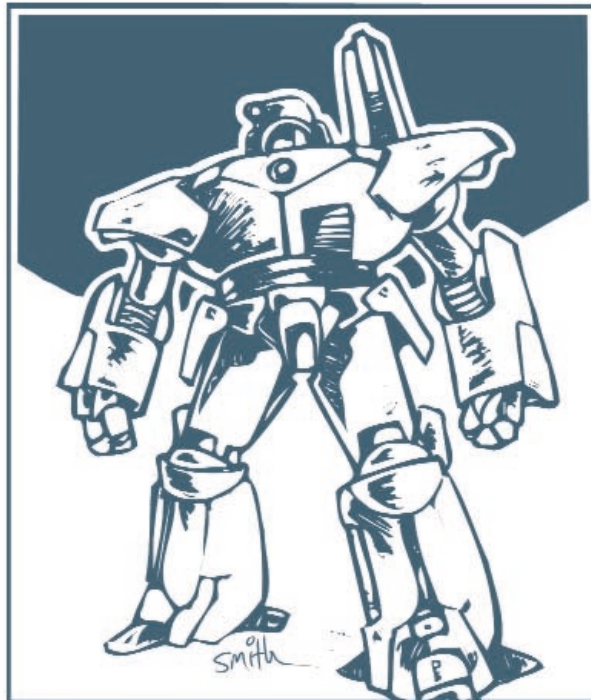


13 ROBOTIC DEVICES

BY PHILIP REED



I've written a few robotic devices in the past (see the *Future: Datastream – 2005 Collection*) but this release marks the first time that I've written a short PDF devoted exclusively to robots. The devices in this PDF expand on existing ideas found in various OGC supplements, transfer some of my notes to a final form, and build on the material found in the future SRD. While by no means an exhaustive list of potential robotic devices, the material described herein should give you a few ideas for new robot designs.

WHAT'S REQUIRED TO USE THIS PDF?

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ABOUT THE AUTHOR

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit www.philipjreed.com and www.roninarts.com. The official Ronin Arts fan forum can be found at www.raforums.com.

LOCOMOTION

The following devices expand upon the locomotion options available to robots. Each was designed primarily for the affect it has on a robot's appearance – while mechanically useful the following devices are perfectly suited to creating interesting looking robot designs.

WINGS (BAT-LIKE) (PL 6)

The robot is equipped with a pair of large metal, bat-like wings that grant it the ability to fly. These wings are large and skeletal in nature and while they grant the robot limited flight they are not well suited to gliding (for more advanced wings see box). When not in use these wings fold compactly down and lay flat against the robot's back.

Base Speed: Fly 15 feet (poor).

Purchase DC: One-quarter the base purchase DC of the robot's frame.

WINGS (PL 7)

The robot includes both a lightweight design and realistic wings to emulate birds. Without another mode of locomotion it cannot travel on land. If the robot's speed ever drops below its base speed for any reason during a given round, it starts to descend, gliding 15 additional feet for every 10 feet of reduced elevation.

Base Speed: 30 feet (average).

Purchase DC: One-half the base purchase DC of the robot's frame.

LEGS (RETRACTABLE SPIDER) (PL 7)

This locomotion device *should* be installed in addition to a standard locomotion device. Retractable spider legs are concealed within the robot's torso and may be extended or retracted as a free action. When retracted the robot uses the spider legs for movement, enabling it to run, walk, jump and perform any other sort of movement typically associated with legs.

A robot using retractable spider legs gains a +6 bonus to Balance and Climb checks (when the legs are extended).

Base Speed: 30 feet.

Purchase DC: 5 + one-half the base purchase DC of the robot's frame.

HYPER-ACCELERATED POWER REGULATOR (PL 8)

This microcomputer device must be programmed to interact with one of the robot's forms of locomotion – the device affects one and only one locomotion accessory. Multiples of this device can be installed if the robot has more than one form of locomotion but a single locomotion device may be modified only once by a hyper-accelerated power regulator.

The base speed of a locomotion device enhanced by a hyper-accelerated power regulator is increased by +5 ft.

Base Speed: See text.

Purchase DC: 15.

ACCESSORIES

The following devices cover a range of effects, all of which greatly expand the robot designer's options.

STROBE BLINDER (PL 5)

This externally mounted device flashes on and off quickly and randomly, projecting a brilliant strobe light effect that is designed to blind opponents. Each round that a robot equipped with an active strobe blinder is in a character or creature's field of vision that character or creature must make a Reflex save (DC 25) or be blinded for 1d4+1 rounds. If the victim's eyes are shielded from bright lights, by flash goggles or other protective gear, the victim is immune to the effects of a strobe blinder.

A strobe blinder can be switched on or off as a move action. Once activated it continues to broadcast random light pulses for one-minute after which point it must be shutdown and recharge (requiring four hours; the system recharges by drawing power from the robot).

Purchase DC: 26.

Restriction: Restricted (+2).

SLICK SKIN (PL 6)

The robot's frame is coated in polytetrafluoroethylene, a special polymer known for its non-stick properties, which grants the robot a +6 equipment bonus to Escape Artist checks and to resist grapple attempts.

Purchase DC: 4 + one-quarter the base purchase DC of the robot's frame.

Restriction: Restricted (+2).

ADVANCED FLARE DISPENSER (PL 7)

This shoulder or back-mounted device carries six flares in a single tube, each one of which may be fired as a move action. The flare dispenser auto-

rotates in order to fire a flare in the direction opposite of the strongest gravity field (typically, straight up) but when in a zero-g environment (or confronted with equally powerful gravity fields) the flare fires directly above the robot's torso.

A fired flare rises to a height of 200 ft. and then combusts, illuminating the area in light (everything within 300 ft. of the flare is treated as if it were illuminated by a flashlight). The flare is equipped with a micro-gravitic projector that slows its descent, allowing the device to keep the affected area lit for 10 minutes.

If the flare's path is blocked the system automatically disarms and goes inert – the launched flare is worthless.

Replacement flares have a purchase DC of 12 for the package of 6.

Purchase DC: 15.

Restriction: Licensed (+1).

AUTO-SHIELD ARMS (PL 7)

Six robotic arms – each ending in a small, round shield – are concealed within the robot's body when not in use. As a move action the robot can extend these arms. Once extended the arms move almost-randomly about the robot's body, spinning and twisting, creating a blurred mass of shields that grant the robot a +6 bonus to Defense. The auto-shield arms are tied directly to the robot's core processor and work to augment the robot's combat abilities, not restrict them – even though others are affected when targeting the robot the robot itself suffers no attack penalties when the auto-shield arms are extended. Retracting the arms is a move action.

Purchase DC: 10 + one-quarter the base purchase DC of the robot's frame.

Restriction: Military (+3).

ACCESSORIES

CYBERPORT (PL 7)

This finely-tuned, computer-controlled equipment port can be mounted anywhere on a robot's frame. A Cyberport may hold a single cybernetic component (as long as the cyberport is in the appropriate position for the component) that may be used without penalty. A robot may have a total number of cyberports up to its Strength modifier. Inserting or removing a cybernetic component from a cyberport is a full-round action.

The GM has final say on which cybernetic components are inappropriate for a robot's cyberport, though most components should be allowed (see the box for a listing of suggested components that should not be allowed). Please note that each cybernetic component a robot wishes to have access to must be purchased separately from the cyberport.

Purchase DC: 18.

Restriction: Military (+3).

DISALLOWED CYBERNETICS

The following components should not be usable with a cyberport.

Any cybernetic replacement component.

Injector Unit.

Skill and Feat Implants (and similar devices).

Stabilizer.

Subcutaneous Body Armor.

Body Repair Weave.

Fortified Skeleton.

Luminous Skin.

Mindscreen Implant.

Prosthetic Enhancer.

Rage Implant.

Psi Implant.

LOW-FREQUENCY PROJECTOR (PL 7)

Also known as a "boomer," the Low-Frequency Projector is a sonic projector that unleashes a deep, rumbling, thunderous sound that is capable of shattering bone, twisting steel, and deafening unprotected ears. The boomer projects sound in a 100' cone area – all organic targets within that area suffer 2d8 points of damage and become deafened for a number of rounds equal to the amount of damage suffered (+5). Inorganic targets immediately suffer 1d10+1 points of damage. A successful Fortitude save (DC 30) reduces the damage to one-half (but the deafening effects duration is unaffected).

A boomer can be used only once before it must be recharged (the system requires four rounds to recharge). An advanced version that recharges in two rounds is available (second purchase DC listed below).

Purchase DC: 28 (35).

Restriction: Military (+3).

OMNIJOINTS (PL 7)

The robot's joint system is completely replaced with a more-flexible system that enables the robot to bend and contort its various limbs into extreme positions. A robot equipped with Omnijoints gains a +5 equipment bonus to Escape Artist and Tumble checks.

Purchase DC: 21.

Restriction: Licensed (+1).

QUICK REJUVE-CELL (PL 7)

Specifically designed for biodroids and bioreplicas, a quick rejuve-cell is an advanced energy cell array that requires less time to recharge than the energy cells installed in most biodroids and bioreplicas (4 hour recharge time instead of 8). These advanced energy cells are otherwise identical to the stock energy cells found in most biodroids and bioreplicas (see the future SRD).

Purchase DC: 25.

Restriction: Restricted (+2).

RAMMING PLATES (PL 7)

Steel and polycarbonate plates are built into the robot's frame, making Bull Rush and Charge attempts more effective. In any Bull Rush or Charge attempt, before the results of the attempt are determined, the robot inflicts 1d6 + its Strength modifier damage to the target. The Bull Rush or Charge attempt is then resolved normally.

Purchase DC: 28.

Restriction: Restricted (+2).

ADVANCED SELF-REPAIR UNIT (PL 8)

This Energy Age device improves upon the earlier self-repair unit (see the future SRD), by cou-

pling the basic system with a series of nanite colonies and specialized micro-repair arms that are housed within the robot's legs. A robot with an advanced self-repair unit can spend 1 hour repairing itself; this automatically restores 3d6 points of damage (no Repair check necessary).

By making a successful Repair check (DC 35), the robot can increase the amount of damage restored by 1d6 to a total of 4d6 in one hour.

Like the Gravity Age version of this device, the robot cannot use an advanced self-repair unit to repair other robots.

Purchase DC: 30.

Restriction: Licensed (+1).

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