

WAR MACHINES OF THE 21ST CENTURY



VOLUME 1: ROBOTS

WAR MACHINES OF THE 21ST CENTURY: ROBOTS

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ROBOTS

The following section provides various types of robots for you to use in your campaigns. The following robots are common in science fiction settings. The default setting for these robots is a war-torn planet earth in the distant future. Each robot has a brief history of use and suggestions for using them in your campaigns.

AD- 5 "BUZZER"

(Assault Drone) (PL 7)

History: Prototypes of the AD-5 assault drone were originally developed as recon drones to aid INS patrols along the border of the United States and Mexico. The initial models of the AD-5 were fitted with .50 calibre machine guns or short-range missiles and smart bombs. Later years would see the implementation of lasers into the "buzzer's" arsenal. Nearly seven years later, the basic role of the AD-5 hasn't changed. Nearly every nation-state in the world uses the buzzer in warfare, either in support of ground forces or on long range strikes against hardened military targets.

Using the AD-5 In Your Campaign:

The AD-5 Assault Drone works well in military-themed campaigns in all post-modern settings. Whether you might be running a standard world war III type of scenario,

a campaign dealing with well-funded terrorist organizations, campaigns in space or even post-apocalypse conflicts dealing with a "terminator" styled games where robots seek to destroy humans, this robot will be a great addition to your campaign.

AD- 5 "Buzzer" CR 2

Large construct (armature)

Init -1; **Senses** Class III sensors; Listen +6, Spot +6

Languages English

Defense 16, **touch** 10, **flat-footed** 16

hp 30 (3 HD); **MAS** –

Immune construct immunities

Saves: Fort +1, Ref +1, Will +1

Speed 30 ft. (6 squares)

Melee +8 ram (1d6+9)

Ranged +5 Linked Laser Rifles (4d8)

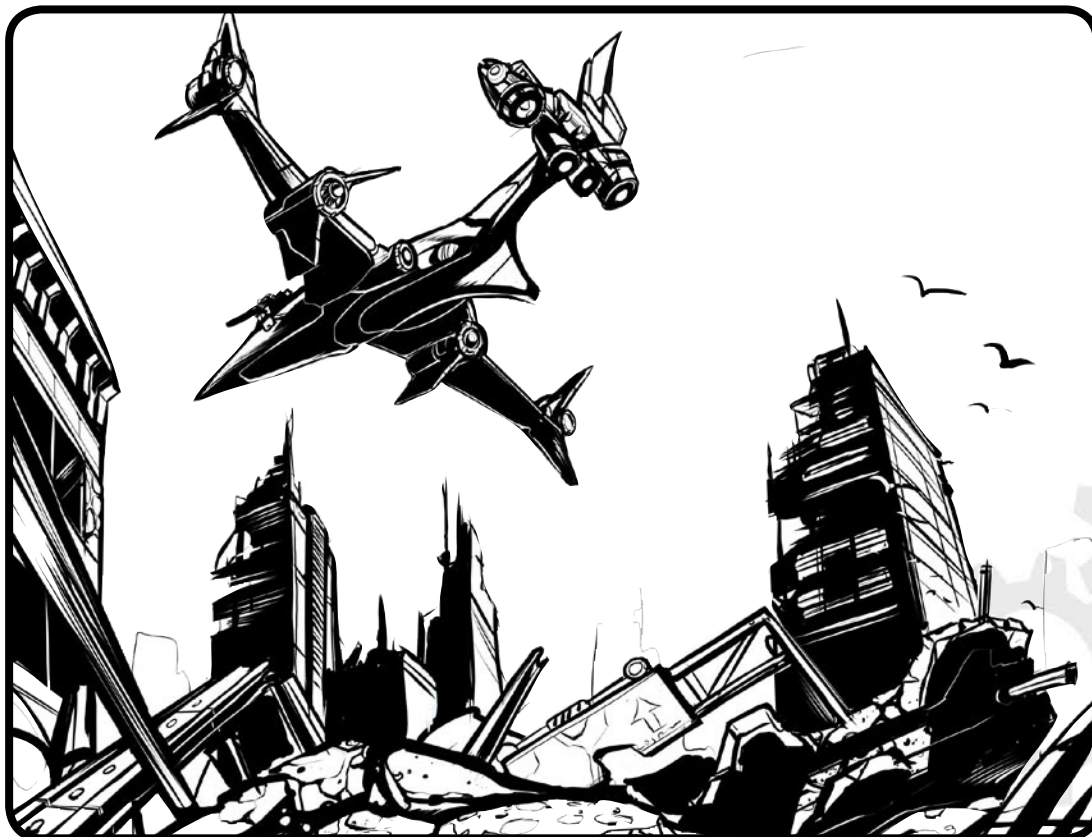
BAB +2; **Grp** +8

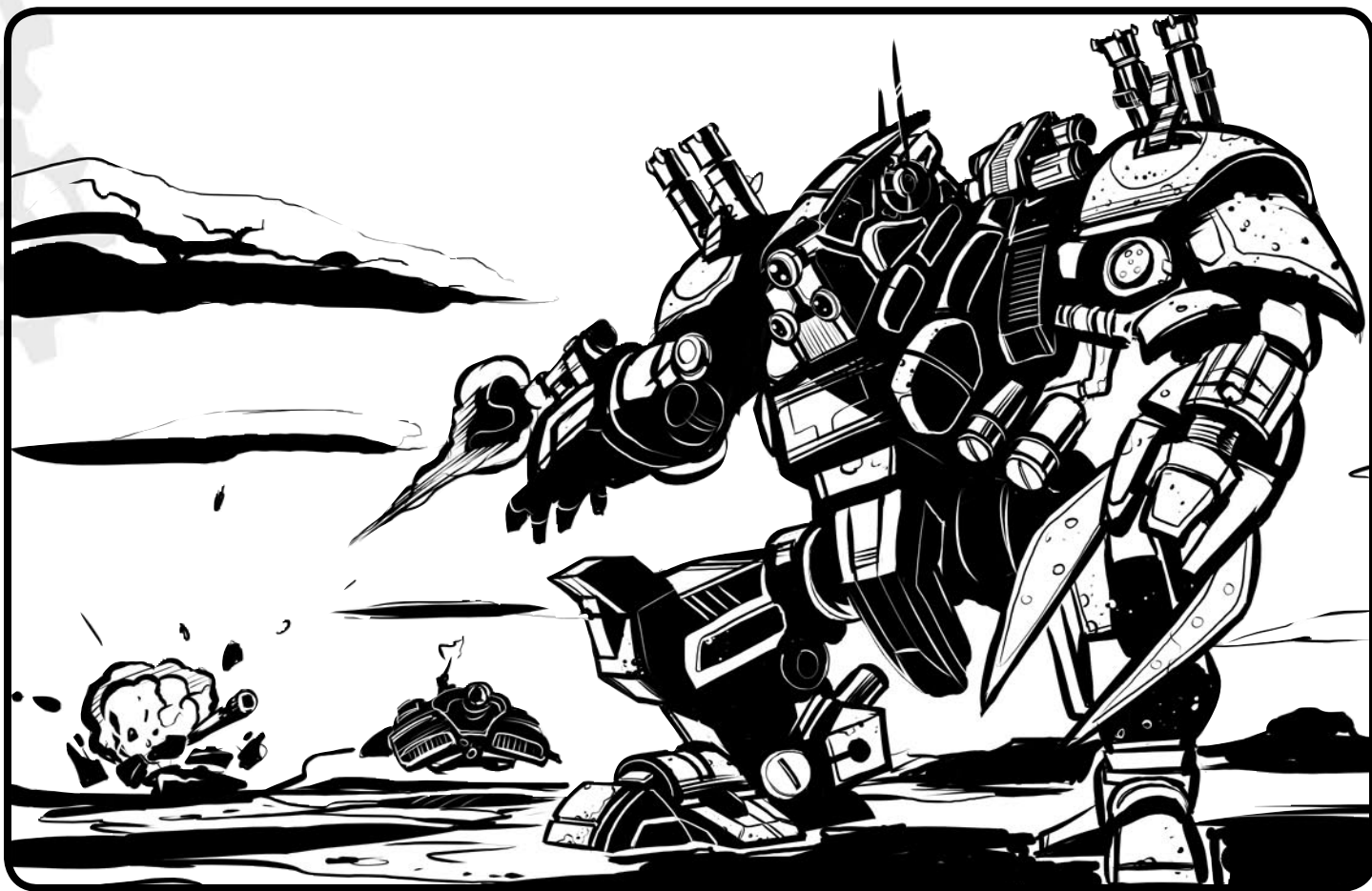
Abilities Str 22, Dex 8, Con -, Int -, Wis 10, Cha 1; AP 0

Feats Alertness, Personal Firearms Proficiency

Skills Listen +6, Spot +6

Features: Armor (resilium, integrated), Locomotion (thrusters), Sensors (Class III), Software (Alertness Feat progit, English)





Language Chip, Listen Skill Chip (4 ranks), Personal Firearms Proficiency progit, Spot Skill Chip (4 ranks)), Targeting Computer IV.

Accessories Robolink, Vocalizer, Weapon Mounts (2 – Laser Rifles, linked)

Availability None; **Purchase** DC 32

Appearance: The AD- 5 resembles a miniature jet plane complete with stubby wings and a tail fin. The wings each sport a VTOL engine and the tail has a pair of pivoting maneuvering thrusters for finer controls. The laser rifles are mounted on a turret where the pilot normally would be. The “nose” of the craft features a glossy black triangle, the dura-plastic exterior for the robot’s sensor suite.

HARD- 12 SAND DRAGON

(Heavy Assault Robot Destroyer) (PL-7)

History: The HARD-12 heavy assault robot was originally developed by China for use in their struggle against mechanized units of the armies of United Persia in the 4th world war of 2066. A massive beast of a robot, the sand dragon was instrumental in the battle for New Jerusalem, it’s linked rail guns and laser rifles providing an effective counter to the T-84 Scud missiles and light hover tanks of the enemy.

Using the HARD-12 In Your Campaign: The Sand dragon is a great robot for battles against heavy mechanized vehicles and assaults on tactical targets.

HARD- 12 CR 7

Huge construct (armature)

Init +2; **Senses** Class VII sensors; Listen +12, Spot +12

Languages English

Defense 20, **touch** 12, **flat-footed** 20

hp 88 (7 HD); **MAS** –

Immune construct immunities, DR 5/energy

Saves Fort +2, Ref +2, Will +2

Speed 30 ft. (6 squares)

Melee +16 Claw (1d8+10)

Ranged +10 Linked Rail Guns (6d12), +10 Linked Laser Rifles (4d8)

BAB +6; Grp +24

Abilities Str 30, Dex 10, Con -, Int 10, Wis 10, Cha 1; AP 0

Feats Alertness, Personal Firearms Proficiency

Skills Knowledge: Tactics +8, Listen +12, Spot +12

Features Armor (crystal carbon, integrated), Locomotion (treads), Sensors (Class VII), Software (Alertness Feat progit, English Language Chip, Knowledge: Tactics Chip (8 ranks), Listen Skill Chip (8 ranks), Spot Skill Chip (8 ranks)), Targeting Computer IV.

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Accessories Advanced Hand (right), Claw (left), Inertial Inhibitor, Weapon Mounts (4 – 2 Laser Rifles, linked; 2 Rail Gun, linked)

Availability None; **Purchase DC** 32

Appearance: The HARD- 12 is a hulking brute of a machine with massive shoulders that support a pair of rail guns that can swivel upwards when not in use. On each of its over-sized forearms are a wide-nozzle plasma cannon. Its left arm ends in a viscous claw and at the end of the right is an articulated hand that it can use to operate handheld weaponry if necessary or complete other tasks requiring a more subtle touch.

LIR- 2 "SLEEPER"

(Life-like Infiltration Robot) (PL-7)

History: The LIR -2 was a black-ops projects in development by the Old US at the time civil war broke out. The goal of the robot was to infiltrate Communist Latin America and Soviet-Block nations in Europe for various espionage-related missions. While the Old-US still uses the LIR-2 in that capacity abroad, the robot is also heavily employed in black-ops missions to gather Intel or sabotage weapons manufacturing facilities and other key targets. If other nation-states have such robots they are keeping it a secret.

Using the LIR-2 in your Campaign: The LIR-2 is a perfect assassin in whatever type of futuristic campaign you might wish to run.

LIR- 2 "Sleeper" CR 4

Bioreplica* fast hero 2/charismatic hero 2

Medium construct (bioreplica)

Init +6; **Senses** Class VII sensors; Listen +3, Spot +3

Languages English, Russian, & Spanish

Defense 18, **touch** 18,

flat-footed 14

hp 36 (4 HD); **MAS** –

Immune construct immunities

Saves Fort +2, Ref +7, Will +0

Speed 30 ft. (6 squares)

Melee +2 manipulators (1d3)

Ranged +5 by weapon

BAB +2; Grp +2

Abilities Str 10, Dex 16, Con -, Int 14, Wis 10, Cha 10; AP 2

SQ -

Feats Deceptive, Weapon Finesse

Talents Fast Talk (charismatic), Evasion (fast)

Skills Balance +9, Bluff +8, Disguise +7, Escape Artist +9, Gather Information +5, Hide

+9, Knowledge (current events) +8, Knowledge (streetwise) +8, Move Silently +9, Sleight of Hand +9

Features Locomotion (human-like), Manipulator (human-like), Dexterity Upgrade +4, Intelligence Upgrade +4

Accessories Self-destruct System

Availability None; **Purchase DC** 33

Note: The LIR- 2 is a second version of the sleeper model, the first were recalled after a "malfunction" which resulted in free will and independent thought. At the Game Master's option some LIR- 1 may have escaped the recall and be used for robot-based player characters.

Appearance: LIR- 2 appear human in all way, they even have a layer of radioactive isotopes underneath their derma that creates a false outline of a skeletal structure to fool all but the most powerful X-Ray machines.

MSRI- Z

(Mechanized Support Robot) (PL-7)

History: The MSRI –Z mechanized support robot was developed to facilitate secure deployment of light mechanized units and ground forces directly onto the battlefield with minimal loss of life. The massive tank's linked rail guns and grenade launchers are typically used to clear the landing zone of enemy combatants while the dual plasma cannons provide cover fire against airborne and hardened bunkers.

Using the MSRI –Z In Your Campaign: The MSRI-Z is perfect for use in campaigns where ground forces need to rapidly deploy into a variety of battlefields, such as an Starship Troopers'esque invasion of a planet.



MSR1- Z “Behemoth” CR 15

Gargantuan construct (armature)

Init +0; **Senses** Class VII sensors; **Listen** +14, **Spot** +14

Languages None

Defense 22, **touch** 12, **flat-footed** 22

hp 172 (16 HD); **MAS** –

Immune construct immunities, **DR** 5/energy

Saves Fort +5, Ref +3, Will +5

Speed 30 ft. (6 squares)

Melee +15 ram (2d6+13)

Ranged +13 **Linked Rail Guns** (6d12), **Linked Plasma Cannon** (6d10), or **Grenade Launcher** (by grenade)

BAB +10; **Grp** +20

Abilities Str 39, Dex 6, Con –, Int –, Wis 10, Cha 1; **AP** 0

Feats Alertness, Exotic Weapon Proficiency (grenade launchers), Personal Firearm Proficiency

Skills Drive +10, Listen +14, Spot +14

Features **Armor** (crystal carbon, integrated), **Locomotion** (treads), **Sensors** (Class VII), **Software** (Exotic Firearms Proficiency (grenade launchers) progit, Drive Skill Chip 12, Listen Skill Chip (12 ranks), Personal Firearms Proficiency progit, Spot Skill Chip (12 ranks)), **Targeting Computer** IV.

Accessories **Internal Storage** (special), **Inertial Inhibitor**, **Robolink**, **Weapon Mounts** (5 – 2 Laser Rifles, linked; 2 Rail Gun, linked; Grenade Launcher)

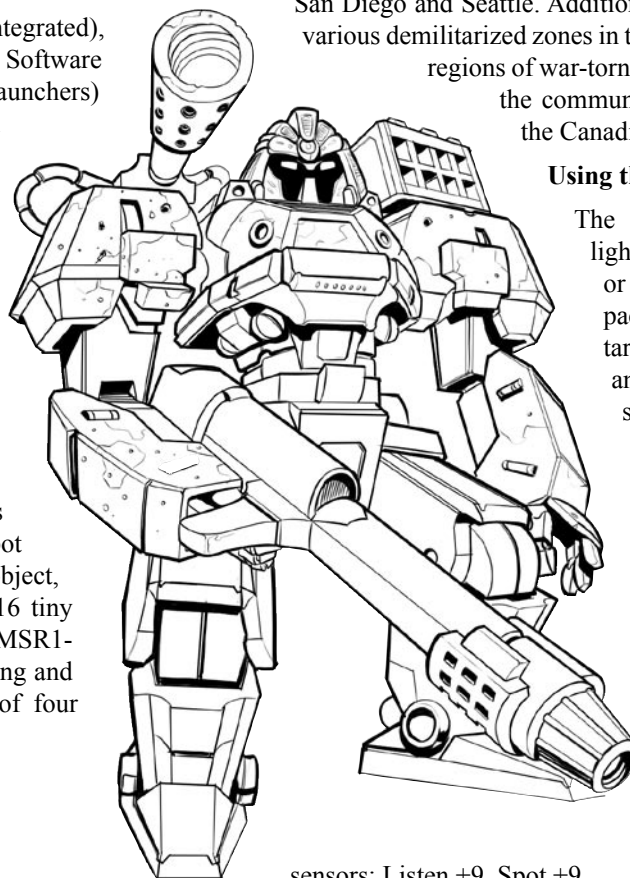
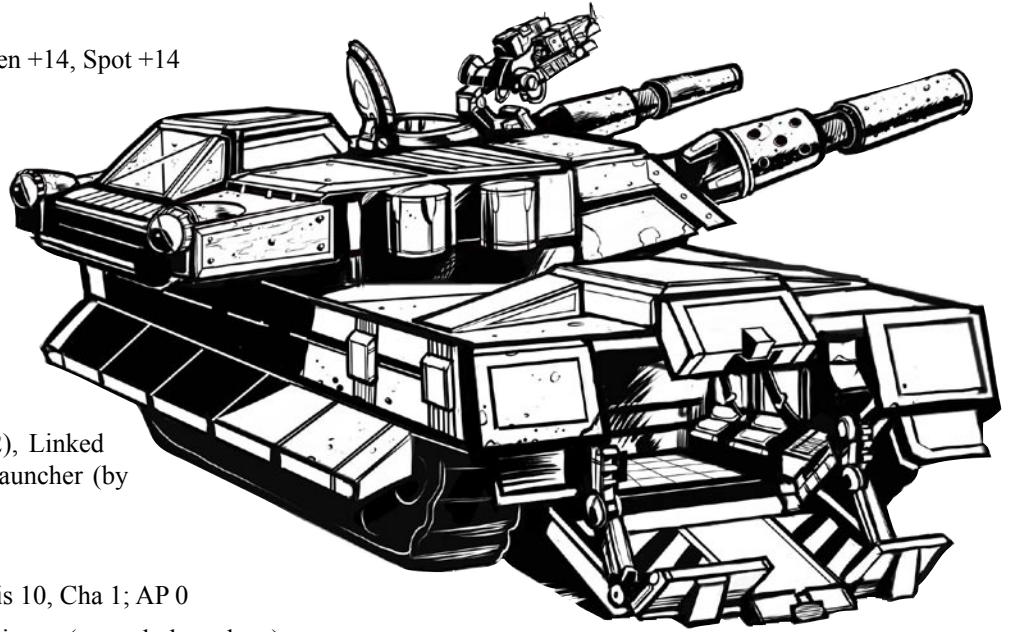
Availability None; **Purchase** DC 40

Internal Storage: The MSR1- Z is an intelligent tank, it is essentially a weapons platform and troop carrier, as such its internal storage is larger than a normal robot of its size and can hold either 1 huge object, 2 large objects, 4 medium, 8 small, or 16 tiny totalling up to 2,000 lbs. Typically, an MSR1- Z stores two AD-5s that it uses for scouting and additional combat support, or a squad of four “Grunts”.

UAW- 6

(Urban Assault Warrior) (PL-7)

History: In war-ravaged America, the UAW-6 comprises the bulk of the 203rd Robotic division of the reformation army. The UAW-6 was developed for action by the army for combat in urban environments. The design characteristics of the UAW-6 were geared specifically for combat against both communist insurgent groups and light armoured



vehicles, making it the perfect robot for urban warfare in contested cities such as El-Paso, Chicago, Las Vegas, St. Louis, Houston, San Diego and Seattle. Additionally, the robot is found along the various demilitarized zones in the southwest, central and northern regions of war-torn America, patrolling the borders of the communist nations of Latin America and the Canadian Communist Republic.

Using the UAW-6 in your campaign

The UAW -6 is a great robot for lightning assaults on fortified bunkers or military bases. Its mini-missiles pack a punch against hardened targets, while the concussion rifle and rail gun are capable of handling soft targets. The UAW-6 is also perfect for urban warfare and will always be a factor in sieges on a metropolis. Alternately, take them into space for ship to ship fighting or use them on the front lines of a planetary offensive!

UAW- 6 CR 8

Biodroid* fasthero 3/gunslinger
5

Medium construct
(biodroid)

Init +10; **Senses** Class IV

sensors; **Listen** +9, **Spot** +9

Languages English

Defense 27, **touch** 21, **flat-footed** 23; **defensive position**

hp 58 (8 HD); **MAS** –

Immune biodroid immunities

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Saves Fort +2, Ref +9, Will +6

Speed 30 ft. (6 squares)

Ranged +10 medium concussion rifle (2d6 plus special)

Ranged +8/+8 medium concussion rifle (2d6 plus special); lightning shot

Ranged +8 rail gun (3d12)

Ranged +8 mini-rocket launcher (by rocket type)

BAB +5; Grp +5

Abilities Str 10, Dex 18, Con -, Int 12, Wis 15, Cha 5; AP 4

SQ close combat shot, defensive position, lightning shot

Feats Improved Initiative, Personal Firearm Proficiency(F), Point Blank Shot, Precise Shot(G), Simple Weapon Proficiency(F), Weapon Focus (concussion rifle)(G)

Talents Evasion (Fast), Full Alert (Fast)

Skills Balance +8, Knowledge (current events) +12, Knowledge (streetwise) +12, Listen +9, Sleight of Hand +13, Spot +9, Tumble +4**

Features Armor (resilium, integrated), Locomotion (human-like), Manipulator (human-like), Dexterity Upgrade +4

Accessories Magnetic Feet, Self-Repair Unit, 2 Weapon Mounts (rail gun, mini-rocket launcher)

Availability Restricted (+2); **Purchase DC** 33

*As a military unit this biodroid does not have a life-like appearance.

** The UAW suffers a -4 circumstance penalty to Tumble checks due to its bulky weapon mounts.

UAW- 6 BRAVO

NIGHT STALKER UNIT (PL 7)

History: The UAW-6 Bravo was designed for stealth operations in myriad environments. Its core programming includes guerrilla warfare tactics, EOD training, SEAL training and assassination of high-profile targets. Though the robot does have proficiency with firearms, it rarely uses them, preferring a silent kill with a high frequency sword or simply beating an opponent to death. The Night Stalker is a major asset of the Union Army, used for high-profile operations behind enemy lines on various battlefronts across the nation.

Using the Night stalker in Your Campaign: As a stealth robot, you might consider using the Night stalker in various military games. Alternately, science fiction settings in the far-flung future could see this assassin working for various government or illegal organizations.

Night stalker Unit CR 15

Biodroid* strong hero 1/fast hero 3/helix warrior 7th/infiltrator 4th

Medium construct (biodroid)

Init +6; **Senses** Class IV sensors (includes darkvision 90 ft.); Listen +5, Spot +5

Languages English

Defense 18/19M, **touch** 18/19M, **flat-footed** 16/17; Defensive Martial Arts

hp 97 (15 HD); **MAS** -

Immune biodroid immunities

Saves Fort +7, Ref +10, Will +9; Improved Evasion

Speed 35 ft. (7 squares)

Melee +12/+7/+2 medium high frequency sword (1d8+2, 19-20)

Melee +13/+8/+3 unarmed attack (1d8+2)

BAB +12; Grp +16

Atk Options Combat Throw, Improved Combat Throw, Improved Grapple

Abilities Str 14, Dex 14, Con -, Int 12, Wis 16, Cha 5; AP 7

SQ haul, improved evasion, improved reaction, improvised implements, light rejuvenation cycle (light sleeper), strong as ox, superior conditioning, survivor, sweep

Feats Brawl, Combat Throw(HW), Defensive Martial Arts(F), Elusive Target(I), Endurance, Improved Brawl, Improved Combat Throw (HW), Improved Grapple, Personal Firearms(B), Simple Weapon Proficiency(T), Stealthy

Talents Evasion (Fast), Extreme Effort (Strong), Increased Speed (Fast)

Skills Climb +13, Disable Device +10, Demolitions +11, Hide +22, Jump +6, Listen +5, Knowledge (tactics) +5, Move Silently +22, Spot +5

Features Armor (none), Locomotion (legs, springing), Manipulator (human-like), Sensors (Class IV), Strength Upgrade +4

Accessories Advanced Climbing Claws, Adaptive Coloration System, Whisper Suite

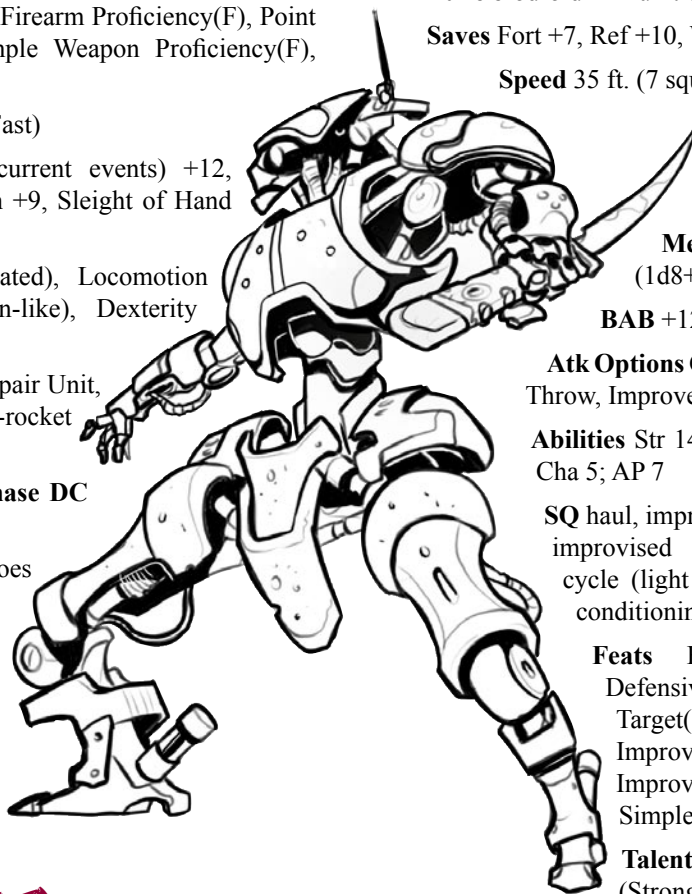
Availability Military (+3); **Purchase DC** 39

*As a military unit this biodroid doesn't have a lifelike appearance.

Advanced Climbing Claws (PL-6)

+8 equipment bonus to Climb; +4 damage to unarmed attacks

Purchase DC: 26



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Restriction: Licensed (+1)

Adaptive Coloration System (PL 7); parallel to Photon Screen (PL 8)

+10 Hide checks, +20 when not moving

Purchase DC: 28

Restriction: Restricted (+2)

Legs (Springing) (PL 7)

+8 equipment bonus to Jump. May jump as a free action.

Purchase DC: 24

Whisper Suite (PL-7)

+10 Move Silently, +20 when not moving

Purchase DC: 28

Restriction: Restricted (+2)

M3-ALPHA "GRUNT" (PL 6)

History: Commonly known as the "grunt," the M3-Alpha was the foot-soldier of the US military's robot forces prior to the secessions of 2018. After, the grunt has been used by every faction in major battles of the civil war, including the ongoing siege of St. Louis and the bloody Battle of Chicago where thousands of troops on both sides lost their lives, neither force gaining the advantage needed to take the ruined metropolis. Grunts are commonplace on the battle fronts of 2060. They also man the great southern wall which divides the Republic of Texas and communist Latin America.

Using the Grunt in Your Campaign:

The Grunt can play a variety of roles in sci-fi settings. Use them as frontline shock troops or have them play a support role for the UAW-6. Have them patrol city sectors as police or be professional security for multi-national (or intergalactic) corporations. The grunt might even be a mercenary, employed by criminal organizations or fighting in any number of conflicts on earth or in space.

M3-Alpha "Grunt" CR 5

Biodroid* strong hero 3/soldier 2

Medium construct (biodroid)

Init +2; **Senses** Class IV sensors; Listen +4, Spot +4

Languages English

Defense 18, **touch** 15, **flat-footed** 16

hp 31 (3 HD); **MAS** –

Immune biodroid immunities

Saves: Fort +4, Ref +5, Will +3

Speed 30 ft. (6 squares)

Melee +5 unarmed (1d6+3)

Ranged +7 twin thunder machine gun (2d10+2)

Ranged +9 twin thunder machine gun (2d10+2); Targeting Sensor I engaged

BAB +4; Grp +5

Abilities Str 12, Dex 14, Con -, Int 10, Wis 14, Cha 5; AP 2

Feats Brawl(S), Personal Firearms Proficiency, Simple Weapon Proficiency (S), Weapon Focus (twin thunder machine gun)(So), Weapon Specialization (twin thunder machine gun)(So)

Talents Improved Melee Smash (Strong), Melee Smash (Strong)

Skills Craft (structural) +4, Demolitions +8, Listen +4, Knowledge (tactics) +4, Spot+4

Features Armor (duraplastic, integrated), Locomotion (human-like), Manipulator (human-like), Sensors (Class IV, Targeting Sensors I)

Accessories AV Recorder, AV Transmitter, Tool Kit (Demolitions Kit), Self-Destruct System

Availability Military (+3); Purchase DC 29

*As a military unit this biodroid doesn't have a lifelike appearance.

Targeting Sensors I (PL 6)

+2 to hit one target, activate as a free action, while targeting sensor engaged robot is flat-footed

Type: Sight

Purchase DC: 23

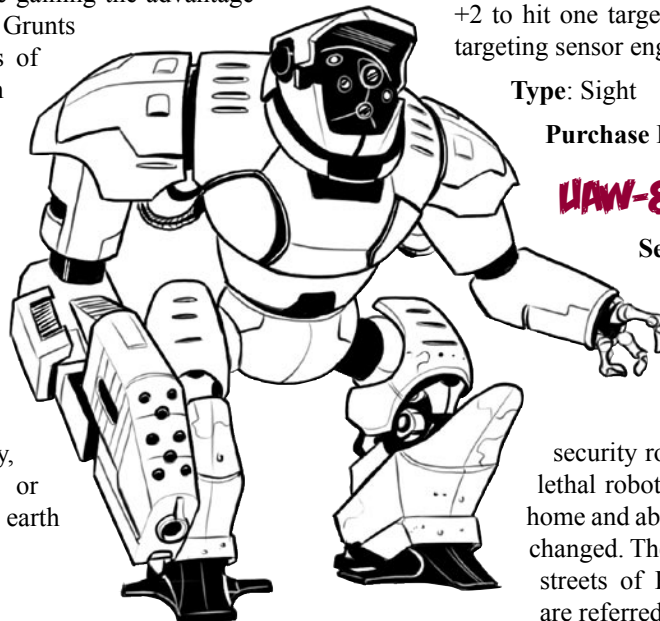
UAW-8

Sector Patrol Bot (PL 7)

History: The most recent addition to the collective arsenals of the armies of the Reformed United States and the Union, the UAW-8 is a light security robot originally designed as a non-lethal robot to patrol military installations at home and abroad. For the most part, this hasn't changed. The UAW-8 is a common sight in the streets of Reformist (as non-union citizens are referred to) cities across the continent as well as the People's Republic of Texas, where it

is also used to patrol the southern borders of old New Mexico and Arizona. However, many military installations are fitting the robot with plasma and shrapnel grenades to further increase the combat effectiveness of the UAW-8.

Using the Sector Patrol Bot in Your Campaign: The sector patrol bot works well in numerous environments as a security asset for military, government or private corporations. Modify their weaponry and you have an effective combat robot ready to take on anything your players throw at it.



UAW-8 Sector Patrol Bot CR 1

Medium construct (biomorph)

Init +1; **Senses** Class V sensors; Listen +11, Spot +9

Languages English

Defense 17, **touch** 11, **flat-footed** 16

hp 15 (1 HD); MAS –

Immune construct immunities

Saves Fort +0, Ref +1, Will +1

Speed 30 ft. (6 squares)

Melee +2 stun baton (1d6 plus special)

Ranged +1 mini-grenade launcher (3d6 NL plus special); sonic pulse grenade

Ranged +1 mini grenade launcher (5d6 slashing); shrapnel grenade

Ranged +1 mini grenade launcher (2d10 Fire plus special*); plasma grenade

Ranged +1 mini-grenade launcher (-2 Dex penalty); tangle grenade

*This type of grenade reduces the Defense bonus provided by armor by 2, to a minimum of +1. Half the damage it deals is fire damage, the other half is slashing damage.

BAB +0; Grp +2

Abilities Str 14, Dex 12, Con -, Int -, Wis 12, Cha 1; AP 0

Feats Alertness

Skills Listen +11, Spot +9

Features

Armor(resilium, integrated), Locomotion (three legs), Manipulator (special-use gripper, coiled front leg), Sensors (Class V), Software (Alertness

Feat Progit, English Language

Chip, Listen Skill Chip (4 ranks), Spot Skill Chip (4 ranks)), Dexterity Upgrade +2, Wisdom Upgrade +2.

Accessories Loading Mechanism, Robolink, Vocalizer, Weapon Mounts (2 – mini-grenade launcher, stun baton), six plasma grenades, six shrapnel grenades, six sonic pulse grenades, six tangle grenades

Availability None; Purchase DC 27

UAW -3 CHARLIE "AIR-MOBILE"

Flight-capable Robot (PL-7)

History: Nicknamed “Charlie” by its creators because of its facial features, the UAW-3 “air mobile” robot has become a staple of the armies of the Reformed United States and the People’s Republic of Texas, providing a much needed counter to the Union army’s UH-69 Blackhawk helicopter. Currently the Reformed United States has deployed two battalions of these robots to the Mississippi front and has sent two in support of the San Diego campaign. The Texas Militia uses these robots against Union ground forces operating in the Ozarks and also in support of various military assets along the southern border of Latin America.

Using the UAW-3 Charlie in Your Campaign: The UAW-3 robot

makes a great adversary in any military based science-fiction campaign, either in support of troops and heavy ground units or possibly in space as an elite squadron designed to board star cruisers and other bulky space ships.

UAW -3 Charlie “Air-Mobile” Robot CR 11

Biodroid
smart hero
3/xenophile
7

Large construct (biodroid)

Init +2; **Senses** Class IV sensors; Listen +4, Spot +4

Languages English

Defense 14, **touch** 14, **flat-footed** 13; **xenodefense** +1

hp 90 (12 HD); MAS –

Immune biodroid immunities

Saves Fort +5, Ref +4, Will +9; (+2 other species abilities)
xenoresistance

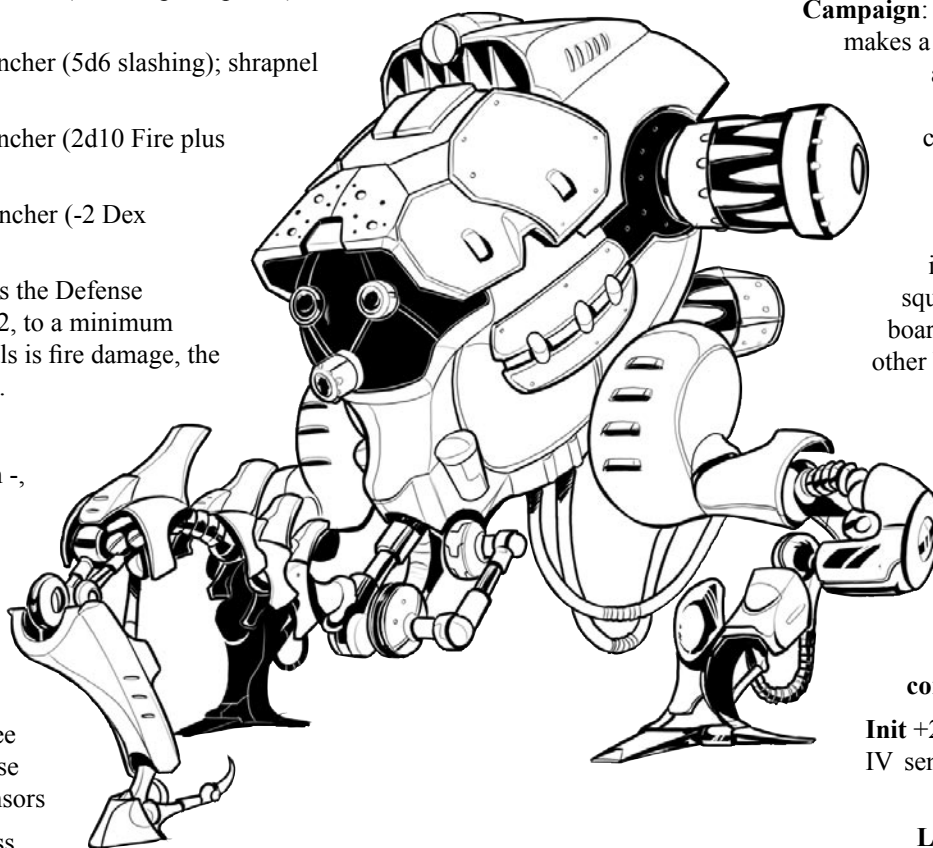
Speed 35 ft. (8 squares) (40 ft. without armor), fly 35 ft. (average)

Melee +10/+5 unarmed (1d6+5)

Ranged +6/+1 plasma rifle (3d10)

BAB +6; Grp +15

Abilities Str 20, Dex 12, Con -, Int 10, Wis 14, Cha 6; AP 5



SQ xenodefense +1, xenolore, xenoresistance, xenotype (+4, +4, +2; three programmed xenotypes)

Feats Advanced Personal Firearms Proficiency, Dodge(X), Mobility(X), Personal Firearms Proficiency, Simple Weapon Proficiency(S), Smart Plus

Talents Demolitions Savant (Smart), Disable Device Savant (Smart), Exploit Weakness (Smart), Plan (Smart)

Skills Craft (chemical) +6, Craft (pharmaceutical) +6, Demolitions +9, Disable Device +9, Listen +4, Knowledge (earth and life sciences) +6, Knowledge (technology) +6, Research +6, Search +6, Spot +4

Features Armor (Neovulcanium, integrated), Locomotion (human-like, advanced thrusters), Sensors (Class IV)

Accessories: Inertial Inhibiter, Self-Repair Unit

Availability Military (+3); Purchase DC 38

Advanced Thrusters (PL 7)

Base Speed: Fly 40 ft. (average).

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



GEAR SUMMARY

The following summary of the gear in this E-book is provided here for quick reference.

ADVANCED CLIMBING CLAWS (PL-6)

+8 equipment bonus to Climb; +4 damage to unarmed attacks

Purchase DC: 26

Restriction: Licensed (+1)

ADVANCED THRUSTERS (PL 7)

Base Speed: Fly 40 ft. (average).

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

ADAPTIVE COLORATION SYSTEM (PL 7);

[parallel to Photon Screen (PL 8)]

+10 Hide checks, +20 when not moving

Purchase DC: 28

Restriction: Restricted (+2)

LEGS (SPRINGING) (PL 7)

+8 equipment bonus to Jump. May jump as a free action.

Purchase DC: 24

TARGETING COMPUTER

A targeting computer assists the robot in acquiring a target by calculating factors such as distance, momentum, and deciphering the evasion patterns the target may employ. A targeting computer provides a bonus to all mounted (not carried) weaponry the robot possesses equal to its level (For example Targeting Computer II provides a +2 bonus) to ranged attack rolls. The level of Targeting Computer may not exceed the progress level rating of the robot.

Purchase DC: 15 + the level of the computer squared

TARGETING SENSORS I (PL 6)

+2 to hit one target, activate as a free action, while targeting sensor engaged robot is flat-footed

Type: Sight

Purchase DC: 23

WHISPER SUITE (PL-7)

+10 Move Silently, +20 when not moving

Purchase DC: 28

Restriction: Restricted (+2)

NEW ROBOT FRAME:

THE COBBLEBOT (PL- VARIES)

Cobblebots are rebuilt machines used by various rebel factions and third-world nations who lack the resources of larger nation states in the war-torn world of 2066.

Appearance: Cobblebots appear as an amalgam of various components from armatures, biodroids, and sometimes even bioreplicas. As such they rarely pass for anything other than machines, even when draped in heavy clothing they are still at a -10 to disguise checks for such purposes.

Critical Systems: Although they are constructs, Cobblebots have vital areas and critical systems. Consequently, they are subject to critical hits.

Faulty Power System: Unlike other robot frames, cobblebots do not require a nightly recharging sequence because they do not have a working independent power source. Instead, they run on power cells, which provide an hour's worth of power per charge. When a cobblebot's batteries have expired it shuts down into a power save mode where it remains inactive for up to 24 hours, after that it considered "dead" and can be "resurrected" by normal means and with the usual penalties.

Poor Integration: A cobblebots systems are held together often by bits of spare wire, tape, or whatever else is at hand. As such, any time the robot rolls a natural 1 on any skill or attack that system is disabled until a DC 15 Craft (robotics) or DC 20 Repair check, either of which takes one hour.

For example, a cobblebot that rolls a natural 1 on a listen check would have its Listen Skill Chip disabled until repaired, it could still make listen checks but they would be without the benefit of the ranks granted by the chip. Likewise, a natural one on an

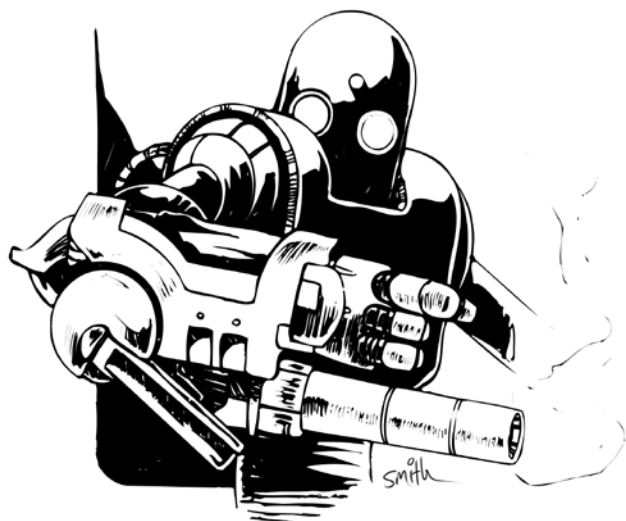
attack with a Personal Firearm would render that feat progit inert and the cobblebot would thus suffer a -4 penalty to future attacks with the weapon as if it did not posses the feat progit. If multiple systems would be affected by one roll, determine one system to fail randomly.

ROBOT WEAPONS:

LINKED WEAPON SYSTEMS

A pair or more of mounted weapons can be linked so that they fire with one standard action. The weapons all fire at the same target and use the same single attack roll.

Purchase DC: Increase the purchase DC of the weapon by 5 for each weapon linked.



ROBOTS

TABLE: COBBLEBOT ROBOT FRAME (PL VARIES)

Robot Size	Base Purchase DC	Base Hit Dice	Extra Hit Points	— Base Ability Scores —						Maximum Hit Dice/Purchase DC Modifier
				Str	Dex	Con	Int	Wis	Cha	
Colossal	42	32d10	60	37	4	-	-	8	0	60d10/+2 per HD
Gargantuan	34	16d10	40	31	4	-	-	8	0	25d10/+2 per HD
Huge	30	8d10	20	24	4	-	-	8	0	11d10/1 per HD
Large	26	2d10	10	18	6	-	-	8	0	5d10/+1 per HD
Medium-size	22	1d10	5	12	8	-	-	8	0	-
Small	18	1/2d10	-	8	10	-	-	8	0	-
Tiny	14	1/4d10	-	4	12	-	-	8	0	-
Diminutive	10	1/8d10	-	2	14	-	-	8	0	-
Fine	6	1/16d10	-	1	16	-	-	8	0	-

GAME MECHANICS:

INSTINCTIVE RESPONSE TALENT TREE

The Fast hero gains the instinctual ability to react quickly and effectively to unexpected danger.

Full Alert: The Fast hero gets a +4 circumstance bonus on initiative checks. This bonus stacks with the one provided by the Improved Initiative feat (providing a +8 bonus if the Fast hero has both).

Improved Evasion: If the Fast hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as getting caught in a grenade blast), the Fast hero suffers no damage if she makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light armor or no armor.

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