



> Basic Android Package

A robot is a mechanical construct that's created to do work; it has no independent thought. An android, on the other hand, is a mechanical construct that can think, learn, and adapt. Thus, mechanical constructs that players may use in the game are, for game system purposes, considered androids.

Like cybernetics, the android form affords players an effortless reason for including Special Abilities in their characters. With few exceptions (including such Special Abilities as Possession and Teleportation), gamemasters should allow the excuse of "android ability" as sufficient explanation for nearly any Special Ability the player could desire for his character.

The basic android has a body with four limbs, a torso, and a head. These parts are made of a light rubber-like resin, with the internal components carefully packed inside. It has as much durability as any ordinary organic body. The player may include Natural Armor or Hardiness to reflect tougher construction materials.

The player may put the limbs anywhere on the torso he desires. However, if the placement is anything other than normal humanoid-shaped, Disadvantages and Special Abilities need to be added to the character to account for the eccentricities.

The android will always have the same appearance, unless he makes changes to it. He needs to keep himself clean and have his systems checked regularly (about once a year) if he wants his components to last more than 100 years.

The android has internal programs that allow him to check himself to see if he needs any repairs. He can also perform minor maintenance on himself (such as cleaning parts or replacing worn pieces).

The *robot interface/repair* skill is used by and for androids and robots in the same way as the *medicine* skill is used by and for organic beings.

Gamemasters may impose other restrictions on or provide other benefits to android characters, to better represent them in their universe.

Disadvantages gained by taking the android package do not count toward the maximum allowed. To eliminate a Disadvantage or Special Ability that comes in the base package, the player must give his character the opposite Special Ability or Disadvantage.

Example: Hindrance: Android Appearance (R5) may be offset by taking Skill Bonus: Humanoid Appearance (R5).

Package

Total creation point cost: 9 points

Total defined limit cost: 9 skill dice or 2 attribute dice plus 1 skill dice

Advantages: None

Disadvantages: Achilles' Heel: Metabolic Difference (R3), requires an energy source; Hindrance: Lack Social Graces (R2), +6 to *streetwise* difficulties; Hindrance: Android Appearance (R5), +5 to *command*, *con*, and *persuasion* difficulties; Quirk (R3), cannot lie

Special Abilities: Atmospheric Tolerance (R1, cost 4), airless environments with Additional Effect (R3), need not breathe; Attack Resistance: Mental (R3, cost 6), +3D to mental harm; Immunity (R5, cost 5), +5D to *Strength* or *stamina* checks against illness or poison; Iron Will (R4, cost 8), +4D to all *willpower* rolls and +6 to standard interaction difficulties

Other Common Advantages: Size (any rank)

Other Common Disadvantages: Age (due to set appearance; any rank); Cultural Unfamiliarity (R1); Devotion (R3), Laws of Robotics; Hindrance: Lacks Mobility (R9), cannot run, swim, or jump; Prejudice (any rank), against androids; Reduced Attribute; Quirk (R2), secretly is an android

Other Common Special Abilities: Ambidextrous; Armor-Defeating Attack; Combat Sense; Endurance; Enhanced Sense; Environmental Resistance; Extra Body Part; Extra Sense; Fast Reactions; Hardiness; Hypermovement; Immortality or Longevity; Increased Attribute; Infravision; Ultravision; Natural Armor: Alternate Body Composition; Natural Hand-to-Hand Weapon; Natural Ranged Weapon, Quick Study; Sense of Direction; Skill Bonus; Skill Minimum; Water Breathing; Youthful Appearance