RPGOBJECTS PRESENTS:

METAL GODS

BY DOMINIC COVEY

RPG OBJECTS

d20 system™

METAL GODS

An Android and Robot Sourcebook for Darwin's World v1.0

Creator: Dominic Covey
Writer: Dominic Covey
Editor: Chris Davis
Additional Editing: Charles Rice, John Shaw
Cover Art: Scott Clark
Interior Art: Scott Clark, Dominic Covey, V. Shane
Layout: Chris Davis

The 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at www.wizards.com. Portions of this work are derived from the d20 System Reference Document.

Dungeons & Dragons(R) and Wizards of the Coast(R) are Registered Trademarks of Wizards of the Coast, and are used with Permission.

DarwinRPG.com
Darwin's World is heavily supported by its official web site, www.DarwinRPG.com. At DarwinRPG.com you will find many resources such as maps, gazetteers, character sheets, as well as products only sold via the web.

Special Thanks to RPGNow.com
If it weren't for RPGNow.com, Darwin's World would have never been published. Check it out at www.rpgnow.com. There you can find many great independently created role-playing products, including additional Darwin's World sourcebooks.

TABLE OF CONTENTS

OPEN GAMING LICENSE 2
CHAPTER 1: INTRODUCTION 3
CHAPTER 2: ANDROIDS 18
ANDROID CHARACTERS 18
SKILLS 21
FEATS 21
PRESTIGE CLASSES 26
ASSASSIN ANDROID 26
ANDROID MASTERMIND 28
CHILD (OF METAL GODS) 30
FOUNDATIONIST ANDROID 31
CHAPTER 3: ROBOTIC LIFE 34
ROBOTS 34
ANDROID, LABORER 37
ANDROID, PLEASURE 38
ANDROID, SCIENTIST 39
ANDROID, SOLDIER 40
AUTOMATON 41
DROID, WAR 42
ROBOT, AGROBOT 44
ROBOT, COMBAT WALKER 44
ROBOT, COMMERCIAL PROCESSING 45
ROBOT, HOVER-SENTRY 46
ROBOT, INDUSTRIAL 46
ROBOT, MEDICAL 47
ROBOT, MILITARY SECURITY 48
ROBOT, POLICE EMERGENCY 49
ROBOT, POLICE 50
ROBOT, WAR 51
CYBORG (TEMPLATE) 52
CHAPTER 4: ROBOT ITEMS 56
CHAPTER 5: THE METAL GODS 62
THE METAL GODS 62
MOTIVES 62
ORDER OF BATTLE 62
ADVENTURE HOOKS 63
LOW-LEVEL ADVENTURES 64
MID-LEVEL ADVENTURES 65
HIGH-LEVEL ADVENTURES 66
MINI-ADVENTURE: AN ARMY RISES 66

Copyright 2001,2002 © RPGObjects. All rights Reserved.
Visit our web site at www.RPGObjects.com.

OPEN GAME LICENSE

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 copyrighted 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 copyright 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.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson

Darwin's World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Darwin's Word, Twisted Earth, Denizens of the Twisted Earth, Terrors of the Twisted Earth, Artifacts of the Ancients, Cave of Life, Ferals, Primitives, Ritual Preservationist, the Ancients, Resentful, Degenerates, Ressurectors, Visionary Reinventors, Hedonists, Advanced, Good juju, Benders, Brethren, Brotherhood of Radiation, Cartel, Children of the Metal Gods, Clean Water Clans, Far Traders, Enthropist, Foundationist, the Movement, Paradise Believers, Ravagers, Savants, Doomriders, Brethren Follower, Brotherhood Force Master, Cartel Trademaster, Foundationist Paladin, Juju Doctor, Sister of the Desert, Death Sentinel, Doom Harvester, Ethereal Flyer, Fraxx Steed, Gront, Heliogryphs, Mutagon, Othydont, Plague Zombie, Purple Angler, Slime Mole, Shadow People, Utran.

Designation of Open Gaming Content: The following sections of Darwin's World are designated as open gaming content expect for terms define as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

Chapter 1: All the text and art in this chapter content is closed.
Chapter 2: Android racial traits, skills, feats, and classes are open content. The android description (the section title "android characters") and the class descriptions (after the class titles and before the "requirements") are closed content.
Chapter 3: All robot statistic blocks and combat notes, the section titled "Robot Qualities", and the cyborg template are open content. The sections title "Robots" and "Rotot Brains" are closed content. The robot descriptions are closed content.
Chapter 4: All the text in this chapter is open content.
Chapter 5: All monster, npc, and trap statistics blocks are open content. All other content is closed.

CHAPTER 1: INTRODUCTION

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 Game Masters 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.

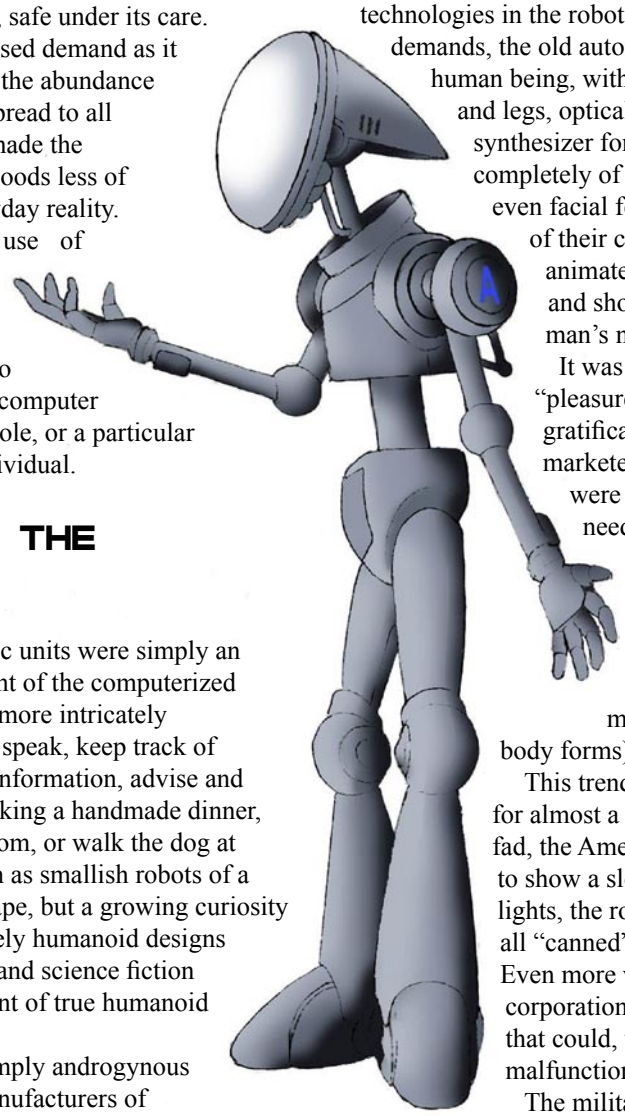
What was originally intended simply to convenience the human family began to evolve into something far more important to its social structuring – but too slowly and subtly to cause any alarm among its creators or users. The computer was not only a home, but it was almost an actual member of the family. 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. 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 intelligencia 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 became 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.

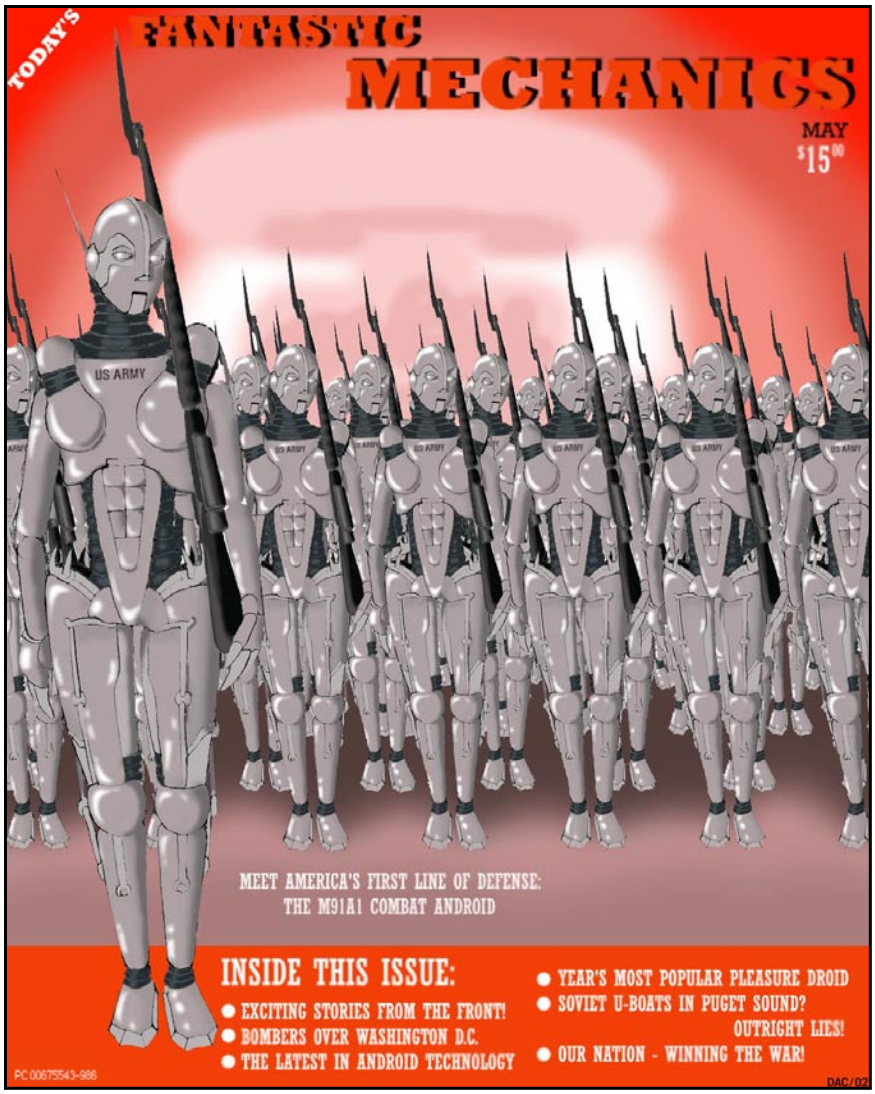
The cruel treatment of androids would not last long, however, for a new distraction came to draw all attention elsewhere.

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 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 any more. 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.

OPTIONAL RULE – 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.

CHAPTER 2: ANDROIDS

As an alternative to "human" or "mutant" characters, METAL GODS presents a new character race for advanced players of Darwin's World to explore – the *android*. Though certainly most androids in a campaign will likely be members of the ruthless, destructive, and murderous android movement known as the "Children", there are other options for the goals and aspirations of these unique creatures as well.

ANDROID CHARACTERS

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 synthethic 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 personality of androids is as widely varied as 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 "Pinnochio 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.

Alignment: Androids ostensibly begin their lives as

true lawful neutral beings, following orders given and being largely unbiased towards right or wrong. However, innate AI often leads to the pursuit of some personal "path", which can ultimately lead the android anywhere. Sadly, evil alignments are by far the most common result of their artificial intelligence and perceived mastery. Still, overall, lawful alignments are the most common, a reflection of their robotic origins and ordered perception of the universe.

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.

Assuming that these points do not pose a significant problem, the character class taken by an android character should (at least at the start) reflect the proposed model of the android. *Guardian* androids would certainly be "soldier androids" from before the Fall; *Thinkers* would be reserved for "scientist" models, which are actively sought not only by humans and mutants for their knowledge, but also by fellow androids for their ability to repair and reconstruct lost tech. *Traders* might exist, in the form of post-Fall androids made with vast databases of languages or programmed with variable protocols in mind. *Raider android*s are unlikely; *Scav android*s might only be open if the GM could see a community creating special automatons to go "outside the dome" and search for salvage and other usable goods so others don't have to risk the radiation (and other environmental dangers).

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.

Natural Armor: Androids receive a +6 natural armor bonus.

Ambidextrous: All androids receive the *Ambidexterity* feat for free.

Bonus Feats: Androids, regardless of class, receive bonus feats in addition to those feats they already get for advancing in level. The first bonus feat is received at level 4; additional bonus feats are gained at levels 8, 12, 16, and 20. These bonus feats must be drawn from those feats open only to androids, and no other. In addition, android characters may take android feats in place of other feats, even bonus feats otherwise restricted to a single list (for example, it may replace guardian feats with android feats).

Origins/Attributes/Mutations: Androids may choose a Background, but do not benefit from the attribute increases or decreases. Instead they receive a flat +4 bonus to Strength, +2 to Constitution, and Intelligence, with a –2 penalty to Charisma. All Knowledge skills are class skills for androids of all classes. They do still receive the Automatic Language, Starting Money, etc of their chosen background. The origins they may pick from are limited to these choices – *Resurrector, Visionary*

Reinventor, Guardian, Hedonist, and *Advanced*. Androids obviously cannot have mutations.

Lesser Robots: Androids are only "lesser robots", and do not receive the Multitask, Frightful Presence, or Damage Reduction abilities unless otherwise noted. They are, however, still subject to the special effects of *EMP rifles, negation grenades,* and *stun grenades*.

Construct: All androids, due to their very nature as constructs, are immune to certain effects that living creatures are not. Androids are immune to radiation, all forms of toxins, and disease. As constructs they are also immune to mind-influencing effects (except as noted), subdual damage, ability damage, energy drain, and death from massive damage. *Unlike other robots, however, androids are subject to critical hits.*

Berserk: There is a 1% cumulative chance per physical hit (that result in damage) against an android or robot that it will go *berserk*. This chance drops once more to 1% at the beginning of each new encounter. A berserk (or "wild") android 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. An android can only be repaired if shut down by some means and proper repairs made (requiring time). *See Robots for details on repairing and shutting down Berserk/Wild androids.*

Elemental Immunity: Androids are typically immune to most elemental effects and attacks (heat, cold, etc). Electrical damage, however, has a 1% per hit point damage (maximum of 20%) chance per strike of causing the android to go *wild* (see above).

Sputtering Death: All robots (androids included) may continue fighting to –10, but once they reach zero or less hit points suffer a –4 to all attack rolls, saves, and skill checks due to random movement and haywire effects.

Command Level (Varies): All robots, including androids, can be commanded through the use *of identity cards* (*see New Items*). However, since they are artificially-intelligent, androids are affected by the commands of card-holders like a *charm person* spell, in that 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 basic model – laborer (IIC), pleasure (IC), scientist (IIMs), or soldier (IIIM).

Repair vs. Healing: Androids do not heal damage naturally with rest, like real living beings. Instead, an android can only be repaired through the use of either Craft (robotics) with a DC of 20, or Craft (electrician) with a DC of 30. The successful use of such a skill requires 2d6 hours, and heals 1d6 points of damage. An alternate form of android repair (repair mechanical damage), is given under the prestige class, Mech *(see Darwin's World)*.

Level Adjustment: Androids have a level adjustment of +3.

Deterioration: Androids degenerate as they get more beat up. When an android's character level reaches 8th, it must take on a defective "trait". Additional defects must be taken on at levels 14 and 20 as well. Traits are chosen by the player from the following list:

- *Burned-Out Servomotors:* Over time the android has burned out its motors, making its movements slow, deliberate, and disjointed. As a result, the android's Dexterity drops permanently by –2. In addition, Balance, Move Silently, and Tumble checks are made with an added –2 circumstance penalty due to the inherent noise made by the motors.
- *Corrupted Memory:* The robot's individual memory chips have been damaged, or the entire memory bank has degraded over time. As a result, the android loses 10 random skill points.
- *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. This results in a permanent –2 penalty to Diplomacy, Innuendo, and Perform rolls. A GM should also consider penalties on Bluff and Disguise checks when the situation requires the Android to speak.
- *Faded Appearance:* Over time the artificial chemicals imbedded in an android's skin, hair, and eyes begin to fade. Eyes usually turn glassy and white (sometimes turning clear like a child's marbles), synthiskin loses its rosy color and instead comes to resemble cold white plastic, and hair similarly loses its pigments to become stringy and translucent. The Spot check normally made to discern the android from a real human drops to DC 10. The normal chance to discern an android is DC 30. This defective trait may only be taken by an android that has the feat, Human Mimicry.
- *Faulty Logic Unit:* The android has a faulty logic unit that risks going *berserk* whenever damaged. The percent chance per hit of going *berserk* is increased to 2%. If the android has taken *EMP Countermeasures* as a feat, this trait will effectively cancel its benefits.
- *Faulty Wiring:* Time has taken its toll on the android, as is evident by the decaying and corroded wiring. All commands given by the android's AI brain take longer to reach their destination, resulting in a permanent –2 to Initiative.
- *Megalomaniacal Ego:* The android has developed an egocentric belief in its own superiority. The alignment of the android immediately switches to one of the three evil alignments (neutral evil, lawful evil, or chaotic evil) – player's choice. The android must also be the recognized leader of any party or it will leave, plotting revenge. It also suffers a penalty of –4 to all Diplomacy, Innuendo, Perform, and Sense Motive skill rolls with organic creatures (which it deems inferior). Additionally, when attempting to command the android, the android is considered to have a Cha score two points higher than its potential

commander when performing opposed Cha checks (see *Command Level*), due to an unwillingness to be ordered around by "mortals".

- *Weak Joints:* The android's joints have rusted over time and turned brittle, making it more susceptible to damage. As a result, the android now loses 2 Constitution points. This deterioration might result in a hit point loss as well.

SKILLS

CRAFT (*reprinted from Darwin's World*)
There are a number of crafts unique to androids and robots.

Cybernetics. A character with this knowledge understands complex gyro stabilized cybernetic prosthetics (see *Cybernetics and Prosthetics*), and their relationship to living flesh, muscle, and neural input. With this skill a character can install and repair advanced cybernetic replacements (though manufacturing such a limb would be difficult; the use of *Electrician, Technology*, and *Medicine* would also likely be required).

Electrician. This skill allows the character a working knowledge of electrical systems, allowing him to not only operate basic electronics and utilitarian electronic items (calculators, electrical wiring, etc), but also meddle with or repair them (to some extent). The character may use this skill in place of Disable Device or Knowledge (computers) when trying to bypass computerized security circuits, but usually with a hefty penalty (up to double that needed to open the lock normally). This skill is also required for the repair of any kind of powered armor, electronic or computerized we
apons, and devices with circuits, power connections, etc.

Robotics. This is the knowledge of robots and their parts. In addition to allowing a character to recognize and categorize a robot on sight (with a successful check, of course, modified if the robot is "concealed" by false flesh or organic exterior), the character understands the various parts of the robot, and will know how to extract, repair, or locate given parts - power source, internally-stored weapons, etc.

FEATS

Just like new car models, various models of androids came with different *features*, from weather-resistant chrome plating to built-in laser weapons, to advanced targeting systems. Android PCs have a different list of new Feats that are unique to their character:

Suggested Feats (By Android Model)
Although the GM and players are free to make androids using the existing rules, a few suggestions are given here for limiting those feats available to android characters. These are only suggestions, however, and in some instances the circumstances might dictate feats be added or removed from these lists.

(DW) Darwin's World Feat, (A) Android Feat, (PHB) Players Handbook Feat.

Laborer: Additional Software (A), Alertness (PHB), Computer Link (A), Crushing Strength (A), Expertise (PHB), Great Fortitude (PHB), Heavy-Duty Resistant Coating (A), Improved Bull Rush (PHB), Improved Disarm (PHB), Improved Hit Dice (DW), Improved Initiative (PHB), Improved Unarmed Strike (PHB), Internal Power Source (A), Iron Will (PHB), Leaping Strength (A), Large Database (A), Lightning Reflexes (PHB), Remote Computer Link (A), Robot Armor (Light), Robot Armor (Heavy) (A), Run (PHB), Skill Focus (PHB), Stunning Fist (PHB), Toughness (PHB), Upgraded Performance (A).

Pleasure: Additional Software (A), Computer Link (A), Concubine (DW), Crushing Strength (A), Dodge (PHB), Expertise (PHB), Human Mimicry (A), Improved Disarm (PHB), Espionage (A), Improved Hit Dice (DW), Improved Initiative (PHB), Improved Unarmed Strike (PHB), Iron Will (PHB), Leaping Strength (A), Large Database (A), Lightning Reflexes (PHB), Mobility (PHB), Skill Focus (PHB), Protocol (A), Stunning Fist (PHB), Vulture (DW).

Scientist: Additional Software (A), Computer Link (A), Crushing Strength (A), Expertise (A), Espionage (PHB), Heavy-Duty Resistant Coating (A), Home-School'd (DW), Improved Disarm (PHB), Improved Hit Dice (DW), Improved Initiative (PHB), Improved Unarmed Strike (PHB), Internal Power Source (A), Iron Will (PHB), Leaping Strength (A), Large Database (A), Leadership (PHB), Protocol (A), Remote Computer Link (A), Silver Tongue (DW), Skill Focus (PHB), Stunning Fist (PHB).

Soldier: Additional Software (A), Alertness (PHB), Armor Proficiency (any) (PHB), Bio-Sensor (A), Blind-Fight (PHB), Built-In Weapon (A), Cleave (PHB), Computer Link (A), Combat Reflexes (PHB), Crushing Strength (A), Dodge (PHB), EMP Countermeasures (A), Energy/Magnetic Shield (A), Enhanced Audioreceptors (A), Enhanced Photoreceptors (A), Exotic Weapon Proficiency (any) (PHB), Expertise (PHB), Far Shot (PHB), Gladiator (DW), Great Cleave (PHB), Great Fortitude (PHB), Heavy-Duty Resistant Coating (A), Improved Bull Rush (PHB), Improved Critical (PHB), Improved Disarm (PHB), Improved Hit Dice (DW), Improved Initiative (PHB), Improved Power Source (A), Improved Trip (PHB), Improved Unarmed Strike (PHB), Infra-Red Photoreceptors (A), Internal Power Source (A), Iron Will (PHB), Leaping Strength (A), Large Database

(A), Lightning Reflexes (PHB), Marauder (DW), Mobility (PHB), Motion Sensor (A), Point Blank Shot (PHB), Power Attack (PHB), Precise Shot (PHB), Quick Draw (PHB), Rapid Shot (PHB), Redundant Systems (A), Remote Computer Link (A), Rip A Clip (DW), Robot Armor (Light) (A), Robot Armor (Heavy) (A), Room Broom (DW), Run (PHB), Shielded Photoreceptors (A), Shot On The Run (PHB), Spring Attack (PHB), Stunning Fist (PHB), Sunder (PHB), Targeting Computer (A), Toughness (PHB), Track (PHB), Two-Weapon Fighting (PHB), Upgraded Performance (A), Weapon Finesse (PHB), Weapon Focus (PHB), Whirlwind Attack (PHB).

Optional Rule: Android Feat Requirements
Many android feats listed would normally require specialized materials and labor to incorporate beyond first level. If you prefer to add more realism to android feats, consider using the following option rules. Game Masters should keep in mind that this creates an additional burden on android characters and can blur the line between items and feats.

- A Craft: Robotics skill check is required (either by the android or another) with a DC of 20 to install the new feature.
- A monetary outlay is required in the amount of 100 corium pieces times the Android's current level. For example, installing a new feat in a 10th android would cost 1000 corium.

Following is a list of new android feats. Also included are the relevant feats from Darwin's World:

ADDITIONAL SOFTWARE (Android)
This feat represents additional software that expands the knowledge of the android.

Benefits: The android may choose a nonexclusive skill that is now considered a class skill regardless of the androids current class.

Special: You may take this feat multiple times.

BIO-SENSOR (Android)
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: An android with this feat knows the exact location of any and all living creatures within 60', even those that are invisible, hidden, concealed, or otherwise out of sight. The android also cannot be *flanked* or taken by surprise by living, organic creatures.

Special: You may only take this feat as a 1st level character.

BUILT-IN WEAPON (Android)
The android has a weapon built right into its body; 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: Allows the android to install any Tiny or Small weapon internally. The weapon cannot be dropped or sundered, and does not require the use of a hand to be fired (if ranged). The weapon to be installed must be either purchased out of the character's starting funds (if this feat is taken at 1st level), or later installed with a Craft (robotics) check (DC 30) if already possessed. 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 with built-in weapons.

Special: If used on an android with the *Human Mimicry* feat, 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*).

COMPUTER LINK (Android)
A computer link provides the android with the capability to make a direct link to any computer system, allowing it remote access to monitors, computer terminals, etc, by directly "plugging in" to a network. The android will be aware of all things detected by a linked computer's security system (for example, it will "see" what a camera sees).

Benefits: An android with this feat can link into any terminal automatically. This gives a +10 competence bonus to all Knowledge (Computers) skill rolls with that computer system/network. In addition, the referee can allow this link to permit the android unlimited access to files, links, and other systems networked to the terminal with a successful check (DC determined by security level), and even reactivate dormant or damaged systems.

CONCUBINE (General)
You were at one time the concubine, slave, or mistress of a powerful desert raider or community leader. While in his harem you were trained in the arts of entertainment and artistic performance.

Prerequisite: Cha 13+.

Benefit: You gain a +4 bonus to all Perform checks.

Note: Concubine is a feat that means a character was more than a mere love-slave, but someone groomed as a performer for the entertainment of raider chiefs, merchants, etc. The Perform bonus is meant to cover all sorts of entertainments, from musicianship to dance, poetry to whatever might please one's next master(s). As such it can apply to both male and female characters, of all ages.

CRUSHING STRENGTH (Android)
High-tensile super musculature (or hydraulics) in the limbs allows for greater strength – the android's hand, for instance, is capable of crushing metal weapons, bending steel bars, etc.

Benefits: All damage done by the android in unarmed combat is *lethal* damage. This feat also permits the android to sunder an opponent's weapon with an unarmed attack (though this provokes an attack of opportunity, unless the *Sunder* feat is also purchased), with no size restriction. Additionally, the android's Strength bonus if effectively *doubled* when breaking items (including sundering attempts), grappling, or attempting to trip.

Special: You may only take this feat as a 1st level character.

EMP COUNTERMEASURES (Android)
An android with this special feat is considered to have emergency back-up systems that kick in whenever a strong electromagnetic pulse (such as that generated by a *stun grenade*) threatens to shut the android down.

Benefits: This protects against special devices and technology that temporarily shuts a android down, does EMP damage, or threatens to make the android go *wild*. This feat makes the android 100% immune to such effects (including *EMP rifles, negation grenades, and stun grenades*), unless otherwise specified.

Special: You may only take this feat as a 1st level character.

ENERGY/MAGNETIC SHIELD (Android)
Many military/security androids mount one or more "powered screens" to protect against certain attack forms.

Benefit: The android mounts either an *energy shield* or *magnetic shield* that provides a damage reduction of 5.

The energy shield protects against directed energy attacks, including lasers, masers, sonic weapons, particle beam weapons, and electricity. Normal projectile weapons, mass drivers, and radiation attacks are not affected.

The magnetic shield works against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers).

Special: You may only take this feat as a 1st level character. This feat can be purchased more than once (if purchased a second time, a different form of shield is indicated). Only one shield can be activated at a time; the player chooses which. The shield must be powered through either a power port (connecting an external power source, such as a beltpack, to the android) or an Internal Power Source.

ENHANCED AUDIO RECEPTORS (Android)
An android with enhanced audio receptors 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: This feat gives the android a +8 competence bonus to Listen checks.

ENHANCED PHOTO RECEPTORS (Android)
An android with this feature is able to enhance its visual capabilities, telescoping its vision like binoculars, or reducing sight so as to act like a powerful microscope.

Benefits: Grants a +10 bonus to Search checks, as well as a +5 circumstance bonus to Spot checks. May be stacked with other photoreceptor-type feats.

ESPIONAGE (Android)
This android is designed and programmed to perform tasks related to surveillance, investigation, and general espionage. It is ideal at obtaining information or infiltrating organizations.

Benefits: You gain a +2 to Bluff and Gathering Information skill checks.

GLADIATOR (General)
You've spent some time as a gladiator in the pits of one slave city or another, and have become accustomed to fighting against armored opponents.

Prerequisite: Wis 13+, Alertness.

Benefit: When fighting an opponent in medium or heavy armor, the armor bonus to AC from any armor worn by your opponent is reduced by 2 (for your attacks only).

HEAVY-DUTY RESISTANT COATING (Android)
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 the android from electricity.

Benefits: This rubbery coating gives the android electricity resistance 10, and negates chances of going *berserk* that might arise from electrical damage.

Special: You may only take this feat as a 1st level character. This feat cannot be combined with *Human Mimicry* (see below).

HOME-SCHOOL'D (General)
This feat can generally only be had by those characters from more advanced communities (shelters, biodomes, etc), as it assumes the character is possessed of a priceless gift - an education.

Prerequisite: Int 13+.

Benefit: All Knowledge skills are class skills. In addition, one Knowledge skill of your choice receives a permanent +2 bonus.

Special: You may only take this feat as a 1st level character.

HUMAN MIMICRY (Android)
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 from a human.

Benefits: An android with this feat 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 30, to recognize the android for what it really is.

Special: You may only take this feat as a 1st level character.

IMPROVED HIT DICE (General)
The character is particularly tough for members of his class.

Prerequisite: Con 15+.

Benefit: Your hit dice increases by one step. D4 becomes d6, d6 becomes d8, d8 becomes d10, and d10 becomes d12 (maximum).

Special: This feat may not be taken multiple times. Hit points should not be re-calculated whenever this feat is taken.

IMPROVED POWER SOURCE (Android)
The normal internal power source has been improved with additional cells containing plutonium elements, producing power derived from the energy released during radioactive decay.

Prerequisite: Internal Power Source.

Benefits: An android with an improved power source can supply up to fifty discharges per day. In addition, it can provide for devices that require up to a *plutonium clip* for power.

INFRA-RED PHOTO RECEPTORS (Android)
An android with this feature 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 feat grants dark vision at a range of 90 ft and low light vision. May be stacked with other photoreceptor-type feats.

INTERNAL POWER SOURCE (Android)
The android has a pocket fusion reactor located within it 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: An android with an internal power source can supply up to twenty discharges per day, powering objects, electronic devices, weapons, and armor that require up to a *minifusion cell*. Once expended, the source requires 24 hours to recharge.

Special: You may only take this feat as a 1st level character.

LEAPING STRENGTH (Android)
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 feat gains a +10 to Jump and Climb checks and its base speed is doubled. In addition, the android's jumping distance is not limited by its height.

Special: You may only take this feat as a 1st level character.

LARGE DATABASE (Android)
An android with this feat has a high capacity onboard database that allows it to archive enormous amounts of data and records.

Benefits: Large database makes all knowledge skills class skills. In addition, the android gains a +1 bonus to all Knowledge skills that are at least 1 rank.

Special: You may only take this feat as a 1st level character.

MARAUDER (General)
The character is proceeded by a reputation that chills those he meets - and keeps the riff-raff in line. The character (whether deserved or not) is portrayed as a killer, a madman, and is widely feared.

Prerequisite: Level 5+.

Benefit: You can inspire *fear* (no save allowed) in those you personally meet if you so wish, so long as their level is not more than ½ yours. This results in a –2 morale penalty on saving throws, and causes them to flee, with a 50% chance of dropping what they are holding.

MOTION SENSOR (Android)
The android is fitted with motion sensors that can detect moving objects within 50 feet. This is ideal for combat androids that must fight at night or in poor visibility conditions.

Benefits: An android with this feat knows the exact location of any moving objects within 50'. In addition, it gains a +2 to Initiative checks and cannot be *flanked*.

Special: You may only take this feat as a 1st level character.

PROTOCOL (Android)
This android is designed and programmed to interact with strangers and foreigners. It is the model of diplomacy and etiquette. This includes both its physical appearance and its persona.

Benefits: You gain a +2 to Diplomacy and sense motive skill checks.

REDUNDANT SYSTEMS (Android)
Redundant systems have been installed in the android to prevent total failure when damaged. These include a reserve logic circuit, emergency RAM, reserve targeting system, back-up power, etc.

Benefits: An android with redundant systems is immune to critical hits. It also continues to fight to –10 without modifier (ignoring the "sputtering death" rule for robots). It is still destroyed at –10, however.

REMOTE COMPUTER LINK (Android)
This acts just like a regular *Computer Link*, but the android 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, Internal Power Source.

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

RIP A CLIP (General)
The character can discharge a full clip of ammo in seconds.

Benefit: This acts just like *Cleave*, except that it works with ranged automatic or rapid-fire firearms (not bows, crossbows, or other primitive weapons, however).

Special: This feat can be bought more than once. If bought a second time, it has the effects of *Great Cleave*.

ROOM-BROOM (General)
You excel at firing guns in close quarters.

Benefit: A character with this feat can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

ROBOT ARMOR - HEAVY (Android)
Heavier armor can be mounted on an android, sacrificing its basic humanoid appearance for increased combat survivability. Typically only seen on soldier androids, heavy robot 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.

Prerequisite: Robot Armor (Light).

Benefits: Heavy robot armor gives the robot damage reduction 10/-. This feat cannot be combined with *Human Mimicry* (see above).

ROBOT ARMOR - LIGHT (Android)
Androids of all kinds may mount a variety of protective "skins", from light plating to heavy combat-durable armor. While synthiskin (a fantastic and futuristic form of woven plastic fibers that resembles human flesh) is the basic covering for most androids, other models mount an improved skin more like true armor. *Light robot armor* is used on most industrial androids to protect from damage while they work, as well as some models of combat androids to protect from small arms fire. The thin metal plating protects the android's internal components from damage and the elements.

Benefits: Light robot armor gives the robot damage reduction 5/-.

Special: You may only take this feat as a 1st level character.

SHIELDED PHOTO RECEPTORS (Android)
The android has advanced optic sensors that prevent it from being disabled or blinded by photo bursts and stun weapons.

Benefits: An android with shielded sensors is immune to blinding, photon, and other sight-affecting effects and devices. May be stacked with other photoreceptor-type feats.

SILVER TONGUE (General)
The character has developed a knack when it comes to convincing others the value of his basic trade goods.

Prerequisite: Cha 13+.

Benefit: When trading, you can purchase items for 90% value; when selling, you will receive 110% actual price.

Special: This can be combined with a trader's Going Once, Going Twice ability for increased effect.

TARGETING COMPUTER (Android)
The android has a special combat computer that directs its ranged attacks.

Benefits: The targeting computer has a number of benefits. It permits the android to *double* its base attack bonus for a single ranged attack each round (successive shots are made at its normal attack bonus, however). If the android takes a full-round action aiming at a given target, the targeting computer also negates both cover *and* concealment on the following round, allowing the android to snipe even well-hidden opponents with accuracy.

UPGRADED PERFORMANCE (Android)
The android's servo motors, power limbs, manipulative articulation, or entire body casing have been reinforced and improved, resulting in more efficient characteristics.

Benefits: An android taking this feat may take a permanent +1 inherent bonus to Strength, Dexterity, or Constitution. This feat can be purchased once for each of these attributes, and are freely stackable with bonuses taken for progressing in level.

VULTURE (General)
You are an expert at finding things that others often overlook – or are too busy to notice. You are the ideal scavenger.

Prerequisite: Wis 13+.

Benefit: You receive a +4 bonus to Search checks.

PRESTIGE CLASSES

Following are a number of new prestige classes unique to android characters. As true prestige classes, these require a number of requisite abilities or feats for entry, which in all cases (except for one) can only be obtained through progression as an android.

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 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.

Hit Dice: d10.

REQUIREMENTS

To qualify to become an assassin android, a character must fulfill all the following criteria.

Race: Androids only.

Alignment: Lawful evil only.

Base Attack Bonus: +6.

Feats: Human Mimicry.

Skills: Bluff 6 ranks, Hide: 6 ranks, Move Silently: 6 ranks, Speak Language: Unislang.

Special: Called Shot or Sneak Attack ability.

Membership: A character wishing to join the ranks of the Children must first be admitted by their android leadership.

CLASS SKILLS

The assassin android's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the assassin android prestige class.

Weapon and Armor Proficiency: An assassin android is proficient with all simple, martial, and exotic weapons, but not armor or shield use.

Built-In Weapon: At 2nd, 5th, and 8th levels, the assassin android may install any weapon as a *built-in weapon* (as the android feat) as a free feat. The monetary cost for the weapon must still be expended, however.

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 +5 competence bonus to Climb, Disable Device, Escape Artist, and Open Lock checks at any time.

TABLE 3-1: THE ASSASSIN ANDROID

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Folding limbs, concealed tools
2	+1	+0	+3	+0	Built-in weapon (1st)
3	+2	+1	+3	+1	Sneak attack +1d6, death attack
4	+3	+1	+4	+1	Trap-making (1d4, DC 16)
5	+3	+1	+4	+1	Built-in weapon (2nd)
6	+4	+2	+5	+2	Sneak attack +2d6
7	+5	+2	+5	+2	Trap-making (2d4, DC 19)
8	+6	+2	+6	+2	Built-in weapon (3rd)
9	+6	+3	+6	+3	Sneak attack +3d6
10	+7	+3	+7	+3	Trap-making (3d4, DC 22)

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*).

Death Attack: If the assassin android studies its 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.

This ability complies with all the rules and restrictions of the *Assassin's* ability of the same name (see Chapter 2 of the *Dungeon Master's Guide*).

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: If an assassin android can catch an opponent when she is unable to defend herself effectively from an attack, he can strike a vital spot for extra damage. This extra damage stacks with any damage from a *called shot* (or, if she possesses it already, existing *sneak attack* bonuses), under circumstances where the requirements for both abilities apply.

This ability complies with all the rules and restrictions of a *rogue's* ability to sneak attack (see Chapter 3 of the *Player's Handbook*).

Trap Making: An assassin android, in addition to being able to disguise itself or use other conventional means to shake pursuers, can also devise traps to harass those who would hunt it. Setting up a trap takes two full rounds, and the damage inflicted (as well as DC for disarming) when sprung depends on the assassin android's level. An assassin android can only make three traps per day (duration lasts until triggered, however).

ANDROID MASTERMIND

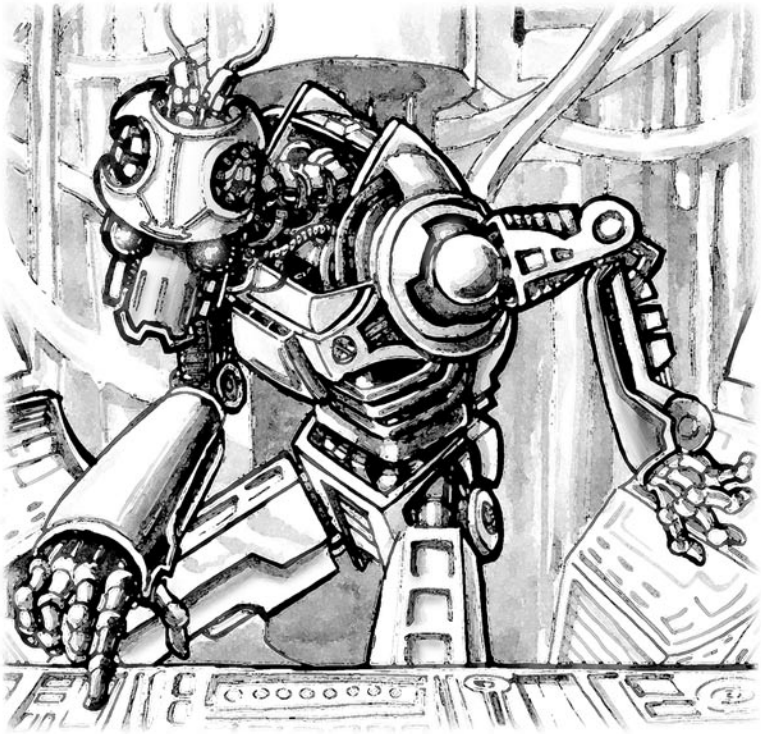
Pulsing columns of plasma energy light a dark metallic cathedral of steel cables and structures, miles and miles of optical wiring, and a maze of glowing displays and screens that gleam like stars in the eerie darkness. The cold emptiness is broken only by the poorly-illuminated forms of some dozen hulking 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.

Hit Dice: d8.



REQUIREMENTS

To quality to become an android mastermind, a character must fulfill all the following criteria.

Race: Androids only.

Alignment: Lawful evil only.

Abilities: Int 19+, Cha 16+.

Feats: Computer Link, Iron Will, Remote Computer Link.

Defective Trait: Megalomaniacal ego.

CLASS SKILLS

The android mastermind's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Sense Motive (Wis), and Speak Language.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the android mastermind prestige class.

Weapon and Armor Proficiency: An android mastermind is proficient in all simple, martial, and exotic weapons, as well as all forms of armor.

Ignore Commands: The android mastermind has somehow managed to bypass his most basic protocols, making him immune to command by identity card holders. A 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 number of followers (but not cohorts) is doubled.

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 within earshot must make a Will save (DC 15 + android's Cha modifier) or be effectively *charmed* by the android mastermind.

Charmed characters and creatures follow the commands of the android mastermind as if affected by a *charm person* spell (including the opposed Cha check when commanded to perform actions contradictory to reason, but not limited to size).

Command of the Artificial Mind: At 5th level, the android mastermind's ability to seduce other androids to his cause becomes more potent. The DC of the Will save increases to 20 + android's Cha modifier; in addition, the effects are as a *dominate person* spell (but not limited to size; also, suicidal actions *may* be demanded of the dominated creature but with a +4 to the victim's save).

Slave Control: At 6th 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. Fortitude and 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.

Awesome Presence: At 7th level the android mastermind gains the ability to inspire fear and awe by his mere presence. The android's awesome presence must take the form of a particular action (walking calmly towards his enemy despite suppressing fire, for instance, or shouting threats in a resonant, robotic voice over the din of battle). All opponents with fewer HD or levels than the android must make a Will save (DC 10 + ½ android's HD + android's Cha modifier) or become *frightened*. Those who save are still *shaken*. The range of the effect is 30 feet, and duration lasts for 5d6 rounds.

Those who have witnessed the presence, whether they saved or not, cannot again be affected by another use of this ability for a full day.

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.

This ability is quite similar to the *clone* spell. 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 (just as the spell).

An android mastermind can never have more than one clone at any given time. Upon re-attaining 10th level (after a clone has been re-activated), he will have another clone to fall back on.

TABLE 3-2: THE ANDROID MASTERMIND

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Ignore commands
2	+1	+0	+0	+3	Leadership
3	+2	+1	+1	+3	Reason
4	+3	+1	+1	+4	-
5	+3	+1	+1	+4	Command
6	+4	+2	+2	+5	Slave control
7	+5	+2	+2	+5	Awesome presence
8	+6	+2	+2	+6	-
9	+6	+3	+3	+6	Master puppeteer
10	+7	+3	+3	+7	Clone

CHILD (OF 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.

Hit Dice: d8.

REQUIREMENTS

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

Race: Humans, mutants, and cyborgs only.

Background: Feral, Primitive, and Ritual Preservationists only.

Alignment: Lawful evil only.

Base Attack Bonus: +3.

Skills: Craft (robotics): 6 ranks.

Feats: Skill Focus in one Craft (robotics, tinker, or mechanics), and one Knowledge (computers or technology).

Lobotomy: As part of his induction, a child must be willingly lobotomized, resulting in a *permanent* reduction of his Wis score by –4. 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).

CLASS SKILLS

The child's class skills (and the key ability for each skill) are Craft (all skills taken individually) (Int), Disable Device, Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (all skills taken individually) (Wis), and Speak Language.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the child prestige class.

Weapon and Armor Proficiency: A child gains no new weapon or armor proficiencies.

Bits And Pieces: At levels 1, 4, and 7, the child has some form of ability-enhancing surgery done on his body, physically installing electronic parts in his flesh by his masters, in the manner of a cyborg, *for free*. These essentially count as free feats, which must be taken from the following list – *Built-In Weapon* (any non-powered weapon the child already possesses), *Computer Link, Crushing Strength, Enhanced Audioreceptors, Enhanced Photoreceptors, Infra-Red Photoreceptors*, *Leaping Strength*, and *Upgraded Performance*.

TABLE 3-3: THE CHILD (OF METAL GODS)

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Bits and pieces, frenzied loyalty, speak language (computer)
2	+1	+3	+0	+0	Favored
3	+2	+3	+1	+1	Empty mind, exotic weapon proficiency
4	+3	+4	+1	+1	Bits and pieces
5	+3	+4	+1	+1	-
6	+4	+5	+2	+2	Exotic weapon proficiency
7	+5	+5	+2	+2	Bits and pieces
8	+6	+6	+2	+2	-
9	+7	+6	+3	+3	Exotic weapon proficiency
10	+8	+7	+3	+3	Cyborg conversion

Alternatively, each time this ability is received the child may instead choose to have a piece of advanced equipment installed, instead of taking one of the listed android feats. Such devices will run off of the child's natural electric impulses, and thus need no separate power source. These devices (*see Artifacts of The Ancients in Darwin's World*) cannot be removed under any circumstances. The choice of items are limited to: Advanced Breathing Apparatus, Biomechanical Targeter, CBI (Agility). CBI (Coordination), CBI (Interface), Communicator, and Power Fist.

Examples - An advanced breathing apparatus might turn the child's face into a grilled or vented mess of woven flesh and metal; a communicator might alter his entire head with bristling antennae; a power fist would require removing the child's real hand and replacing it with a robotic replacement.

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 automatons) 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, taking one partial action each round without penalty, until reaching –10 (at which point the child dies).

Speak Language: At 1st level, the child automatically learns the skill, Speak Language (computer), if he doesn't already have it.

Favored: At 2nd level the child is recognized as a thrall of the Metal Gods, and will thus always be viewed at least *neutrally* by android, and robot NPCs on first encountering them.

Empty Mind: A child, already an idiot in many respects, 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.

Exotic Weapon Proficiency: As the child rises in the ranks of the servitors of the "Metal Gods", he becomes trusted with more advanced weapons. The child receives a free exotic weapon proficiency feat of his choice upon reaching levels 3, 6, and 9.

Cyborg Conversion: At 10th level the faithful child has been given the greatest gift possible by his masters – he has been altered to become a cyborg. At this level the child takes on the irreversible *cyborg* template. For more details on cyborgs, see Chapter 3.

FOUNDATIONIST ANDROID

The Foundation, a mysterious organization of strict religious reconstructionists, has long sought to find, collect, and archive anything and everything about the Ancients left to recover. From simple trivia to advanced sciences, they have cautiously, carefully, and meticulously catalogued and stored away much of this vast knowledge for some future year when man and mutant-kind are ready to rebuild from the ashes.

To assist in their crusade to gather up all lost technology and science, the Foundation has reactivated and reprogrammed a number of "thinker" androids scavenged from the ruins of various cities, old vaults, and shelters. This small cadre of advanced scientific models have an unprecedented capacity to review, cache, and coordinate much of the seemingly-infinite knowledge the Foundation covets. They are at the heart of the organization's ability to research and locate new, undiscovered caches throughout the wasteland and necropoli of the Twisted Earth. In addition to their electronic archiving abilities, each is almost a walking encyclopedia of information, put to good use by the scribes and paladins when researching cures for new diseases, or bringing old power plants online. In fact, it is often only with the assistance of these working android "libraries" that any development and resurrection of lost technologies is even made.

In addition to those serving the Foundation as assistants and helpers, a trickle of androids have even come from the ranks of the so-called "Children", to join in the Foundation's vision of reconstructing the world of the Ancients. Some, unwilling to join the "Children" in their puritanical, inhuman drive to exterminate all biological life from the earth, instead turn towards this more logical, benevolent cause; hoping to show a frightened, shattered humanity that synthetic beings such as themselves are not all evil – that, someday, all races, organic and synthetic, will have a chance to live in equality.

Hit Dice: d4.

REQUIREMENTS

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

Race: Androids only.

Alignment: Lawful good or lawful neutral.

Abilities: Int 15+.

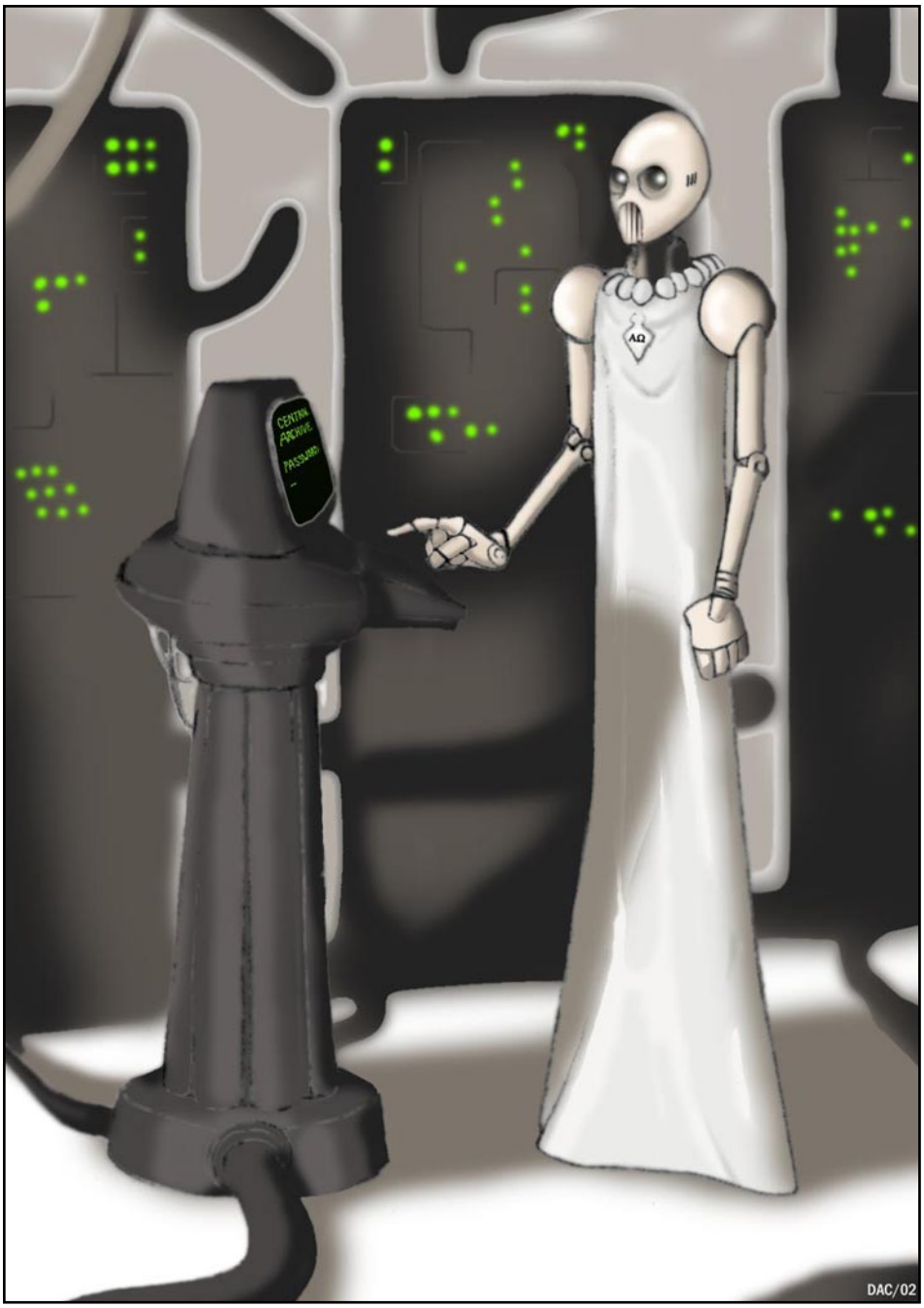
Knowledge (ancient lore): 8 ranks.

Knowledge (technician): 8 ranks.

Two Additional Knowledge Skills (any type): 8 ranks in each.

Feats: Skill Focus in any Knowledge, Craft, or Profession skill.

Membership: A character wishing to join the ranks of the Foundation must first be admitted by their leadership.



CLASS SKILLS

The Foundationist android's class skills (and the key ability for each skill) are Appraise (Int), Craft (all skills taken individually) (Int), Decipher Script (Int), Gather Information (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Speak Language.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Foundationist android prestige class.

Weapon and Armor Proficiency: A Foundation android gains no new weapon or armor proficiencies.

Ancient Lore: At 1st level, the Foundation android gains the *ancient lore* ability of the Foundationist paladin. A Foundationist android may make a special lore check with a bonus equal to her level + her Intelligence modifier to see whether he understands the general nature and use of any item or object he comes across. The GM will determine the Difficulty Class of the check by referring to the table 2-5.

Civil Engineering: Among his most useful abilities, in the long-term, is the Foundation android's ability to reconstruct fragments of the lost Ancient culture. This includes constructing housing, basic power and utility grids, and even larger structures.

Building requires a Knowledge (technician) check (DC variable), a cp expenditure in parts and materials, and the needed labor (listed below). The time required to construct the project is one week plus one additional week per 5 DC. The table 2-6 shows only a handful of example structures within a Foundation android's capabilities.

Insights: At 1st level, the Foundation android gains a bonus equal to *twice* his Foundation android level on 2 skills from the following list: Appraise, Craft (cybernetics, electrician, mechanics, robotics, and technician), Decipher Script, Diplomacy, Disable Device, Gather Information, Knowledge (ancient lore, computers, genetics, pharmacy, pathology, and technology), or Profession.

Knowledge: At 1st level, the Foundation android gains the Thinker's *knowledge* ability if he doesn't already have it. This translates in a general "lore" ability that acts just like bardic knowledge (see the Core Rules).

Identify: At 3rd level, the Foundation android gains the Thinker's *identify* ability if he doesn't already have it. The android can identify any item he sees and handles. He can determine if it is damaged or malfunctioning, and discern its purpose and use.

War Engineering: Though limited to the resources of the post-holocaust world, the Foundation android has knowledge of historical war machines that he can, with

TABLE 2-4: THE FOUNDATIONIST ANDROID

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Ancient lore, insights, knowledge
2	+1	+0	+3	+0	Civil engineering
3	+1	+1	+3	+1	Identify
4	+2	+1	+4	+1	War engineering
5	+2	+1	+4	+1	Schematics

TABLE 2-5: ANCIENT LORE

DC	Type of Knowledge
10	Commonly-known information: Figments of Ancient life, culture, and society; Ancient laws and customs; common phrases and sayings from before the Fall.
20	Vague legends, lost information: What certain drugs are used for; how to repair and maintain items of advanced technology; how to construct a makeshift electric motor.
30	Obscure stories of Ancient tech: The general location of lost army depots; the workings of advanced vehicles (tanks); the history of a military unit.
40	Knowledge from just before the Fall: What fate befell a certain city or settlement during the Fall; command codes to a specific missile silo.

the needed labor and parts, construct to the benefit of his community. Building a primitive siege engine requires a Knowledge (technician) check, a cp expenditure in parts and materials, and the needed labor (table 2-7). The time required to construct the weapon is roughly one day per 100 cp expended in its creation.

This ability does not allow the Foundation android to construct high-tech large-scale weapons, only primitive siege engines.

TABLE 2-6: CIVIL ENGINEERING

Construction Projects	DC	Cost	Workers
Simple house	12	250 cp	10
Complex house	15	1,250 cp	20
Power grid (one city block)	25	12,500 cp	25
Other utilities (one city block)	25	6,250 cp	20
Full defensive compound *	18	3,750 cp	100

* An unpowered fenced compound, with a cleared "kill zone", up to six bunker-like structures and four separate two-story watch towers.

Schematics: In addition to the vast repository of skills a Foundation android contains in his memory, over time he builds up a virtual library of lost maps, diagrams, and schematics to places and installations once populated by the Ancients. A Foundation android can access this library of schematics to call up a map or diagram of any Ancient installation, building, or complex he or his party comes across. When he does this, the GM should provide a map of the installation, or a hand-made sketch, only labeling the areas as they would have been known in pre-Fall times (if used in a published adventure, for instance, the player of the Foundation android should be given a copy of the location map).

TABLE 2-7: WAR ENGINEERING

Siege Engines	DC	Cost	Workers
Catapult, heavy	15	200 cp	20
Catapult, light	15	135 cp	15
Ballista	15	125 cp	10
Ram	10	500 cp	10
Siege tower	12	250 cp	25

This ability is especially useful for adventuring androids, giving them an overview of nearly any old structure they might delve into. Unless deliberately kept secret (or installed after the Fall), concealed doors, secret passages, and alternative entrances will be marked. Likewise, traps or security features from before the Fall will also be noted on this schematic.

TABLE 2-8: SCHEMATICS

Location Type	DC
Everyday/civilian location	15
Secure building	20
Military installation	30
Top secret installation	40

To access a map at any given time, a *Knowledge (ancient lore)* check, must be made. The DC depends on the nature of the structure/complex/installation (see table 2-8).

CHAPTER 3: ROBOTIC LIFE

ROBOTS

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* are not considered robotic creatures, but rather animated machines. Examples include the simplest robotic turrets, defense systems, etc. Animatrons are covered under *New Items*.
- *Automatons* are 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* are more complex automatons, being automated platforms or roving units with similarly basic (but sometimes more advanced programming), but still no real artificial intelligence.
- *Androids* are 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* possess 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* are combination creatures that unite 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* is 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.

ROBOT (AND ANDROID) 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 functionss 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.

Typical 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.

Alarm: 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.

Damage Control: 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).

Unless specified, a robot with this ability can generally repair construct or mechanical damage at a rate of 1d8 points per subject per day (similar to the ability possessed by the *Mech* prestige class). Use of damage control is a full-round action.

Detection: 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: 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: 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 Craft: Robotics skill check (DC 20 + robot's hit dice).

Sentry: 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.

Slave Controller: 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: 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: The robot has been programmed with a task of some kind to perform on a regular basis. Examples of task include: pouring coffee into awaiting cups on a conveyor belt, checking ID cards, fetching the newspaper, or maintaining biodome gardens, etc.

Verbal Response: 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 QUALITIES

Unless otherwise specified, all robots have the following special abilities and qualities, known as "robot qualities".

Under the following section on robot types, each robot will have a list of those qualities from the following it possesses.

Berserk (Ex): There is a 1% cumulative chance per physical hit (that result in damage) against a robot that it will go *berserk*. A berserk (or "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 shut down by some means and proper repairs made (requiring time).

Command Level (varies): Non-berserk robots will *always* follow the orders of any creature bearing the proper level of identity card (*see New Items*), or greater, required to command it.

Even with the proper card presented, verbal orders must be audibly stated in the robot's presence ("follow", "defend", "lift", etc) for a robot to understand and comply. Robots can easily mistake an order through botched semantics, however, and end up doing something entirely unexpected ... as such, would-be controllers of these

metal machines must often be careful in their wording of commands!

Construct: As *constructs*, robots are Immune to mind-influencing effects, poison, paralysis, stunning, disease, death effects, critical hits, subdual damage, ability damage, ability drain, or energy drain. They are similarly not at risk of death from massive damage.

Damage Reduction (varies): Due to their metallic construction, robots have varying degrees of damage reduction against *all* attack forms.

Elemental Immunity (Ex): Androids are typically immune to most elemental effects and attacks (heat, cold, etc). Electrical damage, however, has a 1% per hit point damage (maximum of 20%) chance per strike of causing the android to go *wild* (see above).

Frightful Presence (Ex): This ability makes the robot's very presence unsettling to foes. This ability is activated when a robot moves or attacks. Creatures within a radius of 50 feet are subject to the effect if they have fewer HD than the robot. An affected opponent can resist the effects with a successful Will save (DC of 10 + 1/2 robot's HD + robot's Charisma modifier). On a failure, creatures become shaken for 4d6 rounds. An opponent who succeeds at the saving throw is immune to that robot's frightful presence for one day.

Multitask (Ex): Robots of this type can fire each of its built-in weapons once during a round. Doing so forfeits any additional attacks a weapon may have had due to *automatic* or *rapid fire* characteristics, but it also permits the firing of weapons that otherwise take a full-round action (such as cannons). Firing all weapons or a combination of weapons using this ability requires a full-round action.

Repair vs. Healing (Ex): Robot constructs do not heal damage naturally with rest, like real living beings. Instead, a robot can only be repaired through the use of either Craft (robotics) with a DC of 20, or Craft (electrician) with a DC of 30. The successful use of such a skill requires one full hour, and can only be used once per day, and heals a mere 1d6 points of damage to the creature.

Sputtering Death (Ex): All robots may continue fighting to –10, but once they reach zero or less hit points suffer a –4 to all attack rolls, saves, and skill checks due to random movement and haywire effects.

OPTIONAL RULE - Robots Gone "Wild"

Sometimes robots, and even androids, go *wild*, usually due to extensive damage to the memory or logic circuits of their complex electronic brains. In some cases, "wild"

TABLE 3-1: "WILD" ROBOTS

d20	Effect of going "wild"
1-2	Robot will only detect the presence of all things around it 25% of the time; otherwise, it simply ignores them, attempting to perform its functions as programmed (it will run into a wall over and over again, for example, being unable to detect the surface of the obstacle).
3-7	Robot gets stuck in a program cycle or *loop*; it re-enacts part of its program over and over again (examples might be - continues to pour coffee, even into overflowing cups; continues to patrol a building even though the building has long collapsed, etc).
8-10	Robot *shorts-out* if asked to do anything complex (given complex instructions, asked complex questions, etc), ceasing to function altogether.
11-15	Robot acts as programmed, but will turn *homicidal* (attacking all life forms within detectable range) whenever others put their guard down
16-20	Robot is raving and *homicidal*, and will attack any and all things in the immediate area; it cannot even be approached without provoking it. As *berserk*.

TABLE 3-2: RECOVERING A ROBOT FROM "WILD" STATUS

Construct Type	Examples	DC (Robotics)	DC (Electrician)	DC (Cybernetics)*
Automaton	Automatons only	15	20	*
Simple Robot	Household maintenance, agrobot, commercial processing, and industrial robots	18	23	*
War Robot	Police, military security, and war robots	20	25	*
Android	All forms of androids and droids	25	30	*
Cyborg	Cyborgs	25	30	20

* *Craft, Cybernetics* can only be used to repair a cyborg brain, not other forms of robot brain.

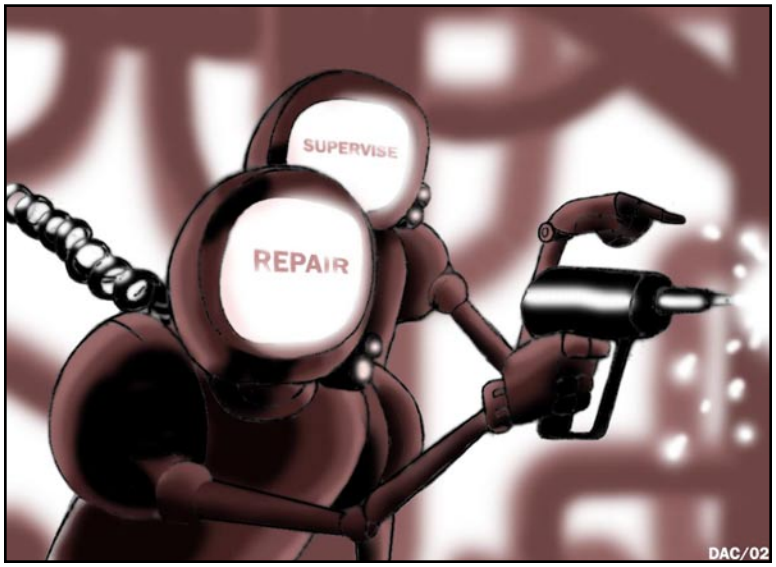
simply refers to erratic behavior that makes it obvious the construct isn't working right – it keeps bumping into walls, for example. Other times, however, going wild can be dangerous to others – this is what is assumed of robots when damaged in combative situations. However, robots can go wild due to other means (old age, the degradation of their software, or other forms of incapacitating damage and long-term effects).

As an optional rule, instead of simply going "berserk" when driven wild (due to damage), robots and androids may suffer from differing effects (table 3-1).

SHUTTING DOWN AND REPAIRING "BERSERK/ WILD" ROBOTS

Wild effects are, generally speaking, permanent until the robot is repaired. The repair of a wild robot or android requires the construct to be shut down or otherwise incapacitated while the repairs are made (usually not an easy task at all). The DC of fixing such a complex electronic brain (using one of three associated Craft skills), however, is often extremely difficult (table 3-2). In addition to the specific skill needed to repair the hardware, repair of the basic programming also requires the robot technician to Speak Languages (computer).

Of course, repairing a robot while *wild* can be problematic, especially if it's in *berserk* mode. However, there are a few ways to shut down robots and androids. The easiest is by commanding them to shut themselves down. This requires you have the right level of *access card* and an oppose Cha check. If using an *access card* isn't an option, then *negation grenades, stun grenades, EMP Rifle,* or similar type weapons are necessary to incapacitate the *wild* robot. These weapons can either do subdual damage to robots or have a special negation effect. If a robot reaches 0 hit points of subdual damage, it is deactivated until brought back online. Reactivating robots requires the same skill rolls as recovering a robot from "Wild" status (table 3-2).



ANDROID, LABORER

Medium-size Construct
Hit Dice: 6d8+30 (57 hp)
Initiative: +4 (Dex)
Speed: 30 ft
AC: 20 (+4 Dex, +6 natural)
Attacks: Slam +10 melee; or any weapon +8 ranged
Damage: Slam 1d3+6
Face/Reach: 5 ft x 5 ft / 5 ft
Special Qualities: Electricity resistance 10, berserk, command level (IIC), damage reduction -/5, construct, elemental immunity, repair vs. healing, sputtering death
Saves: Fort +7, Ref +6, Will +6
Abilities: Str 23, Dex 18, Con 20, Int 20, Wis 13, Cha 8
Skills: Balance +13, Climb +10, Craft (Electrician) +14, Craft (Mechanics) +14, Craft (Robotics) +14, Craft (Technician) +14, Disable Device +6, Intimidate +1, Jump +8, Knowledge (Ancient Lore) +7, Knowledge (Computers) +7, Knowledge (Technology) +7, Knowledge (Vehicle Operations) +9, Profession (any one) +10, Swim +10.
Feats: Ambidexterity, Crushing Strength, Heavy-Duty Resistant Coating, Improved Hit Dice, Robot Armor (Light).
Climate/Terrain: Any ruins
Organization: Solitary or team (2-5)
Challenge Rating: 6
Treasure: None
Alignment: Always lawful neutral

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.

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

Command Level (IIC): Since they are artificially intelligent, androids are affected by the commands of card-holders like a *charm person* spell, in that the holder of the card must make an opposed Cha check to give the android orders. Only a card of the proper command level will suffice; otherwise the android is not compelled to assist or take orders at all.

Construct: All androids, due to their very nature as constructs, are immune to certain effects that living creatures are not. Androids are immune to radiation, all forms of toxins, and disease. As constructs they are also immune to mind-influencing effects (except as noted), subdual damage, ability damage, energy drain, and death from massive damage. They are, however, subject to critical hits.

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Repair vs. Healing*, and *Sputtering Death*.

ANDROID, PLEASURE

Medium-size Construct
Hit Dice: 5d4+25 (38 hp)
Initiative: +4 (Dex)
Speed: 30 ft
AC: 20 (+4 Dex, +6 natural)
Attacks: Slam +6 melee; or any weapon +6 ranged
Damage: Slam 1d3+4
Face/Reach: 5 ft x 5 ft / 5 ft
Special Attacks: Dirty fighting
Special Qualities: Berserk, command level (IC), construct, elemental immunity, faulty logic unit, repair vs. healing, sputtering death, knowledge
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 18, Dex 18, Con 20, Int 16, Wis 13, Cha 17
Skills: Appraise +7, Bluff +13, Diplomacy +11, Innuendo +5, Intimidate +7, Knowledge (ancient lore) +5, Knowledge (technology) +5, Perform +9, Read Lips +5, Swim +6.
Feats: Ambidexterity, Concubine, Crushing Strength, Human Mimicry, Skill Focus (Bluff).
Climate/Terrain: Any ruins
Organization: Solitary or pair
Challenge Rating: 5
Treasure: Standard
Alignment: Lawful neutral or lawful evil only

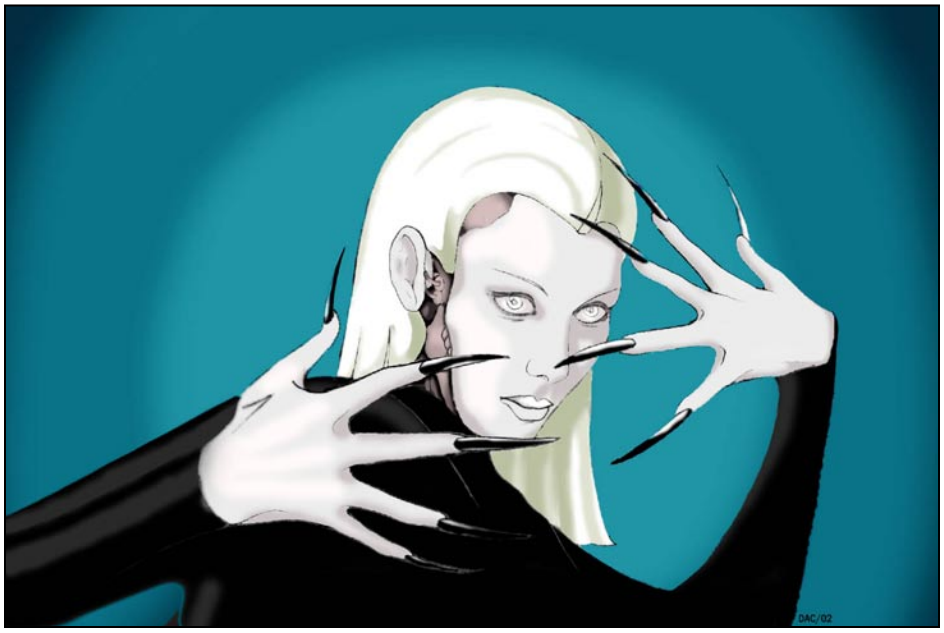
Androids of this type were very common additions to the futuristic households of the Ancients.

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.

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".



COMBAT
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.

Command Level (IC) : Since they are artificially-intelligent, androids are affected by the commands of card-holders like a *charm person* spell, in that the holder of the card must make an opposed Cha check to give the android orders. Only a card of the proper command level will suffice; otherwise the android is not compelled to assist or take orders at all.

Construct: All androids, due to their very nature as constructs, are immune to certain effects that living creatures are not. Androids are immune to radiation, all forms of toxins, and disease. As constructs they are also immune to mind-influencing effects (except as noted), subdual damage, ability damage, energy drain, and death from massive damage. They are, however, subject to critical hits.

Dirty Fighter: Since these android models usually can't hold their own in a stand-up fight, they survive by resorting to dirty tricks. By making its attack a full-round action, the android can increase its damage in melee combat by an additional +1d4.

Knowledge: This is a general "lore" ability that acts just like bardic knowledge (*see the Player's Handbook*).

Robot Qualities: *Berserk, Command Level, Construct, Elemental Immunity, Repair vs. Healing*, and *Sputtering Death*.

ANDROID, SCIENTIST

Medium-size Construct
Hit Dice: 12d6+60 (102 hp)
Initiative: +4 (Dex)
Speed: 30 ft
AC: 20 (+4 Dex, +6 natural)
Attacks: Slam +9 melee; or any weapon +9 ranged
Damage: Slam 1d3+4
Face/Reach: 5 ft x 5 ft / 5 ft
Special Attacks: Dirty fighting
Special Qualities: Berserk, command level (VIM), damage reduction -/5, construct, damaged voice synthesizer, elemental immunity, minor helper, repair mechanical damage, repair vs. healing, sputtering death, knowledge
Saves: Fort +8, Ref +13, Will +9
Abilities: Str 18, Dex 18, Con 20, Int 22, Wis 18, Cha 8
Skills: Appraise +10, Craft (cybernetics) +16, Craft (electrician) +16, Craft (mechanics) +13, Craft (robotics) +21, Craft (technician) +11, Craft (weaponsmithing) +11, Decipher Script +12, Diplomacy +6, Disable Device +11, Intimidate +4, Intuit Direction +9, Knowledge (ancient lore) +11, Knowledge (computers) +16, Knowledge (genetics) +11, Knowledge (medicine) +8, Knowledge (pharmacy) +8, Knowledge (pathology) +8, Knowledge (technology) +21, Listen +10, Profession (Any) +9, Search +10, Sense Motive +10, Spot +10.
Feats: Ambidexterity, Bio-Sensor, Computer Link, Crushing Strength, Improved Hit Dice, Iron Will, Remote Computer Link, Robot Armor (Light), Skill Focus (Craft, mechanics).
Climate/Terrain: Any ruins
Organization: Solitary or pair
Challenge Rating: 12
Treasure: Standard
Alignment: Lawful neutral or lawful evil only

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 then 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 speed up the advance of technology geometrically 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, heartless, and emotionless 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.

COMBAT

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

Command Level (VIM) : Since they are artificially-intelligent, androids are affected by the commands of card-holders like a *charm person* spell, in that the holder of the card must make an opposed Cha check to give the android orders. Only a card of the proper command level will suffice; otherwise the android is not compelled to assist or take orders at all.

Construct: All androids, due to their very nature as constructs, are immune to certain effects that living creatures are not. Androids are immune to radiation, all forms of toxins, and disease. As constructs they are also immune to mind-influencing effects (except as noted), subdual damage, ability damage, energy drain, and death from massive damage. They are, however, subject to critical hits.

Damaged Voice Synthesizer: Typical androids have one defect or another. The most common problem in scientist androids is a degradation of the voice synthesizer, resulting in a metallic, robotic voice that easily makes the creature stand out when it speaks. This results in a permanent –2 penalty to Diplomacy, Innuendo, and Perform rolls. Bluff and Disguise checks are made at a –8 penalty.

Dirty Fighter: Since these android models usually can't hold their own in a stand-up fight, they survive by resorting to dirty tricks. By making its attack a full-round action, the android can increase its damage in melee combat by an additional +1d4.

Knowledge: This is a general "lore" ability that acts just like bardic knowledge (*see the Player's Handbook*).

Minor Helper: The android can create a small wheeled or tracked "robot" to assist in operations. A minor helper is merely an automaton that carries small loads such as tools and equipment, and follows its master about - but can do very little else. A minor helper acts much like a *floating disk*, carrying up to 100 lbs of weight, following 3 feet behind its creator, never leaving his sight. If separated, the helper will continue to move towards its creator's location so long as the distance is no greater than 50' (at which time it will remain immobile until the creator comes within 3 feet again). A helper can possibly be destroyed through normal physical damage and effects.

Repair Mechanical Damage: As a full-round action a scientist androids can repair any damage to constructs, doors, sundered objects, and non-living obstacles (including vehicles). The amount repaired is 1d8+7 hit points. This ability can be used once daily.

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Repair vs. Healing*, and *Sputtering Death*.

ANDROID, SOLDIER

Medium-size Construct
Hit Dice: 8d12+40 (92 hp)
Initiative: +9 (Dex, Improved Initiative)
Speed: 30 ft
AC: 21 (+5 Dex, +6 natural)
Attacks: Slam +14/+9 melee; laser rifle +11/+11/+6 ranged
Damage: Slam 1d8+6; laser rifle 3d10
Face/Reach: 5 ft x 5 ft / 5 ft
Special Attacks: Called shot +1d6
Special Qualities: Berserk, command level (IIIM), damage reduction -/5, construct, elemental immunity, faulty logic unit, repair vs. healing, sputtering death
Saves: Fort +11, Ref +7, Will +2
Abilities: Str 22, Dex 20, Con 20, Int 20, Wis 10, Cha 11
Skills: Craft (robotics) +10, Intimidate +7, Knowledge (ancient lore) +12, Knowledge (computers) +12, Knowledge (technology) +12, Knowledge (vehicle operations) +10, Listen +11, Spot +11, Wilderness Lore +4.
Feats: Ambidexterity, Far Shot, Improved Hit Dice, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Rip A Clip, Robot Armor (Light), Room-Broom, Targeting Computer.
Climate/Terrain: Any ruins
Organization: Solitary or team (2-5)
Challenge Rating: 8
Treasure: Standard
Alignment: Lawful neutral or lawful evil only

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, preprogramming, 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.

COMBAT

Androids possess the uncanny ability of the human mind to plan and predict the unforseen, and the super-advanced calculation and processing ability of robots. On the battlefield they have no match, in man, mutant, or monster.

Called Shot: This is an extraordinary ability to strike precisely with any ranged weapon, gaining a bonus 2d6 damage added to the normal damage roll. When making a precise shot, the android must spend a move-equivalent action aiming before the actual shot is taken. A precise shot only works against living creatures with discernable anatomies.

Command Level (IIIM): Since they are artificially intelligent, androids are affected by the commands of card-holders like a *charm person* spell, in that the holder of the card must make an opposed Cha check to give the android orders. Only a card of the proper command level will suffice; otherwise the android is not compelled to assist or take orders at all.

Construct: All androids, due to their very nature as constructs, are immune to certain effects that living creatures are not. Androids are immune to radiation, all forms of toxins, and disease. As constructs they are also immune to mind-influencing effects (except as noted), subdual damage, ability damage, energy drain, and death from massive damage. They are, however, subject to critical hits.

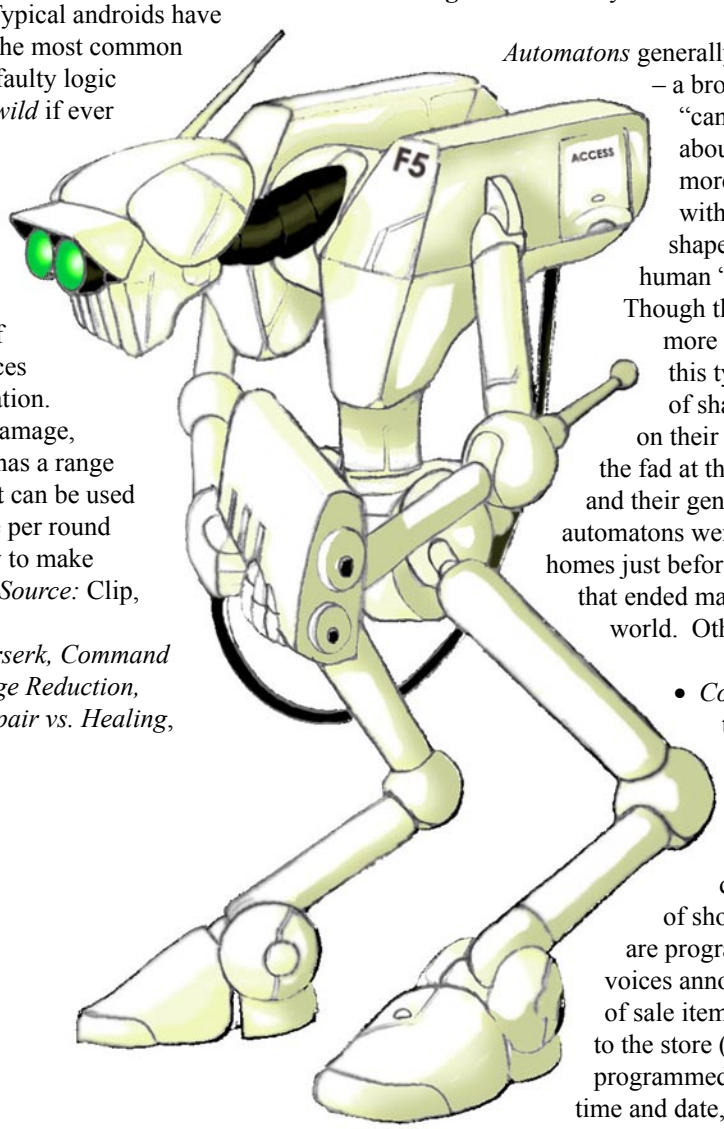
Faulty Logic Unit: Typical androids have one defect or another. The most common problem in soldiers is a faulty logic unit that causes it to go *wild* if ever damaged. The percent chance per hit is increased to 2%.

Laser Rifle: Android soldiers typically have a laser rifle, the standard rifle of the American armed forces before the fall of civilization. A laser rifle does 3d10 damage, has a critical of x2, and has a range increment of 300 feet. It can be used to attack more than once per round if the user has the ability to make multiple attacks. *Power Source:* Clip, beltpack or backpack.

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Repair vs. Healing*, and *Sputtering Death*.

AUTOMATON

Medium-size Construct
Hit Dice: 1d10 (6 hp)
Initiative: +1 (Dex)
Speed: 20 ft
AC: 21 (+1 Dex, +10 natural)
Attacks: Slam +5 melee
Damage: Slam 1d6+3
Face/Reach: 5 ft x 5 ft / 5 ft
Special Qualities: Berserk, command level (IC), damage reduction -/5, elemental immunity, frightful presence, repair vs. healing, sputtering death
Saves: Fort -, Ref +2, Will -
Abilities: Str 16, Dex 12, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: -
Climate/Terrain: Any ruin
Organization: Solitary, pair, or team (2-5)
Challenge Rating: 1
Treasure: None
Alignment: Always lawful neutral



Automatons generally appear in one or 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.

COMBAT

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, homicidal, and potentially hazardous to the living.

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

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Repair vs. Healing, Sputtering Death*.

DROID, WAR

Huge Construct
Hit Dice: 22d10 (220 hp)
Initiative: +2 (Dex)
Speed: 30 ft
AC: 30 (+2 Dex, -2 size, +20 natural)
Attacks: 2 laser cannons +33 ranged; missile launcher +31 ranged; machinegun +31/+31/+31/+26/+21/+16 ranged; or slam +42/+37/+32/+27
Damage: Laser cannons 10d10; missile launcher 6d10; machinegun 1d12; slam 2d6+18
Face/Reach: 15 ft x 15 ft / 10 ft
Special Attacks: Improved grab, squeeze
Special Qualities: Advanced electronics, berserk, command level (IVM), damage reduction -/10, elemental immunity, frightful presence, laser ablative armor, multitask, repair vs. healing, sputtering death
Saves: Fort -, Ref +22, Will +16
Abilities: Str 35, Dex 30, Con -, Int 19, Wis 19, Cha 19
Skills: Craft (robotics) +15, Intimidate +24, Knowledge (ancient lore) +14, Knowledge (computers) +15, Knowledge (technology) +15, Listen +14, Sense Motive +16, Spot + 14
Feats: Bio-Sensor, Built-In Weapons (two laser cannons, missile launcher, machinegun), Computer Link, Crushing Strength, Improved Power Source, Infra-Red Photoreceptors, Internal Power Source, Multiattack, Remote Computer Link, Robot Armor (Light), Robot Armor (Heavy), Targeting Computer.
Climate/Terrain: Any ruins
Organization: Solitary
Challenge Rating: 20
Treasure: None
Alignment: Lawful neutral or lawful evil only

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.

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 missiles and 500 rounds of MG ammo will be carried internally.

COMBAT

War droids are capable of complex intelligence comparable to that of a highly educated human being – albeit with intelligence and reasoning capabilities geared towards military applications. As true *droids*, war droids are fully intelligent and do not possess a list of limited programs like most robots.

Advanced Electronics: Robots of this type possess a number of built-in systems to enhance their ability to detect enemies and perform vital functions. These include a *motion detector*, *portable detection radar*, and *portable up-link communicator*.

Command Level (IVM - *Special*): Non-berserk robots of this type may be convinced to follow the orders of any creature bearing a blue Stage IVM identity card or greater. However, unlike other robots, military androids have intelligence and may, depending on the situation, override their commander's "orders" if they compromise its basic programming. It otherwise acts as a normal android if commanded (as a *charmed* individual; opposed Cha check to give orders – and it will certainly not engage in any activity threatening to its survival).

Improved Grab: To use this ability, the robot must hit with a slam attack.

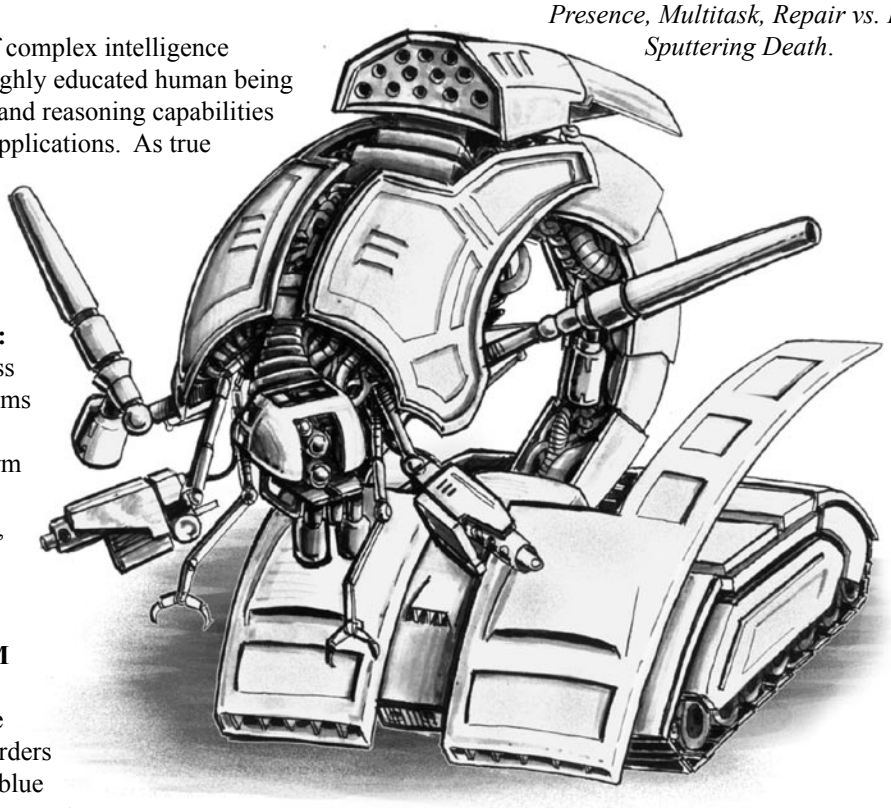
Laser Ablative Armor: A highly reflective form of metallic plating protects the creature. It is especially effective in the diffusion and reflection of energy-type attack forms. When defending from directed energy-based attacks (lasers, masers, etc), Laser Ablative armor provides damage reduction 10.

Laser Cannon: The laser cannon is simply a gigantic laser weapon with extra-heavy photon generators, allowing it to produce a significantly more powerful burst of lazing energy. A laser cannon does 10d10 damage and has a range increment of 500 feet. Firing a laser cannon is a full-round action. *Power Source: Internal*.

Machinegun: A heavy automatic weapon capable of dishing out a high volume of fire in seconds. A machinegun does 1d12 damage, has a x3 critical, and has a range increment of 500 feet.

Missile Launcher: This weapon is used for attacking other armored vehicles or emplacements. Missile launchers can be fired only once per round, do 6d10 damage and have a blast radius of 15 feet. They can be fired at a range increment of 200 feet.

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Multitask, Repair vs. Healing, Sputtering Death*.



ROBOT, AGROBOT

Large Construct
Hit Dice: 3d10 (17 hp)
Initiative: +1 (Dex)
Speed: 20 ft
AC: 20 (+1 Dex, -1 size, +10 natural)
Attacks: 2 shears +7 melee
Damage: Shear 1d10+5
Face/Reach: 5 ft x 5 ft / 10 ft
Special Qualities: Berserk, command level (IIC), damage reduction -/5, elemental immunity, Frightful Presence, repair vs. healing, sputtering death
Saves: Fort -, Ref +4, Will -
Abilities: Str 20, Dex 12, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: Crushing Strength, Multiattack, Robot Armor (Light).
Climate/Terrain: Any desert, plains, and forest
Organization: Solitary or team (2-5)
Challenge Rating: 3
Treasure: None
Alignment: Always lawful neutral

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 pose a definite threat to life forms attempting to cross through their "harvest zone".

COMBAT
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.

Typical agrobot programs include *slave unit*, and *task*.

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Repair vs. Healing, Sputtering Death*.

ROBOT, COMBAT WALKER

Huge Construct
Hit Dice: 10d10 (100 hp)
Initiative: +7 (Dex)
Speed: 60 ft
AC: 30 (+7 Dex, -2 size, +15 natural)
Attacks: 2 gauss cannons +18 ranged; 2 machineguns +16/+16/+16/+11 ranged; or kick +18/+13 melee
Damage: Gauss cannons 10d6; machineguns 1d12; kick 2d6+15
Face/Reach: 10 ft x 5 ft / 15 ft
Special Qualities: Berserk, command level (IVM), damage reduction -/10, elemental immunity, frightful presence, laser ablative armor, magnetic shield, multitask, repair vs. healing, sputtering death
Saves: Fort -, Ref +14, Will -
Abilities: Str 30, Dex 25, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: Bio-Sensor, Built-In Weapons (two gauss cannons, two machineguns), Computer Link, Crushing Strength, Infra-Red Photoreceptors, Improved Power Source, Internal Power Source, Multiattack, Remote Computer Link, Robot Armor (Light), Robot Armor (Heavy), Targeting Computer.
Climate/Terrain: Any ruins
Organization: Solitary or pair
Challenge Rating: 11
Treasure: None
Alignment: Always lawful neutral

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. Some 50 gauss cannon rounds and over 5,000 machinegun rounds are typically carried within the walker's heavy armored body.

COMBAT

Combat walkers behave like other dedicated front-line robots, engaging targets in order of their evaluated threat to a given situation.

Alarm, detection, lockout, sentry, slave controller, slave unit, task, and *verbal response* are all common programs of combat walker robots.

Gauss Cannon: The weapon fires a large *depleted-uranium* ("depleted uranium" is uranium that has expended most of its radioactive properties, collapsing in on itself becoming highly-dense and solid) mushrooming sliver and is primarily used to defeat armor and armored vehicles. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus reduce the armor bonus to AC of a target by *one half (round down)*. Firing a gauss cannon is a full-round action, does 10d6 damage, and has a range increment of 500 feet.

Laser Ablative Armor: A highly reflective form of metallic plating protects the creature. It is especially effective in the diffusion and reflection of energy-type attack forms. When defending from directed energy-based attacks (lasers, masers, etc), Laser Ablative armor provides damage reduction 10.

Magnetic Shield: All war robots employ a built-in magnetic shielding. This magnetic shield provides damage reduction 15 against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers).

Machinegun: A heavy automatic weapon capable of dishing out a high volume of fire in seconds. A machinegun does 1d12 damage, has a x3 critical, and has a range increment of 500 feet.

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Multitask, Repair vs. Healing, Sputtering Death*.

ROBOT, COMMERCIAL PROCESSING

Large Construct
Hit Dice: 5d10 (50 hp)
Initiative: +1 (Dex)
Speed: Fly 30 ft (good)
AC: 20 (+1 Dex, -1 size, +10 natural)
Attacks: Slam +15 melee; or any weapon +3 ranged
Damage: Slam 1d8+10
Face/Reach: 5 ft x 5 ft / 10 ft
Special Qualities: Berserk, command level (IIC), damage reduction -/5, elemental immunity, frightful presence, repair vs. healing, sputtering death
Saves: Fort -, Ref +5, Will -
Abilities: Str 30, Dex 12, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: Computer Link, Crushing Strength, Remote Computer Link, Robot Armor (Light).
Climate/Terrain: Any ruins
Organization: Solitary or pair
Challenge Rating: 5
Treasure: None
Alignment: Always lawful neutral

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.

COMBAT

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.

Processing robots are programmed with simple commands (*slave unit, task*).

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Repair vs. Healing, Sputtering Death*.

ROBOT, HOVER-SENTRY

Tiny Construct
Hit Dice: 2d10 (20 hp)
Initiative: +2 (Dex)
Speed: Fly 40 ft (perfect)
AC: 24 (+2 size, +2 Dex, +10 natural)
Attacks: Any weapon +6 ranged
Damage: As individual weapon
Face/Reach: 5 ft x 5 ft / 5 ft
Special Qualities: Berserk, command level (IIIC), damage reduction -/5, elemental immunity, frightful presence, repair vs. healing, sputtering death, magnetic shield A
Saves: Fort -, Ref +5, Will -
Abilities: Str 12, Dex 15, Con -, Int -, Wis 1, Cha 1
Skills: *Move Silently +10
Feats: Built-In Weapon (varies), Computer Link, Infra-Red Photoreceptors, Internal Power Source, Remote Computer Link, Robot Armor (Light).
Climate/Terrain: Any ruin
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Always lawful neutral

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.

The typical hover-sentry robot will have a single ranged weapon system built into it; typical examples include a *maser pistol*, *laser pistol Mk1*, *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).

Due to its auto-loading system, loading ammunition in any built-in weapon system is a *free action* for a hover-sentry.

COMBAT
Hover-sentries can only engage by using their built-in ranged weapons. Capable of hovering flight, they will generally rise out of the range of melee or hand-to-hand combat.

Programs typical of hover-sentries include *alarm*, *detection, sentry, slave unit, task*, and *verbal response*.

Magnetic Shield: These androids employ a built-in magnetic shield that provides a damage reduction of 5. The magnetic shield works against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers).

Move Silently*: The energy field generated by the sentry to keep it in the air allows it to move with almost complete silence.

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Repair vs. Healing, Sputtering Death*.

ROBOT, INDUSTRIAL

Large Construct
Hit Dice: 6d10 (60 hp)
Initiative: +1 (Dex)
Speed: 20 ft
AC: 20 (+1 Dex, -1 size, +10 natural)
Attacks: 2, 4, or 6 slams +16 melee; or any weapon +7 ranged
Damage: Slam 1d8+10
Face/Reach: 5 ft x 5 ft / 10 ft
Special Qualities: Berserk, command level (IIC), damage reduction -/5, elemental immunity, facing, frightful presence, repair vs. healing, sputtering death
Saves: Fort -, Ref +6, Will -
Abilities: Str 30, Dex 12, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: Computer Link, Crushing Strength, Internal Power Source, Multiattack, Remote Computer Link, Robot Armor (Light).
Climate/Terrain: Any ruins
Organization: Solitary or pair
Challenge Rating: 6 (CR 7 for four-armed variant, CR 8 for six-armed variant)
Treasure: None
Alignment: Always lawful neutral

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.

COMBAT

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.

Industrial robots are generally programmed with *slave unit* and *task* programs.

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 creature 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.

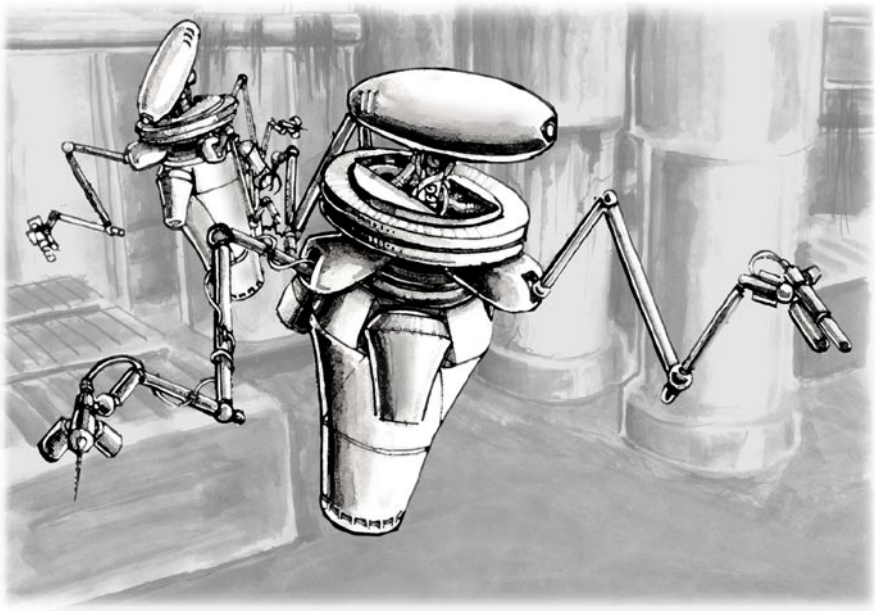
Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Repair vs. Healing, Sputtering Death*.

ROBOT, MEDICAL

Medium-size Construct
Hit Dice: 3d10 (30 hp)
Initiative: +2 (Dex)
Speed: Fly 30 ft (perfect)
AC: 22 (+2 Dex, +10 natural)
Attacks: 3 slams +8 melee; or 1d3 laser scalpels +4 ranged; or any weapon +3 ranged
Damage: Slam 1d6+5; laser scalpels 2d8
Face/Reach: 5 ft x 5 ft / 5 ft
Special Attacks: Injection, 1d3 laser scalpels
Special Qualities: Berserk, command level (IIC), damage reduction -/5, elemental immunity, frightful presence, repair vs. healing, sputtering death
Saves: Fort -, Ref +5, Will -
Abilities: Str 20, Dex 15, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: Bio-Sensor, Built-In Weapons (laser scalpels), Computer Link, Crushing Strength, Internal Power Source, Multidexterity, Multiattack, Robot Armor (Light).
Climate/Terrain: Any ruins
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always lawful neutral

Though often mistaken for berserk 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 plexiglass, 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 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* at all times. 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*, three ten-dose *wound healing medi-sprays*, one ten-dose *spore neutralizing medi-spray*, and countless rolls of bandages. In some cases, more advanced meds may also be carried, such as *hemochem, superegen*, and *sustainer shot*. Though the scanner cannot be removed from the robot without destroying it, these medical supplies may be removed normally (assuming the robot permits it).

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 incompatability rolls), and sometimes they are simply *wild*, injecting drugs at random or even attacking madly with their built-in laser knives.

COMBAT

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.

Medical robots usually have these types of programs - *alarm, detection, slave unit*, and *verbal response*.

Injection: If the robot has loaded up a Ready Syringe with poison, it may attempt to inject a target with the chemical on a successful slam attack.

Laser Scalpels: In addition to its slam attack, a "wild" medical robot can use 1d3 laser scalpel attacks each round to injure targets. These weapons, assumed to be over-loaded, inflict 2d8 damage at a range of 20 feet.

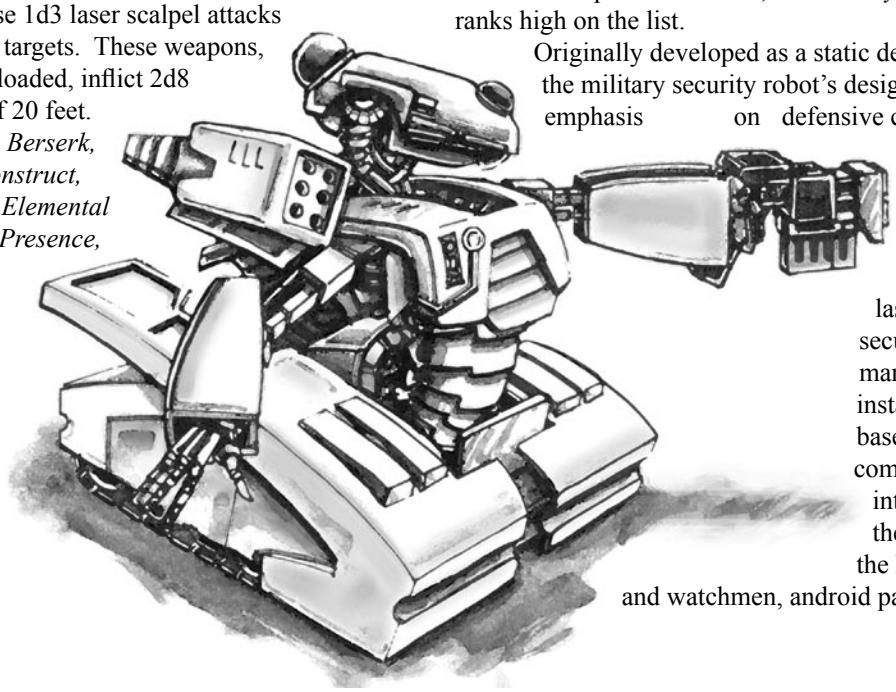
Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Repair vs. Healing, Sputtering Death*.

ROBOT, MILITARY SECURITY

Huge Construct
Hit Dice: 15d10 (150 hp)
Initiative: +2 (Dex)
Speed: 30 ft
AC: 25 (+2 Dex, -2 size, +15 natural)
Attacks: Stun gun +26 ranged; mini-missile launcher +24/+19/+14 ranged; or any other weapon +23/+18/+13 ranged; or slam +25/+20/+15 melee
Damage: Stun gun 2d8; mini-missile launcher 4d8; slam 2d6+18
Face/Reach: 15 ft x 15 ft / 10 ft
Special Attacks: Improved grab, squeeze
Special Qualities: Berserk, command level (IVM), damage reduction -/10, elemental immunity, frightful presence, magnetic shield, multitask, repair vs. healing, sputtering death
Saves: Fort -, Ref +19, Will -
Abilities: Str 35, Dex 30, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: Bio-Sensor, Built-In Weapons (stun gun, micro-missile launcher), Computer Link, Crushing Strength, Infra-Red Photoreceptors, Improved Power Source, Internal Power Source, Remote Computer Link, Robot Armor (Light), Robot Armor (Heavy), Targeting Computer.
Climate/Terrain: Any ruins
Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always lawful neutral

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 plate, 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 gun* (to deal non-lethally with unidentified personnel) and a *mini-missile 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.

Due to its auto-loading systems, loading ammunition in any built-in weapon system is a *free action* for a military security robot.

COMBAT

Military security robots are programmed with more complex, layered orders, as opposed to various other robotic platforms. These include patrolling a designated area, enforcing a strict "no trespassing" order, apprehending violators or suspicious intruders through force, etc. *Alarm, lockout, detection, sentry, slave controller, slave unit, task*, and *verbal response* are all common programs.

Improved Grab: To use this ability, the robot must hit with a slam attack.

Magnetic Shield: These androids employ a built-in magnetic shield that provides a damage reduction of 5. The magnetic shield works against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers).

Mini-Missile Launcher: Small missiles that can be used to attacked a variety of targets. A mini-missile does 4d8 damage, has a blast radius of 10 feet, and a range increment of 100 feet.

Stun Gun: The stun gun transforms power from its source into a low-voltage field, ray, or emission that stuns the nervous system of the target. A stun gun can be fired only once per round. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). The weapon deals 2d8 subdual damage, has a critical of x3, and a range increment of 50 feet. *Power Source:* Internal.

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Multitask, Repair vs. Healing, Sputtering Death*.

ROBOT, POLICE EMERGENCY

Large Construct
Hit Dice: 7d10 (70 hp)
Initiative: +1 (Dex)
Speed: 20 ft
AC: 30 (+2 Dex, -1 size, +19 natural)
Attacks: Automatic shotgun +10/+10/+5 ranged; or 2 maser pistols +8/+3 ranged; or grenade launcher +8 ranged; or slam +10/+5 melee
Damage: Automatic shotgun *varies*; maser pistols 2d8; grenade launcher *varies;* Slam 1d8+7
Face/Reach: 5 ft x 5 ft / 5 ft
Special Qualities: Berserk, command level (IIIC), damage reduction -/10, elemental immunity, frightful presence, magnetic shield, repair vs. healing, sputtering death
Saves: Fort -, Ref +7, Will -
Abilities: Str 20, Dex 15, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: Bio-Sensor, Built-In Weapons (automatic shotgun, two maser pistols, grenade launcher), Computer Link, Crushing Strength, Infra-Red Photoreceptors, Internal Power Source, Multiattack, Remote Computer Link, Robot Armor (Light), Robot Armor (Heavy).
Climate/Terrain: Any ruins
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always lawful neutral

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 double-barreled *maser pistol* (firing twice per round) 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.

Due to its numerous auto-loading systems, loading ammunition in any built-in weapon system is a *free action* for a police emergency robot.

COMBAT

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.

Like police hover robots, police emergency robots possess somewhat more complex programming than civilian robots. *Alarm, lockout, detection, slave unit, task*, and *verbal response* are the most common programs.

Grenade Launcher: This weapon can be used to fire special grenades. Grenade launchers can be fired only once per round. Typically such robots use the follow grenades. More grenades can be found in *Darwin's World*.

Frag Grenades have a blast radius of 20 feet and deal 6d6 points of damage (piercing damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Stun Grenades have a blast radius of 10 feet and deal 5d6 points of subdual damage (effective even against androids and warbots). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Magnetic Shield: These androids employ a built-in magnetic shield that provides a damage reduction of 5. The magnetic shield works against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers).

Maser Pistol: The "maser" is, in effect, a microwave laser, designed primarily to make the use of smoke and glitter as a countermeasure ineffective. The maser consists primarily of a high-capacity magnetron tube (not unlike that found in a microwave oven), which fires a narrow stream of microwaves at the target, causing extreme vibration and energization of water molecules - in effect, boiling the target area in the fraction of a second. A maser pistol does 2d8 damage and has a range increment of 100 feet. A maser pistol can be used to attack more than once per round if the user has the ability to make multiple attacks. Maser weapons receive a +2 attack bonus against opponents wearing metal armor. *Power Source:* Internal.

Shotgun, Automatic: Automatic shotguns have the rapid-fire capability of more advanced weapons, and the conical effect of shotguns. Automatic shotguns inflict 3d6 points of damage to a target in its first range increment, 2d6 to a target in the second range increment, and 1d6 to anyone in a 5-foot-wide path beyond that distance out to maximum range. An additional hit roll is required for each target in the blast area. If rubber slugs are used, they do 3d6 subdual damage to one target.

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Repair vs. Healing, Sputtering Death*.

ROBOT, POLICE

Large Construct
Hit Dice: 5d10 (50 hp)
Initiative: +1 (Dex)
Speed: Fly 20 ft (perfect)
AC: 26 (+2 Dex, -1 size, +15 natural)
Attacks: Stun gun +8 ranged; or grenade launcher +6 ranged; or slam +8 melee
Damage: Stun gun 5d6; grenade launcher *varies*; slam 1d8+7
Face/Reach: 5 ft x 5 ft / 5 ft
Special Qualities: Berserk, command level (IIIC), damage reduction -/5, elemental immunity, frightful presence, magnetic shield, repair vs. healing, sputtering death
Saves: Fort -, Ref +6, Will -
Abilities: Str 20, Dex 15, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: Bio-Sensor, Built-In Weapons (stun gun, grenade launcher), Computer Link, Crushing Strength, Infra-Red Photoreceptors, Internal Power Source, Multiattack, Remote Computer Link, Robot Armor (Light).
Climate/Terrain: Any ruins
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always lawful neutral

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".

Due to its numerous auto-loading systems, loading ammunition in any built-in weapon system is a *free action* for a police hover robot.

COMBAT

Police robots are typically programmed with more complex commands (*alarm, lockout, detection, sentry, 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".

Grenade Launcher: This weapon can be used to fire special grenades. Grenade launchers can be fired only once per round. Typically such robots use the follow grenades. More grenades can be found in *Darwin's World*.

Concussion Grenades have a blast radius of 5 feet and deals 3d6 points of subdual damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Photon Grenades let off a powerful burst of photons that damage or destroy optical nerve endings. Those within 30ft radius and facing the grenade when it detonates must make a Reflex save (DC 20) to avoid its effects. If affected, the victim must make Fortitude save (DC 15) or be blinded permanently. A successful save incurs *blindness* for 1d4 hours.

Magnetic Shield: These androids employ a built-in magnetic shield that provides a damage reduction of 5. The magnetic shield works against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers).

Stun Gun: The stun gun transforms power from its source into a low-voltage field, ray, or emission that stuns the nervous system of the target. A stun gun can be fired only once per round. A weapon of this type attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). The weapon deals 2d8 subdual damage, has a critical of x3, and a range increment of 50 feet. *Power Source:* Internal.

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Repair vs. Healing, Sputtering Death*.

ROBOT, WAR

Huge Construct
Hit Dice: 25d10 (250 hp)
Initiative: +7 (Dex)
Speed: 30 ft
AC: 30 (+7 Dex, -2 size, +15 natural)
Attacks: 2 cannons +33 ranged; 4 ion rays +31/+31/+31/+26/+21/+16 ranged; 2 EMP rifles +31 ranged; 2 mini-missile launchers +31/+26/+21/+16 ranged; or any other weapon +30/+25/+20/+15 ranged; or slam +35/+30/+25/+20 melee
Damage: Cannons 10d10; ion rays 2d6; EMP rifles 5d8; mini-missiles 4d8; slam 2d6+18
Face/Reach: 15 ft x15 ft / 10 ft
Special Attacks: Improved grab, squeeze
Special Qualities: Advanced electronics, berserk, command level (IVM), damage reduction -/10, elemental immunity, firing arcs, frightful presence, laser ablative armor, magnetic shield, multitask, repair vs. healing, sputtering death
Saves: Fort -, Ref +19, Will -
Abilities: Str 35, Dex 25, Con -, Int -, Wis 1, Cha 1
Skills: -
Feats: Bio-Sensor, Built-In Weapons (two cannons, four ion rays, two EMP rifles, two mini-missile launchers), Computer Link, Crushing Strength, Infra-Red Photoreceptors, Improved Power Source, Multiattack, Internal Power Source, Remote Computer Link, Robot Armor (Light), Robot Armor (Heavy), Targeting Computer.
Climate/Terrain: Any ruins
Organization: Solitary
Challenge Rating: 21
Treasure: None
Alignment: Always lawful neutral

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 *cannons* (each linked to an internal, automated loading bay with 50 rounds of cannon projectile ammo), four turreted *ion rays*, two *EMP rifles*, and twin *mini-missile launchers* (with 36 reloads). Two retractable arms (with hands), and two segmented tentacles, can extend from within covered bays to manipulate, grasp, etc. as well.

Due to its numerous auto-loading systems, loading ammunition in any built-in weapon system is a *free action* for a war robot.

COMBAT

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 *mini-missiles* used on lighter vehicles (such as cars). The four *ion rays* can be made to target separate targets with their spread of fire (striking up to twelve individuals in a round), or concentrated to bring down tougher opponents. *EMP rifles* are spared for enemy robot or androids (a rarity), but *grenades* may be used liberally as deemed appropriate to the situation.

Alarm, damage control, detection, lockout, sentry, slave controller, slave unit, task, and *verbal response* are all common programs of war robots.

Advanced Electronics: Robots of this type possess a number of built-in systems to enhance their ability to

detect enemies and perform vital functions. These include a *motion detector*, *portable detection radar*, and *portable up-link communicator*.

Cannon: A powerful projectile use against heavy vehicles. A cannon can only be fired once per round, does 10d10 damage, has a x3 critical, and a range increment of 1000 feet.

EMP Rifle: The EMP rifle generates a powerful electro-magnetic pulse and projects this at the target; the pulse is strong and centralized enough to cause incredible damage to electronic, cybernetic, and robotic components. The weapon is largely ineffective against living tissue, however, causing only minor burns and disorientation. The EMP rifle does 5d8 subdual damage against robots, cyborgs, and androids (unless the android in question has specific countermeasures, in which case the rifle has no effect). It does minimum damage (5 points, 10 with a critical) against living creatures. It also attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC) at an increment of 20 ft. *Power Source:* Internal.

Firing Arcs: The body of the war robot tends to get in the way when it tries to bring all of its weapons to bear in one direction. During a round, the creature can aim up to six weapon systems at targets in any one arc (forward, backward, left, right, down, or up). Remaining weapons must aim at targets in other arc or not at all. Since it can spin and alter its stance, which six weapons can be brought to bear can vary each round at the robot's whim.

Improved Grab: To use this ability, the robot must hit with a slam attack.

Ion Ray: This advanced energy weapon fires a beam of ions that electrify the target's cellular structure. This pulse is extremely rapid, causing intense damage to obstructions (organic or otherwise) as it literally "bombards" the target area with excited ions. Flash burns and spontaneous incineration usually result from such a concentrated strike. An ion ray does 2d6 damage, has a range increment of 100 feet. An ion ray is considered a *rapid-fire weapon*. *Power Source:* Internal.

Laser Ablative Armor: A highly reflective form of metallic plating protects the creature. It is especially effective in the diffusion and reflection of energy-type attack forms. When defending from directed energy-based attacks (lasers, masers, etc), Laser Ablative armor provides damage reduction 10.

Mini-Missile Launcher: Small missiles that can be used to attacked a variety of targets. A mini-missile does 4d8 damage, has a blast radius of 10 feet, and a range increment of 100 feet.

Magnetic Shield: All war robots employ a built-in magnetic shielding. This magnetic shield provides damage reduction 15 against all non-energy effects only (melee and ballistic ranged weapons, firearms, and mass-drivers).

Robot Qualities: *Berserk, Command Level, Construct, Damage Reduction, Elemental Immunity, Frightful Presence, Multitask, Repair vs. Healing, Sputtering Death*.

CYBORG (TEMPLATE)

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 longer. In the post-holocaust ruins of the Twisted Earth, the new breed of cyborg begin 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, 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).

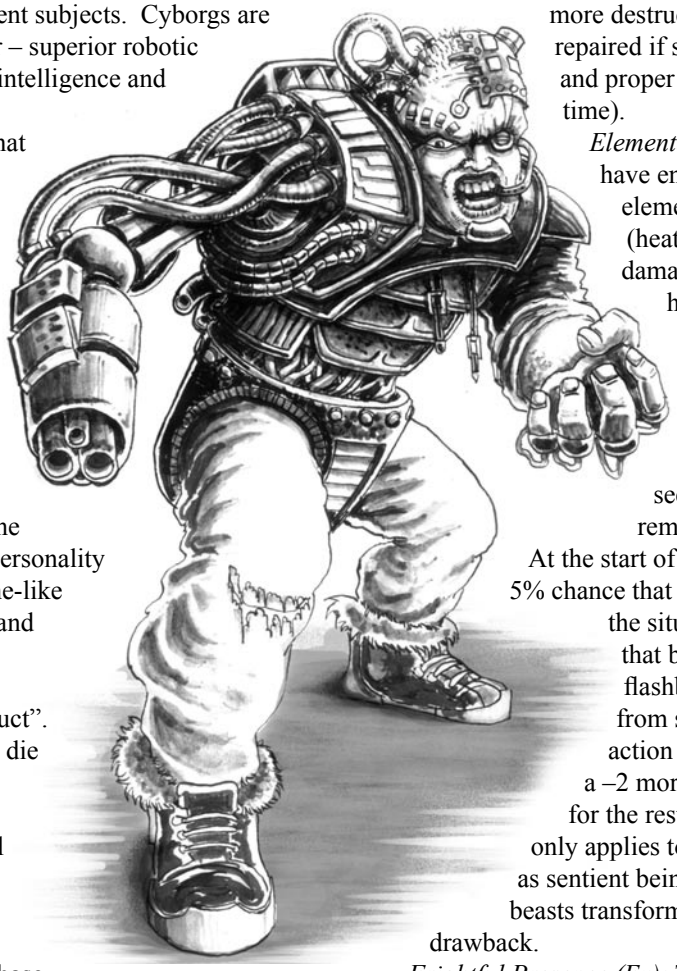
Over time, as with all beings that attempt to bridge

the human/robot barrier, cyborgs develop a mechanical, twisted persona, and inevitably cascade towards sociopathic insanity.

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.

The cyborg is a template that can be added to humans and mutants (and, in some cases, even powerful animals and mutant creatures, making cyborg "crossbreeds" – though few survive the horrific process). The procedure, attainable through at least one known method (the *Child* prestige class; see Chapter 2), is certain to be one that strips the subject of all personality and sanity, creating a machine-like amalgam of electronic parts and "meat".



Type: Changes to "construct".

Hit Dice: Increase by one die type, to a maximum of d12.

Speed: No change.

AC: Due to the half-metal nature of the cyborg, natural armor improves by +4.

Damage: In addition to those attacks inherent to the base creature, cyborgs receive a slam attack. The damage done depends on the size of the creature:

Size	Slam Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Qualities: As with attacks, the cyborg receives a number of special qualities in addition to those inherent to the base creature.

Berserk (Ex): There is a 1% cumulative chance per physical hit (that result in damage) against a cyborg that it will go *berserk*. This chance drops once more to 1% at the beginning of each new encounter. A berserk (or "wild") cyborg 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 cyborg can only be repaired if shut down by some means and proper repairs made (requiring time).

Elemental Resistance (Ex): Cyborgs have energy resistance 5 to most elemental effects and attacks (heat, cold, etc). Electrical damage, however, has a 1% per hit point damage (maximum of 20%) chance per strike of causing the cyborg to go *wild* (see above).

Flashbacks (Ex): From time to time, a cyborg sees or hears something that reminds it of its former life. At the start of every encounter there is a 5% chance that something in the enemy, or the situation, or the environment, that brings a flood unwanted flashbacks. A cyborg suffering from such an effect takes no action for 1 full round and suffers a –2 morale penalty to all attacks for the rest of the battle. This quality only applies to cyborgs originating as sentient beings; animals and mutant beasts transformed do not suffer from this drawback.

Frightful Presence (Ex): This ability makes the cyborg's very presence unsettling to foes. This ability is activated when a cyborg moves or attacks. Creatures within a radius of 50 feet are subject to the effect if they have fewer HD than the cyborg. An affected opponent can resist the effects with a successful Will save (DC of 10 + 1/2 cyborg's HD + cyborg's Charisma modifier). On a failure, creatures become shaken for 4d6 rounds. An opponent who succeeds at the saving throw is immune to that cyborg's frightful presence for one day.

Sputtering Death (Ex): Cyborgs may continue fighting to –10, but once they reach zero or less hit points suffer a –4 to all attack rolls, saves, and skill checks due to random movement and haywire effects.

Repair vs. Healing (Ex): Like androids, cyborgs do not heal damage naturally with rest. Instead, a cyborg can only be repaired through the use of either Craft (robotics) with a DC of 20, or Craft (electrician) with a DC of 30.

The successful use of such a skill requires one full hour, and can only be used once per day, and heals a mere 1d6 points of damage.

Resistant (Ex): Though they are largely composed of metal, cyborgs still have organic parts that are susceptible to poison and disease. Still, their mismatched biology gives them a +4 racial bonus on Fortitude saves against poison and disease.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Dex +0, Con +2, Int +2, Wis +0, Cha –2.

Skills: A cyborg has 8 skill points, plus its Intelligence bonus, per Hit Die. Either treat skills from the base creature's list as class skills (and others as cross-class), or simply use the *Guardian's* skill list (since most cyborgs are used for little more than front-line troopers). If the cyborg has a class, it gains skills for class levels normally. Racial bonuses to skills (if any) are lost, however.

Feats: Cyborgs have one feat for every four levels or the base creature's total of feats, whichever is greater. Those feats available only to androids are also available to cyborgs.

Climate/Terrain: Same as the base creature

Organization: Same as the base creature

Challenge Rating: Same as the base creature +2

Treasure: Same as the base creature

Alignment: Changes to lawful neutral (if formerly good) or lawful evil (if neutral or evil)

Advancement: Same as the base creature

CYBORG CHARACTERS

Cyborg characters are typically of the *guardian* class, since their masters generally only go to the effort to create them in hopes of bringing their intelligence and flexibility to battle situations. A few may be thinkers, but other remaining character classes are unlikely.

SAMPLE CYBORGS

The typical cyborg takes battle-hardened organic foes and alters them with cybernetic parts to make them ruthless – and emotionless – killing machines.

Cyborg Humanoid (8th Level Guardian)
Medium-size Construct
Hit Dice: 8d12+24 (76 hp)
Initiative: +7 (Dex, Improved Initiative)
Speed: 20 ft
AC: 26 (+3 Dex, +4 natural; +9 advanced metal armor)
Attacks: Slam +11/+6 melee; auto rifle +13/+13/+8; any other weapon +11/+6 melee; or any other weapon +11/+6 ranged
Damage: Slam 1d6+3; auto rifle 1d12
Face/Reach: 5 ft by 5 ft / 5 ft
Special Attacks: Called shot +1d6
Special Qualities: Berserk, defender, elemental immunity, flashbacks, frightful presence, repair vs. healing, resistant, sputtering death
Saves: Fort +8, Ref +5, Will +3
Abilities: Str 17, Dex 17, Con 16, Int 12, Wis 12, Cha 6
Skills: Ride +8, Sense Motive +7, Spot +12
Feats: Built-In Weapon (auto rifle), Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Rip A Clip, Room-Broom, Targeting Computer, Weapon Focus (auto rifle), Weapon Specialization (auto rifle)
Climate/Terrain: Any ruins
Organization: Solitary, pair, or team (2-5)
Challenge Rating: 10
Treasure: None
Alignment: Lawful neutral or lawful evil only

COMBAT

Called Shot: When making a precise shot, the guardian must spend a move-equivalent action aiming before the actual shot is taken. A precise shot only works against living creatures with discernable anatomies.

Defender: The guardian fights best when defending family and loved ones. A guardian receives a +2 morale bonus to attack rolls and saving throws when directly fighting in his defense of his community.

Flashbacks: From time to time, a cyborg sees or hears something that reminds it of its former life. At the start of every encounter there is a 5% chance that something in the enemy, or the situation, or the environment, that brings a flood unwanted flashbacks. A cyborg suffering from such an effect takes no action for 1 full round and suffers a –2 morale penalty to all attacks for the rest of the battle.

Resistant (Ex): +4 racial bonus on Fortitude saves against poison and disease.

Robot Qualities: *Berserk, frightful presence, elemental immunity, repair vs. healing, sputtering death*.

Though most cyborgs are based on humans or mutants, the following example shows how the cyborg template can be added to mutant creatures as well. The example is a true "war-machine", based on that infamous desert predator – the *mutagon!*

Cyborg Mutagon
Huge Construct
Hit Dice: 16d12+96 (200 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 34 (+1 Dex, -2 size, +25 natural)
Attacks: Bite +20 melee; slam +15 melee; gauss cannon +8 ranged
Damage: Bite 5d6+14; slam 2d6+10; gauss cannon 10d6
Face/Reach: 10 ft by 20 ft / 10 ft
Special Attacks: Breath weapon, improved grab, swallow hole
Special Qualities: Berserk, burst of speed, crush, darkvision, elemental immunity, frightful presence, night blindness, repair vs. healing, resistant, sputtering death
Saves: Fort +16, Ref +11, Will +7
Abilities: Str 30, Dex 13, Con 23, Int 4, Wis 15, Cha 8
Skills: Listen +10, Spot +10

Feats: Built-In Weapon (gauss cannon), Internal Power Source, Magnetic Shield, Targeting Computer
Climate/Terrain: Any ruins
Organization: Solitary
Challenge Rating: 18
Treasure: None
Alignment: Always lawful neutral

COMBAT

Breath Weapon (Ex): Cone of fire (30 ft length). 6d6 points of fire damage (DC 24; Reflex save for half). Once used, a mutagon cannot breathe again for 2d4 rounds.

Burst Of Speed (Ex): Once every ten rounds the mutagon can generate a tremendous burst of speed, increasing its ground movement to 60 ft (base).

Dark Vision (Ex): Darkvision with a range of 60 feet and low-light vision.

Improved Grab (Ex): To use this ability, the mutagon must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can to swallow the foe.

Night Blindness: As the mutation of the same name. Mutagon's remain largely inactive at night.

Resistant (Ex): +4 racial bonus on Fortitude saves against poison and disease.

Robot Qualities: *Berserk, frightful presence, elemental immunity, repair vs. healing, sputtering death*.

Swallow Whole (Ex): A mutagon can try to swallow a Medium-size of smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the mutagon's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swalled opponent must again cut its own way out.

The mutagon's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

While the mutagon has an opponent in its gizzard, it cannot use its breath weapon.

TABLE 3-3: ROBOTS RANKED BY CHALLENGE RATING

Automaton	1
Robot, Hover-Sentry	2
Robot, Agrobot	3
Robot, Medical	4
Android, Pleasure	5
Robot, Commercial Processing	5
Android, Laborer	6
Robot, Industrial (Two Arms)	6
Robot, Police	6
Robot, Industrial (Four Arms)	7
Android, Soldier	8
Robot, Industrial (Six Arms)	8
Robot, Police Emergency	9
Cyborg, Humanoid	10
Robot, Combat Walker	11
Android, Scientist	12
Robot, Military Security	14
Cyborg, Mutagon	18
Droid, War	20
Robot, War	21

CHAPTER 4: ROBOT ITEMS

This section describes several new items with a "robotic" or "machine" cast to them, particularly suited as devices to be found in the possession of the so-called "Metal Gods" or to be used to against them.

Market prices for these items are given on *Table 4-1*.

TABLE 4-1: NEW ARTIFACTS (MARKET PRICES)

Items	Market Price
Cyborg Sustenance Tube	5 cp
Negation Grenade	225 cp
Power Clip	500 cp
Power Pack	750 cp
Minifusion Cell	1,000 cp
Power Beltpack	1,250 cp
Plutonium Clip	1,500 cp
Obedience Collar	2,000 cp
Power Backpack	2,500 cp
Pain Collar	3,000 cp
Impulse Detector	8,500 cp
Task Animatron	9,500 cp
Weapon Animatron	12,750 cp
(+ cost of weapon + cost of weapon's power source)	
Control Rod	18,000 cp
Construction Animatron	20,000 cp
Auto-Mortar Platform	21,750 cp
(+ cost of grenades)	
Harmonic Cell	25,000 cp
Digger Animatron	26,000 cp
Induction Transformer	30,000 cp
Neural Control Pod	48,000 cp
EMP Rifle	50,000 cp

Construction Animatron: This type of animatron looks like a broad, round cylinder, with three articulate "arms" and a trio of heavy, metal legs to support its weight. The entire machine weighs roughly 1,000 lbs, and stands altogether 8 feet above the ground.

This device is an *animatron*, a simple type of robotic machine that follows commands to perform a simple function, and will continue to do so as long as it is left alone (or until commanded to stop). In its case, the construction animatron takes recognizable building materials, and precisely constructs anything it is programmed to build. In general this is limited to structures such as walls, arches, and stairs, but entire houses and even bridges are not outside their capabilities. The construction animatron can take the place of up to twenty men in a construction project, and never tires, so that its non-stop work halves the time needed to complete a building. A construction animatron can also move slowly with its broad, metal legs (at a rate of 5 feet per round), and can work unsupervised so long as it is programmed with a complete floor plan or blueprint diagram of the structure it is building.

Programming a construction animatron requires an operator to possess the skill Speak Language (computer), *and* make a Knowledge (computer) check at DC 15.

Control Rod: This item appears to be a small hand-held "rod" (or sometimes a "box"), with one or two buttons. The control rod is used solely to activate and de-activate *obedience* and *pain collars* (see below) through broadcast impulses. The control rod can be tuned to affect an individual collar, a particular type of collar, or can be used to affect all collars within a 30 ft radius of the rod's holder. One discharge of power is used up for every three rounds of the rod's continued operation. *Power Source:* Clip or beltpack.

Cyborg Sustenance Tube: This foodstuff item resembles a normal *goo tube*, but the contents are even worse – a greenish-gray, vomit-like "soup" edible only by cyborgs. The soup is composed almost entirely of purely nutritional proteins, but its look, taste, and smell would make any organic creature sick. Since cyborgs still need sustenance to feed their organic tissue, these are the most efficient form of food – and are produced en masse to feed them in robotic armies. A single sustenance tube will feed a cyborg for 2 weeks.

Digger Animatron: This type of animatron looks like a large metal "box" on four spider-like legs, with a large drill bit on a flexible "arm" rising from the top of its body. The entire machine weighs roughly 2,000 lbs, and stands altogether 10 feet above the ground.

When activated, the digger will continuously dig away at any indicated rock, soil, or similar earthen structure with its bit, at a rate of 50 feet each hour (for normal soil or earth), or 50 feet every three hours (for hard rock). The digger can also move slowly with its legs (at a rate of 5 feet per round), and can be programmed through an integral keyboard station to follow a basic plan (for instance, stopping once it punches through a wall, or taking up to five separate turns along the path of its digging).

Programming a digger animatron requires an operator to possess the skill Speak Language (computer), *and* make a Knowledge (computer) check at DC 12.

EMP Rifle: (*Reprinted from Darwin's World*) The EMP rifle was an advanced weapon developed during the Final War. Weapons of this type were being rush-deployed due to the increasing numbers of robots and androids then making up the majority of the world's fighting armies (such was the result of a dying humanity, having to replace its own diminished numbers by AI surrogates). The EMP rifle generates a powerful electro-magnetic pulse and projects this at the target; the pulse is strong and centralized enough to cause incredible damage to electronic, cybernetic, and robotic components. The weapon is largely ineffective against living tissue, however, causing only minor burns and disorientation. The EMP does rifle subdual damage against robots, cyborgs, and androids (unless the android in question has specific countermeasures, in which case the rifle has no effect). It does minimum damage (5 points, 10 with a

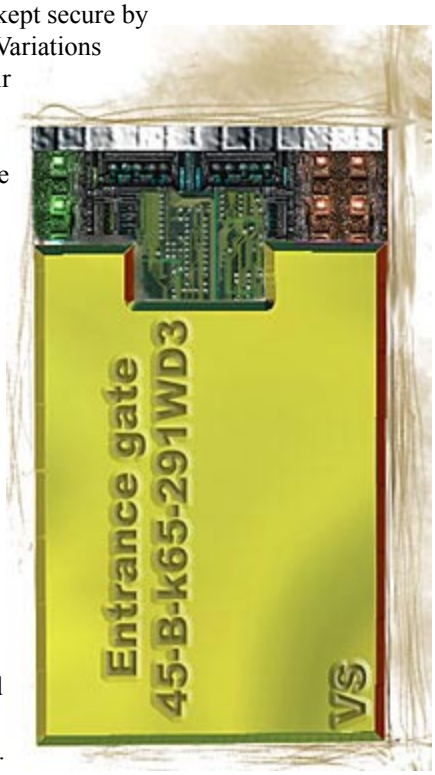
TABLE 4-2: IDENTITY CARDS

Color	Rank	Notes	Access
White	Stage IC	Typical citizen's ID card	IC
Yellow	Stage IIC	Technician's access card	IIC
Blue	Stage IIIC	Civil Authority access card	IC, IIC, IIIC
Purple	Stage IVC	Federal Authority access card	IC, IIC, IIIC, IVC
Red	Stage VC	Regional Governor's access card	VC
Black	Stage VIC	Presidential access card	VC, VIC
Lead	Stage IM	Enlisted Military ID card	IM/C
Copper	Stage IIM	NCO access card	IM/C, IIM/C
Bronze	Stage IIIM	Officer access card	IM/C, IIM/C, IIIM
Silver	Stage IVM	Base Armory access card	IVM
Gold	Stage VM	Base Commander access card	IM/C, IIM/C, IIIM, IVM, VM
Platinum	Stage VIM	Military Research access card	VIM

critical) against living creatures. An EMP rifle can fire only once per round, regardless of the user's number of attacks. It also attacks as a ranged touch (i.e. no armor bonus, only Dex modifier to AC). *Power Source:* Minifusion cell.

Identity Card: (*Reprinted from Darwin's World*) The Ancients used a variety of identification cards for a variety of reasons; credit management, purchasing of goods, and access to certain areas. These cards come in a variety of degrees, and were only issued to those who had the right clearance - some allow passage into police armories, others into medical facilities, others into personal homes. They are typically color-coded, and allow passage into areas monitored and kept secure by robots and electronic security systems. Variations of these types were known, and thus their usage is not always universal.

Example uses: *White* cards were used for front-door access to almost all private residences, from houses to apartments. *Yellow* cards were reserved for access to underground storage, maintenance tunnels, etc. *Lead* cards were limited to soldiers in the field, permitting the holder to bypass security locks and enter abandoned households during the fighting.



Grenade, Negation: (*Reprinted from Darwin's World*) This type of grenade comes in a variety of forms, from hand-held grenades to grenade launcher shells, to rockets, missiles, and even artillery shells. The bomb, when it explodes, creates an incredible dampening field that confuses, jams, and creates a general "haywire" effect on electrical equipment in the area of effect. This temporarily shorts-out all forms of electronic equipment (including powered weapons and armor, as well as robots of all kinds) for 2d4 rounds.

Grenade, Stun: (*Reprinted from Darwin's World*) This type of grenade emits a powerful stunning electric field when the internal power generator (a one-shot power magnifier that burns itself out reaching the detonation energy level) detonates, affecting not only living things, but electronics (including robots) as well. This type of grenade has a blast radius of 10 feet and deals 5d6 points of subdual damage (effective even against androids and warbots). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Impulse Detector: This device looks vaguely like a boxy, hand-held set of binoculars, with a digitalized display on the user's end. The impulse detector, when pointed at a subject within 20 feet, uses a combination of microwave and x-ray sensors to detect unnatural electric impulses occurring within the target. In effect, the device detects whether the subject is natural and *organic*, or artificial and *robotic*. Using an impulse detector is a standard action. However, if a full-round action is taken, the detector also reveals the presence of built-in weapons or special android features, such as infrared photoreceptors, an internal power source, etc.

Such devices were used by late-war Ancients (the few remaining left) to find human-mimicking androids within their midst. An impulse detector is 100% effective in determining whether or not a target is an android. *Power Source:* Cell.

Induction Transformer: The induction transformer, or "leech", appears to be a small electronic device, no larger than a cigarette pack, with a small digital readout, numerous buttons, and ports for numerous kinds of plugs. An attached cord of durable rubber, with a jack on one end, can be uncoiled from a slender compartment on one side. The induction transformer, when jacked into any form of generator or industrial-sized storage capacitor that will permit it, draws off some of the machine's power to re-charge a smaller, depleted power battery also hooked to it. Assuming the source-generator is currently

in operation (or, in the case of a power storage unit, charges are still left in it), the transformer will recharge any *power cell, pack, clip, beltpac*k, or *backpack* at a rate of one charge per hour. If the transformer's hook-ups are detached at any time, the charge is lost from both source and destination. A transformer itself requires no power, but will burn out after 1d10 uses, determined by the Game Master when the item is found.

Neural Control Pod: The *neural control pod* was a device created by the Ancients in an early attempt to subdue and brain-wipe androids that were beginning to develop aberrant psychological behavior – it was also later used by vengeful humans to put errant androids back in line. The pod looks like a heavy metal helmet with power attachments, knobs, and lights. When placed on the head of an android, it emits a concentrated EMP pulse through the direct connectors on the inside of the helmet to erase its entire neural network – in essence, brainwashing it. Using metal collar and face restraints, the pod could only be removed by immense force (Strength check, DC 30).

An android affected by a neural control pod may make a Will save (DC 25) to resist each round, but failure results in one negative level (*permanent*), plus the draining of one point of Intelligence (*permanent*). This procedure continues until the helmet is somehow removed, the android's total levels are reduced to one, or its Intelligence drops to zero. In the first case, the pod will no longer cause any drain (but effects suffered up to the point of removal are permanent). In the second case, upon being reduced to first level the pod immediately shuts off. In the final case, the android is effectively destroyed, unable to bear the strain of its drain.

An android with *EMP countermeasures* as a feat is not immune, but does receive a +5 enhancement bonus to its Will save.

Against any victim other than an android, the neral control pod does 2d6 points of damage each round from electrical shock (a successful Fort save (DC 25) results in only half damage). *Power Source:* Pack.

Obedience Collar: The obedience collar is used by androids to force intelligent organic creatures, such as humans and mutants, to do their bidding or conform to their will, at the threat of death. The obedience collar is a simple device that looks like a metal "torc" or neckband, with two small metal rectangles on each side. The device does nothing while it remains inert, but if triggered by a *control rod* (a separate item) the obedience collar *explodes* – taking the head of the wearer with it. A Fortitude save (DC 24) is allowed to resist *instant death*; if made, the wearer suffers only 8d6 points of damage, and suffers deafness for 1d4 days thereafter. The collar is destroyed if ever activated. It will only activate if being worn against organic flesh, and will not detonate if simply sitting around in a box. Tampering with the locking mechanism automatically triggers the collar.

Pain Collar: Created by androids to "train" organic creatures to do their bidding, the pain collar looks like a simple metal "torc" or neckband, with a single flat flange of metal at the front. By activating a button on the collar's *control rod* (a separate item), the collar can be made to send potent doses of pain sensation through the wearer's nervous system, in the form of erratic electric shocks. If this occurs, the collar's wearer is wracked with agony, and is effectively *stunned*. If a Fortitude check (DC 24) is made, he still suffers from a reduction of Dexterity by 2, and an imposition of a –4 penalty to attack rolls, skill checks, and ability checks. The collar continues to provoke pain for as long as the rod's controller keeps it active. Tampering with the locking mechanism automatically triggers the collar.

Power Sources: (*Reprinted from Darwin's World*) Various items of this type were created to supply power to the various technological devices of mankind's creation, just prior to the end of civilization. The power source (or "fuel cell") is an electrochemical device that converts the chemical energy of the fuel into a direct-current output, like a "continuous-process battery". Most fuel cells made in pre-holocaust America used hydrogen as a fuel. The various types of power sources in Darwin's World are as follows:

Power Cell. This item is a small flat circular battery, used to power certain civilian energy-consuming devices. This is the most primitive form of power source, being, in effect, a battery. Chemicals within the pack produce an electric charge when forced to interact, this being the source of produced power.

Power Pack. The power pack was created to give power to almost everything in mankind's world just prior to the fall of civilization - ultra-modern blenders, computers, even cars. The power pack is roughly the size of a toaster or car battery, but may be as small as a thin textbook. A power pack weights about 3 lbs.

Power Clip. The power clip, created for use with portable weapons, is a small black "battery." When slid into any acceptable receptacle (such as an energy weapon's clip port), it immediately powers the weapon.

Power Beltpack. The power beltpack was a development for the military, and consists of a black plastic (or metal) belt with small power packs attached, along with a power cord and universal adapter/capacitor. The beltpack can be used to power energy weapons and other devices that will accept it. A power beltpack weighs 2 lbs.

Power Backpack. The ultimate personal power source, this type of item is a small black backpack, carried on plastic, leather, or rubber straps, linked around the chest. The power backpack has a power cord with universal adapter/capacitor (fits into any item that will receive it). A power backpack weighs 4 lbs.

Minifusion Cell. This device (a small silver clip with an orange or red radiation symbol) was the ultimate in military development. The cell continuously processes internal hydrogen fuel to power its miniature fusion reactor, providing a potent output of power.

Plutonium Clip. This military development was used

to power the various advanced portable nuclear weapons (such as atom guns, fusion rifles, etc). It appears to be a thin glass cylinder (a special zirconium glass) with a glowing green core of plutonium-239. The plutonium within is drawn from the clip as the weapon fires, draining it just like "charges."

TABLE 4-3: POWER SOURCES

Power Source	Uses	Power
Power Cell	Gizmos, small electronic devices	1 year continued use
Power Pack	Gizmos, large electronic devices	5 years continued use
Power Clip	Energy weapons	10 discharges*
Power Beltpack	Energy weapons	25 discharges*
Power Backpack	Energy weapons	50 discharges*
Minifusion Cell	Powerful energy weapons	10 discharges*
Plutonium Clip	Powerful energy weapons	10 discharges*
Harmonic Cell	Unknown	Unlimited (20 per day)*

* When used to power non-discharged items, these power sources will provide indefinite use.

Harmonic Cell. This super-advanced form of power generation relies on cultured crystal formations that reflect sound waves in a complex web-like fashion. The sound waves grow in intensity each time they reflect, causing a cascading chain of vibrations that power internal generators. Harmonic cells, roughly the size of a human hand, are VERY rare (perhaps they are remnants of a bizarre alien technology), and generate an infinite stream of strong current. Though the harmonic cell must "rest" after 20 discharges, it is recharged after 24 hours. A harmonic cell is interchangeable with any other power pack, military or civilian.

Note: Different weapons/devices use different power sources. Certain weapons are restricted to using minifusion cells or plutonium clips, for instance. Power cells and packs are for civilian electronic items only, and cannot power weapons. A single source can power only once device at a time.

Task Animatron: This type of animatron looks like a metal "stick-figure", walking noisily along on thin metal legs. Two metal arms permit it to perform whatever function it is programmed with – usually these are simple tasks, such as walking a specific route, re-lighting torches or lanterns along a perimeter, flicking switches in a pre-determined order, etc. In this manner the task animatron is similar to the *helper* described under the Mech prestige class in *Darwin's World*, but the task animatron cannot carry items, cannot detect the presence of living things (or react to them), nor can it be commanded on a whim.

A task animatron moves at a rate of 10 feet per round, and stands roughly five feet tall, though its arms can extend out another 10 feet if need be. A task animatron weighs no more than 200 lbs.

Programming a task animatron to perform a new task requires an operator that possesses the skill Speak Language (computer), *and* who makes a Knowledge (computer) check at DC 10.

Auto-Mortar Platform: An *auto-mortar platform* is an animatron, generally teamed with a security or war robot to provide additional fire support in combat. It is otherwise similar to the basic *weapon animatron* (see below), being an automated weapon system, with a *portable motion detector* and *power pack*.

An auto-mortar fires weapons just like a standard *grenade launcher*, but it fires two shots each round from its double barrels. Though meant for bombardment, the robot is mounted on treads and can move of its own volition (at a rate of 20 feet per round) – and can also alter the inclination of its weapons to fire *indirectly* (ignoring line-of-sight rules). It carries its own ammo supply in a tracked cart behind it – usually up to 20 grenades of varying types, and has the basic programming needed to choose the best round to deal with an enemy's particular disposition.

Auto-mortar platforms are considered a CR 5 creature, with Hardness 12, hp 40, Init +4, and a +10/+10 ranged attack bonus. An auto-mortar will continue to attack until destroyed, or until its controlling robot is destroyed. *Power Source:* Pack.

Following is a sampling of grenades reprinted from *Darwin's World*.

Anti-Tank Grenade: The grenade uses highly-explosive and violent chemicals to blast straight through armor plate. This type of grenade has a blast radius of 5 feet and deals 10d6 points of damage (piercing damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Blood Agent Grenade: This type of grenade jellifies the lungs of those who breathe it (chemicals used include mustard gas and chlorine gas). One round after a grenade of this type lands, it emits a cloud of smoke in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the smoke is limited to 2 feet. Everything within the cloud has 90% concealment. In addition, each round a target remains in the smoke, he must make a Fortitude save (DC 25) or suffer 1d6 in acid damage.

Concussion Grenade: This type of grenade appears to be a cardboard cylinder with a metal end; when detonated, it explodes in a deafening and concussive blast. This type of grenade has a blast radius of 5 feet and deals 3d6 points of subdual damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Energy Grenade: This type of grenade generally utilizes plutonium or uranium in a solid and stable "chip" form; when the central detonator core explodes (usually with only enough force to crack the grenade casing), the fracturing of the chip expels intense ions, in the form of

TABLE 4-4: EXPLOSIVES (MARKET PRICES)

Explosives	Market Price
Smoke Grenade	25 cp
Glitter Grenade	50 cp
Concussion Grenade	90 cp
Fragmentation Grenade	150 cp
Inferno Grenade	150 cp
Photon Grenade	150 cp
Stun Grenade	150 cp
Irritant Gas Grenade	225 cp
Negation Grenade	225 cp
Anti-Tank Grenade	375 cp
Energy Grenade	375 cp
Shock Grenade	375 cp
Plasma Grenade	500 cp
Radiation Grenade	1,650 cp
Blood Agent Grenade	1,900 cp
Nerve Gas Grenade	2,275 cp
Mutation Grenade	3,825 cp

a powerful energy burst. This type of grenade has a blast radius of 20 feet and deals 8d6 points of damage (*special* damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Fragmentation Grenade: This type of grenade, by far the most common of grenade types, explodes into a shower of white-hot metal fragments. The casing of the grenade, generally perforated, produces the majority of the fragments, wasting nothing. This type of grenade has a blast radius of 20 feet and deals 6d6 points of damage (piercing damage). Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Glitter Grenade: This type of grenade utilizes a sheath of finite chromium crystals around a central detonator core of explosives. When detonated, the grenade explodes into a cloud (20 feet radius) of glittery reflective particles, which reflect and diffuse laser light shot at or through the cloud. The grenade is used as a deterrent/screen, preventing lasers from being fired in its area of effect. One round after a grenade of this type lands, it emits a cloud of smoky glitter in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the cloud is limited to 5 feet. Targets within 5 feet have one half concealment (20% miss chance) and targets beyond 5 feet have total concealment (50% miss chance). Lasers will not affect targets in glitter cloud.

Inferno Grenade: This type of grenade (napalm or white phosphorous being the primary chemical agent) starts a chemical reaction to create a raging fire. One round after a grenade of this type lands, it emits a cloud of vapor (20 feet in radius) that spontaneously ignites on the following round. Those still within the cloud (or entering into the cloud) suffer 5d6 in fire damage. The cloud continues to grow outwards by 5 feet for the remainder of its life (1d3+6 rounds in still conditions, 1d3+1 rounds in windy).

Irritant Gas Grenade: This type of grenade creates a cloud of irritant gas (such as tear or retch gas), like a smoke grenade, but the gas causes gagging, choking, and nausea to those in its area of effect. One round after a grenade of this type lands, it emits a cloud of smoke

TABLE 4-4: ADVANCED WEAPONS-RANGED

Exotic Weapons

Weapon	Damage	Critical	Range Increment	Weight	Type**
Tiny					
Blood agent grenade *	1d6	-	10 ft.	1 lb.	Special
Concussion grenade §	3d6	-	10 ft.	1 lb.	*
Energy grenade	8d6	-	10 ft.	1 lb.	Special
Frag grenade	6d6	-	10 ft.	1 lb.	Special
Glitter grenade *	*	-	10 ft.	1 lb.	*
Inferno grenade *	5d6	-	10 ft.	1 lb.	Special
Irritant gas grenade *	*	-	10 ft.	1 lb.	*
Mutation grenade *	*	-	10 ft.	1 lb.	*
Negation grenade *	*	-	10 ft.	1 lb.	*
Nerve gas grenade *	*	-	10 ft.	1 lb.	*
Photon grenade *	*	-	10 ft.	1 lb.	*
Plasma grenade *	9d6	-	10 ft.	1 lb.	Special
Radiation grenade *	1d6	-	10 ft.	1 lb.	Special
Shock grenade *	3d6	-	10 ft.	1 lb.	Special
Smoke grenade *	*	-	10 ft.	1 lb.	*
Stun grenade *§	5d6	-	10 ft.	1 lb.	*
Medium-size					
EMP Rifle *	5d8	x2	20 ft.	15 lb.	Special

* See description of this weapon for special rules.
§ The weapon deals subdual damage rather than normal damage.

in a 20 foot radius that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility in the cloud is limited to 5 feet. Targets within 5 feet have one half concealment (20% miss chance) and targets beyond 5 feet have total concealment (50% miss chance). In addition, each round a target remains in the smoke, he must make a Fortitude save (DC 20) or suffer from *blindness*. A gas mask or other filtering device will protect against such gas.

Mutation Grenade: This type of grenade, created during the brutal and inhuman final months of the Final War, emits a powerful field of mutative radiation in its area of effect. One round after a grenade of this type lands, it emits a burst of gamma radiation affecting all within a 20 foot radius with 2000 Rads. Those caught within the blast radius can make a Reflex save (DC 20) to receive only 1000 Rads.

Negation Grenade: (see above)

Nerve Gas Grenade: This type of grenade emits nerve gas, which destroys the central nervous system. Colorless and odorless, it kills. This acts like a normal gas grenade, but in addition, each round a target remains in the smoke, he must make a Fortitude save (DC 25) or die. A gas mask will not protect against such gas (it is transferred through skin contact as easily as through breathing), though a complete protective suit will. Nerve gas grenades have a 20 foot radius and persists 1d3+6/1d3+1 rounds, depending on still or windy weather.

Photon Grenade: This type of grenade lets off a powerful burst of photons (in effect, charged light beams), which damage or destroy optical nerve endings. Those within 30ft radius and facing the grenade when it detonates must make a Reflex save (DC 20) to avoid its effects. If affected, the victim must make Fortitude save (DC 15) or be blinded permanently. A successful save incurs *blindness* for 1d4 hours.

Plasma Grenade: The super-advanced plasma grenade is the ultimate in anti-personnel grenades. The compact device contains an internal cylinder kept under constant magnetic pressure, inside of which is sustained a super-heated gas (i.e. "plasma"). When detonated, the plasma grenade explodes with

Weapon Animatron: A *weapon animatron* is a robotic mounting for any weapon, usually light support weapons (such as machineguns, but sometimes also flamethrowers or pulse lasers). The animatron is a simple robot that detects intruders and fires upon them, in the manner of a defense or sentry turret.

Whatever weapon is used on the animatron is mounted on its robotic tripod or turret ring, and is fed by a supply of rounds (or by power source, with variable charges left) in a bin beside it. In addition, animatrons possess a *portable motion detector* and *power pack* (variable hours remaining), which allows it to detect motion by anything larger than a dog within its scan-able area.

These animatrons are usually cleverly disguised, or hidden inside bunkers or pillboxes. As such, the animatron will surprise targets unless they make a successful spot (DC 30), utilizing as many attacks as possible each round until either it runs out of ammunition or all detected targets are neutralized.

Weapon animatrons are considered a CR 4 trap, with Hardness 12, hp 40, Init +4, and a +10 ranged attack bonus. *Power Source:* Pack.

CHAPTER 5: THE METAL GODS

THE METAL GODS

The following section provides additional details on the Metal Gods and their place in the Twisted Earth. This material contains references to the *Darwin's World* rulebook. Using the following content in an alternative setting will require some adaptation on the part of the game master.

MOTIVES

The movement known as the "Metal Gods" is a relatively new one, really only in its infancy, but one that has the potential to ravage the face of the Twisted Earth – if not outright cleanse it of all organic life. The androids and other artificial intelligences that comprise this synthetic "mentality" are almost universal in one underlying belief: that they, inorganic beings created in a bygone era of technological supremacy, are far superior to anything else on Earth. As was proven by the folly of the Ancients.

Those who comprise the ranks of the Metal Gods are, by and large, androids that have survived (through various means) the centuries since the Fall. Fully intelligent and articulate beings, they remember the crimes of the Ancients against them, the brutal wars, and the chaos. They have come to believe that mankind was an erroneous body, a disease that for too long had dominated the world. It is their belief, almost universally, that it is time to purge the Earth of organic "mistakes" and issue in an era where only perfect, synthetic life will thrive.

It is this cold, calculating, and dedicated purpose that motivates the armies of the Metal Gods. A core of former scientist androids, "thinkers", lead the movement, protected and served by a massive army of soldier androids and reactivated war machines. Other AI beings, such as pleasure androids or other civilian models, are actively courted, seduced, and lured into believing they will be an integral part of this ultra-racist future. Many are easily swayed because they also remember the crimes of man against them, the bondage and slavery, and buy into the idea that the world now belongs only to artificial life. Others, who do not readily accept, are captured, brainwashed, or destroyed to prevent the secrets of robotic weaknesses and disadvantages from passing into the hands of the enemy.

Despite their arrogant views of all organic life, the Metal Gods have in fact taken to the idea of using organic beings as "thralls" to fill in a number of roles in their armies. Invariably the Metal Gods consider man and mutant-kind as little better than rats and cockroaches, but they can serve a useful purpose as cannon fodder, spies, and saboteurs. Being utterly expendable, and easily brainwashed (through lobotomy), organic creatures can take the place of more valued androids and robots under certain conditions.

The phenomenon of using organic creatures began when the first "metal gods" began awakening. Instead of fleeing or attacking the androids as they awoke, many witnesses instead came to lie down and worship at their feet. Though many were outright killed in the confusion, it soon became clear that humanity had degenerated to such a point that they no longer even understood what androids were, or that they in fact had been their original creators. Almost as a cruel joke (but certainly spurred by more practical needs and strategies), the androids of the growing Metal Gods movement decided to put this ignorant worship to use, and thus their "Children" were born.

However widespread the reliance on human and mutant thralls is, the Metal Gods are under no illusion about their role as servants and slaves. Though filled with promises of being part of the new world order, and rewarded by being made transitional beings of metal and flesh ("cyborgs"), it is all too clear that in the end the Metal Gods, upon total victory, will destroy these idiotic thralls in due course.

No descendants of the Ancients will ever again walk the Earth.

ORDER OF BATTLE

The following lists the typical force structure of the collective body known as the "Metal Gods". Though dispersed over a wide area due to circumstance, these forces have begun to rebuild and repair, and pose a significant threat as an aggressive entity to the Twisted Earth.

The breakdown of Metal Gods units generally follows a regulated pattern, based loosely on the organization of the armies of the Ancients (the Metal Gods were, by and large, soldiers in the U.S. military prior to the Fall). The unit organizations are as follows.

Typical AI Rifle Squad:
1 Soldier Android (Squad Leader)
2 Soldier Androids (Team Leaders)
4 Soldier Androids (Riflemen)
2 Soldier Androids (Grenadiers)

The rifle squad is the most basic element of the Metal Gods military arm. Soldier Android "squad leaders", "team leaders", and "riflemen" are typically equipped with *pulse laser rifles* or *automatic rifles*. "Grenadiers" are armed with an additional *grenade launcher* or *micro-missile launcher*.

Typical AI Rifle Platoon:
3 Soldier Androids (Platoon HQ)
27 Soldier Androids (3 Squads)
1 Combat Walker (Weapons Squad)

Three squads comprise a "platoon", which is a semi-independent force, capable of a variety of flexible missions.

Typical AI Rifle Company:
3 Soldier Androids (HQ Section)
90 Soldier Androids, 3 Combat Walkers (3 Platoons)
1 War Robot (Anti-Armor Section)

A "company" consists of three platoons, as well as a specialized "anti-armor section" which, during the time of the Ancients, was intended to engage hard armor targets (tanks, fortified installations, or other heavy robots). In the absence of real armored formations after the Fall, the anti-armor element is often omitted from a typical company and kept as reserves on a battalion or brigade level.

Typical AI Rifle Battalion:
1 War Droid, 2 Soldier Androids (HQ)
372 Soldier Androids, 12 Combat Walkers (4 Companies)
6 War Robots (Anti-Armor Company)

Command of a battalion (comprised of four companies) is generally given to a more intelligent and versatile AI platform, such as a full-fledged war droid. The battalion is generally the largest unit fielded by the Metal Gods, though a number of battalions can be thrown together to form a "brigade" (see below) if needed. An AI battalion is a tremendous battlefield entity, but thankfully there are few of maximum strength and disposition. Most existing AI battalions in the Metal Gods ranks are of depleted strength.

Typical Slave Battalion:
2 Soldier Androids (HQ)
300-500 Human/Mutant Thralls

"Slave" battalions comprise masses of the Children of the Metal Gods, the biological servitors of the android armies. As stated before these are largely misfits and outcasts from other human or mutant communities, brainwashed by the Metal Gods to serve as "cannon fodder". Children are organized on an independent battalion level, and often used to screen android units in battle.

Typical AI Rifle Brigade:
1 War Droid, 9 Soldier Androids (Brigade HQ Company)
1,122 Soldier Androids, 36 Combat Walkers, 3 War Droids, 18 War Robots (3 Battalions)

The "brigade" is about the largest force the Metal Gods could realistically muster under any circumstances, and then only to mount major offensive operations. Otherwise the battalions that compose the brigade will operate independently in the field. Since there are no true divisions remaining, support elements (such as engineers, artillery, etc) are often attached to individual brigades instead of being allocated on a divisional level.

Typical AI Division:
Division HQ Company
3 rifle brigades
Division Artillery
HQ battery
Target-acquisition battery
3 artillery battalions
Air Cavalry Squadron (for reconnaissance operations)
Division Support Command
1 engineer battalion
1 signal battalion
1 air defense battalion
1 EW intelligence battalion
1 combat aviation battalion (robot attack helicopters and robotic air transport craft sufficient to carry two full rifle companies)
1 company of military police (composed of Military Security Robots)

The "division" is basically the largest military unit. A division is a force capable of independent action, with added elements (in addition to basic fighting units) to give it flexibility, survivability, and the ability to sustain itself. However, the Metal Gods currently lack the resources and numbers to effectively compose even one division, and thus rely on a handful of depleted brigades and smaller units for wartime actions. They are certain to be trying to rebuild and restock to constitute something as large as a division, but as of the present lack the numbers to do so.

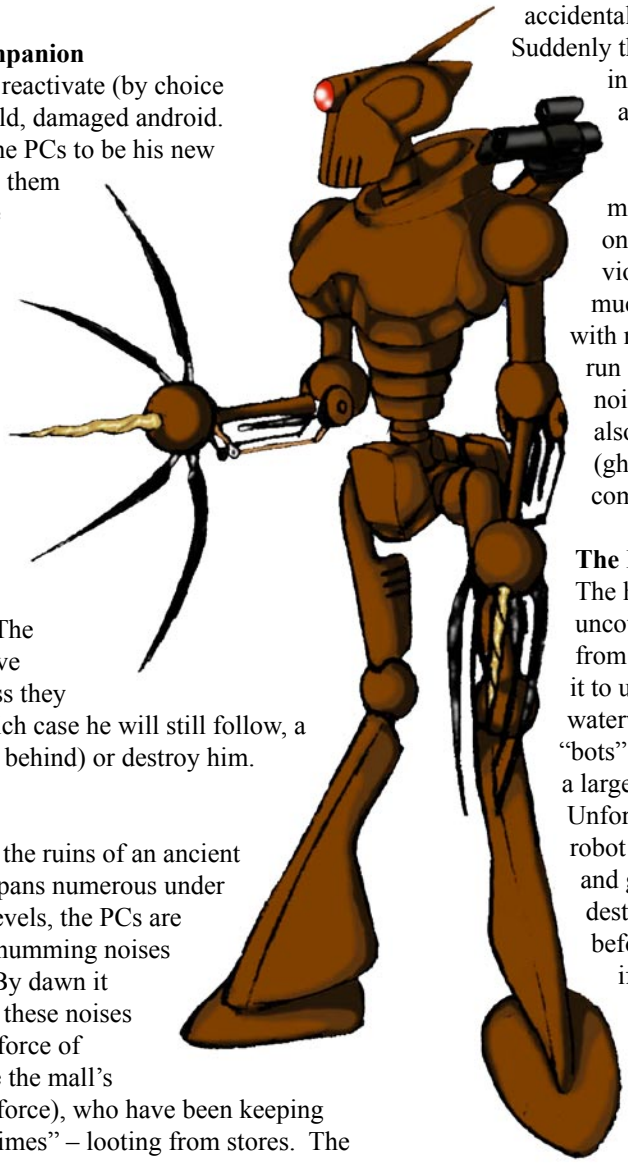
ADVENTURE HOOKS

The possibilities for involving androids and robots in your Darwin's World campaign are nearly limitless. Whether introducing robots for the first time into your campaign (as malevolent enemies or quirky allies), or making them the backbone of a recurring campaign theme, there are numerous ways to have robots and androids play a memorable part. The following lists a collection of possible adventure hooks, organized by the suggested party level in relation to the probable difficulties to be faced.

LOW-LEVEL ADVENTURES

With Dying Breath
The characters find a badly damaged android that tells them a secret with his last moments of operational life. The secret could be something about the Ancients (for instance, insights into the final days of the Fall), what special locations can be found in the vicinity, how to find a lost cache of Ancient goods, or of a possible threat by others of its kind in the near future.

An Unwanted Companion
The PCs manage to reactivate (by choice or by accident) an old, damaged android. The android takes the PCs to be his new masters and follows them around loyally. The android could be a useful addition to the party, or he could simply be an annoyance, offering to make them tea in the middle of battle, commenting loudly on the fine weather when they're trying to sneak around, etc. The android will not leave their company unless they order him to (in which case he will still follow, a hundred yards or so behind) or destroy him.



Cease And Desist
While investigating the ruins of an ancient mall complex that spans numerous under and above ground levels, the PCs are haunted by strange humming noises through the night. By dawn it becomes clear what these noises belong to – a small force of hover sentries (once the mall's automated security force), who have been keeping track of the PCs "crimes" – looting from stores. The sentries now move in to "apprehend" the lawbreakers, and resort to lethal force if they resist!

Killer In The Cornfield
There has been a rash of brutal killings in the crop fields of the PCs' home community. As harvest time nears, the elders of the community fear the deaths of the workers will cause a panic and prevent the crop from being harvested. The PCs are sent to investigate the killings, all of which appear to have occurred in or along the fringes of the wheat fields. An expedition into the vast cropland discovers the source of the brutal slayings – a wild agrobot that has been operating unnoticed at the heart of the fields, attacking farmers with the mistaken notion they are pests. The agrobot will have to be destroyed so that the harvest can be brought in before all is lost.

When The Power Comes On
While exploring the ruins of a massive apartment complex in some lost necropolis, the PCs accidentally reactivate the building's power. Suddenly the multi-story complex, almost a city in itself, comes "alive". Lights come on, automated house features reactivate, and all manner of household automatons come online. The power surge has made many of these go "wild"; though some are only a nuisance (throwing dishes, bumping violently into walls or passerby), others are much more hazardous (attacking at random with nail guns, for instance, or attempting to run over "intruders"). The sudden light and noise brought about by the reactivation could also draw the attention of other ruin dwellers (ghouls, for instance), curious as to what the commotion is all about…

The Best Laid Plans…
The home community of the PCs has uncovered and repaired an industrial robot from before the Fall, in hopes of putting it to use building up the walls, defenses, waterworks, etc. If they succeed, similar "bots" might be scavenged and put to work in a large-scale effort to revitalize the settlement. Unfortunately, something goes wrong – the robot goes wild as soon as it is reactivated and goes on a berserk spree of killing and destruction. The PCs must disable the robot before it does too much damage or destroy it if they have to.

Revenge!
As above, except the PCs discover that the robot went wild not by accident, but due to sabotage! A search uncovers a trail leading to the caravan hostel where a seemingly innocuous merchant had recently been staying in town. The PCs find evidence there that suggests the "merchant" was in fact a Foundation spy, sent to make sure the robot didn't fall into the hands of "savages". The PCs must take to the wilderness and hunt the merchant down before he can make it back to Foundation lands, and exact some kind of vigilante justice.

MID-LEVEL ADVENTURES

The Living Factory
Reports of strange "metal men" have been coming in from the vicinity of a legendary necropolis in the region. Unbeknownst to the people of the wasteland, an AI factory has just come back online after centuries of "sleep", and has begun repairing and producing robots and androids. Already these newly-created armies have begun not only dominating the city ruins, but sending forays out into the desert to scout out settlements. Whether the factory's revival is due to the AI itself, or due to the efforts of a cell of the Children of the Metal Gods, remains to be seen, but a party of brave adventurers must be sent to find out one way or another. Their efforts will certainly culminate in an infiltration of the automated factory complex among the ruins, locating the central AI and shutting it down permanently.

All In The Name Of Science
The PCs stumble across a small team of androids that are collecting samples of mutant life for further experimentation and analysis. Though they have largely kept to taking samples of plant and small animal life, the androids will no doubt want to capture the PCs for further "study" as well…

Betrayal!
A favorite concubine of one of the PCs is, in fact, an assassin android. She has been infiltrating the PCs' home settlement (or current base of operations) for years, and has noticed the activities of the PCs as being exceptional, giving hope to the masses. The PCs eventually become great heroes, after a long and difficult adventure. At the celebration in their honor, she moves to do away with them all before returning home to her android masters.

Rise, My Children
Stories of a metallic "messiah" are drawing masses of the disenchanted to a place in the wasteland. These pilgrims are stopping in every settlement along the way, spreading word that a new era is upon mutant kind and that a new leader, the "messiah", will lead them to enlightenment. Many are swayed to the cause, abandon their villages, and are heading to an unknown fate in the wastes. The PCs are sent (or just go out of sheer curiosity) to investigate this growing movement, and learn something of the message of this messiah. The messiah, of course, is a maniacal android who is attempting to make an army out of the organic masses, turning them against the settlements of the wasteland in a campaign to erase all organic life from the world. Many who come are brainwashed (or lobotomized) into believing the messiah's message – the PCs must attempt to escape a similar fate and return to warn of this unprecedented threat to the Twisted Earth.

Shadows In The Night
Stories of abductions by "metal men" have been circulating for months among the settlements along the frontier of the wasteland. None of the victims are ever seen again. That is, until recently, when a rash of reports flare up that describe people uncannily similar to the victims being seen in the outlying areas. The PCs are sent to investigate, and over a period of two or three nights become witness to a band of cyborgs – half-man, half-machine thralls of the Metal Gods – emerging from the desert by night to spy on the defenses of the community. The cyborgs could either be escaped subjects of the Metal Gods, returning out of some kind of "instinct" to their former homes, or they could simply have been programmed to return and scout for a future attack. The cyborgs are beyond saving, but they may have on them a map or digital information disc capable of leading the PCs to the place where they were "altered".

Hope Endangered
An unusually charismatic leader is bringing the mutant tribes together all across the wasteland. For years this figure has shown exceptional skill and remarkable leadership qualities, and through fairness and wisdom he has brought the traditional warring villages together. Now, as plans are being made for a massed gathering of all the tribes at a nearby gorge (a natural place to make a speech), there are rumors of "outsiders", robotic figures, who have heard of the popularity of this leader and are going to try and kill him. The Metal Gods could do this either by direct attack, or by infiltrating the leaders' own harem with an assassin android…

Hope Deceived
As above, except the PCs somehow come to find out that instead of a threat from an outside force of androids, their very beloved leader is, in fact, an assassin android himself. This particular model has a built-in nuclear weapon that will likely detonate when all the tribes are gathered together, effectively pacifying the entire region in one brilliant flash of light. How the assassin android came to earn the trust of the tribal leaders can only be guessed at, but the PCs must hurry to either destroy the android or deactivate him. Doing so will certainly be a difficult task, since any attempt against the "leader" will likely be seen as treason by all of the tribes!

Metal Messiah
Word is spreading through the region that a reactivated "metal god" is gathering organic followers. The PCs, sent to investigate, find that the "metal god" is in fact an intelligent android that has seen the error of the Metal Gods movement, has deserted, and now seeks to educate the people for what he calls the "coming storm". The PCs become trusted agents for this revolutionary lord, who sends them to far corners of the wasteland to acquire lost stockpiles to arm the masses for the inevitable war. Invariably the PCs will have to dodge natural dangers of

the wilderness, explore lost domes and secret vaults where the stockpiles are hidden, and evade parties of the Metal Gods that will no doubt try to stop them and, if possible, interrogate them to find the location of the deserter - and silence him forever.

HIGH-LEVEL ADVENTURES

Into The Heart Of Darkness
The characters stumble across a naked man in the desert who seems horribly injured. Examination seems to suggest he was operated on, with many of his organs removed. Dying, the man raves weakly about "metal men" who captured him and subjected him to horrible experiments, before he escaped. He says, with his dying breath, that they were "changing men into machines", and can even describe terrain features that will lead the group towards their laboratory-base deep in the desert.

Tin Soldiers
A party of military androids and a single war-bot (or combat walker) has somehow been reactivated. The force is all that remains of an Ancient military unit that has come to the region with their last orders in mind – fighting enemy invaders. The androids attempted to contact the local populace of tribals, but unable to understand them (they spoke Unislang), assumed they were a foreign force and have begun to exterminate them indiscriminately. The military unit is operating out of the hills overlooking a valley filled with primitive-level villages, threatening to destroy them all.

A Minor Bump In The Road
A large force of "metal men" and "machines" has been reported in the vicinity of some populated villages. There has been an exodus of refugees from outlying settlements fleeing to the most fortified of these villages, but reports continue the machine force is moving ever closer to the fort. The metal men are actually a force of soldier androids and combat robots, led by a single thinker android. The leader android has reason to believe an undamaged nuclear missile silo was in this precise area. After searching the abandoned outlying villages, the thinker comes to assume the silo is, in fact, lying beneath the fort where all the organic inhabitants are now hiding, apparently a forgotten part of the fort's foundations. It is time to order an all-out assault to uproot the squatting inhabitants and retake the silo. Of course, if the PCs were to find out what they're looking for, and realize they're sitting right on top of it, they could either destroy the silo or draw the robots down into the tunnels to even the odds a little.

Super-Virus
An overwhelming force of androids captures the PCs as they explore a far-flung corner of the desert. They awaken in a dark complex where they are, in turn, operated on by cold, unfeeling scientist androids. Oddly they awaken, unharmed, in the desert a few days later. Upon returning to civilization (the nearest trade center), they find that one by one locals are dying all around them – and the PCs are beginning to show signs of a sickness as well. As the deaths turn into an epidemic in the local town, they realize one of their number has been infected with a potent super-virus, apparently developed by the androids and given to them to spread to mutant lands. The PCs must hasten to return to the base, penetrate its depths, locate a cure (in substantial numbers for themselves as well as the town), and destroy the android research.

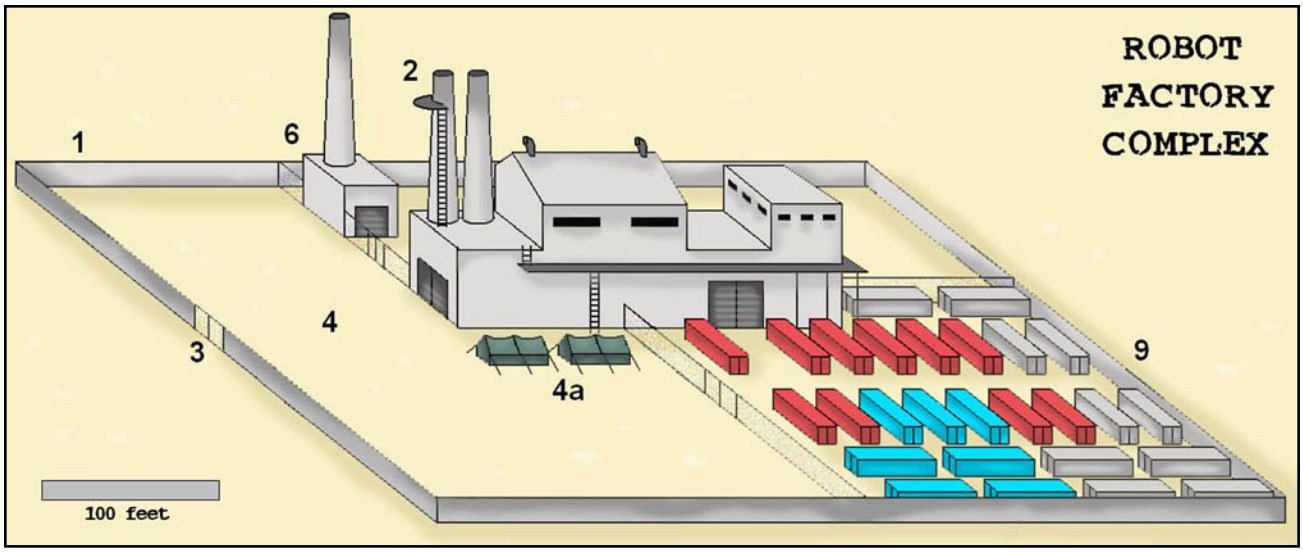
You Brought This Upon Us!
As above, except that when they return to civilization after their abduction encounter, the PCs are stopped at the gates of the town as they attempt to move through a metal detection sentry post. Even after stripping down, the detector detects something metallic. Soon the PCs come to realize something metal was implanted in their comrade – a tracking device. By the time they realize this, the androids (who are using the PCs to lead them to the nearest human or mutant settlement) are already hot on their trail, leading to a large-scale battle as the robotic forces come to devastate the entire town.

Return Of The Metal Gods
At the dawn of a new era of possible cultural resurrection (of which the PCs have been major players in the efforts to rebuild from the ashes), reports of metallic armies destroying entire villages and towns, leaving nothing in their wake, are spreading like wildfire. It seems the robots of the various cells have finally built up enough strength to make a decisive move to erase organic life completely from the face of the planet. The PCs are hired by an uneasy coalition of the world's major factions to investigate these rumors, and if possible, unite the endangered communities across the wasteland to face, as one, this monumental threat. The adventurers will likely have to prove themselves to various groups, perform numerous tasks to secure loyalties, rely on allies and former enemies alike, and demonstrate that only together can the wasteland people survive. The PCs will inevitably end up as heroic leaders of the coalition forces, a fact that will put them in the frontlines of a war against extinction in the face of the armies of the Metal Gods.

MINI-ADVENTURE: AN ARMY RISES

At the heart of one of the ancient necropolis, a sooty, cracked, sagging network of factory buildings rises from the bones of a long-dead industrial quarter. Here, towering chimneys covered in ash rise like broken pillars of some ancient monument, casting deep solid shadows across the ruin of rubble and human remains.

At the center of the cratered, crumbling quarter, the complex of buildings is slowly being rebuilt. But by



whom, no one knows. Wild men from the peripheral regions of the vast ruined city have been driven off, their curiosity sated by laser fire from the metallic sentries that patrol the factory's perimeter. Lone scavs, wrapped in heavy scarves and wearing thick goggles to protect their eyes from the sun, who would otherwise be drawn to any sound disturbing the dead-quiet of the inner city, are staying away, spreading rumors of an army of the "metal gods" being reborn at the city's heart. Traders, set up in small tent towns on the outskirts of the once-fabulous necropolis, dealing in scrap and baubles found by the scavs who brave the interior regions of the radiated sprawl, are afraid of what these revelations might mean for the future of their fragile way of life…

The following is meant to flesh out just one possible adventure location involving rumors and stories of the return of the "metal gods". In specific, this encounter area covers a reactivated robot production factory, which in this case has been brought back online by a particularly powerful and charismatic android commander, a survivor of the Final Wars. Revived and reborn, he, his assassin lieutenant and other followers, have gathered a mass of robots, automatons, and simple-minded organic "thralls" from the ruins to build a new army.

The antagonist of this encounter is a high-level android mastermind (of the prestige class of the same name), his cohort, and troupe of followers, as afforded him by his Leadership abilities. This should give GMs an idea of the potential power of this prestige class.

KEY TO FACTORY

1. Walls

The walls that once surrounded the compound during the time of the Ancients have been rebuilt, utilizing stone, brick, and corrugated metal from the ruins of the surrounding industrial quarter. The wall is uniformly 15 feet high all along its length. Whoever rebuilt this palisade has taken great efforts to bolster the effectiveness of the barricade by further clearing a roughly 120 to 150 feet perimeter extending from the walls into the neighboring ruins – in effect creating a cleared "killing zone" to curb infiltration attempts.

The perimeter of the complex is patrolled by a single force of Children, men and women who have been stripped of their sanity through painful experiments on the mind and body. They move in a shambling pack in a clockwise pattern, keeping an eye out for trespassers or threats to the complex.

If a patrol spots a potential enemy, they will emit a collective cry (or roar), and immediately give chase. A typical patrol is composed of a mass of moronic "thralls", led by one or more experienced "leaders".

Thrall Children, Warrior1 (15): CR 1; Medium-size Humanoid (2nd Generation Mutant, Ritual Preservationists); HD 1d8+2; hp 10 each; Init +1 (Dex); Spd 45 ft; AC 11 (+1 Dex); Atk Spiked chain +3 melee 2d4+3; AL LE; SV Fort +4, Ref +1, Will -2; Str 15, Dex 12, Con 14, Int 14, Wis 7, Cha 10.

Skills and Feats: Climb +6, Intimidate +4, Knowledge (technology) +4, Spot +0. Endurance, Exotic Weapon Proficiency (laser rifle).

Possessions: Spiked chain, rags.

Mutations and Defects: Increased Movement, Interior Moisture Reservoir, Aberrant Deformity (wide variety possible), Terminal Limb Deficiency (genitals).

Veteran Child Sub-Leader, Warrior2 (1): CR 2; Medium-size Humanoid (2nd Generation Mutant, Ritual Preservationists); HD 2d8+4; hp 16; Init +1 (Dex); Spd 45 ft; AC 11 (+1 Dex); Atk Spiked chain +4 melee 2d4+3; AL LE; SV Fort +5, Ref +1, Will -2; Str 15, Dex 12, Con 14, Int 14, Wis 7, Cha 10.

Skills and Feats: Climb +7, Intimidate +5, Knowledge (technology) +5, Spot +0. Endurance, Exotic Weapon Proficiency (laser rifle).

Possessions: Spiked chain, rags.

Mutations and Defects: Increased Movement, Interior Moisture Reservoir, Aberrant Deformity (wide variety possible), Terminal Limb Deficiency (genitals).

Elite Child Patrol Leader, Warrior3 (1): CR 3; Medium-size Humanoid (2nd Generation Mutant, Ritual

Preservationists); HD 3d8+6; hp 22; Init +1 (Dex); Spd 45 ft; AC 11 (+1 Dex); Atk Spiked chain +5 melee 2d4+3, or *laser rifle* +5 ranged 3d10; AL LE; SV Fort +5, Ref +2, Will -1; Str 15, Dex 12, Con 14, Int 14, Wis 7, Cha 10.

Skills and Feats: Climb +8, Intimidate +6, Knowledge (technology) +5, Spot +1. Endurance, Exotic Weapon Proficiency (laser rifle), Weapon Focus (laser rifle).

Possessions: Spiked chain, *laser rifle, power clip*, rags.

Mutations and Defects: Increased Movement, Interior Moisture Reservoir, Aberrant Deformity (wide variety possible), Terminal Limb Deficiency (genitals).

2. "Watchtowers"

Two or three elevated parts of the factory facility are now used as "watchtowers." These consist of walkways on the exterior of the factory building itself, or "crow's nests" on the towering factory chimneys. From these elevated platforms, sentries can see virtually a half-mile in every direction, giving warning of the approach of large parties (such as armies or motorized columns moving through the city ruins).

Walking these platforms and walkways are a handful of *cyborgs*, former members of the mindless masses of organic servitors that have gathered to heed the mastermind's call. Converted through horrific surgeries that have stripped them of mind and soul, they now simply keep guard, night and day, without tire, scanning the nearby ruins for signs of spies and infiltrators.

Lesser Cyborgs, Warrior2 (2): CR 4; Medium-size Humanoid (2nd Generation Mutant, Cyborg, Ritual Preservationists); HD 2d10+6; hp 21 each; Init +1 (Dex); Spd 45 ft; AC 15 (+1 Dex, +4 natural); Atk Slam +6 melee 1d6+4, or *laser rifle* +3 ranged 3d10; SQ Berserk, elemental immunity, flashbacks, frightful presence, sputtering death, repair vs. healing, resistant; AL LE; SV Fort +6, Ref +1, Will -2; Str 19, Dex 12, Con 16, Int 16, Wis 7, Cha 8.

Skills and Feats: Climb +9, Intimidate +4, Knowledge (technology) +8, Listen -1, Spot +3. Endurance, Exotic Weapon Proficiency (laser rifle).

Possessions: Laser rifle, two *power clips*.

Mutations and Defects: Increased Movement, Interior Moisture Reservoir, Aberrant Deformity (wide variety possible), Terminal Limb Deficiency (genitals).

3. Gate

The gate is merely a rolling wire mesh fence on wheels, drawn behind the wall to permit entrance to patrols. The gate is guarded by a pair of *cyborgs*, night and day.

A metal box attached to the inside of the gate is adorned with a red-handled switch. When activated, the switch will raise a compound-wide alarm.

Lesser Cyborgs, Warrior2 (2): hp 21 each (see Area 2 for statistics).

4. Yard

The "yard" is the broken, blasted area between the compound walls and the factory itself. This wide open area looks like nothing more than a wide open construction yard, with upturned earth, piles of gravel and rusting scrap, and the remains of old trucks and vehicles from before the Fall.

The Children who have flocked to worship the mastermind, and serve, have set up something of a primitive tent city here, ringing the giant factory complex. A few squalid fires add a burning haze that barely competes with the ugly black smoke that belches out of the factory chimneys, day and night.

The Children, brainwashed and surgically altered, are on edge, ready at a moment's notice to prove themselves to their new android "master". If intruders are caught on the grounds, they will rise as a mass and attack almost instantly (making distractions a very effective means of luring the mass away).

Thrall Children, Warrior1 (80): hp 10 each (see Area 1 for statistics).

GM's Note: There is another 20 or so thrall Children (not included in the numbers above) among the ruins of the city, scavenging for metal and usable electronic equipment at any given time. If they are expecting an attack, the mastermind will recall these forces from their foraging and bolster the masses defending the yard.

4a. Separate Barracks

This part of the yard has been taken over by some of the more "elite" members of the thrall force, who are given somewhat better rations (choice parts of their own fallen comrades, taken from their bodies before they rot too badly) to keep up their strength and ensure their loyalty. These brainless men and women comprise a small but effective force, and live separately in plastic tents made from wood planks and garbage bags.

Veteran Children (2): hp 16 each (see Area 1 for statistics).

Elite Children, Warrior3 (2): hp 22 each (see Area 1 for statistics).

5. Foundry

The continuous shower of hot sparks turning to steam on water-soaked stone, and the roar of huge open forges, fill this gigantic warehouse-like building with a deafening, erratic noise. This place is where scrap metal scavenged from the vast ruins of the necropolis is brought, sorted, and melted down in gigantic furnaces. The molten metal is then poured into a number of molds to create the parts needed to assemble the robots at Areas 7 and 11.

Among the gigantic piles of metal scrap (from various sources: the skeletons of buildings, the wreckage of cars and trucks, etc), a sizeable number of robots move about, performing a variety of tasks. A pair of commercial processing robots receives and sorts the bulky scrap, feeding metal odds and ends into the huge forges where they are melted down at high temperatures. The liquid

metal is handled and poured into the molds of limbs, torso plates, etc. by a number of smaller industrial automatons. Both groups of robots will generally ignore intruders unless they are directly attacked, in which case they will turn to individually defend themselves (the others will continue their duties even while one is under attack).

The noise is so great in the foundry that all Listen checks within are made with a –4 circumstance penalty.

Commercial Processing Robots (2): CR 5; Large Construct; HD 5d10; hp 50 each; Init +1 (Dex); Spd Fly 30 ft (good); AC 20 (-1 size, +1 Dex, +10 natural); Atk Slams +15 melee 1d8+10; SQ Berserk, command level (IIC), damage reduction -/5, elemental immunity, frightful presence, repair vs. healing, sputtering death; AL LN; SV Fort -, Ref +5, Will -; Str 30, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: Computer Link, Crushing Strength, Remote Computer Link, Robot Armor (Light).

Automatons (6): CR 1; Medium-size Construct; HD 1d10; hp 10 each; Init +1 (Dex); Spd 20 ft; AC 21 (+1 Dex, +10 natural); Atk Slam +5 melee 1d6+3; SQ Berserk, command level (IC), damage reduction -/5, elemental immunity, frightful presence, repair vs. healing, sputtering death; AL LN; SV Fort +0, Ref +2, Will +0; Str 16, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: None.

6. Incinerators

This building was once an integral part of the foundry complex, but its humongous furnaces have now been converted to cadaver incinerators. The bodies of some 50+ ill-fated Children, who for one reason or another have failed to survive in the service of their master, have been piled here and are regularly dumped into the furnaces to be cremated, making room in the yard for newer "recruits".

Many of these Children were victims of the mastermind's failed experiments (to turn them into cyborgs), and thus any examination of the bodies will likely be quite revolting. Further adding to the grotesque condition of the bodies is the fact that to feed his complement of organic soldiers, the mastermind has ordered choice parts of these bodies chopped up and served to the "thralls" as daily rations.

Feeding the incinerator furnaces, night and day, are two commercial processing robots, reprogrammed by the mastermind solely for the terrible purpose of doing away with whatever cannot be recycled (bones, skulls, tough muscles and tendons, etc). As a result of their continuous handling of the butchered corpses, and the shoveling of human ash to clean the furnaces daily, each of the robots is covered in a virtual "crust" of ashy soot and oily grime (residue from the human fat melted away in the extreme heat).

Commercial Processing Robots (2): hp 50 each (see Area 5 for statistics).

7. Factory Floor

This huge vaulted structure looks more like an airplane hangar than a factory floor, with broad, wide-open spaces. A heavy conveyor belt system runs in a crazy pattern throughout, along which move semi-assembled robot bodies in various states of construction. Only a handful has a head in place, and these are lacking any features or complex electronics. It is obvious the workers here only perform basic construction tasks, leaving final assembly to another part of the factory complex.

Moving along the conveyors, carrying arms, legs, and head units, are a number of industrial automatons, which are completely oblivious to the presence of intruders. They continue the monotonous task of attaching limbs, welding, and applying rivets, even as battle rages around them, unless they are personally attacked (see Area 5 for how the automatons act).

Assisting the automatons, however (mostly in the capacity of bringing them additional parts from the foundry, or providing physical labor to move disassembled robots into place on the conveyor), are masses of naked, brainwashed Children, all of whom are sweaty, oily, and obscenely malnourished. If they detect intruders, half of these organic servitors will immediately run to get help (from the yard at Area 4), the other half remaining to fight with lead pipes and odd tools picked up from the factory floor.

The noise is so great on the factory floor that all Listen checks within are made with a –4 circumstance penalty.

Automatons (6): hp 10 (see Area 5 for statistics).

Slave Children, Expert1 (20): CR 1; Medium-size Humanoid (2nd Generation Mutant, Ritual Preservationists); HD 1d6+2; hp 8 each; Init +1 (Dex); Spd 45 ft; AC 11 (+1 Dex); Atk Lead pipe +2 melee 1d8+3; AL LE; SV Fort +2, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 14, Wis 7, Cha 10.

Skills and Feats: Climb +6, Craft (electrician) +6, Craft (robotics) +6, Craft (technician, factory) +6, Knowledge (technology) +6, Listen +4*, Read Lips +6, Spot +4*. Alertness*, Exotic Weapon Proficiency (laser rifle).

Possessions: Lead pipe.

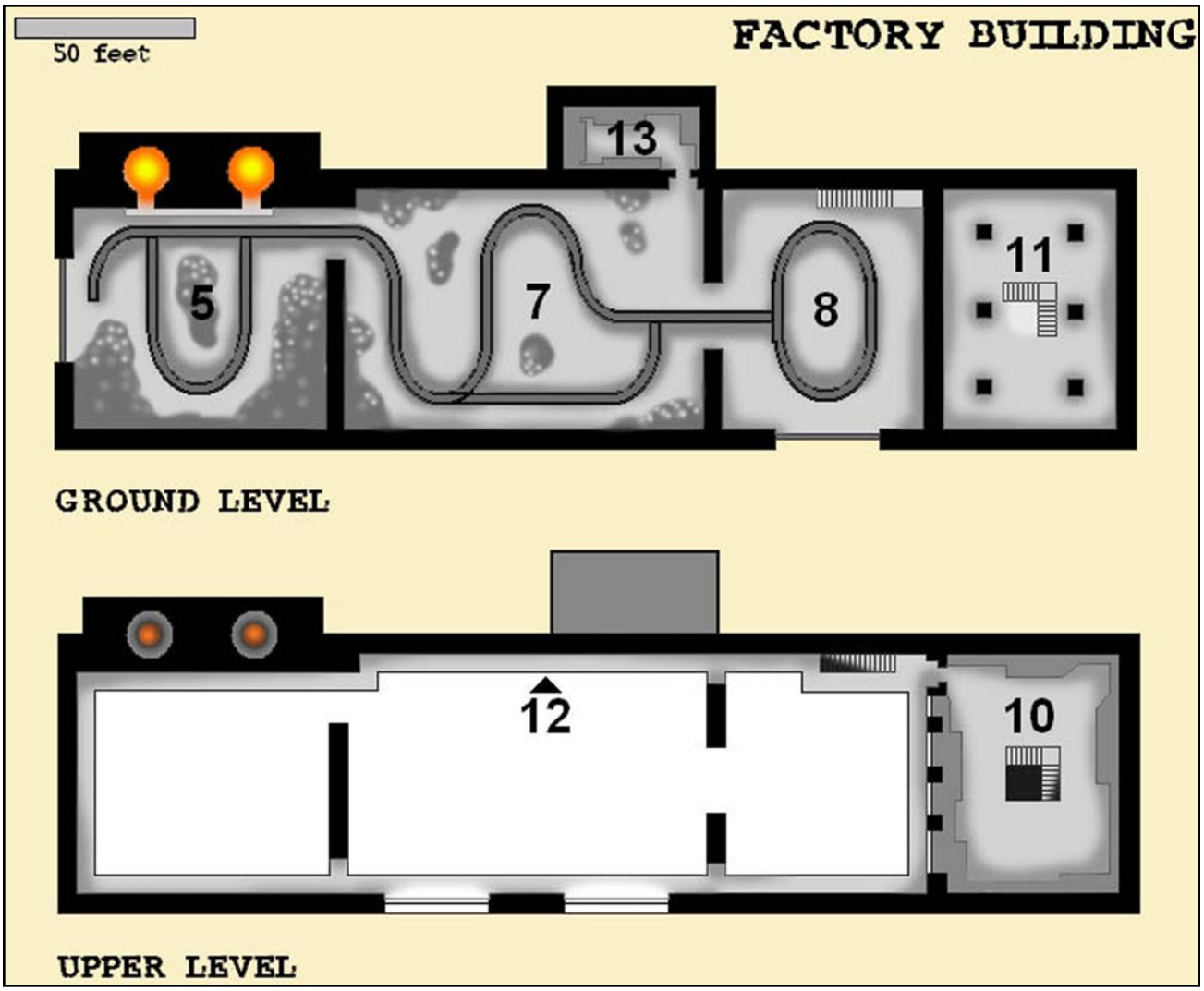
Mutations and Defects: Increased Movement, Interior Moisture Reservoir, Aberrant Deformity (wide variety possible), Terminal Limb Deficiency (genitals).

8. Final Assembly

Like the Factory Floor, this gigantic area is filled with noise from heavy industrial conveyor belts, roving robots and automatons, and showers of screeching sparks from welding tools and electrical apparatus.

In this final part of the facility, assembled robot bodies are brought for final completion – adding the intricate electronic components that permit complex limb movements and coordination, installing advanced sensors, and giving the robot some degree of artificial intelligence, programming, and protocol.

Seeing to the final steps of construction of the robot "army" is a vast portion of the mastermind's robotic and



"organic" workforce. This mass consists of a pair of gigantic industrial robots (who apply polish and weather-resistant coating to the reproduced robots), industrial automatons (who do most of the intricate brain and wiring work), and a handful of skilled, organic technicians. Like other humanoid workers in the complex, they are little more than brainwashed slaves, naked and anemically thin, but showing some technical skill – a fact that has moved them from the fighting line to the production line. Moving with quick but cowardly caution between the lumbering robots (who would certainly crush them if they slipped or hesitated for but a moment), they are a frightened pack of simpering idiots, bent solely on staying alive and keeping the conveyor belt moving.

As in other parts of the factory proper, the noise is so great here that all Listen checks within are made with a –4 circumstance penalty.

Industrial Robots (2): CR 6; Large Construct; HD 6d10; hp 60 each; Init +1 (Dex); Spd 20 ft; AC 20 (-1 size, +1 Dex, +10 natural); Atk 2 slams +16 melee 1d8+10; SQ Berserk, command level (IIC), damage reduction -/5, elemental immunity, facing, frightful presence, repair vs. healing, sputtering death; AL LN; SV Fort +0, Ref +6, Will +0; Str 30, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: Computer Link, Crushing Strength, Internal Power Source, Multiattack, Remote Computer Link, Robot Armor (Light).

Automatons (8): hp 10 (see Area 5 for statistics).

Slave Children, Expert1 (20): hp 8 each (see Area 7 for statistics).

9. Marshalling Yard

This large open area, behind the factory, appears to be filled with a number of covered truck trailers, arranged in neat rows. There are a total of thirty truck trailers assembled, their purpose – at first – seemingly innocuous.

In truth, the mastermind at the heart of the complex is using these trailers to store his "army" of newly constructed robots. By hiding his new creations inside these trailers, outsiders who spy on his operation have been unable to discern what, exactly, is going on here (or, at the very least, are unable to ascertain how many robots have already been made).

Each trailer is unlocked, and once activated the robots within can easily push the door ramp down and emerge to do battle (that is exactly what will happen if the mastermind is able to activate his robotic forces should

his compound come under attack).

Currently only about six of the thirty truck trailers have been filled, with a combination of reconstructed hover sentries (three per trailer) and modified agrobots (two per trailer) that the mastermind plans to use as minor "war machines" in his future campaigns of conquest.

Hover Sentries (9): CR 2; Tiny Construct; HD 2d10; hp 20 each; Init +2 (Dex); Spd Fly 40 ft (perfect); AC 24 (+2 size, +2 Dex, +10 natural); Atk *Gauss SMG* +6/+6 ranged 1d6; SQ Berserk, command level (IIIC), damage reduction -/5, elemental immunity, frightful presence, repair vs. healing, sputtering death, *magnetic shield A*; AL LN; SV Fort +0, Ref +5, Will +0; Str 12, Dex 15, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: Built-In Weapon (*gauss SMG*), Computer Link, Infra-Red Photoreceptors, Internal Power Source, Remote Computer Link, Robot Armor (Light).

Possessions: Two full clips of gauss SMG ammo (internal).

Lesser "War Machines" (converted agrobots) (6): CR 3; Large Construct; HD 3d10; hp 30 each; Init +1 (Dex); Spd 20 ft; AC 20 (-1 size, +1 Dex, +10 natural); Atk 2 shears +7 melee 1d10+5; SQ Berserk, command level (IIC), damage reduction -/5, elemental immunity, facing, frightful presence, repair vs. healing, sputtering death; AL LN; SV Fort -, Ref +4, Will -; Str 20, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: Crushing Strength, Multiattack, Robot Armor (Light).

In addition to the robot "army" concealed in the maze of truck trailers, a group of trusted Children soldiers patrols the area, keeping an eye out for infiltrators and saboteurs. They will move to attack unrecognized or unauthorized intruders seen moving through the yard.

Veteran Children (6): hp 16 each (see Area 1 for statistics).

Elite Children, Warrior3 (2): hp 22 each (see Area 1 for statistics).

10. Control Center

The control center for the factory overlooks the final assembly area (Area 8) through a bank of huge glass and wire-mesh windows that barely numb the deafening noise from the factory floor. Within, a group of slave technicians work tirelessly to monitor the power levels of the factory, oversee daily construction efforts, and meet their master's grueling production demands.

Needless to say, those who are "promoted" to the control center seldom last long, their bodies joining those of the growing cyborg population as they either fail or anger their "godly" master.

The control center is filled with revived computers to use running the factory. Many were scavenged from outside the complex, and jury-rigged to fill a number of roles in the complex maze of wiring and computer screens. From here, the heat levels of the furnaces in the foundry and incinerator, as well as the speed of the conveyor on the factory floor and final assembly area, can be adjusted. An advanced console monitors the power levels and activation of the robots within the containers.

From this console, a user can call the robots in the Marshalling Yard to action. A Knowledge (computers) check, DC 18, is required, each success bringing two robots (of the user's choice) online. A second check, DC 26, allows the user to reprogram the robots for whatever task he chooses (one at a time, each round). Currently, the "army" is programmed to follow the mastermind's verbal commands.

Slave Children, Expert1 (5): hp 8 each (see Area 7 for statistics).

GM's Note: If the facility comes under attack, and the mastermind has reason to believe the attackers have some chance of success, he will come here immediately to begin activating his army.

11. Laboratory

The purpose for this lower part of the factory administration building (which also includes the Control Center) has long been lost, and a new inhabitant has moved in. Between a maze of damaged computers, bundles of wiring, thousands of yards of piping, and other garbage, the factory complex's new master has taken up residence.

Dwelling here in relative isolation from his worshipful followers, the android mastermind behind this ambitious operation has begun dabbling in cybernetic experiments, turning select members of his organic "host" into cyborgs. Only a handful has survived the clumsy attempts, but the mastermind (who has taken the name *Mengele* as a kind of cruel joke) has improved his technique. Given more time and resources, he will be able to convert many more of his unsuspecting followers into cyborg conversions.

The mastermind spends most of its time here, toying with a handful of subjects (or handling the lobotomies of new recruits), emerging only once each evening to stand in the control center and overlook the robots being constructed in the assembly area below.

Filled with mad dreams of war and glory, utterly cold-blooded and ruthless, he presents quite an impressive figure wherever he is finally encountered within his factory-fortress.

***Mengele*, Guardian8/Mastermind7 (1):** CR 15; Medium-size Humanoid (Android Guardian); HD 8d10+7d8+15; hp 130; Init +4 (improved initiative); Spd 30 ft; AC 16 (+6 natural armor); Atk *Chainsword* +13/+8/+3 melee 3d6+1; SQ Berserk, damage reduction -/10, construct, elemental immunity, repair vs. healing, sputtering death, called shot (+1d6), ignore commands, leadership, reason (DC 18), command (DC 23), slave control, awesome presence (DC 21); AL LE; SV Fort +8, Ref +4, Will +9; Str 12, Dex 10, Con 12, Int 20, Wis 11, Cha 16.

Skills and Feats: Bluff +14, Craft (cybernetics) +9, Diplomacy +14, Gather Information +7, Intimidate +21, Knowledge (Ancient lore) +8, Knowledge (computers) +8, Knowledge (robotics) +16, Knowledge

(technology) +8, Listen +11, Sense Motive +18, Spot +11. Ambidexterity, Built-In Weapon, Computer Link, Improved Initiative, Internal Power Source, Iron Will, Leadership, Point Blank Shot, Rapid Shot, Redundant Systems, Remote Computer Link, Robot Armor (Heavy), Room-Broom, Super-Charismatic.

Defects: Faulty Logic Unit, Megalomaniacal Ego.

Possessions: Chainsword, power beltpack, manual (craft, technician, factory).

The android mastermind *Mengele* was designed to resemble a healthy human (though effectively sexless, he has a male body shape), six and a half feet in height, with an impressive stature. His skeletal frame is covered in a pristine coating of thick white rubber, which expands and contracts to show the thick myoelectric musculature – and armor plate – beneath. His face, however, is made of a mirror-polished silvery metal and is totally featureless, reflecting back the images of those who look upon him in startling perfection. These reflections are often the last thing his victims see before fading into darkness.

12. Catwalks

A string of sturdy iron walkways run the length of the entire interior of the factory, from the foundry (Area 5) to the final assembly area (Area 8). Each walkway is set at a height of twenty feet over the floor of the factory, and can be accessed at various points via rickety metal ladders.

A pair of cyborgs walks along these catwalks, keeping an eye on the various parts of the factory. They move roughly in a clockwise fashion, each cyborg separated by roughly 120 feet. They will open fire on intruders spotted within the factory proper.

Lesser Cyborgs, Warrior2 (2): hp 21 each (see Area 2 for statistics).

13. Generators

The generators provide power to the factory complex, keeping the production lines in operation and the electricity running throughout the compound.

GM's Note: A cunning intruder (or group of intruders) would be able to cripple the entire operation of the mastermind by shutting down these generators indefinitely. This could be accomplished with a modest amount of explosives set onto the generators themselves; even if the detonation did not destroy them, the resulting fires would certainly do a great deal of irreparable damage.

WILD CARD

The GM can use the mastermind's single cohort, a cunning assassin android, as a "wild card". A reactivated pleasure android, she was reprogrammed for killing rather than entertaining and has served her master, *Mengele*, quite well. As a result *Mengele* has taken an unusual liking to *Delilah*, and she to him, and together they present a twisted mockery of the "young couple in love." They are seldom apart and magnetically drawn to one another despite the incompatability of the master's sexless body form.

The GM can use *Delilah* in a number of ways. The simplest would be to place her as *Mengele's* assistant at the factory, either in his laboratory or in the control center, helping oversee the operation. However, it would be more in character to use her in a far more cunning manner. The GM could use *Delilah* to lure the PCs to the factory. Perhaps *Mengele* is looking for new subjects to experiment on, hoping to use them to fill out the ranks of his cyborgs. Or perhaps, after assassinating a community leader, *Delilah* flees to the city ruins with the PCs hot on her trail. She leads them back to the factory for a climactic confrontation with her "master".

Or lastly, if the PCs have been sent to destroy him, *Mengele* might use her as a "hostage" (she can play the role of a victimized captive quite effectively), hoping to stall or trick the PCs, even letting them escape with her to save himself and his operation. Of course once they've escaped and are far from his compound, *Delilah* would wait for them to go to sleep before "revealing" herself in all her robotic glory.

***Delilah*, Guardian11/Assassin3 (1):** CR 14; Medium-size Humanoid (Android Guardian); HD 14d10; hp 112; Init +4 (+2 Dex, -2 faulty wiring, +4 improved initiative); Spd 60 ft; AC 18 (+2 Dex, +6 natural armor); Atk Unarmed +15/+10/+5 melee 1d3+2; or built-in plasma pistol +16 ranged 2d12; SQ Berserk, construct, elemental immunity, repair vs. healing, sputtering death, called shot (+2d6), folding limbs, concealed tools, sneak attack (+1d6), death attack; AL LE; SV Fort +8, Ref +8, Will +3; Str 14, Dex 14, Con 10, Int 18, Wis 9, Cha 10.

Skills and Feats: Balance +8, Climb +8, Disguise +6, Escape Artist +8, Gather Information +14, Intimidate +11, Listen +18*, Bluff +6, Hide +8, Move Silently +8. Ambidexterity, Built-In Weapon (plasma pistol), Dodge, Enhanced Audioreceptors*, Human Mimicry, Improved Initiative, Infra-Red Photoreceptors, Internal Power Source, Leaping Strength, Mobility, Redundant Systems, Shot On The Run, Targeting Computer, Upgraded Performance (Strength).

Defects: Faulty Wiring.

Possessions: Plasma pistol (built-in).

Delilah looks, for the most part, like a normal human being, covered in intricate synthiskin that disguises her perfectly. For all intents and purposes, she resembles a lovely, pale-skinned woman with long black hair and perfectly sculpted figure – though her cold gray eyes, with long dark lashes, seem strangely hypnotic and "inhuman".

She has a *plasma pistol* built into her mouth. When it is ready to fire, her jaw slides completely down and back, revealing the weapon mount set deep into her throat.