

Robots

There are hundreds of varieties of robot used across Federation worlds and within their ships. They vary from the most menial (shoe polishers, carpet cleaners, traffic regulators *etc.*) through to strategic brain bots that govern the movement of vast sums of money through markets and AI capable robots dealing with the most profound research questions in hypermathematics and quantum multiverse theories. While it is impossible to try to list all types, several versions will be described. All robots are immune to *sleep*, *charm* and *bold* spells, all poisons and poison gases, and take half damage from fire, electrical and cold based attacks (saving for a quarter).

Robot Class (RC) and Intelligence: Robots are constructed with different classes of computerised brains graded from class 1 to class 6. The capacity of the brain governs the number of programs it can run simultaneously, but higher capacity systems come at significantly greater cost. Each higher category of robot can accomplish all of the mental tasks of lower category robots, with extra abilities. Robot brains are categorised thus:

Robot Class	Int	Description and Examples
1	0	Can run 1 simple program (polish a floor, shoot at approaching targets, <i>etc.</i>)
2	2	Can run multiple simple programs or a more complex set of tasks (e.g. crush rocks and sort an ore, shoot at targets that don't have a password, <i>etc.</i>). Can receive encoded radio instructions.
3	4	Can run multiple simple programs, or more complex tasks, and can receive and respond to verbal commands (and ignore them if they contravene programming).
4	8	Can act semi-independently to accomplish a goal, thus programming can be based on a required task goal rather than actions. Can act as a sensor and mission hub for other robots.
5	16	Can act fully independently, prioritising tasks and fully controlling other allied robots <i>via</i> encoded data links. For example, a security bot may choose to rescue victims of a criminal while simultaneously organising pursuit of the miscreant using other robots.
6	Up to 20	A sentient, fully autonomous robotic mind able to create and modify its own programming, such as when running a factory to respond to real time economic data, or to throw in 'wild card' unexpected tactics in combat to surprise and destabilise opponents. Capable of empathy and conscience.

RC 1-5 are immune to all mind affecting magics, having no mind as such, whereas RC 6 are vulnerable to such but may make a saving throw at +4 bonus.

	Infbot	Ubot
AC:	-2	3
HD:	8**	6
Movement:	120' (40')	30' (10')
Attacks:	2 weapons	1 grapple
Damage:	By weapon	1d4
No. Appearing:	2d6 (2d6)	1d6 (2d6)

Save As:	F16	F8
Morale:	10	6
Treasure Type:	Nil	Nil
Robot Class:	2 to 5	1 to 4
Alignment:	Lawful	Lawful
XP Value:	1750	275

	Ecobot	Sbot
AC:	0	5
HD:	12**	3
Movement:	120' (40')	90'(30')
Attacks:	1 needler	1 weapon
Damage:	1d8+Special	By weapon
No. Appearing:	1 (1)	1d6 (2d6)
Save As:	F24	F6
Morale:	10	12
Treasure Type:	Nil	Nil
Robot Class:	5	2 to 5
Alignment:	Lawful	Lawful
XP Value:	3000	35

Infbot (Infantry Robot): Standard infantry robots, typically bipedal and designed to take the role of living infantry soldiers and commonly also used in policing. Most are of lower RC, with sergeants of RC4 and officers of RC5 are used as officers. All contain two weapons inserted in standard weapon bays, which are for most infantry either dual blasters or lasers, occasionally with heavy weapons models carrying grenade launchers in place of one of the blasters. Policing and riot control units may also include grenade launchers with sleep or tangler ammunition, and can incorporate needler guns for less lethal law enforcement. Melee weapons (laser and sonic swords) are sometimes preferred, but all infbots are configured to strike as if wearing shock gloves that are capable of discharging up to 6 charges (for 6d6 damage). Almost any combination of weapons can be added for different mission profiles.

A typical military squad of infbots contains around 8 members, most configured for small arms with one or two equipped with heavy weapons, but larger regiments of many hundreds are employed for specific tasks.

Infbots are able to function for 24 hours at full activity level without needing to recharge and can enter a standby mode that expends only 1 minutes worth of normal power per hour, utilising only acoustic and optical sensors while doing so. They have infravision to a range of 60'. Weapons packs may contain up to 200 standard charges, and 40 grenades or 100 needler rounds.

Ubot (Utility Robot): Standing between 3' and 4' tall, and flying on a magnetic cushion around 1' high, ubots are slow servants designed for the automation of countless tasks, everything from laundry and washing dishes through to repair of the exterior of space craft. While individual programming is often limited, the adaptability of the robot means that almost any tool and software package can be used, making the ubot near universal on Federation missions, in factories and in homes. Typically a ubot carries 1d4 separate tools for various jobs, and while class 1 ubots are limited in the work they can do, higher class ubots are used for almost every automatable job.

While anything may be weaponised, ubots are approaching harmless, and it takes very specialised programming to make them hostile. If attacked they will somehow wave their tools to return the attack before, typically, seeking to raise an alarm to get help.

Ecobot (Ecology Robot): Almost identical in appearance to the ubot, ecobots are more robust, encased in a toughened duralloy case. This case is equipped with a holographic projection unit that allows them to hide their presence, allowing them to surprise any foe on a 1-5 on 1d6. They are designed to collect ecological specimens from worlds visited by federation vessels, carrying 60 rounds of needler

ammunition to allow them to stun animals and a range of cutting and sampling tools to take specimens of air, earth, water and plant matter. They are capable of conducting complex biochemical and genetic analysis of a stunned or knocked out animals and instantly synthesising serum to incapacitate them for 2d6 hours, during which time they are typically programmed to contact their mothership and await collection.

Ecobots are not aggressive, but in their desire to fulfil their programming they are invariably tenacious. An ecobot usually contains sufficient charge to remain active for 72 hours, or up to 6 months on power saving mode.

Sbot (Service Robot): Typically constructed to resemble their makers (a human would normally build a human shaped sbot, a vrusk may have vrusk shaped sbots, *etc.*) service robots are typically found doing domestic and menial work. That can range from acting as servants in the home, tour guides, teaching assistants, *etc.*, anywhere that an anthropomorphic form would be preferred to something more abstract. While generally resembling their creators, they are not easily mistaken for living creatures in the way cyborgs are, usually having no organic components.

Most are class 3 or 4, being able to adapt to many simple tasks, but a few are class 2 (typically restricted opening doors, polishing, *etc.*) and RC5 examples (taking charge of other domestic robots within larger households) are also known. They cannot (according to Federation law) be programmed for violence or aggression, but they may protect their masters if attacked (containing firmware requiring that they fight to the death to do so if necessary), typically attacking with a single weapon.

Sbots are not designed for endurance, and usually only contain a small power cell allowing 12 hours of constant action before requiring charging. Some models do allow the sbot to plug in a second battery that can charge while they are active, thus swapping their own power supply and remaining active for longer.

	Riotbot	Medibot
AC:	-3	5
HD:	16**	7
Movement (flying):	180' (60')	180'(40')
Attacks:	2 weapons	4 scalpels
Damage:	By Weapon	1d4 each
No. Appearing:	1 (2d4)	1 (1d6)
Save As:	F32	F14
Morale:	11	12
Treasure Type:	Nil	Nil
Robot Class:	2-5	4-5
Alignment:	Lawful	Lawful
XP Value:	4050	175

	Hbot	Offbot
AC:	2	-2
HD:	20-40*	12**
Movement:	90'(30')	120'(40')
Attacks:	1	2 weapons
Damage:	4d10 to 10d10	By weapon
No. Appearing:	1 (1)	1(1)
Save As:	F36	F24
Morale:	12	10
Treasure Type:	Nil	Nil
Robot Class:	1-5	6
Alignment:	Lawful	Lawful
XP Value:	4500 to 13000	3250

Riotbot: This is a medium sized (6' x 6') autonomous or semi-autonomous quadcopter designed to work in unison with others of its type to control crowds, provide information and suppress riots or uprisings where necessary. Each is equipped with a loud speaker, a light projector and a screen on the underside such that messages may be transmitted vocally or visually to any who can see it (usually from below), and two weapons from a wide range of available options

(including needlers with 80 rounds, lasers or sonics with 200 charges, grojets with 75 rounds and grenade launchers containing up to 20 rounds) that can be deployed at any targets lateral to or below the robot. In addition to standard weapons, one of the bays may be configured to contain gas cylinders containing 8 charges of a single gas, which can be sprayed in a 200' cone, 80' wide at the far end. All those within the area of effect may make a save vs. poison, or succumb to the effects of the gas. Various gases have been encountered, including sleep, charm, fear, and deadly poison.

Typically class 3 and 4 riotbots are deployed for most tasks, but for complex missions a type 5 is usually used for command and control of larger swarms.

Medibot (Medical Robot): Medibots are crudely humanoid in form, with four large fans located to force air through their bodies (on their shoulders and hips) to allow for quadcopter style flight, to allow them to travel rapidly to a sight of injury. Most used in civilian roles are RC5 whereas to save cost most employed in military roles are RC4. Their role is to travel to a site of need (an accident or injury), rapidly assess the situation, and provide emergency medical care. After assessing the situation they provide emergency medical care and arrange evacuation of the patient (typically via a second quickly deployed robot).

They are not programmed for combat, but will try to hold any attackers at bay while treating a patient, being programmed to do so at any risk to themselves. They have four arms, with which they can apply medicines, perform medical tasks or wield scalpels in defence. They carry a range of bandages and medications, including antitoxins, liquid skin, bandages, tourniquets, and full standard issue Federation medipacks. For simplicity this can be treated as the capacity to *cure critical wounds* up to 6 times on a single load, *neutralise poison* up to a dozen times, and *cure disease* 4 times. They can also employ a freeze shield to put a dying character into stasis, and can remain alongside to maintain this shield until assistance arrives.

Medical robots are made for fast response rather than resilience, and typically have around 12 hours of charge.

Hbot (Heavy Robot): Existing in various forms, from quadrupedal with heavy machinery on a huge platform, to massive humanoid machine, through autonomous tracked vehicles with cranes, diggers and rock crushing devices. They are essentially the machinery of the heaviest kinds of mining and industry, entrusted to do the work of many thousands of workers for months on end. They are to be found running everything from nuclear reactors to forestry plantations, from farm equipment to machine assembly. Most can be programmed for a variety of tasks only limited by hardware. Most have battery power for up to a week.

Heavy robots are rarely programmed for aggression but will defend themselves or their work if attacked. While none have weapons as such, being hit with a crane, run over by machine tracks or picked up and hurled into a rock crusher can cause immense damage. Class 1 robots are used for single jobs, while the responsibilities of a RC5 hbot may extend to controlling other robots in entire production lines, mines, farms or even whole colonies.

Offbot (Officer Robot): Typically constructed on similar lines to infbots, offbots are created to lead and control other robots in combat, law enforcement, security, and other tactical situations. Highly intelligent and able to create new and transmit novel programming for themselves and other robots in their control, they are all highly intelligent and capable of complex strategic planning. While not primarily designed to do so, they are more than capable of fighting, with similar capacity to infantry robots but a more substantial build quality to ensure survival. Understanding their strategic importance they are willing to sacrifice infbots to ensure their own survival.

	Cyborg, Standard	Cyborg, HK
AC:	0	-4
HD:	12**	24**

Movement:	120'(80')	180'(120')
Attacks:	1 fist/1 weapon	2 fists/2 weapons
Damage:	3d10 or by weapon	4d20 or by weapon
No. Appearing:	1d4 (1d4)	1 (1)
Save As:	F20	F24
Morale:	10	12
Treasure Type:	Special	Nil
Robot Class:	6	6
Alignment:	Lawful	Lawful
XP Value:	3000	8750

	Cyborg, Infiltrator	Cyborg, Pleasure
AC:	3	9
HD:	10**	5**
Movement:	120'(80')	120'(80')
Attacks:	1 fist or 1 weapon	1 fist or 1 weapon
Damage:	2d10 or by weapon	2d10 By weapon
No. Appearing:	1 (1)	1(1)
Save As:	F20	F20
Morale:	9	10
Treasure Type:	Special	Nil
Robot Class:	6	6
Alignment:	Lawful	Lawful
XP Value:	2500	325

Cyborgs

In some ways the peak of robot design and construction, cyborgs are constructed from toughened duralloy components and high spec robotic parts over which organic tissue is grown. They are in effect robots with organic components, which often allow them to be mistaken for humans (or other organisms that they can be built to resemble). While most are constructed to do the work of organic creatures where this would be too dangerous or too difficult, and while standard cyborgs are strictly programmed to inflict no harm, there are numerous forms that have been or can be programmed to kill.

All cyborgs possess 60' infravision and excellent hearing and vision, and can only be surprised on a 1 on 1d10. Their speed of reaction is faster than that of any human, and in the first round of any combat they gain +4 to initiative, and each subsequent round they are treated as having a dexterity score of 18 (thus +3 to individual initiative). They can handle any weapon as if of skilled weapon mastery, and if it is anticipated they need to use such they are usually equipped with both melee and ranged high tech weapons. Their incredible response time also allows them to operate twice as fast as most creatures during a combat round, with a combat speed of two thirds of their standard speed.

Cyborgs can both receive and send programming, and can be instructed from a distance. They can act as hubs whole fleets of lesser robots, and will obey their masters' instructions even to the point of self destruction (an explosion causing 20d6 damage to all within 20', as if a *fireball*, all within range saving vs. spells for half damage). They contain self regulating atomic power sources that allow the cyborg to work independently for up to 6 months, but which then require replacement (their power cells cannot be recharged).

Cyborgs are immune to poison, *sleep*, *hold* and similar magic, but being RC6 they are susceptible to *charm* and other mind affecting magic.

Standard Cyborgs: Appearing as normal members of any sentient race, standard cyborgs tend to have rather stilted speech patterns and

unusual mannerisms that quickly give them away as artificial constructs. They are therefore poor at infiltration, but are tirelessly capable of many complex tasks. While in pristine condition from the factory they are almost incapable of violence, numerous simple software patches can be applied to turn them in to formidable warriors. They are typically tasked with maintaining and operating spacecraft while the crew are in hypersleep, and with managing teams of robots with specific tasks.

Standard cyborgs do not carry treasure, but are often entrusted with protecting valuables or cash, their owners understanding that this may be useful in many environments.

HK (Hunter Killer) Cyborgs: Designed and programmed with a specific purpose, to hunt out and kill specified prey, HK cyborgs acting as assassins are feared across the Frontier. They appear and act very like standard cyborgs, but are massively more dangerous. Containing collapsium rather than duralloy frames, they are both more durable and more damaging. HK's are constructed for a single job, to seek out and kill named individuals, and once tasked with this they will continue until either their target(s) or they are destroyed, or until a recall notice is received from their owners. Capable of reprogramming other robots they come into contact with, and along with other RC6 robots able to create new programming for them on the fly, they are especially dangerous in and around other robots, which they freely employ for their purposes.

HK's are treated as 'expert' with all weapons, and may be armed with almost any weapon available to their owners.

Infiltrator Cyborgs: Infiltrators are designed with composite polymer components, utilising a minimal amount of metal in their construction to allow them to pass through simple scanners without detection. In behaviour and action they are more akin to the creatures they're built to construct, and to most who meet them they are near identical to normal members of the species. Indeed, without some magical means to determine (or a more complex scanning technology) they will remain undetected unless their programming necessitates they do something suspicious.

Infiltrators are made to find information, store it, and send it back to their owners (using their inbuilt communications device) when that will not be detected. They act as spies both for governments and businesses but also as scouts in among primitive societies in which they may be planted for anthropological research. They may be programmed to commit acts of violence if that would be necessary to blend in, and are treated as having basic weapon mastery with all weapons.

Cyborg, Pleasure: Constructed to fulfil the wishes and desires of their creators, pleasure cyborgs are almost invariably created to represent physical perfection as perceived by their owners. Skilled as musicians, actors, cooks, masseurs, in all acts of physicality, but also in medicine and psychiatry, and are used to help maintain the physical and mental health of crews in long missions. They may be gym buddies, confidants, players of games, or they can fulfil any other roles required. They are as adept at acting the role of their portrayed species as infiltrators but without the complex programming necessary to maintain a hidden identity. They are frequently found on starships in deep space, where they may be imagined to provide little practical worth but are viewed as essential parts of crews.

While not usually programmed for violence, they, like every other invention, may be hacked for such a purpose.