Special Supplement 1 Robots of Charted Space

Traveller HERO

SPECIAL SUPPLEMENT 1: ROBOTS OF CHARTED SPACE

FOR TRAVELLER HERO

BASED ON THE AWARD-WINNING TRAVELLER GAME SYSTEM AND UNIVERSE BY MARC MILLER

Special Supplement 1: Robots Of Charted Space is set in the Official Traveller Universe. As such it is compatible with either the official Hard Times – Collapse – Recovery – New Era timeline or an alternate wherein the assassination of Emperor Strephon does not occur.

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Personal Dedication (Original): *This supplement is dedicated to the many people whom I have had the pleasure to game with over the last fifteen years, in both face-to-face gaming and numerous PBEMs. In particular, however, it is dedicated to the memory of Jason Todd Colette (1969-1987), who first introduced me to three "Little Black Books" and the worlds of adventure that lie within roleplaying games such as Traveller. Your memory lives on, my friend.*

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About This Supplement

The HERO edition of this supplement is primarily intended for use with *Traveller Hero* – Traveller for the *Hero System 5th Edition*. The background material is fully compatible with other versions of Traveller as well. This volume specifically deals with robots in the Traveller universe. Herein, one can find information on robots, from their roles in the gaming session to their place in the Official Traveller Universe; from the megacorporations that manufacture these marvels to the specific components used in their creation.

Also included in this supplement are thirty-one specific robot designs, intended to display a cross-section of the different roles that robots can fill in a typical Traveller Hero adventure or campaign. These robots are built and designed at a variety of tech levels, from TL12 to TL17, for a variety of purposes. It is hoped that, with this volume, the Traveller referee has additional tools available to create a stronger presence of these staples of science fiction in his or her game.

Robots In The Game

Robots have the potential to add great depth to any Traveller campaign. These technological marvels, a regular occurrence on the more technologically advanced worlds both within and beyond the Imperium, add an extra dimension, playing a variety of roles in the game.

Robots as Background

Robots are one of the staple features of science fiction, and Traveller is no exception. With the advanced technological wonders that have become commonplace in the Far Future, Travellers encounter robots and robotic devices in almost every aspect of daily life. From the cargo handler bots to the administrative robots of various bureaucratic agencies across the Imperium, from personal servants to security guards, these mechanical constructs fulfill a wide variety of roles in Imperial society.

Within the official Traveller universe, robots are often used on technologically advanced worlds performing duties of a repetitive or dangerous nature. By describing the presence of robots in such roles as descriptive background, the referee can help create a distinctive feel for worlds of advanced technology, particularly of TL12 or higher, which adds further depth to the milieu for the players.

Robots as Plot Device

Taking a cue from sci-fi movies and novels, referees will find that robots can make interesting plot devices for their Traveller adventures. Imagine the adventure possibilities around an experimental warbot that accidentally becomes activated within the warehouse district of Startown, targeting an Imperial ambassador's yacht as a hostile to be eliminated. How did it happen? Why? What roles can the player-characters take in this scenario?

Consider the opportunities surrounding the pursuit of a courier robot containing classified information sensitive to Imperial concerns. Where is the courier heading? Who wants the information within it? Who do the player-characters work for, or represent?

Explore the varied choices surrounding a criminal gang that uses security droids to do their dirty work. Were the player-characters the victims of an attack, or perhaps just bystanders? Who are the people behind the robotic crime spree, and what is their ultimate goal? Creative referees can explore a number of adventure possibilities using robots as a plot device.

Robots as Encounters

While robots make good plot devices, they also make excellent encounters. Because of the diversity of roles that robots fill in Imperial society, robots can be found in all manner of scenes in the gaming session. The robot's computer brain and voder interface provides referees with another source for interactive encounters focused on role-playing, negotiation and information gathering. The fact that robots such as warbots and security droids are armed add the element of danger, combat and adrenaline to other robot encounters. Though limited in the expression of creative thought, robots can still be used to fill the role of living NPCs in different scenarios, creating a change of pace in the player-character's experience of the game.

Robots as Patrons

While the most commonly encountered robots are incapable of creative thought, they are still sufficiently independent enough to act as intermediaries for employers. On technologically advanced worlds, a group's first encounter with their patron might be through a robotic emissary. Should an employer be sufficiently reclusive in nature, it's not unheard of for a robot to handle all interactions with the general public, including the Travellers that have been hired to perform certain duties of a sensitive nature. When dealing with sufficiently advanced technology, artificially intelligent robots might actually be the patrons, hiring the group in a particular scenario.

Robots as Supporting Roles

Referees or players might find it useful to explore robots as supporting cast for the Travellers. Should a player-character purchase a robotic personal servant, take on an starship mechanic to assist the Chief Engineer, or utilize a

courier robot for translations, the robot could become a regular fixture in the lives of the characters. Players can develop a sense of attachment to the animated antics of a robotic companion, and the referee can use the robot as another tool for passing information to the characters, increasing the usefulness of the robot as supporting cast.

Robots as Player Characters

Although the use of robots as player-characters does impose some changes in the usual approach to character development and advancement, the challenge of portraying such a character concept can be enticing to some. The decision to allow such a character concept still lies in the purview of the referee, who must consider the impact that allowing such a character concept will have on both the campaign they are creating, as well as the impact on the character concepts of the other players. If the referee elects to allow a robot character, it is important to bear in mind certain game mechanics and roleplaying considerations when portraying a robot. Some of these are:

Experience works differently for robots as characters.

Certain robots are not suitable as player characters, and do not gain experience (except as part of GM storylines). These include robot brains running basic logic programs and those that run low autonomous logic.

Computer brains installed with high autonomous logic programs, robot brains programmed with low artificial intelligence, and robot brains designed with high artificial intelligence software are suitable as player characters (or non-player characters) and earn experience. Of course, all robots that earn experience must have some form of storage device installed, or the robot cannot use the experience points and gains no benefit from them.

Most 'commonly encountered' robots do not gain new skills.

Robots operated computer brains running either low or high autonomous logic programs do not gain skills beyond their programming. Instead, the robot applies experience to the INT of their computer brain, or to programs (skills and talents) already possessed by the robot. New skills and hardware may only be added by a technician (or the robot's creator).

Robots running artificial intelligence software are not limited to programmed skills, but instead may actually pursue skills and talents not already known.

Robot character's abilities scores are based on their design.

For most robots, all effective ability scores are based on the relevant hardware and software that makes up the robot itself. A referee might allow someone playing an artificially intelligent robot character to increase non-physical characteristics such as INT, EGO, and PRE (assuming the appropriate software is installed, and the back story supports the results). However the referee is fully justified in limiting increases to the non-physical stats, or even further, removing any option for adjustment, due to the rigid nature of robot design.

Robots are structures, not lifeforms.

As such, they take BODY damage but no STUN, and damage causes loss of abilities or programming failures. Robots do not heal naturally, but must be repaired.

Unless artificially intelligent, a robot does not express truly creative thought.

Even if a robot has the capacity to learn, a robot's "thought processes" tend to be linear (though the data taken into account when making decisions is not always the same data a sentient might process.) When in doubt on whether a described course of action might not be a logical progression for the robot, a referee might require the character to make an INT Roll before moving forward with their plans.

Robot Types And Classifications

Throughout Known Space, travellers can encounter a wide variety of configurations of robots and robotic vehicles. General categories of various robot types are presented below, though the list is not intended to be complete. For a number of reasons, within a particular culture certain robot types may not be used. However, all the categories discussed here are common to multiple societies throughout Known Space, and serve to identify a robot's function in simple terms.

Administrative/Personal Servant Robots

Administrative and Personal Servant Robots are the most common type of robot that civilians typically encounter or purchase. Indeed, robotic firms direct a majority of their marketing effort at these robots, due to their potential appeal to a larger market. Depending on the level of programming required (and the size of one's credit account), an Admin or Personal robot might be either a Dumbot or Expert Robot. Admin Robots specialize in clerical tasks and bureaucratic functions, reducing the expense of handling data entry and repetitive office duties. Personal Servant Robots are typically more diverse in applications, serving the personal needs of their owners as translators, couriers, valets, drivers and a multitude of other roles.

Dumbots

Dumbots are perhaps the most common type of robot travellers will encounter, though perhaps not the most robots most Travellers will want to interact with. These robots are generally built for a specific purpose, performing duties that are too monotonous or too hazardous for sophonts to safely or efficiently perform. Dumbots are typically constructed with a Basic (Type B) or Advanced (Type A) Computer, limiting them to an effective Intelligence of less than four, and are generally only programmed with one skill or perhaps two complimentary skills, both low in skill ranks.

Expert/Medical Robots

Expert Robots are robots that support computers designed to function as "expert systems", providing sophisticated peripherals to allow the computer to fulfill its role. Many are intended to replace or augment expensive sophont professionals, particularly in the field of medicine. Hence, a major subcategory of Expert Robots is Medical Robots. Expert Robots are typically constructed around a Master (Type M) or Expert (Type E) Computer, generally possessing an effective Intelligence of six or higher, and are programmed with a number of skills, the highest of which approach or even exceed the level of skill ranks normally encountered among expert sophonts.

Law Enforcement/Security Robots

Law Enforcement Robots and Security Robots are often classified as a subcategory of Warbots, since Warbots can be used to fulfill their roles, at least in a pinch. Many robotic firms create Law Enforcers and Security Robots specifically designed to meet certain needs within the legal system, typically serving to protect and/or defend an area or population from criminal activity. Most are armored and armed in a paramilitary fashion (though this is varied based on the law level of the world.)

Military Robots/Warbots

Military Robots, also known as Warbots, are designed specifically for military applications, particularly in wartime. In essence, Warbots provide an intelligent, effective armed force on the battlefield. These machines follow orders with no fear and no cost of sentient life should matters turn to the worse during the fray. Warbots typically require good armor and armaments, and either a good computer 'brain' or direction from an expert system or sophont that controls the robot remotely.

Utility Robots

Utility Robots straddle the line between Dumbots and Expert Robots, a designation used by sales departments and robotic developers to identify those robots whose classification might challenge the concept of either category. These robots typically possess either an Advanced (Type A) or Master (Type M) Computer, giving them an effective Intelligence between four and eight, and enough capacity to handle programming for multiple skills, though only one of which may exceed minimal competency in terms of skill ranks.

Research & Development

Research and Development Robots typically push the envelope for the primary tech level at which they are being constructed. Such robots typically have one or more components that actually perform at the next higher tech level, though a majority of their components are still crafted at their base tech level. These robots are perhaps the most expensive and unique, as they are "hand-made" one at a time. Advanced components are, at a minimum, twice as expensive as the higher of the cost of a similar component crafted at the primary tech level or the advanced tech level, due to their experimental nature.

History Of Robots

In Imperial Space

The history of robots in the region of Known Space occupied by the Third Imperium has been quite turbulent. From the time of the Ancients to modern day, robots have left their mark on the annals of time.

ANCIENTS AND THE FINAL WAR

Not much is known for certain about the mysterious Ancients that once populated a vast region of Known Space more than 300,000 years ago. Imperial scientists are aware, however, of a few basic facts. While the Ancients did not always use robots in their various "societies", when they did, the Ancients demonstrated an extraordinary diversity in the use of robotic configurations, complexities and capacities. Ranging from the ultra miniaturized to the small planetary in size, Ancient robots apparently demonstrated true artificial intelligence and possessed capacities far superior to anything else encountered in explored space. During the Final War, the Ancients constructed warbots of such devastating power as to have no equal, save for those warbots against which they fought. According to some controversial theorists, a few of those Ancient warbots survived the Final War, taking on roles as gods or demons among some races that survived the aftermath. No incontrovertible evidence has been produced to support these claims, and no functioning Ancient robots are known to have survived the Final War to the modern day.

Other civilizations rose and fell during the period between the time of the Ancients and the age where humaniti and the other major races expanded into Known Space. Imperial scientists have found numerous ruins left behind by these societies, including samples of robotic technology used by these lost civilizations. The textbook example cited in Imperial Interstellar Scout Service manuals still exists on Sabmiqys (Antares 2117). Sabmiqys was a world highly advanced in robotics, but limited in space technologies. During that world's first attempts at interstellar travel, their exploration vessel returned with an extremely virulent disease, which proceeded to wipe out the entire sentient population. The artificially intelligent robots left behind continued to imitate Sabmiqys society, and maintained stringent defenses against any other ship from the stars that might bear a similar world-shattering catastrophe onboard. Further notes on the history and technical details of this robotic "race" are provided later in this supplement, as an example of artificial lifeforms.

THE INTERSTELLAR WARS AND THE RULE OF MAN

The pressures of the Interstellar Wars forced humaniti into the modern age of robots. In -2389, the Terran Confederation, taking advantage of recent innovations in computer technology, introduced a line of tech level 12 robots as support and construction staff to assist their military actions against the TL-11 equipped Ziru Sirka. Although some of these robots were expert medical robots or administrative robots, most were massive, heavy-duty construction robots designed to build advanced bases as the Terrans took the war deeper into Vilani space.

With the advent of the Rule of Man in -2204, the Terrans brought their higher technology with them as they established their control over the defeated Vilani Empire. The Vilani had not yet developed true robots, but with the presence of such advanced technology, it would not take long for the Vilani to assimilate robotic technologies. Within two hundred years, the Vilani megacorporation Naasirka introduced the first line of robots for private, non-military use. Naasirka marketed the Rashush model to the Rule of Man, and these versatile housekeeping and valet robots spread rapidly. Indeed, the Rashush line is still marketed today.

However, the Rule of Man crumbled and the Long Night fell before the promising future of robots and robotic appliances could take a firm hold. The regression and decay of the collapsed interstellar society left a vacuum filled with priorities aimed at survival instead of advancement.

BEFORE THE DAWN OF THE THIRD IMPERIUM

In -650, the Sylean Federation reintroduced the concept of interstellar trade to their neighbors. As the Federation expanded, so too did the progress of technology. Around -150, the Federation advanced to tech level 12, and robots became practical once more. In -143 a Sylean manufacturing and mining concern called Dover-Gabe received a large contract to provide courier robots. These robots provided the means to efficiently and securely transport secret military communications from world to world.

In -112, terrorist attacks in the Core sector helped forge the current Imperial attitude towards robots. A terrorist cell modified a Dover-Gabe courier robot so that its fuel cell could self-destruct on command. The cell then contrived to get the courier aboard the Empire's Banner, a 90,000 ton Sylean battleship on a goodwill mission in orbit around the world of Fornol (Core 1715). The explosion of the courier robot's fuel cells caused the deaths of Fornol's premier, two ambassadors and the Sylean vice-minister, as well as a significant number of the ship's officers and crew. Accusations and recriminations flew, nearly resulting in a civil war that would have threatened the future of the Sylean Federation.

Twelve Federation worlds responded to the incident by meeting on Shudusham, a world neutral to all involved, to mediate an agreement regarding the issue of weaponry carried by robots. After much deliberation, all twelve worlds finally signed and ratified what was to become known as the Shudusham Concords in -110. A hardcopy of this historic document is on display in the Museum of Sylean History on Capital.

Although the Concords have no legal force in the Third Imperium, they have served as a model for manufacture and use of robots on many technologically advanced worlds. The original Concords contained seven articles:

Article 1: Serves as a preamble outlining the intentions of the document, and provides general guidelines regarding robot construction, locations and occasions for robot use, and the legal rights and responsibilities of robot owners. Of specific note, a robot's owner is responsible for all actions that a robot may perform, whether direct or indirect. This declaration addresses reliability of robots in general and the motivation of robots equipped with weapons or instruments that can serve as weapons.

Article 2: Provides detailed guidelines for programming general functions.

Article 3: Details manufacturing standards to insure reliability and provide safety for robot owners and the general public.

Article 4: Provides guidelines and limitations governing the implementation and use of weapons in robotic constructs.

Article 5: Explicitly details specific programming logic regarding weapon control and usage. (This article is perhaps the most stringent and forceful of all of the initial articles, in response to the Empire's Banner incident.)

Article 6: Provides detailed manufacturing standards to insure weapon reliability and safety when weapons are implements in robots.

Article 7: Establishes a new agency whose sole purpose is enforcing the articles of the Concords.

Over the active period of the Shudusham Concords, forty-three amendments were added, addressing technological advancements and providing additional enforcement procedures. Of those amendments, perhaps the most well known is the Thirty-Seventh, which states that no pseudobiological robot may attempt to pass itself off as a living being.

It would be an understatement to call the Shudusham Concords simply successful. With their implementation, the manufacture of robots underwent a revolution in quality. The need for sensory devices to aid in the enforcement of the Concords on the original twelve worlds and future signatories created a new market, which further stimulated interstellar economy. The Concords were so effective that, despite the fact that they ceased to have a legal standing when Cleon declared himself emperor of the Third Imperium in Year 0, many worlds still use parts of the documents as a model for their own laws regarding the use and abuse of robots in society.

ROBOTS IN THE FIRST MILLENNIUM OF THE IMPERIUM

In 298, Makhidkarun introduced the first line of robots with tech level 13 brains to the public. The "high autonomous" software used by these robots allowed them to be more intelligent and capable than earlier models, making them usable by ordinary citizens. This advance in technology revolutionized the robotics market, and increased the popularity of robots within the Third Imperium.

In 404, Shudusham hosted a conference to display the latest technological breakthroughs in the fields of robotics. The site was chosen both for its central location and for its historical significance. The event was such a success that the Shudusham Robotics Conference has met every ten years since. The yearlong conference continues to draw a significant crowd from roboticists, manufacturers, heavy robot users, journalists, and other interested parties who travel to Shudusham from all over explored space.

Technological advances announced by Makhidkarun, in cooperation with the Imperial Navy Research Lab, propelled Imperial robotics into tech level 14. With the higher processing power and capacity of TL14 computer brains, robots became capable of more powerful programming. Expert robots became more commonplace as they became more affordable to manufacture.

LAWS AND REGULATIONS REGARDING ROBOTS

As technology evolves to allow the construction of robots, so too do the moral and ethical challenges that arise from the varied uses of these incredibly versatile tools. It is easy to view dumbots as extremely advanced machinery, capable of self-automation but still requiring supervision and thus are still clearly property. However, as the capacity of logic programs advance to allow more independent action, and eventually the simulation of emotion and limited creativity, the moral and ethical line between machines and sentience becomes somewhat blurry. Naturally, when matters of morality and ethics become hazy, politicians step in to muddy the waters even more.

ROBOTICS WITHIN THE THIRD IMPERIUM

Within Imperial space, the general status of robots has been fairly well defined from the experiences learned from the Shudusham Concords: robots are property. Though the Concords do not hold any official status as Imperial High Law, their impact has shaped Imperial thought on the matter. Imperial worlds impose strict guidelines on robot manufacturers, particularly in regards to armament. Many Imperial service contracts require similar standards. This approach reinforces the generally accepted Imperial attitude that robots are possessions, not citizens.

This attitude places a heavy responsibility on robot owners, for they become responsible for the actions of the robots that serve them. On many worlds, if a robot kills someone, the local justice system tries the robot owner for murder, or at the very least, negligent homicide. Local laws limit the use of weapon systems in robots, and require extensive safety measures when an armed robot appears in public. Some of these measures include security overrides such as voice acti-

vation or electronic keys before weapons can go live. Robots serving as security guards or law enforcement personnel bear weapons similar in nature to those carried by a living being fulfilling the same role.

Cleon Zhunastu, the first Emperor of the Third Imperium, established the definition used by Imperial High Justice to determine citizenship within the Imperium. In the 17th year of the fledgling Imperium, he declared, "Any sentient lifeform within the Imperial borders, regardless of its origin, is a protected being, and thus a citizen of the Third Imperium." Following that, Cleon further stated that robots could not be considered citizens. "One might argue that an intelligent robot might be sentient, but it is definitely not a lifeform."

Cleon's words and Imperial attitudes against robots impact another area of technology: the medical field of cybernetics. On numerous worlds, an individual with a "high percentage" of body parts that have been replaced with robotic prosthetics becomes property and ceases being a citizen of the Third Imperium. What constitutes a "high percentage" varies from world to world, ranging for a single robotic part to 25 percent or even higher. While this attitude is more rare than the attitude of robots as property, this bias against cyborgs is still fairly prevalent. On such worlds, cyborgs become at best second-class citizens, unable to hold government office, own property or even unable to access certain public facilities. Prejudice runs high on some worlds. It is a rare Traveller who has not heard tales of cyborgs that have had to purchase replacement prosthetics after being assaulted by a mob and having their medical cybernetics ripped from their bodies to be smashed on the streets.

Robotics Outside The Third Imperium

Beyond the Imperial borders, attitudes toward robots vary greatly. On some worlds, the Imperial attitudes are taken to extremes. Local governments may require robot owners to register and obtain licensure before allowing robots beyond the extrality line of the starport, and are taxed heavily for their "expensive equipment." Cyborgs may be sold as slaves, or treating as outcasts or pariahs. In Solomani space, an organization known as the Society for the Sovereignty of Man over Machine (SSMM) considers any robotic prosthesis to be too much, and look down on both cyborgs and robot owners with equal disdain and venom.

Other worlds take a more sympathetic view on the matter. Robots of appropriate intelligence are regarded as citizens in such systems. (A few Imperial worlds have recently begun exploring this concept, most notably in the Antares sector.) As a citizen, at least locally, such robots possess the right to individual freedom, the right to vote, and the right to be held responsible for their own actions. In these cases, robots could be prosecuted for a crime, sentenced to prison, or even terminated.

Robot Manufacturers Within The Imperium

Three Imperial megacorporations manufacture robots.

Naasirka: This megacorporation is easily the largest manufacturer of robots in the Third Imperium. Though their technology is rarely innovative, the corporation has earned its leading position in the robot market due to their aggressive marketing strategies.

Makhidkarun: Despite its Vilani origins, this megacorporation is perhaps the innovative of the Imperial megacorporations. Their Research and Development staff has earned much recognition in the field of robotics for their groundbreaking work on computer brain development, particularly in the area of synaptic processing.

Ling Standard Products (LSP): Highly involved in the medical field, Ling Standard Products produces expert medical robots used in a wide variety of medical programs across the Imperium. In addition, LSP leads the market in the production of robotic body parts.

In addition, a number of other manufacturers stand out prominently in their regions as strong local competition in the field of robotics.

Shinku University Research Directorate (SURD): Founded in the Core sector almost three hundred years ago, SURD began as an organization of prominent academics in the field of robotics who pulled their patents together. Now, SURD is a highly successful robotics manufacturer, patroned by many university robotics departments, who receive research grants in exchange for the right to exploit commercially useful discoveries.

Frontier Technologies: Based in the Glimmerdrift sector, Frontier Technologies (formerly StellarTech Robotics) manufactures large, massive robots for various heavy operations such as cargo handling, construction, and frontier world exploitation. The corporation has recently expanded their interests in the field of transportation and heavy military applications with robotic vehicles and warbots.

Gateway Academic Research Directorate (GARD): Numerous prominent universities attempted to follow the example set by SURD, organizing on a sector or subsector level in an effort to capture some of the success that Shinku University had obtained. Many failed, but a few along the frontiers of the Imperium have been successful, if only on a regional level. GARD is an example of a limited success, serving Ley Sector's robotics needs, providing locally designed and manufactured robots at competitive rates. Rumors occasionally rise that SURD's corporate managers have expressed interest in buying out the local competitor, but such rumors have always been categorically denied.

Robot Manufacturers Outside The Imperium

There are numerous examples of robot manufacturers, large and small, that serve other polities outside the borders of the Third Imperium.

GlimmerTech CPC: A member of the Glimmerdrift Trade Consortium (GTC), GlimmerTech specializes in high-tech manufacturing, producing robots and computers as well as starship components, gravitics equipment and a range of electronics products including entertainment equipment. GlimmerTech's status within the GTC as a Consortium Preferred Company enables their products to be sold over a sizable market spanning portions of two sectors.

Mandarin Enterprises: Based from Gdynia within the Old Worlds polity of the Crucis Margin sector, Mandarin Enterprises is a significant manufacturer of a wide assortment of low-intelligence robots. Producing everything from cheap deskbots to expensive personal servants, Mandarin robots are exported to numerous markets in those subsectors within and bordering Crucis Margin sector.

Epic Systems: This computer manufacturer from Idam Lee broke into the robotics market fifteen years ago with their line of robotic mining and heavy construction equipment. Epic Systems has recently begun advertising a line of more advanced expert robots aimed at administrative and personal service roles that will become available to the open market in 995.

Kukugukhe AgroTenders: Operating from Kukugukhe, this firm exports small quantities of extremely high quality agricultural robots to surrounding systems in Ley sector.

Panstellar: Based on old Terra, Panstellar specializes in high technology solutions. Panstellar's expert robots are renowned in Solomani space for their ability to design and construct buildings under the widest range of environmental conditions. In addition, the corporation also manufactures and sells starships throughout the Solomani Rim.

Odyssey: Found during the Long Night with the intention of saving dying colonies in the Solomani Rim region, this agricultural firm now produces automated agricultural hardware of all types.

Tlektaowa: More through quantity than quality, this Kusyu-based robotics producer maintains its strong position in the Aslan Hierate based on its original designation as the "official" robot builder for the Twenty-Nine Clans. Considered innovative during the Aslan Border Wars (where it earned its designation in the eyes of the Clans), Tlektaowa has well and truly fallen from the leading edge of technological advancement within the Hierate, though their products are still popular in the market.

Star Patterns Trading: Combining quality with innovative Hiver technology, Star Patterns robots demand a premium price in the Imperium. A number of counterfeit models are produced and sold, trying to cash in on Star Patterns' stellar reputation.

Six Eyes Nest: Six Eyes is perhaps the most accomplished warbot producer in the Hiver Federation. Six Eyes warbots are so deadly and efficient that the import of these warbots into the Imperium is considered a high justice crime.

K!lkoog'x': Based out of the Raakaan subsector, this group of eight K'kree families work together to produce a line of janitorial robots that are highly popular in the Two Thousand Worlds.

Eksaekfoer: Perhaps the most successful of the Vargr robotics manufacturers, this Gvurrdon-based firm sells robots under a variety of different brand names, including those of several competing Vargr corporations, and occasionally even Ling Standard Products and Star Patterns Trading. These enterprising Vargr make up in quantity what their products lack in quality.

Tliazhashal: The largest Zhodani defense contractor, Tliazhashal is also the largest provider of equipment and civilian personnel for the Zhodani Core Expeditions. The common Imperial image of Zhodani warbots is based on Tliazhashal designs, which are used in great numbers by the Zhodani.

Chiadle: This Zhodani robotics manufacturer specializes in heavy-duty robotic vehicles, including military applications such as heavy warbots used in the most recent Frontier War against the Imperium.

IAD: This Zhodani-based corporation is perhaps the second largest Zhodani defense contractor, focusing on personal military equipment. Among their many endeavors are lightweight warbots specialized in reconnaissance and infantry support.

SS: Robotics

When a referee introduces robots extensively into a campaign, new adventuring opportunities present themselves to characters. Robots might remain background material, or perhaps even take on the role of a non-player character in more roleplay-intensive scenes. Eventually, given the excitement that fills the lives of most player characters, a robot is going to be involved in combat, either as a combatant or as an innocent bystander. Or perhaps the automaton may suffer from exposure to extreme environmental conditions, or simply say the wrong thing to an Aslan warrior. A character may even be stuck looking for employment, and can only find work in Naasirka's local service department. For whatever reason, characters will eventually have to deal with robots that have taken damage or are in need of repair. In times like these, it pays to be skilled in robotics.

A character with *SS: Robotics* is skilled in the design, construction and repair of robots commiserate with his tech level and culture. In a society possessing advanced technology, robots play vital roles that support the community. The sophont that can build and fix robots will find themselves a valuable commodity on these worlds.

SS: Robotics encompasses a great diversity of technologies, but only in relation to robotic vehicles. *Mechanics* skill is required for hardware repairs to the robot, and *Electronics* skill is required for circuitry repairs. However SS: Robotics is treated as a complementary skill for such repairs.

SS: Robotics is particularly useful when working on robotic brains and related control systems. After all, the computer brain is what separates robotic vehicles from other vehicles or technological devices. Characters may use their SS: Robotics skill when making skill checks related to the design, construction, programming and repair of robotic brains.

Design Options: Extending The Design Sequence

The following list of robotic components and software represent additional options that can be used.

Additional Robotic Software

The following represents standard software programs in common use throughout the Traveller universe.

CLOSE COMBAT

Type: Offensive
Cost: 1000 per point +1
Game Effect: +1 CSL with HTH
Effects: This software provides a robot with sufficient martial combat knowledge to effectively use its mass and appendages to fight and maneuver in personal melee range, effectively increasing the robot's base attack bonus in regards

to melee combat. Robots do not receive benefit from this software when controlled remotely by another user or a master computer.

SURGICAL TECHNIQUES

Type: Miscellaneous
Cost: 10,000
Game Effect: SS: Surgery 14-
Effects: This software provides a robot with sufficient knowledge of surgical techniques to perform surgical operations competently and successfully.
Requirements: The robot must have medical programming that reflects a minimum of *SS: Medicine 14-* and *Paramedic* skills, and must have at least one medical kit installed.

WEAPON HANDLING

Type: Offensive
Cost: 1000 per point in +1
Game Effect: +1 CSL with Ranged Attacks
Effects: This software provides a robot with sufficient combat knowledge and targeting resolution capacity to effectively utilize any personal ranged weapons that have been installed in the robot, increasing the robot's base attack bonus in regards to ranged combat. Robots do not receive benefit from this software when controlled remotely by another user or a master computer.
Requirements: Weapons System program must be running.

Additional Robotic Devices

The design sequences of the Traveller's Handbook provide a significant amount of detail for creating robots, including a number of robotic devices and equipment. The following devices supplement those available in the standard design sequence.

LASER WELDER, LIGHT

Cost: 5000
TL: 8
Game Effects: *Light Laser Welder:* Killing Attack - Ranged 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); OIF Bulky (-1), Beam (-¼), Custom Modifier (VL Laser; -¼), Limited Range 3" (-¼), Reduced By Range (-¼), Real Weapon (-¼)
Laser Welder, Light: A lighter version of the laser welder, this device allows a robot to perform routine repairs and metalwork. Extensive security protocols deactivate the welder when it is pointed at a sophont, These protocols cannot ordinarily be overridden. For this reason, local law levels often do not restrict laser welders. (Some robot owners have hacked the protocols and introduced backdoor overrides, but such tampering is considered illegal and punishable as a felony on most worlds with restrictive law levels). If used in

combat, treat the light laser welder as a laser carbine with a maximum range of five meters.

LASER WELDER

Cost: 8000

TL: 8

Game Effects: *Laser Welder:* Killing Attack - Ranged 2d6 (30 Active Points); OIF Bulky (-1), Beam (-¼), Limited Range (-¼), Reduced By Range (-¼), Real Weapon (-¼), Custom Modifier (VL Laser; -¼)

Laser Welder: The laser welder allows a robot to perform repairs on hulls and other major work. As with the light laser welder, extensive security protocols deactivate the welder when it is pointed at a sophont, which cannot ordinarily be overridden. If used in combat, treat the light laser welder as a laser rifle with a maximum range of five meters.

MAGNETIC SENSOR

Cost: 1000

TL; 8

Game Effects: *Magnetic Sensor:* Detect Magnetic Fields 14-/13- (Unusual Group) (5 Active Points); OIF Bulky Fragile (-1 ¼)

Magnetic Sensor: The magnetic sensor detects the presence of, and microvariations in, magnetic fields up to a range of 50km. Its range can be further increased in the same manner as sensors.

ODOR EMITTER

Cost: 500

TL: 9

Note: Used extensively by K'kree

Game Effects: *Odor Emitter:* Change Environment 4" radius, -2 to Smell/Taste Group PER Rolls, -2 to Characteristic Roll or Skill Roll, Long-Lasting 20 Minutes, Multiple Combat Effects (34 Active Points); OIF Bulky (-1)

Odor Emitter: This device allows the robot to emit a variety of pleasant and unpleasant odors. Although the odor emitter has some interesting applications in entertainment robots, the primary use of odor emitters are by races with sensitive olfactory senses, particularly the K'kree, to mask the unpleasant scent of the robot. (In addition, potential enemies of such races often install them in their warbots in either a deterrence or assault capacity.)

RADIATION SENSOR

Cost: 1200

TL: 8

Range 50km. Range increases as sensor.

Game Effects: *Radiation Sensor:* Detect Radiation 17- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, MegaScale (1" = 1 km; +1/4) (30 Active Points); OIF Bulky (-1)

Radiation Sensor: The radiation sensor detects the presence of dangerous radiation sources and provides analytical data regarding radiation levels up to a range of 50km. Its range can be further increased in the same manner as sensors.

Robots Built By Other Races

It is important to note that the information provided herein is relevant to the state of the major races in 993. It is almost certain that, as time progresses, each major race (except for the Droyne, of course) will advance technologically.

ASLAN

Aslan robots are primarily designed to fulfill female roles. Rarely, if ever, does Aslan culture provide for the use of robots to fill male roles. Even Aslan warbots are designed as remote controlled dumbots, making the battle a test of warskill and tactical prowess, not a feat of technical mastery. To preserve the honor of the battle Aslan will, of course, only use such warbots if both sides are so equipped.

TL: Aslan robots rarely exceed TL12.

Design System Notes: Aslan robots are constructed using standard design.

Market Value: Aslan produce robots of average to good quality at average prices.

DROYNE (AND THE ANCIENTS)

There are no modern Droyne robot manufacturers, but Ancient robots were astonishing in their complexity, with an incredible array of sizes and functions. Due to the artificial intelligence of Ancient robots, they often filled roles as diverse and varied as those performed by organic sophonts.

TL: Based on analysis of the fragments found in numerous ruins, scientists estimate that robots constructed by the Ancients were built at TL17 and higher.

Design System Notes: Ancient robots are constructed using standard design, though they often push the envelope in regards to the higher tech level development.

Market Value: Ancient robots are of superior quality, and are considered priceless, as they are no longer available in Known Space. No functioning Ancient robots are known to have survived the Final War.

HIVER

Hiver robots are among the finest created in Known Space. Designed to flourish in a growing export market, Hiver robots often serve numerous roles, from translators to the design and construction of large underground cities. Due to the Hivers' exceptional computer technology, their robots prove to be highly versatile. Indeed, the import of Hiver warbots into the Imperium is illegal, due to the extraordinary efficiency and effectiveness of Hiver robot design.

TL: While the majority of technology in the Hiver Federation is constructed at TL14, Hiver computer and communication technology has recently advanced to TL15.

Design System Notes: The computer cores of Hiver robot brains cost half as much, and have twice the CPU output, of standard computer cores. Also, all software applications and computer programs cost 75% of the standard software costs.

Market Value: Hivers create robots of exceptional quality. Within the Hive Federation, robots are available at 60% of the final design sequence cost. For every sector's distance from the Hive Federation, increase the cost multiplier by 20%.

IMPERIAL

Within the Third Imperium, robots fulfill a variety of roles, from dumbot to expert, from adminbot to warbot. Most of the robot classifications described in this supplement are typical of Imperial designs.

TL: Imperial robot designs typically do not exceed TL14.

Design System Notes: As the Imperium is considered the standard against which other polities are compared, Imperial robots do not require any changes to the standard design system.

Market Value: The Imperium manufactures robots of average quality for an average price.

SOLOMANI

Within the Solomani Confederation, humans and robots run the gamut of relationships, from worlds where robots handle every little chore to worlds where it is considered both a crime and a sin to have a robotic prosthetic, much less a robot.

TL: The Solomani Confederation recently developed the ability to create robots and other technical goods at TL14. Due to Solomani advances in the biological sciences, the medical components of Solomani medical robots actually push into early TL15.

Design System Notes: Due to the Solomani's poor understanding of grav technology, grav drive trains require 30% more power and produce only 80% of the thrust of normal grav drive trains. (*Game Effect:* All movement for Solomani-based grav drive trains take the x1 ½ END cost limitation)

Market Value: Solomani robot quality varies from world to world, from barely better than Vargr robots to a few worlds with a good reputation for high quality robots. The market price range varies as much as the robot quality does.

ZHODANI

Known outside the Consulate for their extensive use of warbots, the Zhodani utilize robots more than any other major race. However, the psionic nature of their culture has inhibited the development of robots of high intelligence.

Instead, Zhodani research has pursued the development of psionically sensitive electronic switches that will allow psionic nobles to control their robot's actions directly. According to recent intelligence reports, some advanced robot designs may have succeeded in this area, though such robots are decades from becoming commonplace within the Consulate.

TL: Robots of the Zhodani Consulate can be created at up to TL13.

Design System Notes: Zhodani robots are constructed using the standard design system. At TL14, robots may be constructed with psionically sensitive remote control systems activated by a process called "flicking", which costs a psionic point per hour, plus range costs, to utilize. A flicking remote control system follows the standard rules for remote control systems, but is designated as a flicking remote control during the design sequence.

Market Value: Zhodani robots are of good quality and average price.

K'KREE

Within the Two Thousand Worlds, the K'kree rarely use robots. When they do, robots typically perform menial tasks, and rarely make decisions. Most K'kree robots take advantage of master-slave configurations to resemble the herds that make up K'kree culture. In addition, robots are used in cramped places where K'kree are unable to operate successfully due to their extreme claustrophobia.

TL: When K'kree roboticists create robots, such robots are constructed at TL13. The K'kree's advanced mastery of gravitics allows TL14 grav components to be found in some of their robot designs.

Design System Notes: K'kree robots are often designed as master-slave "herds." Otherwise, they are built using the standard design system.

Market Value: K'kree construct average quality robots at average prices.

VARGR

Considering that there is no prestige or charisma to be gained from ordering around machines when one can get others to serve instead, robots are less frequently constructed within the Vargr Extents. When they are, such robots are typically a chaotic mesh of components and tech levels. More often than not, however, Vargr tend to use robots stolen from their interstellar neighbors.

TL: On those occasions where Vargr build their own robots rather than take the bots from those former owners who are unprepared and unable to keep them, these robots are generally constructed at TL12, though individual systems may vary.

Design System Notes: Vargr robots built off of scavenged parts do not receive the usual 80% discount for a standardized design, because the resource of scavenged parts

is limited and unpredictable. Otherwise, Vargr robots are constructed using the standard design sequence.

Market Value: The chaotic construction and care of Vargr robots tends to mark them as being of poor quality, at a rather high price.

Standard Robot Designs

The following pages detail thirty-one standard robot designs used both within and outside the Third Imperium. Each robot is fully detailed with a description as well as combat statistics and design specifications. A majority of these designs come from the files of the Gateway Academic Robotics Directorate (GARD). The author of this volume would like to thank GARD's consultants for their kindness and generosity during the creation of this work. Without their assistance, a work of this quality would not have been possible.

ADMINISTRATIVE ROBOT

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 132.0kg; 2d6; [1]
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
15	BODY	10	12-	
18	INT	0	13-	PER Roll 14-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
0/5	PD	-3		Total: 0/5 PD (0/5 rPD)
0/5	ED	-3		Total: 0/5 ED (0/5 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement:
Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
16	*Robot Hull:* Armor (5 PD/5 ED) (45 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 2 Weeks; -¼)	0
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
4	*Interaction Software:* Conversation 12- (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	*Bureaucratics Software:* Bureaucratics 11- (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	*Etiquette Software:* High Society 10- (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	*Paralegal Software:* KS: Interstellar Law (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 11-	
2	*Cultural Protocol Software:* KS: Aslan Culture (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 12-	
1	*Language Software:* Language: Aslan (idiomatic; literate) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
1	*Language Software:* Language: Galanglic (idiomatic; literate) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
1	*Office Management Software:* PS: Office Management (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 10-	
	Sensors And Communications	
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
4	Systems Operation 12- (9 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 100
Total Cost: 112

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)

10	Physical Limitation: requires 8 hours maintenance and recharging per 2 weeks (Frequently, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 112

TL: 12   **Cost:** Cr139,401

Description: The Aslan *Hrakiere* model Administrative robot, by Tlektaowa, is a classic example of TL12 adminbots found throughout Known Space. Created on a contoured chassis that resembles the local predominate race, the personality interface allows for more personable interaction with those whom the adminbot comes into daily contact. Moderate programming in both administrative and legal/regulatory tasks allow the *Hrakiere* to fulfill the day-to-day tasks of the office environment, freeing personnel to focus on other efforts. This adminbot can function for eight days before refueling.

ASLAN WAR DRONE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6; [2]
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
15	BODY	10	12-	
0	INT	-10	9-	PER Roll 10-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/11	PD	0		Total: 1/11 PD (0/10 rPD)
1/11	ED	0		Total: 1/11 ED (0/10 rED)
3	SPD	10		Phases: 4, 8, 12
6	REC	0		
20	END	0		

Movement:
Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 4" / 8"
Flight: 18" / 144"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
33	*Robot Hull:* Armor (10 PD/10 ED) (90 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell Powerplant:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Locomotion	
28	*Gravitic Flight:* Flight 18", x8 Noncombat, 1 Continuing Charge lasting 1 Day (+¼) (57 Active Points); OIF Bulky (-1)	[1 cc]

	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
5	*Link To Drone Controller:* Mind Link , Specific Group of Minds (10 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	0
2	*IR Sensors:* Infrared Perception (Sight Group) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
2	*Nightvision Sensors:* Nightvision (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
3	*Enhanced Sensors:* +2 versus Range Modifier for Hearing Group and Sight Group (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Weapons	
29	*40mm RAM GL:* Multipower, 52-point reserve, all slots 32 Charges (+¼) (65 Active Points); all slots OIF Bulky (-1), Custom Modifier (Real Equipment; -¼) **Note:** Left Light Arm	
2u	1) *HEAP:* Killing Attack - Ranged 2d6+1, Armor Piercing (+½) (52 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
2u	2) *Fragmentation:* Killing Attack - Ranged 2d6+1, Explosion (+½) (52 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
22	*Light Machinegun:* (Total: 105 Active Cost, 22 Real Cost) Killing Attack - Ranged 2d6, +1 STUN Multiplier (+¼), 200 Charges (+1), Autofire (10 shots; +1) (97 Active Points); OAF Bulky (-1 ½), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1 ¼), Required Hands Two-Handed (-½), Real Weapon (-¼), Beam (-¼) (Real Cost: 20) **plus** +1 OCV with Ranged Combat (5 Active Points); STR Minimum (STR Min. Cannot Add/Subtract Damage; -1 ¼), OAF (-1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 1) **plus** +1 vs. Range (3 Active Points); OAF (-1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 1) **Note:** Right Light Arm	[200]
53	*Light Vehicle Laser:* Killing Attack - Ranged 4d6, Semi-Armor Piercing (+¼), 125 Charges (+¾) (120 Active Points); OIF Bulky (-1), Beam (-¼), Real Weapon (-¼) **Note:** (x2 number of items)1 in each heavy arm	[125]
	Other Equipment	
2	*Extra Light Weapon Arms:* Extra Limbs (2) (5 Active Points); OIF Bulky (-1), Restrainable (-½), Limited Manipulation (-¼)	0

Talents

1   *Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

2   *Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

Skills

4   Two-Weapon Fighting (Ranged) (10 Active Points); OIF Bulky (-1), Custom Modifier (Real Gear; -¼)

Total Powers & Skill Cost: 251
Total Cost: 271

200+ Disadvantages

15   Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

15   Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20   Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)

15   Physical Limitation: requires Daily maintenance and recharging (Frequently, Greatly Impairing)

15   Physical Limitation: Combat Drone, dependent on linkage and controller (Frequently, Greatly Impairing)

0   Cost: 109,000 TL-12

0   Experience Points

Total Disadvantage Points: 271

TL: 12   **Cost:** Cr109,000

Description: The *Aslan War Drone* does not possess a robot brain, instead receiving its direction from a remote console. War drones are employed only on battlefields where both sides use warbots, so as not to bring into question Aslan honor. In combat, the Aslan treat these drones as an extension of themselves, using sophisticated remote systems to exercise their battle prowess through these large war machines. This remote command has allowed the war drones to prove highly effective on the battlefield, even against the more accomplished Zhodani warbots that resist the Aslan's coreward expansion. The war drone can last a day before it needs refueling, though ammo reloading often proves to be the biggest limitation on their battlefield endurance.

ASSEMBLY ROBOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
0	INT	-10	9-	PER Roll 9-/11-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
0	REC	-8		
0	END	-10		**Total Characteristic Points: -44**

Movement: Running: 0" / 0"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Sensors And Communications	
2	*Basic Sensor Package:* +2 PER with Touch Group and Normal Sight (6 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Weapons	
19	*Light Laser Welder:* Killing Attack - Ranged 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); OIF Bulky (-1), Beam (-¼), Custom Modifier (VL Laser; -¼), Limited Range 3" (-¼), Reduced By Range (-¼), Real Weapon (-¼) **Note:** (x4 number of items)	0
	Other Equipment	
4	*Extra Arms:* Extra Limbs (2), Inherent (+¼) (6 Active Points); Restrainable (-½)	0

1	*Mechanical Tool Kit:* +1 with Mechanics (2 Active Points); OIF Bulky (-1)	
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 94
Total Cost: 50

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)
20	Physical Limitation: Dependent on external power (All the Time, Greatly Impairing)
25	Physical Limitation: Immobile (All the Time, Fully Impairing)
0	Experience Points

Total Disadvantage Points: 50

TL: 12   **Cost:** Cr69,856

Description: The *Stoic* model assembly robot by Mandarin Enterprises is a typical example of robots commonly encountered in manufacturing and assembly factories throughout Charted Space. The *Stoic* has no power plant, no locomotion and no robot brain, and is dependent on external connections for both power and instruction. However, the *Stoic*, if well maintained, can work twenty-four hours a standard day, with no sick time, no work strikes, and no employee benefit plans. Costing less than Cr70,000 apiece, factory owners often find that *Stoic* model assembly robots are the better long-term investment.

BARTENDER DROID

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 303.1kg; 3 ½d6; [2]
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
20	END	0		**Total Characteristic Points: 4**

Movement:
Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 3" / 6"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	*Bartending Software:* KS: Bartending (6 Active Points); OIF Bulky Fragile (-1 ¼) 13-	
3	*Psychology Software:* KS: Psychology (6 Active Points); OIF Bulky Fragile (-1 ¼) 13-	
3	*Interaction Software:* Conversation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	
	Sensors And Communications	
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

Total Powers & Skill Cost: 79
Total Cost: 83

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 83

TL: 13   **Cost:** Cr203,650

Description: The *Bacchus* model bartender robot from Naasirka represents a solid investment for the prospective club owner. In order to perform its primary function, this model comes with basic bartending protocols installed, including a wide variety of subroutines for handling typical barroom chores. In addition, the *Bacchus* model also comes equipped with a personality interface and basic psychology programming, for those who come to drown their woes and tell their tales to whoever (or whatever) will listen. Should push come to shove, the physical strength of this robot allows it to double as one of the bar's bouncers.

CARGO HANDLER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6; [2]
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
20	END	0		**Total Characteristic Cost: -12**

Movement: Running: 4" / 8"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Basic Powerplant:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Locomotion	
2	*Tracked Drivetrain:* Running +4" (4" total) (8 Active Points); OIF Bulky (-1), Custom Modifier (No NCM; -½), Only On Appropriate Terrain (-½), Custom Modifier (Real Gear; -¼)	1
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼)	
3	*Cargo Handling Software:* KS: Cargo Handling (7 Active Points); OIF Bulky Fragile (-1 ¼) 14-	
2	*Cargo Handling Software:* KS: Special Cargo Protocols (5 Active Points); OIF Bulky Fragile (-1 ¼) 12-	
5	*Coordination With Other Cargobots:* Teamwork 15- (15 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (only with other cargo bots of same type; -1)	
	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 90
Total Cost: 78

200+	**Disadvantages**	
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)	
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)	
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)	
10	Physical Limitation: requires 8 hours maintenance and recharging per 2 weeks (Frequently, Slightly Impairing)	
0	Experience Points	

Total Disadvantage Points: 78

TL: 12   **Cost:** Cr60,132

Description: The *Cargomaster* model by Epic Systems, is a fairly sophisticated cargo handler similar to models found throughout the Imperium and beyond its borders. The *Cargomaster* is very efficient at handling cargo, and is capable of operating in unison with other Cargomasters to handle even the largest cargo in a safe and professional manner. The *Cargomaster* only requires refueling once every fourteen days, making it a very economical choice for sites such as docks, airports, spaceports and starports.

CONSTRUCTION ROBOT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6; [2]
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
12	BODY	4	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
20	END	0		**Total Characteristic Cost: -8**

Movement: Flight: 6" / 12"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
8	*Heavy Frame And Chassis:* Knockback Resistance -3" (18 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per month; -¼)	0
	Locomotion	
8	*Gravitic Flight:* Flight 6", Position Shift (17 Active Points); OIF Bulky (-1)	2
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼)	
4	*Mechanic Software:* Mechanics 12- (9 Active Points); OIF Bulky Fragile (-1 ¼)	

Cost	Powers	END
2	*Construction Software:* KS: Construction (5 Active Points); OIF Bulky Fragile (-1 ¼) 12-	
	Sensors And Communications	
4	*Basic Two Way Radio:* Radio Perception/ Transmission (Radio Group) (10 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Other Equipment	
2	*Extra Arms:* Extra Limbs (2), Inherent (+¼) (6 Active Points); OIF Bulky (-1), Restrainable (-½)	0
2	*Construction Tools:* +2 with Mechanics (4 Active Points); OIF Bulky (-1), Custom Modifier (Real Gear; -¼)	
4	*Heavy Duty Working Light Package:* Sight Group Images Increased Size (8" radius; +¾) (16" Cone; +0) (17 Active Points); OAF Bulky Fragile (-1 ¾), Only To Create Light (-1), Custom Modifier (Real Gear; -¼)	2
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 104
Total Cost: 96

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)

10	Physical Limitation: requires 8 hours maintenance and recharging per month (Frequently, Slightly Impairing)
0	Cost: 141,040
15	Physical Limitation: No Ground Movement, Gravitic Flight only (Frequently, Greatly Impairing)
0	Experience Points

Total Disadvantage Points: 96

TL: 12   **Cost:** Cr112,832

Description: Glimmertech's *Masheka* model medium construction robot can perform heavy construction as needed for large buildings, but due to its size and programming excels in quickly and efficiently constructing homes and small commercial buildings. The *Masheka* has an incredible fuel capacity, and only requires refueling once a month.

COURIER/LIAISON DROID

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 ½d6;
14	DEX	12	12-	OCV 5 DCV 5
10	CON	0	11-	
10	BODY	0	11-	
9	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement:
Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 1" / 2"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Batteries:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Robot Brain And Software	
4	*Advanced Robot Brain:* +9 INT (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	KS: Physical Security (5 Active Points); OIF Bulky Fragile (-1 ¼) 12-	
3	PS: Liaison (6 Active Points); OIF Bulky Fragile (-1 ¼) 13-	

Cost	Powers	END
	Sensors And Communications	
8	Long *Range Radio Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (24 Active Points); OIF Bulky Fragile (-1 ¼), Costs Endurance (-½), Custom Modifier (Real Equipment; -¼)	2
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
6	Systems Operation 14- (13 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 90
Total Cost: 90

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)
0	Cost: 310,534
0	Experience Points

Total Disadvantage Points: 90

TL: 14 **Cost:** Cr310,534

Description: Coming to the general public in 995, Epic Systems' *Herald* model Courier/Liaison droid is representative of a courier robot designed with cutting edge technology. Intended for use as a courier of sensitive information, the *Herald's* long-range radio and liaison protocols enable it to act as a proxy negotiator in potentially dangerous conditions.

In addition, the *Herald's* radio provides the courier with options for summoning local law enforcement should trouble arise, as well as alternate means of delivering the information that has been entrusted to it. An array of advanced batteries allows the Herald to function for up to seven days without recharging.

ENFORCER/GUARD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6; [2]
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
12	BODY	4	11-	
8	INT	-10	11-	PER Roll 12-/15-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/7	PD	0		Total: 1/7 PD (0/6 rPD)
1/7	ED	0		Total: 1/7 ED (0/6 rED)
3	SPD	8		Phases: 4, 8, 12
6	REC	0		
20	END	0		

Movement: Flight: 12" / 24"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
20	*Armored Robot Hull:* Armor (6 PD/6 ED) (54 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 2 weeks; -¼)	0
	Locomotion	
10	*Gravitic Flight:* Flight 12", Position Shift (29 Active Points); OIF Bulky (-1), Custom Modifier (Must have gravity to push against; -½), Custom Modifier (Real Gear; -¼)	3
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

Cost	Powers	END
2	*Weapons Handling Package:* +1 with HTH and Ranged Combat (6 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	KS: Physical Security (5 Active Points); OIF Bulky Fragile (-1 ¼) 12-	
2	KS: Local Planetary Laws and Protocols (5 Active Points); IIF Bulky Fragile (-1), Custom Modifier (Real Gear; -¼) 12-	
	Sensors And Communications	
8	*Long Range Communications Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (24 Active Points); OIF Bulky Fragile (-1 ¼), Costs Endurance (-½), Custom Modifier (Real Equipment; -¼)	2
1	*Enhanced Olfactory Sensors:* +3 PER with Normal Smell (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
2	*IR Sensors:* Infrared Perception (Sight Group) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
2	*Nightvision Sensors:* Nightvision (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
	Weapons	
45	*4mm Gauss Rifle:* (Total: 178 Active Cost, 45 Real Cost) Killing Attack - Ranged 3 ½d6, +1 STUN Multiplier (+¼), Armor Piercing x1 (+½), Autofire (5 shots; +½), 125 Charges (+¾) (165 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼), Beam (-¼) (Real Cost: 41) **plus** +2 OCV with Ranged Combat (10 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 3) **plus** +1 vs. Range (3 Active Points); OAF (-1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 1)	[125]
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

Skills

3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)
1	WF: Gauss Guns, Unarmed Combat

Total Powers & Skill Cost: 162
Total Cost: 162

200+ Disadvantages

15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per 2 weeks (Frequently, Slightly Impairing)
20	Physical Limitation: No Ground Movement, Grav Only (All the Time, Greatly Impairing)
0	Experience Points

Total Disadvantage Points: 162

TL: 12   **Cost:** Cr145,771

Description: The GlimmerTech *OmniGuard* model security robot is an example of a fairly common robotic guard design. Built to resemble an imposing, vaguely human-shaped torso, and supported by gravitics, this four-armed robot serves as a deterrent by its sheer size and presence. Armed with a built-in gauss rifle, and programmed in a variety of grappling and subdual techniques, the well-armored *OmniGuard* patrols and protects corporate facilities with ease. The *OmniGuard* can operate for 11.5 days before its advanced fuel cell requires refueling.

HIVER BABY BRUISERBOT

Val	Char	Cost	Roll	Notes
6	STR	-4	10-	Lift 57.4kg; 1d6;
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
0/10	PD	0		Total: 0/10 PD (0/10 rPD)
1/11	ED	0		Total: 1/11 ED (0/10 rED)
3	SPD	8		Phases: 4, 8, 12
3	REC	0		
20	END	0		

Movement: Flight: 12" / 24"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
33	*Robot Hull:* Armor (10 PD/10 ED) (90 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
5	*Heavy Frame And Chassis:* Knockback Resistance -2" (12 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Basic Powerplant:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Locomotion	
10	*Gravitic Flight:* Flight 12" (24 Active Points); OIF Bulky (-1), Custom Modifier (Must have gravity to push against; -½)	2
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

1	*Weapons Handling Package:* WF: Gauss Guns, Unarmed Combat	
2	*Indirect Fire Package:* KS: Forward Observer (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 12-	

Sensors And Communications

5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
2	*Remote Control Link:* Mind Link, One Specific Mind (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0

Weapons

42	*4mm Gauss Rifle:* (Total: 164 Active Cost, 42 Real Cost) Killing Attack - Ranged 3 ½d6, +1 STUN Multiplier (+¼), 40 Charges (+½), Armor Piercing x1 (+½), Autofire (5 shots; +½) (151 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼), Beam (-¼) (Real Cost: 38) **plus** +2 OCV with Ranged Combat (10 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 3) **plus** +1 vs. Range (3 Active Points); OAF (-1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 1)	[40]

Other Equipment

5	*External Lights Package:* Sight Group Images Increased Size (8" radius; +¾) (16" Cone; +0) (17 Active Points); OIF Bulky Fragile (-1 ¼), Only To Create Light (-1), Custom Modifier (Real Gear; -¼)	2

Talents

1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

Skills

3   Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)

Total Powers & Skill Cost: 169
Total Cost: 154

200+ Disadvantages

15   Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

15   Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20   Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)

10   Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)

20   Social Limitation: Illegal in the Imperium (Very Frequently, Severe, Not Limiting In Some Cultures)

20   Physical Limitation: No Legs, Flight Only (All the Time, Greatly Impairing)

0   Experience Points

Total Disadvantage Points: 154

TL: 14   **Cost:** Cr76,000

Description: Generally the first sign that a Hiver *Bruiserbot* is in the system, *Baby Bruiserbots* exemplify why the import of Hiver warbots into the Imperium is illegal. The Hiver's advanced computer core design allows their warbots to possess incredibly sophisticated weapon systems tracking and evasive maneuvering programs. While the Baby Bruiserbot is deadly with its gauss rifle, it also serves as a forward observer to the "mother" *Bruiserbot*, allowing indirect fire to hit with devastating accuracy. These warbots also come equipped with odor emitters in the event of military actions with their K'kree neighbors to coreward. While there are currently no hostilities between the two major races, knowledge of the presence of the odor emitters on Hiver warbots helps deter the more militant K'kree. With its heavy armor and high maneuverability, the Hiver *Baby Bruiserbot* provides the Hivers with ample offensive and defensive capacities on the modern battlefield. *Baby Bruiserbot* batteries last six days before recharging is required. The price above, at 80% of the design system's total cost, reflects the average cost of a Hiver *Baby Bruiserbot* purchased one sector away from the borders of the Hive Federation, and is typical of the price quoted in rimward regions of the Gateway Domain.

HIVER BRUISERBOT

Val	Char	Cost	Roll	Notes
6	STR	-4	10-	Lift 57.4kg; 1d6;
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
16	BODY	12	12-	
9	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
0/14	PD	0		Total: 0/14 PD (0/14 rPD)
1/15	ED	0		Total: 1/15 ED (0/14 rED)
3	SPD	8		Phases: 4, 8, 12
3	REC	0		
20	END	0		

Movement: Flight: 12" / 24"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
46	*Robot Hull:* Armor (14 PD/14 ED) (126 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
11	*Heavy Frame And Chassis:* Knockback Resistance -4" (24 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
3	*Modern Fusion Powerplant:* Endurance Reserve (40 END, 1 REC) Reserve: (5 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Locomotion	
10	*Gravitic Flight:* Flight 12" (24 Active Points); OIF Bulky (-1), Custom Modifier (Must have gravity to push against; -½)	2
	Robot Brain And Software	
4	*Basic Robot Brain:* +9 INT (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

3	Demolitions 11- (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	Electronics 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	
3	Interrogation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	KS: Forward Observer (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 12-	
2	KS: Physical Security (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 11-	
2	KS: Stress Analysis (5 Active Points); OIF Bulky Fragile (-1 ¼) 12-	
3	Mechanics 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	
2	SS: Gravitics 11- (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	*Weapons Handling Package:* WF: Gauss Guns, Plasma Guns, Unarmed Combat	

Sensors And Communications

1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
2	*Densitometer:* Detect Object Density 14-/13- (Unusual Group) (5 Active Points); OIF Bulky Fragile (-1 ¼)	0
10	*Long Range Communications Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (24 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
2	*Magnetic Sensor:* Detect Magnetic Fields 14-/13- (Unusual Group) (5 Active Points); OIF Bulky Fragile (-1 ¼)	0
2	*Neutrino Scanner:* Detect Neutrinos 14-/13- (Unusual Group) (5 Active Points); OIF Bulky Fragile (-1 ¼)	0
8	*Remote Control Link:* Mind Link , Specific Group of Minds, Number of Minds (x4) (20 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0

Weapons

31	*40mm Fragmentation RAM Grenades:* Killing Attack - Ranged 2d6+1, Explosion (+½), 64 Charges (+½) (70 Active Points); OIF Bulky (-1), Real Weapon (-¼)	[64]
19	*Light Laser Welders:* Killing Attack - Ranged 2d6 (30 Active Points); OIF Bulky (-1), Real Weapon (-¼), Reduced By Range (-¼), Limited Range (-¼), Custom Modifier (VL Laser; -¼), Beam (-¼) **Note:** (x4 number of items)	3

42   *4mm Gauss Rifle:* (Total: 164 Active Cost, 42 Real Cost) Killing Attack - Ranged 3 ½d6, +1 STUN Multiplier (+¼), 40 Charges (+½), Armor Piercing x1 (+½), Autofire (5 shots; +½) (151 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼), Beam (-¼) (Real Cost: 38) **plus** +2 OCV with Ranged Combat (10 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 3) **plus** +1 vs. Range (3 Active Points); OAF (-1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 1)

43   *FGMP-14:* (Total: 199 Active Cost, 43 Real Cost) EB 16d6, Area Of Effect Nonselective (One Hex; +¼), Penetrating (+½), Reduced Endurance (0 END; +½) (180 Active Points); STR Minimum (STR Min. Cannot Add/Subtract Damage; -1 ½), OAF (-1), Required Hands Two-Handed (-½), Requires Battle Dress (-½), Extra Time (Full Phase, -½), Real Weapon (-¼), Reduced By Range (-¼) (Real Cost: 33) **plus** +2 with Ranged Combat (10 Active Points); STR Minimum (STR Min. Cannot Add/Subtract Damage; -1 ½), OAF (-1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 2) **plus** +3 vs. Range (9 Active Points); OAF (-1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: **Note:** (x2 number of items)

Other Equipment

15   *ECM Systems:* Power Defense (15 points) (45 Active Points); OIF Bulky (-1), Custom Modifier (only vs EW attacks; -1)

15   *4 Baby Bruisers Carried Aboard:* Summon 4 154-point creatures (41 Active Points); OIF Bulky (-1), Extra Time (1 Minute, Only to Activate, -¾)

4   *Assorted Carried Toolkits:* +2 with a group of similar Skills (10 Active Points); OIF Bulky (-1), Custom Modifier (Real Gear; -¼) **Note:** Mechanics, Electronics, Carpentry, Paramedic

5   *External Lights Package:* Sight Group Images Increased Size (8" radius; +¾) (16" Cone; +0) (17 Active Points); OIF Bulky Fragile (-1 ¼), Only To Create Light (-1), Custom Modifier (Real Gear; -¼)

1   *Tentacles:* Extra Limbs (4) (5 Active Points); OIF Bulky (-1), Custom Modifier (limited to STR 5; -1), Restrainable (-½), Limited Manipulation (-¼)

Talents

1   *Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

[40] 2   *Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

2   *Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

Skills

3   Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)

Total Powers & Skill Cost: 355
Total Cost: 352

0

200+ Disadvantages

15   Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

15   Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20   Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)

10   Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)

20   Social Limitation: Illegal in the Imperium (Very Frequently, Severe, Not Limiting In Some Cultures)

20   Physical Limitation: No Legs, Flight Only (All the Time, Greatly Impairing)

52   Experience Points

0   **Total Disadvantage Points: 352**

4   **TL:** 14   **Cost:** Cr3,432,932

Description: Considered by many (including the Imperial armed forces) to be the ultimate in warbot construction, the Hiver *Bruiserbot* is one of the most devastating military warbots in common use today. As can be seen by this showcase model, the *Bruiserbot* can accomplish a wide range of wartime activities. Most *Bruiserbots* are purchased with only some of the extras listed below, with more sophisticated software to allow it to better function in a more defined role. The *Bruiserbot's* extensive sensor suite rivals that of exploratory IISS probes. Heavily armored, its sophisticated weaponry creates a devastating presence on the battlefield. Indeed, with an array of up to four baby bruiserbots (each sold separately) in support of the mother *Bruiserbot*, these battlefield behemoths invariably emerge victorious. The sophisticated robot brain of the *Bruiserbot*, combined with its extensive programming, allow it to enact battlefield repairs on other units, rescue civilians, capture and question enemy troops, and even provide peacetime security once the action has ended. The *Bruiserbot's* fusion reactor allows it to operate for ten and a half days before needing to refuel. (Models without the Baby Bruiserbot "hanger" installed can operate for up to fifteen days before refueling.) The price above, at 80% of the design system's total cost, reflects the average cost of a Hiver *Bruiserbot* purchased one sector away from the borders of the Hive Federation. These warbots, however, often sell for much higher prices, due to their extraordinary effectiveness.

2

0

HIVER TRANSLATOR

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement:
Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 16.5 Days; -¼)	0
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	*Native Language:* Language (idiomatic) (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

Cost	Powers	END
2	*Second Language:* Language (idiomatic) (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	*Third Language:* Language (idiomatic) (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	*Fourth Language:* Language (idiomatic) (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
4	*Instruction:* PS: Instructor 12- (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	*Liaison:* PS: Liaison (6 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 13-	
5	Systems Operation (Communications Systems) 14- (12 Active Points); OIF Bulky Fragile (-1 ¼)	
2	KS: General Library Data (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 12-	

Sensors And Communications

Cost	Powers	END
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0

Talents

Cost	Powers	END
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

Total Powers & Skill Cost: 96
Total Cost: 86

200+ Disadvantages

15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20   Social Limitation: Robot, considered property even if
        sentient (Very Frequently, Major)
10   Physical Limitation: requires 8 hours maintenance
        and recharging per 16.5 Days (Frequently, Slightly
        Impairing)
0   Experience Points

Total Disadvantage Points: 86

TL: 14   **Cost:** 183,750
Description: Renowned for their communication and computer expertise, it was a natural progression for Hivers to produce translator robots. The *Courtier* model is an example of such. Capable of speaking four languages fluently, the *Courtier* is a valuable addition to any diplomatic or mercantile mission travelling through areas of diverse racial demographics. Extensive diplomatic protocols, backed by a particularly articulate personality interface, allow the *Courtier* to serve as the interface between members of different races. In addition, the *Courtier* is programmed to fulfill the functions of a communications officer. These robots are most often encountered in the service of Hiver merchants and diplomats. The *Courtier* can operate for sixteen and a half days before refueling.

HOSTILE ENVIRONMENT SURVEYOR ROBOT

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 303.1kg; 3 ½d6; [2]
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
20	BODY	20	13-	
8	INT	-11	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/7	PD	0		Total: 1/7 PD (0/6 rPD)
1/7	ED	0		Total: 1/7 ED (0/6 rED)
3	SPD	10		Phases: 4, 8, 12
6	REC	0		
20	END	0		

Movement: Flight: 15" / 30"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
20	*Robot Hull:* Armor (6 PD/6 ED) (54 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
3	*Advanced Fuel Cell:* Endurance Reserve (50 END, 1 REC) Reserve: (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Locomotion	
11	*Gravitic Flight:* Flight 15", Position Shift (35 Active Points); OIF Bulky (-1), Custom Modifier (Must have gravity to push against; -½), Custom Modifier (Must have gravity to push against; -½), Custom Modifier (Real Gear; -¼)	3

	Robot Brain And Software	
4	*Advanced Robot Brain:* +9 INT (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	*Weapons Handling Package:* +1 with HTH and Ranged Combat (6 Active Points); OIF Bulky Fragile (-1 ¼)	
1	WF: Beam Weapons, Grenade Launchers, Unarmed Combat (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	SS: Planetary Survey 13- (6 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	PS: Forward Observer (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
3	SS: Planetology 14- (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	PS: Prospecting (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	

	Sensors And Communications	
10	*Long Range Communications Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (24 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
2	Infrared Perception (Sight Group) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
2	Nightvision (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
2	*Densitometer:* Detect A Single Thing 14-/13- (Unusual Group) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
2	*Neutrino Scanner:* Detect A Single Thing 14-/13- (Unusual Group) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
2	*Magnetic Scanner:* Detect A Single Thing 14-/13- (Unusual Group) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0

	Weapons	
33	*Light Vehicle Laser:* Killing Attack - Ranged 4d6, Armor Piercing (+½) (90 Active Points); OIF Bulky (-1), Beam (-¼), Custom Modifier (VL Laser; -¼), Real Weapon (-¼)	9
31	*4 CM RAM GL Fragmentation Round:* Killing Attack - Ranged 2d6+1, Explosion (+½), 64 Charges (+½) (70 Active Points); OIF Bulky (-1), Real Weapon (-¼)	[64]
35	*4 CM RAM GL HEAP Round:* Killing Attack - Ranged 2d6+1, Armor Piercing (+½), 64 Charges (+½) (70 Active Points); OIF Bulky (-1)	[64]

47   *4mm Gauss Rifle:* (Total: 164 Active Cost, 47   [40]
      Real Cost) Killing Attack - Ranged 3 ½d6, +1
      STUN Multiplier (+¼), 40 Charges (+½), Armor
      Piercing x1 (+½), Autofire (5 shots; +½) (151
      Active Points); OAF (-1), STR Minimum (STR
      Min. Cannot Add/Subtract Damage; -1), Required
      Hands Two-Handed (-½), Real Weapon (-¼),
      Beam (-¼) (Real Cost: 38) **plus** +2 OCV with
      Ranged Combat (10 Active Points); OAF (-1),
      STR Minimum (STR Min. Cannot Add/Subtract
      Damage; -1), Required Hands Two-Handed (-½),
      Real Weapon (-¼) (Real Cost: 3) **plus** +1 vs. Range
      (3 Active Points); OAF (-1), Required Hands Two-
      Handed (-½), Real Weapon (-¼) (Real Cost: **Note:**
      (x2 number of items)

      Talents
1   *Basic Navigation System:* Bump Of Direction (3 Active
      Points); OIF Fragile (-¾), Custom Modifier (Real
      Equipment; -¼)
1   *Internal Clock System:* Absolute Time Sense (3 Active
      Points); OIF Fragile (-¾), Custom Modifier (Real
      Equipment; -¼)
1   *Laser Rangefinder:* Absolute Range Sense (3 Active
      Points); OIF Fragile (-¾), Custom Modifier (Real
      Equipment; -¼)
1   *Onboard Basic Logic Functions:* Lightning Calculator (3
      Active Points); OIF Fragile (-¾), Custom Modifier (Real
      Equipment; -¼)
2   *Onboard Recording Systems:* Eidetic Memory, 2
      Continuing Charges lasting 1 Hour each (+0) (5 Active
      Points); OIF Fragile (-¾), Custom Modifier (Real
      Equipment; -¼)
2   *Onboard Scanning Software:* Speed Reading (x10) (4
      Active Points); OIF Fragile (-¾), Custom Modifier (Real
      Equipment; -¼)

      Skills
3   Systems Operation 11- (7 Active Points); OIF Bulky
      Fragile (-1 ¼)

Total Powers & Skill Cost: 282
Total Cost: 292

200+ Disadvantages
15   Distinctive Features: Robot (Not Concealable; Always
      Noticed and Causes Major Reaction; Detectable By
      Commonly-Used Senses; Not Distinctive In Some
      Cultures)
15   Physical Limitation: Cannot heal itself (Frequently,
      Greatly Impairing)
20   Social Limitation: Robot, considered property even if
      sentient (Very Frequently, Major)
10   Physical Limitation: requires 8 hours maintenance and
      recharging per week (Frequently, Slightly Impairing)
20   Physical Limitation: No Legs, Flight Only (All the Time,
      Greatly Impairing)
0   Cost: 2,048,480
12   Experience Points

Total Disadvantage Points: 292

  TL: 14   **Cost:** Cr2,048,480

Description: Recently introduced by the IISS as an alternative approach to surveying hostile environments, this combination of survey robot and warbot has been met with much skepticism and disdain. However, as the *Surveyor* continues to accumulate success after success, emotions are begrudgingly shifting towards acceptance as the robot makes daily life a little bit easier for the IISS. Designed for use in physically hostile environments, the *Surveyor's* advanced fuel cell has additional tankage for liquid oxygen in the event it is deployed in thin or trace atmospheres or those without oxygen. The *Surveyor* can function for seven and a half days before it requires refueling.

INFANTRY ROBOT

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 303.1kg; 3 ½d6; [2]
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
7	INT	-11	10-	PER Roll 11-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/7	PD	0		Total: 1/7 PD (0/6 rPD)
1/7	ED	0		Total: 1/7 ED (0/6 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
20	END	0		

Movement:
Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 3" / 6"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
20	*Robot Hull:* Armor (6 PD/6 ED) (54 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	*Weapons Handling Package:* +1 with HTH and Ranged Combat (6 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
1	WF: Laser Rifles, Unarmed Combat	

4	*Basic Tactics:* Tactics 12- (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

	Sensors And Communications	
10	*Long Range Communications Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (24 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0

	Weapons	
30	*Laser Carbine-11:* (Total: 117 Active Cost, 30 Real Cost) RKA 3d6, Armor Piercing (+½), 125 Charges (+¾) (101 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Beam (-¼), Custom Modifier (blocked by rain or smoke; -¼), Real Weapon (-¼), Required Hands One-And-A-Half-Handed (-¼) (Real Cost: 25) **plus** +2 with Ranged Combat (10 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Real Weapon (-¼), Required Hands One-And-A-Half-Handed (-¼) (Real Cost: 3) **plus** +2 vs. Range (6 Active Points); OAF (-1), Real Weapon (-¼), Required Hands One-And-A-Half-Handed (-¼) (Real Cost: 2)	[125]

	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 134
Total Cost: 131

200+ Disadvantages

15   Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

15   Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20   Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)

10   Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)

0   Experience Points

Total Disadvantage Points: 131

   TL: 13   **Cost:** Cr128,912

   Description: During the early centuries of the Third Imperium, numerous wars and campaigns required that the Imperium field large armies. For a time, the Imperial Army experimented with augmenting their forces with infantry robots, such as the *Model XI-201*. This warbot, designed on a contoured chassis to make better use of equipment already designed for human users, actually saw limited use on the battlefield. In the end, however, Imperial military analysts determined that building an army around warbots would degrade their military capability, and the program was abandoned. The *Model XI-201* can operate for five days before its advanced fuel cell requires refueling.

JANITORIAL ROBOT

Val	Char	Cost	Roll	Notes
6	STR	-4	10-	Lift 57.4kg; 1d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
0/2	PD	0		Total: 0/2 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
3	REC	0		
20	END	0		

Movement: Running: 4" / 8"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Locomotion	
2	*Wheeled Drivetrain:* Running +4" (4" total) (8 Active Points); OIF Bulky (-1), Only On Appropriate Terrain (-½), Custom Modifier (No NCM; -½), Custom Modifier (Real Gear; -¼)	1
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	KS: Custodial duties (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Other Equipment	
2	*2 Extra Light Arms:* Extra Limbs (2) (5 Active Points); OIF Bulky (-1), Restrainable (-½)	0
3	*External Lights:* Sight Group Images Increased Size (2" radius; +¼) (4" Cone; +0) (12 Active Points); OAF Bulky Fragile (-1 ¾), Only To Create Light (-1), Custom Modifier (Real Gear; -¼)	1
4	*Janitorial Equipment Package:* Custom Power (10 Active Points); OIF Bulky (-1), Custom Modifier (Real Gear; -¼) **Note:** Broom and Dustpan, feather duster, vacuum, mop with 2 gallon water tank	1
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 92
Total Cost: 63

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 63

TL: 12   **Cost:** Cr39,653

Description: Considered the top of the line in janitorial robots, the *Keshliima* series by Naasirka takes the custodial arts to a whole new level. This popular design, *Keshliima III*, perhaps the most common of the series, is programmed with extensive applications derived from centuries of diligent janitorial service. Indeed, the Naasirka marketing department boasts that there isn't a building anywhere that the *Keshliima* can't handle. Quiet and unobtrusive, the *Keshliima* can operate for eight days before it requires refueling.

K'KREE "HERD" SLAVE UNIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
1	INT	-10	9-	PER Roll 10-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement: Running: 4" / 8"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment)	0
	Power Systems	
1	*Basic Powerplant:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Locomotion	
3	*Wheeled Drivetrain:* Running +4" (4" total) (8 Active Points); OIF Bulky (-1), Custom Modifier (No NCM; -½), Custom Modifier (Real Gear; -¼)	1
	Robot Brain And Software	
1	*Simple Robot Brain:* +1 INT; OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	Electronics 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	
3	Mechanics 11- (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

Cost		END
	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
3	*MAD Sensor:* Detect A Single Thing 14-/13- (Unusual Group) (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
2	*Remote Control Slave Unit:* Mind Link , One Specific Mind (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
	Other Equipment	
2	*2 Light Arms:* Extra Limbs (2) (5 Active Points); OIF Bulky Fragile (-1 ¼), Restrainable (-½), Limited Manipulation (-¼)	0
2	*Assorted Electronic Tools:* +2 with Electronics (4 Active Points); OIF Bulky (-1), Custom Modifier (Real Gear; -¼)	
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 94
Total Cost: 68

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)

0   Experience Points

Total Disadvantage Points: 68

   TL: 12   **Cost:** Cr41,230
   Description: As the K'kree are herd creatures, it is
unsurprising that their robots would also operate in herds.
Onboard their spacious starships, workers such as this slave
unit operate as part of a "herd" controlled remotely by either
another computer or a sophont. As many of the electrical
conduits are hidden away for aesthetic purposes, the typi-
cal claustrophobic K'kree engineer needs robots such as this
one to enter the confined spaces and perform maintenance
and repairs for him. This slave unit can operate for ten days
before refueling.

LAB TECHNICIAN ROBOT

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 ½d6;
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-/14-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement: Running: 6" / 12"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼)	
3	PS: Lab Technician (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
3	Research 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Cost	Powers	END
	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
2	*Enhanced Olfactory And Tactile Sensors:* +2 PER with Smell/Taste Group (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
2	*IR Sensors:* Infrared Perception (Sight Group) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
5	*Radiation Scanner:* Detect Radiation 12-/13- (Unusual Group), Discriminatory, Analyze (13 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
5	*MAD Scanner:* Detect MAD 12-/13- (Unusual Group), Discriminatory, Analyze (13 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
	Other Equipment	
2	*4 Light Arms and 1 Tentacle:* Extra Limbs (5) (5 Active Points); OIF Bulky (-1), Restrainable (-½), Limited Manipulation (-¼)	0
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 100
Total Cost: 91

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 91

TL: 13   **Cost:** Cr135,560

Description: Equipped with a variety of sensors and capable of performing numerous tasks at once, the *Da Vinci* model laboratory technician is commonly encountered in the Gateway domain and adjacent sectors. Designed by GARD to handle tasks in virtually any laboratory environment, the *Da Vinci* model is ideal for performing those dull, repetitive tasks consistently and precisely, twenty four hours a day, with minimal risk of danger and no risk of infection. Lab tech robots like this one are often used in research facilities where secrecy is a primary concern, limiting the number of sophonts outside the research department that are aware of the projects being developed. The *Da Vinci* can operate for six days before it requires refueling.

MECHANIC/TECHNICIAN ROBOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement: Running: 3" / 6"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Locomotion	
2	*Tracked Drivetrain:* Running +3" (3" total) (6 Active Points); OIF Bulky (-1), Only On Appropriate Terrain (-½), Custom Modifier (No NCM; -½), Custom Modifier (Save Negates; -¼)	1
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	Mechanics 11- (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	SS: Gravitics 11- (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	SS: Starship Engineering 11- (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	Electronics 11- (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	KS: metalworking (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 11-	
	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
2	Nightvision (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
	Weapons	
14	*Light Laser Welders:* Killing Attack - Ranged 2d6 (30 Active Points); OIF Bulky (-1), Limited Range (-¼), Beam (-¼), Real Weapon (-¼), Reduced By Range (-¼), Custom Modifier (VL Laser; -¼) Note: (x2 number of items)	3
	Other Equipment	
3	*Versatile Tool Kit:* +2 with any three related Skills (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Gear; -¼) Note: Mechanics, Electronics, metalworking	
4	*External Work Lights:* Sight Group Images Increased Size (4" radius; +½) (8" Cone; +0) (15 Active Points); OIF Bulky Fragile (-1 ¼), Only To Create Light (-1), Real Weapon (-¼)	1
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

Skills

3   Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)

Total Powers & Skill Cost: 115
Total Cost: 89

200+ **Disadvantages**

15   Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

15   Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20   Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)

10   Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)

0   Experience Points

Total Disadvantage Points: 89

TL: 12   **Cost:** Cr73,750

Description: The *Sharurshid Astrotech IV* is a fine example of a mechanic/technician robot encountered in ship-yards and garages across the 11,000 Worlds of the Imperium. The *Astrotech IV* runs for a standard week on one tank of fuel, and during that time can work tirelessly to repair anything from vehicles to starships and everything in between. This mech/tech droid is versatile enough to work on hull and chassis repair, as well as repairing electronic control systems and other delicate work.

MEDI-BOT

Val	Char	Cost	Roll	Notes
6	STR	-4	10-	Lift 57.4kg; 1d6;
14	DEX	12	12-	OCV 5 DCV 5
10	CON	0	11-	
10	BODY	0	11-	
9	INT	-10	11-	PER Roll 12-/14-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
0/2	PD	0		Total: 0/2 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
3	REC	0		
20	END	0		

Movement: Running: 4" / 8"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 2.5 Days; -¼)	0
	Locomotion	
2	*Tracked Drivetrain:* Running +4" (4" total) (8 Active Points); OIF Bulky (-1), Only On Appropriate Terrain (-½), Custom Modifier (No NCM; -½), Custom Modifier (Real Gear; -¼)	1

Cost	Powers	END
	Robot Brain And Software	
4	*Advanced Robot Brain:* +9 INT (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
5	Paramedics 14- (13 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	SS: General Medicine 14- (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
2	PS: Surgeon (6 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 13-	
	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
2	Nightvision (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
2	+2 PER with Smell/Taste Group (4 Active Points); OIF Bulky Fragile (-1 ¼)	0
	Other Equipment	
2	*Advanced Medical Kit:* +2 with any three related Skills (6 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) Note: Paramedic, Surgery, Medicine	
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 97
Total Cost: 80

200+ Disadvantages

15   Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

15   Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20   Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)

10   Physical Limitation: requires 8 hours maintenance and recharging per 2.5 Days (Frequently, Slightly Impairing)

0   Experience Points

Total Disadvantage Points: 80

    TL: 14   **Cost:** Cr172,796

    Description: LSP's *Medrobot 300* is the latest in the Medrobot series to hit the market, and definitely holds its own against other medical robots. Equipped with six tentacles, four complete surgical packages and a variety of sensors dedicated to monitoring patient progress, the Medrobot is an entire surgical team in one package, with a wonderful "bedside manner", to boot. While most Medrobots are sold with programming emphasizing human physiology, the *Medrobot 300* can handle most of the medical needs of other species as well, albeit not as effectively. Alternate software applications are available for installation, which shifts the racial emphasis of the medical programming to any of a number of widespread minor races. The *Medrobot 300* can operate for over two and a half days before it requires refueling.

MINING/PROSPECTOR ROBOT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6; [2]
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
10	BODY	0	11-	
9	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
20	END	0		

Movement: Flight: 9" / 18"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment)	0
	Power Systems	
1	*Advanced Batteries:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 2 weeks; -¼)	0
	Locomotion	
6	*Gravitic Flight:* Flight 9" (18 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -½), Custom Modifier (Real Gear; -¼)	2
	Robot Brain And Software	
4	Advanced Robot Brain: +9 INT (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

2	SS: Geology 13- (6 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	PS: Mining (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
3	PS: Prospecting (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
	Sensors And Communications	
10	*Long Range Communications Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (24 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
6	*Radscanner:* Detect A Single Thing 14-/13- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
6	*Magnetic Scanner:* Detect A Single Thing 14-/13- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 110
Total Cost: 98

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per 2 weeks (Frequently, Slightly Impairing)
20	Physical Limitation: No Legs, Grav Only (All the Time, Greatly Impairing)
0	Experience Points

Total Disadvantage Points: 98

   TL: 14   **Cost:** Cr170,427

   Description: Although Epic System's *Lodemaster II* model mining/prospector robot uses the same external chassis as the Lodemaster I, this new design represents a major upgrade from its predecessor, in quality as well as price. Most of the expense of this model comes from the addition of a more sophisticated robot brain, allowing the *Lodemaster II* to expand into the prospecting arena with a high degree of success. Despite the increased price tag, belters are attracted to the use of the *Lodemaster II* because of its capacities, as well as the sterling reputation of the original Lodemaster I. This robot can operate for two weeks before it requires recharging.

NURSEMAID/NANNY CAREGIVER ROBOT

Val	Char	Cost	Roll	Notes
14	STR	4	12-	Lift 174.1kg; 2 ½d6; [1]
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
5	REC	0		
20	END	0		

Movement: Running: 6" / 12"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	KS: Child Entertainment (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
3	Paramedics 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Cost		END
3	KS: Child Care (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 87
Total Cost: 83

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 83

TL: 14　**Cost:** Cr156,056
Description: The latest in in-home childcare technologies, the *Governess* model nursemaid robot from GARD is designed to meet all your caregiver needs. She's perfect for any home; indeed, the *Governess* is the model of choice for many Gateway sector nobles! The *Governess* is equipped to care

for your young child, monitoring her health and insuring her comfort and safety, while raising her under a consistent level of disciplined attention. Select from a number of world and culture-specific entertainment programs that educate your young one with lively stories designed to promote a sense of cultural identity while instilling a foundation of morals and ethics. The *Governess's* personality interface insures that your child will receive comfort and nurturing contact on those occasions when vital business calls you away. The *Governess's* advanced fuel cells only require refueling once every eleven days, making those extended family vacations even easier to manage. If you want the best for your child, get the best… the *Governess*, from GARD!

RECON DRONE

Val	Char	Cost	Roll	Notes
6	STR	-4	10-	Lift 57.4kg; 1d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
0/4	PD	0		Total: 0/4 PD (0/4 rPD)
1/5	ED	0		Total: 1/5 ED (0/4 rED)
2	SPD	0		Phases: 6, 12
3	REC	0		
20	END	0		

Movement: Running: 6" / 12"
Flight: 15" / 60"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
13	*Robot Hull:* Armor (4 PD/4 ED) (36 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Modern Batteries:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Locomotion	
14	*Gravitic Flight:* Flight 15", Position Shift, x4 Noncombat (40 Active Points); OIF Bulky (-1), Custom Modifier (Must have gravity to push against; -½), Custom Modifier (Real Gear; -¼)	4

	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	*Weapon Handling Package:* +1 with HTH and Ranged Combat (6 Active Points); OIF Bulky Fragile (-1 ¼)	
1	WF: Gauss Guns, Unarmed Combat	
3	PS: Forward Observer (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
	Sensors And Communications	
10	*Long Range Communications Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (24 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
2	*IR Sensors:* Infrared Perception (Sight Group) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
2	*Nightvision Sensors:* Nightvision (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
4	*Densitometer:* Detect A Single Thing 14-/13- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼), Extra Time (1 Turn (Post-Segment 12), -1 ¼), Custom Modifier (Real Gear; -¼)	0
6	*Magscanner:* Detect A Single Thing 14-/13- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
7	*Radscanner:* Detect A Single Thing 14-/13- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼)	0
7	*Neutrino Scanner:* Detect A Single Thing 14-/13- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼)	0
	Weapons	
49	*4mm Gauss Rifle:* (Total: 192 Active Cost, 49 Real Cost) Killing Attack - Ranged 3 ½d6, +1 STUN Multiplier (+¼), Armor Piercing x1 (+½), Autofire (5 shots; +½), 250 Charges (+1) (179 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼), Beam (-¼) (Real Cost: 45) plus +2 OCV with Ranged Combat (10 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 3) plus +1 vs. Range (3 Active Points); OAF (-1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 1)	[250]

Talents

1   *Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

2   *Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

2   *Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

Skills

3   Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)

Total Powers & Skill Cost: 188
Total Cost: 171

200+ Disadvantages

15   Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

15   Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20   Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)

10   Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)

25   Physical Limitation: No Legs, Grav Only (All the Time, Fully Impairing)

0   Experience Points

Total Disadvantage Points: 171

TL: 12   **Cost:** Cr714,505

Description: When looking for a military recon drone Frontier Technologies's latest entry in the field, the *Infiltrator*, can't be beat! The *Infiltrator's* versatile sensor array enables it to detect hidden bases via its densitometer and neutrino sensors, monitor surface troop and vehicular movements, and coordinate indirect fire from a remote vantage point. Should the *Infiltrator* encounter resistance, it can rapidly extricate itself with the assistance of its gauss rifle and incredible ground speed. Built with a battery life of six days, the *Infiltrator* is perfect for the duration of most military engagements. Pick up your *Infiltrator* today; you'll be glad you did!

RESCUE/EMERGENCY RESPONSE ROBOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
12	BODY	4	11-	
9	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement: Flight: 15" / 60"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Fuel Cell:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 4.8 Days; -¼)	0
	Locomotion	
14	*Gravitic Flight:* Flight 15", Position Shift, x4 Noncombat (40 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -½), Custom Modifier (Real Gear; -¼)	4
	Robot Brain And Software	
4	*Advanced Robot Brain:* +9 INT (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

Cost	Powers	END
3	Paramedics 11- (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	KS: Emergency Response (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
2	KS: Firefighting (5 Active Points); OIF Bulky Fragile (-1 ¼) 12-	
3	KS: Search and Rescue (7 Active Points); OIF Bulky Fragile (-1 ¼) 14-	
	Sensors And Communications	
10	*Long Range Communications Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (24 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
4	*Densitometer:* Detect A Single Thing 14-/13- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼), Extra Time (1 Turn (Post-Segment 12), -1 ¼), Custom Modifier (Real Gear; -¼)	0
6	*Magscanner:* Detect A Single Thing 14-/13- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
7	*Radscanner:* Detect A Single Thing 14-/13- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼)	0
7	*Neutrino Scanner:* Detect A Single Thing 14-/13- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼)	0
2	*Remote Control Slave Module:* Mind Link , One Specific Mind (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
	Weapons	
9	*Laser Welder:* Killing Attack - Ranged 2d6 (30 Active Points); OIF Bulky (-1), Beam (-¼), Limited Range (-¼), Reduced By Range (-¼), Real Weapon (-¼), Custom Modifier (VL Laser; -¼)	3
	Other Equipment	
2	*Medical Kit:* +2 with Paramedics (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
5	*External Work Lights:* Sight Group Images Increased Size (4" radius; +½) (15 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼), Only In Heroic Identity (-¼)	1
12	*Water Cannon:* Multipower, 40-point reserve, (40 Active Points); all slots OIF Bulky (-1), 16 Charges (Recovers Under Limited Circumstances; Requires access to large body of water or tank truck; -½), Side Effects (Max Speed Cut by half due to extra weight if tanks are full; -½), Custom Modifier (Real Gear; -¼)	

1u   *Water Fog:* Suppress All Fires 4d6, Area Of Effect Nonselective (4" Radius; +1) (40 Active Points); OIF Bulky (-1), Side Effects (Max Speed Cut by half due to extra weight if tanks are full; -½), Custom Modifier (Real Gear; -¼)   0

1u   *Water Blast:* Energy Blast 3 ½d6, Does x1 ½ Knockback (+½), Area Of Effect Nonselective (6" Cone; +¾) (40 Active Points); OIF Bulky (-1), Side Effects (Max Speed Cut by half due to extra weight if tanks are full; -½), Inaccurate ½ OCV (-¼), Custom Modifier (Real Gear; -¼)   0

Talents

1   *Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1   *Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

2   *Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

2   *Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

Skills

3   Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)

Total Powers & Skill Cost: 165
Total Cost: 143

200+   Disadvantages

15   Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

15   Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20   Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)

10   Physical Limitation: requires 8 hours maintenance and recharging per 4.8 Days (Frequently, Slightly Impairing)

25   Physical Limitation: No Legs, Grav Only (All the Time, Fully Impairing)

0   Cost: 898,762

0   Experience Points

Total Disadvantage Points: 143

TL: 14   **Cost:** Cr898,764

Description: The *ERU*, or *Emergency Response Unit*, is a classic design used on many high technology worlds for standard "search and rescue" operations. Equipped with strong arms and a laser welder to help extract victims from cars or collapsed building, the *ERU* also possesses an internal high-pressure water pump for fire fighting or crowd control, though the pump does require an external water source to function. Its extensive sensor array allows it to locate lost vehicles or ships quickly by fusion plant signature, people trapped under rubble via densitometer readings, rapidly assess physical dangers, and even track individuals lost in the wilderness. Though the *ERU* is only capable of extensive first aid and noninvasive procedures, it can quickly transport any wounded to a hospital or medical robot for any needed surgical treatment. Designed to operate on worlds with limited or no oxygen in their atmospheres, the advanced fuel cell comes equipped with its own oxygen supply, and can operate for over four and a half days before refueling.

ROBO-PET

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25.0kg; 0d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
5	BODY	-10	10-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
15	PRE	0	12-	PRE Attack: 3d6
10	COM	0	11-	
0/2	PD	0		Total: 0/2 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
2	REC	0		
20	END	0		

Movement: Running: 6" / 12"
Swimming: 2" / 4"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Batteries:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 3 Days; -¼)	0
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	*Cute Personality Traits Database:* KS: Cute Pet Personality Package (8 Active Points); OIF Bulky Fragile (-1 ¼) 14-	

Cost	Powers	END
	Sensors And Communications	
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Other Equipment	
2	*I Can't Help It If I'm Cute:* +5 PRE (5 Active Points); OIF Bulky (-1), Custom Modifier (Real Gear; -¼)	
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 78
Total Cost: 48

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per 3 days (Frequently, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 48

TL: 14   **Cost:** Cr82,872

Description: An extravagance purchased primarily by nobles and megacorporate executives for their children, the *Robo-Pet* has nevertheless created a fanatical fan base due to Naasirka's masterful marketing campaign aimed at college students. The campaign was based on the production of an award-winning holovid series, A Boy And His Robo-Pet, transmitted throughout the Imperium. When the series be-

came surprisingly popular with college students instead of its intended child audience, Naasirka shifted the show's focus to appeal to this clique of budding future executives, thus insuring the popularity of *Robo-Pet* for at least the next generation. *Robo-Pet* doesn't have a sophisticated array of programs. Instead, the robot essentially relies on its personality interface to provide pseudoemotional responses, emulating the love and enthusiasm of biological pets. Though the robot's chassis is sculpted realistically based on traditional household pets (depending on the model and local market), the furred joints of this artificial pet stand out in an almost comical and lighthearted manner, enhancing the "cuteness" factor emphasized by the robot's programming. The *Robo-Pet* can run for three days on its batteries before it requires recharging.

SECURITY EYE-BOT

Val	Char	Cost	Roll	Notes
6	STR	-4	10-	Lift 57.4kg; 1d6;
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
5	BODY	-10	10-	
11	INT	0	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
0/3	PD	0		Total: 0/3 PD (0/3 rPD)
¼	ED	0		Total: ¼ ED (0/3 rED)
3	SPD	8		Phases: 4, 8, 12
3	REC	0		
20	END	0		

Movement:
Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 1" / 2"
Flight: 12" / 48"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
10	*Robot Hull:* Armor (3 PD/3 ED) (27 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
	Power Systems	
1	*Advanced Batteries:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 1 hour maintenance and refueling once per 12 Hours; -¼)	0
	Locomotion	
14	*Gravitic Flight:* Flight 12", Position Shift, x4 Noncombat (34 Active Points); OIF Bulky (-1), Custom Modifier (Must have gravity to push against; -½)	
	Robot Brain And Software	
1	*Simple Robot Brain:* +1 INT; OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

Cost		END
2	*Remote Control Slave Unit:* Mind Link , One Specific Mind (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
1	*Weapons Handling:* +1 with any single attack with one specific weapon	
1	WF: Handguns	
2	KS: Physical Security (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 11-	
	Sensors And Communications	
8	*Medium Range Communications Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 10 km; +½), Can Be Scaled Down 1" = 1km (+¼) (21 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Weapons	
6	*10mm Snub Pistol Standard Rounds:* Killing Attack - Ranged 1d6, 16 Charges (+0) (15 Active Points); OIF Bulky (-1), Beam (-¼), Real Weapon (-¼)	[16]
12	*10mm Snub Pistol Tranq Rounds:* Energy Blast 3d6, 16 Charges (+0), No Normal Defense ((Resistant DEF >2); +1) (30 Active Points); OIF Bulky (-1), Beam (-¼), Real Weapon (-¼)	[16]
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	3

Total Powers & Skill Cost: 118
Total Cost: 118

200+ Disadvantages

15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 1 hour maintenance and recharging every 12 hours (Frequently, Slightly Impairing)
15	Physical Limitation: No Legs, Grav only movement (All the Time, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 118

TL: 14   **Cost:** Cr17,356

Description: For corporations and private estates where security is a concern, the *Flying Eye* is a popular and inexpensive robot designed for easy integration into existing security measures. The robot itself is tied via an internal slave unit to a centralized security suite, where the *Eye* can be sent as a mobile camera to patrol or investigate disturbances. The *Eye's* internal autopistol provides additional deterrent against would-be thieves, and the light tentacle allows the operator to perform simple "fetch and carry" tasks. While the *Flying Eye* makes an excellent addition to security measures, other elements in society have found an alternate use for the *Flying Eye*: armed robbery. Law enforcement on certain high tech worlds find themselves occasionally having to deal with these robotic muggers, after the *Flying Eye* has obtained a credstick or two at floating gunpoint. The batteries within a *Flying Eye* have a duration of twelve hours before they need to be recharged.

TRADER-BOT

Val	Char	Cost	Roll	Notes
2	STR	-8	9-	Lift 33.0kg; 0d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
18	INT	0	13-	PER Roll 14-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
0/2	PD	0		Total: 0/2 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
2	REC	0		
20	END	0		

Movement: Flight: 12" / 48"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Modern Batteries:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 3 Days; -¼)	0
	Locomotion	
14	*Gravitic Flight:* Flight 12", Position Shift, x4 Noncombat (34 Active Points); OIF Bulky (-1), Custom Modifier (Must have gravity to push against; -½)	3
	Robot Brain And Software	
3	*Simple Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

5	Bureaucratics 14- (13 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
5	Trading 14- (13 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	KS: Cargo Brokering (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
3	KS: Customs Protocols (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	

Sensors And Communications

5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0

Other Equipment

0	*External Video Monitor:* Custom Power	0

Talents

1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

Skills

3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 108
Total Cost: 86

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per 3 Days (Frequently, Slightly Impairing)

15	Physical Limitation: No Legs, Grav Only (All the Time, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 86

TL: 13   **Cost:** Cr101,692

Description: Naasirka's *Quartermaster* trader robot provides expert assistance for mercantile operations. Whether it's in the cargo hold or at the starport, the *Quartermaster* can perform all manner of routine task work associated with the day-to-day work required for a successful trade mission. Its sophisticated programming allows it to perform routine regulatory and administrative paperwork for the ship and the contents of the cargo, interface with local custom officials, make suggestions regarding profitable purchases, haggle for prices, and complete all paperwork associated with any transactions. This robot is frequently encountered on more profitable free traders and corporate merchant vessels, a testimonial to the robot's effectiveness. The *Quartermaster* can operate for over two and a half days before it needs recharging.

VALET/SERVANT DROID

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement:	Running: 6" / 12"
	Swimming: 2" / 4"
	Leaping: 2" / 4"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Batteries:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 28 Days; -¼)	0
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	KS: General Library Data (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 13-	
3	*Valet Software:* PS: Valet (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 13-	
4	*Etiquette Software:* High Society 13- (11 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 88
Total Cost: 78

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per 28 Days (Frequently, Slightly Impairing)
0	Cost:169,243
0	Experience Points

Total Disadvantage Points: 78

TL: 14   **Cost:** Cr169,243

Description: The *Duurla* valetbot by Makhidkarun is typical of advanced designs utilized in service roles. Unlike the more popular but less innovative TL12 personal servant designs, the *Duurla* model takes advantage of advanced battery technology to allow the robot to operate for up to twenty-eight days before recharging. Its distinctive humanesque design gives the *Duurla* model an advantage over more traditional robots, allowing the robot to make use of more equipment designed for normal humans. Owners have been known to swap out the Valet and Servant programs for other applications, allowing the *Duurla* valetbot to also serve as butlers, housekeepers, cooks, gardeners, janitors, waiters, stewards, or drivers, as well as many other service roles primarily based on repetitive tasks.

ZHODANI WARBOT, HEAVY

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6; [2]
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
15	BODY	10	12-	
9	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/11	PD	0		Total: 1/11 PD (0/10 rPD)
1/11	ED	0		Total: 1/11 ED (0/10 rED)
3	SPD	8		Phases: 4, 8, 12
6	REC	0		
20	END	0		

Movement: Flight: 15" / 60"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
33	*Robot Hull:* Armor (10 PD/10 ED) (90 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
11	*Heavy Frame And Chassis:* Knockback Resistance -4" (24 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Modern Batteries:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 2.5 Days; -¼)	0
	Locomotion	
14	*Gravitic Flight:* Flight 15", Position Shift, x4 Noncombat (40 Active Points); OIF Bulky (-1), Custom Modifier (must have gravity to push against; -½), Custom Modifier (Real Gear; -¼)	4
	Robot Brain And Software	
4	*Advanced Robot Brain:* +9 INT (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

2	*Advanced Weapons Handling:* +2 with any single attack with one specific weapon	
3	WF: Beam Weapons, Vehicle Weapons	
3	PS: Forward Observer (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
3	Tactics 11- (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

Sensors And Communications

5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0

Weapons

44	*Twin Linked Light Vehicle Lasers:* Killing Attack - Ranged 4d6+1, Autofire (2 shots; +¼), Increased Maximum Range (2,025"; +¼) (97 Active Points); OIF Bulky (-1), Beam (-¼), Real Weapon (-¼) Note: (x2 number of items)	10

Other Equipment

12	*Electronic Warfare Package:* Power Defense (10 points) (30 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	0
4	*Defensive Maneuvers Package:* +2 with DCV (10 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

Talents

1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

Skills

3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 199
Total Cost: 205

200+ Disadvantages

15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per 2.5 days (Frequently, Slightly Impairing)
15	Physical Limitation: No Legs, Grav Only (Frequently, Greatly Impairing)
0	Cost: 250,184
0	Experience Points

Total Disadvantage Points: 205

TL: 13   **Cost:** Cr250,184

Description: The *Chiadle 5500* heavy warbot saw a tremendous amount of action during the Third Frontier War. Designed to combat the equipment of the Imperial troopers, the *5500* devastated Imperial lines in many dirtside conflicts. Essentially a robotic gravtank, the *5500's* smaller chassis size and increased maneuverability made them a harder target to hit, while still allowing it to bring to bear its four linked light laser cannons on the larger, slower targets the *5500* often faced on the battlefield. With a battery life of two and a half days, the *5500* operates well in all but the most protracted of firefights.

ZHODANI WARBOT, LIGHT

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50.0kg; 1d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
11	INT	0	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
0/6	PD	0		Total: 0/6 PD (0/6 rPD)
1/7	ED	0		Total: 1/7 ED (0/6 rED)
2	SPD	0		Phases: 6, 12
3	REC	0		
20	END	0		

Movement:
- Running: 6" / 12"
- Swimming: 2" / 4"
- Leaping: 1" / 2"
- Flight: 12" / 48"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
20	*Robot Hull:* Armor (6 PD/6 ED) (54 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Modern Batteries:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), 1 Continuing Charge lasting 1 Hour (-¼)	[1 cc]
	Locomotion	
14	*Gravitic Flight:* Flight 12", Position Shift, x4 Noncombat (34 Active Points); OIF Bulky (-1), Custom Modifier (Real Gear; -¼), 1 Continuing Charge lasting 1 Hour (-¼)	[1 cc]

	Robot Brain And Software	
1	*Simple Robot Brain:* +1 INT; OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
1	*Weapons Handling:* +1 with any single attack with one specific weapon	
1	WF: Handguns	

	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0

	Weapons	
9	*10mm Snub Pistol Armor-Piercing Rounds:* Killing Attack - Ranged 1d6, 16 Charges (+0), Armor Piercing x1 (+½) (22 Active Points); OIF Bulky (-1), Beam (-¼), Real Weapon (-¼)	[16]
6	*10mm Snub Pistol Standard Rounds:* Killing Attack - Ranged 1d6, 16 Charges (+0) (15 Active Points); OIF Bulky (-1), Beam (-¼), Real Weapon (-¼)	[16]

	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 121
Total Cost: 116

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)

20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
15	Physical Limitation: No Legs, Grav Only (All the Time, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 116

TL: 13   **Cost:** Cr12,149

Description: The Third Frontier War saw the introduction of IAD's *M-1* model light warbot, a devastating addition to the Zhodani assault commando's repertoire. Teleporting behind enemy lines, the commando would release an *M-1*, then teleport to safety as the *M-1* created chaos attacking Imperial army encampments unprepared for an enemy assault. Though the *M-1* is obviously not a front-line warbot, its success in such surprise onslaughts guaranteed its continued use as a cheap, expendable weapon in Zhodani-Imperial conflicts. Variations on the design have begun to appear in other military theatres, a sign of its effectiveness. *M-1s* have even been known to have been used in assassination attempts on key military commanders. The *M-1* warbot runs for approximately one hour before needing to be recharged, but few last that long once the enemy has been engaged.

ZHODANI WARBOT, MEDIUM

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
18	INT	0	13-	PER Roll 14-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/9	PD	0		Total: 1/9 PD (0/8 rPD)
1/9	ED	0		Total: 1/9 ED (0/8 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement:	
	Running: 6" / 12"
	Swimming: 2" / 4"
	Leaping: 2" / 4"
	Flight: 12" / 48"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
26	*Robot Hull:* Armor (8 PD/8 ED) (72 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Basic Powerplant:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Locomotion	
12	*Gravitic Flight:* Flight 12", Position Shift, x4 Noncombat (34 Active Points); OIF Bulky (-1), Custom Modifier (Must have gravity to push against; -½), Custom Modifier (Real Gear; -¼)	3

Cost		
	Robot Brain And Software	
3	*Basic Robot Brain:* +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
1	*Weapons Handling:* +1 with any single attack with one specific weapon	
1	WF: Laser Rifles, Unarmed Combat	
	Sensors And Communications	
8	*Medium Range Communications Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 10 km; +½), Can Be Scaled Down 1" = 1km (+¼) (21 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Weapons	
50	*Laser Rifle-13:* (Total: 195 Active Cost, 50 Real Cost) RKA 3 ½d6, Invisible to Sight Group, Source Only (+¼), Autofire (3 shots; +¼), +1 Increased STUN Multiplier (+¼), Increased Maximum Range (4,125"; +¼), Armor Piercing (+½), 100 Charges (+¾) (179 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Beam (-¼), Real Weapon (-¼) (Real Cost: 45) **plus** +2 with Ranged Combat (10 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 3) **plus** +2 vs. Range (6 Active Points); OAF (-1), Required Hands Two-Handed (-½), Real Weapon (-¼) (Real Cost: 2)	[100]
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 165

Total Cost: 165

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)
15	Physical Limitation: No Legs, Grav only (Frequently, Greatly Impairing)
0	Experience Points

Total Disadvantage Points: 165

TL: 13   **Cost:** Cr50017.6

Description: Perhaps the most identifiable Zhodani warbot from the Third Frontier War and the countless holovid productions made afterwards, the *Tliazhashal PP03* series is widely used throughout the Zhodani Consulate. An inexpensive yet reliable warbot, the *PP03* is available in a number of configurations (though the most common is described below.) A straightforward design, *Tliazhashal* built this robot for one simple purpose: to fight effectively on the battlefield. Thus, the robot has no need for a complex sensor array or additional devices, relying on external sources for military intelligence. The *PP03* series operates using a sealed advanced fuel cell, providing its own oxygen supply as a part of its tankage in the event it is deployed in oxygen-poor atmospheres or in a vacuum. The *PP03* can operate for seven days without refueling.

INTELLIGENT ROBOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
11	INT	-10	11-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	*Robot Hull:* Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Advanced Batteries:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 5 Days; -¼)	
	Robot Brain And Software	
5	*Experimental Robot Brain:* +11 INT (11 Active Points); IIF Bulky Fragile (-1)	
9	*Experimental Robot Personality:* +10 EGO (20 Active Points); IIF Bulky Fragile (-1), Custom Modifier (Real Gear; -¼)	
3	PS: Valet (6 Active Points); IIF Bulky Fragile (-1), Custom Modifier (Real Gear; -¼) 12-	
6	High Society 14- (13 Active Points); IIF Bulky Fragile (-1), Custom Modifier (Real Gear; -¼)	
3	KS: Etiquette And Protocol (8 Active Points); IIF Bulky Fragile (-1), Custom Modifier (Real Gear; -¼) 14-	
2	KS: General Library Data (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 12-	
	Sensors And Communications	
5	*Basic Communications Package:* High Range Radio Perception (Radio Group) (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
1	*Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 103
Total Cost: 93

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per 5 Days (Frequently, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 93

TL: 15 **Cost:** Cr2,096,912

Description: From the beginnings of robotic research, the quest for the creation of artificial sentience and robotic lifeforms has remained unfulfilled and unattainable by Imperial roboticists. The experimental positronic humanesque robot currently exists only as theory and conjecture. However, scientists feel that the level of Imperial technology is close enough that the breakthroughs necessary to make such an artificial human a reality could be accomplished within the next century, given the diligent work and competitive nature of the megacorporations and university research departments that are tackling these tasks. Indeed, numerous robotics manufacturers and research directorates already have tentative designs for their own version of this elusive goal, which are constantly being redefined as technology advances. One such design is GARD's own *Miss Anne Droyd*, as staff members affectionately know her. *Miss Anne's* theoretical capacities are described below. (This design, being unique, does not receive the standard design discount.) GARD designers hope to overcome the remaining obstacles so that they might be able to present *Miss Anne* before the robotics community assembled at one of the Shudusham Robotics Conferences, held every ten years in Core sector.

Referee's Note: Due to the Low AI logic program running in this TL15 robotic brain, this robot is capable of sentient thought, learning and gaining experience. The experience data storage of this TL15 robotic brain is capable of holding 300 additional experience points. If a player does not mind the restrictions inherent in a robot form, a player-character using this robot design might provide an interesting roleplaying challenge. However, for purposes of remaining within official Traveller universe canon, such a robot would have been constructed outside the Imperium if the game is set much before 1100, as the humaniform chassis wasn't successfully developed by Imperial roboticists before that time period. Shifting to a humanesque configuration to avoid this inconsistency drops the price tremendously (Cr1,424,228), but lowers the Comeliness and social status.

SABMIQYS (ARTIFICIAL LIFEFORM)

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6; [2]
14	DEX	12	12-	OCV 5 DCV 5
10	CON	0	11-	
10	BODY	0	11-	
23	INT	0	14-	PER Roll 17-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
¼	PD	0		Total: ¼ PD (0/3 rPD)
¼	ED	0		Total: ¼ ED (0/3 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
20	END	0		

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 4" / 8"

Cost	Powers	END
	Hull And Construction	
22	*Robot Chassis And Systems:* Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	*Robot Chassis And Systems:* Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	*Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
10	*Robot Hull:* Armor (3 PD/3 ED) (27 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	*Heavy Frame And Chassis:* Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	*Anti-Matter Powerplant:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per year; -¼)	0
	Robot Brain And Software	
5	*Artificial Life Form Brain:* +13 INT (13 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
1	KS: General Library Data (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 9-	
3	KS: Etiquette and Protocol (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
	Sensors And Communications	
4	*Basic Sensor Package:* +3 PER with all Sense Groups (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
	Perks	
30	Advanced Tech	
	Talents	
1	*Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	*Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	*Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
	Skills	
3	Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	

Total Powers & Skill Cost: 116
Total Cost: 138

200+	Disadvantages
15	Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
20	Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
10	Physical Limitation: requires 8 hours maintenance and recharging per year (Frequently, Slightly Impairing)
15	Physical Limitation: Limited Manipulation (Frequently, Greatly Impairing)
0	Experience Points

Total Disadvantage Points: 138

TL: 17   **Cost:** Cr7,294,296
Description: With the destruction of their creators by a disease from a nearby world, the artificial lifeforms that called themselves "Egya Ks" continued to imitate the society of their biological forebears. In order to protect the planet

from further catastrophes, the Sabmiqys robots created deep meson cannon sites. Naturally, when the Vilani encountered the system, the errant explorers met with an assault that they could not then understand, for their technology had not advanced sufficiently. The total devastation caused by the Sabmiqys Meson weaponry on Vilani ships earned the system the name "Gashukubi", Vilani for "Instant Death." Eventually, advances in technology allowed the starship Gem of Fornol, protected by newly developed TL13 meson screens, to successfully land on Sabmiqys in 311. The Egya Ks promptly sent advanced robots to capture the crewmembers outside the ship. The skeleton crew aboard the vessel fled back to Imperial space, lest they too fall into the hands of the "Gashukubi" people. The next contact mission a few years later was not attacked in orbit, but the crew never returned. It wasn't until contact efforts during the First Survey that communication with the locals finally developed into a rapport, and the Scout Service began to learn limited details of Sabmiqys culture. In the late 600s, the truth about the Sabmiqys pseudobiological robots finally came to light, giving rise to the question of the sentience of artificially intelligent lifeforms.

Due to their "humaniform" chassis, the Sabmiqys resemble their biological creators, standing about 2.5 meters in height. Tall and lithe, the pseudobiological robot possesses the external features of the creator race, the "Gya Ks", displaying a bumpy, thick and hairless hide that covers the two legs and four tentacles ending in four-fingered manipulators. The head bears two eyes, four nostril slits, and a wide mouth filled with an array of over a hundred teeth. Most Sabmiqys only require refueling once a year, though some variant "models" possess larger reserves.

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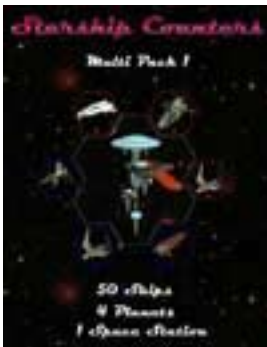
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