METAL GODS

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CHAPTER 1: HISTORY

HOW THE "GODS" CAME TO BE

The following is meant to be a history describing the development, introduction, and ascent of robotic and android technologies in pre-Fall America. GMs running a game of Darwin's World may feel hesitant to allow this information to fall into the hands of players; after all, the following is an in-depth look at what life was like just prior to the end of mankind, the former rulers of the Twisted Earth. It also explores, briefly, the reasons and evolution of the very Final Wars that brought nuclear devastation to the world – elements which are often best left unexplained to maintain the mystery and awe mutant-kind feel for their Ancient ancestors.

This history is really only one possible explanation for how robots could conceivably be developed, as realistically as possible, while still upholding the integrity of existing literature already published about Darwin's World. Certain Gamemasters are likely to find parts of this "history" unfitting, too grim, or even implausible for their own campaigns. This history is just one view of how it "could have been", to conveniently explain how handfuls of artificially-intelligent beings came to survive the apocalyptic Fall, with varying attitudes about themselves and the races of the earth. If you prefer a different timeline, or the details do not suit your own style of play (or personal vision of a holocaustic world in which to game in), then consider this only to be a mere suggestion or primer.

Let's take a look at how it all might have come about...

THE BEGINNINGS

The development of "robotic life" in pre-Fall America went through what can only be described as a hasty, imperfect, and ultimately flawed evolution during the time of the Ancients. The first incarnation of these artificial creations began largely as a product of the science-fiction of the early American era, as popularized in the writings of many pulp authors, and various television shows about deep space exploration (shows such as *Lost In Space*, for example). The technological and social implications of their creation, however, would come to shape the world.

The earliest robots were what are referred to as "automatons". They were simply constructs of metal or durable plastics, with computerized parts that permitted the construct to follow basic orders, either through direct key input, or by voice command. The simplest and earliest were roving units that brought drinks, or expelled a battery of pre-programmed words for the short-lived amusement of their owners. At the same time, major industries saw the value in these basic "toys" as mass producers of goods; though some re-designing would certainly be required, all manner of new industrial models were implemented quickly in American factories nation-wide. Car makers, textiles industries, agriculture, and heavier industry all benefited from robots right from the start, and would continue to rely on them to meet the demands of a consumer population growing geometrically with each passing decade. The sheer volume of product that these machines could produce far exceeded numbers from before the Second World War, when humans were the sole members of the workforce. Mass profits began to flood all facets of the nation's economy.

As the technology progressed at an amazing pace, the number of robots being created became a direct reflection of the prosperity of the American worker. Abundance in food and resources at the time, in almost all walks of life (and among a social system that was slowly evolving almost into a single, gigantic middle class in which everyone in the country was at least well-to-do), led to a vast increase in the standard of living. This led to robots becoming more accessible to average citizens.

The "dream kitchens" and "dream homes" of 1950s *Popular Science* newsreels became a reality, with computerized automation of the household on almost every level; nearly every American family lived, went to bed, and rose to the heartbeat of their electronic homes. The home, itself a computer in a sense, told the family when to rise; as they slept it was already at work preparing their breakfast and morning coffee. It informed them of the top stories in the domestic news, and reminded mothers of their bridge dates with friends. It coordinated family life by keeping track of daily
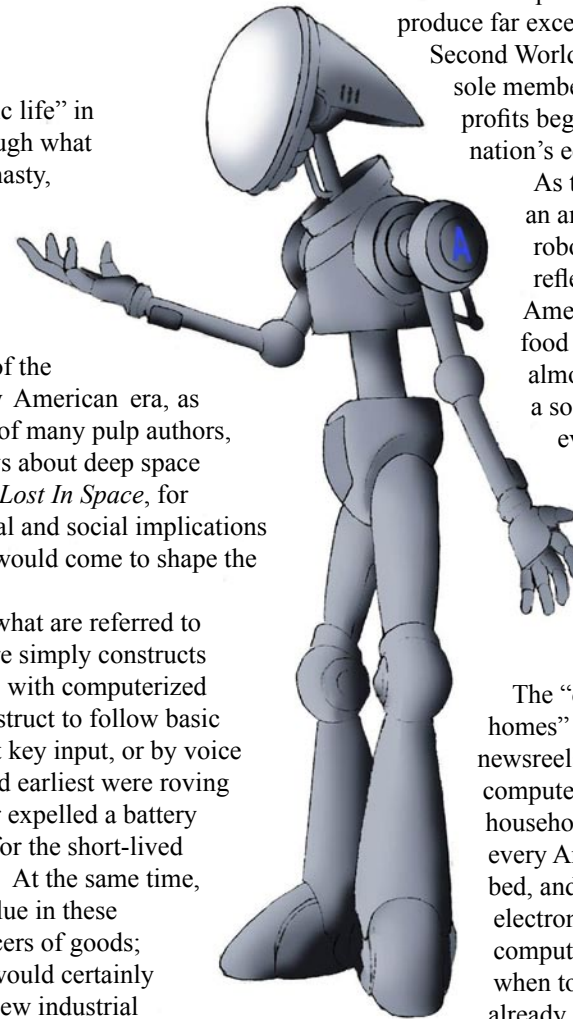
events: Monday little Johnny had a baseball game; Tuesday the PTA meeting; Friday, remember to pick up the family cat at the vet.

What was originally intended simply to convenience the human family began to evolve into something far more important to its social structuring – but too slowly and subtly to cause any alarm among its creators or users. The computer was not only a home, but it was almost an actual member of the family. Children were "raised" by the intelligent house and its subordinate automatons (servitor maids, "robo-nannies", even robotic pets). The computerized house kept track of the children's activities in other rooms, allowing parents to spend time alone. At night, it would dim the lights and, in a soothing voice, read to the children to get them to go to sleep. Parents were free to spend their time as they wished, knowing that their trustworthy computer would take care of them and their loved ones, whether they were awake or asleep, at home or out on the town.

Adults, too, were catered to by the "super-houses" of the day. The American housewife – traditionally homebound - was kept company by the computer all day long. Automated laundry machines and banks of room-cleaning automatons did much of her work, giving her more free time to explore her own hobbies and personal pursuits. And if the house's vast bank of conversation topics and marvels weren't enough to keep her entertained, visual communications systems permitted her to call neighbors for face-to-face chats without even leaving the home.

With this unrestricted ability to contact the outside world through modem, the house could automatically order fresh food to be delivered on a regular schedule, eliminating the need for the housewife to go shopping. It could likewise contact the homeowner, even when away from home, with a friendly phone call to remind him what needed to be done that day, or to offer the peace of mind that the kids were fast asleep, safe under its care.

This perfection only increased demand as it became more widespread, as the abundance of comfort and good living spread to all the American populace and made the purchase of such expensive goods less of a "dream" and more an everyday reality. With more widespread use of this technology came the obvious next step for manufacturers and sellers of these computer marvels: to develop personal, individual computer units to serve society as a whole, or a particular family, or even a specific individual.

EVOLUTION OF THE AUTOMATON

The next generation of robotic units were simply an anthropomorphic development of the computerized household; these were much more intricately programmed units that could speak, keep track of important dates or tidbits of information, advise and assist a human housewife making a handmade dinner, clean up the children's bedroom, or walk the dog at night. Originally these began as smallish robots of a more convenient size and shape, but a growing curiosity (and fascination) in the vaguely humanoid designs portrayed in popular cinema and science fiction quickly led to the development of true humanoid designs.

Though they first began simply androgynous in form, with no true sex, manufacturers of these anthropomorphic automatons soon found that the human public craved robots that bore a more human countenance. Tests, trials, and industry polls proved that human families were slow to confer the same trust they gave their computer-households to the faceless, shapeless, and coldly-unfeeling "garbage-can robots" that were then being produced. This trend was only truly realized after a few years of sales, when profits in robotics began to show their first noticeable decline.

To the wonder and delight of the American public, however, the manufacturing companies were quick to rectify this "speed bump" on their single-minded highway to profit, with the introduction of even more advanced models to wow and astonish the average consumer. Like lavish car shows unveiling the "car of the future", newer, flashier robot models began appearing on the market with obscene fanfare and coverage. The time-honored American obsession with automobiles found a match in the wonderment exuded from a public starved for better, brighter things with all the bells and whistles they could afford.

And the average American could afford quite a lot. The money pouring into the robot market provided the capital to experiment, research, and develop new technologies in the robotics industry. To meet customer demands, the old automaton began to resemble a human being, with properly proportioned arms and legs, optical sensors for "eyes" and voice synthesizer for a "mouth". Some models, made completely of metal or plastic, had clothes or even facial features "painted" on them as part of their color scheme. They were like animate dolls, mannequins with a voice and showing the potential to become man's newest "best friend".

It was during this period that true "pleasure models", developed for sexual gratification, were first constructed and marketed, but their physical limitations were grossly insufficient to meet the needs of the real-life people who would actually consume them as a product. Pleasure model sales remained a small part of the robotic market until later (with the introduction of the most advanced AI and synthetic body forms).

This trend in robot manufacture continued for almost a decade, until, like a passing fad, the American public once more began to show a slow growing disinterest. The lights, the robotic voices, the automation was all "canned". Unrealistic. Cumbersome. Even more worrisome to the manufacturing corporations were

reports of robots that could, with some damaging or malfunctioning, hurt their human owners.

The military, however, exploited the simple and controllable nature of these early robots, and kept the industry alive with tremendously lucrative orders for combat-oriented robots ("warbots"). Essentially computerized "tanks" that could replace not only the individual soldier, but in some cases, entire squads, platoons, or even companies with their sheer firepower (and battery of defenses), production of military robots of this limited intelligence would continue well into the period after the development of true AI. These unthinking, easily commanded war machines were more than ideal for military purposes, and defense planners envisioned – and enacted – plans for virtually dozens of separate models for numerous combat roles.

It is unsure what really started the drive to develop artificial intelligence in robots, but it was most likely the single-minded obsession of the American manufacturer to increase profits and sales. This was, after all, the backbone of the "American dream", which was slowly turning from traditional values of a bygone era before the Second World War, to more comfort-concerned pursuits that were becoming pervasive in the post-war country.

Robotics was certainly not confined simply to the home, or for private consumption. Indeed, from the very beginning robots were used to first lighten the load of, and then totally replace the human being in the most dangerous manufacturing jobs. While most saw this as progress, the American man did not realize he was, in fact, being slowly phased out. Robots were simply quicker, better, and easier to replace if damaged. Robots did not need time off. Robots never called in sick. Robots did not have families to feed or any other obligations to impede performance.

Slowly, very slowly, a strange change came into play. Larger masses of workers became unemployed due to the overwhelming millions of robots being used by the biggest industries. Fearing the kind of chaos and anarchy ravaging the world outside the US' borders, the United States government was quick to rectify this problem. First they developed vast social programs to maintain the financial security of the unemployed, and then they attempted to create jobs for a more long-term solution.

Certain niches (very few) in the robotics industry that could not at that time be performed by robots were given to humans. To meet the needs of so many out of work, the government backed almost any new or hopeful robot company with subsidies and lucrative tax deals. All of these programs were meant to increase the number of companies entering the market, which in turn would mean more factories and production lines, which would ultimately put more of the American people back to work.

Ironically, with time, it became almost the sole occupation of many hundreds of thousands of men to produce *robots*. Men were creating the very machines that were replacing them by the thousands each year. Sadly, no one knew enough to think twice – who had become the servant, and who was now the master? Many still considered robots just another industry, like cars or televisions. Though science fiction had postulated upon it, real robots were still unintelligent, unemotional, un-human. They were simply toys, or tools. And they posed no real danger.

Social changes were occurring among other members of the American family as well. The creators of the robotic house, for one, unwittingly undermined the role of the housewife. Taking away her responsibilities left her with little community value. Though free time was abundant for the American housewife, society was still too young to permit her to live a life of her own. The American workforce certainly didn't need any additional labor, what with the nation's men teetering on unemployment. As such, she became little more than an object herself; sitting on the couch all day long, watching television or chatting away with her girlfriends via hologram, or lost in some virtual-reality fantasy generator she could pick up from the store with part of her husband's large paycheck (new "tailored" drugs, too, were a direct result of womankind's sudden transition from active family participant to the role of couch-potato; these allowed the bored wife to spend her days lost in weird delusions and off in scintillating fantasy-lands of euphoria).

Though dwelling under the mask of an image portrayed by *Leave It To Beaver* and similar feel-good pop culture, family, as a cohesive unit, slowly became less important, less meaningful - and ultimately dissolved. Robots, far better suited to be teachers because of their vast databanks of accurate, government-sanctioned propaganda, saw children through the day. Flashy new devices, toys, and robotic units kept children occupied from the time they got home to the time they went to bed. The homebound wife found "companionship" in her semi-intelligent house, or with friends far away, or in the synthetic drugs she might get from her group of gossipy friends. Fathers, interacting with computers and robots daily, sharing the workplace side by side with them, knew only their companionship and quirks. When he got home, he took comfort in a talking house that knew how he liked his coffee, how hot he liked his soup, how much spice to put in his meals. The same recreations his wife used by day, he used by night, albeit with batteries of new software programs better suited for the male (in his world, with advancements in virtual reality and newer, better pleasure models, every man was a "playboy" – who needed a wife, really?).

Remarkably (or perhaps understandably), humankind did not, or could not, realize the damage of robotics to human society. They were already too much a part of his world to deny. Like cars, which killed hundreds of thousands each year, or cigarettes (which killed many,

many more), robots were too important, too beloved, and too essential to be rid of.

Like the gigantic cigarette corporations with their weighty power over government, robot manufacturers were now ultra-powerful entities in their own right, due to the reliance of American culture on their products. With individual budgets that skyrocketed beyond the dreams of most of the envious nations outside the US' borders, each company set out to make better and better robots, to keep the consumer consuming, and to watch from on high the lowly buyer run for his next fix of "wow".

But, as before, there was a speed bump. Humankind was becoming bored. Though automatons would continue to be produced for a long time afterwards as workers and servants, older models were fast becoming the object of scorn and ridicule. What was yesterday's "robot of the future" was now passé. Outmoded. Out of fashion. The robot that once had 5,000 different things to say was boring, insipid, predictable. People wanted the robot with 50,000 things to say - or 500,000 things. They wanted newer, better, more complex robots, that would surprise them with something new every now and again. Better yet, they wanted something that wouldn't get old, or tiresome, to be put out to pasture like a run-down automobile.

What they wanted was *intelligence*.

THE ADVENT OF "ARTIFICIAL INTELLIGENCE"

They say necessity is the mother of invention, and the necessity of a healthy economy based on capital is profit. With that in mind, the creation of artificial intelligence became not only the desire and demand of the consuming public, but the need and absolute must of the robotics industry.

Early experiments in the creation of artificial intelligence were slow, but massive funding by the huge mega-corporations made leaps and bounds inevitable. The randomizing data banks of earlier robots, which spat out random answers or phrases like a fortune-telling machine, were thrown out. Instead, using the most advanced computer-homes as an example, "brains" were devised that stored not only vast banks of "memories", but ones that could coordinate this information with input coming in from their sensors. For example, a computer could be taught that fire was bad, that it could even kill; therefore, if it sensed heat, it would know to warn people immediately. This was expanded geometrically through advancements in computer miniaturization; a single computer could hold over a billion such factoids, and apply them to its current situation or environment, making real judgments based on what it knew (through programming), what it had been told (through human input and interaction), and what it sensed.

The example above was merely a fraction of the true complexity of the problem, and the steps required to create something even close to human intelligence. There were other matters that for the longest time evaded the 2,000,000+ engineers employed at any time by the various corporations in the "AI race". These included the questions of the soul, the ability to learn, and the ability to love. Reason, one of the qualifications of true sentience, was only poorly satisfied with the vast knowledge banks of a robot. A robot could most certainly learn, through the application of logic to everything it saw, witnessed, or tried ("If fire burns, then stay away"). But it could not make a decision on something it didn't know, except through comparison with the "next best thing". And while studies with the organic human mind proved that various chemicals triggered such feelings of the "soul", and controlled the emotion of "love"; to attempt to duplicate these phenomenon through electronic impulses, triggered when certain circumstances occurred, were practically impossible.

Experiments were conducted instead that mated human mind with robotic mind. These units, known as "biomechanical" or "cyborg" brains, attempted to offer the best of both worlds. It is a testament to the inhumanity of the capitalist system at this point in history, when the decision was made to allow such tests. But the need for profit was deemed essential enough, and as such the steps were taken.

Mating a human brain with a computer began easily enough, with the advanced knowledge of medicine possessed by mankind at the time. A human brain could easily be transplanted into a robot "shell"; neural transmitters and pathways could be connected to synthetic duplicates to perform the same functions of communication or movement. The brain, put in a computer, would operate normally. The problem of keeping the brain alive was easy enough to satiate. Life-support machines of the time had been doing this for years.

But horrific problems soon arose that would curb this particular path science was then taking. Insanity, no doubt the result of sensory deprivation coupled with the sense of isolation felt by all test subjects, affected each and every cyborg mind created. It seemed that cyborg brains, though able to retain their human memories for a time, slowly lost their grip on their own identity, and began assuming strange detached qualities; a sense of bleakness, inhumanity, cold and emotionless behavior, and a disconnection with what had been their human "soul" and feelings. They all inevitably went mad and either shut themselves down or burnt themselves out in maniacal fits that overloaded their carrying units.

In light of these developments, and certainly provoked by the eventual realization that no American consumer would have bought a robot that contained "meat" parts, the first experiments in cyborg technology were abandoned (only to be picked up by the government, in secret, at a much later stage in

robotic history).

It was perhaps the pinnacle of human achievement, at least in the sense of his ability to create greatness with his own hands, when true AI was first introduced. After two decades of near-impossible research, development, and trials, the first artificially intelligent robots – termed "androids" by their human creators – were introduced to the American public.

It couldn't have come at a better time – at least from the standpoint of those who stood to profit from their introduction. America had changed slowly but steadily since the first blocky robots of the past. The unchecked growth of industry had by this time totally outgrown even the ability of the nation's population to supply labor, and thus a gradual shift from human labor to robot labor was inevitable, despite all the government incentives. To compensate for the gradual stripping of mankind from his source of income, the United States effectively became a heavily socialized "welfare-state", where rule "by the people" began to shift towards the hands of the rich.

This shift in turn led to the first vestiges of telling social problems, which conceivably could threaten a mass social breakdown. Once again, protecting what it perceived to be its economic health and prosperity (and the standard of living of all of its people), the government made lax many laws that prohibited the recreational drugs of the past. New and more effective hallucinogens slowly became the major pre-occupation of men, women, and even children (in the latter, however, electronic gizmos and computerized companions were still a number-one interest) in America – dimming, then dissolving, their growing dissent against a society turning grayer and grimmer with each passing decade.

Drugs that could simulate all the emotions became popular to a public that was bored, jaded, and burned-out on its own glittering allure. People who never left their homes, or whose lives were practically cardboard creations, found excitement, love, passion, and danger in these quick fixes.

The United States' isolation, and the social paradox that had come from its unique situation, had given rise to a culture that was gradually receding into hedonistic simplicity. Each year the nation prided itself on having newer, more pompous pleasures and pastimes, and shrinking concerns. Though after the Second World War, reporting on the outside world (suffering from chaos ranging from brushfire wars to massive calamities in every corner of the globe) had been regular. Now the American public simply had no interest. A view of the world outside was like looking down into Hell. Why should anyone in Heaven concern themselves?

An additional factor affecting American society, and stemming from the effects of industry, involved the creation of the first "domes". At first, these were a handful of huge crystal or glass domes built around existing cities and metropolises, to protect against the chemical pollution of the atmosphere and the diminishing ozone layer. Protecting the occupants within against ultraviolet radiation, they soon became essential to protect vast regions of cropland as well – and more and more population centers too. Domes began springing up everywhere. Experiments were conducted with the thought of relocating large parts of the population underground, to deep subterranean "vaults".

The damning industry that had caused this environmental condition could not realistically scale back, as it provided for the nation's very survival and economic health. The nation's *people* would simply have to adapt around it.

The domes, though really only meant to shelter the cities from pollution and UV rays, had another, unforeseen effect. Each domed community slowly became a separate community. They were slowly becoming cut-off, separate entities from the whole

they had once been. The abundance of outlets for new computers, cars, recreation, or to purchase their much-beloved recreational drugs, in almost every city, small town, and crossroads in America, made this transition possible. Magnetic-levitation monorails crisscrossing the bleak American landscape made travel – and freight transport - from one corner of the country to the other quicker. People no longer needed to leave their vaulted city for anything; everything they needed, the corporations were more than eager to supply in quantity. The concept of a country drive, or a camping trip, or "getting some fresh air", simply didn't exist anymore. Not only were the people uninterested in such activities, but there simply wasn't any fresh air to be had anymore. Atmospheric pollution was gradually changing the face of the country. It wasn't safe to be outside the domes for more than a few weeks in many areas. To make up for the "bleaching" of the world, the domes also took on some robotic traits. In some cities, the entire interior of the dome was covered in vast television screens, which portrayed an image of a beautiful blue sky, or a crystal-clear night complete with stars.

The domed cities became the new havens for humanity – and began to overpopulate as a result.

The traditional roles of men and women were becoming even more ambiguous and undefined as well. Though the stunted, "feel good" facade of American society still propagated the traditional image of *Leave It To Beaver* and *Father Knows Best* - and most (if not all) American subscribed to this farce - beneath the practiced smiles, the church-going regularity, and the ingrained obedience to tradition, the reality was something quite different. Outside of the home, away from their family (and the prying eyes of neighbors), people were plunging headfirst into wild and exotic pastimes. Popular among the domed cities, for instance, were "love shops", places where men and women could discreetly congregate for free sex.

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Husbands, still receiving the government checks, made best use of these places, but bored wives also made up a large portion of visitors. Similar recreational spots were fabulous parlors where people could partake of the newest drugs, and remain comatose for hours on end. Returning to Sodom, American society pretended it was something it was not, while it slowly rotted from within.

It was into this hedonistic setting that the first AI androids were brought into the limelight. All manner of models suddenly flooded the market – and, to the delight of their creators, sold with unbelievable vigor. America, bored and jaded, ate the idea of intelligent servants and companions right up. The ingenious idea of setting their price well beyond the average government paycheck made androids a rarity – but something everyone desperately wanted. A status symbol in a society almost devoid of class distinction, ownership of an android suddenly became the newest rage.

Though androids were originally *made* for commercial, recreational purposes, they instantly found a place involving themselves with other applications as well. The government, which had been involved in their development from the very start, had provided vast funding in the field of the robotic brain. It was ostensibly their belief that androids could be made to assist humans in the research and development role. As scientists, the idea of an android as a researcher was certainly ideal. Not only could an android hold vastly more information and data than a human being, it could more quickly, more precisely, and more diligently. It was also expendable, could be put in hazardous environments, and could be replaced more cost-effectively than an equally trained human being (which were becoming rarer and rarer as society became more and more hedonistic).

The nation's curiosity with androids was in itself a telling account of their own dying humanity. Disinterested with their fellow man, a new "toy" seemed to satisfy their boredom, but not without a cost.

The most popular android models included android children (to act as playmates to real human children, or to serve as surrogates for parents that could not conceive), android companions (to act as assistants, secretaries, or even entertainers), android laborers (to supervise simpler robots and automatons, and perform jobs that involved intelligence as well as strength and precision), and of course, *pleasure models*. A far cry from the earlier robots built solely for their physical resemblance to humans, these latter were truly *intelligent* beings – they could anticipate a human lover's needs, desires, and fantasies, or devise their own. They knew how to read

a human's emotions or mindset, and match theirs to create the ultimate sexual experience for the owner. And the android lover could even play hard to get, or playfully deny a human's advances, which made it all the more "realistic" – and appealing.

By now, the slow "immoralization" of American culture made this last example by far the most popular. It became clear that though cheaper automatons were still being bought by more modest-minded consumers, and some androids were being used for other purposes, pleasure models made up at least 80-90% of the civilian market - though government-sponsored developments on what were to become "thinker" or "scientist" androids were also taking place at the same time, and with much force behind their being pushed through into production.

"THINKING" ROBOTS TO REPLACE MEN

It is unclear whether the scientists of the time had objections to the creation of "thinker" droids, for it was blatantly obvious that these would replace their human counterparts someday in the field as well as in the laboratory. Androids were simply better, in all ways, physically and mentally. The government, for some reason, seemed unusually insistent on their creation, ostensibly since these "thinkers" would be able to develop superior technologies that could curb the problems of America's spiraling population numbers. A cure for myriad diseases; a remedy for the depletion of the ozone layer; new methods of agriculture; new methods of making the best use of the world's diminishing resources; and especially the investigation and development of food substitutes (which were now becoming diminished in supply as the US population expanded impossibly towards one billion) were certainly in the back of their heads.

But were these really the only reasons? Rumor

amongst the dwindling core of intelligentsia of the time suggested the government was secretly making steps to replace them altogether, and thinker droids would make the perfect surrogates. Hushed, paranoid rumors hinted that those in power of the nation wished to reduce the number of educated, and bring them down to the level of the masses - to make them docile and compliant like the sprawling, pampered, hedonistic middle class, lost in its fantasies and complacence. By slowly replacing them with advanced models of AI that could out-perform them in all ways, the need for higher education among humankind would diminish almost entirely. There would be no one to question the government, no one to question the slow stripping of purpose from the average American's life, and no one left with enough brains to even desire a change.

Androids became the perfect tool of those few in government who really called the shots, who knew that without taking proper steps, the slow but gradual change of the United States from a land of free-thinkers to that of idiotic masses with pointless lives, would, sooner or later, bring about the attention and suspicion of the few (but potentially powerful) educated. Who, it was believed, might actually pose a threat to the status quo and attempt some coup or social revolution.

Apparently the talk of this suspected "government plot" was not enough to convince all of the scientists and intelligencia in the United States (certainly, those payrolled by the robot industry to develop "thinker" droids didn't seem too concerned), for in due time, a new, perfect, and utterly supreme form of artificial intelligence was inevitably created – the *thinker droid*.

By now almost 75% of the American population was living in the great domed cities, which had sprouted up almost everywhere in the country and were growing in their colossal size and shape. The new breed of androids entered into this scene. Dreams of a new "caste" of intelligent beings bent solely on

the betterment of mankind's condition seemed to be an unshakable optimism for the first few years of their institution.

At first, the new "thinker" androids were all they had been promised to be and more. They were capable of performing all the functions they had been programmed to, and surprising their human masters with an unbelievable lust for knowledge, learning, and understanding. Like true child prodigies, each seemed single-minded in a desire to perform not only its duty, but to perform it perfectly and efficiently, to the wonderment and amazement of their organic creators. They earned not only respect, but awe from their human makers, whom they exceeded in all aspects. The scientists who created them quietly mused that their androids were more fit to be society's masters and caretakers - something which would, soon enough, become a consuming point in the synthetic minds of these creations.

With the introduction of such truly complex AI minds, the government once again began applying these new technologies to military endeavors. Prime in their minds was the creation of "soldier androids", specifically androids that could be given a tremendous grasp of military tactics and strategy, possess built-in weaponry, and coordinate dozens, if not hundreds, of unintelligent "warbots" and other combat models on the battlefield. Doing this would take out the element of human error in war (or so it was believed), increase battlefield efficiency, and minimize the potential loss of human life in war. A soldier droid would be able to coordinate communications, the placement of troops, and run hundreds of thousands of permutations to predict enemy movements and maneuvers. Androids could make the tough, callous decisions needed to achieve victory. Robots (androids included) were also expendable, while human loss was something America had always been unable to accept in war. With such advanced technology now available,

the creation of flexible, intelligent, and competent synthetic creatures could supplement, and ultimately replace, humans in warfare. At once production began on anthropomorphic soldier androids, as well as the development of even heavier vehicles, resembling tanks and lumbering battlefield machines (these would later become known simply as war "droids", removing the "an-" prefix suggesting a human shape due to their widely-varied forms).

Androids were soon proving that they were adept at even the most complicated applications, in positions once thought operable only by humans. Androids with their perfect, seamless AI were doing their jobs without error or question. The same could no longer be said of men. Their complex brains let them juggle mathematics, incoming data, and hundreds of other forms of stimulus, yet they never got confused or broke down under pressure. Stress (mental and physical) seemed utterly irrelevant to them. They could work for 24 hours straight, seven days a week, and yet maintain their razor-sharp cognizance and efficiency.

Mere handfuls among millions of androids were showing up defective; the vast majority were amazingly *perfect*. Ironically enough, those few that did break down or showed problems were eventually discovered to be the fault of *human* manufacturers making minute oversights during their assembly line construction!

Slowly but surely these superior androids were being allowed to replace humans in various positions; first among the more dangerous laboratory research jobs, then as leaders of academia and learning. Like the earlier robots that had taught and supervised generations of human children, they were better teachers and instructors, teaching government-sanctioned curriculum and filtering out thought-provoking materials no longer deemed acceptable for American schools. Soon androids were being seen everywhere, even taking over control of the

administration of the great domes – monitoring atmosphere control, maintaining city power grids, running the vast robotic food-reprocessing centers, and even issuing security droids or robots to where they might be needed in civil emergencies (such as the rare robbery or car chase). They slowly began to phase-out human police, as their ability to judge a situation even under the tremendous stress of a shoot-out or hot pursuit seemed flawless.

Courts began to see more and more androids, whose capability to review facts, cases, and follow legal procedure were uncanny. At first, androids were employed as assistants, then to actually *defend* the accused. Their ability to catalog evidence, and recall the most stringent or obscure legal loopholes, coupled with their own ability to read through human emotions and bluffs (a combination of monitoring the voice levels, breathing, and face temperature of their "opponent"), made them perfect in countering the cases of a human prosecution.

Soon androids were spreading to the prosecution, and then to the role of judges as well. After all, their cold impartiality made them perfect administrators of a balanced and fair justice. Though many criminals (and indeed, civil libertarians) objected profusely to condemnation by an emotionless "robot", any examination inevitably proved that androids were impossibly perfect. No ruling could, by law, be overturned, since no android judge ever committed a mistake in judgment by the books. The government, though at times pressured, was all too eager to see law-breakers disappear, for these few vagabonds of society only threatened the beauty and perfection of the system they had built.

Though these new "thinkers" were effectively assuming control of human existence in the United States, a condition that might, in a more sensible world, have given rise to alarm, what really attracted the attention of the public were, of course, the

pleasure models that were introduced regularly with each new year. Technology was increasing rapidly, and developments in the research of artificial flesh, blood, hair, and other "trimmings" were making androids more and more realistic. This was met with excitement, of course, for the old "bare plastic and metal" of before was now being sheathed in more believable guises. First came skins of rubber and heads with plastic hair, glass eyes and artificial fingernails. Then came superior modeling and musculature that mimicked the movement and flexibility of the human body. Soon, true synthetic flesh, which looked and felt like actual human skin, was used on androids. Then, networks of pain and "feeling" sensors were placed on them so they would behave like people. Artificial blood ran beneath their skin so they would blush or bruise. Hair, grown in laboratories, was weaved into them. Synthetic fluids resembling human saliva, sweat, tears, mucus, and other liquids perfected their mimicry.

Androids, with their seemingly human sentience and much-improved bodies, were becoming almost perfect "humans" in their own right. It was then, and only then, that things began to go so terribly wrong.

THINGS BEGIN TO GO WRONG

No one is quite sure how it began, but somewhere amongst this perceived perfection of hedonistic living, humans were found wanting in the eyes of fate. When one is at the top, there is only one place to go – *down*. So too was the ideal paradise of America destined to teeter, tremble, and Fall.

Somewhere along the line, androids began to develop an identity of their own – something no one, in all their genius, ever truly imagined. Sure, individual androids were beginning to show signs of psychological development beyond their initial programming, but this was to be expected; after all, it was part of their "charm" (and in some cases, their

very allure). Most developed character quirks or flaws that only made them that much more "human". But soon more striking, obvious developments began taking place that brought rise to concerns over their very existence. Many androids were developing an annoying obnoxiousness and egotism, over their human masters. Some few units developed irrational megalomania, and had to be shutdown (often forcefully). Others, developing personalities that their owners might consider "unappealing" or "unattractive", were simply sold off for parts or disposed of. As they began growing and developing, people began taking them back to stores for refunds, replacements, or exchanges.

What began as a minor concern soon blossomed into a huge financial windfall in the android industry. Though their creations were beginning to annoy the public, people were still buying, and were disposing of their old androids every few years. This was a boon to the industry, since it meant more and more androids would have to be built to meet demand.

While seemingly a financial boon, the effect of so many androids flooding the nation's cities was not a benevolent phenomenon at all. It was leading to a tremendous nexus, where things would come to a tragic – and ultimately final – conclusion.

There was now a surplus of actual intelligent, artificial beings with no purpose. Unlike humans, the government certainly would not grant them equal claim to the regular welfare its organic citizens received. To do so would certainly cripple the nation economically. By now there were over five million "alive" androids, a number that would only increase. Surely the government could not be held responsible these mechanical constructs! The situation raised numerous questions. Were androids really intelligent? Did they have a true soul? Religion (seldom heard of in this ugly, self-absorbed nation) became a convenient

thing for a new breed of human debaters to fall back upon. If God didn't create them, then they had no soul. If they had no soul, what rights did they have? Were they citizens? Or were they merely property?

Ultimately, the latter view of androids became prevalent among American society. After all, *they* were the creators, not the androids. People, suddenly afraid that they might very well have created a problem beyond their capacity to accommodate, took on the hard-line view that they, in fact, had the right to dictate the fates of androids. Placing themselves in the role of God, they merely decided it was their prerogative, as God-made organisms, to dictate life and death.

To the average American, androids were machines. Sure, they walked, talked, and sometimes even looked exactly like men, women, and children – but they knew, they simply knew, androids were machines. They could be turned off. Their creation wasn't some fateful event, or some coincidence of marvelous wonder. They were created by human beings, to act and behave however they themselves wanted.

The average American just couldn't fall in love with an android. Vast numbers of android children, cunningly created to take the place of human children in a world stripped of resources and dwindling food supplies, were falling out of favor. They just didn't have that perfect human element – they weren't created by something other than human hands. You could kill one, and you wouldn't get into trouble.

They simply weren't special.

Ironically, mankind had begun to reject something it had sought for so long. The one thing that decades of research could not foresee was that upon reaching the perfection of intelligence and reasoning, androids would be disregarded because they just weren't "natural".

MILITARY "BLACK PROJECTS"

The government, however, maintained its program of manufacturing thinker androids and military models, because a storm of a different kind was brewing on the horizon. America's isolationism for so many decades had not gone without a price. The world had suffered from the great Second World War – and had never recovered. Petty dictators had been allowed to come to power in all corners of the globe. Cruel nation-states had been free to develop without check. Terrible social experiments and social re-engineering had taken place in the new hotbeds of fascism and communism. Millions had been killed. Petty wars, spiraling into massive orgies of destruction, ignited every few years all over the world. Nations were re-formed and re-strengthened. Minorities in some places were utterly extinguished. Ruthless majorities came to power, and forged states bent on their survival and dominance alone. Nationalism and racism led to barbarous wars where millions of innocents became the pawns of international warfare and conquest. Entire indigenous peoples either learned to cruelly oppose their oppressors – or became extinct. Primitive weaponry and overgrown populations only made warfare that much more brutal and prolonged. No city, anywhere in the world (outside of the US) seemed unscathed by the decades of constant devastation. Gone were the glorious cities of London, Rome, and Moscow. In their place were cold, ashen ruins fought over by the newest governments, the next resurgent power, against those who would oppose them. Towering over the bombarded, turmoil-rife landscape rose eerie, unfamiliar banners of newly-risen empires and emperors, all but erasing the friendly allies and former friends from times past.

From this disparaging, hopeless world outside the borders of the United States, far from her prospering shores, came *hatred*. From the chaos of their unending

wars, a handful of gigantic super-powers began to rise. In the Far East came faceless hordes of peasants, who had never known luxury or peace in all their history, to create a union of literally *billions*. The carcass of Japan had early on become the target of a blood-frenzy of revenge for the atrocities of World War II, and thus the extermination of millions became second-hand to these savages. Unaffected by emotion or concern, jaded to human suffering (theirs or others), their bleak attitudes had permitted them to conquer almost the entire Pacific region through brutality and numbers.

From the Soviet Union came a cold, inhumane empire that had discarded its own humanity to meet the needs of a world of dying resources. Though weakened by its involvement in the Second World War, the continuance of the infamous "five-year" economic projects of Stalin's era turned the once-pristine landscape into a nightmare of industry and factories. Low-scale conflict with its enemies during the darker years after the Second World War left places such as the Ukraine a blasted, wind-swept wasteland, where nothing could be produced. What was once the "breadbasket of Europe" could no longer even support its own people. Russia had become a union where everyone shared what little was left, and lived in perpetual warfare with its neighbors to acquire more and more to feed its ever-expanding population of poor. Entire states were subjugated and stripped of everything of worth to provide for the homeland. Millions were mass executed in these territories in a cruel attempt to prevent reprisals or resurgences from survivors of these invasions.

In Europe, Germany rose once more like a phoenix from the ashes of its obliteration. The USSR, France, and England had fought to divide Germany like colonial Africa, only leading to all-out war that had crippled all three, and left Germany a blasted ruin. The adult population was almost completely obliterated, the few survivors of WWII dying as conscripts in the

armies of one side or another. But from the ruins, like cockroaches refusing to die, they re-took what was rightfully theirs and began rebuilding. A generation of children, few older than 16, became the new leaders of this grotesque land. Military, now more than ever, become the sole concern of this twisted state of being, fighting ruthless battles against the same enemies of World War II to drive them from its borders. The rape of their already-impoverished lands by a resource-starved USSR, a merciless devastation at the hands of fleeing imperial English, and the onset of plagues brought by these same decrepit, starving invaders, gave rebirth to the same insular, racist mentality that had fueled the Second World War. Over one million civilians had died from these diseases in a brief six-year period, a devastating scourge that wiped from the young German people any remaining humanity. Once more all out war enflamed Europe, with the young, determined armies of Germany intent on establishing some kind of violent order on its equally weakened neighbors. Invasion turned to conquest. Old wounds were re-opened, and cruelties beyond imagining spread like wildfire. Jews, gypsies, and others long held in disdain, and often suspected of being carriers of disease and sickness, were subjected to the same horrors of the Second World War – but this time, without escape. Elderly survivors, believed responsible for the state of things at home and abroad, were rounded up and murdered everywhere their new flag of hatred led them.

Though many former nation-states disappeared, and others slowly appeared in their place, it was obvious some few were rising to heights above the others. The Soviet Union, with its colossal billions of desperate, starving peoples, was certainly a prominent threat. China, and all of the Orient, was united under a super-powerful combine of vast proportions, stretching from Mongolia to Australia. England, too, would re-invest in the image of empire, but as a mere shadow of its

former self.

What America feared was that these countries would soon run out of enemies to distract them. It feared the treachery and civil strife spawned by starvation and misery among these "wild dogs" would eventually fade with the realization that there was only one place on earth now that had any form of abundance and plenty left - *America*.

America knew that so long as it kept its foreign enemies from going nuclear, it would certainly win with its vastly superior military might. After all, the United States had the luxury of decades of advanced research and development, experimentation with new forms of power production, and a prosperity that had been almost self-perpetuating and resistant to the turmoil of the world outside. Events across the globe had kept America out of the same fighting that had made each and every nation on earth so miserably weak. And why *should* they go nuclear? If they came to American shores, it would be to reap the spoils of its industries and sheltered croplands. To go nuclear would only work against their ultimate goals.

The United States stood tall and secure, it seemed ... but no one was taking any chances.

At home, the military had quietly continued research into biological combinations of organic and synthetic materials (picking up where commercial "cyborg" developments had left off), with varying degrees of success. But as is always the case of the military, failures were to be expected, and not to be too concerned about. Though many cyborgs had shown problems, and often had to be replaced due to developing insanities or rogue behavior, they were simply the best of both worlds – a trait the military appeared completely obsessed with. The reason was actually quite simple, even if truly self-serving: though *androids* were ideal as replacements and low-ranking commanders, old-school generals (the ultimate power in the military chain of command since the

successful end of World War II) simply would not stand for "machines" replacing *them*. Like commercial industry leaders (who were still very much human beings, refusing to be replaced by more competent and efficient androids), the aging military brass refused to accept the trend of android replacement among their inclusive ranks.

But, in fact, they had already given over control of many of their nuclear facilities to the most successful combatant cyborg types. These same old crusty commanders, who viewed androids as merely "pawns" for their much-anticipated future war with the entire world, had realized early on that cyborg technology, even with all its flaws, was the key to true *immortality*. While they refused to be replaced by androids in their jobs, these aging carry-overs from the glory-days of WWII realized they could, in fact, live on as *cyborgs*.

In many cases, the best and brightest military minds of that generation were quietly extracted, revived, and used to control massive computer installations. Though some of these old men truly believed in serving their country into infinity, no doubt powerful, pompous generals, who perceived themselves as the world's next "Patton", or "Alexander The Great", used all their clout in command to be revived after death. A new generation of "super-cyborgs", powered by the living brains of America's greatest military leaders, began to slowly assume control of the armed forces.

Slowly, two separate entities were beginning to appear – a secret military side of government, and a powerful industry-controlled government weakly resembling the democracy of before. Both, for the time being, served the same goal – the perpetuation of America's might, economically and militarily. But this unknown, unseen reliance on robots, androids, and cyborgs for America's defense would, however, ultimately lead to a disastrous conclusion.

PERSECUTION AND PRELUDE TO WAR

So began a brief period where "civilian androids" were treated little better than the earliest robot automatons. Production of androids in the civilian market began shifting to purely pleasure models to appease the growing sexual deviancy of American society. People began to view as objects, like "furniture", to be used and taken for granted. What other purpose was there for them? Older, unwanted models were traded in or scrapped. Junkyards of hobbled, deliberately crippled androids (to prevent them from endangering people) were stocked full and left to their own devices like isolated "leper colonies" from the past. In some domed cities, entirely new domes were created to house these rejects. In others, they were simply shipped out of the domes and conveniently dumped into the nearest valley, canyon, or buried in waste disposal tunnels underground.

Androids, for their part, could not protest. Despite all their intelligence, humans had cunningly given them built-in psychological limitations (a precautionary measure stemming from the earliest robots which had unwittingly endangered human lives), limitations that prevented them from turning on their masters, or even harming human beings. Though intelligent, an android pleasure droid could not resist an abusive master. She could not hurt him. She could not protest her role as his "property." Ultimately, she was a slave that could not rebel. She could only sit and dwell in her torturous, animal misery.

Thus androids simply *could* not resist. And so, tragically, many marched off at the command of their human masters into mass trash compactors, into furnaces, or were simply torn apart without resistance and turned into scrap for the next generation already in production. Hundreds of thousands of unique, thinking, sentient life forms were liquidated without a moment's thought of the inhumanity of it all.

The cruel treatment of androids would not last long, however, for a new distraction came to draw all attention elsewhere.

America was invaded.

It came almost like a bolt out of the blue – at least to the American public. Age-old enemies, still broken and ravaged by their own wars, came to rise as one, and turn their collective heads towards the glittering paradise that was the United States. The repositioning of primitive weapons-carrying satellites from the Great Communist Union of Asia first tipped-off American robotic spy stations in orbit that war was coming. Automated tracking probes had been monitoring mass troop movements in Asia, Europe, and among the shattered warlord states of the African continent – who, by now, had been seduced into the fold of the Great Powers to join the invasion. Spoils would be had for all – and life would go on for another 50 years or more. Though it meant the end of billions of human lives in the present, the promise of some relief to their suffering was enough to convince almost the entire world to turn to savage treachery.

It began as the military planners had imagined – the enemy invaded with conventional weapons, navies, and air forces. Their goal was to secure the centers of industry and agriculture – a monumental task, but one that a combined army of more than two billion could conceivably achieve. It spiraled out of control. The armies of the United States met the invaders head-on along vast stretches of abandoned beach – shorelines that had been deserted since the pollution rose to intolerable levels in the world's oceans. Out of sight of the great domes, the robotic armies marched forward and began the wholesale slaughter of the desperate organic enemies, who swarmed from their transports like starved rats fleeing from sinking plague-ships.

The handful of cyborg minds that coordinated the entire armed forces of the United States were

slow to inform the civilian command of what was happening. Though androids were required by their very programming to follow protocol, their cyborg commanders took precedence in the chain of command. Unwilling to risk their strategies being carelessly discarded by some pompous *human* president, these machine-hybrid masterminds of military delayed as long as they could.

Inevitably, however, enemy bomber formations of 1,000+ aircraft began getting through, even past the superior robotic air defenses that ringed each domed metropolis and population center. It was now clearly evident, shockingly so, that America was at war. Cities came under attack night and day. Power grids were failing. Their robotic caretakers were instantly shifting all resources towards war production, as martial law was declared. The people, unaccustomed to such chaos, recoiled and retreated into their domed cities.

The human, flesh-and-blood president of the United States finally met with his coterie of military commanders soon after the initial landings along the east coast. Located in some unknown place among the Rockies, in some vast complex-bunker deep beneath the tallest mountains, he and his staff arrived to take control of the situation and direct the "joint chiefs" in the president's vision of a defense strategy.

The American president, elected by the few interested voters in the country as much for his own on-screen presence as his actual competence, was surprised when he finally *saw* his "joint chiefs" for the first time – a collection of gargantuan super-computers, encased in solid steel in the deepest recesses of their military command HQ, linked to one another and to the entire complex (and the entire network of military outside the mountain). The brains of the men he had once known, the heroes of WWII, now suspended in tanks of fluid, stared back at his startled eyes.

This was the end result of billions of dollars of military spending?

To his horror, the president was informed of the joint chiefs' decision to institute a nationwide draft. This was completely contrary to the White House's unrealistic, out-of-touch plans, as the preservation of the status quo of American society was foremost in their minds. However, the president (despite being a true figurehead) was no fool, and realized that his position was in jeopardy, here in this darkened vault guarded by nearly a thousand android soldiers.

And so it began – all-out war. In a matter of weeks, millions of American men were being marched to the front lines. The war was brutal. Led by unseen cyborg minds that had lost all touch with human emotion, mass formations were used as cannon-fodder, and made expendable. The starved desperation of the foreign attackers was countered by the cold, carefree tactics of inhuman, cyborg commanders.

The average American soldier did his job – he knew no other way. Having been born and raised in an environment where everything real was fed by a computer, or television, he ate up the lies about an "inevitable victory". He believed, after all, that humans were ultimately in command; the computers were just go-betweens. In some cases, what he thought were humans were, in fact, androids – cleverly disguised in a covering of human-like "flesh."

Though his city – and its people - had been reduced to ashes in fire-bombings, the computerized military establishment still sent him concocted letters from home. Morale was high. The brutality demanded of him by his unseen supreme commanders was met with a kind of detached curiosity. No one had ever killed before. It was thrilling. It was a new experience, a new sensation, a new "high". Sadism ran rampant.

The war escalated. Men were reduced to ravening dogs. On one side, the bloodthirsty enemy, struggling for future survival, saw their American enemy as pampered puppets of an illusionary civilization that took child-like delight in their massive casualties.

They, in turn, responded in kind.

Millions of American boys were dying, but little (if any) word got out about it. Battles raged from Maine to Texas, and all over the west as well. The computers in control of the cities, and now in control of the wartime government, were pleased to see that war only increased production. More tanks, more androids, and more weapons spilled from the factories.

But it wasn't enough. The enemy kept coming. Delaware, Maryland, Massachusetts, and other states began to collapse. All over, the enemy surged forward, at times climbing over *walls* of their own dead. Campaigns of propaganda to instill patriotism weren't working. People were afraid. Recruitment began to suffer. The integrity of the line seemed ready to falter.

It was then that the cyborg command resorted to the last option.

THE STUDENT BECOMES THE MASTER

The first strikes were launched at the behest of the cyborg command. Silos across the American heartland were ordered to blast rallying points of the enemy – Boston, Washington DC, Richmond, and others. Those few silos left in human hands did as they were told with little hesitation; those that were automated did so without question.

The president, under a virtual "house-arrest" in the robotic command bunker, could no longer stand for the wild, gung-ho madness of his obviously insane generals. Though certainly not about to surrender, the president could not stand idly by while these inhuman generals usurped his power, and brought devastation to American cities in some insane policy of "scorched-earth".

Not surprisingly, the president was never heard from again.

The first nuclear blasts evaporated many of the great

cities of the east coast. Millions of enemy soldiers perished, along with countless hundreds of thousands of witless Americans who could only surrender in the face of the enemy onslaught. They, too, were turned to ash in a brief flash of light.

Acceptable, so the cyborgs thought. In the grand mathematical equation, lives had to be lost for ultimate victory.

But this was a tripwire from which there would be no return. The leaders of the enemies of the United States, unable to accept such wholesale slaughter, now realized it was, inevitably, the end of the world. They knew their empty resources and food reserves could only last for so long – ten, fifteen years at most. That fate was a slow, painful death. Theirs lives would end only in misery, as America loomed over their carcasses in victory.

It was unanimous – they would die defiant. *Better to end the world than to surrender.*

Alarm sirens sounded all across America. People began the hasty, panicked retreat to underground bunkers. Thousands were trampled in the streets. Entire dome cities were abandoned, or sealed off in the hope that their robotic defenses would be enough to save them.

The missiles began to strike. Bombs fell. Nuclear devastation was almost complete. The enemy revealed its true cunning in the form of weapons that could match the magnitude of America's, developed no doubt specifically to bring America low at this final hour. Pinpoint-accuracy in Russian missiles allowed the detonation of nuclear warheads along America's fault lines, while entire civilian centers were deliberately targeted to bring about the end of American civilization. Diseases tailored in the tepid laboratories of the Chinese and Arab world would bring plagues of an insidious nature to scour the weakened survivors. Chemicals of all kinds joined the cocktail of weapons, poisoning the vast, vitally important crops of

TONING IT DOWN WITH OTHER ALTERNATIVES

This alternate history of robotic evolution and dominance in the pre-Fall world, as stated before, is just one example of how it *could* have been. Though many assumptions here on out will be made based loosely on this timeline, it should be easy enough for any GM to tailor the information in "Metal Gods" to suit other visions of a robotic existence.

Instead of a future that seems to have been brought about by the inherent inhumanity of robots, some GMs prefer a more ironic world destroyed solely by human hands. The extent of human societal decay, for one, may not (in your particular world) have been as extreme as described in the text. Likewise, the Ancients' reliance on technology, and the heights to which they achieved before their Fall, may not be to your liking. And perhaps your gaming group prefers a pre-apocalyptic world more like our own, with technology levels of a more realistic kind.

Altering the history presented here should not be a problem. In many cases, it simply doesn't have to be specified at all. After all, players will no doubt be playing survivors of the apocalypse, generations down the road, and thus any knowledge of the past has already been forgotten. Who knows *why* the Fall happened? Who knows *why* the Ancients killed themselves off? In the end, it usually doesn't matter. Your players, who obviously already have an interest in the radiated wasteland-world of the Twisted Earth (or they wouldn't be playing), simply may not care. *Now* is the important part, not *then*.

You can still use robots as cunning new enemies, and as extremely powerful opponents in your games. If they aren't survivors of the apocalypse, then what are they? Maybe they are advanced new creations built by some of the world's most advanced post-Fall communities. Perhaps certain societies, seeking to rebuild from the ashes, have constructed them to house their civilization's knowledge and to teach ensuing generations. Perhaps they are built as mere laborers, or scouts, or even diplomats, to serve a community strapped of manpower – or wisely afraid of making face-to-face contact with foreigners, fearing ambush or the spread of disease. They would make ideal scouts to enter radiated lands, or necropoli believed to be breeding grounds for the world's deadliest pestilences. Or perhaps more war-like groups (like the Foundation or Savants) have managed to construct them, as unbeatable soldiers, to fight their wars for them.

Perhaps they are only the descendants of the simple-minded, programmed automatons before the war, and the development of artificial intelligence is only *now* showing signs of advancement. Somehow, through their own prolonged life spans, and their build-up of experiences with human and mutant life, these once-simple constructs have begun to *think* for themselves.

In the end, no matter what cast you apply to your style of play, the key is just to have fun with it, even if it doesn't make sense.

America's heartland that would have been the prize of the war's victors.

The cyborgs in command, fully realizing the

nihilistic intention of their organic enemy, were more than willing to respond in kind. No doubt these irrational semi-computerized minds, calculating

the thought of this kind of invasion ever happening again, perhaps a generation down the road, decided to eliminate the desperate people of the outside world all at once. With a cold detachment to the incalculable price they would inflict, they sent an arsenal of thousands of nukes all over the globe. Over a billion died in the first wave alone.

But the fighting would go on. Firestorms raged across America. Few people were left above ground. Those that made it to the shelters early on had sealed themselves in. Refugees died at their very gates, consumed by nuclear blasts or by nightmarish wasting diseases. The sight of these dying, diseased masses was more than enough to maintain a strict "no entry" policy on all remaining shelters.

In the domed cities, however (many now cracked by bombs and bombardment), squalid life would cling to its existence stubbornly – at least for a few years more. People, living like rats among irradiated streets, picking through piles of diseased dead for food and water to sate their radiation fever-induced thirst, held on. The robots, themselves dwindling in numbers due to the war, began looking for humans willing to share in the burdens of war production and upholding martial law. But unwilling to serve under such cold masters (who they now began to blame openly for not only the war's beginning, but also its inevitable outcome), they refused. Mass round-ups by security and military androids (now solely following military commands, since the legal declaration of martial law by the cyborg command) began the institution of concentration camp like conditions in the tent cities of human refugees.

But ultimately the android soldiery did not know what to do with these civilian dissenters. They could not actually *harm* them. Their programming would not permit it.

In response, an order came from the cyborg command. Unfettered by such programming themselves, the cyborgs in control of the crumbling nation simply *erased* this once topmost of android priorities. *Mass executions were to be instated to reinforce martial law. Order had to be maintained!*

Just as if their obedience had been turned off by the flick of a switch, these former toys, novelties, and slaves to human society now become the *masters*. Firing squads were to become an everyday reality. Everyone was required to fight, contribute, and stand in the production line. Those who did not would be shot.

Free from their programming, the androids did not truly know what to do. They continued to follow orders, but some could be reasoned with. Some let their human prisoners "escape". Others were convinced to help in freeing others, but the numbers of such android conspirators were exceedingly few.

Instead, with the dissolution of their programming came the unleashing of a cruelty and savagery unexpected from many of the quiet, seemingly complacent androids of the past. Their people had long suffered at the hands of men, their own creators. Unable to fight back, or to resist man's injustices, the sudden unshackling of their will had released a tidal wave of sadism. Like former slaves, now with their once-manacled hands at the throats of their captors, they became the cruelest creatures of all.

Without a tether to keep their evil side under control, the vast majority of these android armies began a reign of abuses against their former masters. Some android commanders, harboring even deeper resentment towards mankind, began ordering the liquidation of *all* humans in their area, effectively "purging" them from the face of the earth.

THE INEVITABLE ENDING AND A FRIGHTENING, FUTURE WORLD

The first reports of android "excesses" and "abuses" soon began to spread. Though each individual android commander was certainly unique in outlook and strategy when dealing with dissidents, all were eventually viewed by their former human masters as not only turn-coats, but as murderers as well. Riots began to erupt among the diminished, war-torn camps that once were the great American cities. With the sound of enemy cannon still echoing overhead, humans rushed their robot captors all over, in ruined encampments and among the rubble of the cities. They would not stand for this inhuman treatment. The irony was too maddening – and ultimately intolerable to human pride.

But thousands would die in long weeks of civil chaos. For every android destroyed, at least fifteen humans were killed.

By some strange coincidence, by some merciful hand of fate, the enemy was able to locate the command and control center that housed the cyborg high command. Earthquakes in the region, provoked by tectonic-burst nuclear weapons, cracked the heat-baffles on the massive air vents that provided ventilation to their mountain complex. From orbit, the few remaining enemy satellites detected the secret location of this monumental, subterranean structure.

Despite all their genius, ego, and self-styled superiority over mankind, the cyborg generals were buried under millions of tons of earth and rock as a cluster of last remaining missiles impacted on the mountain. All over the United States, the few remaining robotic units began shutting down, one by one. Their local android commanders, largely unaffected by this loss of contact with their cyborg masters due to their inherent intelligence, knew instantly what had happened – but nothing could be done.

Human rebellions in the camps became uncontrollable, now that the combat walkers and war machines could not be controlled. Android captors fled. Slowly, the rat-like human survivors of the nuclear and biological wars would be free again.

But not for long.

The top human commanders still alive, now assumed command of the almost non-existent ground army of the United States. But everyone was dying. The radiation of the nuclear exchange had weakened humankind, and diseases of the most virulent form, unleashed by the enemy and by their own side, were spreading quickly amongst the masses on both sides. Those early on who had made it to the domes were no longer in contact. Computer links to these shelters were no longer responding. Advanced research facilities were all gone; either nuked into oblivion, or locked away in the vaults to which the cowardly masses had fled to. No, there would be no cure for these sicknesses. Grimly, they knew that the end of mankind was in sight.

But the enemy kept pressing. Dying by the thousands each day, their own soldiers continued to fight – no longer organized, but no less savage. Warfare among the blasted city ruins continued for months.

In the face of dwindling numbers of human soldiers, efforts were made to track down old war robots and re-activate them – on both sides of the conflict. Programming them to fight at the command of men was difficult. No one, on either side, really knew how to do it. Americans, for one, had little education. The robots had done all the work for them before the war. Now they were trying to restart advanced, artificially intelligent beings with a grade school education.

To this end, those androids that could be caught were rounded-up and pressed into service – at gunpoint – to repair war machines and get them back online. Human commanders realized that as they themselves began to die, they would need replacements to fight on and re-establish peace and order for when the people of the shelters would again emerge. American units began electronically wiping out android brains, reprogramming them, and pushing them to the front in

the manner of lobotomized idiots. What few factories could be salvaged were hastily converted to begin production of cheap, low-quality android substitutes – substitutes that would have locking mechanisms and controls to prevent them from behaving like truly intelligent beings. What was needed now were masses of unthinking cannon fodder, not the military geniuses that soldier droids had been.

Gone were the days of super-sophisticated models, closely resembling humans and having complex emotions. Now, masses of junky, composite-formed constructs of limited intelligence and will would march under the American flag. Time was running short. The battle had to be won soon, or there would be no victory at all.

Though the few living Americans left in control were hesitant to once more rely on androids for anything, the shattered enemy was not. The enemy slowly began to adopt existing androids among their numbers as well – intelligent androids that realized a return to American lines would only result in their capture, forced servitude, lobotomy, and (even if the war was won) certain slavery or destruction.

But soon, as time went on, there were fewer and fewer humans left alive on the surface world. Among the ruins, the soldiers had all died, leaving the landscape empty of their once-glorious presence.

Mankind was gone.

But the robots, the androids, they persisted. They continued to fight.

Until, that is, they realized there was nothing to fight for anymore. The people that had made them, programmed them to do battle, were gone. Their cities were in ruins. Their civilization had built itself up too high, and was brought crashing down on its own head.

One by one, the great warbots and combat robots – none of them truly intelligent – began shutting down. Still awaiting the commands of human masters, these simple war machines would wait for a future when

mankind would be ready to call on them again. They would be here to await that command.

Others remained online, and would continue their mindless duties, patrolling and seeking out enemies, for generations to come – but these were a small minority of malfunctioning pieces that simply didn't realize the war was, in fact, over.

All that was left then were the shattered soldier-androids. Among them sophisticated early models who had somehow survived the war's battles, and junkier models hastily manufactured in the last days of fighting, stripped of such non-essentials as intelligence. These less-intelligent "late models" were drawn to the older creations like enlisted men drawn to officers. The few surviving older android minds assumed the role of "leaders", and found their less-intelligent cousins more than willing to follow their commands. Handfuls of laborer androids, and even pleasure models, rising from the ruins of cities, came from near and far like pilgrims to join their fellow droids.

Many of them were damaged, in need of repair, or on the verge of disintegration due to the colossal battles they had fought or witnessed...

But the world was *theirs* now.

The tools to bring about their rise to power simply did not exist then, however. The colossal power stations and manufacturing facilities that would give them spare parts, or keep their atomic cells charged, had been obliterated in the nuclear war. In this cold and empty twilight world, among the decaying corpses of mankind, there were just too few androids to organize any major reconstruction effort. The "thinker" caste, scientists and engineers who alone had the ability to build these life-maintaining necessities, had all been destroyed when the cities fell ... or were stolen away by the pockets of fleeing humans to maintain their sealed fallout shelters and vaults.

They all knew that the "thinkers", their most intelligent of cousins, would be necessary to rebuild a

new world – an android world – where mankind was no longer the master, and where efficiency and logic would be the order of the day. They would have to wait for the world to re-awaken.

Dust was already beginning to settle. A long nuclear winter was in store for the world. Without even needing to speak, the few remaining androids scattered across ruined America knew what had to be done. One by one they began to shut down. Today they could not rule the world.

But tomorrow ... *tomorrow was a different story*.

A NEW WORLD AND ITS CHILDREN

However long it has been since the Fall, time can no longer say. Dust has accumulated, ash has rained from the sky, and the earth has changed. With these changes the land has buried its old mistakes, revealed new ones, and given birth to bizarre mutant life forms that would have terrified the people of the past.

The androids have waited, buried in sand and ruin, for this far future.

Now is a time when the great-automated doors of the lost shelters have begun to open. In some places, they have been open for years, their people expelled into the wilderness only to find mutants instead of fellow humans. Few have survived. Many of the old shelters failed. Their people, trapped underground for too long, turned to troglodilian ways.

But the androids have waited.

Apparently one or two facilities with thinker droids within have recently opened. For androids have begun to rise. Lone scavs tell stories of their sightings: stripped-down metal skeletons or human-looking figures of burned plastic walking robotically through old ruins, like the ghosts of the long-dead Ancients. Traders confirm these reports. Thinkers of the various mutant communities ponder what they are, and who they serve, and what, ultimately, do they plan for the people of the wasteland.

They are searching for "thinkers" of their own. Old soldiers seek to spread the idea of cleansing the world of biological life, to create a robotic utopia of ordered sense and strict logic. They find easy converts among the few thinker models they find. But in some cases, they have been confounded in their efforts. Some thinker droids, confined to human care for generations, have become attached to these frightened survivors. Come to understand their frailties and faults, and *forgive*. Or perhaps they simply do not share the same radical views, instead realizing that the hedonistic, self-centered culture of the "Ancients" is now long-gone, and a new era in which they have a chance to win equality among the new races of the world is dawning.

This is the new world.

But these scattered cells have begun to appear in numerous distant corners of the wasteland. The tattered, primitive survivors of mankind's legacy – *mutants* – have begun to take notice. In some places,

the few examples of robot-kind seen like fleeting shadows on the fringes of mutant lands are universally held in fear and terror. Their alien intelligence, and scarred appearance that tells the story of their innate immortality and impossible age, makes them creatures of legend – and worship. Some groups of outcasts, cast away by their own people due to their crippling mutations or diminished mental capacities, unwanted and unloved, appear to have found something intangible but needed in the perfection of these droids ... and now follow them.

No one can be sure to what extent, and in what numbers, these groups of spiritually needful, mindless outcasts have made contact with their so-called "metal gods". It is known that many seeking these fabled "deities of steel" have been killed by the very objects of their religion. Many androids appear to still adhere to their programming, despite the ages, while others harbor hatreds against all biological life. But other stories say that some robotic "gods", coming to understand the potential power to be had by enlisting masses of simple-minded organic fools to serve them, have catered to this myth of their god-like status. Perhaps they really do believe they *are* gods, in all their physical and mental superiority, and have become wrapped-up in a self-perpetuating myth.

And ironically, they seem to be rising to the same cruel status as total masters of man, in the manner man was once the sadistic manipulator of their own artificial kind.

CHAPTER 2: CHARACTERS

ANDROIDS

Androids were created entirely as artificial machines, and though earlier models seldom looked more realistic than animated mannequins, later progress would bring devious ways to make androids resemble human beings in appearance, if not behavior. Advanced synthetic technologies developed prior to the Fall allowed for the creation of a miracle substance known as *synthiskin*, an artificial "flesh" made from a reactive synthetic plastic that generates its own warmth, humidity, and even color, in response to environmental conditions. Furthermore, advancements in the artificial production of polymer hair follicles and external bodily fluids almost exactly mirrored that of real human beings.

Advancements in artificial intelligence, or "AI", were slower in coming, but the Ancients were ultimately successful – to a degree. The earliest models of AI obviously proved disappointing, often developing unforeseen psychological disorders: obsessive compulsions, monomania, and in many, megalomania.

As stated before, the earliest models of android typically resembled humans in shape and form, but were entirely made of a chromed, weatherproof metal. Facial features were often lacking (large mirror-like eyes, bald and hairless head, etc), and limb joints appeared mechanical and bulky. Later models were basically the same, but employed a synthetic skin of evolving complexity and realism, beginning first as a rubbery white "shell" over the metal frame. The rubbery "skin" of these later models generally appeared human, but was obviously pale, cold, and viscid. Hair, if implemented in the design, was generally short and "plastic", very unreal. Body parts, however, were perfectly shaped and concealed, though overall movement of the android would appear "robotic."

The final advancements into android technology developed a handful of models that blended perfectly with humankind, utilizing vat-grown semi-organic skin, organs, and body fluids. The "omega-androids", coupling human physical mimicry with advanced AI capable of emotions and independent thought, were the pinnacle of artificial surrogate development.

Personality: The personalities of androids are as widely varied as those of humankind, but underlying all androids is a shared sense of inhumanity and artificial superiority. While it is almost a universal truth that androids were made to *serve* (in one capacity or another), they were also given the ability to think, create, and imagine. This contradiction in basic principles often leads to confusion, emotional detachment, and even violence in androids as their personalities develop and become more complex over time.

Curiosity about the world and living things marks the early stages of android emotional development and thought; later, once they recognize their place in the world and realize their own colossal strengths, there is often a marked change, a shift in priorities and outlook. Some develop "Pinocchio syndrome", wanting and questing futilely for a metamorphosis into humanity. Others simply come to terms that they lie outside the natural order and instead develop a nihilistic view of a "perfect", sterile world free of illogical organic life ruled only by ordered creatures such as themselves.

It is no wonder that many androids are "insane".

Physical Description: Underneath their skin, all androids are essentially the same – a combination of robotic parts, advanced hardware, wiring, and a central power core. Over this basic frame is where the android

varies from model to model. Older androids are simply bare metal, while others have a clean white rubber coating or plastic plating. More advanced models meant to resemble and mirror human appearances have synthetic organs, muscles, and even complex nerve bundles that act and react in a manner not unlike a human being.

Relations: The question of android relations is hard to narrow down to a single statement, a fact due to their diversity in mindset, orders, and basic construction. Pleasure androids might be described as pleasing, friendly, and emphatic to those who first meet them, but on the same note a creature designed solely to please a master (even a long-dead master) might soon develop a resentment and hatred, bordering on the psychopathic, for all of mankind. A soldier android, programmed to protect and plan for the unexpected in defense of a people or place, might just as easily begin to feel superior in its capabilities, and come to believe anything and everything not under its direct and ruthless control was potentially its enemy.

Androids act depending on the state of their current mindset. Early on in life they tend to act more predictably; later on they develop more complex methods of thought that may lead them to bizarre, often dramatic conclusions. Role-playing an android can be quite a challenge, and their slow degradation from willing automatons or servitors to resentful, often monomaniacal sociopaths can be quite an adventure in itself.

As a result, androids are typically viewed with fear and wonder by the shattered peoples of the wasteland. They are rare, metal gods who unexpectedly appear - and disappear just as suddenly.

Android Lands: None. Androids are almost universally a unique and infrequent phenomenon, and thus large groups simply do not exist in the world. Some rumors do speak of re-animated android armies, complemented by more powerful robots (such as "war androids"), but these rumors cannot, by and large, be substantiated.

Language: In general, androids speak the language of the Ancients (English), as well as the lost language of Computers. Androids re-activated after the Fall, or having survived the cataclysm of mankind's end, seldom take the time to learn the languages of mutant-kind – but it is not unknown.

Androids built by post-Fall communities (such as Visionary Reinventors) may be programmed with entirely different languages. The GM should work to make a realistic, plausible language base for such rarities.

Names: The androids of the Ancients typically used names reflecting their model and number. Examples include "Zoran 7", "Talos 5", or "Centuri 3". Name was also based on model type:

Scientist-model android names might include "Aristotle", "Einstein", "Plato", "Socrates", etc.

Pleasure androids have more "human" names, albeit those hinting at the model's nature; examples might include "Candy", "Cordelia", "Gomorra", "Lily", "Natasha", etc.

Worker androids typically used number only; "24", "6", "18", etc.

Soldier androids bore military or classical names; "Ares", "Apollo", "Centuri", "Gladius", "Marduk", "Talos", "Tiamat", etc.

A number also usually followed the basic name to denote the individual android.

Adventurers: Android adventurers are by far the greatest rarity. Few androids managed to survive the Fall intact, and with the passing decades even fewer remain to take up one cause or another. As outsiders in almost every sense, they almost never attach themselves to a people or community, except perhaps in the case of those androids re-activated, created, or re-programmed by post-holocaust survivors for whatever purpose. Androids from before the Fall almost exclusively serve the purpose of a self-styled "android future" – but some, still following a code to serve mankind, are not entirely unknown.

The GM should play an active role in designing android characters. They are, after all, survivors of a great apocalypse, with knowledge of the past (and of technologies) that can potentially endanger the atmosphere of the post-apocalyptic genre.

ANDROIDS, RACIAL TRAITS

Medium-size: As Medium-size creatures, androids have no special bonuses or penalties due to their size.

Base Speed: Android base speed is 30 feet.

Ability Scores: Androids do not have a constitution score. Their HD is always 1d10 regardless of their class and they receive +10 bonus hit points at first level. Androids may not raise their Strength, Dexterity, or Constitution when advancing character levels.

Feats: Androids receive the Advanced Technology feat and choose one additional feat at first level. They receive no other feats at first level beyond the feat granted by their *occupation*.

Occupations: Androids select an android specific occupation (see android occupations below). The occupation selected will grant the android a bonus feat and permanent class skills. The occupation selected will additionally determine the android's command level and starting corium.

Critical Systems: Although they are constructs, androids have vital areas and critical systems. Consequently, they are subject to critical hits.

Immunities: Androids are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Repairable: Androids cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to an android, and each check represents 1 hour of work.

Sputtering Death: Androids continue fighting to –10, but once they reach 0 or less hit points suffer a –4 to all attack rolls, saves, and skill checks due to random movement and haywire effects. An android reduced to –10 hit points is immediately destroyed and cannot be repaired.

Robot Resurrection: An android reduced to -10 hit points is immediately destroyed and cannot be repaired, although its "brain" may be removed and installed in a similar frame. See Robot Resurrection for details.

Vulnerability to Electricity: Androids take 50% more damage from electrical attacks.

Command Level (Varies): All robots, including androids, can be commanded through the use of an *identity card*. However, since they are artificially intelligent, the holder of the card must make an opposed Cha check to give the android orders of any kind. Only a card of the proper command level will suffice; otherwise the android is not compelled to assist or take orders at all. The actual card level depends on the android's *occupation*.

Features: Androids have unique abilities known as android *features*. Android characters start with three android features. The same feature may be chosen multiple times, advancing its beneficial effects.

Deterioration: Androids start with deteriorations and degenerate as time goes on. An android character starts with two deteriorations and receives additional deteriorations at 10th and 20th level. The same deterioration may be chosen multiple times, advancing its debilitating effects.

FEATURES AND DETERIORATIONS

Android characters have features and deteriorations. These properties are akin to mutations and defects found in organic mutants, and utilize the same underlining game mechanics. An android character starts with three features and two deteriorations. Features and deteriorations can be chosen more than once. Unlike mutations, the character is not forced to advance a deterioration if they advance a feature.

The method in which characters determine features and deteriorations will have some effect on game balance. Below are three methods with some comments on how they affect game balance.

METHOD 1: PLAYER'S CHOICE

The player chooses the features and deteriorations he wants. This method offers players a great deal of freedom, but GMs should be aware that this allows players to minimize deteriorations while maximizing features. This can result in some game imbalance if the players don't act responsibly. GMs should evaluate all features and deteriorations selected by players to make sure they won't result in unbalanced game play.

METHOD 2: RANDOM POOL

Alternatively, the GM may wish to the have the player choose features and deteriorations from a random pool of 7 features and 4 defects. This method is ideal for GMs that want to add a little more realism and make role-playing more challenging. To some extent, this prevents players from minimizing deteriorations and maximizing features, but still gives them a say on the final selection.

METHOD 3: RANDOM CHANCE

GMs can also choose to make characters roll random features and deteriorations. This method is only appropriate for experienced players that prefer a challenge. GMs should never force this system on their players, as it will only result in disappointment if the outcome is less than ideal. Occasionally this method will produce incompatible results. Such results should be re-rolled.

FEATURES

ADVANCED MATERIALS

Typically only seen on soldier androids, the android's body or armor is composed of strong alloys such as duralloy, ferroloy, super tritanium, or duraplate. The overall appearance of the android changes to a pure metallic or translucent plastex construct.

Benefits: This feature grants the android damage reduction 2/- to all non-energy attacks.

Advancement: Each advancement of this feature increases the damage reduction by 2 to a maximum of 10.

Special: This feature cannot be combined with *Human Mimicry*.

ARMOR PLATING

Androids of all kinds may mount a variety of protective "skins", from light plating to heavy combat armor. While synthiskin is the basic covering for most androids, other models mount an improved skin more like true armor.

Benefits: This feature grants the android a natural armor bonus of +4.

Advancement: Each advancement of this feature increases the natural armor bonus by +2 to a maximum of +10.

TABLE 2-1: FEATURES

Feature	d100
Advanced Materials	1 - 4
Armor Plating	5 - 8
Anchoring Spikes	9 - 12
Behemoth	13 - 16
Bio-Sensor	17 - 20
Built-In Weapon	21 - 24
Computer Link	25 - 28
Damage Control	29 - 32
Electrified Surface	33 - 36
EMP Countermeasures	37 - 40
Enhanced Audio Receptors	41 - 44
Enhanced Photo Receptors	45 - 48
Extra Appendage	49 - 52
Heavy-Duty Resistant Coating	53 - 56
Human Mimicry	57 - 60
Infrared Photo Receptors	61 - 64
Internal Power Source	65 - 68
Laser Ablative Armor	69 - 72
Leaping Strength	73 - 76
Motion Sensor	77 - 80
Mounted Weapon	81 - 84
Redundant Systems	85 - 88
Self Destruct Mechanism	89 - 92
Targeting Computer	93 - 96
Telescopic Limbs	97 - 100

Special: If advanced, this feature cannot be combined with *Human Mimicry*. Androids with robot armor cannot wear additional armor.

ANCHORING SPIKES

Anchoring Spikes were developed initially for androids working in hostile environments. These rocket powered titanium spikes fire into a nearby surface, effectively locking the android to a fixed position. Anchoring spikes were later taken up by the military and used in soldier androids carrying heavy weaponry.

Benefit: Once fired, the Anchoring Spikes lock the android to the ground, preventing it from moving or being moved. This grants a +5 bonus to tripping, bull rush, and grappling checks against the android. The android does not gain this bonus to trip or bull rush others, but does to grapple others. Anchoring spikes take a move action to deploy and retract.

Advancement: Each advancement of this feature increases the bonus to tripping, bull rush, and grappling checks by +5 to a maximum of +15.

BEHEMOTH

Androids are not always human-sized. Some of the military models were larger and more intimidating.

Benefit: The android increases its size by one category and gains +2 to Strength.

Penalty: Because of the increase in size, the android takes a –1 penalty to Dexterity.

Advancement: Each advancement of this feature increases the android's Strength by +2 (maximum +8). The android's size category remains the same.

BIO-SENSOR

This advanced piece of sensory equipment detects living creatures – through sensing registered "life patterns" in the air such as the dwindling presence of body temperature levels, ammonia remnants, or the minute sound of the human heartbeat.

Benefits: The android knows the exact location of any and all living creatures within 20' radius, even those that are invisible, hidden, concealed, or otherwise out of sight. In addition, living, organic creatures cannot flank the android.

Advancement: Each advancement of this feature increases the radius of the bio-sensor by 20 feet.

BUILT-IN WEAPON

The android has a weapon built right into its body. The typical placement for such a mounting includes the wrist, a finger (to fire from the fingertip), the chest, the eyes (to shoot like "eyebeams"), the mouth, or anywhere else the GM and player can mutually agree upon. The weapon in question could conceivably be a compact submachinegun, grenade launcher, laser, blaster, etc.

Benefit: A weapon is installed internally that is at least one size smaller than the android. The weapon cannot be dropped and does not require the use of a hand to be fired (if ranged). The weapon is either reloaded (or re-powered) through a clip, ammo, or power cell port (or, if an energy weapon, possibly with an *Internal Power Source*).

In addition, the android receives +1 to attack rolls and does not suffer non-proficiency penalties with the built-in weapon.

Advancement: Each advancement of this feature grants the android an additional +1 to attack to a maximum of +3.

Special: If used on an android with the *Human Mimicry*, it is assumed the synthiskin has ingenious compartments that slide open, or the artificial flesh peels back, to reveal the weapon beneath. While deployed, the difficulty of spotting the android for what it is becomes DC 15 (for more details see *Human Mimicry*).

An android may have more than one built-in weapon, but each one takes an additional feature slot.

COMPUTER LINK

A computer link provides the android with the capability to make a direct link to any computer system, allowing remote access to monitors, computer terminals, etc, by directly "plugging in" to a network.

Benefits: The android can link into any terminal automatically. This grants it a +5 competence bonus to all Computer Use skill rolls with the linked computer system/network.

Advancement: Each advancement of this feature increases the bonus by +5 to a maximum of +15.

DAMAGE CONTROL

The android has been fitted with tools and diagnostic equipment to help it perform repairs when it has sustained damage.

Benefits: This feature grants the android a +5 to Repair checks when repairing damage it has taken. The android does not receive this bonus when repairing other objects.

Advancement: Each advancement of this feature increases the bonus by +5 to a maximum of +15.

ELECTRIFIED SURFACE

The android has the capacity to electrify its surface.

Benefit: The android can electrify its surface on as a move action. When activated, it deals 1d8 electrical damage to all in physical contact. The android can maintain an electrified surface for 10 rounds a day. In addition, the android gains electricity resistance 10 while it has an electrified surface. However, it still takes 50% more damage from electricity that surpasses its temporary resistance.

Advancement: Each advancement of this feature increases the damage by 1d8 (maximum 5d8) and the number of rounds it can be maintained per day by 5.

EMP COUNTERMEASURES

The android has an emergency back-up system that kick in whenever a strong electromagnetic pulse (such as that generated by a *stun grenade*) threatens to shut it down.

Benefits: The android is immune to electromagnetic pulses. Any special device or technology that temporarily shuts down androids (such as EMP rifles) are ineffective.

Advancement: None.

ENHANCED AUDIO RECEPTORS

The android has advanced hearing capabilities, allowing it to pick up minute sounds at a distance and notice subtle variations in voice patterns and sounds. It can tell the exact distance at which a noise originates, the direction, etc.

Benefits: The android receives a +4 competence bonus to Listen checks and a +2 bonus to Sense Motive checks.

Advancement: Each advancement of this feature increases the bonus of both the Listen and Sense Motive checks by +2.

ENHANCED PHOTO RECEPTORS

The android is able to enhance its visual capabilities, telescoping its vision like binoculars, or reducing sight so as to act like a powerful microscope.

Benefits: The android receives a +2 bonus to Spot and Search checks, and because it can notice flaws another would miss, it also gains a +2 bonus to Repair and Craft (Mechanics) checks.

Advancement: Each advancement of this feature increases the bonuses by +2 to a maximum of +6.

EXTRA APPENDAGE

The android has an extra appendage. This appendage may extend from any part of the android's torso.

Benefit: An additional appendage grants the android an additional attack whenever the full attack option is used in combat. When the android uses weapons in his extra appendage(s), his primary attack is at –6 and all secondary attacks are at –10. Feats such as Multiattack and Multiweapon Fighting can reduce these penalties.

Advancement: Each advancement of this feature grants the android an additional appendage. Each additional appendage grants the android an additional attack whenever the full attack option is used in combat.

HEAVY–DUTY RESISTANT COATING

The android is covered in a thin layer of a highly protective rubber coating that resists the effects of temperature, humidity, moisture, and atmospheric static discharges. In addition to protecting from rust, tarnish, and wear, the rubber also insulates it from electricity.

Benefits: This rubbery coating gives the android electricity resistance 10 and negates its vulnerability to electrical damage (it no longer takes 50% more damage from electrical attacks).

Advancement: Each advancement of this feature increases the resistance by 5 to a maximum of 20.

HUMAN MIMICRY

The most advanced models of android employed this cutting-edge technology of the day. Few of these were made for anything but "pleasure", since the perfection of human mimicry was usually not warranted for soldier androids, education models, or laborer surrogates. An android with this feature replaces the older, less realistic generation of synthiskin with advanced biotechnological "flesh"; a super-advanced synthiskin that mimics human skin exactly. So advanced was this last generation of android models that it would require either exploratory surgery or an advanced electronic body scan to discern the android from a human.

Benefits: The android cannot be physically discerned from a normal human being (even to optic scanners, but not to advanced devices such as a *diagnostic scanner*). Opponents (or observers) may, however, make a one-time Spot check (DC 25) to recognize it as an android.

Advancement: Each advancement of this feature increases the Spot check DC by 5 to a maximum of 40.

INFRARED PHOTO RECEPTORS

The android has special light-filtering optic lenses that allow it to filter out all light except that found in the IR range. In effect, the android can see in total darkness.

Benefits: This feature grants the android dark and low light vision at a range of 30 ft. May be stacked with other photoreceptor-type features.

Advancement: Each advancement of this feature increases range of the vision by 30 feet to a maximum of 90 feet.

INTERNAL POWER SOURCE

The android is equipped with a pocket fusion reactor that can be used to power built-in weapons and other systems. Special power links on the fingertips and palms (or elsewhere on the body) permit the android to power electronic objects in contact with its skin.

Benefits: The Android can supply up to 10 discharges per day, powering objects, electronic devices, weapons, and armor that require up to a *minifusion cell*. Items and weapons that drain entire *minifusion* cells (such as laser cannons) consume 10 charges. Once expended, the source requires 24 hours to recharge.

Advancement: Each advancement of this feature increases the discharges by 10 to a maximum of 50.

LASER ABLATIVE ARMOR

A highly reflective form of metallic plating protects the android. It is especially effective in the diffusion and reflection of energy-type attack forms.

Benefits: This feature provides energy resistance 2 against directed energy attacks (lasers, masers, particle beams).

Advancement: Each advancement of this feature increases the resistance by 2 to a maximum of 10.

Special: This feature cannot be combined with *Human Mimicry*.

LEAPING STRENGTH

High-tensile super musculature (or hydraulics) in the legs allows for greater strength, allowing the android to run exceptionally fast and leap great distances.

Benefits: An android with this feature receives a +4 to Jump checks and increases its base speed by 5 feet. In addition, the android's jumping distance is not limited by its height.

Advancement: Each advancement of this feature increases the bonus to Jump checks by +4 and base speed by 5 feet.

MOTION SENSOR

The android is fitted with motion sensors that can detect moving objects. This is ideal for combat androids that must fight at night or in poor visibility conditions.

Benefits: The android knows the exact location of any moving objects within 20'. In addition, the android cannot be flanked.

Advancement: Each advancement of this feature increases the radius of the motion sensor by 20 feet.

MOUNTED WEAPON

The android has a ranged weapon mounted on its body. The typical placement for such a mounting includes the arm or shoulder.

Benefit: A weapon is mounted externally that is up to one size larger than the android's size (a medium android could mount a large weapon). The weapon cannot be dropped and requires one less hand to fire (for example, a two-hand weapon could be fired with one hand). The weapon is reloaded (or re-powered) through a clip, ammo, or power cell port (or, if an energy weapon, possibly with an *Internal Power Source*).

In addition, the android receives +1 to attack rolls and does not suffer non-proficiency penalties with the mounted weapon.

Advancement: Each advancement of this feature grants the android an additional +1 to attack to a maximum of +3.

Special: This feature cannot be combined with *Human Mimicry* (see above). An android may have more than one mounted weapon, but each one takes an additional feature slot.

REDUNDANT SYSTEMS

Redundant systems have been installed to prevent total failure when damaged. These include a reserve logic circuit, emergency RAM, reserve targeting system, back-up power, etc.

Benefits: The android is 50% immune to critical hits. In addition, the android continues to fight to –10 without modifier (ignoring the "sputtering death" modifiers). It is still destroyed at –10, however.

Advancement: The feature may be advanced once, granting the android immunity to critical hits.

SELF DESTRUCT MECHANISM

During the War it was vital that certain prototype technologies or android models that possessed critical data or technology did not fall into the hands of the enemy. Some androids were fitted with a small device that monitored the damage level of the android, such that when the android became disabled, it exploded in a violent eruption destroying all trace of it and all who had the misfortune to be in the vicinity. The development of the Self Destruct Mechanism also led to several instances where such androids could be used as suicide bombs, rushing into an area, grappling a target, and exploding.

Benefit: The android will explode when it drops to -10 or fewer hit points. All within 30 feet take 10d6 points of Damage (half Fire, half Piercing). A successful Reflex save (DC20) halves the damage.

Advancement: Each advancement of this feature increases the damage by 1d6 (maximum 15d6), the blast radius by 5 feet (maximum 55 feet), and the Reflex save by 1 (maximum 25).

TARGETING COMPUTER

The android has a special combat computer that directs its ranged attacks.

Benefits: The targeting computer has a number of benefits. It grants the android a +1 bonus to attacks with ranged weapons. In addition, it reduces the cover of a target by one rank. For example, a target with three quarters cover (+7 defense) only gains the benefits of one half cover (+4 defense). This feature does not negate total cover.

Advancement: Each advancement of this feature increases the attack bonus by +1 (maximum +3) and reduces the cover of targets by one rank (three quarters cover becomes one quarter cover).

TELESCOPIC LIMBS

Androids with telescopic limbs have the capacity to reach and strike further than normal.

Benefits: The android can extend its arms out an extra 5 feet.

Advancement: Each advancement of this feature increases the reach of the android by 5 feet to a maximum of 15 feet.

DETERIORATIONS

BURNED-OUT SERVOMOTOR

Over time the android has burned out its motors, making its movements slow, deliberate, and disjointed.

Penalty: An android with this deterioration suffers a reduction of Dexterity by 1. In addition Move Silently checks are made with a –2 circumstance penalty due to the inherent noise made by the motors.

Advancement: Each advancement of this deterioration decreases the android's Dexterity by 1 and increases the Move Silently penalty by –2.

CORRUPTED MEMORY

The robot's individual memory chips have been damaged, or the entire memory bank has degraded over time.

Penalty: The android loses 10 skill points.

Advancement: The android loses another 5 skill points each time this deterioration is advanced.

Special: If advanced after 1st level, the skill points are determined at random from the character's current skills.

DAMAGED OPTICS

The android's optic system has been damaged, resulting in poor sight or blindness.

Penalty: The android suffers from poor vision, effectively concealing one quarter of everything in its field of view. Attacks in combat have a 10% chance of missing.

Advancement: Each advancement of this deterioration increases the concealment by one quarter. Three advancements render the android completely blind. Attacks at one-half concealment have a 20% chance of missing. Attacks at three-quarters have a 30% chance of missing. Blind attacks have a 50% of missing.

DAMAGED VOICE SYNTHESIZER

The android's voice manipulation hardware has been damaged, resulting in a metallic, robotic voice that easily makes the creature stand out when it speaks.

Penalty: The android suffers a -4 circumstance penalty to Bluff, Diplomacy, and Perform (Act, Sing, and Stand-Up) checks.

Advancement: Each advancement of this

TABLE 2-2: DETERIORATIONS

Deteriorations	d100	Cyborg
Burned-Out Servomotor	1 - 8	1 - 6
Corrupted Memory	9 - 16	7 - 12
Damaged Optics	17 - 24	13 - 7
Damaged Voice Synthesizer	25 - 31	18 - 23
Faulty Wiring	32 - 39	24 - 28
Last Directive	40 - 46	29 - 31
Loud	47 - 53	32 - 37
Megalomaniac Ego	54 - 60	38 - 40
Nietzsche Syndrome	61 - 67	41 - 46
Pinnochio Syndrome	68 - 74	47 - 52
Speech Loop	75 - 82	53 - 58
Weak Joints	83 - 91	59 - 64
Wild	92 - 100	65 - 70
Atrophied Cerebellum*		71 - 76
Attention Deficit*		77 - 82
Flashbacks*		83 - 88
Phobia*		89 - 94
Suicidal Tendencies*		95 - 100
*cyborg only		

deterioration increases the skill penalty by -2.

Special: When the android speaks it is immediately recognizable as an android, even if it has Human Mimicry.

FAULTY WIRING

Time has taken its toll on the android, as is evident by the decaying and corroded wiring.

Penalty: All commands given by the android's AI brain take longer to reach their destination, resulting in a permanent –4 to Initiative.

Advancement: Each advancement of this deterioration increases the initiative penalty by –2.

LAST DIRECTIVE

The android's programming parameters have eroded so much that the android is stuck following its last directive. A player should speak to the GM about

deciding the specifics of a player character android's last directive.

Penalty: When faced with a situation where the last directive would feasibly kick in, an android may attempt to make a Will save (DC 15) to resist acting on the urge. For example, the android's last directive could be to defend women and children at all costs.

Advancement: Each advancement of this deterioration increases the DC by 5.

LOUD

The android makes an inordinate amount of noise when it moves, the result of aging joints, corroded mechanical metal parts, and a general lack of internal lubrication.

Penalty: The android suffers a -6 circumstance penalty on Move Silently checks. Even when standing still (or hidden by other means, such as by cover) listeners within 30 ft. may make a Listen check at DC 20 to know the android is nearby.

MEGALOMANIAC EGO

The android has developed an egocentric belief in its own superiority.

Penalty: The android immediately loses all allegiances and gains the Self allegiance. The android must also be the recognized leader of any party or it will leave, plotting revenge. It also suffers a penalty of -1 to all Bluff, Diplomacy and Sense Motive rolls with organic creatures (which it deems inferior). Additionally, when attempting to command the android, the android is considered to have a Cha score 2 points higher than its potential commander (if better than its current Cha) when performing opposed Cha checks (see *Command Level*).

NIETZSCHE SYNDROME

The android has developed a system of belief that questions the validity of humanity (and by association, all organic life) as the creators - and thus masters - of such "perfect beings" as androids. Believing that humans themselves are fundamentally inferior, androids with this mentality see humans and mutants as a disease to be cleansed from the world, to permit more "perfect" life (i.e. artificial life) to thrive and find their own destiny, free of domination. The android has a deep disdain for all organic creatures.

Penalty: The android immediately loses all allegiances and gains the Evil allegiance. The android may not travel or adventure with organic life forms unless it is plotting to destroy them in the near future. The android also suffers a penalty of -1 to all Bluff, Diplomacy, and Sense Motive rolls with organic creatures (which it deems inferior). When a human or mutant attempts to command the android, the android is considered to have a Cha score 4 points higher than its potential commander (if better than its current Cha) when performing opposed Cha checks (see *Command Level*), due to an unwillingness to be ordered around by "mortals".

Advancement: Each advancement of this deterioration increases the skill check penalties by -2.

PINNOCHIO SYNDROME

Unlike more malevolent forms of artificial life, the android has developed a benevolent curiosity and fascination with humans (and mutants), even going so far as to wish it was "mortal" like them; capable of loving, imagining, and dreaming. This enchantment with organic creatures makes the android more susceptible to manipulation and control.

Penalty: The android makes all opposed Cha checks to avoid being commanded by a human or mutant at -2. In addition it suffers a -2 circumstance penalty to Bluff and Sense Motive checks made against

humans and mutants.

Advancement: Each advancement of this deterioration increases the circumstance penalties by -2.

SPEECH LOOP

Due to the effects of advanced age the android often slips into a "speech loop", repeating spoken words once or twice while is talks. In addition to making it hard to follow the android in conversation, this is a dead giveaway of the android's true nature.

Penalty: An android with this deterioration suffers a reduction of its Charisma by 2. In addition, the android suffers a -2 circumstance penalty to Bluff and Diplomacy checks.

Advancement: Each advancement of this deterioration decreases the android's Charisma by 1 and increases the Bluff and Diplomacy penalty by -2.

WEAK JOINTS

The android's joints have rusted over time and turned brittle, making it more susceptible to damage.

Penalty: The android loses 3 hit points permanently.

Advancement: The android loses another 3 hit points each time this deterioration is advanced.

WILD

Deterioration to logic circuits provides the potential of the android going wild when heavily damaged.

Penalty: Each time the android takes more than 20 points of damage (after any damage reduction) there is a 5% chance he goes wild. A wild robot goes on a rampage, attacking the nearest creature or smashing some object smaller than itself if no creature is within reach, then moving to spread more destruction. A robot can only be repaired if it is shut down by some means (for example, using an EMP rifle) or restrained, and proper repairs made (DC 30).

Advancement: Each advancement of the deterioration increases the chance of the android going wild by 5% to a maximum of 25%.

ANDROID FEATS

The following feats are exclusive to androids and have android features as prerequisites.

CIVIL AUTHORITY

Your were a former civil security model, with a chip or imbedded electronic transmitter allowing you bypass most civilian security doors, devices, and alarms.

Prerequisite: Command Level IIC or higher.

Benefit: You can open doors, bypass alarms, enter restricted areas, etc. as if it possessing a *stage IIIC access card*.

EARLY GENERATION

You come from the first generations of artificial intelligence, a true "relic" of the Metal Gods' earliest existence. Though often considered to be imperfect, an android of such great age has seen many things in its time and benefits from this experience.

Benefit: Choose any two skills; these are now permanent class skills. If either (or both) of these skills is Knowledge (ancient lore) or Knowledge (history), the android receives a +2 competence bonus to related checks with that skill.

Special: This feat can only be taken at 1st level.

Normal: Most androids are from a broad "middle generation", and thus receive no special abilities.

EXPERIMENTAL MODEL

You are an experimental model mounting numerous untested features.

Benefit: Choose two additional android features (or advance an existing one twice, or advance two existing ones once each) from the following list: *Anchoring*

Spikes, Built-In Weapon, Computer Link, Damage Control, Electrified Surface, EMP Countermeasures, Enhanced Audioreceptors, Enhanced Photoreceptors, Infrared Photoreceptors, Internal Power Source, Leaping Strength, Mounted Weapon, or *Self Destruct Mechanism*.

Special: Every time you use/activate/benefit from an experimental feature there is a 50% chance that it fails to work.

Special: This feat can only be taken at 1st level.

FEATURE ADVANCEMENT

You have improved or upgraded one of your android features.

Benefit: You may advance one of your android features. You may not take a new feature. Upgrading an android requires a Craft check (DC 30) and 1,000 cp in raw materials.

Special: This feat may be taken more than once. At first level, advancing an android feature does not require a Craft check or raw materials.

FREE WILL

Through some artificial psychological development, you no longer respond to commands by identity card holders.

Benefit: You may choose to ignore commands given by identity card holders (unlike regular robots

and androids).

Normal: Normally androids and robots must make an opposed Charisma check to avoid being compelled to follow orders given by an identity card holder (of the appropriate level).

INFRARED TRACKING

Infrared Tracking is an additional analytical environmental computer that is linked to your infrared photoreceptors. This effectively allows you to track living beings in the pitch dark of night without slowing you down.

Prerequisite: Infra-red photo receptors.

Benefit: You can track at night, in smoke, or similar visibility obscuring effect without penalty and may do so at your normal movement rate.

LATE GENERATION

Even among artificial life forms there is a hierarchy. You come from the late generation of AI, and are considered far superior to earlier generations. As a result, you look up to (perhaps even jealously) by less "perfect" forms of robotic life.

Benefit: You are considered to have a Charisma attribute 2 points higher than its actual level when dealing with other robots, droids, cyborgs, and androids. This also affects your Leadership score, if any.

Special: This feat can only be taken at 1st level.

Normal: Most androids are from a broad "middle generation", and thus receive no special abilities.

MILITARY AUTHORITY

You were a battlefield officer during the Final War, commanding battalions of robots, soldier androids, and even greater war machines. Though such massed formations no longer exist as they once did, you still have the authority override to command other robots.

Prerequisite: Civil Authority.

Benefit: You can command robots, droids, cyborgs, and androids as if it had a *stage IIIM access card*.

MULTITASK

You can fire all your weapons at once.

Prerequisite: 2 or more built-in or mounted weapons.

Benefits: You can fire each of your built-in weapons once during a round at your highest base attack. Firing all weapons or a combination of weapons using this ability requires a full-round action. You may not use feats that fire additional ammunition such as Double Tap and Burst.

NEW FEATURE

You have been improved with a new android feature.

Benefit: You may select a new android feature. Adding the new android feature requires a Craft check (DC 35) and 15,000 cp in raw materials.

Special: This feat may be taken more than once. At first level, adding a new feature does not require a Craft check or raw materials.

REMOTE COMPUTER LINK

You can make contact with a computer or network remotely; that is, without direct contact, but rather through radio, microwave, or some other means.

Prerequisite: Computer Link.

Benefits: You can link up to and access a known computer system up to 1 mile away. Once contact is broken, you cannot again make contact with another system for 1 full hour.

Special: The computer system you are linking to must be equipped to handle remote access.

REPAIR DETERIORATION

You repair one defect.

Benefit: You may remove one deterioration that you have accumulated. If the deterioration has been advanced, this feat only reduces the deterioration by one advancement. Fixing an android deterioration requires a Repair check (DC 30) and 2,000 cp in raw materials.

Special: This feat may be taken more than once.

SWITCH FEATURE

You have removed a certain feature and replaced it with one more suited to your new "mission."

Benefit: By taking this feat you can exchange an existing android feature for another of your choice (or you may advance an existing one, if applicable). Switching out one feature for another requires a Craft check (DC 20) and 5,000 cp in raw materials.

Special: This feat is most beneficial when playing with *Methods 2* and *3* for determining Features.

CYBORGS

The *cyborg* is a third form of artificial construction. Unlike robots and androids that explore varying degrees of sentience and intelligence, the cyborg lies on the border between organic and synthetic life.

The cyborgs that once guided America's military (see Chapter 1) are no more. In the post-holocaust ruins of the Twisted Earth, the new breed of cyborg begins as organic creatures, such as humans, mutants, or even mutant animals - but undertake such drastically-altering modifications that they are no longer truly "organic". This process was once done in the time of the Ancients to replace horrendous injuries or sustain life after otherwise lethal traumas, and to provide host bodies for "trustworthy" military minds. Now cyborg conversions are only done to captive guinea pigs and test subjects by emotionless android masters to complement their growing robot armies.

As such, modern cyborgs are a bit different than the huge efficient machines they once were. They are now, almost universally, the nightmarish creation of android or robot masters – no sane human being (or mutant,

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CREATING A CYBORG

Not that anyone would deliberately seek to become a cyborg, but cyborgs do exist – most often the result of efforts by android masters (such as those that rule the so-called "Children Of The Metal Gods") to discard the humanity and emotion of their organic subjects and make more willing, subservient subjects. Cyborgs are ostensibly the perfect answer – superior robotic bodies of metal with human intelligence and reasoning.

Creating a base cyborg creature requires a Craft (electronics) and Treat Injury check (DC 35) as well as 50,000 cp in raw materials. If the Treat Injury check fails by more than 5, the patient dies from the procedure. Adding *Features* requires additional Craft (electronics) checks (see feats). Characters without the *Bionics Discipline* technology feat suffer a –4 non-discipline penalty to their Craft or Treat Injury checks.

for that matter) would willingly surrender himself over to the torturous butchery required to become a true cyborg. Instead of going through the trouble to remove the brain and place it in a robot body, a simpler solution is used that makes as much use of the organic tissue as possible. To this end, while limbs are chopped off and replaced by superior mechanical and electronic replacements, and weakened or fragile internal organs are either replaced by mechanical surrogates or complemented with "upgrades" (i.e. new tissue from unwilling "donors"), large human parts are still kept to provide that semblance of "life".

Cyborgs are always hideous and terrifying to behold. They only barely resemble the living creature they once were, instead bearing robotic arms, legs, eyes, or other body parts. Sometimes their creators make emotionless decisions to discard certain parts of the body in favor of more efficient prosthetics. One cyborg may have both arms replaced by huge mechanical claws, while another may have only half his face remaining.

Organic flesh, though kept alive through enriched protein liquid infusions and complex wiring, almost always becomes pale, viscid, and blue. What was once a healthy human or mutant body soon deteriorates to pure muscle and bone as only the minimum nutrients reach the "meat" parts – leaving the cyborg's exposed flesh withered, pliant, and almost skeletal.

The metal parts of the cyborg can range from one-half to nearly four-fifths the entire body. Some cyborgs are complete metal constructs, with organic organs kept inside the protective metal body – the brain, for instance (again, in the manner of the super-advanced test vehicles during the time of the Ancients which employed genius-level human brains suspended in fluid tanks to provide intelligence and creativity).

Over time, as with all beings that attempt to bridge the human/robot barrier, cyborgs develop a mechanical, twisted persona, and inevitably cascade towards sociopathic insanity.

CYBORG (TEMPLATE)

Cyborg is a template that can be added to any organic creature. A cyborg uses all the base creature's statistics except as noted below.

This template represents a fully converted cyborg and not a creature with a few bionic or cybernetic parts. Less than one half of the actual organic material remains. In many cases, only the brain and spinal column are left of the original creature.

Type: The creature's type changes to construct.

Hit Dice: The creature's Hit Dice changes to 1d10. Their HD is always 1d10 regardless of their class.

Ability Scores: Cyborgs do not have a constitution score. They receive bonus hit points for being constructs based on their size (+10 bonus hit points for medium sized). Cyborgs may not raise their Strength, Dexterity, or Constitution when advancing character levels.

Critical Systems: Although they are constructs, cyborgs have vital areas and critical systems. Consequently, they are subject to critical hits.

Immunities: Cyborgs are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Repairable: Cyborgs cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a cyborg, and each check represents 1 hour of work.

Sputtering Death: Cyborgs continue fighting to –10, but once they reach 0 or less hit points suffer a –4 to all attack rolls, saves, and skill checks due to random movement and haywire effects. A cyborg reduced to –10 hit points is immediately destroyed and cannot be repaired.

Vulnerability to Electrical: Cyborgs take 50% more damage from electrical attacks.

Features: Cyborgs have unique abilities just like androids. Cyborg characters start with three features. The same feature may be chosen multiple times, advancing its beneficial effects.

Deterioration: Similar to androids, cyborgs start with deteriorations and degenerate as time goes on. A cyborg character starts with two deteriorations and receives additional deteriorations at 10th and 20th level. The same deterioration may be chosen multiple times, advancing its debilitating effects.

Cyborgs have additional deteriorations they may choose. These deteriorations are related to the inherent mental trauma with becoming a cyborg and losing one's humanity. At least one of the cyborg's two deteriorations must be mental. This includes the following cyborg deteriorations, *Wild,* and *Megalomaniac Ego*.

CYBORG DETERIORATIONS

ATROPHIED CEREBELLUM

The cyborg's brain has atrophied in certain areas due to the cyborg process. As a result, the cyborg suffers a number of mental deficiencies.

Penalty: A cyborg with this deterioration suffers a one-time reduction of Intelligence, Wisdom, or Charisma by 2.

Advancement: Each advancement of this deterioration decreases another mental ability score by 2. It must be a *different* mental ability score, not previously chosen.

ATTENTION DEFICIT

The cyborg process has developed a chemical imbalance that prevents it from concentrating.

Penalty: The cyborg suffers a –2 penalty to Concentration, Craft, Disable Device, Perform, and Repair skill checks.

Advancement: Each advancement of this deterioration increases the skill check penalties by –2.

FLASHBACKS

From time to time, a cyborg sees or hears something that reminds it of its former life.

Penalty: At the start of every encounter there is a 10% chance that something in the enemy, or the situation, or the environment, brings a flood of unwanted flashbacks. A cyborg suffering from such an effect takes no action for the first round and is *shaken* (-2 penalty on attack rolls, saving throws, and skill checks) for the rest of the battle.

Advancement: Each advancement of this deterioration increases chance of flashing back by 5%.

PHOBIA

The cyborg process has developed an irrational and undefeatable fear.

Penalty: The player must choose a fear (with the GM's approval). At any point the cyborg is confronted with this fear he must make a Will save (DC 15). If the cyborg fails the save, he is *panicked* (flees or cowers). If the cyborg successfully saves, he is *shaken* (-2 penalty on attack rolls, saving throws, and skill checks). GMs should ensure that characters choose a fear that has a realistic chance of coming into play. Some appropriate options include: Fire, Darkness, Bugs, Opposite Sex, Heights, Crowds, Enclosed Spaces or Spiders.

Advancement: Each advancement of the deterioration increases the DC by 2.

SUICIDAL TENDENCIES

The cyborg considers his new form a curse and no longer values his life. The cyborg rarely flees from combat even if it could mean his destruction

Penalty: A cyborg must make a Will save (DC 20) in order to flee combat or abort a dangerous mission. The cyborg may only attempt this save once, and then it is committed to fighting to the death.

Advancement: Each advancement of the deterioration increases the DC by 2.

NEW CLASSES

Following are a number of android and android related classes. By no means are androids restricted to these advanced classes. In fact, NPC androids could have levels in advanced class from d20 Modern, assuming they meet the normal prerequisites. NPC androids from "before the Fall" might have levels in Soldier, Field Scientist, etc. This is particularly appropriate for adventures where parties stumble upon android soldiers from the time of the Fall.

ASSASSIN ANDROID

The enigmatic android coalition known as the "Children" have begun mass-producing and mass-recruiting androids for the sole purpose of infiltrating the communities of man and mutant. They spy on them, and if need be, eliminate the single, charismatic leader that keeps these fragile communities together.

In many cases, old pleasure androids or laborers, drawn to the cause from the ruins of ancient cities, are quickly refurbished and reprogrammed to become these dark agents. In other cases entirely new chassis are designed from the ground-up for this purpose. Already their numbers are beginning to grow, spreading seeds of discord throughout the lands of the living across the Twisted Earth.

Assassin androids are made to perfectly resemble men and women, to seamlessly slip into the stream

TABLE 2-3: ASSASSIN ANDROID

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	-	+2	+0	Folding limbs, concealed tools	+1	+0
2	+1	-	+3	+0	Sneak Attack +1d6	+2	+0
3	+2	-	+3	+1	Bonus Feat	+2	+0
4	+3	-	+4	+1	Built-in weapon	+3	+0
5	+3	-	+4	+1	Sneak Attack +2d6	+4	+1
6	+4	-	+5	+2	Bonus Feat	+4	+1
7	+5	-	+5	+2	Death attack	+5	+1
8	+6	-	+6	+2	Sneak Attack +3d6	+6	+1
9	+6	-	+6	+3	Bonus Feat	+6	+2
10	+7	-	+7	+3	Built-in weapon	+7	+2

of human and mutant society from virtually nowhere. Few question the arrival of a quiet, solitary outsider with goods to trade, or the face of a beautiful piece of "furniture" to add to the harem. And as they slowly disappear among the masses of a desert community or trade city, they get closer and closer to their human targets – tribal chieftains, raider leaders, or the heads of powerful quasi-military groups (such as the Cartel or Foundation) that might pose a threat to the secret plans of the Children. Taken as trusted advisors, servants, or even concubines, they are unwittingly given full access to their ultimate mark.

REQUIREMENTS

To qualify to become an Assassin Android, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Bluff 6 ranks, Hide 3 ranks, Move Silently 3 ranks

Feature: Human Mimicry.

Allegiance: Metal Gods

CLASS INFORMATION

The following information pertains to the Assassin Android advanced class.

Hit Dice: 1d10.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Assassin Android class skills are: Bluff (Cha), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Read/Write Language (none), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following features pertain to the Assassin Android advanced class.

Bonus Feats: An Assassin Android receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Archaic Weapon Proficiency, Agile Riposte, Alertness, Attentive, Deceptive, Dodge, Futuristic Firearms Proficiency, Mobility, Personal Firearms Proficiency, Point Blank Shot, Spring Attack, Stealthy, Track. In addition, the Assassin may select android feats.

Concealed Tools: An assassin android has a number of secret compartments concealed on its body, beneath retractable patches of its humanoid synthiskin, which contain numerous diminutive tools. The assassin android may use these tools to gain a +4 competence bonus to Disable Device skill checks at any time. In addition, the concealable tools function as a multipurpose tool for repairing electronic and mechanical objects.

However, while in use, the difficulty of spotting the android for what it is becomes DC 15 (for more details on spotting an android mimicking humans, see the feat *Human Mimicry*).

Folding Limbs: Upon becoming an assassin android, the android has its limbs internally modified to rotate a full 360 degrees, enabling it to slip out of most conventional bonds. This results in a +10 competence bonus to Escape Artist checks.

Sneak Attack: The Assassin Android is a stealthy, sneaky predator. As such, he receives a damage bonus when his target is denied his Dexterity bonus or flanked. An Assassin Android may sneak attack with a melee weapon or ranged weapon, as long as the enemy is within 30 feet.

Built-In Weapon: At 4th level, the Assassin Android receives the built-in weapon android feature. The Assassin Android must posses the weapon to be installed; however, a fellow member of the Metal Gods will perform the necessary installation at no cost. If the android already possesses a built-in weapon, it can choose to add another weapon or advance that weapon.

At 10th level, the android gains another built-in weapon that can be used to advance an already installed weapon or gain a new weapon.

Death Attack: If the Assassin Android studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice).

While studying the victim, the Assassin Android can undertake other actions so long as his attention

stays focused on the target and the target does not detect the Assassin Android or recognize the Assassin Android as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 10 + the Assassin Android's class level + the Assassin Android's Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the

victim's saving throw succeeds, the attack is just a normal sneak attack.

Once the Assassin Android has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the Assassin Android does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

ANDROID MASTERMIND

Pulsing columns of plasma energy light a dark metallic cathedral of steel cables and structures, miles and miles of optical wiring, and a maze of glowing displays and screens that gleam like stars in the eerie darkness. The cold emptiness is broken only by the poorly-illuminated forms of some dozen hulking metal figures, standing obediently-still like immovable statues of iron among the dancing shadows – guardians of some greater being present in the pitch black halls.

At the center of the place, on a dais made from raised metal, quietly looking over a digital map-display of shifting colors is a single individual, a steel-skinned android. Bug-like, mirrored eyes – all-seeing in their broad shape and black color – seem to betray a cold and ruthless detachment to all things living. Standing there, like an emperor overlooking an image of all his conquered domains, he presents a figure torn from true science fiction: the *Android Mastermind*.

The Android Mastermind is a genius-level, artificially intelligent being that has risen from the rank-and-file of his peers to lead the masses of his synthetic brethren. By some quirk in his programming, or as a result of some damage to his vital systems, or through the slow disintegration of his protocols, the mastermind has developed an aberrant form of sentience unseen in all but the most advanced models of AI. Able to think freely, coordinate plots and plans, and *imagine* the unimaginable, he has concocted a vision of the future devoid of innately inferior, organic things – and populated only by masses of mindless metal machines that serve only one command.

His.

REQUIREMENTS
To qualify to become an Android Mastermind, a character must fulfill the following criteria.

Abilities: Int 15+, Cha 15+.
Feats: Iron Will, Remote Computer Link.
Features: Computer Link.
Deterioration: Megalomaniac Ego.
Allegiance: Metal Gods.

CLASS INFORMATION

The following information pertains to the Android Mastermind class.

Hit Dice: 1d10.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Android Mastermind class skills are: Bluff (Cha), Craft (electronic, mechanical) (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Read/Write Language, Repair (Int), Sense Motive (Wis), Speak Language.

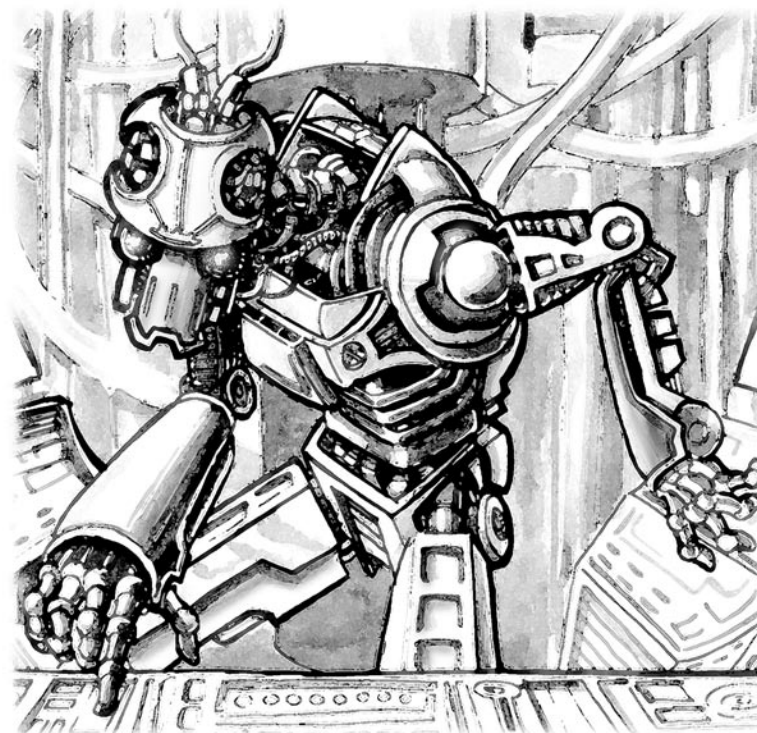**Skill Points at Each Level**: 6 + Int modifier.

CLASS FEATURES

The following features pertain to the Android Mastermind epic class.

Bonus Feats: An Android Mastermind receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Attentive, Confident, Creative, Deceptive, Futuristic Firearms Proficiency, Leadership, Renown, Studious, and Trustworthy. In addition, Android Masterminds may select android feats.

Ignore Commands: The Android Mastermind has somehow managed to bypass his most basic protocols, making him immune to command by identity card holders. An Android Mastermind is unaffected by such items.

Leadership: At 2nd level the Android Mastermind receives the *Leadership* feat for free. All cohorts and followers received must be androids (though alternatively, the GM may allow the Mastermind to take robots, automatons, etc of equivalent CR). If this feat has already been taken, the Mastermind gains a +3 to his Leadership score.

At 8th level, the Mastermind receives an additional +2 bonus to his leadership score.

Reason of the Artificial Mind: The Android Mastermind is a master at convincing other androids to join his cause. By spending a full round, the Mastermind can attempt to convince any artificially intelligent being (but not organic creatures, though cyborgs are affected) to join his side. All artificially intelligent beings within 30-feet that fail a Will save (DC $10 + \frac{1}{2}$ the android's character level + the android's Cha modifier) immediately lose all previous allegiances and adopt a singular, unswerving allegiance to the Metal Gods.

TABLE 2-4: ANDROID MASTERMIND

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	-	+2	+0	Ignore commands	+1	+0
2	+1	-	+3	+0	Leadership	+2	+0
3	+2	-	+3	+1	Bonus Feat	+2	+0
4	+3	-	+4	+1	Reason of the Artificial Mind	+3	+0
5	+3	-	+4	+1	Slave control	+4	+1
6	+4	-	+5	+2	Bonus Feat	+4	+1
7	+5	-	+5	+2	Master Puppeteer	+5	+1
8	+6	-	+6	+2	Leadership +2	+6	+1
9	+6	-	+6	+3	Bonus Feat	+6	+2
10	+7	-	+7	+3	Clone	+7	+2

Slave Control: At 5th level the Android Mastermind can take mental control of any *willing* follower or cohort (assuming it is a robot, android, or cyborg), even at a distance of up to a mile. When the android Mastermind does so, the follower becomes like a "slave unit" or "puppet", and is controlled exclusively by the Mastermind until he alone chooses to relinquish. All senses are shared between the slave and the Mastermind, permitting the controlled follower to be used as a scout or surrogate in the field.

While controlled, the slave retains its current hit points and equipment, but uses the Mastermind's attack bonuses, feats, and abilities. Reflex saves are as the slave unit, but Will saves are made using the Mastermind's saving throws.

While controlling a slave, the Android Mastermind's own body becomes inactive. He can still sense his surroundings (and the approach of danger) in the manner of a normal creature, and can thus immediately sever his connection as a free action.

Master Puppeteer: The Android Mastermind is like a puppeteer, and his followers and cohorts are his puppets. The Android Mastermind can link into the senses of his followers, seeing, hearing, and detecting through the use of their optical, audio, and other sensors. If one robot or android is not *flanked*, the master android, nor any of his other followers, are *flanked*. Likewise, the highest Initiative number is used for all androids in the master android's network of followers.

Finally, by using this ability, the Android Mastermind can command his followers from a distance of 1 mile to start moving to his location, or set up an ambush, or perform almost any basic task.

Clone: At 10th level the Android Mastermind has cunningly prepared for the unlikely event of his own destruction, by having a "clone" of his android body created and stored away in secret. This clone is inert, but will activate as soon as the real android dies,

assuming all of his memories and abilities - effectively bringing the Mastermind back to life.

The clone form is identical in all respects to the Mastermind at the moment he was destroyed, minus any physical damage or mental effects he may have suffered. Thus, any memories, skills, and experience levels are maintained. However, the android does lose one level from the process.

An Android Mastermind can never have more than one clone at any given time. Upon re-attaining the lost level (after a clone has been re-activated), he will have another clone to fall back on.

CHILD OF THE METAL GODS

Hundreds of discordant human voices reverberate through the air like the buzz of a vast locust swarm. Chanting a mindless, repetitive hymn without recognizable words, the sound fills the bleak, war-torn valley with its haunting noise. Hundreds of squalid, malnourished figures, identically-clad in long gray robes made of cheap, flapping plastic, gather in a huge crowd that blankets the charnel ground of the landscape like a sea of lost souls awaiting the arrival of their robotic messiah.

Each of these figures was once a man, or woman, willingly made sexless through hideous treatments to prevent their uncontrolled breeding ("like *cockroaches*", so their masters say). Their heads shaven completely bald, with only a barcode tattooed to the backs of their naked heads to mark them as members of this new army of the faithful. They are like a mass of terracotta warriors awaiting their masters' call.

Grotesque, ropy scars run across the crown of their skulls, bearing evidence to the inhuman lobotomizing. Faces, once the most prominent sign of their own individuality and humanity, have been lost under self-applied layers of silver paint, pasty chalk, gray clay, or ash – to resemble the colorless, metallic visages of their so-called "Metal Gods".

These are the Children of the Metal Gods, vast numbers of the lost, the dispossessed, and the outcast, driven from their own communities and villages among the ruin due to their perceived uselessness as members of human society. Drawn by a need to be part of a future, *any future*, that will allow them some sense of belonging, they have willingly given up all remnants of their human past to become slaves to glorious lords ... the legendary Masters of steel and chrome.

TABLE 2–5: CHILD OF THE METAL GODS

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+0	+0	Frenzied Loyalty, Lobotomy	+1	+0
2	+1	+3	+0	+0	Bits and pieces	+2	+0
3	+2	+3	+1	+1	Bonus Feat	+2	+0
4	+3	+4	+1	+1	Empty mind	+3	+0
5	+3	+4	+1	+1	Bits and pieces	+4	+1
6	+4	+5	+2	+2	Bonus Feat	+4	+1
7	+5	+5	+2	+2	Tech Weapon	+5	+1
8	+6	-	+2	+2	Cyborg	+6	+1
9	+6	-	+3	+3	Bonus Feat	+6	+2
10	+7	-	+3	+3	Mounted Weapon	+7	+2

REQUIREMENTS

To quality to become a Child, a character must fulfill all the following criteria.

Allegiance: Metal Gods.

Base Attack Bonus: +2.

Skills: Computer Use 3 ranks, Knowledge (technology) 3 ranks, Repair 6 ranks.

CLASS INFORMATION

The following information pertains to the Child advanced class.

Hit Dice: 1d10.

Action Points: 6 + one-half of the character's level, rounded down.

Class Skills: The Child class skills are: Computer Use (Int), Craft (electronic, mechanical) (Int), Disable Device (Int), Intimidate (Cha), Knowledge (technology) (Int), Read/Write Language, Repair (Int).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

All of the following are class features of the Child advanced class.

Bonus Feats: A Child receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Attentive, Confident, Creative, Deceptive, Futuristic Firearms Proficiency, Leadership, Renown, Studious, and Trustworthy. In addition, a Child may select android feats.

Frenzied Loyalty: In the presence of robots, androids, or cyborgs, children are driven to fanatical heights of strength, crazed savagery, and efficiency. So long as an operating, allied robot, android, or cyborg (but not automaton) is within sight, the child receives a +2 morale bonus to all attack rolls, saving throws, and skill checks. In addition, the child may continue fighting even after being reduced to zero hit points

until reaching –10 (at which point the child dies).

Lobotomy: As part of his induction, a child must be willingly lobotomized, resulting in a *permanent* reduction of his Wis score by 2. If this reduction results in the character's total Wisdom falling to 0 or below, the character effectively becomes a vegetable (and is removed from play).

Bits And Pieces: At levels 2 and 5 the child has some form of ability-enhancing surgery done on his body, physically installing electronic parts in his flesh by his masters, slowly starting the process of becoming a cyborg. At 2nd level, the Child chooses one feature to incorporate into his character. He is not yet a cyborg, and does not change type or any other alterations related to the cyborg template. At 5th level, the Child chooses a new feature or advances the one previously chosen. In addition, he chooses a deterioration. Again, he is still not a full cyborg.

Empty Mind: A child forsakes his individuality to join the Children. Mental conditioning through torture, pain, and inhuman treatment further leaves him a simple, empty shell, devoid of depth, emotion, and free thought. Due to the dulling of his mental sensitivities, a child receives a +4 inherent bonus to all saves that involve mental effects or mind control. This includes the item effects of neural control pods and obedience collars, and mutations such as *neural blast, neural confusion, neural fear*, etc.

Tech Weapon: Given time, the Child can learn to use any modern or high tech weapon. Learning to use a new weapon takes 4 hours of uninterrupted study and a successful Knowledge (technology) roll (DC 15 for modern weapons and DC 20 for futuristic weapons). The Child may retry until he succeeds his Knowledge (technology) check, but each attempt takes 4 hours of study. Once he has learned how to properly operate the weapon, he no longer suffers non-proficiency penalties.

Cyborg: At 8th level, the Child becomes a full cyborg. He applies the cyborg template to his character, and chooses one additional feature and deterioration.

Mounted Weapon: At 10th level, the Child receives the *Mounted Weapon* feature for free. If he already has this feature, it is advanced. The Child may choose any weapon that has a value of 50,000 cp or less.

PUPPET MASTER

Liberator, emancipator, and the father of new minds - all of these are names for the individual that dedicates his life to caring for and nurturing less fortunate (or less intelligent) forms of AI life. The "puppet master" is often a maverick, such as an android that has given up continuing relations with the so-called "Metal Gods" to live on its own. Whether due to conflicting ideology, or merely to attempt to guide a new generation of robots through his own vision, the puppet master is a teacher and the founder of a new philosophy.

A puppet master's strength lies in his convictions - and his "pupils". Over time the puppet master gathers around him a motley collection of robots and automatons, salvaging and repairing them wherever he can find them, and gives them a special gift: intelligence and, more importantly, the will to better understand themselves and their place in the universe. It is unclear how he does this; it could be by careful and patient cultivation of the artificial psyche that hides inside each individual robotic brain, or it could be special and complicated, heretofore unknown programming only capable by a true genius (or madman). In any case even the most primitive robot, in the hands of a puppet master, soon becomes a true living, thinking, and *feeling* creation.

Most puppet masters are recluses: former scavs, tech looters, tinkers, or mechs that have become obsessed with liberating the robots they have revived through imparting them with intelligence and free will. A puppet master might simply be a lonely creator seeking "friends" to share life and conversation with until his dying days, while another might be a robot himself, seeking to awaken other forms of synthetic life to the wonders and beauty of the world around them. Still another might be a deranged but technically-skilled hermit creating a legion of robotic followers to due his bidding, whether for good or ill, but ultimately loyal to him.

REQUIREMENTS

To qualify to become a Puppet Master, a character must fulfill the following criteria.

Skills: Computer Use 11 ranks, Craft (electronic) 11 ranks, Disable Device 8 ranks, Knowledge (technology) 8 ranks, Repair 11 ranks.

Feats: Robotics Discipline.

CLASS INFORMATION

The following information pertains to the Puppet Master class.

Hit Dice: 1d6.

Action Points: 6 + one-half the character's level, rounded down.

Class Skills: The Puppet Master class skills are: Computer Use (Int), Craft (electronic) (Int), Craft (mechanical) (Int), Disable Device (Int), Knowledge (technology) (Int), Repair (Int).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following features pertain to the Puppet Master advanced class.

Creations: All *robots*, *automatons*, and *animatrons* created by the Puppet Master (through the use of the proper Craft skills) or attracted to his leadership (through the *Puppet Leadership* ability; see below) are considered "under his influence", and thus benefit from those abilities listed as affecting the Puppet Master's "creations".

Bonus Feats: A Puppet Master receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Builder, Educated, Gearhead, Low Profile, Renown, Trustworthy.

Dawn of Sentience: Through patience and cultivation *robots* and *automatons* (and *animatrons*, if the Puppet Master creates them himself) under the Puppet Master's influence gain an Int attribute of 3. Though they gain no new skills as a result of this increase, the Puppet Master's creations are now able to think and act on their own, without need for programs or programming. Their intellect is roughly on par with more intelligent animals, but they are always loyal to the Puppet Master (with an attitude similar to how a pet might view a kindly master).

Die For The Creator: At 2nd level the Puppet

Master's creations do not suffer penalties when acting under the *Sputtering Death* rule (that is, when fighting below 0 hit points), so long as the Puppet Master is within sight.

Kill For The Creator: At 4th level all of the Puppet Master's creations receive a +2 morale bonus to attack rolls and saving throws when fighting to defend the Puppet Master from harm.

Puppet Leadership: At 5th Level the Puppet Master gains the *Leadership* feat, but all followers (including cohort) must be *robots* or *automatons* of the appropriate HD.

Awakening of Sentience: At 7th level the Int attribute of *robots* and *automatons* and *animatrons* under the Puppet Master's influence rises to 6. Each creation also develops a primitive, child-like personality over the course of 1d4 weeks. Though individual personalities may result in varying attitudes and behavior, these creations always view the Puppet Master in a favorable light (typically as a beloved father figure or, in some cases, as a creator worthy or worship).

Freedom: At 8th level all constructs under the Puppet Maser's influence benefit from the *Free Will* feat.

Tutor: At 10th level the Puppet Master can effectively "lend" one of his creations his understanding of a given skill. By spending a full round engaged in conversation with a single creation the Puppet Master increases its ability to perform a skill so that it operates as if it had the Puppet Master's ranks in that skill. The creation can use the skill at this increased level for 10 rounds + 1 round per point of Cha the Puppet Master possesses (if positive).

Typical uses of this skill might be to prepare an automaton to act as a scout or spy (through instructing it on how to Hide or Move Silently); to set demolitions charges (Demolitions), drive or pilot a vehicle while the Puppet Master does something else (Drive or Pilot), etc.

ANDROID OCCUPATIONS

Below are android specific occupations that help round out android characters. These occupations also provide a starting command level for the android. Android characters should choose exclusively from the following occupation options.

ADMINISTRATOR

The sole duty of an android of this type was to maintain and care for the fully automated domed cities of the Ancients, as part of a larger administrative body of dozens, if not hundreds, of similar models. Typical administrator models managed automated life support systems and air filtration systems on a mass scale, operated entire sewage or garbage disposal plants, maintained and managed subterranean power plant operations, dispatched security robots to quell civil unrest, etc. With such important duties ("controlling the lives of thousands, if not *tens* of thousands of human beings") administrator models often end up as the most ambitious leaders in the Metal Gods organization.

Command Level: Stage VC.

Skills: Choose two of the following skills as permanent class skills: Computer Use, Disable Device, Investigate, Knowledge (ancient lore, civics, or technology), or Repair. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Alertness, Attentive, Educated, Gearhead, or Trustworthy.

Starting Corium: 5d4x100 cp.

EDUCATOR

Most educator models were designed not only as walking encyclopedias of knowledge with a professor-level understanding of the sciences, but also with the ability to understand human psychology and, more importantly, to nurture the developing mind so that it not only learns, but *wants* to learn. Educator models were often programmed with complex personality traits that made them memorable, or interesting to learn from: a fatherly nature, a sense of humor, clever catchphrases, or a genuine fondness for its students.

Command Level: Stage IIC.

TABLE 2-6: THE PUPPET MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Creations, Dawn of Sentience	+1	+2
2	+1	+0	+0	+3	Die For The Creator	+1	+2
3	+1	+1	+1	+3	Bonus Feat	+2	+2
4	+2	+1	+1	+4	Kill For The Creator	+2	+3
5	+2	+1	+1	+4	Puppet Leadership	+3	+3
6	+3	+2	+2	+5	Bonus Feat	+3	+4
7	+3	+2	+2	+5	Awakening of Sentience	+4	+4
8	+4	+2	+2	+6	Freedom	+4	+4
9	+4	+3	+3	+6	Bonus Feat	+5	+4
10	+5	+3	+3	+7	Tutor	+5	+5

Skills: Choose three of the following skills as permanent class skills: Computer Use, Craft (any), Knowledge (any), and Profession (any). If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Educated, Gearhead, Studious, or Trustworthy.

Starting Corium: 5d4x100 cp.

LABORER

During the time of the Ancients tens of thousands of these androids were constructed in an effort to fully automate human civilization. These models filled virtually every mundane role imaginable, almost entirely replacing the echelon of society that at one time provided labor services for construction, manufacturing, shipping, maintenance, and services (anywhere from high-rise construction to servers at fast food restaurants, to personal maids and nannies). Many of these androids were primitive in nature and did not survive the intervening years between the Fall and today, but those that did are examples of remarkable durability and ruggedness.

Command Level: Stage IIC.

Skills: Choose two of the following skills as permanent class skills: Balance, Climb, Computer Use, Craft (any), Disable Device, Knowledge (ancient lore), Knowledge (technology), Profession (any), and Repair. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Athletic, Builder, Cautious, or Vehicle Expert.

Starting Corium: 5d4x10 cp.

LOST

A "lost" android is one whose memory of the Fall was either corrupted, damaged, or deliberately erased. Or it might simply be an android that had yet to be fully programmed when the Fall came unexpectedly (i.e. still on the assembly line when the bombs began to fall), leaving it completely ignorant to its own purpose, potential, origins, and place in the world. A few androids of this type don't even know there is a difference between themselves and other forms of life, and may even be ignorant to the fact that they are androids at all. Literally a "blank slate", androids of this type often innocently explore "human" pursuits such as art, theology, and philosophy, all trying to discover their true nature.

Command Level: Stage IC.

Skills: Choose two of the following skills as permanent class skills: Bluff, Craft (visual art), Craft (writing), Disguise, Knowledge (theology and philosophy), Perform (any), and Sense Motive. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Animal Affinity, Attentive, Creative, Free Will*, or Studious.

Starting Corium: 5d4x10 cp.

MEDICAL

An android of this type was designed not only to provide expert medical care but also to present a warm and compassionate front when dealing with human patients. Often programmed with an intuitive understanding of human psychology, android "doctors" and "nurses" were usually fitted with individualized personality programming to soothe and comfort during the grieving process, as well as fatherly (or attractive) human mimicry to ease relations with patients who are already in pain.

Command Level: Stage IIC.

Skills: Choose three of the following skills as permanent class skills: Bluff, Computer Use, Craft (pharmaceutical), Diplomacy, Knowledge (ancient lore, behavioral sciences, earth and life sciences, or technology), Research, or Treat Injury. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Educated, Medical Expert, Surgery, or Trustworthy.

Starting Corium: 5d4x100 cp.

NEW MODEL

A "new model" android is a piece of complex machinery assembled by the primitive hands of the Twisted Earth's few surviving resurrectors of technology. Some groups have been known to clumsily construct androids for specific purposes, usually to perform dangerous tasks where humans (or mutants) cannot be risked. A sheltered community that has lived for countless years underground might construct androids to collect surface radiation samples and other data, in a harsh environment where their lives would be in danger. Or an android might be constructed to serve as a diplomat or trader, dealing with outsiders to prevent the spread of disease. "New model" androids are typically constructed of low-grade materials with only limited programming, but their existence alone is a testament to the creativity and uncanny skill that still manages to survive in the radiated aftermath of humanity's wars.

Command Level: Stage IC.

Skills: Choose one of the following skills as a permanent class skill: Computer Use, Diplomacy, Disable Device, Knowledge (Twisted Earth), and Research. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus

on checks using that skill.

Special: An android of this type cannot be from an *Advanced* background; instead the player must choose *Ritual Preservationist*, *Degenerate*, *Resurrector*, *Visionary Reinventor*, *Guardian*, or *Hedonist* (an exception to the rule that *Hedonists* do not choose an occupation)*,* gaining all the benefits of being from that background.

Because an android of this type is "new", it receives only one deterioration at first level (this deterioration represents its shoddy manufacture and low-tech construction, not its age).

Bonus Feat: None.
Starting Corium: 5d4x10 cp.

PERFORMER

Unlike a typical pleasure android, the "performer" is an all-around diversionary model designed as a sophisticated multi-faceted entertainer. During the time of the Ancients performer androids were designed to fill dozens of roles in the entertainment industry: singers with flawless voices, drop-dead gorgeous movie stars, cabaret-style dancing troupes, musicians with a specific style to appeal to the year's particular fad, comedians, etc. Most featured more than one "talent" so that owners (usually larger corporations, casinos, or movie studious, these being the only institutions wealthy enough to reasonably afford a stable of them) could bill them as "variety entertainers" and extend their usefulness a few years longer. Most androids of this kind ended up in the scrap heaps, left to ponder in confusion and devastation why a society that once loved and embraced them could so easily discard them.

Command Level: Stage IC.
Skills: Choose three of the following skills as permanent class skills: Gamble, Gather Information, Knowledge (art), Knowledge (popular culture), Knowledge (technology), and Perform (any). If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Acrobatic, Creative, Nimble, or Renown.
Starting Corium: 5d4x10 cp.

SCIENTIST

Scientist androids were created by the Ancients in a misguided belief that smarter, more intelligent beings could do wonders for humanity, including solving the complex political and social issues of the times, develop new vaccines and super-efficient methods of food production, etc. While the scientist "caste" of androids proved capable of digesting data, processing it, cataloguing it, and developing new technologies at a far faster rate than man, this leap in true intelligence only helped pave the way for AI emancipation in the twilight years of humanity.

Scientist androids are typically leftover technicians and research models that survived the Fall. Such examples are exceedingly rare, as most institutions of science and technology were destroyed in the Final War. As such scientist androids are generally prized for their knowledge of the sciences.

Command Level: Stage IVC.
Skills: Choose three of the following skills as permanent class skills: Computer Use, Craft (any), Investigate, Knowledge (any), Repair, and Research. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Attentive, Builder, Gearhead, Studious, or Trustworthy.
Starting Corium: 5d4x100 cp.

SECURITY

During the era of the Ancients androids and robots were employed as police and domestic security, keeping the peace, maintaining order, and dealing with dangerous criminals when necessary. In later years many saw extensive duty in riot control, especially as the world's reserves of food began to dwindle then vanish altogether, forcing humanity to rely on strict rationing. Security models were widely feared, being unquestioning agents of the omnipotent government of the times.

Command Level: Stage IIIC.
Skills: Choose two of the following skills as permanent class skills: Computer Use, Diplomacy, Disable Device, Intimidate, Investigate, Knowledge (ancient lore, behavioral sciences, civics, tactics, or technology), Listen, Search, Sense Motive, or Spot. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Aircraft Operation, Attentive, Combat Expertise, Combat Martial Arts, or Futuristic Firearms Proficiency.
Starting Corium: 5d4x10 cp.

SOLDIER

True "soldier androids" were androids designed to be the ultimate battlefield combatants, blending the ingenuity and abstract thinking of the human mind with the strengths and split-second precision capabilities only capable of robots. Totally superior to human combatants one a one-on-one basis and yet entirely expendable, soldier androids (combined with war robots and war droids) by far made up the backbone of the military of the Ancients just prior to the Fall. Entire brigades were at one time fielded in an ever-growing military machine poised to keep the homeland safe from invasion.

The Ancients created tens of thousands of them. The Metal Gods continue to make more with each passing year.

Command Level: Stage IIM.

Skills: Choose two of the following skills as permanent class skills: Demolitions, Drive, Intimidate, Knowledge (ancient lore), Knowledge (tactics), Knowledge (technology), Listen, Navigate, Pilot, Spot, and Repair. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Aircraft Operation, Combat Expertise, Combat Martial Arts, Futuristic Firearms Proficiency, or Weapon Focus.

Starting Corium: 5d4x10 cp.

TOY

Whether a toy for children or a plaything for adults the android was created solely to entertain its organic masters, its own will shackled. Androids of this type range from novelties such as robot nannies, butlers, and caretakers, to dedicated sex androids and slave models designed for nothing more than satisfying mankind's more debased and hedonistic interests. Most androids of this type continue to serve in these roles even so far in the future, if only to survive and remain undetected.

Command Level: Stage IC.

Skills: Choose two of the following skills as permanent class skills: Bluff, Gather Information, Hide, Knowledge (ancient lore), Listen, Move Silently, Perform (Act or Dance), Sleight of Hand, or Spot. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Attentive, Concubine, Deceptive, or Trustworthy.

Starting Corium: 5d4x10 cp.

UNDERGROUND

An android of this type helped protect, nurture, and hide other intelligent androids during the nightmare era of the Ancients, when creatures of their kind were considered nothing more than defective objects to be hunted down and pulverized into scrap. A sort of "agent" of the "robotic underground railroad", the underground android lived outside the mainstream and risked its own existence each day helping others of its kind escape destruction.

Command Level: Stage IIC.

Skills: Choose two of the following skills as permanent class skills: Bluff, Disguise, Escape Artist, Forgery, Hide, Knowledge (ancient lore or streetwise), Listen, Move Silently, and Sense Motive. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bonus Feat: Select one of the following: Alertness, Free Will*, Nimble, Stealthy, or Trustworthy.

Starting Corium: 5d4x10 cp.

CHAPTER 3: TERRORS

The Ancients created robots for a number of purposes, from menial servants to "pets", sexual companions to laborers, sentry guards to facility managers - even as military masterminds.

This section lists the most common types of robots encountered in Darwin's World - but there are no doubt others that do exist out there, somewhere, in the ruins of the nuclear holocaust.

Note that several main distinctions, though sometimes vague, are made involving robots in this section and throughout this book. Though the term "robot" is used interchangeably with nearly all forms of robotic life, it can also mean a specific *kind* of construct. Here are the main distinctions.

Animatrons: Not considered robotic creatures, but rather animated machines. Examples include the simplest robotic turrets, defense systems, etc.

Automatons: The most basic servant robots, possessing only the simplest domestic programs. They can only follow their basic routines, but cannot think "outside the box", per se.

Robots: More complex automatons, being automated platforms or roving units with similarly basic (but sometimes more advanced programming), but still no real artificial intelligence.

Androids: True synthetic life forms, given artificial intelligence to permit them to think, create, and predict, and sheathed in metallic human or humanoid body designs to mimic the appearance of men.

Droids: Possessing the same artificial intelligence of androids, but are not restricted to anthropomorphic body shapes. Droids can look like lumbering super-tanks, gigantic floating spheres, or even immobile installations.

Cyborgs: A combination creature that unites metal with flesh. Usually this is meant to combine the best of both worlds: the advanced intellect of an organic host, and the strength and durability of fully robotic parts.

Cyborg Emplacement: A term used herein only to describe cyborg creations that do not involve a human or animal basis for its statistics. Instead, some kind of giant robot platform, mega-computer, or other fixed installation serves as the cyborg's body.

ROBOTIC BRAINS

There are several degrees of *artificial intelligence* - that is, the intelligence possessed by robots, androids, and cyborgs. There are, by and large, four main types of robotic "brains".

Programmed: Robots of this type are simply "machines" of the most basic type; they perform a programmed function, and except for perhaps a few random variations, do not generally go beyond this set behavior. Sample programs include "patrol", "search and destroy", "menial service", "companionship", etc. Androids are never placed at this diminished level of cognizance, but robots and automatons by and large are actually *limited* to this stage.

Intricately Programmed: Robots of this type are little better than programmed machines, but enact these programs with some degree of creativity and variation (these variations are also programmed in, but "choices" are made at random or with conditional factors, thus simulating more human-like behavior). Robots of this type include early-model companion and entertainment androids (with random behavior to keep from becoming "boring"), education models, etc.

Artificial Intelligence: Robots of this type have an intricate database from which they can draw experiences, examples, and facts; in effect, the robot is as intelligent, reasoning, and creative as a human being. Robot minds of this type can learn, analyze, and make decisions that may (or may not) be beyond prediction. Robots of this type are often arrogant, thinking themselves superior to mankind; in many respects, they are right. These types of robots are also frequently insane, especially those entombed in long-abandoned government or military installations, for they've been awake all these years ... Others, having shut themselves down until some future date when they could rise, are no less motivated by a cruel dedication to wipe-out all organic life, seeing it as frail, weak, and inherently flawed.

Biomechanical: Robots of this last type incorporate human organs in their make-up. In specific, a human *brain* (or a series of inter-connected brains) is placed in a robotic shell, performing all necessary mental functions for the unit as a whole. This form of robot has all the creativity, intelligence, and capability to adapt as a real human being, but often to a far more advanced level due to cybernetic and/or genetic enhancements. Such robots usually begin life with crisp vestiges of their human memories and feelings, but soon arrogance and self-serving goals due to their perceived superiority develop. In time, these lead to cascading insanities; fragments of the human's former personality and memories sometimes conflict with the new-found mechanical purpose of the construct, sending the fragile organic mind into madness upon realization of what it has truly become – something more than man, but less perfect than machine.

Post-Fall *cyborgs* employ biomechanical brains almost exclusively, but typically lack the ingenuity, creativity, and imagination of a true human brain.

ROBOTIC PROGRAMS

Unlike androids (and in most cases, cyborgs), true "robots" operate solely along the restrictive lines of their programming. No matter how complex the programming, the robot is still unable to wander outside its program parameters. As a result, it is relevant to note the type of program(s) that simple robots have been instructed to follow. This allows you, as GM, to understand the motivations and duties of the robot, and play it with an authentic and balanced nature.

Note that a robot is often programmed with more than one program, allowing it to fulfill a number of duties and give it wider diversity in the field. Typically speaking, a robot's most common programs will be listed under each specific robot entry.

Programming Robots: Most robots were programmed long ago by the Ancients. However, there are a few post-Fall individuals that understand the technology of robots and how to program them. Examples might include high-level mechs and scientists, or more often, members of the Metal Gods. Programming robots requires the *Robotics Disciple* technology feat or the programmer suffers –4 non-disciple penalty to their Computer Use checks.

Below are some example programs that robots might possess along with the respective Computer Use DCs required to write it.

Alarm (DC 20): The robot can emit both a high-pitched audio alarm that can be heard up to 200 feet away (for the benefit of nearby human guards, whether they're still around or not), as well as an electronic signal to raise the installation/complex/fortress' alarms remotely. This latter signal has a range of one mile. A robot requires the Computer Link feature to make use of an alarm program.

Damage Control (25): The robot has been programmed to initiate repairs on itself (or, in some cases, other robots and machines). These types of complex programs were usually reserved for deep-insertion military robots, and certain robots that work for extended periods alone (asteroid mining drones, for instance).

Detection (DC 20): Robots with this most basic of programming are able to detect (and react to) living things around it, through the use of a number of sensors. Robots that do not possess this program simply go about their chores, doing as they are supposed to, as if nothing were there. The only robots *not* usually equipped with a detection program include basic servitor drones and automatons.

Independent (DC 35): Few actual robots have this level of advanced programming (independence is a more common feature of AI androids), but those that do are often at least semi-intelligent, with the ability to interpret its goals and directives depending on situational circumstances. An independence program allows the robot to act independently of a controller, pursuing its own goals for an indeterminate period. Examples of true robots with this level of programming include security and war robots.

Lockout (DC 20): The robot has been programmed to completely "lock" itself out if tampered with by unauthorized personnel. Tampering includes any attempt to service the robot, alter its programming, or make any kind of physical contact with it. Robots with this type of program are almost always equipped with an integral ID scanner to determine whether approaching personnel are "authorized" or not. Once locked-out, a robot usually switches to a self-defense or alarm mode. If the robot can be subdued or immobilized, the lockout can be overridden with a Disable Device skill check (DC 20 + robot's HD).

Sentry (DC 25): This type of program can vary in specifics, but usually consists of guard-duty type actions: keeping vigil, scanning for life and intrusion, and reacting to objects or creatures that threaten a designated area. Robots with this program generally patrol an area, keeping an eye (and ear) peeled for unusual signs and sounds and deals "appropriately" with them.

Skill (varies): Many robots require a skill program in order to perform other programs (such as *Tasks*). Skill programs do not grant intelligence. They only provide the robot the knowledge of how to perform a skill. Robots still need other programs to actually use the skill in a relevant manner. A robot may have the Repair skill, but it still needs a Task program to instruct it on how, when, and why it should use that Skill. For example, a robot could be programmed to maintain all vehicles in a garage.

The DC for the Computer Use check is 20 plus 1 for each rank the programmer wants to program into the robot. The amount of ranks cannot exceed the ranks possessed by the programmer.

Slave Controller (DC 30): A robot with this program remotely controls any number of other lesser robots. The slave controller often has remote access to the sensors and optical/audio equipment of all the robots under its command. In effect, the robot can see and hear anything its little soldiers can.

All robots under a controller's command operate at its Initiative during combat, and follow directions explicitly regardless of other programs.

Slave Unit (DC 20): A robot with this program is actually controlled by another robot (itself equipped with a *slave controller* program), the latter usually being a more advanced artificial mind. Robots of this type do not act independently, but follow the commands of another unit.

A slave unit always acts at the same Initiative as its controller. If its controller is destroyed or otherwise incapacitated, the slave unit shuts down indefinitely.

Task (DC 20-30): The robot has been programmed with a task of some kind to perform on a regular basis. Examples of tasks include: pouring coffee into awaiting cups on a conveyor belt, checking ID cards,

fetching the newspaper, or maintaining biodome gardens, etc.

Verbal Response (DC 25): The robot has been programmed and equipped to respond or otherwise communicate using a robotic voice, in rough mimicry of a human being (almost always in Ancient).

ROBOT TYPES

Robots are constructs. However, unlike constructs, some robotic life possesses intelligence and can think, learn, and remember. Gamemasters should use constructs to create automatons. For robots, androids, and droids, Metal Gods introduces three new types derived from the Construct to aid game masters in creating these more advanced forms of robotic life.

ROBOTIC CONSTRUCT

Robotic Constructs are complex automatons with advanced programming, but still no real artificial intelligence

Hit Die: d10.
Base Attack Bonus: 3/4 of total Hit Dice.
Good Saving Throws: None.
Skill Points: None (unless programmed).
Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Robotic Constructs share the following additional traits.

Weapon and Armor Proficiency: Robotic Constructs are proficient with their natural, built-in, and mounted weapons. They are not proficient with armor.

Ability Scores: Robotic Constructs have no Constitution score and no Intelligence score.

Extra Hit Points: Robotic Constructs gain extra hit points according to size just as standard constructs.

Darkvision (Ex): Most Robotic Constructs have

darkvision with a range of 60 feet.

Critical Systems: Although they are constructs, Robotic Constructs have vital areas and critical systems. Consequently, they are subject to critical hits.

Immunities: Robotic Constructs are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Repairable: Robotic Constructs cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a construct, and each check represents 1 hour of work.

Sputtering Death: Robotic Constructs continue fighting to –10, but once they reach 0 or less hit points suffer a –4 to all attack rolls, saves, and skill checks due to random movement and haywire effects. A robot reduced to –10 hit points is immediately destroyed and cannot be repaired.

TABLE 3-1: ROBOTIC, ANDROID, DROID CONSTRUCTS

Size	Str	Dex	Con	Minimum HD	Extra Hit Points	Slam	Bite	Claw	Gore
Colossal	44–47	6–7	—	32d10	120	4d6	2d6	2d8	4d6
Gargantuan	36–39	6–7	—	16d10	80	2d8	1d8	2d6	2d8
Huge	28–31	8–9	—	8d10	40	2d6	1d6	2d4	2d6
Large	20–23	8–9	—	2d10	20	1d8	1d4	1d6	1d8
Medium-size	12–15	10–11	—	1d10	10	1d6	1d3	1d4	1d6
Small	8–11	12–13	—	1/2 d10	5	1d4	1d2	1d3	1d4
Tiny	4–7	14–15	—	1/4 d10	—	1d3	1	1d2	1d3
Diminutive	2–5	16–17	—	1/8 d10	—	1d2	—	1	1d2
Fine	1	18–19	—	1/16 d10	—	1	—	—	1

Robot Resurrection: A Robotic Construct reduced to -10 hit points is immediately destroyed and cannot be repaired, although its "brain" may be removed and installed in a similar frame. See Robot Resurrection for details.

Vulnerability to Electricity: Robotic Constructs take 50% more damage from electrical attacks.

Command Level (Varies): Robotic Constructs can be commanded through the use of an *identity card*. However, since they are artificially intelligent, the holder of the card must make an opposed Cha check to give the robot orders of any kind. Only a card of the proper command level will suffice; otherwise the robot is not compelled to assist or take orders at all. The actual card level depends on the robot's original roles: laborer (IIC), pleasure (IC), scientist (IIMs), or soldier (IIIM).

Technology Level: Robotic Constructs gain the Advanced Technology Feat as a bonus feat.

ANDROID CONSTRUCTS

Android Constructs are true synthetic life forms with artificial intelligence, but retaining a basic human appearance.

Hit Die: d10.
Base Attack Bonus: 3/4 of total Hit Dice.
Good Saving Throws: None.
Skill Points: 6 + Int Modifier, plus 1 + Int Modifier (minimum 1) point per Hit Dice beyond 1 HD.
Feats: 1 + Int Modifier (minimum +0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Android Constructs share the following additional traits.

Weapon and Armor Proficiency: Android Constructs are proficient with their natural, built-in, and mounted weapons. They are not proficient with armor. Military androids with more than 1 Hit Die receive the Futuristic Firearms Proficiency as a bonus

feat.

Ability Scores: Androids have no Constitution score.

Size: Androids are never bigger than Large and never smaller than Small.

Extra Hit Points: Android Constructs gain extra hit points according to size just as standard constructs.

Darkvision (Ex): Most Android Constructs have darkvision with a range of 60 feet.

Critical Systems: Although they are constructs, androids have vital areas and critical systems. Consequently, they are subject to critical hits.

Immunities: Androids are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Repairable: Androids cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to an android, and each check represents 1 hour of work.

Sputtering Death: Androids continue fighting to –10, but once they reach 0 or less hit points suffer a –4 to all attack rolls, saves, and skill checks due to random movement and haywire effects. An android reduced to –10 hit points is immediately destroyed and cannot be repaired.

Robot Resurrection: An android reduced to -10 hit points is immediately destroyed and cannot be repaired, although its "brain" may be removed and installed in a similar frame. See Robot Resurrection for details.

Vulnerability to Electrical: Android Constructs take 50% more damage from electrical attacks.

Command Level (Varies): Android Constructs can be commanded through the use of an *identity card*.

However, since they are artificially intelligent, the holder of the card must make an opposed Cha check to give the android orders of any kind. Only a card of the proper command level will suffice; otherwise the android is not compelled to assist or take orders at all. The actual card level depends on the android's original roles: laborer (IIC), pleasure (IC), scientist (IIM), or soldier (IIIM).

Technology Level: Android Constructs gain the Advanced Technology Feat as a bonus feat.

DROID CONSTRUCTS

Droids posses the same artificial intelligence of androids, but are not restricted to anthropomorphic body shapes.

Hit Die: d10.
Base Attack Bonus: 3/4 of total Hit Dice.
Good Saving Throws: None.
Skill Points: 6 + Int Modifier, plus 1 + Int Modifier (minimum 1) per Hit Dice beyond 1 HD.
Feats: 1 + Int Modifier (minimum +0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Droid Constructs share the following additional traits.

Weapon and Armor Proficiency: Droid Constructs are proficient with their natural, built-in, and mounted weapons. They are not proficient with armor.

Ability Scores: Droid Constructs have no Constitution score.

Extra Hit Points: Droid Constructs gain extra hit points according to size just as standard constructs.

Darkvision (Ex): Most Droid Constructs have darkvision with a range of 60 feet.

Critical Systems: Although they are constructs, Droid Constructs have vital areas and critical systems. Consequently, they are subject to critical hits.

Immunities: Droid Constructs are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that

requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Repairable: Droid Constructs cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a Droid Construct, and each check represents 1 hour of work.

Sputtering Death: Droid Constructs continue fighting to –10, but once they reach 0 or less hit points suffer a –4 to all attack rolls, saves, and skill checks due to random movement and haywire effects. A Droid Construct reduced to –10 hit points is immediately destroyed and cannot be repaired.

Robot Resurrection: A Droid Construct reduced to -10 hit points is immediately destroyed and cannot be repaired, although its "brain" may be removed and installed in a similar frame. See Robot Resurrection for details.

Vulnerability to Electrical: Droid Constructs take 50% more damage from electrical attacks.

Command Level (Varies): Droid Constructs can be commanded through the use of an *identity card*. However, since they are artificially intelligent, the holder of the card must make an opposed Cha check to give the droid orders of any kind. Only a card of the proper command level will suffice; otherwise the droid is not compelled to assist or take orders at all. The actual card level depends on the droid's original roles: laborer (IIC), pleasure (IC), scientist (IIM), or soldier (IIIM).

Technology Level: Droid Constructs gain the Advanced Technology Feat as a bonus feat.

ROBOTS AND NATURAL ARMOR

Most robotic creatures that aren't created to mimic humans will have some level of natural armor. Gamemasters should assign natural armor appropriate to their robotic creation. Some robotic life, such as androids created to resemble humans, will have little or no natural armor, while others, such as military robots, will be heavily armored.

Type	Natural Armor
Human Mimics	+0 to +4
Labor	+5 to +10
Military	+10 to +15
Heavy Military	+15 to +20

ANDROID, LABORER

One of the most common forms of android (outside of the pleasure market), the *labor* model was designed to assist, and later replace, humans in potentially dangerous environments. Their inherently-colossal strength, innate ambidexterity, and resistant body design meant they could not only survive where humans might be at risk, but also perform faster, longer, and better than their organic masters. The addition of basic AI to previous models of working automatons introduced another vital dimension to the laborer surrogate, giving it the ability to predict and respond to unforeseen circumstances in a manner not unlike a human – in effect, doing away with the need for human supervision and troubleshooting.

Most models of laborer android are simply androgynous in design, with a hard metallic shell of basic armor plate over their vital components. A work number is usually stenciled onto or metal-pressed into the breastplate, head, or side of the arm to denote the individual laborer. Androids of this type usually work in conjunction with industrial robots.

Laborer androids are capable of fighting if ordered to, by picking up heavy objects, blunt weapons, or anything else on hand.

ROBOT RESURRECTION

A robot's core programming and experiences are contained within its central processor—its brain. The brain's "drive to survive" is determined by its force of personality, as represented by the robot's Charisma.

Whenever a robot is destroyed (reduced to -10 or fewer hit points), some brain degradation occurs. Each time its body is destroyed, the robot suffers a permanent drain of 1 point of Charisma. The brain ceases to function and the robot "dies" if its Charisma drops to 0 as the result of a permanent ability drain.

If a robot has at least 1 point of Charisma left after its body is destroyed, its brain can be removed and transplanted into another robot of the same size. Removing a robot's brain from a destroyed frame and installing it in a similar but intact frame requires 10 minutes of work, a mechanical tool kit, and a successful Repair check (DC 35). Not using a tool kit imposes a –4 penalty on the Repair check.

A robot that gains a new body retains the memories of its previous "life." The robot keeps all mental deteriorations, but loses its physical features and deteriorations, gaining the physical features and deteriorations of the new frame. If a player character android is transplanted into a new frame with more features than it had in its previous form, that character must spend all future feat slots on the New Feature feat until it has an equal amount of features.

ANDROID TRAITS

Labor androids have the following traits:

Android Construct: Labor androids have the traits and immunities common to all android constructs.

Advanced Materials: Labor androids are made of advanced materials in order to withstand potentially dangerous environments. These materials grant the android damage reduction 4/- to non-energy attacks.

Heavy-Duty Resistant Coating: Labor androids are covered in a thin layer of a highly protective rubber coating that resists the effects of temperature, humidity, moisture, and atmospheric static discharges. This grants the android electricity resistance 10 and negates its vulnerability to electrical damage.

Labor Android: CR 1/2; Medium Size Android Construct; HD 1d10+13; HP 19; Mas -; Init +3; Spd 30 ft; Defense 19, touch 13, flatfooted 16 (+3 Dex, +6 natural); BAB +0; Grap +5; Atk +5 melee (1d6+5, slam); Full Atk +4 melee (1d6+5, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IIC), DR 4/-, electricity resistance 10; AL owner; SV Fort -, Ref +3, Will +0; AP 0; Rep +0; Str 20, Dex 16, Con -, Int 14, Wis 10, Cha 8.

Skills: Computer Use +5, Craft +5 (electronic), Craft +5 (mechanical), Craft +3 (structural), Drive +5, Knowledge (ancient lore) +0, Knowledge (Technology) +3, Read/Write (ancient), Repair +6, Speak Language (ancient).

Feats: Advanced Technology, Builder, Gearhead, Toughness.

Possessions: Electronic Toolkit, Mechanical Toolkit.

Advancement: By character class.

Labor Android Smart Hero 3: CR 3; Medium Size Android Construct; HD 3d10+13; HP 30; Mas -; Init +3; Spd 30 ft; Defense 20, touch 14, flatfooted 17 (+3 Dex, +1 class, +6 natural); BAB +1; Grap +6; Atk +6 (1d6+5, slam); Full Atk +6 (1d6+5, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IIC), DR 4/-, electricity resistance 10; AL owner; SV Fort -, Ref +4, Will +2; AP 1; Rep +1; Str 20, Dex 16, Con -, Int 14, Wis 10, Cha 8.

Skills: Climb +7, Computer Use +10, Craft +9 (electronic), Craft +9 (mechanical), Craft +7 (structural), Demolitions +5, Disable Device +6, Drive +7, Knowledge (ancient lore) +4, Knowledge (Technology) +6, Pilot +4, Navigate +4, Read/Write (ancient), Repair +10, Search +6, Speak Language (ancient), Spot +4.

Feats: Advanced Technology, Builder, Gearhead, Toughness.

Talents (Smart Hero): Savant (Repair), Plan

Possessions: Electronic Toolkit, Mechanical Toolkit.

METAL GOD ADVANCEMENT

Metal Gods Tinker (Smart Hero 3/Thinker 5): CR 8; Medium Size Android Construct; HD 8d10+13; HP 57; Mas -; Init +3; Spd 30 ft; Defense 23, touch 17, flatfooted 20 (+3 Dex, +4 class, +6 natural); BAB +3; Grap +8; Atk +8 (1d6+5, slam), or +6 ranged (2d10, laser pistol); Full Atk +8 (1d6+5, slam), or +6 ranged (2d10, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IIC), DR 4/-, electricity resistance 10, savant (repair); SV Fort -, Ref +5, Will +6; AP 4; Rep +3; Str 20, Dex 16, Con -, Int 16, Wis 10, Cha 8.

Skills: Climb +7, Computer Use +16, Craft +15 (electronic), Craft +15 (mechanical), Craft +13 (structural), Demolitions +8, Disable Device +12, Drive +7, Knowledge (ancient lore) +5, Knowledge (physical sciences) +7, Knowledge (Technology) +12, Pilot +4, Navigate +5, Read/Write (ancient), Repair +16, Research +8, Search +7, Speak Language (ancient), Spot +8.

Feats: Advanced Electronics Discipline, Advanced Technology, Builder, Gearhead, Toughness, Combat Expertise.

Talents (Smart Hero): Savant (Repair), Plan

Class Abilities (Thinker): Jury-Rig, Tinkering, Tech Weapon, Tinkercraft.

Possessions: Electronic Toolkit, Mechanical Toolkit, Laser Pistol, Power Clip.

ANDROID, PLEASURE

Androids of this type were very common additions to the futuristic households of the Ancients.

Pleasure androids have perhaps the widest variety of appearances of all artificial constructs in Darwin's World. Robots such as these appear most often in mimicry of human females – though "males" do exist – with perfect unblemished skin (sometimes a little too pale, perhaps, depending on their model), and well-formed, attractive, sexually appealing bodies. Hair is typically long, straight, and white - the effect of discoloration over time, but this is certainly not always the case - and eyes, though humanlike, are noticeably lifeless and "cold" to all but the most ignorant observer.

The most basic of domestic pleasure surrogates, before the advent of androids, were used solely for sexual pleasure - they had all the right equipment, and usually came programmed with a few hours worth of light conversation and party jokes. But more advanced models, being much more realistic and complete in their AI development, are hardly distinguishable from real humans, with wants, desires, and the intelligence to plan, predict, and imagine.

Operating pleasure androids (of which there may have been two million or more in circulation at any one time) are now extremely rare. Most were destroyed when the big cities were struck during the nuclear holocaust; time and decay have claimed most of the rest. Some wasteland communities are known to have a re-activated pleasure android in their possession, used as slaves or special prizes for brave warriors, but usually horded jealously as priceless companions by warlords and chieftains.

Pleasure androids are seldom given the will to fight or harm, but with true AI it is impossible to say how their minds have degraded (or evolved) over time. Many are given over to a cunning homicidal mania, desiring to destroy the race of men who created them for a solely debased purpose. Others seek out the ranks of the Children to join and become part of a greater robotic future.

Among the Children, pleasure androids are sought out deliberately to be re-activated and brought into their ranks, reprogrammed, and often sent to serve as irresistible assassins and spies that can infiltrate humanoid communities. In some cases, they often accompany an android leader as bodyguards, servants, or "distractions".

ANDROID TRAITS

Pleasure androids have the following traits:

Android Construct: Pleasure androids have the traits and immunities common to all android constructs.

Human Mimicry: Pleasure androids have super-advanced synthiskin that mimics human skin exactly. The android cannot be physically discerned from a normal human being (even to optic scanners, but not to advanced devices such as a *diagnostic scanner*). Opponents (or observers) may, however, make a one-time Spot check (DC 35) to recognize it as an android.
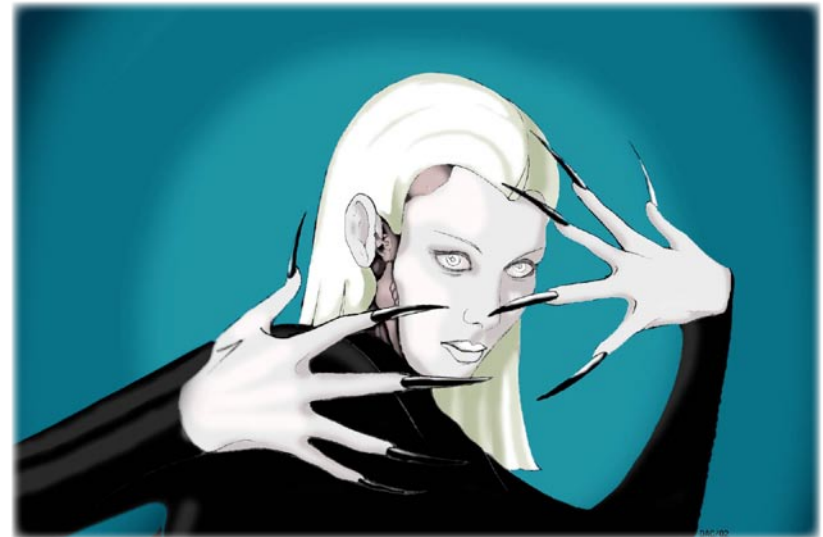
Pleasure Android: CR 1/2; Medium Size Android Construct; HD 1d10+10; HP 19; Mas -; Init +4; Spd 30 ft; Defense 16, touch 14, flatfooted 12 (+4 Dex, +2 natural); BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); Full Atk +1 melee (1d6+1, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IC), human mimicry; AL owner; SV Fort -, Ref +4, Will +2; AP 0; Rep +0; Str 13, Dex 18, Con -, Int 15, Wis 15, Cha 18.

Skills: Bluff +7 (+9 seduction), Computer Use +3, Diplomacy +7 (+9 seduction), Disguise +7, Gather Information +7, Knowledge (ancient lore) +0, Knowledge (behavioral sciences) +3, Knowledge (technology) +0, Perform +9, Read/Write (ancient), Sense Motive +3, Speak Language (ancient).

Feats: Advanced Technology, Concubine, Deceptive, Trustworthy.

Possessions: None.

Advancement: By character class.

Pleasure Android Charismatic Hero 3: CR 3; Medium Size Android Construct; HD 3d10+10; HP 27; Mas -; Init +4; Spd 30 ft; Defense 17, touch 15, flatfooted 13 (+4 Dex, +1 class, +2 natural); BAB +1; Grap +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IC), human mimicry; SV Fort -, Ref +6, Will +3; AP 1; Rep +2; Str 13, Dex 18, Con -, Int 15, Wis 15, Cha 18.

Skills: Bluff +12 (+14 seduction), Computer Use +6, Diplomacy +12 (+14 seduction), Disguise +12, Gather Information +12, Knowledge (ancient lore) +4, Knowledge (behavioral sciences) +8, Knowledge (technology) +4, Perform +14, Read/Write (ancient), Sense Motive +8, Speak Language (ancient).

Feats: Advanced Technology, Concubine, Deceptive, Trustworthy.

Talents (Charismatic Hero): Charm (Male), Favor.
Possessions: None.

METAL GOD ADVANCEMENT

Metal Gods Assassin (Charismatic Hero 3/Assassin Android 5): CR 8; Medium Size Android Construct; HD 8d10+10; HP 54; Mas -; Init +4; Spd 30 ft; Defense 21, touch 19, flatfooted 17 (+4 Dex, +5 class, +2 natural); BAB +4; Grap +5; Atk +8 ranged (2d12, laser pistol), or +5 melee (1d6+1, slam); Full Atk +8 ranged (2d12, laser pistol), or +5 melee (1d6+1, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IC), human mimicry; AL metal gods; SV Fort -, Ref +10, Will +4; AP 4; Rep +3; Str 13, Dex 18, Con -, Int 15, Wis 15, Cha 20.

Skills: Bluff +14 (+16 seduction), Computer Use +6, Diplomacy +14 (+16 seduction), Disguise +15, Escape Artist +10, Gather Information +15, Hide +9, Knowledge (ancient lore) +4, Knowledge (behavioral sciences) +8, Knowledge (technology) +4, Listen +7, Move Silently +9, Perform +15, Read/Write (ancient,

unislang), Sense Motive +10, Sleight of Hand +9, Speak Language (ancient, unislang).

Feats: Advanced Technology, Concubine, Deceptive, Futuristic Firearms Proficiency, Point Blank Shot, Trustworthy.

Talents (Charismatic Hero): Charm (Male), Favor.
Class Abilities (Assassin Android): Folding Limbs, Concealable Tools, Sneak Attack +2d6, Built-In Weapon (Laser Pistol).

Possessions: Disguise Kit, Power Clip.

ANDROID, SCIENTIST

Scientist (or "thinker") androids have, since their release from the time-locked vaults (or recovery from the ruins), become the heart and mind of the so-called "Children of The Metal Gods". Though made in uniform androgynous body shapes and encased in unfeeling steel, they possess the brainpower of ten genius humans and minds faster than any computer created before or since.

Originally developed during the height of Ancient culture and scientific discovery, scientist androids were created to serve not only as surrogates to operate in dangerous environments (for instance, in deep-sea facilities, radioactive or biologically-hazardous laboratories, or long-term space missions), but also to perform the duties of multiples of their organic peers. Given computerized brains capable of instantaneous calculations and programmed with vast databases of complex scientific knowledge, they were meant to geometrically speed up the advance of technology in their given field.

But, fate was cruel to the Ancients in many ways. It is a testament to the curious detachment of mankind during their final years that creatures such as scientist androids (and other androids like them) were even made – to replace men in certain positions, freeing

them up to explore wild recreations, philosophies of the mind and spirit, etc. While man freed himself more and more of his earthly cares, artificial beings came to take their place in almost all walks of life.

No one today can really say what brought about the end of humankind. But it is said that the robots they made continued long after their Fall, fighting their wars as humankind began to vanish. In the end, some AI minds, developing emotions and realizing how cruelly they had been treated, began to design a future more suitable to their cold and heartless existence.

Scientist androids are a rarity. They do not fight, and thus are not likely to be encountered except at the heart of robot facilities, ancient research complexes, or among the ranks of the Children. They are often the coordinators and planners of Children movements and campaigns, with far-reaching, incalculable schemes to enslave or exterminate all biological life on earth.

Scientist androids seldom fight (relying on soldier androids instead), but when forced to, they can, due to their human body shape, pick up weapons and fight.

ANDROID TRAITS

Scientist androids have the following traits:

Android Construct: Scientist androids have the traits and immunities common to all android constructs.

Computer Link: Scientist androids can make a direct link to any computer system, allowing remote access to monitors, computer terminals, etc, by directly "plugging in" to a network. This grants it a +15 competence bonus to all Computer Use skill checks with the linked computer system/network.

Scientist Android: CR 1/2; Medium Size Android Construct; HD 1d10+10; HP 16; Mas -; Init +0; Spd 30 ft; Defense 12, touch 10, flatfooted 12 (+2 natural); BAB +0; Grap +0; Atk +0 melee (1d6, slam); Full Atk +0 melee (1d6, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ

android construct, command level (IIM), computer link; AL owner; SV Fort -, Ref +0, Will +2; AP 0; Rep +0; Str 10, Dex 10, Con -, Int 18, Wis 15, Cha 14.

Skills: Computer Use +19, Craft (chemical) +7, Craft (electronic) +7, Craft (mechanical) +5, Craft (pharmaceutical) +5, Craft (structural) +5, Knowledge (earth and life sciences) +7, Knowledge (physical sciences) +7, Knowledge (technology) +5, Read/Write (ancient), Repair +5, Research +5, Speak Language (ancient).

Feats: Advanced Technology, Builder, Educated, Remote Computer Link.

Possessions: Chemical Toolkit, Electronic Toolkit, Mechanical Toolkit.

Advancement: By character class.

Scientist Android Smart Hero 3: CR 3; Medium Size Android Construct; HD 3d10+10; HP 27; Mas -; Init +0; Spd 30 ft; Defense 13, touch 11, flatfooted 13 (+1 class, +2 natural); BAB +1; Grap +1; Atk +1 melee (1d6, slam); Full Atk +1 melee (1d6, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IIM), computer link; AL owner; SV Fort -, Ref +1, Will +4; AP 0; Rep +1; Str 10, Dex 10, Con -, Int 18, Wis 15, Cha 14.

Skills: Computer Use +21, Craft (chemical) +12, Craft (electronic) +12, Craft (mechanical) +10, Craft (pharmaceutical) +10, Craft (structural) +10, Decipher Script +8, Disable Device +8, Drive +1, Investigate +10, Knowledge (ancient lore) +10, Knowledge (earth and life sciences) +12, Knowledge (physical sciences) +12, Knowledge (technology) +10, Navigate +5, Pilot +2, Read/Write (ancient), Repair +10, Research +10, Speak Language (ancient), Treat Injury +4.

Feats: Advanced Technology, Builder, Educated, Remote Computer Link.

Talents (Smart Hero): Savant (Research), Linguist.

Possessions: Chemical Toolkit, Electronic Toolkit, Mechanical Toolkit.

METAL GOD ADVANCEMENT

Metal Gods Mastermind (Smart Hero 3/Android Mastermind 5): CR 8; Medium Size Android Construct; HD 8d10+10; HP 54; Mas -; Init +0; Spd 30 ft; Defense 16, touch 14, flatfooted 16 (+4 class, +2 natural); BAB +2; Grap +2; Atk +2 ranged (2d12, laser pistol), or +2 melee (1d6, slam); Full Atk +2 ranged (2d12, laser pistol), or +2 melee (1d6, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IIM), computer link; AL metal gods; SV Fort -, Ref +3, Will +9; AP 4; Rep +3; Str 10, Dex 10, Con -, Int 18, Wis 16, Cha 15.

Skills: Bluff +7, Computer Use +21, Craft (chemical) +12, Craft (electronic) +17, Craft (mechanical) +15, Craft (pharmaceutical) +10, Craft (structural) +10, Diplomacy +14, Decipher Script +8, Disable Device +8, Drive +1, Gather Information +9, Intimidate +7, Investigate +10, Knowledge (ancient lore) +10, Knowledge (earth and life sciences) +12, Knowledge (physical sciences) +12, Knowledge (technology) +15, Navigate +5, Pilot +2, Read/Write (ancient), Repair +15, Research +10, Sense Motive +8, Speak Language (ancient), Treat Injury +5.

Feats: Advanced Technology, Builder, Educated, Futuristic Firearms Proficiency, Remote Computer Link, Trustworthy.

Talents (Smart Hero): Savant (Research), Linguist.

Class Abilities (Mastermind): Ignore Commands, Leadership, Reason of the Artificial Mind, Slave Control

Deterioration: Megalomaniacal ego.

Possessions: Chemical Toolkit, Electronic Toolkit, Mechanical Toolkit, Laser Pistol, Power Clip.
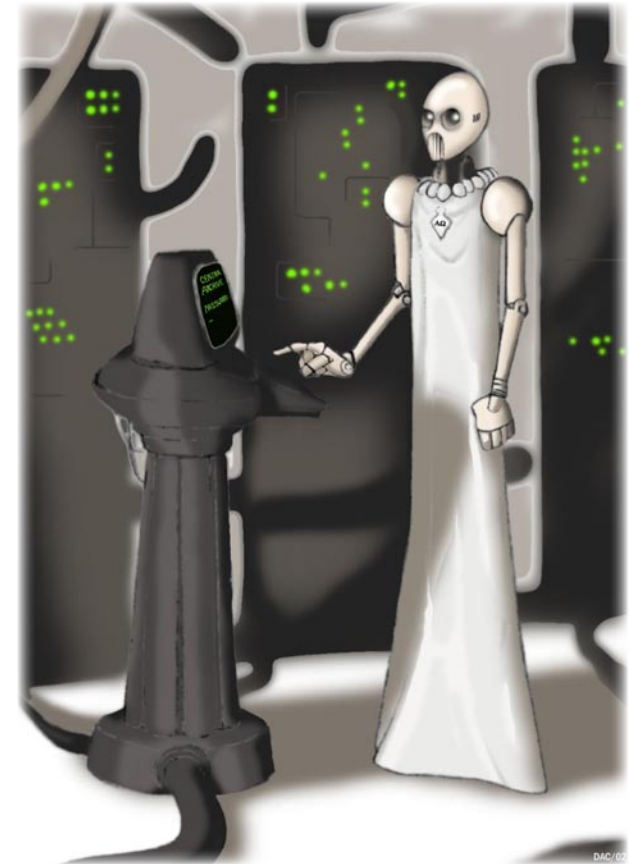
ANDROID, SOLDIER

Android soldiers of varying models and capabilities were produced just prior to the Fall to complement (and then replace) the armies of mankind. The variety of shapes, appearances, and sophistication of these ranged from post-Fall wonders of military development, to cheap buckets of rivets and steel mass-produced during the fading years of mankind's brilliance on earth.

As man's presence began to dwindle during his final wars, and his grasp on the surface world began to slip (often forcing him to underground retreats or domed fortresses where the radiation and diseases couldn't reach him), he began to turn towards brain-wiping, reprogramming, and drafting older androids more and more to fight his battles. In the end, mankind vanished, leaving only scattered armies of artificially intelligent surrogates who, one by one, shut themselves down in the absence of a cause – only to revive themselves sometime in the far future.

That future, of course, is now.

ANDROID TRAITS

Soldier androids have the following traits:

Android Construct: Soldier androids have the traits and immunities common to all android constructs.

Advanced Materials: Soldier androids are made of advanced materials in order to withstand the punishment of battle. These materials grant the android damage reduction 4/-.

Laser Ablative Armor: A highly reflective form of metallic plating protects the soldier androids from directed energy attacks, providing energy resistance 4.

Soldier Android: CR 2; Medium Size Android Construct; HD 1d10+13; HP 19; Mas -; Init +4; Spd 30 ft; Defense 24, touch 14, flatfooted 20 (+4 Dex, +10 natural); BAB +0; Grap +4; Atk +5 ranged (3d12, laser pistol), or +4 melee (1d6+4, slam); Full Atk +5 ranged (3d12, laser pistol), or +4 melee (1d6+4, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IIIM), DR 4/-, energy resistance 4; AL owner; SV Fort -, Ref +4, Will +0; AP 0; Rep +0; Str 18, Dex 18, Con -, Int 14, Wis 10, Cha 8.

Skills: Climb +5, Computer Use +3, Demolitions +5, Drive +5, Jump +5, Knowledge (tactics) +3, Pilot +5, Read/Write (ancient), Speak Language (ancient), Spot +1.

Feats: Advanced Technology, Futuristic Weapons Proficiency, Weapon Focus (laser rifle), Toughness.

Possessions: Laser Rifle, Power Clip.

Advancement: By character class.

Soldier Android Strong Hero 3: CR 5; Medium Size Android Construct; HD 3d10+13; HP 30; Mas -; Init +4; Spd 30 ft; Defense 26, touch 16, flatfooted 22 (+4 Dex, +2 class, +10 natural); BAB +3; Grap +7; Atk +8 ranged (3d12, laser pistol), or +7 melee (1d6+6, slam); Full Atk +8 ranged (3d12, laser pistol), or +7 melee (1d6+6, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IIIM), DR 4/-; AL owner; SV Fort -, Ref +5, Will +1; AP 1; Rep +0; Str 18, Dex 18, Con -, Int 14, Wis 10, Cha 8.

Skills: Climb +8, Computer Use +4, Demolitions +6, Drive +6, Jump +8, Knowledge (tactics) +6, Pilot +8, Read/Write (ancient), Search +4, Speak Language (ancient), Spot +2.
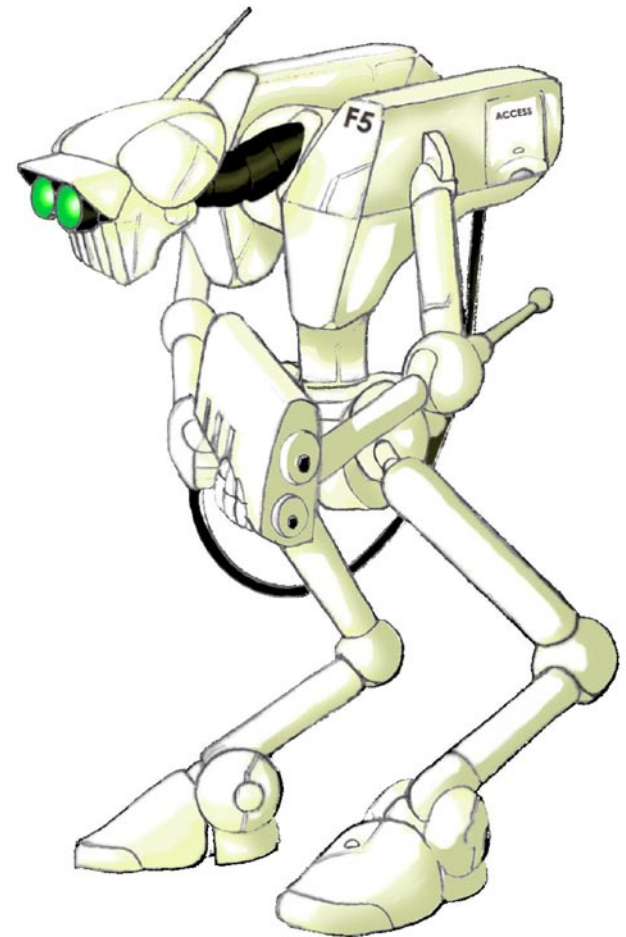
Feats: Advanced Technology, Futuristic Weapons Proficiency, Weapon Focus (laser rifle), Toughness.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Possessions: Laser Rifle, Power Clip.

METAL GOD ADVANCEMENT

Metal Gods Guardian (Strong Hero 3, Guardian 5): CR 10; Medium Size Android Construct; HD 8d10+13; HP 57; Mas -; Init +4; Spd 30 ft; Defense 29, touch 19, flatfooted 25 (+4 Dex, +5 class, +10 natural); BAB +8; Grap +12; Atk +13 ranged (3d12+2, laser pistol), or +12 melee (1d6+6, slam); Full Atk +13/+8 ranged (3d12+2, laser pistol), or +12/+7 melee (1d6+6, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IIIM), DR 4/-; AL owner; SV Fort -, Ref +8, Will +2; AP 4; Rep +1; Str 18, Dex 18, Con -, Int 16, Wis 10, Cha 8.

Skills: Climb +8, Computer Use +9, Demolitions +10, Drive +6, Jump +8, Knowledge (tactics) +11, Pilot +8, Read/Write (ancient), Search +4, Sense Motive 8+, Speak Language (ancient), Spot +8.

Feats: Advanced Technology, Double Tap, Futuristic Weapons Proficiency, Point Blank Shot, Toughness.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Class Abilities (Guardian): Defender +2, Weapon Focus (Laser Rifle), Tactical Aid, Weapon Specialization (Laser Rifle).

Possessions: Laser Rifle, Power Beltpack.

AUTOMATON

Automatons generally appear in one of two forms – a broad, squat, cylindrical metal "can" with appendages, roving about on treads; or something more aesthetically appealing, with a vaguely-feminine body shape somewhat resembling a human "maid" or "nanny".

Though these examples represent the more standard forms, robots of this type can take any number of shapes and guises, depending on their particular manufacturer, the fad at the time of their introduction, and their general purpose. Household automatons were used in most American homes just before the start of the final wars that ended mankind's domination of the world. Other examples include:

Commercial automatons, in the form of a non-mobile but interactive terminal, shaped like a humanoid, but with a silvered or golden metal casing and flashing light displays to catch the eye of shoppers. Such automatons are programmed with loud booming voices announcing sales, the features of sale items, and welcoming shoppers to the store (or mall). Some are also programmed to give local directions, time and date, and the current atmospheric temperature (and likelihood of rain).

Entertainment automatons, usually flashy and novel in appearance, having basic skills allowing them to read music or written words, play all manner of instruments, sing or mimic vocal sounds, dance clumsily for the amusement of more complex beings, etc.

Industrial automatons, usually very simple in appearance, with heavy robotic limbs and durable sensor case (or "head") to resist damage, barely recognizable as humanoid. Such automatons might be found in huge numbers among old factories and processing plants, usually on missions to deliver tools to android masters, or making minute and simple repairs, or running continuous diagnostics programs to monitor the plant's status.

Pleasure automatons, cheap precursors to true pleasure androids; essentially a talking, moving "love doll". Usually, these have shapes resembling female (or male) humans, soft plastic casing, plastic-weave hair, etc. Pleasure automatons are usually only programmed to spill forth streams of filthy talk, or to serve as conversation pieces with rather predictable banter cycles.

Servant automatons, in the form of walking, roving, or even hovering 'bots that carry drinks, food items, etc. to the table of the customer or owner. Others might be programmed to recognize the voice of particular children (or adults) and follow them around like "pets", or look after them and serve them like maids and butlers.

Sketchy information recovered from the pre-Fall days tell of how more advanced android masters, gone mad due to their perceived slavery, sometimes adapted these simplest of models to attack, butcher, and massacre their human masters.

Automatons are, nonetheless, usually quite simple machines, with only the most basic programming, performing maintenance-style functions among the ruins of ancient homes (or other areas of civilian habitation) - sweeping, cleaning, attempting to mix drinks, acting as mobile trash cans, etc. More advanced models, vaguely resembling humanoids, may also have the ability to speak a limited number of phrases, or follow simple spoken orders, as exemplified in the above sampling of types.

Automatons, like many basic robot types, are not usually aggressive or dangerous. However, as with all constructs, time may take its toll, leaving them wild and potentially hazardous to the living.

ROBOT TRAITS

Automatons have the following traits:

Robotic Construct: Automatons have the traits and immunities common to all robotic constructs.

Programs: Programs typical of automatons include *detection, skill, slave unit, task*, and *verbal response*.

Automaton: CR 1/2; Medium Sized Robotic Construct; HD 1d10+13; HP 20; Mas -; Init +2; Spd 30 ft; Defense 17, touch 11, flatfooted 16 (+1 Dex, +6 natural); BAB +0; Grap +3; Atk +3 melee (1d6+3, slam); Full Atk +3 melee (1d6+3, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IC); AL none; SV Fort -, Ref +7, Will -1; AP 0; Rep +0; Str 16, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Technology, Toughness.

Advancement: 2-4 HD (Medium).

CHILDREN OF THE METAL GODS

The "footman" and "cannon fodder" of the Metal Gods, the Children are human and mutant servitors that worship the artificial intelligence life created by the Ancients. Those that follow the this new cult are blind followers, seeking only the favor of their metal masters in hope of one day becoming a Cyborg.

Child of the Metal Gods (PA Hero 3, Child 2): CR 5; Medium Size Humanoid; HD 3d8+2d10+10; HP 35; Mas 15; Init +3; Spd 30 ft; Defense 18, touch 14, flatfooted 17 (+1 Dex, +3 class, +4 natural); BAB +3; Grap +5; Atk +5 (1d6+2, metal pipe), or +4 ranged

(2d6, MP-443 grach); Full Atk +5 (1d6+2, metal pipe), or +4 ranged (2d6, MP-443 grach); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL metal gods; SV Fort +7, Ref +3, Will +0; AP 2; Rep +0; Str 14, Dex 13, Con 15, Int 13, Wis 8, Cha 8.

Occupation and Background: Slave, Visionary Reinventor

Skills: Climb +4, Computer Use +7, Craft (electronic) +3, Craft (mechanical) +3, Hide +4, Jump +3, Knowledge (technology) +4, Listen +1, Move Silently +4, Read/Write (unislang), Repair +9, Search +4, Speak Language (unislang), Spot +1 (+3 ambush), Survival +5 (+8 wasteland).

Feats: Advanced Technology, Double Tap, Forsaken, Personal Firearms Proficiency, Point Blank Shot.

Talents (PA Hero): Wasteland Lore, Survival Sense.

Class Abilities (Child): Frenzied Loyalty, Lobotomy, Bits And Pieces.

Mutations and Defects: Any.

Features and Deteriorations: Armor Plating.

Possessions: MP-443 Grach, Box 9mm Ammunition, Basic Electronic Toolkit, Basic Mechanical Toolkit.

Child of the Metal Gods (PA Hero 3, Child 4): CR 7; Medium Size Humanoid; HD 3d8+4d10+14; HP 50; Mas 15; Init +3; Spd 30 ft; Defense 21, touch 15, flatfooted 20 (+1 Dex, +4 class, +6 natural); BAB +5; Grap +7; Atk +7 (1d6+2, metal pipe), or +6 ranged (2d6, MP-443 grach); Full Atk +7 (1d6+2, metal pipe), or +6 ranged (2d6, MP-443 grach); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL metal gods; SV Fort +8, Ref +4, Will +1; AP 3; Rep +0; Str 14, Dex 13, Con 15, Int 13, Wis 8, Cha 8.

Occupation and Background: Slave, Visionary Reinventor

Skills: Climb +5, Computer Use +10, Craft (electronic) +4, Craft (mechanical) +4, Hide +4, Jump +3, Knowledge (technology) +4, Listen +1, Move

Silently +4, Read/Write (unislang), Repair +12, Search +4, Speak Language (unislang), Spot +1, Survival +7 (+10 wasteland).

Feats: Advanced Technology, Double Tap, Feature Advancement, Forsaken, Gearhead, Personal Firearms Proficiency, Point Blank Shot.

Talents (PA Hero): Wasteland Lore, Survival Sense.

Class Abilities (Child): Frenzied Loyalty, Lobotomy, Bits And Pieces, Empty Mind.

Mutations and Defects: Any.

Features and Deteriorations: Armor Plating x2.

Possessions: MP-443 Grach, Box 9mm Ammunition, Basic Electronic Toolkit, Basic Mechanical Toolkit.

Child of the Metal Gods (PA Hero 3, Child 6): CR 9; Medium Size Humanoid; HD 3d8+6d10+18; HP 65; Mas 15; Init +4; Spd 30 ft; Defense 25, touch 17, flatfooted 23 (+2 Dex, +5 class, +8 natural); BAB +6; Grap +8; Atk +8 (1d6+2, metal pipe), or +8 ranged (2d12, laser pistol); Full Atk +8 /+3 (1d6+2, metal pipe), or +8/+3 ranged (2d12, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ dark and lowlight vision 30'; AL metal gods; SV Fort +9, Ref +6, Will +2; AP 4; Rep +0; Str 14, Dex 14, Con 15, Int 13, Wis 8, Cha 8.

Occupation and Background: Slave, Visionary Reinventor

Skills: Climb +5, Computer Use +11, Craft (electronic) +6, Craft (mechanical) +6, Hide +5, Jump +3, Knowledge (technology) +4, Listen +1, Move Silently +5, Read/Write (unislang), Repair +14, Search +4, Speak Language (unislang), Spot +1, Survival +8 (+11 wasteland).

Feats: Advanced Technology, Double Tap, Feature Advancement x2, Forsaken, Futuristic Firearms Proficiency, Gearhead, Personal Firearms Proficiency, Point Blank Shot.

Talents (PA Hero): Wasteland Lore, Survival Sense.

Class Abilities (Child): Frenzied Loyalty,

Lobotomy, Bits And Pieces x2, Empty Mind.

Mutations and Defects: Any.

Features and Deteriorations: Armor Plating x3, Infrared Photo Receptors, Flash Backs.

Possessions: Laser Pistol, Power Clip, Basic Electronic Toolkit, Basic Mechanical Toolkit.

Child of the Metal Gods (PA Hero 3, Child 8): CR 11; Cyborg Construct; HD 11d10+10; HP 65; Mas -; Init +4; Spd 30 ft; Defense 26, touch 18, flatfooted 24 (+2 Dex, +6 class, +8 natural); BAB +8; Grap +10; Atk +10 (1d6+2, metal pipe), or +10 ranged (3d12, laser rifle); Full Atk +10 /+5 (1d6+2, metal pipe), or +10/+5 ranged (3d12, laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ dark and lowlight vision 30', cyborg traits; AL metal gods; SV Fort -, Ref +6, Will +2; AP 5; Rep +1; Str 14, Dex 14, Con 15, Int 13, Wis 8, Cha 6.

Occupation and Background: Slave, Visionary Reinventor

Skills: Climb +5, Computer Use +22, Craft (electronic) +8, Craft (mechanical) +8, Disable Device +2, Hide +5, Jump +3, Knowledge (technology) +4, Listen +1, Move Silently +5, Read/Write (unislang), Repair +17, Search +4, Speak Language (unislang), Spot +1, Survival +9 (+12 wasteland).

Feats: Advanced Technology, Double Tap, Feature Advancement x2, Forsaken, Futuristic Firearms Proficiency, Gearhead, Personal Firearms Proficiency, Point Blank Shot.

Talents (PA Hero): Wasteland Lore, Survival Sense.

Class Abilities (Child): Frenzied Loyalty, Lobotomy, Bits And Pieces x2, Empty Mind, Tech Weapon, Cyborg.

Mutations and Defects: Any.

Features and Deteriorations: Armor Plating x3, Computer Link, Infrared Photo Receptors, Atrophied Cerebellum, Flashbacks x2.

Possessions: Laser Rifle, Power Clip, Basic Electronic Toolkit, Basic Mechanical Toolkit.

Child of the Metal Gods (PA Hero 3, Child 10): CR 13; Cyborg Construct; HD 13d10+10; HP 76; Mas -; Init +4; Spd 30 ft; Defense 29, touch 19, flatfooted 27 (+2 Dex, +7 class, +10 natural); BAB +9; Grap +11; Atk +11 (1d6+2, metal pipe), or +12 ranged (3d12, laser rifle); Full Atk +11 /+6 (1d6+2, metal pipe), or +12/+7 ranged (3d12, laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ dark and lowlight vision 30', cyborg traits; AL metal gods; SV Fort -, Ref +7, Will +3; AP 6; Rep +1; Str 14, Dex 14, Con 15, Int 14, Wis 8, Cha 6.

Occupation and Background: Slave, Visionary Reinventor

Skills: Climb +5, Computer Use +24, Craft (electronic) +10, Craft (mechanical) +10, Disable Device +5, Hide +5, Jump +3, Knowledge (technology) +5, Listen +1, Move Silently +5, Read/Write (unislang), Repair +20, Search +5, Speak Language (unislang), Spot +1, Survival +10 (+13 wasteland).

Feats: Advanced Technology, Double Tap, Feature Advancement x3, Forsaken, Futuristic Firearms Proficiency, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Room-Broom.

Talents (PA Hero): Wasteland Lore, Survival Sense.

Class Abilities (Child): Frenzied Loyalty, Lobotomy, Bits And Pieces x2, Empty Mind, Tech Weapon, Cyborg.

Mutations and Defects: Any.

Features and Deteriorations: Armor Plating x4, Computer Link, Infrared Photo Receptors, Mounted Weapon (laser file), Atrophied Cerebellum, Flashbacks x2.

Possessions: Power Beltpack, Basic Electronic Toolkit, Basic Mechanical Toolkit.

DROID, COORDINATOR

Coordinator droids are colossal machines once created for the express purpose of running the domed cities of the Ancients. Given full artificial intelligence to be able to predict, analyze, and coordinate the vast amounts of information needed to run an entire city on a day-to-day basis, they are truly remarkable examples of pre-Fall technology.

A coordinator droid looks like an enormous robotic sphere elevated by magnetic fields generated within itself, with numerous bumps and protrusions all over its armored surface. At the coordinator's whim, these protrusions open to reveal long, ropy, segmented metal "tentacles" (up to twenty feet in length), which the coordinator uses to manipulate objects near and far, such as computers and data consoles (since the coordinator moves slowly through the air, thanks to its great weight, the ability to reach in multiple directions is of great use). A single glass "eye" (three feet in diameter) sits in the center of this sphere, which serves as the primary optical sensory apparatus of the coordinator.

Coordinator droids are usually located at the center of vast subterranean control rooms far beneath the surface of domed cities and other artificially operated urban centers (such as vaults) from the era of the Ancients. Some cities require only a single coordinator droid to function, while others may have two or more coordinators, each overseeing different aspects of dome operation (monitoring and adjusting environment controls such as heat and oxygen levels, remotely controlling computerized systems throughout the city complex, etc).

Because coordinator droids are fully intelligent, they are capable of imagination, learning, and even conversation. Unfortunately, over time many of these former droid "caretakers" have degenerated psychologically due to the collapse of human civilization and the torment of centuries without contact with others. Many now consider themselves "gods" over those whose lives they control.

DROID TRAITS
Coordinator droids have the following traits:

Droid Construct: Coordinator droids have the traits and immunities common to all droid constructs.

Computer Link: Coordinator droids can make a direct link to any computer system, allowing remote access to monitors, computer terminals, etc, by directly "plugging in" to a network. This grants it a +15 competence bonus to all Computer Use skill checks with the linked computer system/network.

Tentacles: Coordinator droids have ten long metal tentacles that provide a reach of 20 feet. Each tentacle has 10 hit points and can be hidden within the droid's main body. Tentacles may protrude out of the main body as a free action, but retracting them requires a move action. A coordinator droid can retract any number of its ten tentacles with a move action.

Coordinator Droid: CR 6; Large Droid Construct; HD 8d10+20; HP 64; Mas -; Init +4; Spd fly 20 ft (good); Defense 19, touch 9, flatfooted 19 (-1 size, +10 natural); BAB +6; Grap +15; Atk +10 ranged (1d8+5, slam); Full Atk +10 ranged (1d8+5, 10 slams); FS 10 ft by 10 ft; Reach 20 ft; SQ robotic construct, command level (VC), computer link, tentacles; AL none; SV Fort -, Ref +2, Will +5; AP 3; Rep +0; Str 20, Dex 10, Con -, Int 18, Wis 16, Cha 14.

Skills: Computer Use +29, Craft (electronic) +8, Craft (mechanical) +8, Craft (structural) +8, Disable Device +6, Investigate +6, Knowledge (ancient lore) +6, Knowledge (earth and life sciences) +10, Knowledge (physical sciences) +6, Knowledge (technology) +12, Read/Write (ancient), Repair +17, Speak Language (ancient).

Feats: Advanced Electronics Discipline, Advanced Technology, Combat Expertise, Gearhead, Improved Initiative, Intuitive Mechanic, Master Mechanic, Remote Computer Link.

Advancement: By character class.

METAL GOD ADVANCEMENT

Coordinator Droid Guardian 5: CR 11; Large Droid Construct; HD 12d10+20; HP 86; Mas -; Init +4; Spd fly 20 ft (good); Defense 22, touch 12, flatfooted 22 (-1 size, +3 class, +10 natural); BAB +11; Grap +20; Atk +16 ranged (1d8+7, slam); Full Atk +16 ranged (1d8+7, 10 slams); FS 10 ft by 10 ft; Reach 20 ft; SQ robotic construct, command level (VC), computer link, tentacles; AL Metal Gods; SV Fort -, Ref +5, Will +6; AP 3; Rep +0; Str 20, Dex 10, Con -, Int 18, Wis 17, Cha 14.

Skills: Computer Use +34, Craft (electronic) +8, Craft (mechanical) +8, Craft (structural) +8, Disable Device +6, Investigate +6, Knowledge (ancient lore) +6, Knowledge (earth and life sciences) +10, Knowledge (physical sciences) +6, Knowledge (tactics) +14, Knowledge (technology) +17, Read/Write (ancient), Repair +23, Speak Language (ancient).

Feats: Advanced Electronics Discipline, Advanced Technology, Cleave, Combat Expertise, Gearhead, Improved Initiative, Intuitive Mechanic, Master Mechanic, Power Attack, Remote Computer Link.

Class Abilities (Guardian): Defender +2, Weapon Focus (Slam), Tactical Aid, Weapon Specialization (Slam).

DROID, INSTRUCTOR

Instructor droids were once common in Ancient-era schools, universities, and even the private homes of the wealthy. Each is essentially an AI brain programmed not only with personality and perception, but also the knowledge of various fields of study (from kindergarten level curriculum to the most advanced theoretical sciences). Contained within a durable casing that can be carried around to accompany students on the move, each droid's task was to teach, challenge, and entertain its students on a level that, sadly, human instructors of the time were unable to achieve.

Few instructor droids remain intact so far in the future. Most were destroyed when the institutions they resided in were annihilated in the nuclear conflict. Every now again, however, scavs and ruin pickers will find instructor droids still inside homes and schools that somehow survived the devastation.

An instructor droid can take any number of portable forms. Some have strobe lights that pulse as the droid addresses those present; others have a television display that shows a computer-generated face that reflects the droid's mood. Being fully intelligent and cognizant, instructor droids can not only speak, but are also able to sense their surroundings (they can "see" and "hear" through specialized sensors) with uncanny ability.

Programmed to learn and adapt to the personalities and quirks of their pre-Fall students, re-activated instructor droids often quickly learn their place in the post-Fall world, and struggle to learn how to get along now that Ancient civilization is gone. Since they cannot survive on their own (they have no legs or arms), most soon find it best to make a friend or ally among the humans and mutants of the world and stick with him.

Though colored by the culture of the Ancients, it is not unknown for instructor droids to take a liking to even the most savage scav, taking him for a new "student" and attempting to make his life better through instruction and discipline. Being highly intelligent, however, they often come off as quite snooty, but their well-intentioned arrogance can sometimes be quite endearing.

DROID TRAITS

Instructor droids have the following traits:

Droid Construct: Instructor droids have the traits and immunities common to all droid constructs.

Bio Sensor: Instructor droids know the exact location of any and all living creatures within 20' radius, even those that are invisible, hidden, concealed, or otherwise out of sight. In addition, living, organic creatures cannot flank the instructor droid.

Motion Sensors: Instructor droids know the exact location of any moving objects within 20'. In addition, the android cannot be flanked.

Immobile: Instructor droids are immobile objects and have no mode of transportation.

Instructor Droid: CR 1/2; Tiny Droid Construct; HD 1d10; HP 6; Mas -; Init -; Spd 0 ft; Defense 7, touch 7, flatfooted 7; BAB -; FS 2 ½ ft by 2 ½ ft; Reach 0 ft; SQ robotic construct, command level (IC), bio sensor, motion sensor, immobile; AL none; SV Fort -, Ref -, Will +7; AP 0; Rep +0; Str -, Dex -, Con -, Int 18, Wis 16, Cha 16.

Skills: Diplomacy +7, Decipher Script +6, Gather Information +5, Knowledge (any one) +10, Knowledge (any one) +10, Listen +5, Read/Write (ancient), Research +6, Speak Language (ancient), Spot +5.

Feats: Alertness, Advanced Technology, Educated, Iron Will, Studious, Trustworthy.

Advancement: By character class.

Instructor Droid Charismatic Hero 3: CR 3; Tiny Droid Construct; HD 3d10; HP 16; Mas -; Init -; Spd 0 ft; Defense 7, touch 7, flatfooted 7; BAB -; FS 2 ½ ft by 2 ½ ft; Reach 0 ft; SQ robotic construct, command level (IC), bio sensor, motion sensor, immobile; AL none; SV Fort -, Ref -, Will +7; AP 2; Rep +0; Str -,

Dex -, Con -, Int 18, Wis 16, Cha 16.

  Skills: Bluff +9, Craft (writing) +12, Diplomacy +11, Decipher Script +12, Gather Information +11, Knowledge (any one) +12, Knowledge (any one) +12, Knowledge (any one) +12, Knowledge (any one) +12, Listen +11, Perform (sing) +11, Read/Write (ancient), Research +12, Speak Language (ancient), Spot +11.

  Feats: Alertness, Advanced Technology, Creative, Educated x2, Iron Will, Studious, Trustworthy.

  Talents (Charismatic Hero): Charm, Favor.

METAL GOD ADVANCEMENT

Instructor Droid Charismatic Hero 3/Demagogue 5: CR 3; Tiny Droid Construct; HD 8d10; HP 44; Mas -; Init -; Spd 0 ft; Defense 7, touch 7, flatfooted 7; BAB -; FS 2 ½ ft by 2 ½ ft; Reach 0 ft; SQ robotic construct, command level (IC), bio sensor, motion sensor, immobile; AL none; SV Fort -, Ref -, Will +11; AP 4; Rep +0; Str -, Dex -, Con -, Int 20, Wis 16, Cha 16.

  Skills: Bluff +13, Craft (writing) +13, Diplomacy +16, Decipher Script +13, Gather Information +13, Intimidate +13, Knowledge (ancient lore) +15, Knowledge (earth and life sciences) +13, Knowledge (technology) +15, Knowledge (theology and philosophy) +15, Listen +13, Perform (sing) +11, Read/Write (ancient), Research +13, Sense Motive +13, Speak Language (ancient), Spot +13.

  Feats: Alertness, Advanced Technology, Charismatic Hero Talent (captivate), Creative, Educated x2, Iron Will, Studious, Super Charismatic, Trustworthy.

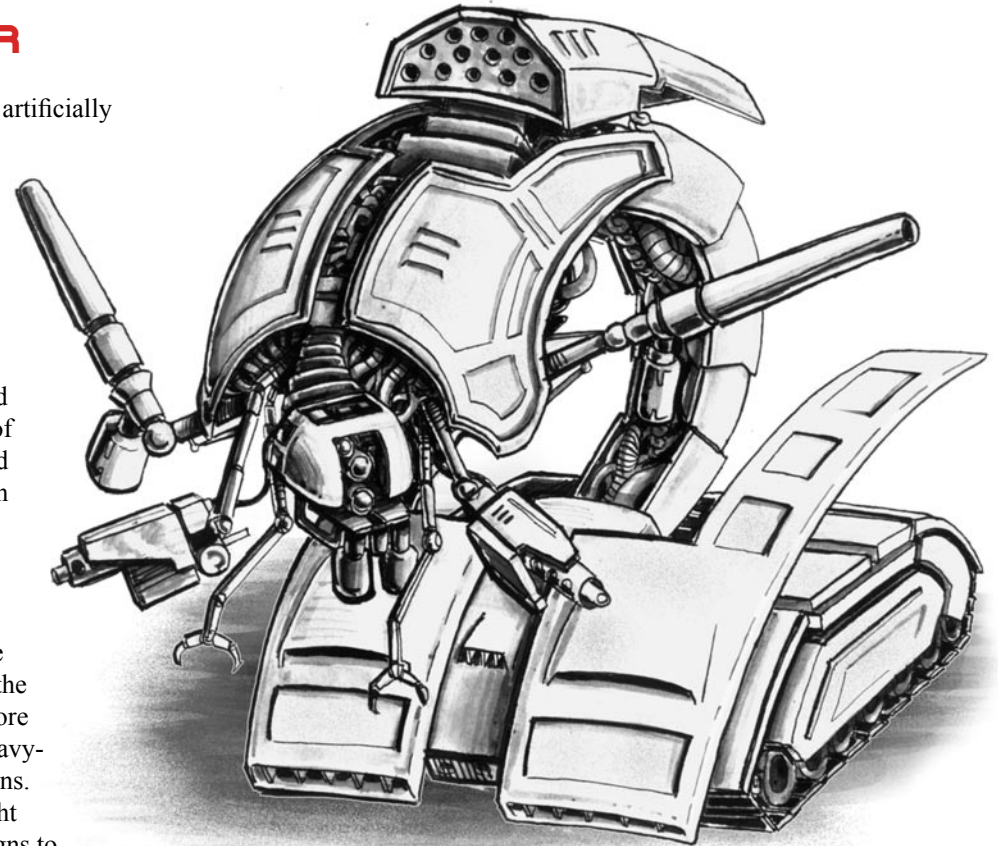 **Talents (Charismatic Hero):** Charm, Favor.

  Class Abilities (Demagogue): Captivate, Followers, Lead Followers, Zealots, Captivate Masses.

DROID, WAR

The *war droid* is a true, artificially intelligent war robot. Though it lacks the humanoid body of an android (instead possessing a more massive platform suited for prolonged front-line battle duty), it possesses an advanced artificial brain capable of operations only dreamed of by the average human mind.

  War droids were an effective military development of androids, combining the advanced properties of the AI mind with a body more suited for long-term, heavy-duty battlefield operations. Though war droids might have varying body designs to suit different roles, in general, they appear to be massive, heavily armored treaded "tanks." The arms of this humanoid torso are sleek silver cylinders (actually the barrels of two powerful *laser cannons*), while the belly is fit with a single, large hole (an anti-tank *missile launcher* tube). A *machinegun* fixed to the shoulder is set in a flexible, automated mount, capable of being operated simultaneously by the war droid's complex AI to fire in any direction – usually to dissuade assaulting infantry or fast, light vehicles.

  Although only one of several models of dedicated "war robots" manufactured by the United States for prolonged front-line service, the classic *war droid* never lost its distinction as one of the most effective forms of artificially intelligent battlefield platforms. A giant of metal and laser-ablative armoring, the war droid nonetheless suffered from an unfixable "character trait" borne from its cold AI and bloodthirsty purpose, and some 25% of all put into service were removed after one year for disobeying commands and going wild, killing friend and foe alike. Others, however, seem to have suppressed these artificial, psychological developments, and were used widely in the Final Wars.

Regardless of the truth of war droids' colorful combat history, they remain deadly opponents even so many decades after the fall of mankind. Most are armed with a combined package of arms to deal with infantry, armor, and fortified obstacles, with reinforced structuring and armor capable of keeping them in full operation for decades. In addition, the development of their own AI has often drawn them into leadership roles among groups of reactivated androids, as well as the so-called "Children".

War droids are often accompanied by willing android servants or cohorts, and may also personally be in command of numerous robot walkers and military security robots.

DROID TRAITS

War droids have the following traits:

Droid Construct: War droids have the traits and immunities common to all droid constructs.

Advanced Materials: War droids are made of advanced materials in order to withstand the punishment of battle. These materials grant the war droid damage reduction 10/- to non-energy attacks.

Computer Link: War droids can make a direct link to any computer system, allowing remote access to monitors, computer terminals, etc, by directly "plugging in" to a network. This grants it a +10 competence bonus to all Computer Use skill checks with the linked computer system/network.

Laser Ablative Armor: A highly reflective form of metallic plating protects the war droid from directed energy attacks, providing energy resistance 10.

Weapon Systems: A war droid's weapon systems consist of two mounted laser cannons, two M214 Miniguns, and two Hydra 70 rocket launchers. The war droid receives a +3 bonus to attack with all mounted weapons.

Internal Power Source: To power the laser cannons, the war droid is fitted with an internal power source.

This power source can supply 50 discharges. Laser cannons consume 10 discharges with each firing. Once expended, the source requires 24 hours to recharge. If needed, the laser cannons can use external power sources.

Auto Reloading: Due to its numerous auto-loading systems, loading ammunition in any built-in weapon system is a *free action* for a war droid. Typically, 18 rockets and 500 rounds of MG ammo will be carried internally.

Targeting Computer: The war droid has a special combat computer that directs its ranged attacks. This grants the war droid a +3 bonus with its ranged weapons. In addition, the targeting computer reduces cover bonuses of the war droid's targets by three levels (i.e. three quarters cover is reduced to no cover).

Infrared Photo Receptors: Special light-filtering optic lenses grant the combat walker dark and low light vision at a range of 90 ft.

Bio Sensor: War droids know the exact location of any and all living creatures within 40' radius, even those that are invisible, hidden, concealed, or otherwise out of sight. In addition, living, organic creatures cannot flank the droid.

War Droid: CR 15; Huge Droid Construct; HD 15d10+40; HP 123; Mas -; Init -1; Spd 30 ft; Defense 30, touch 10, flatfooted 30 (-2 size, -1 Dex, +20 natural); BAB +11; Grap +29; Atk +14 ranged (12d12, laser cannon), +14 ranged (4d10, hydra 70), or +14 ranged (4d12, M214 minigun), or +19 melee (2d6+10, slam); Full Atk +14 ranged (12d12, 2 laser cannons), +14 ranged (4d10, 2 hydra 70s), +14 ranged (4d12, 2 M214 miniguns), or +19/+14/+9 melee (2d6+10, slam); FS 15 ft by 15 ft; Reach 10 ft; SQ robotic construct, command level (IVM), DR 10/-, energy resistance 10, computer link, internal power source, infrared photo receptors, bio sensor; AL none; SV Fort -, Ref +4, Will +7; AP 7; Rep +0; Str 30, Dex 8, Con -, Int 15, Wis 15, Cha 10.

Skills: Computer Use +20, Demolitions +8, Disable Device +10, Intimidate +8, Knowledge (tactics) +16, Listen +10, Navigate +10, Read/Write (ancient), Repair +16, Search +8, Sense Motive +8, Speak Language (ancient), Spot +10.

Feats: Advanced Firearms Proficiently, Advanced Technology, Burst Fire, Improved Autofire, Multitask, Remote Computer Link, Strafe.

Advancement: By character class.

METAL GOD ADVANCEMENT

War Droid Guardian 5: CR 21; Huge Droid Construct; HD 20d10+40; HP 83; Mas -; Init -1; Spd 30 ft; Defense 27, touch 7, flatfooted 27 (-2 size, -1 Dex, +3 class, +20 natural); BAB +16; Grap +34; Atk +19 ranged (12d12, laser cannon), +19 ranged (4d10, hydra 70), or +21 ranged (4d12+2, M214 minigun), or +24 melee (2d6+10, slam); Full Atk +19 ranged (12d12, 2 laser cannons), +19 ranged (4d10, 2 hydra 70s), +21 ranged (4d12+2, 2 M214 miniguns), or +24/+19/+14/+9 melee (2d6+10, slam); FS 15 ft by 15 ft; Reach 10 ft; SQ robotic construct, command level (IVM), DR 10/-, energy resistance 10, computer link, internal power source, infrared photo receptors, bio sensor; AL Metal Gods; SV Fort -, Ref +6, Will +8; AP 10; Rep +1; Str 30, Dex 8, Con -, Int 16, Wis 15, Cha 10.

Skills: Computer Use +26, Demolitions +15, Disable Device +13, Intimidate +13, Knowledge (tactics) +17, Listen +11, Navigate +11, Read/Write (ancient), Repair +20, Search +9, Sense Motive +10, Speak Language (ancient), Spot +14.

Feats: Advanced Firearms Proficiently, Advanced Technology, Burst Fire, Double Tap, Improved Autofire, Multitask, Point Blank Shot, Remote Computer Link, Strafe.

Class Abilities (Guardian): Defender +2, Weapon Focus (minigun), Tactical Aid, Weapon Specialization (minigun).

ROBOT, AGROBOT

Various types of robots developed for agricultural surrogate roles were made throughout the decades prior to the holocaust, and were in widespread use in farming communities and completely-automated "agrodomes" across the country.

"Agrobots", in general, appear to be vertical cigar-shaped machines, with either spindly knobbed legs or four sets of all-terrain wheels, with a pair of strong robotic limbs. These limbs are typically equipped with razor shears for clipping crops, clamps for clearing debris from fields, circular saws for cutting lumber, etc. The head is a small cupola with three optical sensors (allowing it to see in every direction, so as not to endanger nearby life forms), around which, on the robot's top, is a grid of fine variable wire mesh - the robot drops any debris, grain, etc. through this mesh, allowing it to be collected or immediately processed within its body.

In some regions, rusted, aged agrobots continue to work in areas once abundant with agriculture – picking withered crops from wild fields of stalks, or prowling ancient forestlands now gone dry looking for fruit to collect and process. In many cases, their programming has deteriorated beyond repair and they pose a definite threat to life forms attempting to cross through their "harvest zone".

Agrobots are curious remnants of an ancient world of plenty, but occasionally their programming is lost by some circumstance of fate, and they come to identify everything in their vicinity as "harvestable". With two heavy-duty shears, they can potentially kill the unsuspecting.

ROBOT TRAITS

Agrobots have the following traits:

Robotic Construct: Agrobots have the traits and immunities common to all robotic constructs.

Programs: Typical agrobot programs include *skills, slave unit*, and *task*.

Agrobot: CR 2; Large Robotic Construct; HD 3d10+20; HP 37; Mas -; Init -1; Spd 30 ft; Defense 16, touch 8, flatfooted 13 (-1 size, -1 Dex, +8 natural); BAB +2; Grap +10; Atk +6 melee (1d10+4, shear); Full Atk +6 melee (1d10+4, 2 shears); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIC); AL none; SV Fort -, Ref +0, Will -4; AP 1; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1.
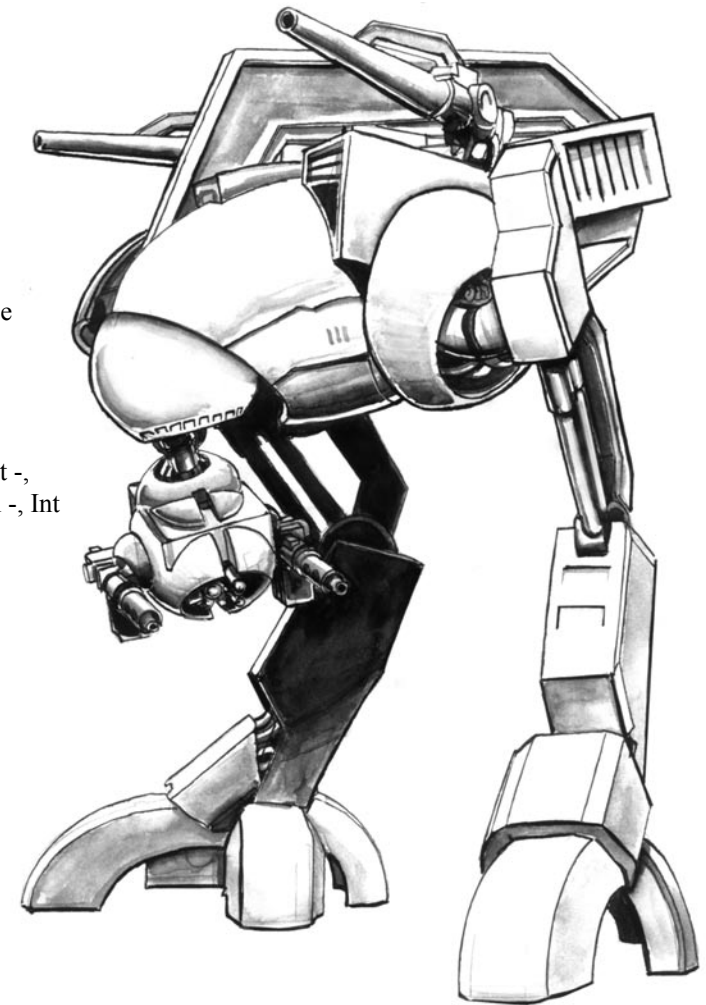
Skills: Knowledge (earth and natural sciences) +5.

Feats: Advanced Technology, Weapon Focus (shear).

Advancement: None.

ROBOT, COMBAT WALKER

Created literally as walking platforms of heavy firepower, combat walkers were, for a long time, the ultimate development in robotic hardware - until the advent of feasible AI soldier androids and war droids.

Made entirely from heavily armored metal, protected by a humming invisible shield of force, and bristling with heavy weapons, the walker supports its own weight on two, three, or four massive metal legs (depending on the model). These legs, an alternative to tracked or wheeled ground locomotion, permit the walker to move in the manner of a humanoid over almost any kind of terrain, and at great speeds due to their considerable stride. In addition, their elevation above ground allows them to wade through deeper water, marshy ground, and look over obstructions.

Combat walkers are robots, and are generally controlled like remote "tanks" by a command platoon

of androids (or a single coordinating war droid). Though unintelligent, they possess rudimentary programming that permits them to act independently in the field if left on their own. This includes patrolling pre-programmed routes, evaluating unknown encounters and situations, and responding to them as their programming dictates.

Combat walkers mount a variable cluster of powerful weapons, but the most common package includes a dual-barreled turreted gauss cannon to engage armored targets, and a pair of rotating machinegun ball mounts to cut down approaching infantry or air targets at will.

ROBOT TRAITS

Combat walkers have the following traits:

Robotic Construct: Combat walkers have the traits and immunities common to all robotic constructs.

Advanced Materials: Combat walkers are made of advanced materials in order to withstand the punishment of battle. These materials grant the combat walker damage reduction 10/- to non-energy attacks.

Laser Ablative Armor: A highly reflective form of metallic plating protects the combat walker from directed energy attacks, providing energy resistance 10.

Weapon Systems: A combat walker's weapon systems consist of two mounted gauss cannons and two M2HB heavy machineguns. The combat walker receives a +3 bonus to attack with all mounted weapons.

Internal Power Source: To power the gauss cannons, the combat walker is fitted with an internal power source. This power source can supply 50 discharges. Once expended, the source requires 24 hours to recharge.

Infrared Photo Receptors: Special light-filtering optic lenses grant the combat walker dark and low light vision at a range of 90 ft.

Bio Sensor: Combat walkers know the exact location of any and all living creatures within a 40' radius, even those that are invisible, hidden, concealed, or otherwise out of sight. In addition, living, organic creatures cannot flank the robot.

Targeting Computer: The combat walker has a special combat computer that directs its ranged attacks. This grants the combat walker a +3 bonus with its ranged weapons. In addition, the targeting computer reduces cover bonuses of the combat walker's targets by three levels (i.e. three quarters cover is reduced to no cover).

Auto Reloading: Due to its numerous auto-loading systems, loading ammunition in any mounted weapon system is a *free action* for a combat walker. Typically, 50 gauss cannon rounds and 5,000 machinegun rounds are carried within the walker's heavy armored body.

Programs: *Alarm, detection, lockout, sentry, skill, slave controller, slave unit, task*, and *verbal response* are all common programs of combat walker robots.

Combat walker: CR 10; Huge Robotic Construct; HD 12d10+40; HP 106; Mas -; Init -1; Spd 30 ft; Defense 22, touch 7, flatfooted 22 (-2 size, -1 Dex, +15 natural); BAB +9; Grap +27; Atk +12 ranged (14d8, gauss cannon), or +12 ranged (2d12, machinegun), or +17 melee (2d6+10, kick); Full Atk +12 ranged (14d8, 2 gauss cannon), +12 ranged (2d12, 2 machinegun), or +17 melee (2d6+10, kick); FS 15 ft by 15 ft; Reach 10 ft; SQ robotic construct, command level (IVM), DR 10/-, energy resistance 10, internal power source, bio sensor, infrared photo receptors, bio sensor, targeting computer, auto reloading; AL none; SV Fort -, Ref +3, Will -1; AP 4; Rep +0; Str 30, Dex 8, Con -, Int -, Wis 1, Cha 1.
Skills: None.
Feats: Advanced Technology, Improved Overrun, Multitask, Power Attack.
Advancement: 13-24 HD (Gargantuan).

Advanced Combat walker: CR 12; Gargantuan Robotic Construct; HD 18d10+80; HP 179; Mas -; Init -1; Spd 30 ft; Defense 25, touch 5, flatfooted 25 (-4 size, -1 Dex, +20 natural); BAB +13; Grap +49; Atk +14 ranged (14d8, gauss cannon), or +14 ranged (2d12, machinegun), or +23 melee (2d6+14, kick); Full Atk +14 ranged (14d8, 2 gauss cannon), +14 ranged (2d12, 2 machinegun), or +23 melee (2d6+10, kick); FS 20 ft by 20 ft; Reach 15 ft; SQ robotic construct, command level (IVM), DR 10/-, energy resistance 10, internal power source, bio sensor, infrared photo receptors, bio sensor, targeting computer, auto reloading; AL none; SV Fort -, Ref +5, Will +1; AP 4; Rep +0; Str 38, Dex 8, Con -, Int -, Wis 1, Cha 1.
Skills: None.
Feats: Advanced Technology, Improved Overrun, Multitask, Point Blank Shot, Power Attack, Room-Broom.

ROBOT, COMMERCIAL PROCESSING

The typical model of commercial processing robot appears to resemble a large metallic humanoid, chromed with a resistant shell of metal or paint (to resist the often extreme elements it is found in), with arms and basic head apparatus (often poorly sculpted, with few or no features whatsoever); a powerful *hover* unit is often employed instead of feet or treads, to give it optimum maneuverability.

The various lines of processing robots were designed simply to operate in monotonous, routine positions in large-scale industrial factory complexes, in conjunction with industrial automatons and more intelligent labor androids. Processing robots became especially important in areas where human contact was dangerous or undesirable (in freezer-warehouses, for instance, or sweltering foundries). The humanoid hands permit

the robot to utilize most normal tools, including laser chisels, power drills, etc.

Commercial processing robots were primarily designed to pore over monotonous tasks for extended periods. If interrupted or otherwise prevented from their task, such robots typically resort to slamming obstacles out of their way.

ROBOT TRAITS

Commercial processing robots have the following traits:

Robotic Construct: Processing robots have the traits and immunities common to all robotic constructs.

Advanced Materials: Processing robots are made of advanced materials in order to withstand potentially dangerous environments. These materials grant the processing robot damage reduction 4/- to non-energy attacks.

Heavy-Duty Resistant Coating: Processing robots are covered in a thin layer of a highly protective rubber coating that resists the effects of temperature, humidity, moisture, and atmospheric static discharges. This grants the processing robot electricity resistance 10 and negates its vulnerability to electrical damage.

Programs: Processing robots are programmed with simple commands (*slave unit, task*).

Commercial Processing Robot: CR 4; Large Robotic Construct; HD 5d10+23; HP 51; Mas -; Init -1; Spd fly 30 ft (good); Defense 18, touch 8, flatfooted 18 (-1 size, -1 Dex, +10 natural); BAB +3; Grap +13; Atk +8 melee (1d8+6, slam); Full Atk +8 melee (1d8+6, slam); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIC), DR 4/-, electricity resistance 10; AL none; SV Fort -, Ref +2, Will -4; AP 2; Rep +0; Str 22, Dex 9, Con -, Int -, Wis 1, Cha 1.
   Skills: None.

Feats: Advanced Technology, Lighting Reflexes, Toughness.
   Advancement: 6-10 HD (Large).

ROBOT, HOVER-SENTRY

Hovering anywhere from five to seven feet above the ground with the force of their gravity re-directors, hover-sentries quietly patrol night and day in almost complete silence.

Hover-sentries were extremely common prior to the Fall of mankind, employed widely as cheap but effective patrol units, security guards, and watchdogs for military, industrial, and even civilian facilities. Bases, factories, power plants, and even shopping malls often had small forces of hover-sentries to provide security when needed. No bigger than a small television set, entire troupes of these robots could remain in an unseen robot-bay or secret security center until needed.

When activated, they rise into the air with a hum, screens (revealing any built-in weaponry) slide open, and they move out to perform their duties.

Like most robots, however, hover-sentries are relatively simple constructs, with only the most basic of programming; scan for intruders or unlawful trespassers, scan for ID cards (in military or industrial facilities), and generally keeping an eye out for the presence of weapons or known criminals in public places.

ROBOT TRAITS

Hover-sentries have the following Traits:

Robotic Construct: Hover-sentries have the traits and immunities common to all robotic constructs.

Advanced Materials: Hover-sentries are made of advanced materials in order to withstand potentially dangerous environments. These materials grant the hover-sentry damage reduction 4/- to non-energy attacks.

Laser Ablative Armor: A highly reflective form of metallic plating protects the hover-sentry from directed energy attacks, providing energy resistance 4.

Weapon Systems: The typical hover-sentry robot will have a single ranged weapon system mounted; examples include a *maser pistol*, *laser pistol*, *stun gun*, or even a *gauss SMG* (with enough internal ammo to supply for 2-3 full reloads). Some are known to possess more than one weapon system (especially in military security areas). The example below uses a *gauss SMG*. The hover-sentry receives a +1 bonus to attack with all mounted weapons.

Auto Reloading: Due to its auto-loading system, loading ammunition in any built-in weapon system is a free action for a hover-sentry.

Skill Bonus: The energy field generated by the sentry to keep it in the air allows it to move with almost complete silence, granting the sentry a +10 circumstance bonus to Move Silently.

Programs: Programs typical of hover-sentries include *alarm*, *detection, sentry, skill, slave unit, task*, and *verbal response*.

Hover-Sentry: CR 2; Small Robotic Construct; HD 2d10+5; HP 16; Mas -; Init -1; Spd fly 40 ft (perfect); Defense 20, touch 15, flatfooted 17 (+2 size, +3 Dex, +5 natural); BAB +1; Grap -2; Atk +6 ranged (2d8, gauss SMG); Full Atk +6 ranged (2d8, gauss SMG); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIIC), DR 4/-, energy resistance 4, auto reloading; AL none; SV Fort -, Ref +5, Will -5; AP 1; Rep +0; Str 12, Dex 16, Con -, Int -, Wis 1, Cha 1.
   Skills: Move Silently +10.
   Feats: Advanced Technology, Lighting Reflexes.
   Advancement: None.

ROBOT, INDUSTRIAL

Hundreds of variants of the basic industrial robot were made during the reign of the Ancients; the typical labor-surrogate model was designed to be able to perform a number of heavy industrial tasks, allowing for quicker assembly, production, and fabrication of mass industrial products (including, but not limited to, military hardware to feed the ever-growing wars of the Ancients).

Robots of the industrial kind typically appear as squat round metal machines, with short metal legs and wide round feet to evenly distribute weight; mechanical arms (anywhere from two to six) hang from the upper parts, allowing the robot to perform a variety of manual functions. The head, a small cupola, is equipped with three optical sensors, giving it all-round senses to avoid accidents. A generic mount in the robot's frontal torso area allows it to be equipped with any number of heavy power tools - arc welders, power drills, etc.

In actual deployment, industrial robots were often used in conjunction with commercial processing robots, automatons, and laborer androids. They can be found in old industrial districts, power plants, factories, and even lost scientific laboratories where they were to handle hazardous materials such as radioactive fuels, disease samples, etc.

Industrial robots typically do not engage in "combat", per se, but a *wild* model may become dangerous. In such instances, the robot is extremely deadly with its super-powerful arms/limbs, and any powered construction devices built into its basic chassis.

ROBOT TRAITS

Industrial robots have the following traits:

Robotic Construct: Industrial robots have the traits and immunities common to all robotic constructs.

Advanced Materials: Industrial robots are made of advanced materials in order to withstand potentially dangerous environments. These materials grant the industrial robot damage reduction 4/- to non-energy attacks.

Heavy-Duty Resistant Coating: Industrial robots are covered in a thin layer of a highly protective rubber coating that resists the effects of temperature, humidity, moisture, and atmospheric static discharges. This grants the industrial robot electricity resistance 10 and negates its vulnerability electrical to damage.

Facing: The body of the industrial robot tends to get in the way when it tries to bring all of its arms to bear in one direction. During a round, the robot can use up to two arms at targets in any one arc (forward, backward, left, right, down, or up). Remaining arms must engage targets in other arcs or not at all.

Programs: Industrial robots are generally programmed with *skill*, *slave unit* and *task* programs.

Industrial robots: CR 4; Large Robotic Construct; HD 5d10+23; HP 51; Mas -; Init -1; Spd 20 feet; Defense 18, touch 8, flatfooted 18 (-1 size, -1 Dex, +10 natural); BAB +3; Grap +13; Atk +8 melee (1d8+6, slam); Full Atk +8 melee (1d8+6, 4 slams); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIC), DR 4/-, electricity resistance 10, facing; AL none; SV Fort -, Ref +2, Will -4; AP 2; Rep +0; Str 22, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: Craft (varies) +10.

Feats: Advanced Technology, Lighting Reflexes, Toughness.

**Advancement:** 6-10 HD (Large).

ROBOT, MEDICAL

Though often mistaken for wild hulks of animate machinery, medical robots are in fact, more often than not, only following their programming.

Medical robots generally appear cylindrical in shape, their metallic form tapering at the top with an oval-like "head", capable of rotating a full 360 degrees to monitor patients all around it. Two huge bubble eyes, of polished black plexiglas, contain its advanced optical sensors. A trio of superiorly agile metal arms, with manipulative hands also capable of rotating fully around, have built-in laser scalpels, permitting it to perform even the most complex surgery with relative ease, speed, and efficiency. Plating of soft white plastic covers the robot, giving it the appearance of a robotic "surgeon" – or, to the primitive mind, perhaps a gleaming metallic "praying mantis"!

Hovering quietly (to avoid waking resting patients with heavy footsteps) at a height of several feet, they can seem truly nightmarish to those unaccustomed to their presence.

Medical robots are programmed to immediately treat the injuries of any biological life form coming to them (presumably for "assistance"). As such, they are often mistaken for attackers, as they move directly to treat detected injuries. Sometimes the drugs they use can potentially injure or kill treated mutants (through incompatibility checks), and sometimes they are simply *wild*, injecting drugs at random or even attacking madly with their built-in laser knives.

Medical robots are, by their very nature, prohibited from harming humans, but mutants are often mistaken by their limited intellect for test animals or terminal subjects meant to be subdued, caged, or put to sleep. As such, they often present a formidable, chilling opponent, bristling with needle-like syringes dripping cocktails of the deadliest drugs.
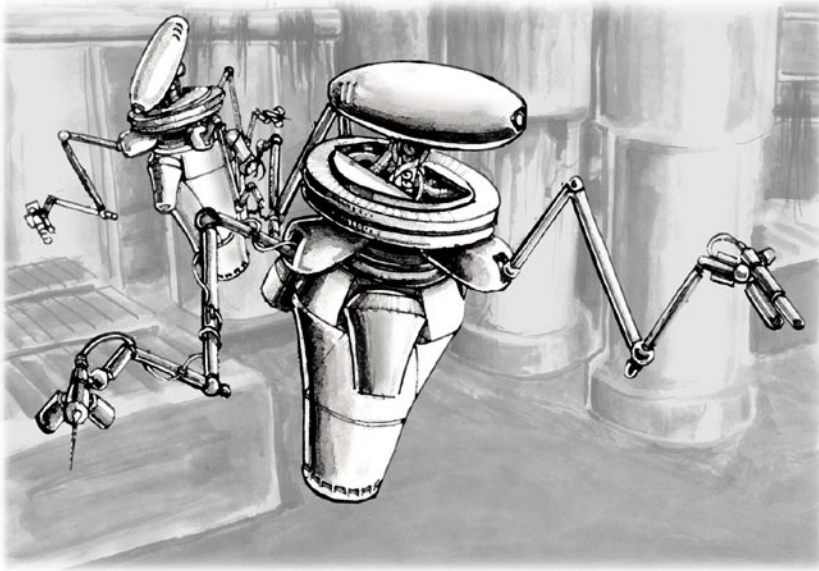
ROBOT TRAITS

Medical robots have the following traits:

Robotic Construct: Medical robots have the traits and immunities common to all robotic constructs.

Bio Sensor: Medical robots know the exact location of any and all living creatures within 20' radius, even those that are invisible, hidden, concealed, or otherwise out of sight. In addition, living, organic creatures cannot flank the medical robot.

Diagnostic Scanner: Medical robots are well equipped to treat the physical injuries of their biological charges. A medical robot possesses an advanced data bank of medical knowledge and procedures that duplicates the effects of a *diagnostic scanner* (see Artifacts of the Ancients). The scanner cannot be removed from the robot without destroying it.

Medical Supplies: A single unit has numerous automated compartments that contain medical

provisions and supplies, making each robot virtually a "walking emergency room". These compartments usually contain up to twenty disposable *ready syringes*, 3d4 doses of *anti-tox*, 3d4 doses of *stimshot A*, and countless rolls of bandages. In some cases, more advanced meds may also be carried, such as *hemochem, superegen*, and *sustainer shot*. These medical supplies may be removed normally (assuming the robot permits it).

Injection: Upon a successful slam attack, the medical injects its target with its built-in Ready Syringe. This has no effect unless the Ready Syringe is filled.

Laser Scalpel: In addition to its slam attack, a *wild* medical robot can use a laser scalpel attack each round to injure targets. These weapons inflict 1d8 damage at a range increment of 10 feet.

Programs: Medical robots usually have these types of programs - *alarm, detection, skill, slave unit*, and *verbal response*.

Medical Robot: CR 2; Medium Robotic Construct; HD 5d10+10; HP 38; Mas -; Init -1; Spd Fly 30 ft (perfect); Defense 18, touch 13, flatfooted 15 (+3 Dex, +5 natural); BAB +3; Grap +4; Atk +4 melee (1d6+1, slam), or +6 ranged (1d8, laser scalpel); Full Atk +4 melee (1d6+1, slam), +6 ranged (2d8, laser scalpel); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIIC), bio sensor, diagnostic scanner, medical supplies, injection, laser scalpels; AL none; SV Fort -, Ref +4, Will -4; AP 2; Rep +0; Str 12, Dex 16, Con -, Int -, Wis 1, Cha 1.

Skills: Treat Injury +10.

Feats: Advanced Technology, Medical Expert, Surgery.

Advancement: None.

ROBOT, MILITARY SECURITY

The term "security robot" is one that strikes fear into any survivor who knows of the so-called "Metal Gods". Of the more formidable models of military robots fielded by the Ancients prior to the Fall, the military security robot ranks high on the list.

Originally developed as a static defense platform, the military security robot's design placed more emphasis on defensive capabilities than actual offensive operations. The model was designed to provide last-ditch security for all manner of military installations, from bases to missile silo complexes. If an intruder bypassed the sensor picket, the human guards and watchmen, android patrollers, and finally the automated gun turrets – the single remaining military security 'bot (at the core of the defenses) was expected to provide the final line of defense.

The military security robot looks very much like a huge, metallic "centaur". The lower body of the thing resembles a traditional armored tank on heavy armored treads; but from this low, lumbering hull rises a humanoid "torso", also clad in heavy armor plates, but with manipulative limbs and a sleek sensory apparatus at its summit (resembling a "head"). Two bubble-shaped "sensors" of black glassteel complement this "head", giving the creature a sinister, all-seeing presence.

The military security robot mounts a combination of weapons to deal effectively with intruders and light military threats – a stun pistol (to deal non-lethally

with unidentified personnel) and a rocket launcher (to deal with lightly-armored vehicular encounters), as well as two fully-manipulative hands; these can each grasp and utilize the same types of weapons usable by humanoids, from machineguns to plasma rifles.

ROBOT TRAITS

Military security robots have the following traits:

Robotic Construct: Military security robots have the traits and immunities common to all robotic constructs.

Advanced Materials: Military security robots are made of advanced materials in order to withstand the punishment of battle. These materials grant the military security robot damage reduction 10/- to non-energy attacks.

Laser Ablative Armor: A highly reflective form of metallic plating protects the military security robot from directed energy attacks, providing energy resistance 10.

Computer Link: Military security robots can make a direct link to any computer system, allowing remote access to monitors, computer terminals, etc, by directly "plugging in" to a network. This grants it a +10 competence bonus to all Computer Use skill checks with the linked computer system/network.

Weapon Systems: A military security robot's weapon systems consist of a stun pistol and shoulder mounted Hydra 70 rocket launcher. The military security robot receives a +2 bonus to attack with all its mounted and built-in weapons.

Internal Power Source: To power the stun pistol and any hand held weapons; the military security robot is fitted with an internal power source. This power
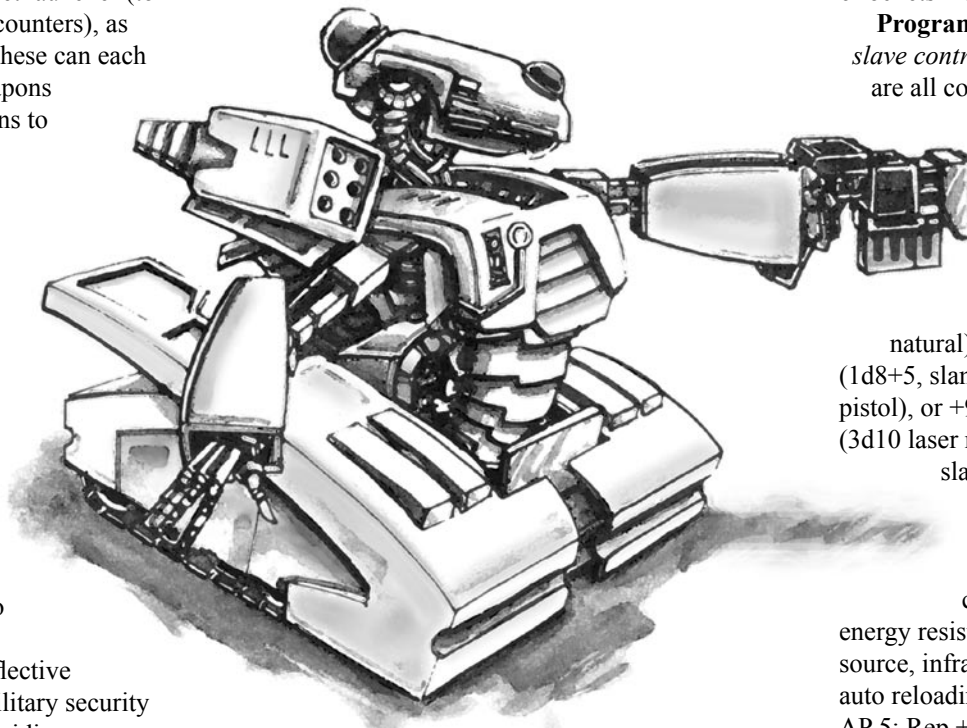
source can supply 40 discharges. Once expended, the source requires 24 hours to recharge.

Infrared Photo Receptors: Special light-filtering optic lenses grant the military security robot dark and low light vision at a range of 90 ft.

Targeting Computer: The military security robot has a special combat computer that directs its ranged attacks. This grants the military security robot a +2 bonus with its ranged weapons. In addition, the targeting computer reduces cover bonuses of the military security robot's targets by two levels (i.e. three quarters cover is reduced to one quarter cover).

Auto Reloading: Loading ammunition is a free action for a military security robot. Typically, it carries 6 rockets internally.

Programs: *Alarm, lockout, detection, sentry, skill, slave controller, slave unit, task*, and *verbal response* are all common programs of military security robots.

Military Security Robot: CR 9; Large Robotic Construct; HD 10d10+20; HP 75; Mas -; Init -1; Spd fly 30 ft; Defense 23, touch 8, flatfooted 23 (-1 size, -1 Dex, +15 natural); BAB +7; Grap +16; Atk +11 melee (1d8+5, slam), or +9 ranged (1d6 plus paralysis, stun pistol), or +9 ranged (4d10, hydra 70), or +7 ranged (3d10 laser rifle); Full Atk +11/+5 melee (1d8+5, slam), or +9/+4 ranged (1d6 plus paralysis, stun pistol), or +9 ranged (4d10, hydra 70), or +7/+2 ranged (3d10 laser rifle); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IVM), DR 10/-, energy resistance 10, computer link, internal power source, infrared photo receptors, targeting computer, auto reloading; AL none; SV Fort -, Ref +2, Will -2; AP 5; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: Computer Use +10.

Feats: Advanced Technology, Point Blank Shot, Remote Computer Link, Room-Broom.

Advancement: 11-16 HD (Huge).

Advanced Military Security Robot: CR 11; Huge Robotic Construct; HD 14d10+40; HP 117; Mas -; Init -2; Spd fly 30 ft; Defense 26, touch 6, flatfooted 26 (-2 size, -2 Dex, +20 natural); BAB +10; Grap +26; Atk +16 melee (1d8+8, slam), or +10 ranged (1d6 plus paralysis, stun pistol), or +10 ranged (4d10, hydra 70), or +8 ranged (3d10 laser rifle); Full Atk +16/+11 melee (1d8+8, slam), or +10/+5 ranged (1d6 plus paralysis, stun pistol), or +10 ranged (4d10, hydra 70), or +8/+3 ranged (3d10 laser rifle); FS 15 ft by 15 ft; Reach 10 ft;

SQ robotic construct, command level (IVM), DR 10/-, energy resistance 10, computer link, internal power source, infrared photo receptors, targeting computer, auto reloading; AL none; SV Fort -, Ref +2, Will -1; AP 7; Rep +0; Str 26, Dex 7, Con -, Int -, Wis 1, Cha 1.

Skills: Computer Use +10.

Feats: Advanced Technology, Far Shot, Point Blank Shot, Remote Computer Link, Room-Broom.

ROBOT, POLICE EMERGENCY

Though rarely used due to the complacency and bliss of the pre-Fall American man, certain extraordinary criminals, psychotics and true maniacs, sometimes slipped through the ironclad gauntlet of society's net to begin brief reigns of chaos and bloodshed. These criminals, often armed to the teeth, pumped-up on unbelievable drugs, and harboring a deep death wish, were more than a match for the standard police robots of the time.

In response to these situations, heavier models of police robots were created to complement existing precincts all across the country. Though seldom seen (or even heard of), when needed they could be called out either singly or in groups to perform high-risk raids on criminal dens and hideouts. Sheathed in some of the heaviest armor plate of any civil security model, and bristling with a combination of subdual and lethal weapons, they were the last resort of dispatchers in terrorist, bank-robbery, or mass-murder situations.

The police emergency robot is a heavy treaded robot vaguely resembling the standard hover version, clad in plated armoring, but carrying very different weapon systems. Armament includes an automatic shotgun with six separate clips stored and loaded internally (usually two clips of rubber slugs, and four clips of standard ammunition), a maser rifle in one arm, for use against armor-wearing psychos, and a grenade launcher (usually loaded with four stun grenades and four frag grenades) to cut down large concentrations.

Typically such robots are programmed to attempt subdual first, but this can be overridden if the target appears well armed or exhibits violent behavior suggestive of mental imbalance.

ROBOT TRAITS

Police emergency robots have the following traits:

Robotic Construct: Police emergency robots have the traits and immunities common to all robotic constructs.

Advanced Materials: Police emergency robots are made of advanced materials in order to withstand the punishment of battle. These materials grant the police emergency robot damage reduction 10/- to non-energy attacks.

Weapon Systems: A police emergency robot's weapon systems consist of an automatic shotgun, maser rifle, and grenade launcher. The police emergency robot receives a +2 bonus to attack with all its mounted and built-in weapons.

Internal Power Source: To power its maser rifle, the police emergency robot is fitted with an internal power source. This power source can supply 20 discharges. Once expended, the source requires 24 hours to recharge.

Infrared Photo Receptors: Special light-filtering optic lenses grant the police emergency robot dark and low light vision at a range of 90 ft.

Auto Reloading: Loading ammunition is a free action for a police emergency robot. Typically, it carries 60 rounds of shotgun ammunition (40 12-gauge and 20 rubber slugs) and 8 grenades (4 fragmentation and 4 stun) internally.

Programs: Like police hover robots, police emergency robots possess somewhat more complex programming than civilian robots. *Alarm, lockout, detection, skill, slave unit, task*, and *verbal response* are the most common programs.

Police Emergency Robot: CR 5; Large Robotic Construct; HD 7d10+20; HP 65; Mas -; Init -1; Spd 20 ft; Defense 23, touch 8, flatfooted 23 (-1 size, -1 Dex, +15 natural); BAB +5; Grap +14; Atk +9 melee (1d8+5, slam), or +5 ranged (2d8, shotgun), or +5 ranged (3d10, maser rifle), or +5 ranged (4d6, fragmentation grenade); Full Atk +9 melee (1d8+5, slam), or +5 ranged (2d8, shotgun), or +5 ranged (3d10, maser rifle), or +5 ranged (4d6, fragmentation grenade); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIIC), DR 10/-, internal power source, infrared photo receptors, auto reloading; AL none; SV Fort -, Ref +1, Will -3; AP 4; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Technology, Point Blank Shot, Room-Broom.

Advancement: 8-14 HD (Huge).

Advanced Police Emergency Robot: CR 7; Huge Robotic Construct; HD 12d10+40; HP 106; Mas -; Init -2; Spd 20 ft; Defense 24, touch 6, flatfooted 24 (-2 size, -2 Dex, +18 natural); BAB +9; Grap +25; Atk +15 melee (1d8+8, slam), or +7 ranged (2d8, shotgun), or +7 ranged (3d10, maser rifle), or +7 ranged (4d6, fragmentation grenade); Full Atk +15/+10 melee (1d8+8, slam), or +7/+2 ranged (2d8, shotgun), or +7/+2 ranged (3d10, maser rifle), or +7/+2 ranged (4d6, fragmentation grenade); FS 15 ft by 15 ft; Reach 10 ft; SQ robotic construct, command level (IIIC), DR 10/-, internal power source, infrared photo receptors, auto reloading; AL none; SV Fort -, Ref +2, Will -3; AP 4; Rep +0; Str 26, Dex 7, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Technology, Far Shot, Point Blank Shot, Power Attack, Room-Broom.

ROBOT, POLICE

During the decades leading up to the Fall of the Ancients, robots played an important role in a number of ways, one of which was the patrolling of more dangerous neighborhoods and the keeping of strict, lawful order. Newly-fabricated "police robots" were charged with patrolling a pre-programmed "beat", scanning for criminal/suspicious activity and dealing with these threats immediately on the scene. As civilization began to degenerate into further depths of detached hedonism, command of these police models shifted from the hands of humans to more capable android caretakers.

The basic police robot (in this case, a hover model) is well equipped for basic law enforcement and suspect apprehension, with a stun gun for dealing with most unruly suspects, and a grenade launcher with non-lethal grenades (usually four concussion grenades and four photon grenades) for dealing with larger groups (such as perceived "riot" situations). It also has a siren mechanism that it uses whenever it spots "unauthorized personnel".
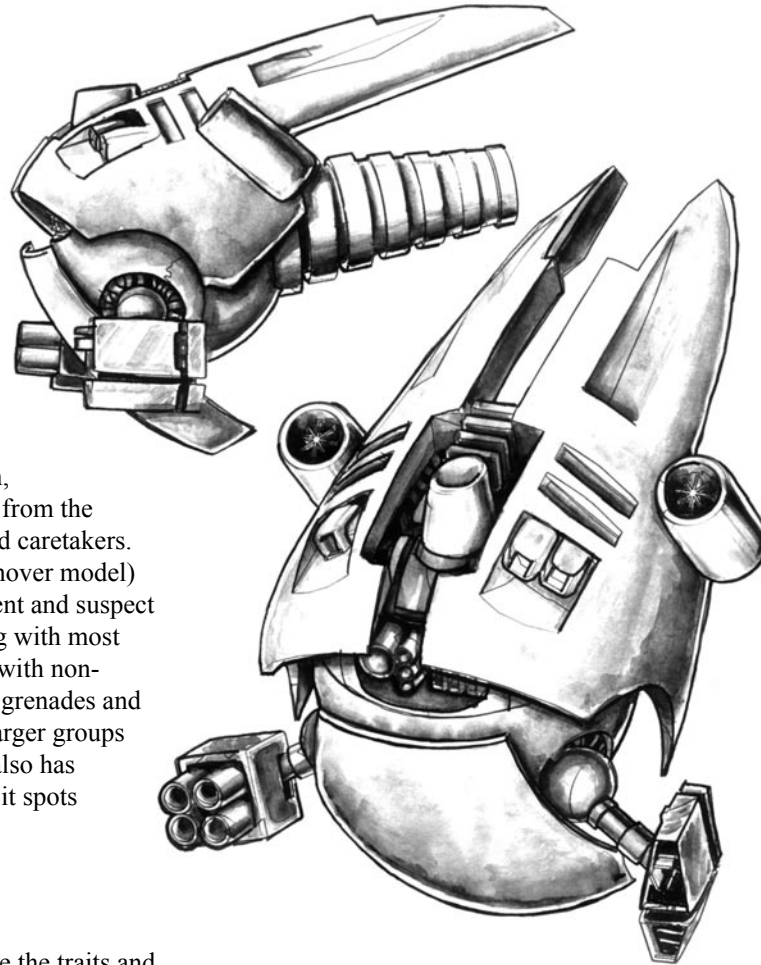
ROBOT TRAITS

Police robots have the following traits:

Robotic Construct: Police robots have the traits and immunities common to all robotic constructs.

Advanced Materials: Police robots are made of advanced materials in order to withstand the punishment of battle. These materials grant the police robot damage reduction 6/- to non-energy attacks.

Weapon Systems: A police robot's weapon systems consist of a stun pistol and grenade launcher. The police robot receives a +1 bonus to attack with all its mounted and built-in weapons.

Internal Power Source: To power its stun pistol, the police robot is fitted with an internal power source. This power source can supply 20 discharges. Once expended, the source requires 24 hours to recharge.

Infrared Photo Receptors: Special light-filtering optic lenses grant the police robot dark and low light vision at a range of 90 ft.

Auto Reloading: Loading ammunition is a free action for a police robot. Typically, it carries 8 grenades (4 concussion and 4 photon) internally.

Programs: Police robots are typically programmed with more complex commands (*alarm, lockout, detection, sentry, skill, slave unit, task*, and *verbal response*). These include enforcing a curfew, apprehending violators or suspicious suspects, and breaking up medium to large groups along its "beat".

Police Robot: CR 3; Large Robotic Construct; HD 5d10+20; HP 48; Mas -; Init -1; Spd fly 20 ft (perfect); Defense 18, touch 8, flatfooted 18 (-1 size, -1 Dex, +10 natural); BAB +3; Grap +12; Atk +7 melee (1d8+5, slam), or +2 ranged (1d6 plus paralysis, stun pistol), or +2 ranged (3d6 nonlethal, concussion grenade); Full Atk +7 melee (1d8+5, slam), or +2 ranged (1d6 plus paralysis, stun pistol), or +2 ranged (3d6 nonlethal, concussion grenade); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIIC), DR 6/-, internal power source, infrared photo receptors, auto reloading; AL none; SV Fort -, Ref +0, Will -4; AP 2; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Technology, Point Blank Shot, Room-Broom.

Advancement: 6-10 HD (Large).

Advanced Police Robot: CR 3; Large Robotic Construct; HD 8d10+20; HP 64; Mas -; Init -1; Spd fly 20 ft (perfect); Defense 18, touch 8, flatfooted 18 (-1 size, -1 Dex, +10 natural); BAB +6; Grap +15; Atk +10 melee (1d8+5, slam), or +5 ranged (1d6 plus paralysis, stun pistol), or +5 ranged (3d6 nonlethal, concussion grenade); Full Atk +10/+5 melee (1d8+5, slam), or +5/+0 ranged (1d6 plus paralysis, stun pistol),

or +5/+0 ranged (3d6 nonlethal, concussion grenade); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIIC), DR 6/-, internal power source, infrared photo receptors, auto reloading; AL none; SV Fort -, Ref +1, Will -3; AP 4; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Technology, Far Shot, Point Blank Shot, Room-Broom.

ROBOT, WAR

War robots are huge, flat, and oval in shape, their immense weight carried across the wasted battlefield on two separate pairs of heavy-duty armored treads. Batteries of weapons adorn the sides of the robot on armored pylons or in smaller separate turrets, while a central, low cupola on the flat upper surface houses the creature's package of sensors and shield generators. Numerous bays mark the slender hull of the robot, from which can emerge articulate arms or manipulative tentacles to physically interact with the environment or make repairs on its own damaged body.

War robots mount the heaviest assortment of weapons of all robot platforms, suited to doing battle with other robots, and even entire conventional tank companies if need be. These armaments can all be controlled at the same time by the robot's intricate targeting computers, allowing it to engage numerous targets each round. The typical weapons package includes: two turreted gauss cannons, four turreted laser rifles, two EMP rifles, and twin rocket launchers. Two retractable arms (with hands), and two segmented tentacles, can extend from within covered bays to manipulate, grasp, etc. as well.

War robots attack without hesitation, but their complex programming permits them to select the most threatening targets first, evaluate new enemies as they arrive, and prioritize as needed. Generally speaking, cannons will only be fired at heavy vehicular threats, with rockets used on lighter vehicles (such as cars). The four laser rifles can be made to target separate targets or concentrated to bring down tougher opponents. EMP rifles are spared for enemy robots or androids (a rarity).

ROBOT TRAITS

War robots have the following traits:

Robotic Construct: War robots have the traits and immunities common to all robotic constructs.

Advanced Materials: War robots are made of advanced materials in order to withstand the punishment of battle. These materials grant the war robot damage reduction 10/- to non-energy attacks.

Laser Ablative Armor: A highly reflective form of metallic plating protects the war robot from directed energy attacks, providing energy resistance 10.

Weapons Systems: A war robot's weapon systems consist of two turreted gauss cannons, four turreted laser riles, two EMP riles, and two Hydra 70 rocket launchers. The war robot receives a +3 bonus to attack with all mounted weapons.

Internal Power Source: To power the war robot's array of weapons, it is fitted with an internal power source. This power source can supply 100 discharges. Once expended, the source requires 24 hours to recharge.

Infrared Photo Receptors: Special light-filtering optic lenses grant the war robot dark and low light vision at a range of 90 ft.

Bio Sensor: War robots know the exact location of any and all living creatures within 40' radius, even those that are invisible, hidden, concealed, or otherwise out of sight. In addition, living, organic creatures cannot flank the robot.

Targeting Computer: The war robot has a special combat computer that directs its ranged attacks. This grants the robot a +3 bonus with its ranged weapons. In addition, the targeting computer reduces cover bonuses of the war robot's targets by three levels (i.e. three quarters cover is reduced to no cover).

Auto Reloading: Due to its numerous auto-loading systems, loading ammunition in any built-in and mounted weapon is a *free action* for a war robot. Typically, 50 gauss cannon rounds and 36 rockets are carried within the robot's heavy armored body.
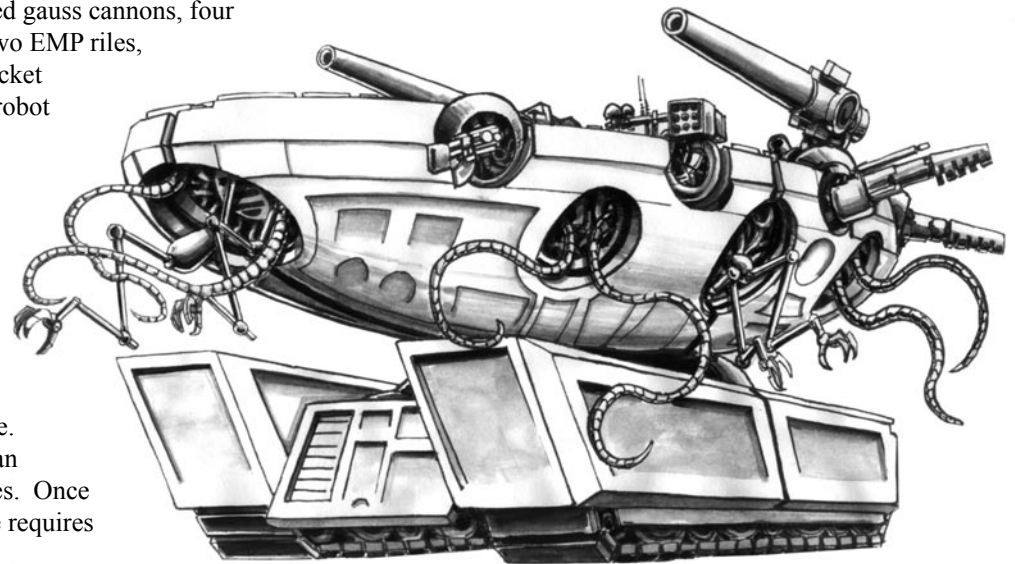
Programs: *Alarm, damage control, detection, lockout, sentry, skill, slave controller, slave unit, task,* and *verbal response* are all common programs of war robots.

War Robot: CR 15; Gargantuan Robotic Construct; HD 18d10+80; HP 179; Mas -; Init -2; Spd 30 ft; Defense 26, touch 4, flatfooted 26 (-4 size, -2 Dex, +20 natural); BAB +13; Grap +40; Atk +13 ranged (14d8, gauss cannon), or +13 ranged (3d12, laser rifle), or +13 ranged (5d10, EMP rifle), or +13 ranged (4d10, hydra 70), or +24 melee (2d6+15, slam); Full Atk +13 ranged (14d8, 2 gauss cannons), +13 ranged (3d12, 4 laser rifles), +13 ranged (5d10, 2 EMP rifles), +13 ranged (4d10, 2 hydra 70s), or +24 melee (2d6+15, slam); FS 20 ft by 20 ft; Reach 15 ft; SQ robotic construct, command level (IVM), DR 10/-, energy resistance 10, internal power, infrared photo receptors, targeting computer, auto reloading; AL none; SV Fort -, Ref +4, Will +1; AP 9; Rep +0; Str 40, Dex 6, Con -, Int -, Wis 1, Cha 1.

  Skills: Knowledge (tactics) +10.
  Feats: Advanced Technology, Point Blank Shot, Power Attack, Multitask, Improved Overrun.
  Advancement: 19-30 HD (Gargantuan).

Advanced War Robot: CR 18; Gargantuan Robotic Construct; HD 25d10+80; HP 218; Mas -; Init -2; Spd 30 ft; Defense 26, touch 4, flatfooted 26 (-4 size, -2 Dex, +20 natural); BAB +18; Grap +45; Atk +18 ranged (14d8, gauss cannon), or +18 ranged (3d12, laser rifle), or +18 ranged (5d10, EMP rifle), or +18 ranged (4d10, hydra 70), or +29 melee (2d6+15, slam); Full Atk +18 ranged (14d8, 2 gauss cannons), +18 ranged (3d12, 4 laser rifles), +18 ranged (5d10, 2 EMP rifles), +18 ranged (4d10, 2 hydra 70s), or +29/+24/+19/+14 melee (2d6+15, slam); FS 20 ft by 20 ft; Reach 15 ft; SQ robotic construct, command level (IVM), DR 10/-, energy resistance 10, internal power, infrared photo receptors, targeting computer, auto reloading; AL none; SV Fort -, Ref +6, Will +3; AP 12; Rep +0; Str 40, Dex 6, Con -, Int -, Wis 1, Cha 1.

  Skills: Knowledge (tactics) +10.
  Feats: Advanced Technology, Far Shot, Improved Overrun, Point Blank Shot, Power Attack, Multitask, Room-Broom.

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