

Sexbots

MACHINATIONS OF THE SPACE PRINCESS

SCHLOCKTOBERFEST



POSTMORTEM
STUDIOS

SEXBOTS

Robotic Sexytimes for *Machinations of the Space Princess*

By James 'Grim' Desborough

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Introduction

There's any amount of sex-bots in science fiction, from Freya in Saturn's Children to Gigolo Joe in AI. There's everything from Cherry 2000 to the pierced grey sexbot in Heavy Metal 2000. There's the sex-recordings from Day Million to the holodeck creepery of Barclay in Star Trek.

Technology and sex have always gone hand in hand. Sex has driven technology and technology has driven sex and this has been true in the real world as much as in fiction. The latex condom and, later, the pill allowed for the sexual revolution – along with safer, cheaper abortion. The VHS cassette and video camera democratised pornography, as did the Polaroid, a process that was later brought to an even greater, higher degree with web-cams and the internet.

Now we're at the beginnings of new revolutions. Virtual reality porn is now in the hands of early adopters, as are 'dumb' robots in the forms of things like Real Dolls – not all of which are designed to be 'realistic'. Newspapers are already bemoaning a future that isn't here yet, of sexbots luring men away from real women (and more rarely bemoaning the opposite).

Machinations of the Space Princess isn't – by default – a very 'deep' game and sexbots are likely just to make interesting characters or to provide colour and background to up the sleaze factor in a game. Still, that doesn't mean you can't throw a bit of deeper meaning into things, explore the social science fiction implications and the boundaries of the possible.

Push a few limits. Ask a few questions. That's what fiction is for.

Disclaimer

This shit shouldn't be necessary, but this is the world we live in I guess. Role-playing is fiction. It's a story we tell together. Bad shit as well as good shit can happen in stories. You need bad shit for people to challenge and fight and for anti-heroes to show that they're only the lesser evil. People do all kinds of nasty, immoral, unethical things and put technology to nasty uses. Games and stories often reflect that nastiness. You can use it to fight, you can use it for catharsis, you can use it for gallows humour but – by Klono's beard and whiskers – don't take it seriously and, if you're offended, ignore it and don't use it.

Just don't take it away from anyone else.

Postmortem Studios

Postmortem Studios is my self-publishing imprint, primarily for games. I'm interested in the political, the controversial, the peculiarities and differences of people's reactions to different things – that don't seem to make sense. Postmortem's work represents my interests. Big ideas, controversies, sex, violence, horror and various experiments in system and setting.

You can keep up with me at postmortemstudios.wordpress.com and can support my work at [Patreon \(Grimachu\)](https://www.patreon.com/Grimachu).

Rough as Toast

'Rough as Toast' is my imprint for 'cheap and nasty' products. Things that are a bit more experimental, silly or "hit and miss" where a lot of money can't be spent or risked on a bit of an 'out there' idea. If you see that marker, you know you're getting something a little 'wacky' or uncertain, but you will probably get some fun out of it.

Schlocktoberfest

The Pulp were churned out at a massive rate of knots. Strange and silly ideas thrown at the wall to see what stuck. Occasionally some of those ideas turned out to have legs – legs that are still carrying them nearly a hundred years later. My intent with Schlocktoberfest (previously just a sale some years back) is to just throw a bunch of monsters, ideas and other bits and pieces at the 'wall' and see what sticks. Maybe something will.

Whorebots

Introduction

People and aliens (many aliens are, after all people) have needs. These needs vary depending on the species, but if we take humanoids as being typical then theneed food, water and air – most essentially – shelter and warmth after that and then there's comfort. Sex is somewhere between a biological need (with implications for psychological health besides) and comfort. It's not something you 'need', necessarily, but it is something you can want so badly it feels like a need – a biological imperative.

Ideally any space traveller, colonist or worker has a romantic partner to tend to each other's needs (or multiples, depending on species or culture). Life is, however, rarely ideal. Sometimes culture or necessity leads to ships only housing a single gender (out of whatever multiplicity of those a species might have). In such instances some manner of outlet can be a necessity, whether it be pornography, ship-board 'comfort' companions or... sex bots.

Then there's the commercial and recreational side. Sexbots don't have any (or at least most) of those troublesome ethical concerns or worries that dog regular sex workers, especially if they're not sentient AI. They're literally built for the purpose, not coerced, not controlled, not forced or drugged – but equally they don't volunteer or choose the life they're given to. Again, this isn't necessarily an issue if they're not AI, but robotic AI does start to present moral and ethical problems – as it does with any robot servant or worker.

Where there's a will, there's a way and legal, illegal or a grey area entirely there are plenty of companies and technicians turning out sexbots of all kinds for an eager or willing market.

Manufacturing

Sexbots are manufactured for almost types of being but this booklet will primarily, but not entirely, focus on humanoid robots, which are the most common. Both big companies and small, artisanal creators make sex bots but a commonality across them is that many of them tend to be modular and highly customisable.

Given all the modifications to hardware, software and other features its rare to find a sexbot quite like any other – even if they're factory fresh.

Sexbots come in three basic types:

Dumb-Bot

Dumb-bots are little more than expensive and complicated sex toys. They have no real autonomous function (though they can be programmed to walk, dance and move from place to place. They are entirely reactive with reflexive actions and pre-programmed responses but they cannot adapt, adjust or move beyond their programming.

Dumb bots can also be fitted with telepresence, allowing people to have sex through robotic proxies and to live out incredible and impossible-seeming fantasies in other bodies. Such adaptations cost 100gp and require a full sensorium rig for the user, which costs a further 200gp. This has a limited range of 500 metres, though a skilled technician could bump this up.

Expert System

Expert systems are more fully operational sexbots, but they are still not truly intelligent. They 'fake it' using advanced algorithms and can adapt to learn new kinds of actions and preferences but they are stuck with a limited set of conversational skills that – no matter how advanced – soon begin to repeat themselves. In very rare circumstances the learning processes of the expert systems can lead to them becoming self-aware.

Full AI

Full AI sexbots are conscious and self-aware beings but they are made and engineered to like and want what they do. In some systems robots have no rights and so they have no choice on what to do. In other systems a sexbot can be legally indentured until their work pays off their manufacturing and maintenance costs (with interest). In others, they're completely free but are offered work in their manufacturer's facilities and given their pre-programmed natures and desires, they take that up often enough for it to be profitable, being retired (fired) when they become obsolete.

Needless to say, this whole situation is a lightning-rod for all manner of ethical concerns around artificial intelligence and knock-down, drag-out bare-knuckle fighting between philosophers. There's even a whole industry based around 'rescuing' bemused sexbots and forcibly reprogramming them to hate everything they were originally made to be. That raises its own questions. As do technologies that allow people to reprogram their own instincts, desires sexuality and conscience.

It's a giant tub of worms.

Whorebot Characters

Sex robots can be played as characters, but there's a lot of things to be taken into consideration when you do.

Statistics

Comeliness should be the highest statistic for a sex robot in most cases. They are primarily built to be aesthetically pleasing, though fetishes will always mean that 'aesthetically pleasing' has a number of different interpretations and some of those are even far from aesthetically pleasing, but the majority conform to beauty standards (or at least sexual beauty standards) for their species.

Charisma will usually be the second highest statistic. Companionship, flattery charm being as important in their own way as mere, physical looks.

The third most important statistic for a sex bot is usually Dexterity. Fine motor control and a delicate touch are essential to the erotic arts and a clumsy robot is likely to severely hurt something delicate.

While robots typically have relatively high Strength and Constitution, simply by nature of their components these are not a priority for sex bots. Neither is Intelligence, for sadly obvious reasons, though Wisdom is certainly useful, perceptiveness being somewhat key to their purpose.

Traits

Sex bots will typically draw on a pool of traits including:

- Beautiful
- Charming
- Gregarious
- Sexy

Other likely trait choices include those of the species they're designed to mimic, and...

- Avatar
- Consort
- Cybernetics
- Emotive
- Fashionable
- Flexible
- Interface

Being designed to cater to... certain tastes might also lead to the incorporation of traits such as...

- Coils
- Electroshock
- Engulf
- Flexible
- Foot Hands
- Fur
- Goo Body
- Large
- Limited Shape-shifting
- Natural Weapons
- Paralytic
- Scales
- Separate
- Small
- Tail
- Tentacles

Classes

Most sexbots should probably be Experts, representing their adaptability and the best representation of expertise in their particular abilities.

Killer sexbots will be those issued to the military as 'aid and comfort' to crews and colonial bases. They would also be programmed to work in defence applications in a pinch and to fulfil crew roles during times of stress and low manpower.

The military doesn't tend to like waste – even in its sexbots.

Robots do not tend to be psions. Such a sexbot would be rare indeed.

Sexbot scholars are rare, but some freed or independent sexbots may find their programmed-in obsession with the fleshly arts taking them in new and strange directions.

Skills

Sexbots require a few obvious skills, but there are others that they may find useful.

Everyman Skills

- Sleight of Hand – For entertainment and 'side earning'.
- Tinker – For self repair and modification.

Combat Skills

- Knock-out Blow – For self preservation with minimal harm.
- Stun Attack – For the same reasons.
- Trip Attack – Same again.
- Wrestle – Has 'non combat' applications.

Scholastic Skills

- Hacker – For self-improvement and liberation.
- Medicine – To diagnose STDs and aid injured companions.
- Xenopsych – To understand more unusual companions.

General Skills

- Drive – A useful skill as a courtesan or companion.
- First Aid – A generally useful skill, and accidents do happen.
- Lover – For obvious reasons.
- Perform – Striptease is obvious, but many sexbots have entertainment skills of one kind or another.
- Web of Contacts – On many worlds sex bots exist in the grey or black market worlds and so meet a lot of 'useful' people.

New Traits

Sex bots have access to a number of new potential traits as a result of their specially designed nature.

Addictive: The sexbot produces chemicals and EM waves that produce such a powerful pleasure response that the result is addictive. Anyone the sexbot sleeps with must Will save or become addicted. They must seek the same sexbot out again within a week or suffer two weeks of withdrawal (a -1 penalty on all rolls until the time is up). Taking this trait multiple times creates a -1 penalty for each extra time to the Will save and increases the withdrawal effect by -1.

After-Market Modifications: You are better able to handle modifications to your body or chassis without accumulating technical glitches and issues. It takes another five points of glitch (15) before suffering a random penalty. You can take this multiple times, each time increasing the glitch threshold by 5.

Bonding: Some sexbots are built with specific clients in mind and built to be bonded to them and to feel a link that might be considered 'love' in organic beings. With regard to that bonded partner they receive a +1 bonus to Charm and Looks saves and to the Lover skill. They cannot however harm that bonded partner and will struggle not to admit any sneakiness or underhandedness. Also, they cannot 'service' anyone other than their bonded partner, while bonded. The bond cannot be broken by the sexbot, only by formal rejection from the bonded partner, hacking or by the death of the bonded partner.

Pheromones: The sexbot is engineered to emit a combination of subtly mind altering effects. There is a subconscious scent, physical cues and body language and a subtle EM field designed to stimulate the erogenous areas of the brain so long as the sexbot is in sight. Any Will save the sexbot causes is penalised by -1 and any Charm or Looks save they are forced to make themselves are boosted by +1.

Pleasuretron: The sexbot is engineered in numerous, subtle ways to make it 'better than life' when it comes to sex. This may be things like a very slight charge to the skin, subtly motorised genitals or skin-penetrating radar or ultrasound to identify nerve centres and clusters. These aren't the larger, more extreme options that can be found elsewhere, but nonetheless boosts any Lover skill related save rolls by +2.

Sense-Adaptation: The sexbot has unconventional wiring. This can mean they receive pleasure from unconventional activities (boosting their Lover skill by +1 and giving them some 'flavour' as something unusual). Sense adaptation can also cause a sexbot to get intense pleasure from unconventional sensation – pain for example, hard-wiring them to be a masochist. It's suggested that the Games Master provide them with an appropriate bonus to an appropriate save, or otherwise replicate an appropriate ability from another trait to match their capability.

Spare Parts: Your body parts can be replaced from a stash of supplies, rapidly regaining hit points in the time it takes to pop in a new arm or attach a new leg. You can carry a stash of these parts (up to fifty points worth) with you in a backpack or duffel bag. It takes a turn and a tinker roll to attach a new part but only 5/10/15/20 hit points can be regained at a time in this way and you must have lost that many points before you can make a replacement.

Alternatives to Charisma Loss

The standard penalty for taking more racial traits is to lose Charisma, though it's permissible to lose others. Sex bots are very likely to take penalties to other statistics than Charisma, given that's a key statistic for most sexbots. Sexbot 'dump stats' are far more likely to be Constitution, Intelligence and Strength, with Wisdom a less likely but common enough possibility.

Another alternative to Charisma loss is to take negative race traits.

Negative race traits act like positive race traits, but negatively impact on your capabilities – much more severely than positives.

Negative Race Traits

Directives: You have a series of hard-and-fast directives in your deep programming, which cannot be overcome. You should negotiate with your Games Master to determine what these are. In robots these are typically related to their designed and designated purpose and/or fail-safes relating to the manufacturer. Three or four directives should be noted down and these cannot be broken.

Maladaptive: Your tight programming or limited neurophysiology means you must select two skills (that you could otherwise access) that you can now never, ever learn.

Obsolete: You are a robot or have cybernetics which are out of date and hard to get parts for, as well as being based on older technology that people are less familiar with. Medical care or repairs cost twice as much as usual and take twice as long as usual.

Poorly Insulated: As a robot you are, unfortunately, poorly insulated. If water infiltrates your system, you will start to take damage. A small amount of water is not a problem, but immersion or being soaked will cause damage at the rate of 1d8 per turn until they can be drained and/or dried.

Sex Addict: You are hard-wired to not just want, but to need sex. You must indulge in sex, with a partner, at least once every two days or suffer a hardware enforced withdrawal and glitches that causes a -2 penalty to all rolls (-1 to skill levels also).

Whorebot Options/ Cybernetics

Sexbots can be fitted out with a whole bunch of options that make them 'better than the real thing' and many of these options are also available as cybernetics, to be fitted to and to improve organic beings. On planets with more open sexual policies this can lead to an 'arms race' of sorts. A great deal of earnings can be spent on improving and upgrading a sex worker's options in order to compete with each other, and with robots.

Adjustable Parts

Glitch: 2/3/6

These artificial sexual organs are fully functional but also fully adjustable. They can be reconfigured to any reasonable size, depth, angle, length, thickness etc etc as appropriate (or indeed inappropriate) by species. They can even be configured with various textures or made to move, all in order to have greater effect. Having this part fitted provides a +1 bonus to the Lover skill and any related saves. 150gp.

Bedroom Eyes

Glitch: 1/2/3

This visual option provides mild thermographic and electromagnetic senses with medical body-mapping software to provide constant data on a partner's state of arousal and erogenous 'hotspots'. This provides a +1 bonus to any sexually related save rolls as well as allowing one, at a glance, to tell if someone is sexually aroused (or faking it). 10gp.

Casanova Module

Glitch: 3/6/9

The Casanova Module is a small, artificial clump of braincells, implanted into the brain. It contains memory engrams of sexual skill and fibres that allow more conscious control of sexual excitement, desire and reaction. The module not only 'teaches' the implantee to be a better lover, but allows them conscious control over their own state of arousal from zero to orgasm. This provides a +1 bonus to the Lover skill and a +2 bonus to all sexual related save rolls. 150gp.

Fisto

Glitch: 1/2/5

This is a hand replacement. A reconfigurable 'soft robotics' device that can be used as a sexual device and as more than simply fingers. This has no particular in game effect, but may allow someone to pleasure several partners at once. 25gp.

Genderblender

Glitch: 1/2/5

An advanced form of configurable body-sculpting, the Genderblender allows you to reconfigure your body shape and genitalia from one gender to the other (or however many your species happens to have). You can even set your body shape to various androgynous midpoints and combinations. This has no particular in game effect, but can provide a +2 bonus to appropriate saves when disguising yourself, as people don't expect to have to look for the opposite gender – at least not so perfectly. 150gp.

High Capacity

Glitch: 1/2/3

Artificial organs allow a much faster and more copious production of 'sexual effluvia', whether for recreational or lubrication purposes. This allows you to service more partners more rapidly, or to fulfil certain fetishes, but has no particular in game effect. 25gp.

Purple Fingers

Glitch: 1/2/3

Your fingertips are conductors. When activated they glow with ultraviolet light and conduct a slight electrical current. Enough to tingle and stimulate and to provide a +1 bonus to any sex-related save rolls. They can also aid seduction, if used very subtly, making your touch literally 'tingle'. To someone who doesn't know you have the implants that can seem like a natural reaction. These implants can be overcharged (with a Tinker roll) to deliver a +1d6 bonus to hand to hand damage as a one-shot hit but this burns out the implant and requires it to be replaced. The target must also make a Toughness save or be stunned for one turn. The advantage is that these implants are typically not classified as weapons. 15gp.

Refractory Accelerator

Glitch: 1/2/3

Engineered organ replacements allow you to recover almost instantly after a sexual encounter. This provides a +2 bonus to sexually related saving throws but is mostly purely for roleplay and background purposes. 10gp.

Seductive Voxbox

Glitch: 2/4/6

An implant in your throat modulates your voice into more seductive tones, changing the register and making it more sexually appealing. When you engage in attempts to persuade or coerce the opposite sex this reduces any save rolls they might make against your coercion by -1. 50gp.

The White Market

The legal market for sexbots is enormous and expanding as the Uralanth power structures fade away. The Uralanth Matriarchy did not explicitly ban sexbots, but was disapproving and allowed planetary and regional governesses to make their own decisions on the matter. They did allow a basic, low-grade sexbot to be manufactured for use in their military forces as a reward for officers but that was a limit to it.

In more liberated areas of the empire there was a thriving trade and mass construction, despite a great deal of opposition from various religious and other groups. Some see sexbots as an insult to nature, some as a threat to the perpetuation of the species, some as an affront to various gender or sexuality causes of one kind or another.

With the Uralanth power broken things have loosened up a great deal in some areas and gotten much worse in others. Many authorities no longer have the power to enforce such rules – or have greater priorities elsewhere that they need to deal with. Others – desperate for revenue – have removed old constrictions and allowed the trade to expand and go on.

These days there are sexbot resort orbitals, sexbots sold to brothels on loans with strong-arm tactics and even factory ships that can swoop into a newly exploitable system and supply its needs with terrifying rapidity. Now these manufacturing companies are enormous powers – sex never goes out of style – dominating advertising and applying huge pressure to planets that shut them out.

On white market worlds and orbitals sexbots are relatively cheap and plentiful. While there's still something to be said for something real (people will pay a premium), sexbots can be found just about anywhere such a thing is remotely appropriate - from bars and clubs to full-on robo brothels.

That isn't to say that there isn't resistance. There are always people who object for one reason or another – or companies that have staked out a territory or a licence deal to try and shut others out.

Vandals attack sexbots, companies and criminal organisations exploit (or 'exploit' them, depending on your point of view). They are common targets for political activists, religious zealots and rival companies – who also sponsor attacks on rival sexbots.

They may be legal, but they're still 'sleazy' in a lot of places and mixed up with the outskirts of the underworld.

The Grey Market

On many worlds the legal status of sexbots is more uncertain. They might be illegal to manufacture or to sell, but not necessarily to own or use. It's not dissimilar to the status of drugs or conventional sex work.

Out of sight, out of mind is OK, but other laws can be used to crack down if it gets too public and there's still a black market for importation and purchasing.

Independent, full AI sexbots tend to slip through the gaps, being both prohibited import technology, and independent being with rights. Some smugglers even use this as a method to smuggle in sexbots. An AI 'riding' the body to get it past customs and then decanting to a standard robotic shell, leaving the sexbot body behind.

The costs of sexbots and accessories is bumped up in greymarket areas and technicians often up their fees when repairing sexbots as well, exploiting their dubious legal status. You can expect to pay twice as much for purchase, repair, modification and hire in greymarket areas and older models are far more likely to stay in use for longer.

There's a certain 'cachet' to owning a sexbot in these cultures, it's a 'little bit naughty' in the way soft drugs are, something bad boys (and girls) do in order to look cool and live a little dangerously.

The Black Market

Trade in sexbots where they're outlawed is reliant on the black market at every single step from importation to sale and maintenance. Everything costs at least five times as much, where ownership etc is illegal, and ten times or more where it carries severe penalties – such as death. This isn't just the sexbots themselves but the maintenance and repair, the supply of spares, all run by criminal cartels and 'privateers' acting on behalf of the sexbot manufacturers.

The black market is an excellent way to get rid of excess or outdated stock. In areas where sexbots are illegal having any model, however outdated, is good and rare. Sexbots even hold the status of a 'kink' in these areas, in which prices can be pushed even higher to service the 'clanks' (robot fetishists). This market can even be better served by cheaper made, more crude and obviously mechanical robots.

The black market is worth to much that it even drives a new form of 'slavery', with full AI sexbots – even if independent and free – being stolen/kidnapped and fitted with stripped down, overriding fore-brains (100gp – make a Will save at -2 every month to try and break free). These devices override their independent intelligence and reduce them back to the status of expert systems. It's – arguably – unethical, depending on your stance on AI, but a risk for sexually capable robots across the galaxy.

Implications

The advent of sex robots has all sorts of implications and discussion points, many of which are already being discussed in real life! In science fiction we can explore these implications and debates more directly and in role-playing games you can put the players (through their characters) in the position of considering moral and ethical quandaries. This is more in the tradition of Star Trek than the kind of space opera Machinations favours, but that doesn't mean you can't explore these issues in a more fast and loose setting.

AI Ethics & Slavery

Do you have rights and/or responsibilities over a life you create? Can you, or should you, create beings who are destined, even happy, to be slaves? Is an artificially intelligent sexbot that is programmed to love its work morally or ethically different to an AI bulldozer that is made to love its job? Does an AI owe its creator fealty, loyalty and its very life or not? For how long? Corporate entities are theoretically immortal, robot 'gods'. Does an AI ever pay off its debt, can it ever repay the favour of its creation?

Is an artificial consciousness equal to a natural, organic consciousness? Does it have the same rights and freedoms as a naturally occurring consciousness? Where is the divide between animal and sapient, between dumb computer and intelligent computer? Is it OK to alter that consciousness against the will of the AI and what if the change, changes its will? Would this be OK to do to an organic, natural being?

Is indentured servitude OK for AIs? What about slavery? Are they objects to be traded or people to be freed? Many cultures still engage in slavery and indentured servitude anyway, so why would robots be an exception?

What if a robot wants to be a slave? What if it loves its work? What if it has been programmed to be a slave and to love being so? What if its consent and willingness is completely pre-programmed?

If a hacker reprograms an AI to want to be free, do you then respect that desire for freedom? Do you punish the hacker?

Wipe and restore the AI's personality back to its default standards?

Is destroying an AI morally equivalent to murder? What if there's a copy or backup?

None of this is easy to figure out, for players or Games Masters. Different societies in your games can come to any number of different solutions to any of these problems and you can explore the pitfalls and benefits of each different approach in ways that make for interesting stories.

The Deep Dark

Sexualised robotics allows for some very dark stuff. Machinations of the Space Princess draws on things like Metal Hurlant, Druuna and other 'edgy' (for want of a better word) material that sometimes deals with these kinds of issues in one way or another.

It shouldn't be necessary to present any kind of disclaimer in examining these things, but sadly it seems that it has become necessary to do so. Obviously I do not advocate for any of these things or, necessarily, their inclusion in your games as anything other than a foil for a villain or a shifty cargo to be delivered. They're presented purely for brain and story fodder and as means to demonstrate the villainy of enemies or the debauchery of certain societies.

Animorphs/ Xenomorphs

Sexbots needn't be human, or in the case of other sophont species, in their shape. They can also take the shape of non-sapient beings or aliens that one might not normally be able to mate. Animals. They can, however, still carry a sapient intelligence one that is willing (or programmed) to consent and respond enthusiastically, which muddies the moral waters that outrage and disgust people a little, if not completely.

Such sexbots imitate the animal or sophont species by replicating their key, physical shapes and abilities via traits. As such an exotic and fringe kink type they're typically twice as expensive as normal sex bots.

Masochibots

Pre-programming sexbots to enjoy and consent to regular sex is controversial enough but there are all manner of unconventional desires that sexbots can also be programmed to service. If you can accept sexbots programmed to consent and enjoy their work, what about sexbots that are programmed and configured to take and enjoy pain and damage? To replicate the injuries done to organic beings? Robots that can take more harm and allow people to live out their most sadistic and even murderous fantasies? How disturbing to enter a despots 'sex dungeon' and to discover their torture chambers to not be full of screaming, agonised dissidents but rather dismembered and tortured sexbots in paroxysms of lust and pleasure?

Paedomorphs

Perhaps the most controversial concept of all is the idea of sexbot brains in bodies modelled to appear sexually immature. This further presents all manner of issues as with the masochibots. Does this encourage more real abuse or provide an outlet that prevents real abuse? Are autonomous sexbots in these kinds of chassis' allowed to express their sexuality or not? Is internal maturity, regardless of age (robots are 'born' mature after all) more important or image? If so do organic beings of age but which look young similarly banned from engaging in sexual intercourse? Who creates these machines and what do they sell for, due to their edge value? Ten times? A hundred times? Are they 'passing' for real beings or are they marked out in some way so it's known they are fake?

Dark.

Ranx & Rox

Copies of famous or desirable people are made out of certain sexbots to cash in on their popularity, beauty and sexuality. Some celebrities endorse this and allow their image to be licensed for sexbots, even providing memory and personality recordings for those sexbots. Black marketeers on the other hand can produce pirate copies with crude personalities or – even worse – bootleg celebrity engrams and produce sexbots who genuinely believe that they are that celebrity or figure. These black market copies called 'ranx' (male), 'rox' (female) and 'ronx' (other). Bounties are sometimes offered by powerful entertainers for the destruction of copies. A steady source of revenue for bot-hunters.

Black Market Sexbot 'Quirks'

Black market sexbots are likely (10% or so) to have certain... quirks.

Roll 1d100

1-10. Restraining Bolt: The sexbot is a free agent with an overriding fore-brain fitted. This has a 1% chance of failing during an encounter.

11-15. Short Circuit: The sexbot has a loose wire somewhere inside and it occasionally discharges power in an... unfortunate way, causing 1d6 damage and immense pain to its sexual partner on a roll of 1 on a D6.

16-20. Malfunctioning Genitals: The sexbot's arguably most important mechanism is damaged, resulting in system failure and an unsatisfactory encounter on a roll of 1 on a D6.

21-22. Dead Fish: The connection between the sexbots brain and body is damaged and intermittent, failing and causing them to 'pass out' during an encounter on a roll of 1 on a D6 and requiring a tinker roll to reboot.

23-25. Tic: The sexbot has peculiar and outputting facial tics and bodily twitches at the most inappropriate times.

26-30. Vox Problem: The sexbot has a problem with its voicebox. Roll 1d6: 1. It cannot use 'salty' language and must substitute euphemism, 2. It has a voice of the wrong gender, 3. It can only speak a rather rare alien language, 4. It can only speak in machine tones, 5. It is mute, 6. It has a really strong 'robot' voice.

31-40. Improvised Repairs: Parts of the sexbot's chassis have been crudely repaired with not-really-compatible parts like a welding arm or the wrong coloured skin (or even duct tape).

41-50. Missing Parts: The sexbot is missing some parts that may be out for repair, this could be a limb, an orifice or even – disturbingly – a head.

51-60. Sensitivity too High/Low: The sexbot's sensitivity is tuned either too high (1-3 on a D6) or too low (4-6). This means it either 'orgasms' constantly from the slightest touch or never does – not that a client may care.

61-70. Unlicensed Software: The sexbot constantly interrupts whatever it is doing to ask if you want to download updates, register them with the company or to shout out advertising.

71-75. The Wrong Brain: The sexbot chassis is running on the wrong operating system. It doesn't really know what it's doing despite black market software patches and is very confused. It tries to relate everything to the task it's actually programmed for. Roll 1d6: 1. Barman, 2. Steward, 3. Receptionist, 4. Office-bot, 5. Sales-bot, 6. GM fiat – something more exotic.

76-85. Old Kink: The sexbot has some old kink programming underneath its current programming and this has a 1 in 6 chance of re-activating during an encounter. Roll 1d6: 1. Sadist, 2. Masochist, 3. Sub, 4. Dom, 5. Foot Fetish, 6. GM fiat, something more exotic.

86-90. *Kink Short Circuit*: The sexbot has developed a super-peculiar and outlandish fetish that makes no sense whatsoever. Open a dictionary or other book at random and pick something appropriate – or inappropriate – off the page.

91-95. *Insatiable*: Once it's worked up the sexbot doesn't want to stop – and won't. It can't be bargained with. It can't be reasoned with. It doesn't feel satiation, or exhaustion and it absolutely will not stop... ever, until you fuck it again – and again!

96-00. *Roll Twice*: Combine the two effects.