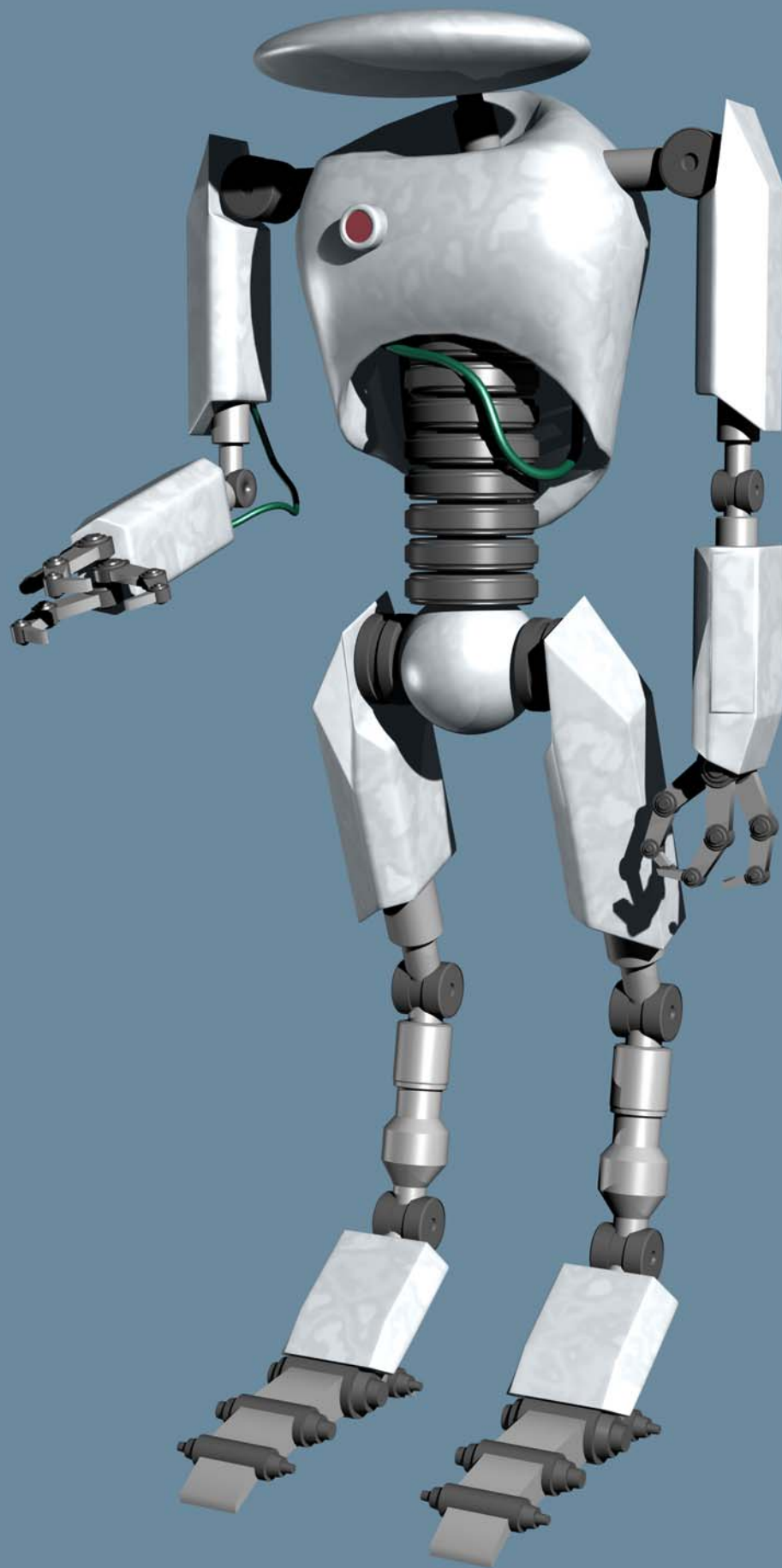


DROID TECH



#1 SENTRY DROID

DROID TECH

No.1 SR-75 SENTRY DROID

Open Game Content Information

Reproduction of non-Open Game Content contained in this book by any means is prohibited without the written permission of the publisher. This book contains Open Game Content (see pages 9-10 for licenses). All item statistics and text descriptions are considered Open Game Content. All other content such as drawings, diagrams and paintings are copyrighted by the artist (see page 10). The 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

Requires the use of the
D20 Modern and D20 Future rulebooks
published by Wizards of the Coast, Inc.



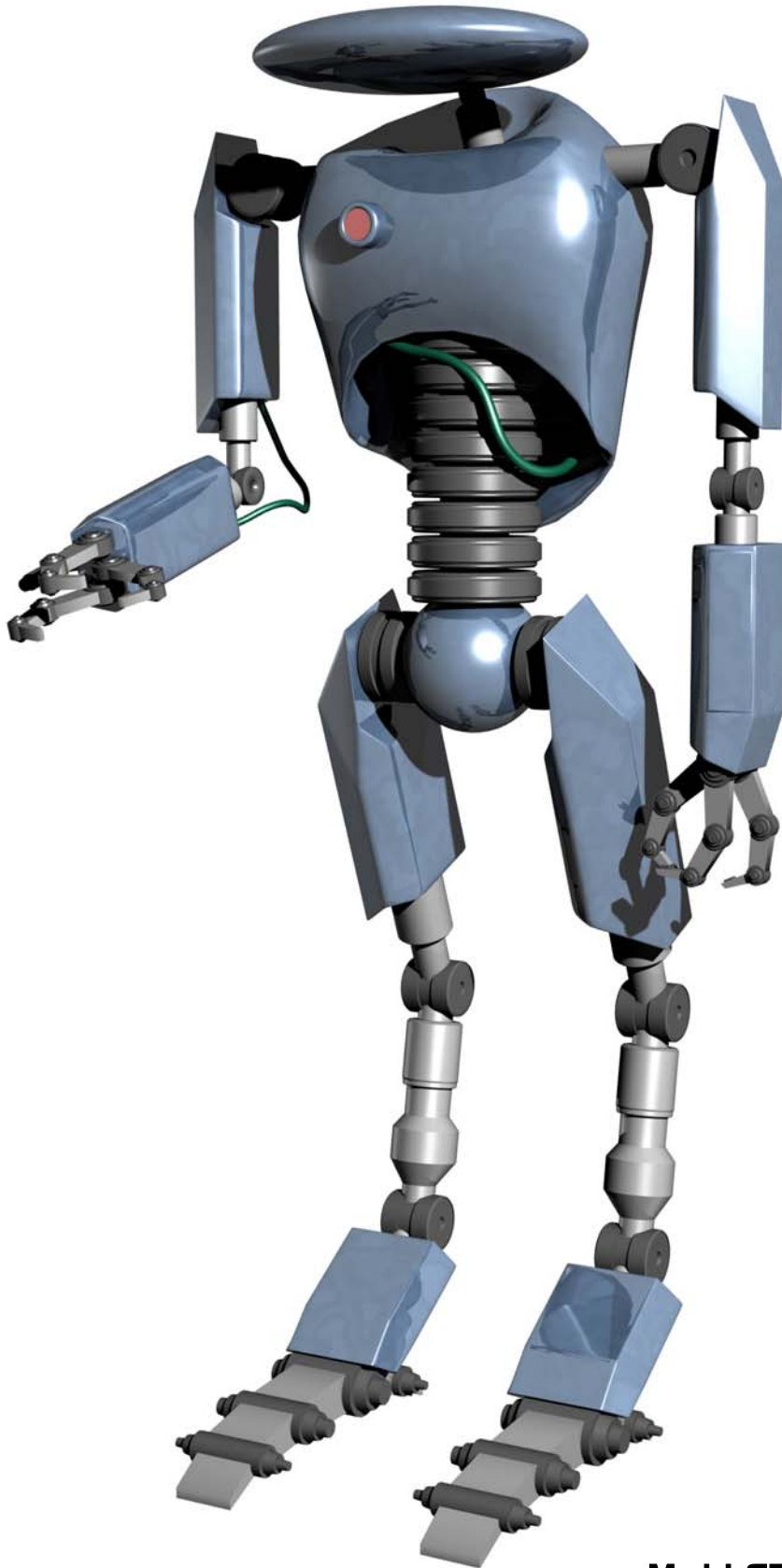
Fat Dragon Games
www.fatdragongames.com

About the Author

Tom Tullis has worked as a freelance aviation artist and technical illustrator for 15 years and has illustrated over 100 books on aeronautics. He brings that experience to the Starship Tech and Droid Tech series applying his vast knowledge of real world aeronautical systems to create realistic starship and robotic designs. Tom has been an avid RPG player & gamemaster for 25 years and is the president of Fat Dragon Games.

COVER: SR-75A (Block 10) Sentry Droid.

SR-75 SENTRY DROID



Model SR-75B (Block 30)

SR-75 SENTRY DROID

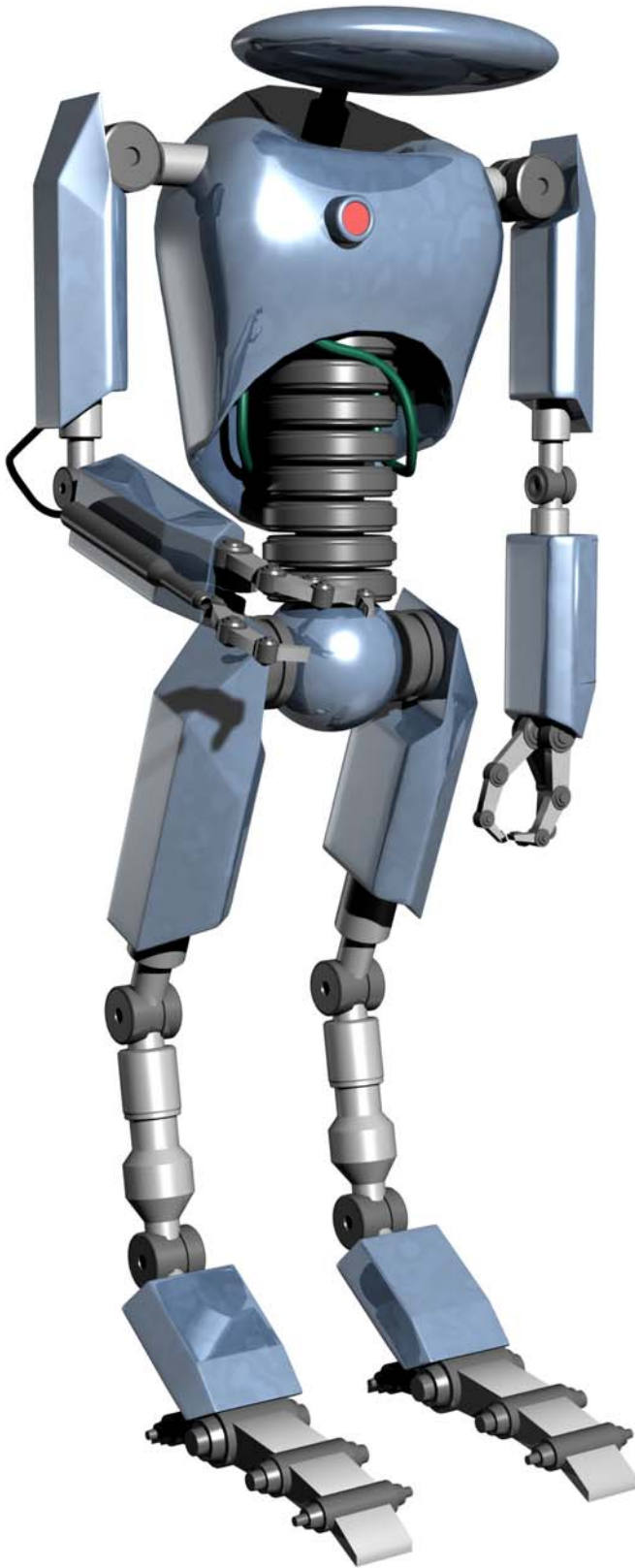
SR-75 Series Overview

The SR-75 series of sentry droids is produced by Standard Robotics Inc. with Hughes Microtechnologies acting as primary supplier for the onboard sensor package. The original SR-75A production unit was hailed as a major advance in the company's droid product line - cheap, effective and easily maintained.

Increasing request from customers regarding custom enhancements for the armor of the units resulted in a production upgrade in the middle of the block 20 production line. Block 25 and higher units (designated SR-75B models) featured better armor plating in response to customer input.

The success of the line eventually resulted in a much anticipated military order. This model would be based on the SR-75B frame but would feature better armor, additional weaponry and an artificial intelligence upgrade. A single FSD (Full Scale Development) prototype was created for this order. After initial testing it was decided to enhance the unit's offensive capabilities by pushing a new Standard Robotics Inc. prototype laser carbine into production for use on the military order. The military version was introduced on the production line at the block 45 stage and became known as the SR-75C series. The SR-75C maintained the mounted laser pistol on the unit's right forearm, and the new laser carbine was mounted on the droid's torso to the left of the video system.

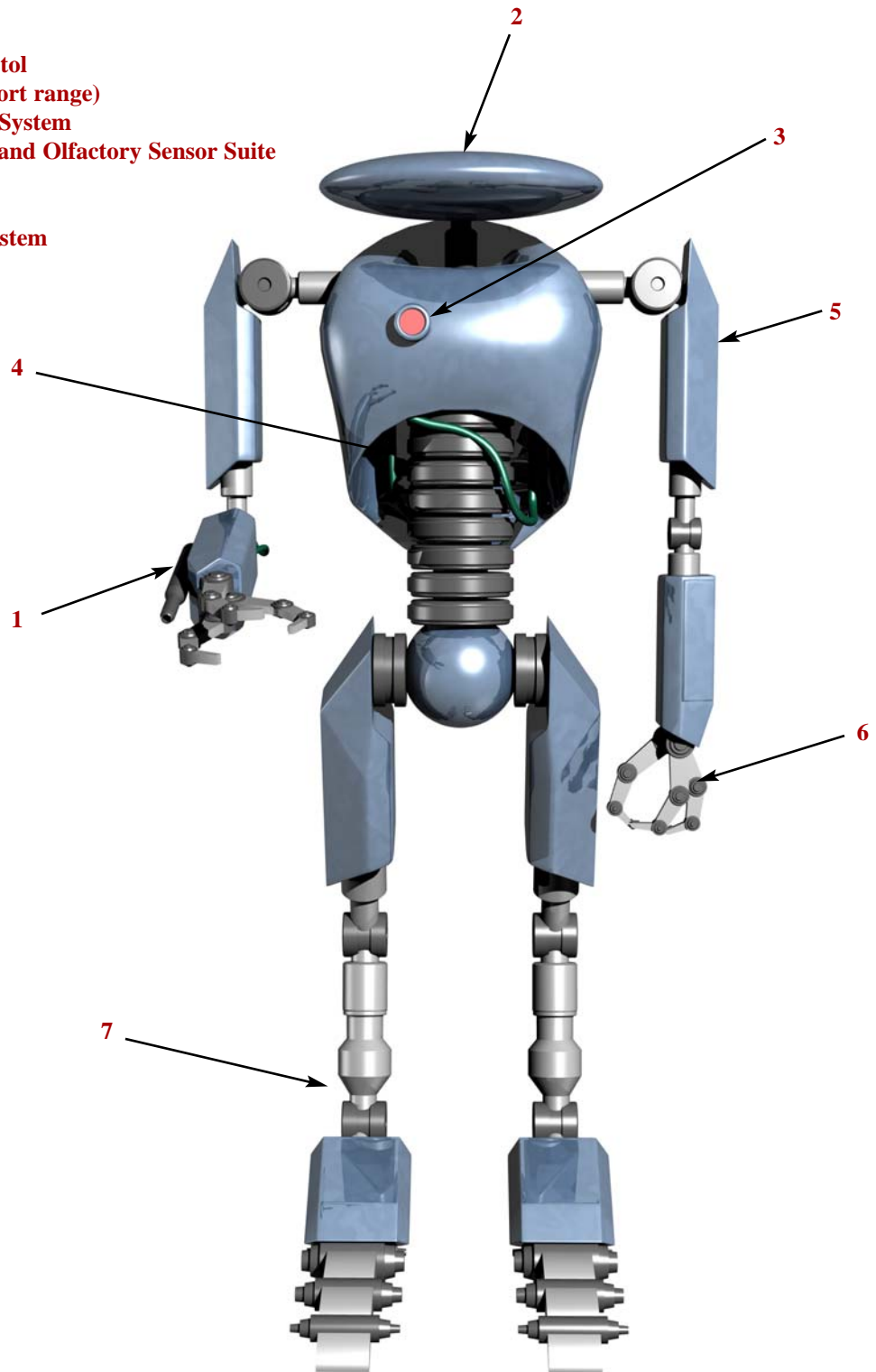
The models are easily distinguishable by the color of their armor plating. The original block 5, 10, 15 and 20 series of units were white, the block 25, 30, 35 and 40 units were a blue-gray and the block 45 military order was a smoke-gray color per a request in the military contract (the original FSD unit was black.)



SR-75 SENTRY DROID

Design Configuration

- 1-M2911A-1 Laser Pistol
- 2-ANR-226 Radar (short range)
- 3-Hughes VT-7 Video System
- 4-Hughes ST-2 Audio and Olfactory Sensor Suite
- 5-SR-A55 Armor
- 6-Mod II Grip Array
- 7-SR-Q26 Mobility System



SR-75 SENTRY DROID

Standard Robotics SR-75 (PL6)

SR-75A

CR 1; Medium Construct; HD 1d10+10; hp 20; Mas-; Init +1; Spd 25 ft.; Defense 14 (+3 equipment, +1 Dex); touch 11; flatfooted 13; BAB 0; Grp +2; Atk +2 melee (1d3+2 non lethal, 2 hands) or +1 ranged (2d8 laser pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +0, Will +0; AP 0; Rep +0; Str 14, Dex 12, C -, Int -, Wis 10, Cha 1.

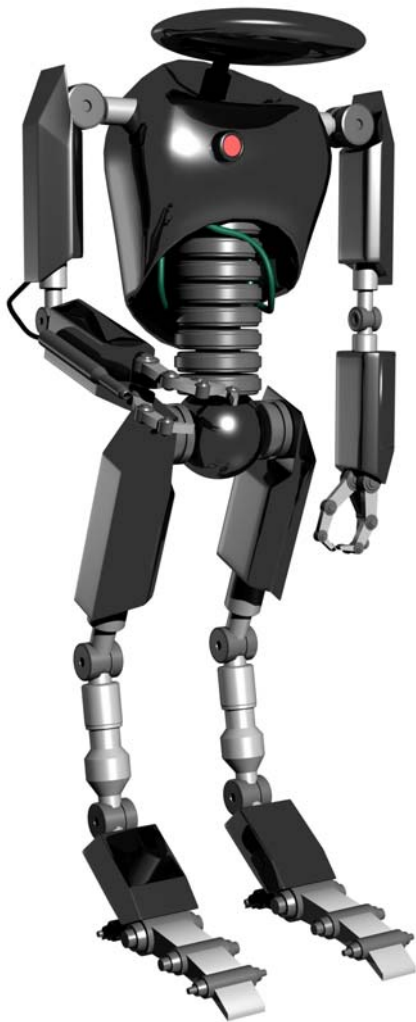
Purchase DC: 27

Restrictions: Licensed (+1)

Skills: Listen +4, Search +4, Spot +4

Feats: Personal Firearms Proficiency

Equipment: M2911A-1 Laser Pistol (mounted)



Model SR-75C FSD Prototype

System Description:

Frame: Biodroid.

Locomotion: Legs (2, speed-enhanced).

Manipulators: Hands (2).

Armor: Duraplastic Armor.

Sensors: Class IIIa.

Skill Software: Listen skill progit (4 ranks), Search skill progit (4 ranks), Spot skill progit (4 ranks)

Feat Software: Personal Firearms Proficiency progit

Ability Upgrades: Dexterity Upgrade (+2)

Accessories: AV Transmitter, Magnetic Feet, Weapon Mount.

SR-75B

CR 1; Medium Construct; HD 1d10+10; hp 20; Mas-; Init +1; Spd 25 ft.; Defense 19 (+8 equipment, +1 Dex); touch 11; flatfooted 18; BAB 0; Grp +2; Atk +2 melee (1d3+2 non lethal, 2 hands) or +1 ranged (2d8 laser pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +0, Will +0; AP 0; Rep +0; Str 14, Dex 12, C -, Int -, Wis 10, Cha 1.

Purchase DC: 28

Restrictions: Restricted (+2)

Skills: Listen +4, Search +4, Spot +4

Feats: Personal Firearms Proficiency

Equipment: M2911A-1 Laser Pistol (mounted)

System Description:

Frame: Biodroid.

Locomotion: Legs (2, speed-enhanced).

Manipulators: Hands (2).

Armor: Duralloy Armor.

Sensors: Class IIIa.

Skill Software: Listen skill progit (4 ranks), Search skill progit (4 ranks), Spot skill progit (4 ranks)

Feat Software: Personal Firearms Proficiency progit

Ability Upgrades: Dexterity Upgrade (+2)

Accessories: AV Transmitter, Magnetic Feet, Weapon Mount.

SR-75 SENTRY DROID

SR-75C

CR 2; Medium Construct; HD 1d10+10; hp 20; Mas-; Init +1; Spd 30 ft.; Defense 20 (+9 equipment, +1 Dex); touch 11; flatfooted 19; BAB 0; Grp +2; Atk +2 melee (1d3+2 non lethal, 2 hands) or +1 ranged (2d8 laser pistol) or +1 ranged (2d12 laser carbine) or +1 ranged (2d8 laser pistol) and -4 ranged (2d12 laser carbine) or +1 ranged (2d12 laser carbine) and -4 ranged (2d8 laser pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ construct traits; AL owner; SV Fort +0, Ref +0, Will +0; AP 0; Rep +0; Str 14, Dex 12, C -, Int 10, Wis 10, Cha 1.

Purchase DC: 29

Restrictions: Military (+3)

Skills: Listen +4, Search +4, Spot +4

Feats: Personal Firearms Proficiency

Equipment: M2911A-1 Laser Pistol (mounted) and X25 Laser Carbine (mounted)

System Description:

Frame: Biodroid.

Locomotion: Legs (2, speed-enhanced).

Manipulators: Hands (2).

Armor: Duralloy Plus Armor.

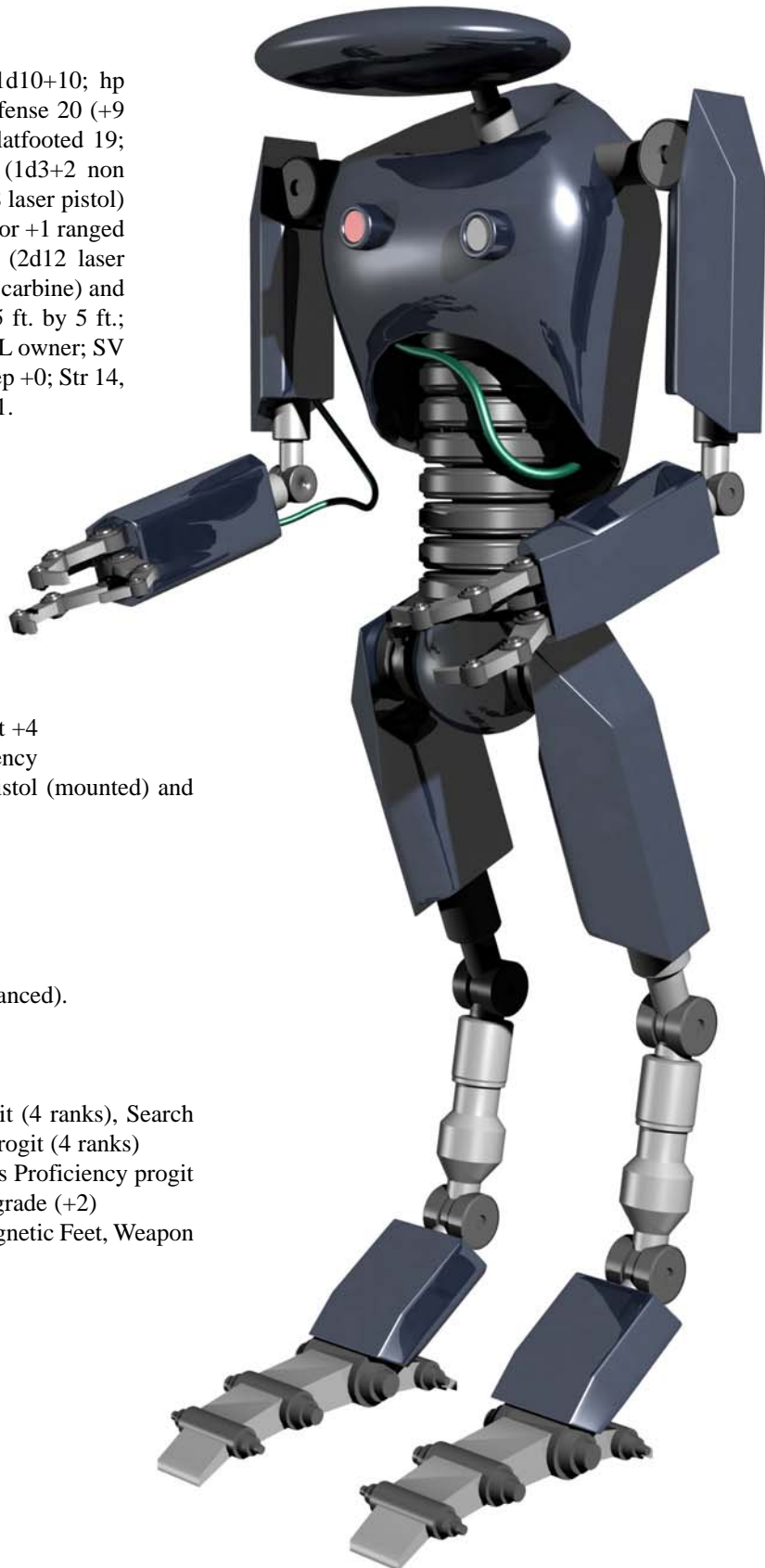
Sensors: Class IIIa.

Skill Software: Listen skill progit (4 ranks), Search skill progit (4 ranks), Spot skill progit (4 ranks)

Feat Software: Personal Firearms Proficiency progit

Ability Upgrades: Dexterity Upgrade (+2)

Accessories: AV Transmitter, Magnetic Feet, Weapon Mount (2).



Model SR-75C (Block 45)

SR-75 SENTRY DROID

Class IIIa Sensor System (PL 5)

This sensor system includes a video camera with I.R. capability, an audio receiver, a basic chemical sniffer, and a short range radar unit. A robot with this sensor package gets +1 equipment bonus on initiative checks.

Type: Audio, Olfactory, Visual

Purchase DC: 18

Duralloy Plus Armor (PL 6)

Duralloy Plus is an improved formulation of standard Duralloy. The armor gives better protection and is lighter resulting in a smaller speed penalty.

Equipment Bonus: +9

Weight: One-quarter of the weight of the robot's frame (rounded down).

Speed Penalty: -5 feet.

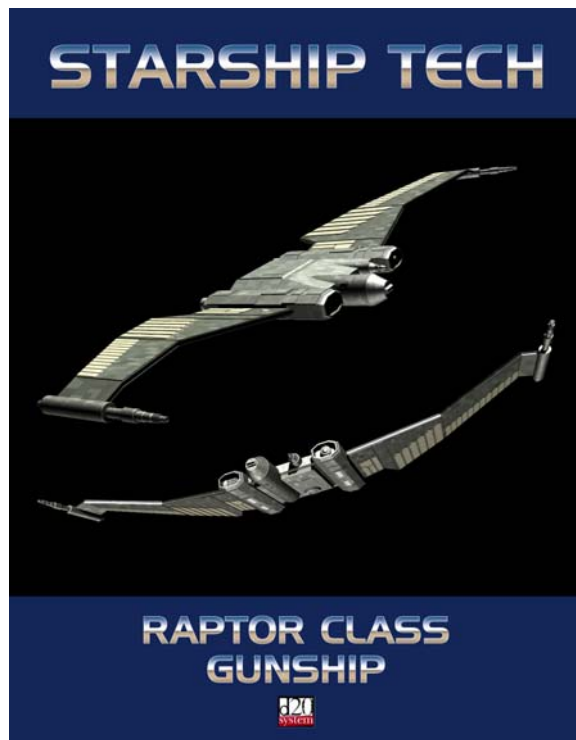
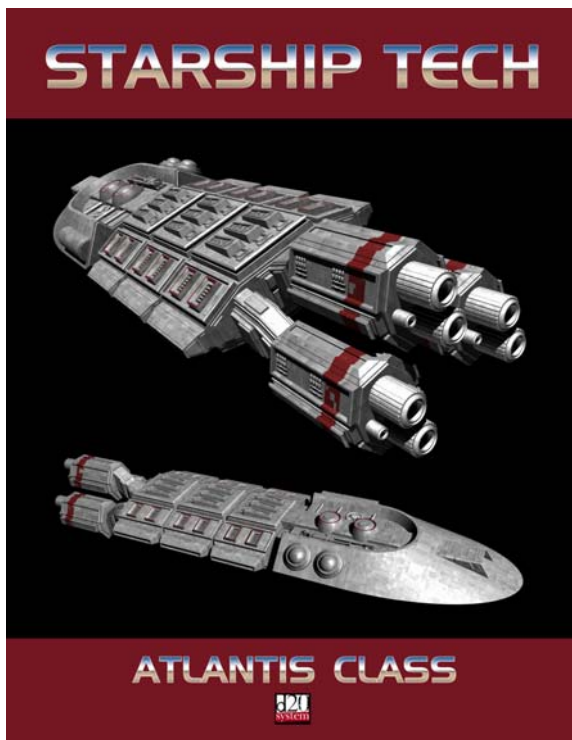
Purchase DC: 11 plus one-half the base purchase DC of the robot's frame.

Restriction: None

X25 Laser Carbine (PL 6)

Damage: 2d12; **Critical:** 20; **Damage Type:** Fire; **Range Increment:** 60 feet; **Rate of Fire:** S; **Magazine:** 50 box; **Size:** Medium; **Weight:** 6 lb.; **Purchase DC:** 18; **Restriction:** Mil (+3)

Also from Fat Dragon Games...



SR-75 SENTRY DROID

THE D20 SYSTEM TRADEMARK LICENSE VERSION 6.0

By downloading the enclosed graphic files and/or by returning the Confirmation Card as presented in the file "card.pdf," the Licensee ("You") accept to be bound by the following terms and conditions:

1. Copyright & Trademark

Wizards of the Coast, Inc. retains title and ownership of the d20 System trademark logos, the d20 System trademark, and all other copyrights and trademarks claimed by Wizards of the Coast in The Official Wizards of the Coast d20 System Trademark Guide found at www.wizards.com/d20 (the "d20 System Guide"), incorporated here by reference.

2. License to use

You are hereby granted the non-transferable, non-exclusive, non-sublicensable, royalty-free license to use the d20 System trademark logos, the d20 System trademark, and certain other trademarks and copyrights owned by Wizards of the Coast (the "Licensed Articles") in accordance with the conditions specified in the current version of this License and the d20 System Guide.

3. Agreement not to Contest

By making use of and/or distributing material using the d20 System trademark under the terms of this License, You agree not to contest the ownership of the Licensed Articles.

4. Quality Standards

The nature of all material You use or distribute that incorporates the Licensed Articles must comply with all applicable laws and regulations, as well as community standards of decency, as further described in the d20 System Guide. You must use Your best efforts to preserve the high standard and goodwill of the Licensed Trademarks. In order to assure the foregoing standard and quality requirements, Wizards of the Coast shall have the right, upon notice to You, to review and inspect all material released by You that uses the Licensed Articles. You shall fully cooperate with Wizards of the Coast to facilitate such review and inspection, including timely provision of copies of all such materials to Wizards of the Coast. Wizards of the Coast may terminate this License immediately upon attempted notice to you if it deems, in its sole discretion, that your use of the Licensed Articles does not meet the above standards.

5. Termination for Breach

In the event that You fail to comply with the terms of this License or the d20 System Guide, You will be considered to be in breach of this License. Wizards of the Coast will attempt to notify you in writing by sending a letter to the address listed on the most recent Confirmation Card on file, if any. Except as otherwise specified herein, you will have 30 days from the date of the notice (the "cure period") to cure the breach to the satisfaction of Wizards of the Coast. If no Confirmation Card is on file, you will be considered to be in breach of this License immediately. If, at the end of the cure period, the breach is not cured, Wizards of the Coast may terminate this License without further written notice to You.

6. Effects of Termination

Upon termination, You shall immediately stop all use of the Licensed Articles and will destroy any inventory or marketing material in Your possession bearing the d20 System trademark logos. You will remove any use of the d20 System trademark logos from your advertising, web site, letterhead, or any other use. You must instruct any company or individual that You are or become aware of who is in possession of any materials distributed by You bearing the d20 System trademark logos to destroy those materials. You will solely bear any costs related to carrying out this term of the License. In Wizards' sole discretion, Wizards may allow You to continue to use the License for Licensed Articles which otherwise comply with the terms of the License.

7. Penalty for Failure to Comply with Termination Instructions

If You fail to comply with the Effects of Termination, Wizards of the Coast may, at its option, pursue litigation, for which You shall be responsible for all legal costs, against You to the full extent of the law for breach of contract, copyright and trademark infringement, damages and any other remedy available.

8. Updates

Wizards of the Coast may issue updates and/or new releases of the d20 System trademark logos without prior notice. You will, at the earliest possible opportunity, update all material distributed by You to use the updated and/or new version of the d20 System trademark logos. You may continue to distribute any pre-existing material that bears an older version of the d20 System trademark logo.

9. Changes to Terms of the License

Wizards of the Coast may issue updates and/or revisions to this License without prior notice. You will conform in all respects to the updated or revised terms of this License. Subsequent versions of this License will bear a different version number.

10. Updates of Licensee information

You may transmit an updated version of the "card.pdf" Confirmation Card at any time to Wizards of the Coast.

11. Notices to Licensors:

Wizards of the Coast
c/o Publishing Division
Attn: Roleplaying Games Department
PO Box 707
Renton, WA 98057-0707

12. No maintenance or support

Wizards of the Coast shall have no obligation whatsoever to provide You with any kind of maintenance or support in relation to the d20 System trademark logos.

13. No Warranty / Disclaimer

THE D20 SYSTEM TRADEMARK LOGO FILES ARE MADE AVAILABLE ON AN "AS IS" BASIS. WIZARDS OF THE COAST DOES NOT MAKE ANY REPRESENTATION OR WARRANTY, WHETHER EXPRESS OR IMPLIED, AS TO THE FITNESS FOR A PARTICULAR PURPOSE, USE OR MERCHANTABILITY. WIZARDS OF THE COAST MAKES NO REPRESENTATION OR WARRANTY THAT THE D20 SYSTEM TRADEMARK LOGO FILES ARE ERROR-FREE.

SR-75 SENTRY DROID

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyright-ed material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copy-right law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
Droid Tech: SR-75 Sentry Droid Copyright 2005, Tullis Aviation Art, Ltd.
Fat Dragon Games is a product line owned by Tullis Aviation Art, Ltd.
All CGI renders Copyright 2005 Thomas A. Tullis