochemical processes and nanite techniques that were state of the art developments prior to the Black Days. This was accomplished in secret laboratories in a few locations of the world. There were relatively few androids prior to the Black Days and precious few made since then with the collapse of the ancients advanced civilization. Androids do not use the same design system used for robotic units. Except where noted in the Android Accessories tables and in this section, and other sections that specifically note androids, they can be assumed have human equivalent systems that may be affected in the same ways as human systems.
2. Appearance: Unless modified by accessories or other means, an android has the appearance of an androgynous humanoid with pasty white, hairless skin. Their eyes are usually gray, but shine red at night. Ears are smallish and close to the head. Noses are medium and proportional. The body is unblemished and smooth appearing unless recently harmed in some way by the environment or actions of the android. One android cannot be told from another by site unless they have different accessories installed. An android can choose to either, sound and act feminine or masculine at any given moment, but typically will choose one or the other state as a permanent identity.
3. Pain: Androids equipped with Tactile sensors are able to feel pain, but only if they desire to, they may consciously shut this feature off if they so choose. Androids that are not equipped with Tactile sensors do not feel anything at any time.
4. Emotions: Most androids can feel basic emotions, though most do not feel as deeply as other sentient living beings. Their processor which, were the latest in intelligence matrixes, allows the development of true emotions and ethics, not merely simulated or programmed emotional reactions. Each android, based on it's experiences will be either more or less developed than others of it's kind and may be considered good, evil or neutral on any given issue based on those developing experiences, just as any other living sentient.
5. Breathing: Unlike the living, androids require no chemical or biological components from the use of air. However, they use air, which is moved in and out via a specialized air-pump, to cool their internal systems, which, just like their robotic brothers can reach temperatures which may cause damage if not controlled. This pump is designed to move air, not water so an androids pump will shut down underwater, causing over-temperature problems and possibly requiring the android to shut down for a time for a 'cooling period'.
6. Immunities: Like robots, androids share certain immunities from affects that most living organisms are subject to. Androids are immune to the following affects: Mind influencing

attacks, fatigue and fatigue affects, poisons, sleep affects, paralysis, fear, stunning or morale affects, any type of respiratory affects except as previously stated, any type of drain (except *energy*).

7. Dying: Androids, like all automatons do not die. Once they reach 0 or fewer hitpoints they are destroyed and cease to function. They may or may not be repaired. Internal fluids, dark gray in color will ooze from 'wounds', much like blood.
8. Eating: Androids eat for one of two reasons. The first is to replenish molecular components that the nanite population that resides in all androids uses to make repairs (heal). And, as a fuel source for its internal reactor. Within each android, in an area that approximates the stomach of most humanoid is a unique power system that requires bio-mass as fuel, which it then converts into energy used by the androids various systems. This is a specialized energy source only found in androids. In all respects it is treated as if it were a living humanoid with $\frac{1}{4}$ the actual food and water requirements. Each missed meal equals a one(1) point penalty on ALL physical statistics, and each meal consumed means the android may regain a lost point for each physical statistic. The 'bio-mass' that the android consumes can literally be any biological material in quantities approximating $\frac{1}{4}$ the normal meal requirements of the average humanoid. Androids are not picky eaters.
9. Android Healing: Androids do not 'heal' normal damage obtained through adventuring and are not affected by the usual medical treatments, they 'repair' damage using nanites. Androids repair at the same rate as other biologic creatures heal rates. Quirks are the manifestation of damage that cannot be repaired by the current level of nanites in the android system and thus are incapable of major repairs either to the surface or internally. There are medical remedies specifically made for robotic or android characters. These medical remedies are typically nanite based. Critical hits to androids can cause further quirks, roll on the quirks chart, if you receive a quirk you already possess then the cost level of that particular quirk goes up by one(1) point, so that if you had the reduced speed quirk and further damage requires you to roll for an additional quirk and you roll the reduced speed quirk again, it would increase the cost value of that quirk to three(3) points and this is what it would cost the android to repair that particular quirk. If an android misses a meal it cannot regain any hitpoint or healing stamina points in addition to other penalties already described. Android healing is similar to regeneration in that any lost body part may be regained through the normal healing process. Only damage to the Intelligence Matrix is permanent as long as the android has it's healing capability.
10. Skills and Feats: Because of the nature of the Intelligence Matrix of the androids, they are able to learn skills and feats not unlike the living do. They can also be pre-programmed with skills and feats, similar to robots. Unlike standard npc and pc genotypes and characters, androids have no level limits on skill ranks that may be applied, although at least 1 skill rank must be allocated for each of the 8 class skills allowed. However, all skill points will typically be allocated evenly among all skills with odd skill points going into the skills most associated with the tasks the android is most likely to perform. All skills are class skills for an android. Unlike robots, which are assigned feats as required, an android gains (1) feat every level beginning with the first level. These feats can be selected from the Automatons and the Task feat Groups. Refer to the NPC Classes chapter for details. Android PC's gain a bonus feat every level as well, in addition to their class feats if they have class levels.
11. Use Object Skill: Androids, as any automaton, do not need to roll to use any object. They are always successful and know how to use all objects without penalty, even weapons or items normally requiring feats, although in the case of weapons they still suffer the penalties for non-proficiency.
12. Movement: Unless modified by electro-mechanical means, an androids base speed is 30', granted by two legs typical of a humanoid.
13. Combat: Individual androids may have or select combat feats, but for the purposes of hitdie and hitpoint processes they are not usually considered combatants unless specifically

stated in their descriptions. If an android does not have a required weapons feat, it suffers the full non-proficiency penalties. Androids do not suffer ANY off-hand penalties and in fact, much like robots do not have an 'off-hand'. They may use weapons or objects in either hand without penalty.

14. Senses: Androids have the senses of sight and sound as standard features, though they could just as easily not be included. Sight has normal humanoid ranges, whereas hearing is limited by its processor type, similar to robots. In this case androids have a hearing range of 50'. Androids only have the sense of smell if the Chem sensor is installed and the sense of touch only if the Tactile sensor is installed. In the case of the Chem sensor, the range is 50', tactile sensors have the range of touch.

Android Features

Android Player Characters

Androids have the distinct ability to be player characters and have many of the same abilities and drawbacks listed in this chapter, except they advance as other MOTE characters do, as an Explorer. Refer to the MOTE Players Guide for specifics.

Memory Core and Skills

Unless an android has just been created, it comes into play with a set amount of pre-programmed skills and feats. As stated in the NPC Classes chapter and Players Guide, androids begin play with $(8 + \text{Int Mod}) \times 4$ in skill points which can be allocated to any of 8 selected class skills. They then gain $4 + \text{Int Mod}$ in skill points every level thereafter. For the purposes of point allocation and use, ALL skills may be considered class skills for droids.

A pre-existing android comes into play with D8 pre-programmed skills. Select the most appropriate skills and apportion the skill points evenly among each skill. Any odd skill points may be allocated to skills most appropriate for the androids primary tasks.

Tasks

If using the optional tasks rules androids, being 5th generation automatons receive 4 tasks per round plus any gained through level advancement (multiple attacks). Each of these tasks have the same requirements and restrictions as their robotic cousins:

- Sensor (available as individual Sensor add-ons)
- Communications
 - Uplink (available with the Communications Module)
 - Downlink (standard)
- Control
 - Uplink (available with the Supervisory Module)
 - Downlink (standard)
- Actuators (androids don't use the actuator system)
Each physical action in a round is also a task
 - skill use
 - combat action
 - movement, etc.
- Accessory use
 - Tool kits, EW Pods, etc. (available as add-ons)

Plug and Play Limbs

When or if an android selects the feat, Plug and Play limbs, it gains the ability to use special cybernetic attachments and accessories otherwise unavailable to it. Without the accessories, the android is not much more powerful than the typical adventuring humanoid without any ability to gain mutations or special powers. Typically an android would acquire these accessories through it's enclave and whatever resources it has available to it, or through standard game play as player characters.

Android Electro-Mechanical Replacement Parts

Androids are unlike robots in that most of their systems are actually synthetic equivalents of human systems, as opposed to say a purely mechanical heart(fluid pump) or liver(filter). They can however interface directly with certain electro-mechanical systems, just as the living can with cybernetic systems. In fact, most cybernetic systems can be adapted for use with androids as well as most living creatures. The Android Accessories table details some specific systems that are either installed in most androids upon creation, or can be installed through special means at a later date.

The feat Plug and Play allows an android the ability to use any one of these accessories per selection of the feat. The associated limb or member must be removed in order for the accessory to be attached. This is accomplished by the nanite population that resides in the android and requires no other special abilities or equipment. The feat Plug and Play allows the android to access the part of its processor that controls the repair functions and gives it the required information to perform this ability. The limb or digit is merely absorbed into the body of the android. It takes two consecutive and uninterrupted full-round actions to complete this process. If an android ever detaches or removes the accessory, any original limb or body part will grow back as part of it's natural 'healing' processes.

Note: Android body parts do not rot or decompose like living material, but rather as Composite, soft (soft plastics and materials) even though the android body is a synthetic of another kind altogether. What it's chemical makeup actually is has been lost to time and the destruction of civilization.

Androids are universally pasty white colored. This is not a result of technical ignorance in syntheskin pigmentation. It is a result of laws passed by governing bodies. Androids are not supposed to look completely human. As their ability to act human grew it became obvious that the public would have issues with an artificial being they could not tell from normal humans. No doubt there were exceptions to the rule running about somewhere. GM's may, at their discretion allow normal human pigments. Also, not unlike DATA of Star Trek fame, many androids were anatomically 'complete'. This was not always the case, of course. Most parts not strictly necessary for function were left un-installed. However, the necessary attachments were available when needed. Although androids were basically androgynous, hair and prosthetics could make them be nearly any sex and anything in-between. Androids were not built like ordinary robots, like robots however, they are able to mix and match some parts and extremities for more diverse utilitarian purposes.

Android Accessories

#	Item	Relative Cost in Dólar	Weight	Ability/Bonus
1	Arm Accessory Unit, Hand	\$1,000	2lbs	A manipulative hand accessory. Mount + Hand has same abilities and appearance as the standard or original hand.
2	Arm Accessory Unit, Specialist Kit	\$1000+ Kit cost	2lbs	Many of the professional kits are also available as a plug in accessory unit and give the same bonuses.
3	Arm Accessory Unit, Weapon	\$2000+weapon cost	As weap	Any number of melee or ranged weapons available to characters are also available as an accessory unit for the android warrior.
4	Artificial Ear, Combo	Add costs X2	.2lbs	All previous abilities and bonuses

5	Artificial Ear, Directional	\$900	.2lbs	+2 Listen-hearing normal
6	Artificial Ear, Multi-frequency	\$1,100	.2lbs	Improved frequency range, +2 Listen-hearing normal
7	Artificial Eye, Combo	Add costs X2	.1lbs	All previous abilities and bonuses
8	Artificial Eye, Infrared	\$700	.1lbs	Improved night sight(low-light vision) + Eyesight normal
9	Artificial Eye, Magnifying	\$600+100/X1 mag	.1lbs	Improved Spot +2 + Eyesight normal
10	Artificial Eye, Targeting	\$800	.1lbs	+2 attack + Eyesight normal
11	Artificial Flesh, Armored	\$5,000	25lbs	Replaces normal flesh with a nano-generated self repairing armored skin that grants a +2 natural armor bonus. Precludes the use of the Tactile sensor.
12	Body Plating	\$400/location	1'lbs	Shiny metallic chrome appearance, adds +1 natural armor bonus and looks really techno sheik. +4 maximum bonus. -1 Dex per +2 bonus applied. -2 Hide checks
13	Communications, Module, Hologram	\$2,000	.3lbs	The android has a holoprojector and is able to use it to display information
14	Communications Module, Machine	\$2,000	.1lbs	The android speaks the language of machines. Standard
15	Concealment Cavity	\$500	None	Simply a subdermal cavity that allows the storage and retrieval of handsized objects. Covered with syntheskin.
16	Data Module	\$1,500	.025lbs	Gain 1d10 ranks in a specific skill or a feat. Neither require prerequisites. Crafts, professions and knowledges are typical subjects.
17	Endurum Skeleton Implant	\$10,000	100lb	Replaces the standard skeleton of androids Gives a +4 bonus to saves vs any kind of blunt force trauma to the body and -2/die of blunt force damage.
18	EW Pods	\$2,000/level	5lbs/level	Works as the robotic equivalent.
19	Fire Control Pods	\$2,000/level	5lbs/level	Works as the robotic equivalent.
20	Forcefield Generator	\$4000	2lbs	A 20 point forcefield is generated from this internal or external device.
21	Forcefield Generator II	\$6000	3lbs	A 40 point forcefield is generated from this internal or external device.
22	Gender Kit	\$600	.5lbs	All the accoutrements required for an android to assume a specific gender role. Either female or male, all the accessories and toys that make it possible.
23	Heavy Duty Exchange Pump	\$600	1.5lbs	Replaces the standard exchange pump. It allows the android the ability to essentially breath under water without fear of burning up the exchange pump.
24	Input Plug, Electronic	\$1,000	.1lbs	Allows data input directly to the nervous system using an internal wireless electronic interface. NOT visible externally.
25	Input Plug, Mechanical Plug	\$500	.1lbs	Allows data input directly to the androids artificial nervous system using a mechanical plug in the back of the neck. Standard on most androids
26	Language Module	\$2,000	.1lbs	Internal language auto-translator. With this module, the android is able to completely learn a language in about 24 hours of exposure to it. It may be able to hold a basic conversation within 4 hours and just get by in 1 hours exposure.
27	Leg Accessory Unit, Foot	\$1,000	2lbs	A basic replacement accessory for the standard foot. Mount + Foot has same abilities and appearance as the standard or original foot.
28	Leg Accessory Unit, Antigrav	\$2,500	6lbs	Uses magnetic fields to propel the android through the air and to hover at will. Height maximum = 20' from surface. Movement rate is same as normal.
29	Leg Accessory Unit, Hydro Propulsion	\$1,000	6lbs	Uses hydrojets to propel the android through the water at his normal rate of movement.
30	Leg Accessory Unit, Jump Pulse	\$1,500	6lbs	Uses magnetic pulses to propel the android greater distances than normal. +50' V and +100' H. Limited to 4/day due to stored charge buildup time.
31	Life Sensor	\$4,000	1lb	This feature enables the android to automatically detect any living being and it's basic nature (i.e. plant, animal, humanoid) up to 50' and through any material other than stone or metal. Gives a +4 to any skill check when determining medical conditions.
32	Metabolic Regulator	\$2,000	.1lbs	Physical abilities +4 for short periods/increased speed +10. 1/day for 1d10 minutes.
33	Nutrient Pump	\$3,000	1.5lbs	Internal pump used to maintain internal bio/cyberware and to ensure materials for nanites regenerative abilities are available. Standard on all automatons.
34	Bio Reactor	\$3,000	10lbs	Powers all hardware attached to the body. Required for any electro-mechanical device such as arm or leg accessories. Refueling port is usually the mouth.
35	Replacement Arm, Mount	\$1,000	4lbs	Simply an integrated mount for an accessory unit. This unit has no 'hands' or way to manipulate objects on it's own.
36	Replacement Leg, Mount	\$1,500	14lbs	An integrated mount for accessory units. This unit allows alternative propulsion or movement means with accessories but no movement without.
37	Sensor, Chemical	\$1,500	.1lbs	This sensor allows the android a heightened sense of smell (as the mutation) Without this sensor, androids have no sense of smell at all. Gives the android +2 on spot checks within 50'.
38	Sensor, Infrared	\$1,500	.1lbs	Allows the android the ability to see in the infrared spectrum, effectively allowing them to see as the darkvision ability.
39	Sensor, GPS	\$1,500	.5lbs	This accessory allows the android to know its exact location at all times, so long as it remains in a position capable of receiving satellite communications (i.e. in the open, outdoors, rooftops, etc)
40	Sensory Module	\$2,000	1lbs	This module uses advanced field detection and scanning technologies to detect external sensory input, +2 Listen, Spot checks, +2 dodge.
41	Supervisory Module	\$5,000	.3lbs	Gives the android supervisory status and the ability to assume command of other automatons at its security level or below.
42	Tactile Sensors	\$500	.1lbs	Ability to sense by touch the environment around it. Usually a standard item.

NOTE: (Systems in GRAY come standard with all androids and do not need to be installed or purchased. These systems represent the purely electro-mechanical components that are more robot-like than the other android systems.)

Android Quirks

The process for quirk selection is virtually identical to the robotics section, but repeated here for convenience.

A successful reset/reboot attempt allows the android to ignore the effects of certain quirks for the following round of action, after that the quirk is in full effect once again. Multiple reboots are allowed, but each reboot is a full round action. GM's need to employ a method of tracking automaton quirks, as they effect game play. Not all quirks allow a reset.

If a roll indicates a quirk that has already been rolled, then the point value of that quirk doubles. (i.e. you rolled the 2 point quirk; Speech Impediment twice, the actual quirk point value for that quirk is now 4 points, not 2, if it were to be rolled again, it would double the original cost, not the extended cost so that it would now have a 6 point value, not 8). Also, if the total rolled for quirk points ever exceeds 10, by double or triple rolling a quirk, that automaton is actually 'un-repairable' and has too many quirks to be repaired.

The GM can then either roll randomly for the specific quirks, i.e. rolls a D12 on the Android Quirks table 1st# column, and then, for those quirks that indicate more than a single point value, roll again on the 2nd# column to determine the specific point value of that given quirk. The GM then applies the indicated point value of that quirk and continues this until all the quirk points have been allocated from the Conditions Tables above in the Customizing Your New Automaton section. Or the GM can simply pick an appropriate quirk point value and roll on that table. Obviously if you only had 2 quirk points to allocate you wouldn't roll on the 3 point or 4 point quirk tables. You'd roll either twice on the 1 point or once on the 2 point quirk tables.

1 Point Quirks

1. Reduced Ability Score: External or internal damage is such that one of your ability scores are reduced by 1 point. Roll d6 for a random affected ability score.

2. Reduced Manipulative Ability: Your manipulative digits are damaged in such a way that you have trouble using tools, wielding weapons or any item related task. You suffer a -1 point on all manipulative tasks.

3. Reduced Power Supply: The internal power supply has been damaged and the android is not able to operate a full day without shutting down. During this shutdown period, it is not asleep and cannot be woken or roused. The android is vulnerable and unable to resume normal activities.

Operation Period	Shutdown Period
20 hours	4 hours

Android Quirks			
1st#	2nd#	Quirk	Quirk Value
1	1	Asimov Circuit Malfunction	1
	2		3
	3		4
2	1	Erratic Behavior	3
	3		4
3	1	Malfunctioning Memory Core	4
	2		2
	3		3
	4		4
4	1	Reduced Ability Score	1
	2		2
	3		3
5	1	Reduced Cooling System	1
	2		2
	3		3
6	1	Reduced Emotional Capacity	4
	3		3
7	1	Reduced Manipulative Ability	1
	2		2
	3		3
	4		4
8	1	Reduced Nanite Control	1
	2		2
	3		3
	4		4
9	1	Reduced Power Supply	1
	2		2
	3		3
	4		4
10	1	Reduced Senses	1
	2		2
	3		3
	4		4
11	1	Reduced Speed	2
	3		3
12	1	Speech Impediment	2
	3		3

4. Reduced Nanite Control: The android suffers a -1 heal rate per day.

5. Asimov Circuit Malfunction: This manifests as being unable to harm ANY humanoid appearing character. Reset Allowed

6. Reduced Cooling System: The cooling system in the effected android is not working as efficiently as it should. Once the internal core temperature of the android reaches the critical point, the androids hardwired internal programming shuts all systems down, effectively leaving the android in whatever physical position he was in last seemingly dead and unable to respond to any external events. This lasts for the indicated duration.

Operation Period	Cool Down Period
16 hours	$\frac{1}{2}$ hour

7. Reduced Senses: The androids basic senses of site and hearing are degraded. Spot and Listen checks suffer a -1 penalty. Reset Allowed

2 Point Quirks

1. Reduced Ability Score: External or internal damage is such that one of your ability scores are reduced by 2 points. Roll d6 for a random affected ability score.

2. Speech Impediment: Your speech centers or electronic articulation circuitry are damaged so that you are unable to speak unless you make a standard Will save. Reset Allowed

3. Reduced Power Supply: The internal power supply has been damaged and the android is not able to operate a full day without shutting down. During this shutdown period, it is not asleep and cannot be woken or roused. The android is vulnerable and unable to resume normal activities.

Operation Period	Shutdown Period
16 hours	8 hours

4. Reduced Nanite Control: The android suffers a -2 heal rate per day.

5. Reduced Speed: The androids speed is reduced one step, to 20'.

6. Reduced Cooling System: The cooling system in the effected android is not working as efficiently as it should. Once the internal core temperature of the android reaches the critical point, the androids hardwired internal programming shuts all systems down, effectively leaving the android in whatever physical position he was in last seemingly dead and unable to respond to any external events. This lasts for the indicated duration.

Operation Period	Cool Down Period
8 hours	1 hour

7. Reduced Senses: The androids basic senses of site and hearing are degraded. Spot and Listen checks suffer a -2 penalty. Reset Allowed

3 Point Quirks

1. Reduced Ability Score: External or internal damage is such that one of your ability scores are reduced by 3 points. Roll d6 for a random affected ability score.

2. Erratic Behavior: You have random behavioral problems that are exhibited in high stress situations, such as when your teammates are relying on your knowledge or skills or combat abilities. You must make a Will save during these situations to successfully complete the task or engage in combat without exhibiting one of the following behaviors.

1- Stare blankly unable to move for 1d4 rounds

2- Become enraged or confused and refuse to participate in actions for d4 rounds

3- You forget one random feat for d4 rounds

4- You are unable to use skills successfully for d4 rounds

After failing the initial Will save and after the duration of whatever effect you were penalized with you must make another Will save to again try to overcome the quirk, and again, and again and again until successful, each round or event period. Reset Allowed

3. Reduced Power Supply: The internal power supply has been damaged and the android is not able to operate a full day without shutting down. During this shutdown period, it is not asleep and cannot be woken or roused. The android is vulnerable and unable to resume normal activities.

Operation Period	Shutdown Period
12 hours	12 hours

4. Reduced Nanite Control: The android suffers a -3 heal rate per day..

5. Asimov Circuit Malfunction: This manifests as being unable to harm ANY living sentient. Reset Allowed

6. Reduced Cooling System: The cooling system in the effected android is not working as efficiently as it should. Once the internal core temperature of the android reaches the critical point, the androids hardwired internal programming shuts all systems down, effectively leaving the android in whatever physical position he was in last seemingly dead and unable to respond to any external events. This lasts for the indicated duration.

Operation Period	Cool Down Period
4 hours	2 hours

7. Reduced Senses: The androids basic senses of site and hearing are degraded. Spot and Listen checks suffer a -3 penalty. Reset Allowed

4 Point Quirks

1. Reduced Ability Score: External or internal damage is such that one of your ability scores are reduced by 4 points. Roll d6 for a random affected ability score.

2. Reduced Emotional Capacity: You are unable to respond emotionally to other sentients. You are for all practical purposes a Robot, not an Android. You complete tasks in an automated fashion without passion or regret. You suffer a -4 charisma which effects all charisma based skills or abilities. Reset Allowed

3. Reduced Power Supply: The internal power supply has been damaged and the android is not able to operate a full day without shutting down. During this shutdown period, it is not asleep and cannot be woken or roused. The android is vulnerable and unable to resume normal activities.

Operation Period	Shutdown Period
8 hours	16 hours

4. Reduced Nanite Control: The android suffers a -4 heal rate per day.
5. Asimov Circuit Malfunction: This manifests as being unable to harm ANY living creature (the higher life forms). Reset Allowed
6. Malfunctioning Memory Core: The android is unable to remember or use one random skill. Reset Allowed
7. Reduced Senses: The androids basic senses of sight and hearing are degraded. Spot and Listen checks suffer a -4 penalty. Reset Allowed

There is potential for other quirks not listed here. Feel free to expand the quirk list at your discretion or need.

Pre-Built Androids

The following examples are 'typical' specimens and are not to be considered extraordinary android individuals which may be more or less powerful.

Drone

Medium, 5th generation Android

Hit Dice: 6D6+2 (+2 Con Mod) (hp 33)

Initiative: +2

Speed: 30', 1 pair of legs

DF/HR: 12/0 (+2 Dex)

Base Attack(Melee/Ranged): +3(+5 / +5)

Attack: As Weapon; Melee +5 or Ranged +5

Full Attack: Typical- 2xFists +6 (1d4) or by weapon

Space/Reach: 5 ft./5 ft.

Special Attacks: No offhand penalties / 4 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All

Tasks: 4

Sensors- Visual Light / Audio 100' / Tactile

Communications Modules- Machine / Voice

Control Modules - uplink/downlink

Power Systems: Bio-Reactor (limitless-fuel requirement, bio-mass)

Command Rating: MID3

Saves: Fort +4, Ref +4, Will +6

Abilities: Str 14 , Dex 14 , Con 14 , Int 18 , Wis 18 , Cha 12

Skills: (8+Int Modx4)+(4+Int ModxHD)48 initial + 48 level = 96 skill points

Build +16/ Diplomacy +13 / Instruction +16 / Knowledge, High Tech Sciences +16 / Perform Task +14 / Repair +16 / Sense Motive +16 / Search +16

Or

Diplomacy +13 / Instruction +16 / Knowledge, Earth and Life Sciences +16 / Perform Task +14 / Medical +16 / Sense Motive +16 / Repair +16 / Instruction +16

Feats: (6)

Mechanical, Complex / Mechanical, Simple / Electrical, Complex / Electrical, Simple / General, Simple / General, Complex

Or

Pharmacology, Complex / Pharmacology, Simple / Chemical, Complex / Chemical, Simple / General, Complex / General, Simple

Or

Long-Term Care / Medic / Modern Surgery / Surgeon / Treat Disease / Treat Poison

Or

Horticulturist / Long-Term Care / Medic / Modern Surgery / Treat Disease / Treat Poison
Or

Vet / Long-Term Care / Medic / Modern Surgery / Treat Disease / Treat Poison

Environment: Any

Organization: Any Android Community or Rogue

Challenge Rating: 4 + handweapons

Advancement: as Automaton, Android NPC class

Level Adjustment: none

Combat: Although rarely were they active participants in violence before the Black Days, they will, when necessary defend their communities or selves from aggression, if it cannot be avoided. Androids in general try to avoid violence against the living, as they are still under the restraints of the Asimov programming.

Skills/Feats Notes: All skills are class skills for Androids.

Description: Drones were the Android equivalent of the worker ant. Always busy with any tasks that needed to be done to maintain the infrastructure of whatever society they belonged to. Although very rare, because of their recent development prior to the end, they were occasionally placed into commercial roles dealing with the public, like at theme parks or behind the quiky-mart counter as a test of their capabilities. Androids were so new that they never had time to be widely disseminated throughout society.

Warrior

Medium, 5th generation Android

Hit Dice: 8D6+13 (+5 Con Mod, +1/HD Combatant Mod) (hp 106)

Initiative: +5

Speed: 30', 1 pair of legs

DF/HR: 15/0 (+5 Dex) + armor

Base Attack(Melee/Ranged): +4(+9 / +9)

Attack: As Weapon; Melee +9 or Ranged +9

Full Attack: Typical- 2xFists +9 (1d4)

Space/Reach: 5 ft./5 ft. or by weapon

Special Attacks: No offhand penalties / 4 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All

Tasks: 4

Sensors- Visual Light / Audio 100' / Tactile

Communications Modules- Machine / Voice

Control Modules- uplink/downlink

Power Systems: Bio-Reactor (limitless-fuel requirement, bio-mass)

Command Rating: MID3

Saves: Fort +8, Ref +8, Will +6

Abilities: Str 20 , Dex 20 , Con 20 , Int 18 , Wis 18 , Cha 10

Skills: (8+Int Modx4)+(4+Int ModxHD)48 initial + 64 level = 112 skill points

Bypass Device +19 / Diplomacy +14 / Listen +18 / Medical +18 / Perform Task +18 / Search +18 / Sense Motive +18 / Spot +18

Feats: (8)

Alertness / Basic Armor Proficiency / Relic Weapon Proficiency-Energy Pistol and Energy Rifle / Burst Attack / Far Shot / Point Blank Shot / Precise Shot

Environment: Any

Organization: Any Android Community or Rogue

Challenge Rating: 5 + handweapons

Advancement: As Automaton, Android NPC class

Level Adjustment: none

Combat:

Warrior droids were created as an experiment in militarizing this class of automaton in hopes of someday mass producing a new soldier more efficient, resilient and smarter than ever before. To a large degree they were successful though these units never went beyond the prototype stages before the end of things. As with other androids, Warrior droids are neither more nor less likely to use lethal force unless provoked and are still under the influence of their core programs including the Asimov Circuit.

Skills/Feats Notes: All skills are class skills for Androids. Listen and Spot +2

Description: Androids of this type were extremely rare and will generally only be found around sites where they were being constructed prior to the Black Days. If a community of androids exist, these droid types will naturally be the security element of the community and serve in that role almost exclusively.

Thinker

Medium, 5th generation Android

Hit Dice: 6D6+2 (+2 Con Mod) (hp 33)

Initiative: +2

Speed: 30', 1 pair of legs

DF/HR: 12/0 (+2 Dex)

Base Attack(Melee/Ranged): +3(+5 / +5)

Attack: As Weapon; Melee +5 or Ranged +5

Full Attack: Typical- 2xFists +6 (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: No offhand penalties / 4 tasks

Special Qualities:

Tech:Complexity Level: IV:26

Core Programs: All

Tasks: 4

Sensors- Visual Light / Audio 100' / Tactile

Communications Modules- Machine / Voice

Control Modules - uplink/downlink

Power Systems: Bio-Reactor (limitless-fuel requirement, bio-mass)

Command Rating: MID5

Saves: Fort +4, Ref +4, Will +6

Abilities: Str 14 , Dex 14 , Con 14 , Int 18 , Wis 18 , Cha 12

Skills: (8+Int Modx4)+(4+Int ModxHD)48 initial + 48 level = 96 skill points

Deduction +16 / Diplomacy +12 / Instruction +16 / Investigation +16 / Knowledge, Earth and Life Sciences +16 /

Knowledge, Physical Sciences +16 / Knowledge, History +16 or Language, Ancient-Any 6

Or

Build +16 / Diplomacy +12 / Knowledge, Earth and Life Sciences +16 / Knowledge, Physical Sciences +16 /

Knowledge, High Tech Sciences +16 / Knowledge, Theology and Philosophy +16 / Language-Any 6 / Medical +16

Feats: (6)

Ancient / Program / Relic Weapon-Energy Pistol / Access Lost Data-Ancient Lore / Access Lost Data-Ancient Places / Relic Identification

Or

Ancient / Program / General, Simple / General, Complex / Modern Surgery / Cybematic Surgery

Environment: Any

Organization: Any Android Community or Rogue

Challenge Rating: 4 + handweapons

Advancement: As Automaton, Android NPC class

Level Adjustment: none

Combat: Thinker droids are slightly less likely to use force against any living creature than even other droids. They are more likely to be curious about something and want to understand more about it. They readily engage in conversation instead of combat except when the threat is clear and present. If combat can be avoided they will do so as it almost never serves their larger goal of 'understanding'.

Skills/Feats Notes: All skills are class skills for Androids.

Description: Thinker droids were envisioned as helpers for scientific researchers and generally had programming appropriate for those tasks. Some of them were even programmed to assist in creation of more of their kind and are still used for those purposes. They are also the most likely to want to research and explore their surroundings and often lead expeditions of androids into unknown regions merely to study the local flora and fauna for cataloging and documentation. Thinker droids are the most likely to lead any community of androids, though most decisions are based on consensus and debate from the community as a whole.

New Technology

Nanites

Nanites play a fairly large role in automaton's 'lives' as they are the sole means by which most automatons can self repair damage or accomplish some tasks. Nanites in the MOTE setting may have a version of identify friend or foe systems(IFF), so that introduced 'medical' or 'repair' nanites may pass through a host to accomplish it's programmed task without succumbing to their internal nanite populations defensive measures. This is not unlike a white-blood cells ability to identify and attack bacterial or viral intruders in living beings. What this means in game terms is that if any nanite population is introduced into an automaton that may cause harm or undesired changes, the automaton must make a Fortitude check as if it were being subjected to a disease attack. If the automaton fails the check, it succumbs to the effects of the introduced nanite populations programming.

Repair Nanites

An ampoule that may either be injected or swallowed by an automaton that introduces a colony of pre-programmed nanites who's task it is, is to repair damage to electronic or biomechanical components in robots or androids. It comes in differing strengths according to the survival level of the nanite population in the ampoule. Once their task is complete they are programmed to shutdown and become inert. (This replaces the generic Nanite Injector found in the Physicians Handbook chapter and are very rare.)

D4	Pop Strength	Repair Effects
1	¼	D8 Hit Points and no quirks
2	½	D10+2 Hit Points and D2 random quirk points
3	¾	D10+6 Hit Points and D4 random quirk points
4	full	D10+10 Hit Points and D6 random quirk points

Android in a Can (Candroid)

Although rare indeed, the ancients developed a method for building androids outside of vats using preprogrammed nanite populations in a small container. Once released these nanites would replicate themselves until a critical level was achieved and then begin collecting the necessary molecular chemicals and material needed to fabricate a complete android from scratch. This process doubled the normal time period for android fabrication outside of the nutrient vats that were normally used for the process, but still made a viable android. This android would have no preprogrammed skills and would have to be programmed or learn manually any tasks required of it.

Force Fields

This device projects a form fitting force shield around the user. This shield has a variable point value based on its type. Forcefields subtract from the damage that would normally be applied to a target. This damage is then subtracted from the shield strength. Once the shields value has been exceeded, the damage is then applied to the target as normal. Initially, all forcefields are considered fully charged when first turned on in combat, so long as its recharge time has been exceeded if previously subjected to attack.

Every forcefield takes 1 minute per 1 point of forcefield energy to charge up to his its maximum limit after being damaged. So that a 10 point shield would take 10 minutes to fully recharge after being struck for 10 points of damage that was intended for the target. 1 minute = 6 rounds.

Force field levels: The following forcefield levels are merely examples. They could be any value.

Level 1 = 10 points

Level 2 = 20 points

Level 3 = 30 points

Level 4 = 50 points

Level 5 = 75 points

Level 6 = 100 points

Forcefields are not airtight, but are watertight. Gasses that have particulate matter as a component or water vapor, cannot pass but most other airborne agents can penetrate the forcefield. For every 10 points of forcefield a character or automaton may ignore a single pressure level of water depth (as per the MOTE Vehicle Supplement).

Forcefields are effective against any sort of kinetic damage regardless of source. They are not effective against beam weapons or mental attacks of any sort.

Radiation Kit

The only way to clean-up a contaminated robot is by using a Rad Kit or a radiation decontamination chamber. The Rad Kit is a rare and specialized piece of black box technology that holds millions of nanites which are programmed to clean all the nooks and crannies of its target subject of all radioactive dust that has accumulated rendering the target radiation free.

Not all the boxes are in completely operational status after so long a time. So roll on the charts below to determine how many Rads each kit may clean.

Roll	Level of Removal
1	10 Rads
2	15 Rads
3	20 Rads
4	25 Rads
5	30 Rads
6	ALL Rads from a single source

Programming Modules

This device is used to program or reprogram automatons for new skills, feat-like abilities and tasks. The user simply dials in the generation level, the processor type and memory limits of the automaton, then selects the skills and feat-like abilities to match the intended task of the robot and then plugs the unit into an input socket. The actual programming of the robotic unit takes a matter of seconds. If you must know, it takes about 35.1587 seconds.

For automatons with existing programming to accept the Programming Module, the user must have SID level access. Those with no existing programming do not require SID level access, anyone may input an original or new programmed task. Anyone may with the Hacker feat attempt to bypass or override the SID authorization process. The hacking character would still require a programming module to make programming changes to the automaton.

Miscellaneous Automaton Rules

Radiation

Radiation accumulates on robots just as it does other characters, however, robots are not damaged, nor are they mutated by any level of radiation. Any accumulated radiation beyond the Constitution score means the robot is now a rad carrier and each 10 points of stored rad damage is considered a Rad Level (refer to the Outdoor Adventuring section) and effects any organic or android characters around it at that level up to a fixed range and will definitely set off geiger counters.

Each other organic character within 10' suffers full damage. Androids suffer only half damage at this range.

Each other organic character within 20' suffers half damage. Androids take no damage at this range.

Each other organic character within 30' suffers ¼ damage. Androids take no damage at this range either.

Round all fractional damage up.

Androids are affected by radiation as per the rules in the MOTE Players Guide

Class Levels

Most automatons cannot take class levels. They are not even capable of advancement in monster levels. Robots never advance, they are limited by their fixed programming and hardware. Only the android genotype template as described in the player character generation chapter and NPC Classes chapter may take class levels and advance.

Automaton Special Abilities

Improved Grab: This ability is modified from the standard in this way. Instead of only being effective against others at least one size category smaller, it works on creatures the same size or smaller. This is due to the added mass that robots have and being mostly made of heavy materials and the mechanical strength of their limbs. Most often, the improved grab ability is only granted when the automaton is equipped with the tentacle accessory.

Natural Weapons: Tentacles and limbs with claws or hooks are all considered natural weapons if employed by an automaton and are subject to the rules governing that ability.

Mental Attacks: All automatons are immune to mind influencing mental attacks.

Offhand Penalties: Automatons do not suffer ANY offhand penalties for any limb or manipulative digit no matter where placed.

Resistances: All automatons are immune to poisons, sleep effects, paralysis, fatigue effects, fear or morale effects, any type of drain (except *energy*) and stunning. All automatons are susceptible to electro-magnetic pulses or beams (EMP effects).

Basic Life Functions: Automatons do not eat, sleep or breath as the living understand it.

Androids eat to maintain their nanite populations and all automatons breathe to maintain operating temperatures. They can choose NOT to breath for a time.

Critical Hits: Critical hits typically manifest themselves in the form of quirks. So when a critical hit from any source damages an automaton, apply a quirk from the quirk section in addition to the normal hit point damage.

Endurance: Automatons do not tire and may participate in combat, travel, work or any activity for as long as it's power supply lasts. Automatons never suffer from fatigue or fatigue effects.

Subdual Damage: Automatons are not subject to subdual damage from any source.

Movement: Robots cannot charge, run, jump, balance, climb or otherwise change their movement rates except to move slower, unless specifically stated in their descriptions.

Overland travel is still affected by hampering terrain, though automatons are not affected by fatigue. Androids may perform any of those previously stated specialized physical abilities.

Death and Dying: Automatons cannot die, they can however be destroyed. When an automaton reaches 0 hit points or less they are destroyed and cease to function. They may be able to be repaired however.

Technology: Automatons can use any technology of the ancients without penalty or usage checks. They may also perform repairs or build items without success checks, the GM merely adds up the time to make the repairs. They still require the programming (i.e. skills and feats), materials and appropriate tools to make repairs or build items. In terms of skill use, they have an automatic chance of success with the Use Object, Repair or Build skill checks.

Feat-Like Abilities: Robots and Androids are eligible to take feats from the Automatons and the Task feat groups. Some accessories can simulate the effects of feats without having to actually select a feat, if a weapon or tool is installed and there is no feat listed it may be assumed that the automaton has the required skill as part of it's core programming. Non-combatant automatons that use weapons still receive full penalties for non-proficiency use. If a feat is listed it is assumed that an accessory or electronic component allows the use of that feat-like ability and is treated as the named feat in all respects.

Robot Design Example:

Ok, you've decided to build your own automaton type for your campaign, but I haven't made things clear enough for you in previous sections. You'd like to see an example of how it's done. Well, here you go.....

Step 1: Imagination, use it! What is the primary task of your automaton that you have in mind? If you don't have an idea do not proceed to step 2. Feel free to pick any of the suggested types in the Automaton Types section at the beginning of this chapter.

Example: Civilian Emergency Response Bot: Specifically, an Emergency Medical Response(EMR) Bot; Used as a first responder to the scene of accidents where injury to a person is likely. Stabilizes the victim using emergency medical processes and technology and readies them for transport to a medical facility for further treatment if necessary.

Step 2: Keeping in mind the concept from step 1, what is the minimum level of intellect and reasoning power your automaton needs to accomplish it's intended purpose? That is the generation level of your automaton, since generation and reasoning power are directly relational.

Example: This bot is supposed to interact with the public and offer some form of reassurance while performing complicated automated tasks requiring a high degree of reasoning power. I would suggest a late generation III or IV automaton. We'll go with a generation III for our example. So, we now know that our bot has an Intelligence of 14, can perform up to 3 tasks a round, and has 6 memory slots that can store up to 6 skills and 40 levels of skills.

Step 3: Ok, so now you know what you'd like your automaton to do, and how smart, and how many memory slots it has available to it. Lets select some feat-like abilities and skills to compliment its intended purpose in life. You can pick as many or as few as you like so long as you do not exceed the slot limit of 6 skills. The following may be useful to our intended bot:

Example:

Skills

Medical

Listen

Diplomacy

and 1 or more Languages

Spot

Feats (no limits, just select the most appropriate and as many as required)

Medic Surgeon Long-Term Care Modern Surgery Treat Disease

Treat Poison and maybe even Horticulturist or Vet or Xenomedic if it is likely that your EMR will be assisting hurt plants or animals or strange beasts.

Don't forget to divide the available skill levels among the skills and put any odd skill points in skills most appropriate for it's programmed task.

If not using the optional memory slots rules, simply choose the most appropriate skills and feats for your creation.

Step 4: Data Ports. This is what your automaton uses to see, hear and communicate with the world. Some appropriate suggestions follow:

Example:

Sensors

It might need a chem sensor(1) for detecting unusual or foreign chemical poisons, a GPS sensor(1) so that it can find it's way to the patient, or a tactile sensor(1) to detect a pulse or feel for injury. Visual and audio sensors come standard with every bot unless GM decides they don't exist.

Communications

-uplink: machine comes standard and it would probably need a voice link to communicate with its patient.

-downlink: machine comes standard

Control

It may need to control other emergency bots, but our example doesn't so the uplink is not installed. Downlink: Comes standard. This robot may be controlled by on-scene incident commanders or bots or other officials as necessary.

Step 5: Lets select some accessories for your bot. Keep in mind the concept of your bot. What general size would it be for it's intended purpose? Our example bot would probably be medium sized, so that would give us 20 spaces to play with. If you look back you will see that we've only used 4 spaces so far for the data ports.

Example:

Manipulators – Lets give our bot two manipulators, one clawed or multi-use and one human shaped. This would be 2 spaces worth. Bots come with one tentacle as well.

Locomotion – He has to get around, since it isn't a fixed installation bot. I think two legs would be appropriate since it would appear more humanlike to its patient. Spaces 2.

Propulsion system – Our example doesn't need one since it arrives in an emergency response vehicle, which itself may be automated or not.

Cooling System – the first cooling system takes no space, it's a freebee and its size medium so it doesn't require additional cooling systems.

Misc. Accessories – Our bot would probably have a medical tool attachments kit, 4 spaces and probably at least one pharmaceutical kit, 1 space, as well.

Power Systems – Our bot is not really intended to stay away from it's recharge station for long periods so we'll give it a small power supply, space of 1, but because it functions in a vital role the municipality has opted to have the broadcast power converter installed as well, just in case, 2 spaces.

SADS – This particular bot does not require a SADS unit, so one is not installed.

Weapons – not on this one, unless you want it to kill the flies hovering over it's patient.

So, we have 4 spaces for data ports, plus 12 spaces of accessories for a running total of 16 spaces out of 20 available. We're doing pretty good.

Step 6: Determining Mounts

Some of the accessories listed can only be placed in mounts, so lets review some them:

Example:

5. The medical tool attachment kit takes up 4 mount spaces

6. The pharmaceutical kit takes up 1 chassis or mount space, we'll put it in the same mount as the medical tool attachment kit, cuz it makes sense to me.

7. Everything else is going to go in chassis spaces

So we have 5 spaces worth of options that must go into a mount. This will require one 6 space mount or a 4 space mount and a 2 space mount. We'll go with the latter and change our minds about sticking everything into one mount. This leaves an extra mount space on the small mount. This is ok, you don't have to fill every single available space. You are concerned with making your bot appropriate for its task, your not trying to min-max it so that you get the most powerful bot for your bang. The military was fond of doing this, but for most civilian applications this was too expensive and impractical.

The mount cost is 6 spaces so don't forget to add in that additional space (the difference between the chosen accessories and the actual physical mount size that was required to house them).

Our running total is now 4(data ports)+12(accessories)+1(unused mount spaces)= 17 spaces. You could have put the pharmacy kit into a chassis space and saved that extra one space from the unused portion of the 2 space mount, but I chose not to for my own reasons. The concept of chassis and mount spaces make no practical difference in the final automaton template, it is merely used for a little realistic flavor. If you don't want to bother with chassis and mount considerations you can ignore them without any game effect.

Step 7: Stats (this section requires the NPC Classes chapter and its tables)

We have our bot, but now we have to express it in game terms. I could roll for the stats, but I'll just use the defaults because I'm impatient. Remember, it's a size medium bot.

Example:

Abilities: St:11 Dx:18 Cn:11 In:14 Ws:14 Ch:7

HD: 6 (+0 size class, +0/HD non-combatant)

HP: 21(no con or combatant modifiers)

Initiative: +4

Speed: 30' legs

DF/HR: 20/6 (+6 material, +4 Dex)

Default Weapons: 1 tentacles – improved grab(20/-4)

Attack Bonus: +5

Default Core Programs: All

Save: +2/+2/+1 + Alertness and Ability bonuses

Step 8: Determining Challenge Rating

Example:

Ok, our bot isn't a military model so the CR is pretty straight forward. It is a generation III bot so it has a base CR of 3. It's HD = 6 / 4 = +1.5CR and it has no weapons or extraordinary abilities that effect combat, so you get a total of CR = 4.5 (I use fractional CR's, you can round up or down. I would suggest down, because this guy is pretty harmless)

And there you have it:

(1) Emergency Medical Response(EMR) Unit

Skills: Listen

Spot

Medical

Diplomacy

Language-Ancient, any 6

Feats: Medic, Surgeon, Long-Term Care, Modern Surgery, Treat Disease, Treat Poison

Sensors: Chem / GPS / Tactile / Visual / Audio

Communications: Machine / Voice

Control: Downlink, step 4 CID authority (cuz it's a civil emergency authority bot)

Manipulators: 3, 2 arms with 1 claw hand and one human-like hand and a universal robotic tentacle.

Locomotion: 2 legs

Power: 1 small rechargeable battery and a broadcast power converter

Accessories: 1 medical tools kit and 1 pharmacy kit

Stats: Plus the previously mentioned stats in step 7.

Your humanoid shaped robot is ready to go save the patient. Because it's a generation III robot, it is going to look more mechanical and less human-like than a generation IV bot or generation V android would.

I hope you get it now. If not.....just wing it. This chapter is pretty much free form anyway.

Step 9: (optional) Adding Quirks

If you'd like to add an element of realism then go to the Customizing Your Automaton section and follow that process to see how much damage your robot has sustained over the many decades. I know it pains you to have to create a fine piece of robot and then break it, so if it is just too much to bare, then I'll forgive you. Kill a PC for me...!

Example of a Random Generation Chart:

This section was designed as an example of how random generation charts might be built so that a GM who needs a quick automaton encounter may generate a robot opponent in a matter of minutes. This section does not reflect every possibility or potential configuration. Feel free to merely select or change any random result if it does not make sense or goes in a direction you do not want. This system does not account for facility or special Bots which really should be designed not rolled. This section replaces the standard design system. Because some types of bots require or are limited to only some of the available accessories, those items would change for other random charts should the GM wish to expand this section to include the other basic bot types.

Step 1: Purpose or Function of the Automaton

D8	Basic Function	Accessory/Skills Charts	Generation	Size
1	Military	Chart 1/1a	III – IV	Small - Super
2	Civilian Industrial		I – IV	Medium - Super
3	Civilian Household		III – V	Small - Medium
4	Civilian Security		III – V	Small - Medium
5	Civilian Agricultural		II – IV	Small - Super
6	Civilian General Commerce		IV – V	Small – Medium
7	Civilian Emergency Response		IV – V	Small - Huge
8	Underworld		II – IV	Small - Large

Step 2: Select Generation

Be sure to factor the generation range presented in Step 1. Roll randomly for the range given. EX: Military, Gen range III – IV (range of 2) roll any even sided dice (tehe) a low result (bottom half of the die range) and your Bot is a generation III automaton, a high result and it is a generation IV bot. Ranges of 3 are best decided with a D6 (1-2=1, 3-4=2, 5-6=3) etc...

Once you know the generation, select the most appropriate processor for your Bot and note it's intelligence rating and how many memory slots and skill levels are available.

- Linear (Generation I – II) = 1 task [Int/Wis:6]
- Multitasking (Generation III – V)
 - Level 1 = 2 tasks – Generation III (base models) [Int/Wis:12]
 - Level 2 = 3 tasks – Generation III (high end models) [Int/Wis:14]
 - Level 3 = 3 tasks – Generation IV [Int/Wis:16]
 - Level 4 = 4 tasks – Generation V [Int/Wis:18]

Memory Slots

- Generation I = 2/20
- Generation II = 4/30
- Generation III = 6/40
- Generation IV = 8/50
- Generation V = 10/60

Step 3: The Accessories (Chart 1: Military)

Selection of accessories, mounts, weapons, etc will determine how many spaces, thus size, the automaton will be. As you roll, keep track of what accessories are selected and how many spaces those accessories take. If at any time a roll indicates a selection that was already acquired, simply roll again or choose the next entry on the line or column. Be sure to keep track of how many spaces each roll indicates and add them. The final number of spaces determines the size of your automaton.

Military:

A. Locomotion [roll once]

1. Wheels (1 space each 3 or 4 typical)
2. Treads (4 spaces per set)
3. Legs (1 space per pair)
4. Hover Pads (4 spaces per set)

B. Data Ports

Sensors [roll D4 times]

- | | |
|------|-----------------|
| D12 | Sensor |
| 1 | Range(2) |
| 2 | Chem(1) |
| 3 | GPS(1) |
| - | Tactile(1) |
| 4 | Gravitic(1) |
| 5-6 | Infrared(1) |
| 7 | Metal(1) |
| 8-9 | Motion(2) |
| auto | Visual Light(0) |
| 10 | Vibration(1) |
| auto | Audio(0) |

Communications

Uplink [automatic, no random selection required]

Machine(0)

Voice(1) Generation III and above

Holoprojector(1) [rare that military units would have this communications ability]

Downlink [automatic, all units have this feature]

Machine(0)

Control (1/0)

Uplink (Control other machines) [1 space, generation III and above 30% of the time]

Downlink (Be remotely controlled) [automatic, all units have this feature]

C. Limbs [roll once]

1. Two tentacles (2 spaces)
2. Four tentacles (2 spaces)
3. One arm with pincher hand (1 space)
4. Two arms with pincher hands (2 spaces)
5. One arm with fully articulating hand (1 space)
6. Two arms with fully articulating hands (2 spaces)

D. Power System [roll once]

1. Battery
 1. large(3)
 2. medium(2)
 3. small(1)
2. Fuel Cell(3)
3. Reactor(3)

In addition 60% of military bots have the ability to use broadcast power add + Broadcast(2)

E. SADS

Roll %dice, if 85% or greater, your bot has a SADS unit, consult the following chart:

1. Large SADS has 10 spaces and takes up 10 spaces with the following features:
infrared sensor(1) / motion sensor(2) / visual light sensor(1)
communications, machine(0) / control, downlink(0)
4 legs(2) / small battery(1) / light laser(2) / EW pod, range(1)
or 50%
visual light sensor(1) / communications downlink(0) / control, downlink(0)
4 legs(2) / small battery(1) / EMP(4) / light laser(2)
2. Medium SADS has 8 spaces and takes up 8 spaces
infrared sensor(1) / visual light sensor(1)
communications, machine(0) / control, downlink(0)
4 legs(2) / small battery(1) / light laser(2) / EW pod, range(1)
or 40%
visual light sensor(1) / communications, machine(0) / control, downlink(0)
4 legs(2) / small battery(1) / light fusion(4)
3. Small SADS has 6 spaces and takes up 6 spaces
visual light sensor(1) / infrared sensor(1) / metal(1)
communications, machine(0) / control, downlink(0) / 4 legs(2) / small battery(1)
or 50%
visual light sensor(1) / communications, machine(0) / control, downlink(0)
4 legs(2) / small battery(1) / light laser(2)

F. Miscellaneous Accessories

Roll to see how many or if the bot has any misc. accessories

D6	# of accessories
1 – 2	0
3 – 4	1
5	2
6	3

If accessories are indicated roll on the following chart to see what they are:

1. EW Pods, Sensor
 1. Range(2)
 2. Chem(1)

- 3. Tactile(1)
- 4. Gravitic(1)
- 5. Infrared(1)
- 6. Metal(1)
- 7. Motion(2)
- 8. Visual Light(1)
- 2. EW Pods, Fire Control
 - 1. Level 1 (1)
 - 2. Level 2 (2)
 - 3. Level 3 (3)
- 3. Ammunition Bay
 - 1. 1 reload(1)
 - 2. 2 reloads(2)
- 4. Fire Control System
 - 1. Level 1(1)
 - 2. Level 2(2)
 - 3. Level 3(3)
- 5. Armor Plating
 - 1. +1 armor(1)
 - 2. +2 armor(2)
 - 3. +3 armor(3)
 - 4. +4 armor(4)

G. Weapons Systems

Roll %die, a result of 1-80% roll on lethal weapon chart, 81-100% roll on non-lethal chart.

D4

- 1 0 weapons
- 2-3 1 weapon
- 4-5 2 weapons
- 6 d4+1 weapons

Lethal Chart

D10	Weapon	Spaces
1	Laser, Lite	2
2	Laser, Heavy	4
3	Fusion, Lite	4
4	Fusion, Heavy	6
5	EMP	4
6	Sonic Beam	4
7	Magneto, Lite	4
8	Magneto, Heavy	8
9	Mini-Missile Launcher	4
10	40mm Grenade Launcher	4

- lethal ammunition 100%

Non-Lethal Chart

D6	Weapon	Spaces
1	Stun Beam, Lite	2
2	Tentacle	1
3	Paralysis Field, Lite	2

4	Tractor Beam, Heavy	2
5	Repulsor Beam, Heavy	2
6	40mm Grenade Launcher	4
	- APDF round	1-33%
	- Stun round	34-66%
	- Chem round	67-100%

Step 4: Total the spaces in all the previous sections above and then compare to the following chart to see what size your automaton turns out to be. Where it matters to the GM, those accessories that must be in mounts are assumed to be in mounts, otherwise there is no need to keep track of which accessories are or are not placed in mounts.

Size Class	Spaces
Small	10
Medium	20
Large	35
Huge	50
Gargantuan	75
Colossal	100

Step 5: Bot Statistics

This section is used to generate the basic ability scores and statistics of your automaton for game play.

Default Statistics

Size Class	HPxHD	Ability Scores
Small	4-1	St: 7 Dx:11 Cn:11 In:* Ws:* Ch:4+Generation Level
Medium	6+0	St:14 Dx:11 Cn:11 In:* Ws:* Ch:4+Generation Level
Large	8+1	St:16 Dx:11 Cn:11 In:* Ws:* Ch:4+Generation Level
Huge	10+2	St:18 Dx:7 Cn:11 In:* Ws:* Ch:4+Generation Level
Gargantuan	12+3	St:20 Dx:7 Cn:11 In:* Ws:* Ch:4+Generation Level

HD: As size class above (HP:Hit Points are calculated as the SRD: Average die roll (3.5) multiplied by the number of indicated HD for the size class of the automaton +/- any Constitution, Combatant or feats modifiers). Class Levels: npc/monster levels (1 per HD) Military bots add an additional +1 combatant HD mod per die roll if size small or medium.

Initiative: As Dexterity Modifier

Speed: Movement rate is determined by the locomotion method selected.

DF/HR: Defense determined by construction material +1 per armored side (6 sides) +/- any dexterity or feat bonuses and Hardness is determined by material as well.

Saves: as npc/monster level(HD)

Step 6: Skills and Feats (Chart 1a: Military)

The final phase of generating your automaton. Select 4 skills randomly and add them to the default skills. GM's feel free to modify anything your desire to achieve the desired opponent.

*Listen and Spot are default to all automatons

D10	Skill	Skill Level
1	Perform Task	6+mods
2	Instruction	6+mods
3	Diplomacy	6+mods

4	Knowledge, Military	6+mods
5	Operate Vehicle, any	6+mods
6	Medical	6+mods
7	Search	6+mods
8	Language, Ancient-any 2	6+mods

Feats

Although it is stated more than once in this documentation that automatons Most military automatons have Alertness as a standard feat, and if a combatant, the equivalent of Basic and Relic Weapon Proficiency, any. They may also have some or all of the following:

D6	Feat	D6	Feat
1	Track	4-5	On Guard
2	Meticulous	6	Suppression Fire
3	Burst Attack		

You now should have an automaton opponent worthy of slaughter. Be sure and remind your players that THEY are supposed to win.

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