

X-PLOERS ROBOT CLASS

By Mike Lizardi

Sometimes robots become sentient—it's a staple of many sci-fi and pulp stories. Even some "stock" robots in popular fiction (C-3PO, VINCENT, etc) seem to be "more" than they were intended to be. This is a class for those players who wish to play a robot that is "more" than the stock options presented in the X-Ploers rulebook. This class does not replace those stock robots as those robots are NPCs and are (for the most part) subject to the First Directive. The characters made by this generator are NOT beholden to the First Directive.

WARNING: These characters will be more powerful in some ways than standard characters. It is recommended that there be a limit placed on how many sentient robots are allowed in an X-Ploers team. Robots may also wind up with scores above 18—you'll have to adjust their

All of the following robot types are assumed to be humanoid in shape. Their locomotion and arms can be determined by the following tables:

Locomotion (roll 1d6 once)

1. **Hover:** the robot hovers up to 1m off the ground; will not set off traps that are ground based; may NOT fly away
2. **Wheels:** robot gains +2m to move; may have trouble with stairs
3. **Tank Treads:** no terrain is difficult terrain for this robot
4. **2 Legs:** no modifiers
5. **Multiple Legs:** add +2 m of movement for each extra set of legs (robot has d3 extra sets)
6. **2 forms of locomotion:** roll twice on this table (ignoring results of 6)

Arms (roll 1d3)

1. **No Arms:** retractable, form functioning tools emerge from the robot's body when needed
2. **2 Arms:** no modifiers—standard limb package
3. **Multi-Armed:** robot gains an attack for each extra set of arms (if he can attack); may roll once for each set of arms for skill checks (that involve arms, obviously) and take the better roll (robot has d3 extra sets of arms)

Next, determine the robot's body condition and its main function. Each of the functions are explained on the following pages.

Body Condition (roll 1d3)

1. **Scrapheap:** this robot appears to have seen a lot of action! (-1 PHY, PRE, AGI; +3 INT)
2. **Factory:** this robot appears as if it just stepped off the showroom floor! (no modifiers)
3. **Enhanced:** this robot has had some extensive aftermarket work done! (+3 to one attribute of player's choice)

Main Function (roll 1d6)

1. Infiltration
2. Repair
3. Ambassador
4. Medical
5. X-Ploration
6. War

What follows is a description of the 6 main forms of sentient AI. Most have a limited skill set—but all have abilities that can be used 1 +lvl times per day. So, a 4th level robot could use his abilities 5 times/day.

Robots level up just like all other characters. Robots cannot buy skill software, but they may purchase upgrades.

Robot skills drop in difficulty by 1 for each level attained.

INFILTRATION

These robots were designed to move about unseen as spies and assassins. These are some of the most feared rogue robots in the universe.

SKILLS: Security 15+

WEAPONS: Infiltrators come equipped with a laser rifle and a sonic dagger.

ABILITIES

Recon Drones: Infiltration robots can deploy scanning drones to survey the area. These small, baseball-sized drones will hear and see everything that is not cloaked, invisible, or successfully using the Stealth skill in a 24m radius around the robot. After 2 hours the drones must return to their host and recharge for 1d3 hours.

Holographic Terrain: This hologram changes the appearance of the terrain into the semblance of what the robot desires. A hill can be made to disappear, or could be replaced with an holographic forest, for example. The robot can project these holograms out to a range of 70m. They last until someone makes contact with them.

Time Dilation: Infiltration robots can warp the space/time continuum so that they are moving much faster than everything around them. As a result of this, they may take double the actions normal to them. This effect lasts for 1d6 rounds.

Cloaking: Infiltration robots are equipped with powerful cloaking fields—they become invisible to both normal vision and to darkvision. The robot cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the cloaked robot makes an attack, the cloaking field drops. Otherwise, it lasts until the robot drops the field.

Holographic Images: Using their hologram projectors, infiltrators can create 1d3 holograms of themselves, which act in perfect synchronization—like mirror images. Attackers cannot distinguish the images from the robot, and may attack one of the holograms instead of the robot himself (determined randomly). When a hit is scored upon one of the holograms, it disappears.

Smokescreen: The robot is able to vent smoke out to a distance of 8m—it lasts for 1 round/level. It obscures all sight (even night or darkvision). Anyone attacking into or out of the smokescreen suffers a -4 to hit.

Project Holographic Image: The robot projects a holographic image of himself, to a maximum range of 240 ft. The projected holographic image will mimic the robot's sounds, gestures, and actions. It lasts for 1 hour.

REPAIR

These robots were designed to repair pretty much anything mechanical—including other robots.

SKILLS: Mechanics 13+; Computers 15+

ABILITIES

A repair robot gains a +4 to their INT score.

Repair Damage: Repair robots can fix vehicles, starships, and other robots for 2d6 points. Each vehicle, ship, or robot can benefit from this ability ONCE per day.

Interface: Repair robots are able to interface with mechanical objects (robots, computers, spaceships, security systems) in order to run diagnostics. This also allows the robot to ask the GM any 3 yes or no questions that the accessed tech may have access to. This can even be accomplished with destroyed equipment (such as crashed vehicles and starships, smashed tech, etc) as the interface very briefly brings the tech back online. In this case, the robot may only ask the GM 1 question.

AMBASSADOR

Ambassador robots were designed to make communication possible among the varied species of galactic civilization. They are programmed for etiquette, protocol, and cultural knowledge.

SKILLS: Sociology 16+

ABILITIES

An ambassador robot gains a +4 to their INT score.

Communication: An ambassador can read and speak virtually any language. If the robot comes into contact with an alien language that is somehow NOT known to them, they may attempt to decipher it by studying it. Once an hour, the robot may make a Sociology roll to decipher the language. For every hour spent studying the robot gains a +1 to the roll. A natural 1, however, ends the attempt in failure.

Communication is possible with ANY lifeform—plant, animal, etc. For species like plants or animals, use of this ability allows the player to ask the GM 3 yes or no questions.

Subliminal Suggestion: Ambassador robots are always looking to give the species they represent an edge in galactic matters. They also have very powerful self-preservation programming. To this end, they may attempt to plant subliminal hypnotic suggestions into the minds of those beings that they are dealing with. The robot simply speaks the hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

MEDICAL

Medical robots were designed to be mobile hospitals

SKILLS: Medicine 15+

ABILITIES

Illumination Drones: small drones launch from the robot out to a distance of 48m. It produces light as bright as sunlight in a 24m diameter.

Create Food & Water: complex matter printers within the medical robot give it the ability to produce life sustaining nutrient bricks. The robot also carries a large store of water—additional water can be synthesized from an atmosphere. Enough food and water to feed 5 human sized creatures for 1 day can be created with each use of this ability.

Treat Disease: Medical robots can treat virtually any ailment. This ability cures the recipient of any diseases. Its application takes 4 hours.

Healing: Medical robots can perform miraculous surgery in a very short amount of time. A medical robot may heal a lifeform for 3d6+ the robot's level in hit points. A lifeform may only benefit from this ability ONCE per day. The procedure takes 4 hours.

A medical robot may also perform minor surgery in a matter of seconds. The robot may heal any lifeform for 1d6 points of damage. The lifeform may only benefit from this ability ONCE per day.

Purify Food & Water: A medical robot can emit energy that scours all toxins from both food and water. Enough food and water for up to a dozen people is made safe per use of this ability.

Necrotech: Medical droids can inject recently slain corpses with necronanites—these nanites repair dead systems, close mortal wounds, and reactivate the nervous system of the corpse. This procedure takes 8 hours to take effect and may only be performed on a lifeform that has been dead for less than 48 hours. A lifeform may only benefit from this procedure ONCE per adventure.

Necrocomm: A medical robot is able to access the DNA of a dead lifeform and can "see" into its life before dying. This allows the robot can ask a the corpse of a once sentient lifeform a yes or no question.

X-PLORATION

An X-Ploration robot was designed to explore previously unknown planets. These robots are adaptable and tough—and function just as well solo as they do when they are part of a group.

SKILLS: None

WEAPONS: an XP robot comes with a laser pistol

Abilities:

Recon Drones: XP robots can deploy scanning drones to survey the area. These small, baseball-sized drones will hear and see everything that is not cloaked, invisible, or successfully using the Stealth skill in a 24m radius around the robot. After 2 hours the drones must return to their host and recharge.

Nightvision: XP robots can see without a light source.

Rocket Pack: an XP robot can activate its rocket pack and fly (48m per round). This lasts for 1d6 rounds per use.

Locate: XP robots are programmed with an encyclopedic knowledge of plants, minerals and animals. Activating this power show the robot the direction and distance to travel to find what they are looking for.

Weather Prediction: Activating atmospheric sensors allows the XP robot to predict the weather over a large area (2 km/ per level radius). However, weather can be unpredictable (especially on unknown worlds) and there is a secret 10% chance that the prediction will be wrong.

Teleport: An XP robot can bend the space/time continuum for quick escapes—it can teleport up to 144m away from its present location. It must be able to see the spot it's teleporting to.

WAR

War robots are perhaps the most feared of all robots. Their appearance on the battlefield is often enough to make the enemy surrender without a single shot being fired.

SKILLS: none

WEAPONS: a warbot comes with a laser rifle & a sonic mace

ARMOR: warbots have the Armor Plating Upgrade (+2 AC)

ABILITIES

Roll a d6. On a 1-4, the warbot is normal sized. On a 5-6 it's a Titan Class Warbot. It becomes Large-sized (+1 to all damage dealt but -1 to AC).

Hellfire Rockets: The warbot fires smart rockets that autoseek their targets. These rockets hit automatically for 1d3+1 points of damage. The warbot fires 1 for every odd level it has achieved (1 at 1st, 2 at 3rd, 3 at 5th, etc).

Force Screen: The warbot projects a force screen that moves to deflect incoming attacks. It grants the warbot a +5 to its AC. The screen lasts for 1d6+1 rounds.

Elbow Rockets: Activating microrockets on its elbows allows the warbot to deliver an extra 3d6 points of damage on a melee attack. The use of this power must be declared before the hit roll is made—a miss wastes the ability.